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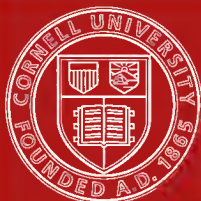
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THE CHESS-PLAYERS' MANUAL

CONTAINING

THE LAWS OF THE GAME

ACCORDING TO THE REVISED CODE LAID DOWN BY THE
BRITISH CHESS ASSOCIATION IN 1862

BY

G. H. D. GOSSIP

WINNER OF THE FIRST PRIZE IN THE CORRESPONDENCE TOURNAMENT OF THE
"CHESS-PLAYERS' CHRONICLE," 1873-74

REVISED AND EDITED
AND WITH AN AMERICAN APPENDIX

BY

S. LIPSCHÜTZ

CHAMPION OF THE MANHATTAN CHESS CLUB OF NEW-YORK



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PREFACE.

WITH the exception of Mr. Wormald's "Chess Openings," and Mr. Staunton's "Chess Praxis," no systematic treatise on the theory of the openings has appeared in this country within the past ten years, the few other works upon the subject that have been published during the above period being merely of a rudimentary character.

The present volume is destined for the use, not only of beginners, but also of those who are proficient in the game. It contains a comprehensive and, as far as practicable, an exhaustive analysis of all the openings, both regular and irregular, with the most important modern discoveries that have been made of late years by the leading authorities, and includes also a copious selection of illustrative games between the greatest masters, comprising a considerable number of those played last year at the great Vienna Tournament. I

have derived my information from various sources, and must acknowledge the obligations I am under to "The Chess Player's Chronicle," "The Chess Player's Magazine," Staunton's "Handbook" and "Praxis," Lowenthal's "Games of the Congress," and "Morphy's Games" (Bohn's and Max Lange's editions); "The Westminster Papers," with the valuable analyses and notes by Messrs. Wisker and Zukertort, Pr eti's "Strat egie Raisonn e," "La Nouvelle R egence," and the transactions of the British Chess Association, 1866-69, etc. etc. The other authorities whom I have chiefly consulted are Jaenisch, Walker, Sarratt, Lewis, Philidor, the "Schachzeitung," and the "Handbuch." I may especially direct the attention of my readers to my analysis of the "Two Knights' Defence," the "Allgaier," and "Evans' Gambits," with the new modes of strengthening the defence to the "Giuoco Piano," and the now popular "Vienna Game." In the "Evans' Gambit" will be found the three pawns' defence, so much favoured of late years by Anderssen and Zukertort, an analysis of the new defence of Q to K B 3, originated by Mr. E. Lewis, and also an ingenious attack by Mr. P. Richardson, of New York, which appears to give the first player a decided advantage.

The entire labour of the transcriptions and translations

involved in the compilation of the present volume has devolved upon myself alone. I may, therefore, reasonably solicit the indulgence of the public for any trifling omissions or inaccuracies well-nigh inseparable from a work of this magnitude.

In conclusion, I must tender my thanks to Messrs. J. and W. T. Pierce for the assistance they have rendered me in the problem department of my work, and express my sincere hope that this treatise may prove a not unworthy addition to the literature of Chess.

G. H. D. GOSSIP.

EAST BERGHOLT, SUFFOLK,

July 1st, 1874.

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THE
CHESS-PLAYER'S MANUAL.

PART I.
INTRODUCTION.

CHAPTER I.

CHESS is not only the most scientific and fascinating, but also the most ancient of games. As an intellectual pastime, it is incomparably superior to all others; for it possesses the charm of continual variety, and the combinations that occur in a single "partie" may be said to be infinite (*a*). It is known to be of Indo-Persian origin (*b*), and to have been communicated

(*a*) Major Jaenisch writes as follows: "Be it generally known that notwithstanding the labours of the most skilful amateurs throughout the past ages of every nation since the sixteenth century, it was reserved for our own times to make the most surprising and valuable discoveries in the theory of chess, without even setting up the remotest idea that the subject can ever be exhausted. Let us reflect on this fact, that since the epoch of renewing the cultivation of the arts and sciences, the brain of man, as regards games of combination, has as yet invented nothing which comes even at all near to the royal game (the game of the Schäh)."

(*b*) Jaenisch says that Russia received the game of chess direct from the East, probably through her ancient conquerors, the Moguls; and that the names of two pieces, styled in Western Europe the "Queen" and "Bishop" (in France la "Dame" et le "Fou") are preserved still in Russia in their oriental dialect, the Queen being called in Russian as in Persian, "Ferz," signifying the General of the army, or Vizir, whilst the Elephant, named in Russia "Slone," in Arabia, "Al Fil" became designated "Alfiero" in Italy, and thence "Fil" and "Fou" in France. Dr. Forbes gives an end game by an Arab player in the tenth century, extracted from an Oriental MS. in the possession of the Asiatic Society.

by the Arabs to the Spaniards, through whom it was transmitted to the other nations of Western Europe. Chess flourished in Spain in the sixteenth century, under the patronage of Philip II., who invited to his court Leonardo da Cutri and Paolo Boi, celebrated Italian players of that time, and showered favours upon them (*c*). Henry IV. of France, Philip II., Pope Leo X., Charles V., Charles XII. of Sweden, Napoleon, Charlemagne, Saint Louis, Marie de Medicis, Richelieu, and Marshal Saxe, were all chess-players. No other game can boast of such a list of illustrious votaries, and hence chess has been styled "the royal game." The expression of "chivalrous or knightly game" was used by authors in the middle ages as the customary designation of chess (*d*).

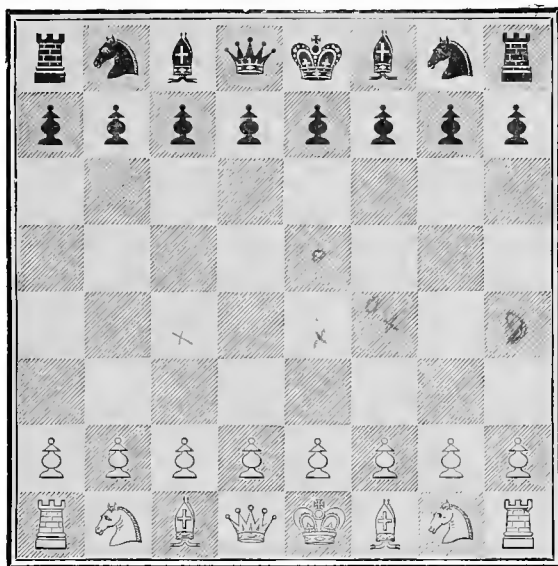
The game is played by two persons, on a board of sixty-four squares, alternately coloured black and white, with thirty-two men, each player having sixteen men at his command, of opposite colours, *i.e.*, one player has sixteen black, and his opponent sixteen white men, which, at the commencement of a game, are arranged ready for action, as in the following diagram:—

(*e*) He is even said to have conferred the bishopric of Segovia on Ruy Lopez, in recognition of his skill at chess (Palamède, vol. i., 1842, p. 66).

(*d*) Walker, in the preface to his Treatise, says:—"Chess, a sport without some knowledge of which no man dared call himself of *gentle blood* in those chivalrous ages when the bold knight left the battle-field but for the tourney and the chesse, when princes looked over the board and queens were proud to grace the victor."

Carrera, who lived in the seventeenth century, writes of Paolo Boi, a famous chess player at that period:—"Paolo Boi, Siciliano, della città di Siracusa, detto il Siracusano, nacque in Siracusa di honoratissima famiglia e ricca. Fu caro à molti principi Italiani e specialmente al Duca di Urbino ad alcuni Cardinali anzi al Pontefice istesso Pio V. il quale gli haurebbe dato un grosso beneficio purchè egli si fosse vestito da Chierico; ei per vivere à gusto di suoi humori non voll'ubbligarse a questo." (Paolo Boi, the Siellian, of the city of Syracuse, called the Syracusan, was born in Syracuse, of a most honourable and wealthy family. He was held in the highest estimation by many Italian princes, and especially by the Duke of Urbino and some cardinals, and even by the Pope himself, Pius the Fifth, who would have given him high preferment if he would have entered into holy orders, but he did not choose to do this, wishing to live according to his own tastes).

BLACK.















ROOK. KNIGHT. BISHOP. QUEEN. KING. BISHOP. KNIGHT. ROOK.

WHITE.

As shown above, each player must have a white square at his right-hand corner of the board.

The chessmen consist of eight pieces and eight pawns on each side, viz. :—

The King		
The Queen		
Two Rooks		
Two Bishops		
Two Knights		
Eight Pawns		

Sixteen in all. Of the eight pieces, the Bishops and Knights are termed minor pieces.

The King.—The King is the most important of all the pieces, inasmuch as his capture involves the loss of the game. He moves only one square at a time, but in any direction, viz., backwards, forwards, diagonally, or laterally. Once in the game, however, he is allowed to move two squares, when he has the privilege of Castling, which will be explained hereafter. The King cannot move under any circumstances on to a square adjacent to that occupied by the hostile King, neither can he move into check, *i.e.*, on to any square which is guarded by a hostile piece or Pawn. The King can capture any unprotected piece or Pawn of the enemy situated on any square adjacent to his own, backwards, forwards, sideways, and diagonally.

The Queen is the most powerful piece on the board. She can move in any direction, in straight lines, backwards, forwards, laterally, and diagonally, as far as the board will allow.

When placed on any one of the four centre squares, she commands no less than twenty-seven out of the sixty-four squares on the board.

The Rook is the most powerful of the other pieces. He moves in straight lines backwards, forwards, or sideways, to the extent of the board, but “not diagonally.” The Rook has the privilege, in conjunction with the King, of Castling once in the game.

The Bishop moves diagonally only, on squares of its own colour, *e.g.*, the White King's Bishop is always on a White square, and the White Queen's Bishop on a Black square, whilst the Black King's Bishop must always occupy a Black square, and the Black Queen's Bishop a White square.

The Knight moves in a peculiar manner. He alone, of all the pieces, has the privilege of leaping over another man. His movement combines the action of the shortest move of the Bishop and the shortest move of the Rook, *i.e.*, one square

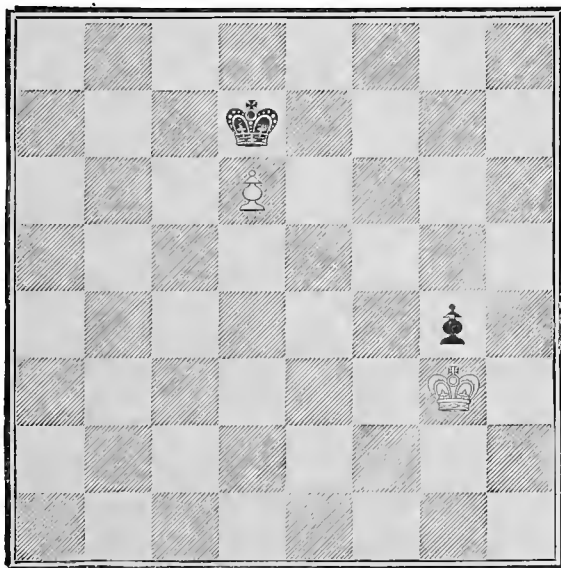
in an oblique direction, either forward, backward, or sideways, and one square in a forward direction. If he starts from a White square he must rest on a Black one, and *vice-versâ*.

The Pawn moves forward only one square at a time, except on his first move, when he has the option of advancing one or two squares; but in the latter case if a hostile Pawn commands the square over which he leaps, the adverse Pawn has the choice of capturing him and intercepting him in his passage as if he had moved forward one square only. The Pawn can never command more than two squares. The Pawn, however, has alone among the chessmen the privilege of promotion, *i.e.*, on reaching the eighth square of the file on which he is advancing, he may be exchanged for a Queen or any other piece his player may choose. If, however, his player refuses him promotion, he remains simply a Pawn as before.

ON CAPTURING A HOSTILE MAN.

The following diagrams successively illustrate the power of the different pieces in capturing a hostile piece or Pawn:—

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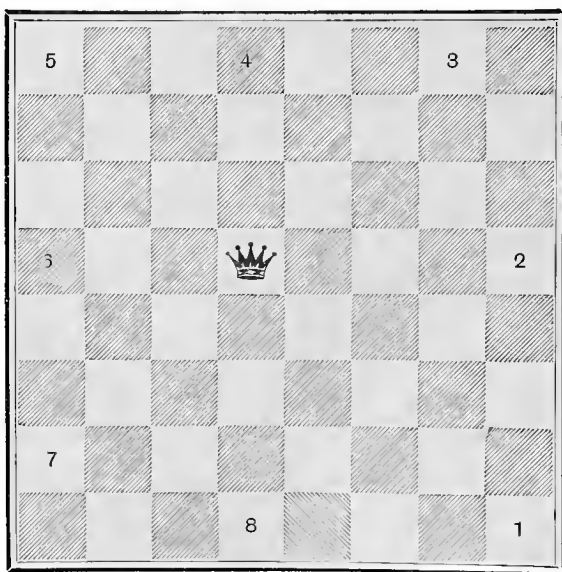


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The above diagram shews the power of the King. In this position, supposing White has to play, he can take the hostile Black Pawn, remove it from the board and place his King upon the square which it occupied. If the Black Pawn in question were stationed on any of the other seven squares adjacent to the one which the White King occupies, he could equally capture it, provided it was unprotected by some other piece or Pawn. In the same way, if Black has the move, the Black King can capture the adverse Pawn in front of him; or if this Pawn were stationed on any other of the seven squares immediately surrounding him, he could equally capture it if unguarded by a hostile piece or Pawn.

The following diagram exemplifies the power of the Queen :—

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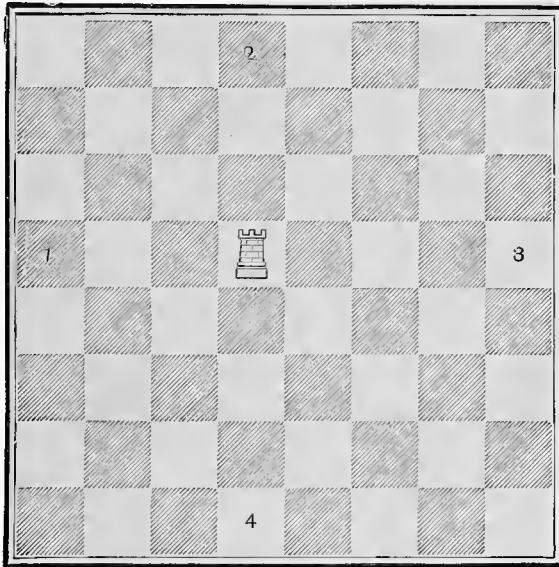
WHITE.

Here the Queen commands no less than twenty-seven squares. She has the option of capturing any one of eight men on the

squares numbered respectively 1, 2, 3, 4, 5, 6, 7, and 8 at the edges of the board if her march be unobstructed. Were these men nearer, upon any of the intervening squares, she could equally capture any one of them at choice. She effects the capture by removing the hostile man from the board and placing herself on the vacated square.

The next diagram illustrates the power of the Rook.

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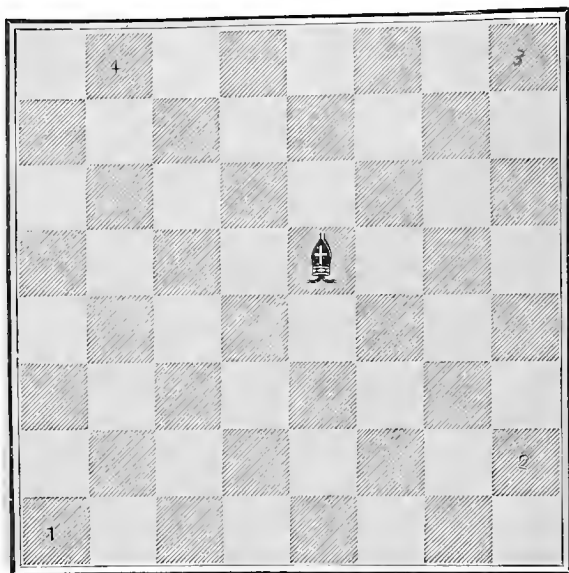
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Here the Rook commands fourteen squares, *i.e.*, provided his march be unobstructed, he can capture any one of four hostile men at the extremity of the board, stationed on the squares numbered 1, 2, 3, and 4 respectively. He has the same power of capture in the direction indicated by the figures on the diagram, if the pieces in question were situated on any of the intervening squares. As the Rook, however, can

only capture forwards, backwards, and laterally, he is not so powerful as the Queen, which captures diagonally also.

The power of the Bishop is shown on the next diagram.

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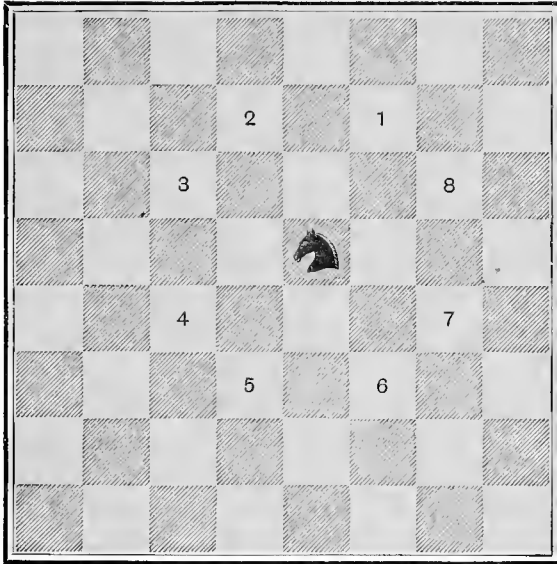


WHITE.

The Bishop can only take "*diagonally.*" Here he commands thirteen squares, and has the option of taking any one of four men occupying the squares numbered 1, 2, 3, and 4 respectively, if his range be unobstructed. Similarly, he could take any one of these men posted on intermediate squares on these diagonals.

The Knight, whose movement differs materially from that of the other pieces, and who moves one square forward and one square obliquely, or one square obliquely and one square forward, combining the action of the Rook and Bishop, takes as follows :—

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WHITE.

In the above diagram the Knight commands the eight numbered squares, *i.e.*, he can capture any hostile man on any one of those squares. His march cannot be obstructed, since if any of the squares immediately surrounding him were occupied by any of his own or the enemy's men, he could leap over them and effect the capture just the same, removing the hostile man, and placing himself on the vacated square.

The Pawn only takes diagonally one square forward to the right or the left, removing the adverse man and occupying the vacant square, except when he takes "*en passant*," which will be explained hereafter.

THE NOTATION.

According to the English system of notation, the different squares on the board are called after the pieces. The square upon which the King stands at the commencement of a game is called the King's square; while that occupied by the Queen is termed the Queen's square. The square in front of the King is styled the King's second square; the next in front of that on the same file the King's third square; the next to that the King's fourth square; and so on. Thus we have on the same file King's square, King's second, King's third, King's fourth, King's fifth, King's sixth, King's seventh, and King's eighth squares. In the same way, the square upon which the Queen is placed before commencing a game is called the Queen's square; the next in front of that on the same file the Queen's second square; and so on to the eighth or last square on the file. The pieces on King's side are termed the King's pieces—*viz.*, the King's Bishop, King's Knight, and King's Rook. Similarly the pieces on Queen's side are styled the Queen's pieces—*viz.*, the Queen's Bishop, Queen's Knight, and Queen's Rook. Thus we have King's Bishop's square (*i.e.* the square on which the King's Bishop stands at the beginning of a game); the one immediately in front of that, King's Bishop's second; and so on. In the same manner, we have King's Knight's square, King Knight's second, King's Knight's third; King's Rook's square, King's Rook's second, third, etc.; and on the Queen's side, Queen's Bishop's square, Queen's Knight's square, Queen's Rook's square; Queen's Bishop's second, Queen's Knight's second, Queen's Rook's second, until the eighth square is reached at the opposite side of the board. The Pawns are designated after the pieces to which they belong; thus, the Pawn standing in front of the Queen is called the Queen's Pawn, the one in front of the King the King's Pawn, the one in front of the King's Bishop the King's Bishop's Pawn, and so on.

In recording a game the pieces and Pawns are designated as follows :—

K	King
Q	Queen.
B	Bishop.
Kt	Knight.
R	Rook.
K B	King's Bishop.
K Kt	King's Knight.
K R	King's Rook.
Q B	Queen's Bishop.
Q Kt	Queen's Knight.
Q R	Queen's Rook.
P	Pawn.
K P	King's Pawn.
Q P	Queen's Pawn.
K B P	King's Bishop's Pawn.
K Kt P	King's Knight's Pawn.
K R P	King's Rook's Pawn.
Q B P	Queen's Bishop's Pawn.
Q Kt P	Queen's Knight's Pawn.
Q R P	Queen's Rook's Pawn.

The following abbreviations and terms are likewise employed :—

(ch)	Check.
(dis ch)	Discovered check.
(double ch)	Double check.
" en passant "	To take in passing.
sq	Square.

It must be borne in mind that each player reckons the squares from his own side of the board. Thus the White King's second square is the Black King's seventh square ; the White King's square is Black King's eighth ; White King's Rook's square is Black King's Rook's eighth square ; and so on. In other words, each square on the board has two different designations, as will be best understood from the annexed diagram.

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QR 8	QKt 8	QB 8	Q 8	K 8	KB 8	KKt 8	KR 8
QR 7	QKt 7	QB 7	Q 7	K 7	KB 7	KKt 7	KR 7
QR 6	QKt 6	QB 6	Q 6	K 6	KB 6	KKt 6	KR 6
QR 5	QKt 5	QB 5	Q 5	K 5	KB 5	KKt 5	KR 5
QR 4	QKt 4	QB 4	Q 4	K 4	KB 4	KKt 4	KR 4
QR 3	QKt 3	QB 3	Q 3	K 3	KB 3	KKt 3	KR 3
QR 2	QKt 2	QB 2	Q 2	K 2	KB 2	KKt 2	KR 2
QR sq	QKt sq	QB sq	Q sq	K sq	KB sq	KKt sq	KR sq

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TECHNICAL TERMS USED IN THE GAME.

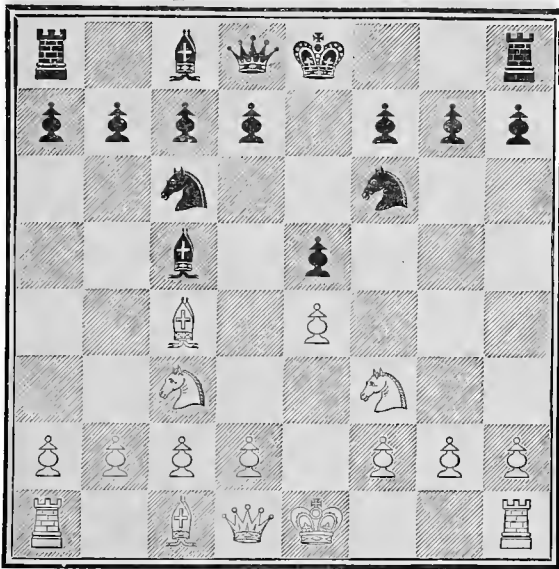
CASTLING.—The King has the privilege of moving two squares in conjunction with one of the Rooks, “*once in the game only.*” The squares intervening between the King and the Rook must be unoccupied, and the operation is performed as follows:—If a player castles on the King’s side, he places his King on King’s Knight’s square, and his King’s Rook on King’s Bishop’s square. If he castles on the Queen’s side, he moves his King to Queen’s Bishop’s square, and places his Queen’s Rook on the Queen’s square. Castling can only be performed under the following conditions:—

1. No piece, either of his own or his opponent’s, must be on any of the squares between the King and the Rook.

2. Neither King nor Rook must have been moved previously.
3. The King must not be in check ; and
4. The King must not alight upon or pass over a square attacked by a hostile man, whether piece or Pawn.

The following diagram illustrates the operation of Castling :—

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In the above position, there being no piece intervening between his King and Rook, not having moved either King or Rook, and as his King does not alight upon or pass over a square attacked by a hostile man, White can now castle, placing his King on King's Knight's square, and his Rook on King's Bishop's square (e).

(e) Staunton says, "that the practise of Castling is a European innovation of comparatively modern origin, and that, in the Middle Ages, the King used to be

CHECK AND CHECKMATE.—The King is in check when he is attacked by a piece or Pawn. As he can never be taken, warning must be given by the enemy calling “*check*.” One of three courses must then be adopted.

1. The King must be moved out of check.
2. A piece or Pawn must be interposed between the King and the attacking hostile piece.
3. The hostile piece that gives check must be taken.

If neither of these things can be done, the King is “*checkmated*,” and the game is lost. Four other different kinds of check are given in the game—*viz.*, *Simple Check*, *Double Check*, *Discovered Check*, and *Perpetual Check*.

Simple Check is when the King is attacked by a single piece or Pawn only.

Double Check occurs when the King is attacked by two pieces at the same time, both by the piece moved and the one discovered.

Discovered Check is when, by removing a piece or Pawn, check is unmasked from another piece.

Perpetual Check takes place when check can be given by one of the players on two or more squares, and his adversary can only parry one check by rendering himself liable to another.

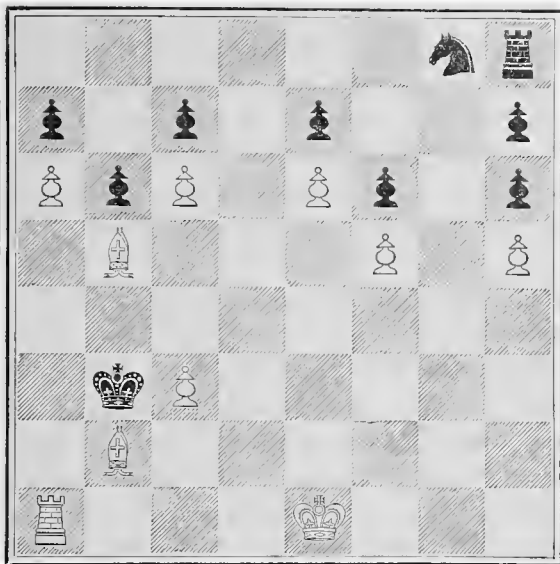
The subjoined diagrams illustrate checkmate and perpetual check.

played on his first move (under restrictions somewhat similar to those now applied to Castling), two squares in any direction, from the square on which he originally stood, whether the intervening square was vacant or occupied.”

The method of Castling, given in the text, is adopted all over Europe, except in Italy, where they practise the following mode:—The King and Rook can either be placed on any vacant square within the limits of and including their own two, provided they cross over each other. By this means Castling may be effected in no less than sixteen different ways, *viz.*, in six ways on the King's side, *e. g.* :—

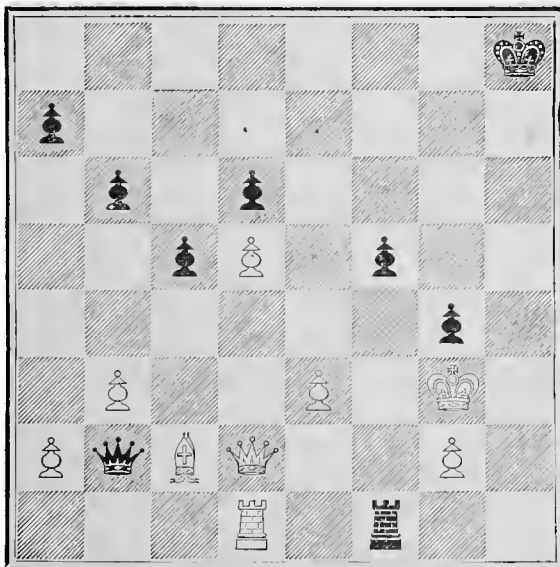
1. $\frac{K \text{ to R sq}}{R \text{ to Kt sq}}$, 2. $\frac{K \text{ to R sq}}{R \text{ to B sq}}$, 3. $\frac{K \text{ to R sq}}{R \text{ to K sq}}$, 4. $\frac{K \text{ to Kt sq}}{R \text{ to K sq}}$,
 $\frac{K \text{ to Kt sq}}{R \text{ to B sq}}$, 6. $\frac{K \text{ to B sq}}{R \text{ to K sq}}$, and in ten ways on the Queen's side.

BLACK.



WHITE.

BLACK.



WHITE.

In the former, White having to play, checkmates his opponent in two moves : this he effects by Castling on Queen's side. Black then has only one possible move with his King—*viz.*, K to his Q R 7th square, his other pieces and Pawns being so hemmed in as to be unable to move. White then gives checkmate by playing his King's Bishop to his Q B fourth square.

In the next diagram Black, although a piece minus, is enabled to give his adversary perpetual check, and thus draw the game ; this he accomplishes by playing his Queen to his King's fourth square, giving check ; the White King is then compelled to move to his King's Rook's fourth square, upon which Black checks with Queen at his King's Bishop's third square. The White King is then obliged to retreat to his King's Knight's third to escape checkmate, and Black then draws the game by perpetual check, checking again with Queen on King's fourth square.

Stalemate ensues where the King, although not in check, is so placed that he cannot be moved without going into check—*i.e.* putting himself *en prise*, and when no other piece or Pawn can be moved. The game is then drawn.

Smothered Mate occurs when the hostile King is so hemmed in by his own forces, that he cannot escape the attack of the Knight.

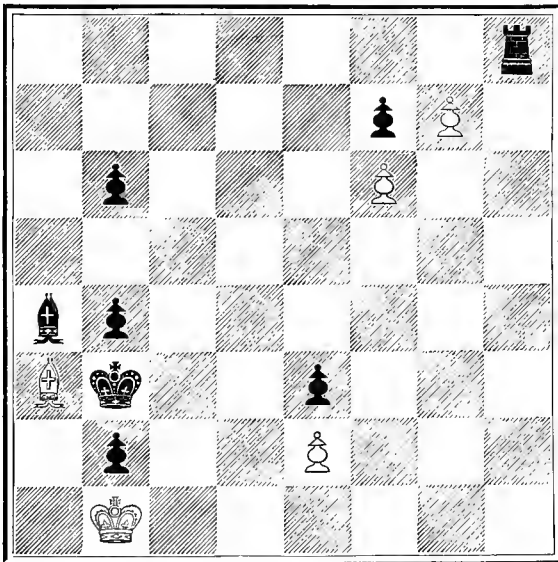
PASSED PAWN.—A Pawn is termed *passed* when the adversary has no Pawns, either in front or on the next files immediately right or left, to obstruct its march to Queen.

DOUBLED PAWN.—When two Pawns are on the same file, the front one is called a *doubled Pawn*.

ISOLATED PAWN.—When a Pawn stands alone, without the protection of other Pawns, it is termed an *isolated Pawn*.

QUEENING A PAWN.—A Pawn is said to be *queened* when it has reached its eighth square—*i.e.* the last square of its file. It may then be exchanged for a Queen, Rook, or a minor piece, or remain a Pawn, at the option of its player. Thus a player may have two or more Queens, Rooks, Bishops, or Knights on the board at the same time; or he may *refuse promotion*, electing to remain a Pawn (*f*). There has been some controversy on this point, but when the question was raised twelve years ago, at the Chess Congress of 1862, the code of laws was revised, and it was decided that a player should have the option of refusal of promotion, as positions may sometimes occur in which a player compelled to take a superior piece would thereby incur the loss of the game; whereas, by refusing promotion to the Pawn, he could obtain a draw, the following interesting position being an instance of the case in point:—

BLACK.



WHITE.

(*f*) In Italy the Pawn was formerly always retained at the eighth square as a Pawn, until some piece was captured for which it could be exchanged. The plurality

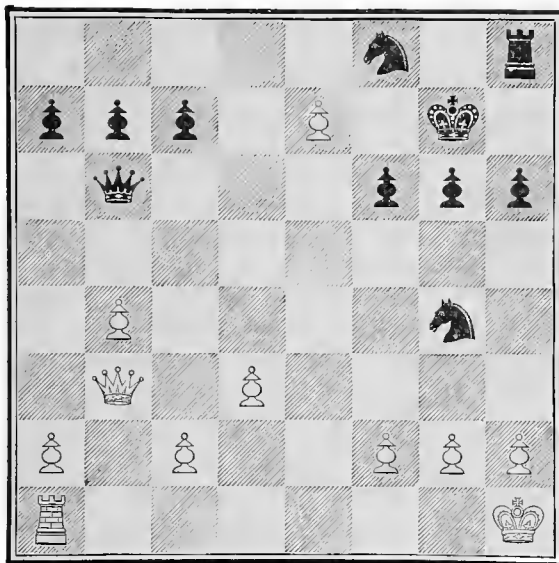
In the above position (White having the move), if White take Rook with Pawn and claim a Queen or any other piece, Black will take Bishop with Pawn, and give checkmate next move. If, however, he refuse promotion, Black cannot do more than draw the game, since, if then Black takes the Bishop, White is stalemated, and if he moves either Pawn or King, White takes the Knight's Pawn with Bishop, and may draw, *e.g.* :

- | | |
|------------------------------------|----------------|
| 1. P takes R
(remaining a Pawn) | 1. P to Q Kt 4 |
| 2. B takes P at Kt 7 | 2. K to Q B 5 |
| 3. B to Q B sq | 3. K to Q 5 |
| 4. B to Q Kt 2 (ch) | 4. K moves |
| 5. K to B sq, etc. | |

Positions sometimes occur in which a player can win a game by claiming a Rook or a minor piece, whereas he would lose by claiming a Queen; but these instances are comparatively rare. The annexed diagram illustrates a case of this description.

of pieces, so justly denounced by Philidor, was not permitted. Staunton thinks the theory of the game to be as much at variance with plurality of Queens as of other pieces ("PRAXIS," p. 42). Ponziani says, "A pawn arrived at its eighth square, is by that very fact invested with the quality of a piece previously lost. But if no piece has been lost, the player must hold its denomination in suspense till that occurs." In our opinion, this is a far more sensible rule than that which now obtains over the greater part of Europe.

BLACK.



WHITE.

In the above position White has the move. If he play P to K 8 and claim a Queen, he loses the game; whereas, if he makes the same move and claims a Knight, he wins, as follows:—

Suppose

- | | |
|----------------------|----------------------------|
| 1. P to K 8 Queening | 1. Kt takes P (ch) |
| 2. K to Kt sq | 2. Kt to K R 6 (double ch) |
| 3. K to K R sq | 3. Q to K Kt 8 (ch) |
| 4. R takes Q | 4. Kt to K B 7 (checkmate) |

But suppose

- | | |
|---|-------------|
| 1. P to K 8 (becoming
a Knight) (ch) | 1. K to R 2 |
| 2. Q mates | |

GAMBIT PAWN.—The Pawn sacrificed by the first player in Gambit openings is called the *Gambit Pawn*.

THE EXCHANGE.—Winning a Rook for a Bishop or a Knight, is called *winning the exchange*.

EN PRISE.—When a piece or Pawn is attacked by a hostile piece or Pawn, it is said to be *en prise*—*i.e.* exposed to be captured.

FORCED MOVE.—When a player has only one single move at his disposal, it is called a forced move.

FALSE MOVE.—Any improper move, such as moving a Knight like a Rook, or *vice versa*, or a Bishop like a Knight, or Castling when the King is in check or has been previously moved, is called a false move.

MINOR PIECES.—The Bishops and Knights are termed minor pieces, being thus distinguished from the Queen and Rooks.

J'ADOUBE.—Two French words, signifying *I adjust*, or *I replace*, which are to be used by a player when he touches a piece or Pawn to adjust its position on the board, without intending to play it.

RANK AND FILE.—When the men are arranged on the board before commencing a game, they are in two ranks. The horizontal rows of squares are styled *ranks*, and the vertical squares *files*.

GAMBIT.—This word is derived from an Italian phrase in wrestling, meaning *to trip up*, and is used in Chess in particular openings in which the first player sacrifices a Pawn on his second move, with the object of more rapidly developing his game, and the chance of gaining an overwhelming attack. The chief Gambits are the King's Gambit, the Allgaier, Muzio, Salvio, and Cochrane Gambits, the Evans Gambit, etc., etc.

To interpose or cover, is to place a man between your King

when he is in check, and the attacking piece, or when you interpose a man between a piece attacked and the attacking piece.

DRAWN GAME.—When neither player can checkmate the other, the game is drawn. Drawn games are caused as follows:—1. By stalemate. 2. By perpetual check, or when both players persist in repeating the same moves. 3. When there is not sufficient force to give checkmate, as a King and two Knights only, a King and Bishop, etc. 4. When both players are left at the end of a game with equal, or nearly equal, forces, as a Queen against a Queen, a Rook against a Rook, etc. 5. Where a player, having sufficient force, is unable to effect mate within fifty moves.

Fool's Mate is only given to novices. It is brought about thus:—

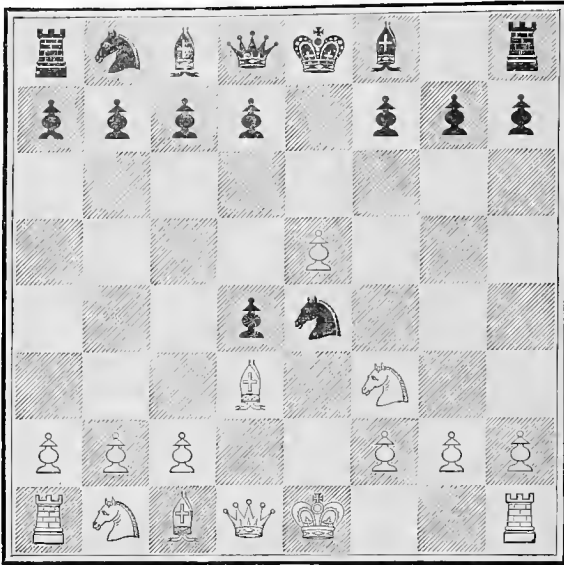
WHITE.	BLACK.
1. P to K Kt 4	1. P to K 4, or K 3
2. P to K B 4	2. Q to K R 5 (mate)

TO TAKE "EN PASSANT" (g).—On being first played in the game, the Pawn has the privilege to advance two squares. If, however, in so doing he passes a square occupied by a hostile Pawn which has advanced to a fifth square, he is liable to be captured by the said Pawn, whose player may intercept him in his passage as if he had only moved one square, or allow him to make the two steps forward and there remain. As has been previously explained, the Pawn moves *forward* only one square at a time, *except on his first move*, when he has the option of moving two squares. If, however, he does not avail himself of this privilege on his first move, he can never do so afterwards.

(g) Formerly the Pawn was not permitted to take "*en passant*." The rule of taking "*en passant*" was first established in Spain, in the time of Lopez, and subsequently adopted in France, England, and Germany, as giving more animation to the game. It is not allowed in Italy.

The subjoined diagrams illustrate the operation of taking "*en passant*."

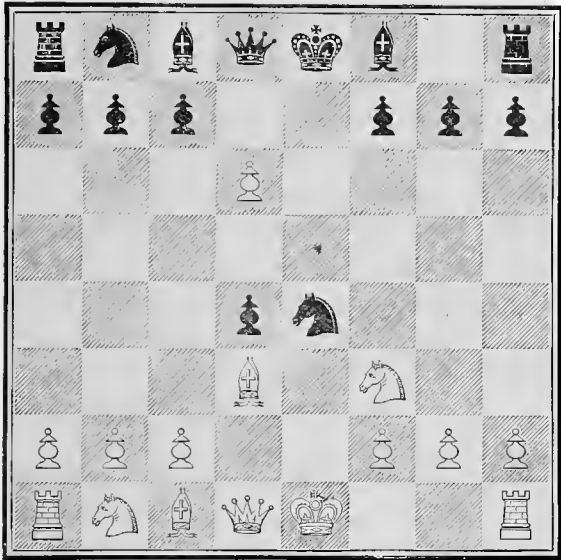
BLACK.



WHITE.

In the above position, suppose Black has to play, and suppose he plays his Queen's Pawn to his Queen's fourth square, supporting his Knight which is attacked by the White Bishop. White can now, if he chooses, capture the Black Queen's Pawn, intercepting it in its leap over its Queen's third square, removing it from the board, and placing his Pawn on the said Queen's third square. Only White cannot do this after another move has been made. The following diagram illustrates the operation above explained when completed:—

BLACK.



WHITE.

ON THE RELATIVE VALUE OF THE PIECES AND PAWNS.

The Queen is considered rather better in ordinary positions than two Rooks, but in end games she is not so powerful as two Rooks. She may be exchanged sometimes for three minor pieces.

The Rook is generally reckoned equal to a minor piece and two Pawns—*i.e.* a Bishop and two Pawns, or a Knight and two Pawns, although in an end game, when the other forces have been exchanged off, the minor piece and two Pawns ought, in most cases, to win if the Pawns are united.

A Rook and two Pawns are usually quite as good, if not better, than two minor pieces; but a Bishop and Knight are more powerful than a Rook and Pawn, and far superior to a single Rook.

The Knights and Bishops may be considered equal in value, although mathematically speaking the Bishop is slightly superior to the Knight. In end games, however, two Bishops will be usually found much stronger than two Knights. It must be remembered that two Knights alone cannot force check-mate, when there are no other men on the board on either side; whereas two Bishops can easily do so.

The Pawn is the least powerful of the chessmen, a Bishop or a Knight being each worth rather more than three Pawns.

The King, from his immunity from capture, is invaluable, and cannot, therefore, be taken into calculation.

In average situations, a Queen—

Can win against a Bishop or a Knight.

„ „ Rook.

„ „ Rook and Pawn.

„ „ Two Knights.

„ „ Two Bishops.

„ „ Bishop and Knight.

There are, however, exceptions when the weaker force can draw the game; but such occurrences, *practically speaking*, are rare in actual play.

A Rook can generally win against a Bishop or a Knight, supposing there are an equal number of Pawns left on each side.

A Rook and Bishop “cannot” win against a single Rook, except in very extraordinary cases (a).

A Rook and Knight can only win against a Rook in very rare instances.

A Rook and Pawn “cannot” always win against a Rook.

Three minor pieces should nearly invariably win against a Rook.

A Bishop can generally draw against a Rook.

(a) Philidor considered that a Rook and Bishop ought always to win against a Rook; but this opinion has been proved to be erroneous by Zytogorski, Kling, and others, who have demonstrated beyond doubt *that Rook and Bishop against Rook constitutes a drawn game.*

A Knight can also usually draw against a Rook, unless he can be prevented from approaching his King.

A Bishop and Knight can win against a solitary King; but this checkmate is very difficult, and unless carefully studied, will be found quite impracticable within the stipulated number of moves.

GENERAL RULES AND OBSERVATIONS.

1. The Queen should rarely be brought into play at the commencement of a game, because she is liable to be attacked by some hostile inferior piece, and compelled to retreat: time—a most important thing at Chess,—is thus lost, and the adversary enabled to develop his game, a proceeding which ought invariably to be prevented as far as possible. The King's Bishop's third square is, generally speaking, a bad square for the Queen to occupy early in the game, unless the King's Bishop's Pawn has been advanced to Bishop's fourth. It is usually inadvisable to make an isolated attack with the Queen at the beginning of a game, or to place her within the hostile lines without the cooperation of some other piece. As a general rule, when playing on the defensive, the Queen, if forced to retreat, will be better posted on a fourth than on a third square, on a third than on a second square, and so on; but, of course, the position of the other pieces will materially affect the mode of play.

2. The Rook is generally most valuable in the latter portion of a game. It is usually well to *double* the Rooks when practicable, and it is nearly always advisable to post a Rook on a seventh square of any of your own men—*i.e.*, upon a second square of your opponent's: two Rooks doubled on a seventh ~~file~~ are very strong, and cramp the hostile pieces.

sq?
file, of course

3. The Bishop should always be brought into play as early ⁹

as possible in the game. This rule applies more especially to the King's Bishop, particularly in the regular openings, where each player moves Pawn to King's fourth on the first move, because the King's Bishop, when posted at Queen's Bishop's fourth square, attacks at once the adversary's King's Bishop's Pawn, and paves the way for Castling on King's side. Two Bishops are stronger than two Knights in end games. It must be borne in mind, that when each player is left at the end of a game with a Bishop and Pawns, and the Bishops are of "different" colours, the game can nearly always be *drawn*, even though one of the players may have a considerable numerical superiority in Pawns, because the Bishops being on different colours can never be exchanged, and the advance of the hostile Pawns to Queen can consequently be almost invariably arrested, except in very rare instances.

The Knight, like the Bishop, should be brought into action as soon as possible. The best square for the King's Knight at the commencement of a game is King's Bishop's third. The King's Rook third and King's second squares are generally bad squares (although King's second was erroneously preferred by Philidor), more particularly the former, since, the adversary by capturing your Knight with his Bishop doubles your Pawns on the King's Rook's file, which is very advantageous to him. The most attacking position that the Knight can occupy is, when he is posted on his own King's Bishop's fifth square. The Queen's Knight, when first moved to Queen's Bishop's third square, can often be brought round to King's Bishop's fifth, by playing him either to King's second or to Queen's square (supposing the Queen to have been moved), and afterwards to King's Knight's third. The Queen's fifth is frequently a good square for the Queen's Knight to occupy. In end games, a single Knight is more powerful for attack than a Bishop, because he can be played so as to capture the hostile men on either black or white squares; whereas the Bishop

can only take Pawns or pieces on squares of his own colour. He is, however, less valuable than a Bishop for purely defensive tactics, since when forced to retreat he ceases to defend his Pawns; whereas, the Bishop may be withdrawn to the opposite side of the board, still continuing to defend them. A Knight should not be recklessly exchanged for a Bishop; for the enemy will often offer the exchange of a Bishop for a Knight, and *vice versâ*, when the piece in question threatens to take up a dangerously attacking position. Therefore, when such exchanges are offered, it is often good play to decline them, either by protecting the menaced piece, or withdrawing him to another square.

Some fine players—notably Mr. Paulsen, the celebrated blindfold player—much prefer a Bishop to a Knight, and seldom miss an opportunity of exchanging Knights for Bishops, when practicable; but this course often loses time and position, and is far from commendable.

The Pawns are styled by Philidor “the soul of Chess.” Few amateurs understand thoroughly the art of Pawn play. The following hints will be found useful:—

A doubled Pawn is not always a disadvantage, especially on the King’s Bishop’s and Queen’s Bishop’s files, for when united with other Pawns, it forms a formidable phalanx; but a doubled Pawn on a Rook’s file is bad.

When Pawns are posted diagonally in a line, the foremost Pawn should be preserved, if possible, because, when Pawns are so united, they are very strong, but when separated they become weak. Lewis advises this, while Philidor counsels the foremost Pawn being first advanced.

Jaenisch recommends two Pawns in the fourth rank being supported; whilst Philidor says: “If one of these Pawns is attacked, advance rather than take.” But there are many cases where it is better to take than to advance, as in the French game, for instance (*see* Chapter XXVII.).

It is usually well to advance the King’s Bishop’s Pawn two

squares after Castling. The advance of this Pawn was a favourite manœuvre with Morphy; and if the Pawn can be advanced to King's Bishop's fifth or sixth squares, it often exercises a ruinous pressure on the adversary's game.

Good players try to get a *passed* Pawn, because when a passed Pawn can be supported, it becomes very dangerous.

After Castling on King's side, it is generally hazardous play to push forward the King's Knight's Pawn to King's Knight's fourth square; and the Pawn should, as a rule, not be played to King's Knight's third, if avoidable.

In the majority of instances, it is bad play to advance the King's Bishop's Pawn to King's Bishop's third before Castling.

It is usually well to establish Pawns on your King's and Queen's fourth squares. Caution should be exercised in capturing a proffered Pawn, as it may only be offered as a bait, to acquire a more important advantage.

THE LAWS OF THE GAME.

The following Code of Laws was laid down by the Committee of the British Chess Association in 1862.

I.—THE CHESS BOARD.

The board must be so placed during play that each combatant has a white square in his right-hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

II.—THE CHESSMEN.

If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled. If, at any time it is discovered that a man has been dropped off the board, and moves have been made during its absence, such moves shall be retracted and the man restored. If the players cannot agree as to the square on which it should be replaced, the game must be annulled.

III.—THE RIGHT OF MOVE AND CHOICE OF COLOUR.

The right of making the first move, and (if either player require it) of choosing the colour, which shall be retained throughout the sitting, must be decided by lot. In any series of games between the same players at one sitting, each shall have the first move alternately in all the games, whether won or drawn. In an annulled game, the player who had the first move in that game shall move first in the next.

IV.—COMMENCING OUT OF TURN.

If a player make the first move in a game when it is not his turn to do so, the game must be annulled, if the error has been noticed before both players have completed the fourth move. After four moves on each side have been made, the game must be played out as it stands.

V.—PLAYING TWO MOVES IN SUCCESSION.

If, in the course of a game, a player move a man when it is not his turn to play, he must retract the said move; and after his adversary has moved, must play the man wrongly moved, if it can be played legally.

VI.—TOUCH AND MOVE.

A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose of adjusting it; in which latter case he must, before touching it, say, "I adjust," or words to that effect. A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move it, if it can be legally moved, unless, before touching it, he say, "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it, if he can legally do so. If, in either case, the move cannot be legally made, the offender must move his King; but, in event of the King having no legal move, there shall be no penalty. If a player hold a man in his hand, undecided upon which square to play it, his adversary may require him to replace it until he has decided on its destination: that man, however, must be moved. If a player, when it is his turn to play, touch with his hand (except accidentally or in Castling) more than one of his own men, he must play any one of them legally moveable that his opponent selects. If, under the same circumstances,

he touch two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken. If it happen that none of the men so touched can be moved or captured, the offender must move his King; but if the King cannot be legally moved, there shall be no penalty.

VII.—FALSE MOVES AND ILLEGAL MOVES.

If a player make a false move—that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made—he must, at the choice of his opponent, and according to the case, either move his own man legally, capture the man legally, or move any other man legally moveable. If in the course of a game an illegality be discovered (not involving a King being in check), and the move on which it was committed has been replied to, and not more than four moves on each side have been made subsequently, all these latter moves, including that on which the illegality was committed, must be retracted. If more than four moves on each side have been made, the game must be played out as it stands.

VIII.—CHECK.

A player must audibly say “Check” when he makes a move which puts the hostile King in check. The mere announcement of check shall have no signification if check be not actually given. If check be given but not announced, and the adversary makes a move which obviates the check, the move must stand. If check be given and announced, and the adversary neglects to obviate it, he shall not have the option of capturing the checking piece or of covering, but must “move his King” out of check; but if the King has no legal move, there shall be no penalty. If in the course of a game it be discovered that a King has been left in “check” for one or more moves on

either side, all the moves, subsequent to that on which the check was given, must be retracted. Should these not be remembered, the game must be annulled.

IX.—ENFORCING PENALTIES.

A player is not bound to enforce a penalty. A penalty can only be enforced by a player before he has touched a man in reply. Should he touch a man in reply in consequence of a false or illegal move of his opponent, or a false cry of check, he shall not be compelled to move that man, and his right to enforce a penalty shall remain. When the King is moved as a penalty, it cannot Castle on that move.

X.—CASTLING.

In Castling the player shall move King and Rook simultaneously, or shall touch the King first. If he touch the Rook first, he must not quit it before having touched the King; or his opponent may claim the move of the Rook as a complete move. When the odds of either Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in Castling, and as though the Rooks were on the board.

XI.—COUNTING FIFTY MOVES.

A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his opponent persists in repeating a particular check, or series of checks, or the same line of play, or whenever he has a King alone on the board, or

King and Queen	} against an equal or superior force.
King and Rook	
King and Bishop	
King and Knight	

King and two Bishops	}	against King and Queen,
King and two Knights		
King, Bishop, and Knight		

and in all analogous cases;

and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or by-standers, who shall decide whether it is one for the fifty move counting. Should he not be mated within the fifty moves, he may claim that the game shall proceed.

XII.—PAWN TAKING IN PASSING.

Should a player be left with no other move than to take a Pawn in passing, he shall be bound to play that move.

XIII.—QUEENING A PAWN.

When a Pawn has reached the eighth square, the player has the option of selecting a piece, whether such piece has been previously lost or not, whose names and powers it shall then assume, or of deciding that it shall remain a Pawn.

XIV.—ABANDONING THE GAME.

If a player abandon the game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these laws, or to submit to the decision of the umpire, he must be considered to have lost the game.

XV.—THE UMPIRE OR BY-STANDERS.

The umpire shall have the authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the laws as herein expressed, and neither assume the

power of modifying them, nor of deviating from them in particular cases according to his own judgment. When a question is submitted to the umpire or to by-standers by both players, their decision shall be final and binding upon both players. The term by-stander shall comprise any impartial player of eminence who can be appealed to, absent or present.

CHAPTER II.

PHILIDOR'S DEFENCE.

GAME THE FIRST.

WHITE.

1. P to K 4
2. Kt to K B 3

BLACK.

1. P to K 4
2. P to Q 3

THIS defence is so called from having been adopted by the celebrated French player of that name. It has the additional recommendation of being favoured by Morphy, Harrwitz, Lowenthal, and other eminent players, in their matches. It is perfectly sound, and, as Mr. Staunton remarks in the "Praxis," p. 68, entails no other disadvantage than that of a somewhat cramped opening. We think it preferable to Q Kt to B 3 in ordinary play, because the second player can thus evade the harassing "Ruy Lopez" attack, or the no less dangerous "Evans Gambit," which cannot be satisfactorily eluded by retreating the King's Bishop to Knight's third square, as demonstrated in Chapter IX. of the present volume. It is also much stronger than the "Petroff Defence," as will be shown in Chapter III., and the "Damiano Defence" is quite untenable.

3. P to Q 4 (best)

3. B to Q B 4 is also a good move for White at this point, although hardly so effective as P to Q 4. For the consequences of 3. B to Q B 4 see Game the Second.

3. P takes P or (A) (B) (C)

4. Q takes P

White can also play here 4 Kt takes P (for which see Game the Third). For the consequences of 4 B to Q B 4, see Game the Fourth.

4. Q Kt to B 3

We agree with Mr. Wormald in thinking this Black's best move. B to Q 2—the move invented by Mr. Zytogorski, and which has come into vogue of late years—appears to lose time, and permits White to retain his King's Bishop (*see* Illustrative Games I. and II.); whereas, by bringing out his Queen's Knight on his fourth move, Black in a manner compels his adversary to pin it with his Bishop, and then follows an exchange of pieces leading to an even game, as we will endeavour to show.

5. B to Q Kt 5

5. B to Q 2

6. B takes Kt

6. B takes B

7. B to K Kt 5

7. Kt to K B 3

Black can also play here P to K B 3, and secure an even game; *e.g.* :—

7. $\frac{\text{P to K B 3}}$

8. $\frac{\text{B to K R 4}}{\text{Kt to R 3}}$

9. $\frac{\text{Kt to B 3}}{\text{Q to Q 2}}$

10. $\frac{\text{Castles (K R)}}{\text{B to K 2}}$

11. $\frac{\text{Q R to Q sq}}{\text{Castles (K R)}}$

12. $\frac{\text{Q to Q B 4 (ch)}}{\text{K to R sq}}$

and the game is even. Instead

of 12. $\frac{\text{K to R sq}}$ the German "Handbuch" makes Black play 12. $\frac{\text{R to K B 2}}$

to which White replies with 13. $\frac{\text{P to K 5}}$, and it then declares White to have the better position.

8. Kt to Q B 3 (best)

(If 8. $\frac{\text{B takes Kt}}{\text{Q takes B}}$

9. $\frac{\text{Q takes Q}}{\text{P takes Q}}$

10. $\frac{\text{Kt to Q 2 or B 3}}$, and

again the game is even.)

8. B to K 2

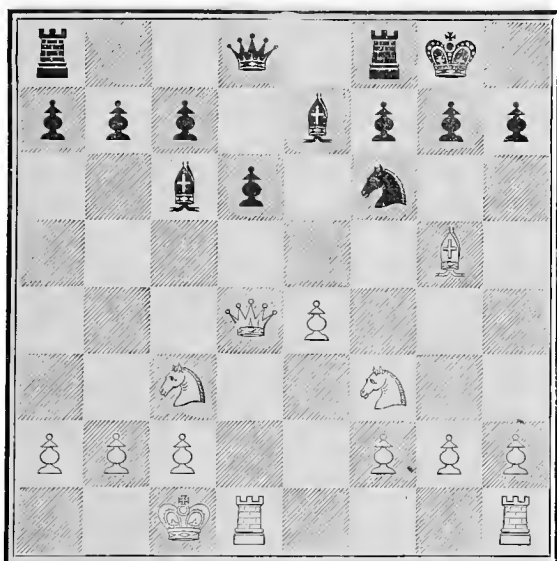
9. Castles (Q R)

9. Castles,

and Black has as good a game as White. For further illustration of this form of the opening, *see* Illustrative Games III., V., and VI. We append a diagram showing the position of the forces, from which it will be readily seen that White has

no advantage, and no prospect of gaining any, with correct play on the part of his opponent.

BLACK.



WHITE.

(A.)

3. Kt to K B 3

This is much inferior to 3, P takes P.

4. B to K Kt 5

4. B to K Kt 5

5. P takes P

5. B takes Kt.

6. Q takes B

6. P takes P

7. Q to Q Kt 3

7. P to Q Kt 3

8. B to Q B 4, with a fine attacking position. For

Black's fourth move in the above variation the "Handbuch" gives also 4 P takes P, as follows:—

4. P takes P

5. Q takes P
B to K 2

6. Kt to B 3
Castles

7. Castles (Q R)
Q Kt to B 3

8. Q to Q 2, etc.
B to K 3,

(B.)

3. B to K Kt 5

This defence is also objectionable, and ought in every case to give White an advantage in position.

4. P takes P

4. B takes Kt

5. Q takes B (best)

5. P takes P

6. B to Q B 4

6. Q to Q 2 (best)

This is advised by Max Lange as Black's best play here. Black cannot play 6. Kt to K B 3 without immediate loss; *e.g.*—

6. Kt to K B 3

7. Q to Q Kt 3, winning at least a Pawn.

Staunton gives 6. Q to K B 3 for Black (*see* "Handbook," p. 71); but White still gets the advantage by 7. Q to Q Kt 3, followed by 8. Q Kt to B 3 (*see* Illustrative Games VII. and VIII.). In any case, White appears to obtain a superior position.

(C.)

3. P to K B 4

This mode of defence is also quite unsound, although recommended by Philidor, and ought to give White a decisive advantage. Although often successfully adopted by Morphy, his opponents failed to make the most attacking moves.

4. B to Q B 4 (best)

The move given in the "Praxis"—*viz.*, 4. P takes K P,—although good, is open to objection, for it yields the second player too much resource; whereas the move we give as best ensures White the victory. For the consequences of 4. P takes K P, see (D). We may add, that the move of 4. B to Q B 4, is considered best by Max Lange; and is also recommended by Lowenthal (Morphy's Games, Bohn's edition, p. 217), and in the "Chess Player's Magazine," p. 130.

4. P takes K P

5. Kt takes K P, and White ought to win. As far as we are aware, this line of attack has never been subjected to

searching analysis. We present, therefore, the following original variations, to prove that White should gain a decisive advantage.

Black has only two moves worth consideration at his disposal at this point—*viz.*, P takes Kt or P to Q 4.

Firstly if: 5. P takes Kt

6. Q to K R 5 (ch) 6. K to Q 2 (best)

(If 6. 7. Q takes K P (ch) 8. Q takes R &c.
P to Kt 3 Q to K 2

7. Q to B 5 (ch)	7. K to Q B 3
8. Q takes P at K 4	8. P to Q R 3 (best)
9. P to Q 5 (ch)	9. K to Q Kt 3
10. B to K 3 (ch)	10. B to Q B 4
11. B takes B (ch)	11. K takes B
12. P to Q Kt 4 (ch)	12. K takes P (best)

(If 12. 13. Q takes K P (ch) 14. P to Q R 4 (ch)
K takes B K to Q Kt 4 K to Kt 3

15. Q to Q 4 (ch) 16. Q takes P mate.)
P to Q B 4

13. Kt to Q 2	13. P to Q Kt 4
14. R to Q Kt sq (ch)	14. K to B 4

(If 14. 15. Q to Q 4 16. Kt to Kt 3 (ch)
K to R 4 Q to Q 3 K to R 5

17. B takes Kt P double (ch) 18. P to Q R 4 mate.)
K takes B

15. Kt takes K P (ch)	15. K to Q Kt 3
-----------------------	-----------------

(If 15. 16. Q to Q B 3 (ch) or 16. R to Q sq,
K takes B

winning easily.

16. Q to Q 4 (ch)

16. K to Kt 2

(If 16. $\frac{\text{K to R 4}}{\text{K to R 4}}$ 17. $\frac{\text{R to Kt 3, \&c.})$

17. B takes Q Kt P

17. P to Q B 4 (best)

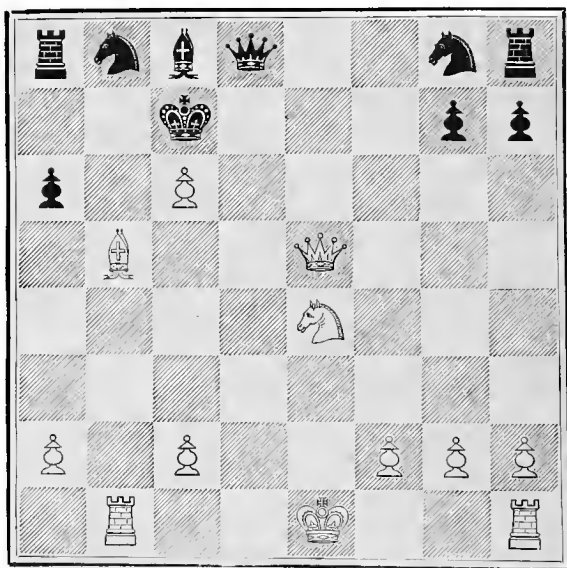
18. P takes P *en passant*
(ch)

18. K to B 2

19. Q to K 5 (ch), and wins.

Diagram showing the position after White's 19th move.

BLACK.



WHITE.

Secondly if : 5. P to Q 4

6. Q to K R 5 (ch)

6. P to K Kt 3 (best)

(If 6. $\frac{\text{K to K 2}}{\text{K to K 2}}$ 7. $\frac{\text{Q to K B 7 (ch)}}{\text{K to Q 3}}$ 8. $\frac{\text{Q takes Q P (ch)}}{\text{K to K 2}}$

9. Q to B 7 (ch)
K to Q 3

10. B to B 4, etc.

7. Kt takes K Kt P

7. Kt to K B 3

8. Q to K 5 (ch)

8. K to Q 2 (best)

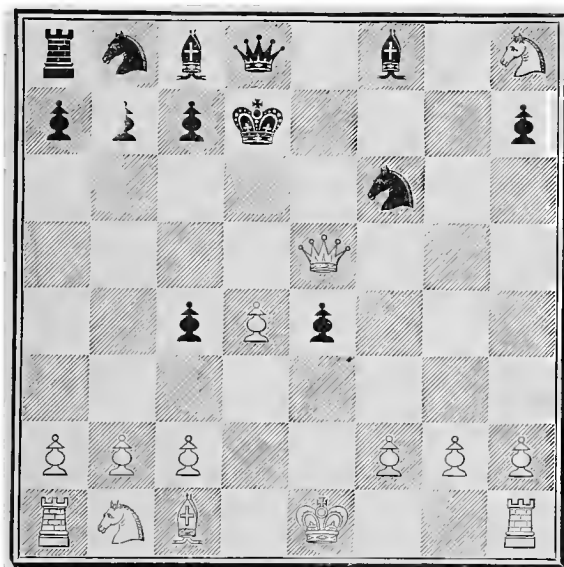
9. Kt takes R.

9. P takes B

10. Kt to B 7, or B to K Kt 5, and White ought to win without difficulty.

The subjoined diagram shows the position of the forces after Black's ninth move.

BLACK.



WHITE.

(D.)

4. P takes K P

This, as we have above remarked, is far inferior to B to Q B 4.

5. Kt to K Kt 5

6. P to K 6

4. B P takes K P

5. P to Q 4

6. Kt to K R 3 (best)

The attack now branches off into two variations—7. P to K B 3 and 7. Q Kt to B 3. The former move is recommended by Lowenthal, Der Laza, and other authorities; while Staunton prefers the latter. We believe that 7. Q Kt to B 3, is best, and ought to give White a decisive advantage, if correctly followed up. Before, however, proceeding further, we must observe that, if Black should play 6. B to Q B 4, instead of Kt to K R 3, which we have given as his best move, White should win the game off-hand by playing 7. Kt takes K P, followed by Q to K R 5 (ch); or, if the B be moved to Q Kt 3, by B to K Kt 5. To resume the main variation. Firstly:—

7. P to K B 3

7. B to Q B 4 (best)

Black has four other moves at his disposal here—*viz.*, B to K 2, P takes B P, Kt to Q B 3, and P to K 6, the first three of which ought all to lose him infallibly the game. (*See Variations (I.), (II.), (III.)*)

The last—*viz.*, P to K 6, for which *see* Variation IV.—is the invention of Mr. Suhle, and seems to have the effect of completely extricating Black from his difficulties.

8. B P takes P

8. Castles

9. P takes Q P (best)

(If 9. $\frac{Q \text{ takes } Q P}{Q \text{ to } K 2}$ 10. $\frac{B \text{ to } Q B 4}{Kt \text{ to } Q B 3}$ and White has a difficult game.)

10. Kt to Q B 3
9. R to K B 4
10. R to K 4 (ch) (best)

(If 10. $\overline{\text{R takes Kt}}$ 11. $\frac{\text{B takes R}}{\text{Q takes B}}$ 12. $\overline{\text{Q to K B 3}}$ with the better game.)

11. Q Kt to K 4
11. R takes Q P
12. B to Q 2
12. Q B takes P
13. B to Q B 4
13. Kt to Q R 3
14. Q to K B 3, and White has the better game. (See "Praxis," p. 71.)

It is, however, a moot point whether Black might not play 9. B to K B 7 (ch), in the above variation, as suggested by Mr. Wormald, in lieu of 9. R to K B 4, *e.g.*—

9. $\overline{\text{B to K B 7 (ch)}}$ 10. $\frac{\text{K to K 2}}{\text{B to Q 2}}$ 11. $\frac{\text{P takes B}}{\text{Q to K 2 (ch)}}$ 12. $\frac{\text{K to Q 3}}{\text{Q Kt takes P}}$

and Black's position is very menacing,—in fact, we believe it difficult, if not impossible, for White to extricate himself without loss; and therefore we are disposed to concur in the opinion of Mr. Staunton, who rightly prefers 7. Q Kt to B 3, to 7. P to K B 3, in opposition to the German authorities. Besides Mr. Suhle's move of 7. P to K 6, the analysis of which we append under Variation (IV.), appears to refute completely White's seventh move, P to K B 3. This is an ingenious novelty, which has hitherto quite escaped the notice of theoreticians. It first occurred in a game between Messrs. Hirschfield and Suhle.

VARIATION (I.).

7. B to K 2
8. P takes P
8. B takes Kt
9. Q to K R 5 (ch)
9. P to K Kt 3
10. Q takes B
10. Q takes Q
11. B takes Q
11. Kt to Kt 5
12. P takes P, etc.

VARIATION (II.).

- | | |
|--|------------------------|
| | 7. P takes B P |
| 8. Q takes K B P | 8. R to K Kt sq |
| 9. Q Kt to B 3 | 9. P to Q B 3 |
| 10. Q to B 7 (ch) | 10. Kt takes Q |
| 11. P takes Kt (ch), taking the Rook and Queening, etc. | |

VARIATION (III.).

- | | |
|----------------------------|-----------------------|
| | 7. Kt to Q B 3 |
| 8. B to Q Kt 5 | 8. Q to Q 3 |
| 9. Q Kt to B 3 | 9. B takes K P |
| 10. Kt takes B | 10. Q takes Kt |
| 11. Q takes Q P | 11. Q takes Q |
| 12. Kt takes Q | 12. Castles |
| 13. P takes P, etc. | |

VARIATION (IV.).

- 7.** P to K 6

This is not to be found in any of the "Books," but it completely turns the attack.

- | | |
|----------------------|--------------------|
| 8. B takes P | 8. B to K 2 |
| 9. P to K B 4 | |

"La Stratégie" suggests P to K R 4 as equally good.

- | | | |
|--|--|--|
| (If 9. $\frac{Q \text{ to } Q 2}{\text{Castles}}$ | 10. $\frac{Kt \text{ takes } R P}{K \text{ takes } Kt}$ | 11. $\frac{B \text{ to } Q 3 \text{ (ch)}}{Kt \text{ to } K B 4}$ |
| 12. $\frac{P \text{ to } K Kt 4}{B \text{ to } R 5 \text{ (ch)}}$ | 13. $\frac{K \text{ to } Q sq}{B \text{ takes } K P}$ even game.) | |

- | | |
|----------------------|------------------------|
| 10. P takes B | 9. B takes Kt |
| 11. B to B 4 | 10. Kt to K B 4 |
| 12. Q to K 2 | 11. B takes P |
| | 12. Q to Q 2 |
- with a very good game.

This latter variation proves beyond dispute that 7. P to K B 3 permits Black to equalise matters, and, as will be seen by the subjoined analysis, is not so forcible a move for White as 7. Kt to Q B 3; and, consequently, that Mr. Staunton, the great English theoretician, is a better authority on this opening than any of the German writers.

To return once more to the main variation. Secondly:—

- | | |
|--------------------|------------------|
| 7. Q Kt to B 3 | 7. P to Q B 3 |
| 8. K Kt takes K P | 8. P takes Kt |
| 9. Q to K R 5 (ch) | 9. P to K Kt 3 |
| 10. Q to K 5 | 10. R to K Kt sq |

11. B to K Kt 5, and White must win, Black having only three feasible moves—*viz.*, Q to Q 3, Q to Q Kt 3, or B to K Kt 2, all of which are bad, as follows:—

- | | |
|----------------------------|----------------------------------|
| Firstly, if: | 11. Q to Q 3 |
| 12. Q takes Q | 12. B takes Q |
| 13. Kt takes P | 13. B to B sq (for if |
| now 13. <u>Kt to K B 4</u> | 14. <u>P to K Kt 4, &c.)</u> |
| 14. Kt to B 6 (ch) | 14. K to K 2 |
| 15. Kt takes R (dis ch) | 15. K takes P |
| 16. Kt takes Kt and wins | |

- | | |
|--|------------------|
| Secondly, if | 11. Q to Q Kt 3 |
| 12. Castles | 12. Kt to K Kt 5 |
| 13. Q to K B 4, winning a piece at least | |

- | | |
|---------------------------|-------------------------------|
| Thirdly, if | 11. B to K Kt 2 |
| 12. P to K 7 | 12. Q to Q 2 |
| (If 12. <u>Q to Kt 3</u> | 13. <u>Castles</u> |
| 14. <u>R to Q 8 (ch)</u> | 13. <u>B takes Q (best)</u> |
| <u>K to B 2</u> | 15. <u>B to B 4 (ch)</u> |
| 16. <u>B takes B (ch)</u> | <u>B to K 3</u> |
| <u>K takes B</u> | 17. <u>R takes R</u> |
| 18. <u>P Queens (ch)</u> | <u>Kt takes R</u> |
| <u>K to B 4</u> | 19. <u>B to K 3, &c.)</u> |
| 13. Q to B 4, and wins. | |

GAME THE SECOND.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4

BLACK.

1. P to K 4
2. P to Q 3

This line of play is favoured by Mr. Boden, but we cannot think it so strong as the usual move, P to Q 4.

Black has the choice of three moves, viz., B to K 2, P to Q B 3, and P to K B 4. The two first are considered his best moves, while the last is generally admitted to be inferior, although advised by Philidor. We will examine, firstly, B to K 2. For the consequences of P to Q B 3, and P to K B 4. (*See Variations I. and II.*)

3. B to K 2

This move was adopted by Harrwitz against Lowenthal. (*See Illustrative Game, X.*)

- | | |
|---------------|---------------------|
| 4. Castles | 4. B to K Kt 5 |
| 5. P to Q 4 | 5. Q Kt to B 3 |
| 6. P to Q 5 | 6. Kt to Q 5 |
| 7. B to K 3 | 7. Kt takes Kt (ch) |
| 8. P takes Kt | 8. B to Q 2 (best) |

And the game is even.

VARIATION (I.).

- | | |
|----------------|----------------|
| 4. P to Q 4 | 3. P to Q B 3 |
| 5. P takes Q P | 4. P to Q 4 |
| 6. Kt to K 5 | 5. P to K 5 |
| 7. B checks | 6. P takes P |
| 8. Kt takes B | 7. B to Q 2 |
| | 8. Kt takes Kt |

And the game is quite equal.

VARIATION (II.).

4. P to Q 4

3. P to K B 4

4. P takes K P

(If 4. $\overline{\text{Kt to Q B 3}}$
Illustrative Game XI.)

5. $\overline{\text{Kt to K Kt 5}}$ with a fine game. See also

5. Kt takes P

5. P to Q 4 (best)

(If 5. $\overline{\text{P takes Kt}}$

6. $\overline{\text{Q to K R 5 (ch)}}$
 $\overline{\text{K to Q 2 (best)}}$

7. $\overline{\text{Q to K B 5 (ch)}}$
 $\overline{\text{K to Q B 3}}$

8. $\overline{\text{Q takes P at K 5}}$
 $\overline{\text{P to Q R 3}}$

9. $\overline{\text{P to Q 5 (ch)}}$
 $\overline{\text{K to Kt 3}}$

10. $\overline{\text{B to K 3 (ch)}}$
 $\overline{\text{B to Q B 4}}$

11. $\overline{\text{B takes B (ch)}}$
 $\overline{\text{K takes B}}$

12. $\overline{\text{P to Kt 4 (ch)}}$
 $\overline{\text{K takes P (best)}}$

{	If 12. $\overline{\text{K takes B}}$	13. $\overline{\text{Q takes K P (ch)}}$ $\overline{\text{K to Kt 4}}$	14. $\overline{\text{P to R 4 (ch)}}$ $\overline{\text{K to Kt 3}}$
	15. $\overline{\text{Q to Q 4 (ch)}}$ $\overline{\text{P to B 4}}$	16. $\overline{\text{Q takes P (mate)}}$	

13. $\overline{\text{Kt to Q 2}}$
 $\overline{\text{P to Q Kt 4 (best)}}$

14. $\overline{\text{R to Kt sq (ch)}}$
 $\overline{\text{K to R 4}}$

15. $\overline{\text{Q to Q 4}}$
 $\overline{\text{Q to Q 3}}$

16. $\overline{\text{Kt to Kt 3 (ch)}}$
 $\overline{\text{K to Kt 5}}$

17. $\overline{\text{B takes P (ch)}}$
 $\overline{\text{K takes B}}$

18. $\overline{\text{P mates.}}$

6. Q to R 5 (ch)

6. P to Kt 3 (best)

7. Kt takes P

7. P takes Kt

(If 7. $\overline{\text{Kt to K B 3}}$

8. $\overline{\text{Q to K 5 (ch)}}$
 $\overline{\text{K to Q 2 (best)}}$

9. $\overline{\text{Kt takes R}}$
 $\overline{\text{P takes B}}$

10. $\overline{\text{B to K Kt 5, \&c.}}$

8. Q takes R, and wins.

The preceding analysis sufficiently demonstrates the inferiority of 3. B to Q B 4 to 3. P to Q 4, as Black can always obtain a perfectly even game by playing P to Q B 3 or B to K 2 in reply.

GAME THE THIRD.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. P to Q 3
3. P to Q 4	3. P take~
4. Kt takes P	

A difference of opinion exists among the leading authorities as to whether this move is preferable or not to taking the Pawn with Queen. Staunton says this move "is at least as beneficial to White, as capturing with the Queen (*vide* "Praxis," p. 69), whilst Max Lange thinks Q takes P is stronger (*see* "Paul Morphy," Starie's edition, p. 151).

Black has two recognised replies, viz., 4. Kt to K B 3 and 4. P to Q 4. We will first examine the former. For the consequences of the latter move, *see* "Variation I."

	4. Kt to K B 3
5. Kt to Q B 3	5. B to K 2
6. B to K 3 or (A)	

In his match with Morphy, Mr. Lowenthal played here B to K 2, but Max Lange thinks that B to K 3 is to be preferred.

	6. B to K 3
7. Kt takes B	7. P takes Kt
8. B to Q B 4, with a fine game.	
	(A.)
6. B to K 2	6. Castles
7. Castles	7. P to Q B 4
8. Kt to K B 3	8. Kt to Q B 3
9. B to K Kt 5	9. P to K R 3
10. B takes Kt	10. B takes B
11. Q to Q 2	11. B to K 3

12. Q R to Q sq, and Black will find it difficult to save his threatened Queen's Pawn—the loss of which ought to involve the ultimate loss of the game.

VARIATION I.

4. P to Q 4

5. P to K 5

This is the usual move. We think that 5. P takes P, followed by B to K 3, or P to Q B 4 would also give White a good game. Also, 5. Kt to K B 3 deserves attention.

6. B to Kt 5 (ch)

7. P to K 6

8. P takes P (ch)

9. K Kt takes B

5. P to Q B 4 or (B)

6. B to Q 2

7. B takes B or (C) (D)

8. K takes P

9. Q to K 2 (ch)

(If 9. $\frac{Q \text{ to } Q \text{ R } 4 \text{ (ch)}}{P \text{ to } Q 5}$ 10. $\frac{Q \text{ Kt to B } 3}{P \text{ to } Q 5}$ 11. $\frac{Q \text{ to K R } 5 \text{ (ch)}}{P \text{ to K Kt } 3}$)

12. $\frac{\text{to Q } 5 \text{ (ch)}}{K \text{ to K sq}}$ 13. $\frac{K \text{ Kt takes Q P}}{\text{and White ought to win.}}$

10. Q to K 2, and the positions are about equal. Interposing with B at K 3 on White's tenth move would be inferior on account of

10. $\frac{P \text{ to Q } 5}{P \text{ to Q } 5}$ 11. $\frac{Q \text{ to K R } 5 \text{ (ch)}}{P \text{ to K Kt } 3}$ 12. $\frac{Q \text{ to Q } 5 \text{ (ch)}}{K \text{ to Kt } 2, \&c.}$

The following variations are from the "Handbuch:" after the moves,

1. $\frac{P \text{ to K } 4}{P \text{ to K } 4}$ 2. $\frac{Kt \text{ to K B } 3}{P \text{ to Q } 3}$ 3. $\frac{P \text{ to Q } 4}{P \text{ takes P}}$ 4. $\frac{Kt \text{ takes P}}{P \text{ to Q } 4}$

White may play, in lieu of 5. $\frac{P \text{ to K } 5}{P \text{ to K } 5}$ 5. $\frac{P \text{ takes P}}{P \text{ takes P}}$

thus : 5. $\frac{P \text{ takes P}}{Q \text{ takes P}}$ 6. $\frac{Q \text{ to K } 2 \text{ (ch)}}{B \text{ to K } 3 \text{ or (a)}}$ 7. $\frac{Kt \text{ takes B}}{Q \text{ takes Kt}}$ 8. $\frac{Q \text{ takes Q (ch)}}{P \text{ takes Q}}$

9. $\frac{B \text{ to Q B } 4}{P \text{ to K } 4}$ 10. $\frac{B \text{ to K } 6}{Kt \text{ to Q } 2}$ 11. $\frac{Kt \text{ to Q B } 3}{K Kt \text{ to B } 3}$ 12. $\frac{Q \text{ B to K Kt } 5}{B \text{ to Q } 3}$

13. $\frac{\text{Castles (Q R)}}{K \text{ to K } 2}$ 14. $\frac{B \text{ to Q Kt } 3}{Q \text{ R to K sq}} \&c.$

(a)

6. $\frac{B \text{ to K } 2}{B \text{ to K } 2}$ 7. $\frac{Kt \text{ to Q Kt } 5}{Kt \text{ to Q R } 3}$ 8. $\frac{Q \text{ Kt to Q B } 3}{Q \text{ to Q sq}}$ 9. $\frac{B \text{ to K B } 4}{Kt \text{ to K B } 3}$

10. $\frac{Q \text{ to K } 5}{\text{Castles}}$ 11. $\frac{Kt \text{ takes Q B P}}{Kt \text{ takes Kt}}$ 12. $\frac{Q \text{ takes Kt}}{Q \text{ takes Q}}$ 13. $\frac{B \text{ takes Q}}{B \text{ to Q Kt } 5}$

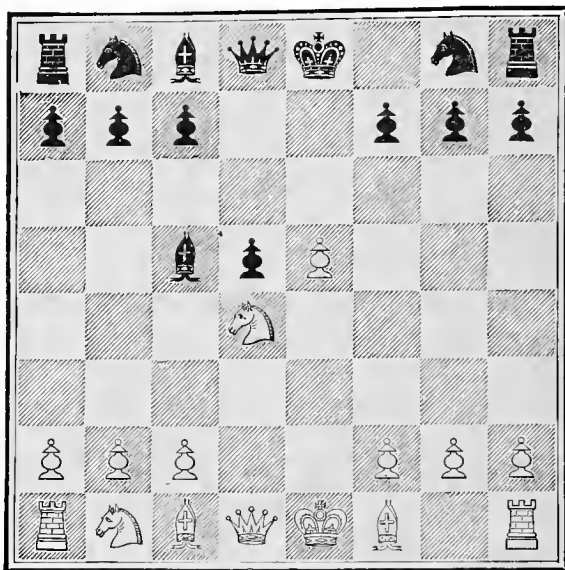
14. $\frac{B \text{ to K } 5}{R \text{ to K sq}}$ 15. $\frac{P \text{ to K B } 4}{Kt \text{ to K } 5}$, even game.

(B.)

VARIATION ON BLACK'S FIFTH MOVE.

Diagram showing the position after Black's fifth move.

BLACK.



WHITE.

5. B to Q B 4

This move is thought by some authorities to be much better than P to Q B 4.

6. Q Kt to B 3

6. K Kt to K 2

7. B to K 2

7. Castles

8. Castles. Even game.

(C.)

VARIATION ON BLACK'S SEVENTH MOVE.

- | | |
|---|--------------------|
| | 7. B P takes K P |
| 8. Kt takes K P | 8. Q to K 2 (best) |
| 9. B takes B (ch) | 9. Kt takes B |
| 10. Castles | 10. Q takes Kt |
| 11. R to K sq | 11. Q Kt to K 4 |
| 12. Q to K R 5 (ch), and the "Praxis" pronounces the game in favour of White. | |

(D.)

ANOTHER VARIATION ON BLACK'S SEVENTH MOVE.

- | | |
|--|-----------------|
| | 7. B P takes Kt |
| 8. P takes B (ch) | 8. Q Kt takes P |
| 9. Q takes P | 9. Kt to K B 3 |
| 10. Castles | 10. B to K 2 |
| 11. Q Kt to B 3 | 11. P to Q R 3 |
| 12. B to R 4 | 12. P to Q Kt 4 |
| 13. B to Kt 3, and again the position is favourable for White. | |

The preceding variations appear to demonstrate that 4. P to Q 4 for Black, in answer to 4. Kt takes P, is not so good a defence as 4. Kt to K B 3. As to whether White's fourth move Kt takes P is preferable or not to Q takes P, we can only say *sub judice lis est*. The following variation occurred in a game at the Clifton Tournament, 1873, between Mr. Wisker and the Author (*see* Variation (A.) p. 48) :—

- | | |
|-------------|---------------|
| 6. B to K 2 | 6. Castles |
| 7. Castles | 7. P to Q B 4 |

8. Kt to Q Kt 3. We think this move of Mr. Wisker's is preferable to retreating the Knight to K B 3, White being now enabled, after the "sortie" of the hostile Queen's Knight, to advance his King's Bishop's pawn with a very strong game.

GAME THE FOURTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. P to Q 4
4. B to Q B 4

BLACK.

1. P to K 4
2. P to Q 3
3. P takes P

This move is perfectly sound, and may be safely made. It converts the game into a kind of Scotch gambit.

4. Kt to K B 3 (best)

(If 4. $\frac{\text{B to K 2}}{\text{B to K 2}}$ 5. $\frac{\text{P to Q B 3}}{\text{P takes P or P to Q 6}}$ 6. $\frac{\text{Q to Q Kt 3}}{\text{Q to Q Kt 3}}$, with a good attack.)

5. Castles

5. B to K 2

6. B to K Kt 5

6. P to Q B 4

7. P to K 5

7. P takes P (best)

(If 7. $\frac{\text{Kt to K 5}}{\text{Kt to K 5}}$ 8. $\frac{\text{B takes B}}{\text{Q takes B}}$ 9. $\frac{\text{B to Q 5}}{\text{Kt to K Kt 4}}$ 10. $\frac{\text{Kt takes Kt}}{\text{Q takes Kt}}$ 11. $\frac{\text{P to K B 4}}{\text{P to K B 4}}$, with a fine attack.)

8. Kt takes P

8. B to K 3 or Castles

and Black seems to have a valid defence. For instances of this form of opening *see* Illustrative Games, XII. and XIII.

Our analysis of this opening would be incomplete without a notice of the ingenious variation in Philidor's counter gambit, recommended by Herr Zukertort, and which first appeared, we believe, in the "Schachzeitung," 1867. After the moves—

WHITE.

1. P to K 4
2. Kt to K B 3
3. P to Q 4

BLACK.

1. P to K 4
2. P to Q 3
3. P to K B 4

White can win by playing 4. B to Q B 4, or 4. P takes K P,

as we have shown (*see* pp. 38—45); but Herr Zukertort has suggested another move by which he can equally secure the advantage, viz., 4. Kt to Q B 3, as follows:—

- | | |
|--|------------------------|
| 4. Kt to Q B 3 | 4. B P takes K P |
| 5. Q Kt takes P | 5. P to Q 4 |
| 6. K Kt takes K P | 6. P takes Q Kt |
| 7. Q to K R 5 (ch) | 7. P to K Kt 3 |
| 8. Kt takes P | 8. Kt to K B 3 |
| 9. Q to K 5 (ch) | 9. K to B 2 |
| 10. B to Q B 4 (ch) | 10. K to Kt 2 (forced) |
| 11. Kt takes R | 11. K takes Kt |
| 12. B to K Kt 5 | 12. B to K Kt 2 |
| 13. B takes Kt | 13. B takes B |
| 14. Q takes K P | 14. Kt to B 3 |
| 15. Castles (Q R), and the German "Handbuch" | |

declares White has a winning position.

Black has also another move at his disposal (*see* Illustrative Game XVI.), which, although inferior, deserves notice, *e.g.*:—

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. Q Kt to Q 2 |

This move, although inferior to P takes P, may be safely ventured. White's best reply is 4. B to Q B 4, which ought to ensure him a commanding position.

In conclusion, we may repeat that the defence favoured by the immortal Philidor is quite sound. It is far stronger than the Petroff defence, and more safe than bringing out the Queen's Knight; and the mere fact of its being frequently adopted by so many eminent players speaks volumes in its favour. It was adopted in many instances at the great Vienna Tournament of 1873.

GAMES ILLUSTRATIVE OF PHILIDOR'S DEFENCE

GAME I.—*Between Messrs. MORPHY and BODEN.*

WHITE (Mr. Boden).	BLACK (Mr. Morphy).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. P to Q 3
3. P to Q 4	3. P takes P
4. Q takes P	4. B to Q 2 (a)
5. B to K 3 (b)	5. Kt to Q B 3
6. Q to Q 2	6. Kt to K B 3
7. B to Q 3	7. B to K 2
8. Kt to Q B 3	8. Castles
9. Castles (K R)	9. P to K R 3
10. P to K R 3	10. Kt to K R 2
11. P to K Kt 4	11. P to K R 4
12. Kt to R 2	12. P takes P
13. P takes P	13. Kt to K 4
14. P to K B 3	14. P to K Kt 4
15. K to Kt 2	15. P to Q B 4
16. R to K R sq	16. K to Kt 2
17. Kt to K B sq	17. R to K R sq
18. Kt to Kt 3	18. P to K B 3
19. Kt to Q 5	19. Kt to K B sq (c)
20. Kt to R 5 (ch)	20. K to B 2
21. Q R to Q sq	21. K Kt to Kt 3
22. B to K 2	22. Kt to R 5 (ch)
23. K to B 2	23. B to Q B 3
24. Kt takes B	24. Q takes Kt
25. Q takes Q P	25. P to Q Kt 3
26. Q takes Q (ch)	26. K takes Q
27. Kt to Kt 3	27. K to B 2
28. Q R to Q 6	28. K to K 2
29. R to Q 2	29. K to B 2
30. P to K B 4	30. P takes P
31. B takes K Kt P	31. K Kt to Kt 3
32. B to K R 6	32. K R to R 2
33. K to K 3	33. Q R to K R sq
34. Kt to B 5	34. K Kt to K 2
35. Kt takes Kt	35. K takes Kt

(a) We do not approve of this move, and concur in the opinion of Mr. Wormald, who thinks it loses time. It also permits White to retain his King's Bishop, which is disadvantageous to the second player. The old move of Q Kt to B 3, compelling White to play B to Q Kt 5, appears much preferable.

(b) 5 B to K B 4 is also a good move here.

(c) Q R to B sq has been suggested as a better move at this point.

- | | |
|---------------------------------------|---------------|
| 36. P to K Kt 5 | 36. K to K 3 |
| 37. K R to Q sq | 37. P takes P |
| 38. R to Q 6 (ch) | 38. K to B 2 |
| 39. B to R 5 (ch) | 39. K to K 2 |
| 40. Q B takes P (ch) | 40. K to B sq |
| 41. K R to K B sq (ch), and wins (d). | |
-

GAME II.—*Between Messrs. BODEN and WAYTE.*
 (From "The Games of the Chess Congress.")

- | WHITE (Mr. Boden). | BLACK (Mr. Wayte). |
|--------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Q takes P | 4. B to Q 2 (a) |
| 5. B to K 3 | 5. Kt to Q B 3 |
| 6. Q to Q 2 | 6. Kt to K B 3 |
| 7. Kt to Q B 3 | 7. B to K 2 |
| 8. B to Q 3 | 8. Castles |
| 9. P to K R 3 (b) | 9. B to K 3 |
| 10. R to Q sq | 10. Kt to K 4 |
| 11. Kt takes Kt | 11. P takes Kt |
| 12. Castles | 12. P to Q B 3 |
| 13. Kt to K 2 | 13. Q to Q B 2 |
| 14. Kt to Kt 3 | 14. Q R to Q sq |
| 15. Q to K 2 | 15. Kt to Q 2 |
| 16. B to Q B 4 | 16. B takes B |
| 17. Q takes B | 17. Kt to Q Kt 3 |
| 18. Q to K 2 | 18. P to K Kt 3 |
| 19. P to Q Kt 3 | 19. B to K R 5 |
| 20. B to K R 6 | 20. R takes R |
| 21. Q takes R | 21. R to Q sq |
| 22. Q to K B 3 | 22. B takes Kt (c) |
| 23. Q to K B 6 | |

And Black resigned.

(d) This was the only game, we believe, won by Mr. Boden of his formidable antagonist. Still it does him much credit.

(a) See note (a) to the preceding game.

(b) In the preceding game Mr. Boden castled at this point.

(c) A blunder! Q to K 2 would have given him an even game.

GAME III.—*Between Messrs. MORPHY and HARRWITZ.*

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

And Black wins.

(a) Mr. Staunton thinks R to Kt 6 would have been better ; but Mr. Lowenthal suggests Q to K 2 as a satisfactory answer to that move.

(b) In his notes to this Game, Mr. Lowenthal remarks, that 26 Q to Q B 3, or Q to K R 4, instead of the move actually made, would have given White an

GAME IV.—*Between Messrs. ROBEY and MACDONNELL.*

(From "The Games of the Chess Congress.")

WHITE (Mr. Robey).	BLACK (Mr. MacDonnell).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. P to Q 3
3. P to Q 4	3. P takes P
4. Q takes P	4. B to Q 2
5. B to K 3	5. Kt to K B 3
6. Kt to Q B 3	6. B to K 2
7. B to K 2	7. Castles
8. Castles (K R)	8. Kt to Q B 3
9. Q to Q 2	9. Q Kt to K 4
10. Kt to K sq	10. B to Q B 3
11. P to K B 4	11. Kt to Kt 3
12. B to Q 3	12. Kt to K Kt 5
13. Kt to K B 3	13. Kt takes B
14. Q takes Kt	14. B to K B 3
15. Q R to Q sq	15. B takes Kt
16. P takes B	16. Q to K 2
17. P to K B 5	17. Kt to K 4
18. Kt takes Kt	18. Q takes Kt
19. Q to K 2 (a)	19. P to K B 3
20. P to Q B 4	20. K R to K sq
21. Q R to K sq	21. K R to K 2
22. Q to K Kt 4	22. Q R to K sq
23. R to K B 3	23. P to Q 4
24. B P takes P	24. B takes P
25. R to K Kt 3	25. B takes R P
26. P to K R 4	26. B to Q 4
27. R to K 2	27. B to Q B 3
28. P to K R 5	28. P to K R 3
29. K to R 2	29. P to Q Kt 4
30. K to R 3	30. P to Q R 4
31. Q R to K 3	31. K to R sq
32. Q to K 2	32. B to Q 2
33. Q to K B sq	33. Q to Q B 4
34. Q R to K B 3	34. R to K 4

excellent attack. We do not think, however, that White could have gained any advantage by adopting the line of play suggested; *e. g.*—

Suppose	26. $\frac{Q \text{ to } Q \text{ B } 3}{R \text{ to } Q \text{ sq}}$	27. $\frac{R \text{ takes } Kt}{R \text{ takes } R}$	29. $\frac{R \text{ takes } P \text{ (ch)}}{R \text{ takes } R}$
	30. $\frac{Kt \text{ to } B 6 \text{ (ch)}}{K \text{ moves to } R \text{ sq}}$	31. $\frac{Kt \text{ takes } Q}{R \text{ from } K \text{ sq mates.}}$	

(a) P to K B 6 would have given White the advantage.

- | | |
|--------------------|--------------------|
| 35. K R to K Kt 6 | 35. R takes K P |
| 36. B takes R | 36. R takes B |
| 37. P to Q B 3 | 37. R to K 4 |
| 38. P to K Kt 4 | 38. R to K 6 |
| 39. Q to K B 2 | 39. R takes R (ch) |
| 40. Q takes R | 40. B to Q B 3 |
| 41. Q to Q 3 | 41. Q to Q 4 |
| 42. Q takes Q | 42. B takes Q |
| 43. P to K Kt 5 | 43. B to K B 2 |
| 44. P takes B P | 44. B takes R |
| 45. P takes P (ch) | 45. K takes P |
| 46. R P takes B | 46. P to Q R 5 |

And White resigned.

GAME V.—*Between Messrs. DE RIVIÈRE and LAROCHE.*

(From "The Praxis.")

- | WHITE (Mr. De Rivière). | BLACK (Mr. Laroche). |
|-------------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt. to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Q takes P | 4. Q Kt to B 3 |
| 5. B to Q Kt 5 | 5. B to Q 2 |
| 6. B takes Kt | 6. B takes B |
| 7. B to K Kt 5 | 7. P to K B 3 |
| 8. B to K R 4 | 8. P to K R 4 (a) |
| 9. P to Q B 4 | 9. Q to Q 2 |
| 10. Q Kt to B 3 | 10. Castles (Q R) |
| 11. Castles (K R) | 11. K to Kt sq |
| 12. P to Q Kt 4 | 12. P to Q Kt 3 |
| 13. P to Q R 4 (b) | 13. P to K Kt 4 |
| 14. B takes P | 14. P takes B |
| 15. Q takes K R | 15. B to K Kt 2 |
| 16. Q takes K R P | 16. B takes Q Kt |
| 17. Q R to Q Kt sq | 17. Q B takes K P |
| 18. Q R to Q Kt 3 | 18. Kt to K B 3 |
| 19. Q takes P | 19. R to K Kt sq |

(a) A novelty for which Chess-players are indebted to the ingenuity of Mr. Laroche. The usual moves at this point of the game are Kt to K R 3, or Kt to K 2; the former of which was played by Harrwitz against Morphy.

(b) Q R to Q sq might, perhaps, have been played here more advantageously.

20. Q to K 3
21. K to R sq
22. K takes R
23. K to Kt 3
24. P takes Kt

20. R takes Kt P (ch)
21. R takes R P (ch)
22. Kt to K Kt 5 (ch)
23. Kt takes Q
24. Q to K Kt 2 ch

And White resigned.

GAME VI.—*Between Messrs. GOCHER and GOSSIP.*

WHITE (Mr. Gossip).

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

BLACK (Mr. Gocher).

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

- (a) Castling with Q R was played here by Morphy in his match with Harrwitz.
 (b) Whether or no this was White's best move is an open question.
 (c) This we believe to be White's best resource.

- | | |
|-----------------|--------------------|
| 27. Kt takes Kt | 27. R P takes Kt |
| 28. Kt to Q 5 | 28. B takes Kt |
| 29. P takes B | 29. Q takes Q (ch) |
| 30. K takes Q | 30. R to K 4 |

And the game was drawn by mutual consent.

GAME VII.—*Between Mr. MORPHY and the DUKE OF BRUNSWICK
and COUNT ISOUARD in Consultation.*

- | WHITE (Mr. Morphy). | BLACK (Duke of B. & Ally). |
|------------------------|----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. B to K Kt 5 (a) |
| 4. P takes P | 4. B takes Kt |
| 5. Q takes B | 5. P takes P |
| 6. B to Q B 4 | 6. Kt to K B 3 (b) |
| 7. Q to Q Kt 3 | 7. Q to K 2 |
| 8. Kt to Q B 3 (c) | 8. P to Q B 3 |
| 9. B to K Kt 5 | 9. P to Q Kt 4 |
| 10. Kt takes P | 10. P takes Kt |
| 11. B takes Kt P (ch) | 11. Q Kt to Q 2 |
| 12. Castles (Q R) | 12. Q R to Q sq |
| 13. R takes Kt | 13. R takes R |
| 14. R to Q sq | 14. Q to K 3 |
| 15. B takes R (ch) | 15. Kt takes B |
| 16. Q to Kt 8 (ch) | 16. Kt takes Q |
| 17. R to Q 8 mate (d). | |
-

(a) This defence is unanimously condemned by all the authorities.

(b) A bad move that loses a pawn at once. There are two other moves at this point, viz., Q to K B 3, recommended by Staunton, and Q to Q 2 advised by Max Lange, both of which give the second player plenty of resource. Of the two we prefer the latter mode of play.

(c) B takes P (ch), followed by Q takes Kt P, would also have been good play here, and would have been sufficient to secure the victory.

(d) A brilliant termination !

GAME VIII.—*Between Messrs. MORPHY and HARRWITZ.*

WHITE (Mr. Morphy).

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

BLACK (Mr. Harrwitz).

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

- | | |
|------------------------------|--------------------|
| 43. Kt to B 4 | 43. Q to B 4 |
| 44. Q to Q. 5 | 44. Q takes Q (ch) |
| 45. P takes Q | 45. R to Q sq |
| 46. R to B 3 | 46. K to Kt 2 |
| 47. P to B 3 | 47. R to Q Kt sq |
| 48. P takes P | 48. R takes P |
| 49. K to B 2 | 49. K to B sq |
| 50. K to B 3 | 50. R to Kt 4 |
| 51. B to K 6 | 51. R to B 4 |
| 52. P to Kt 4 | 52. R to B 2 |
| 53. P to Kt 5 | 53. K to K 2 |
| 54. P to Kt 6 | 54. R to Kt 2 |
| 55. B to B 8 | 55. R to Kt sq |
| 56. P to Kt 7 | 56. K to Q sq |
| 57. Kt takes Q P | 57. K to K 2 |
| 58. Kt to Kt 5 | 58. P to R 3 |
| 59. P to Q 6 (ch), and wins. | |

GAME IX.—*Between Messrs. STAUNTON and "ALTER" against Messrs. MORPHY and BARNES.*

WHITE (Messrs. S. & A.).

1. P to K 4
2. Kt to K B 3
3. P to Q 4
4. P takes K P (*b*)
5. Kt to Kt 5
6. P to K 6
7. Kt to Q B. 3 (*c*)
8. K Kt takes K P (*d*)

BLACK (Messrs. M. & B.).

1. P to K 4
2. P to Q 3
3. P to K B 4 (*a*)
4. B P takes P
5. P to Q 4
6. Kt to K R 3.
7. P to B 3
8. P takes Kt

(*a*) This is a bad move, and ought to have cost Black the game. (See preceding Analysis.)

(*b*) Much inferior to B Q B 4, which wins with certainty.

(*c*) We think this move better than P to K B 3, and differ entirely from Lowenthal, Max Lange, Heydebrand, and the German school, who pronounce it inferior to that line of play.

(*d*) Neither do we agree with Max Lange, in thinking this move to be inferior to 8. Kt takes R P; but on the contrary, consider the move selected by Mr. Staunton to be White's strongest mode of play. Max Lange gives

- | | | | |
|---|--|---|--------------------------------|
| 8. $\frac{\text{Kt takes K R P}}{\text{Q B takes P}}$ | 9. $\frac{\text{Kt takes K B}}{\text{K takes Kt}}$ | 10. $\frac{\text{Kt takes K P}}{\text{Kt to Kt 5}}$ | 11. <u>Kt to Kt 5, &c.</u> |
|---|--|---|--------------------------------|

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

And White resigned.

GAME X.—Between Messrs. HARRWITZ and LOWENTHAL.

- | WHITE (Mr. Lowenthal). | BLACK (Mr. Harrwitz). |
|------------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. B to B 4 | 3. B to K 2 |
| 4. Kt to Q B 3 (a) | 4. Kt to K B 3 |

(e) 11. B to K Kt 5 would have won the game without difficulty. (See Chap. II., page 45. Game the First (D). Here the White allies missed their first opportunity.)

(f) Again, Q R to Q 4 would have won easily, as pointed out by Mr. Staunton. (See "Praxis," p. 87.)

(a) This is hardly so strong as Castling.

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

And the game was ultimately drawn.

GAME XI.—*Between Messrs. LOWENTHAL and MEDLEY against Messrs. MORPHY and MONGREDIEN.*

(From "Morphy's Games." Bohn's Edition.)

- | WHITE (Messrs. L. & M.). | BLACK (Messrs. M. & M.). |
|--------------------------|--------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. B to Q B 4 | 3. P to K B 4 |
| 4. P to Q 4 | 4. Kt to Q B 3 |
| 5. P takes K P (a) | 5. Q P takes P |

(a) Kt to Kt 5 is preferable.

- | | |
|-------------------|----------------------|
| 6. Q takes Q (ch) | 6. Kt takes Q |
| 7. Kt takes P | 7. P takes P |
| 8. B to Q 2 | 8. B to Q 3 |
| 9. B to Q B 3 | 9. Kt to K B 3 |
| 10. P to K R 3 | 10. B to K 3 |
| 11. Kt to Q 2 | 11. Castles |
| 12. Castles (K R) | 12. Kt to Q 4 |
| 13. B takes Kt | 13. B takes B |
| 14. Q Kt to B 4 | 14. P to Q Kt 4 |
| 15. Kt takes B | 15. P takes Kt |
| 16. K R to Q sq | 16. P to K 6 |
| 17. P takes P (b) | 17. B takes K Kt P |
| 18. K takes B | 18. P takes Kt |
| 19. B takes P | 19. Kt to Q B 3 |
| 20. B to Q 4 (c) | 20. Q R to K sq |
| 21. K R to Q 2 | 21. Q R to K 3 |
| 22. Q R to K sq | 22. R to K Kt 3 (ch) |
| 23. K to R 2 | 23. K R to K B 6 |
| 24. R to Kt 2 | 24. Kt takes B |
| 25. P takes Kt | 25. R to K R 3 |
| 26. R to K 7 | 26. K R takes P (ch) |
| 27. K to Kt sq | 27. R to R 8 (ch) |
| 28. K to B 2 | 28. R to K B 3 (ch) |
| 29. K to K 2 | 29. R to B 2 |
| 30. R to K 8 (ch) | 30. R to B sq |

And the game was drawn.

GAME XII.—*Between Messrs. MACDONNELL and STEINITZ.*

(From "The Transactions of the British Chess Association, 1866-67.")

- | WHITE (Mr. McDonnell). | BLACK (Mr. Steinitz). |
|------------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. B to Q B 4 | 4. Kt to K B 3 |
| 5. Castles | 5. B to K 2 |
| 6. B to K Kt 5 | 6. P to Q B 4 |

(b) R takes B should have won White the game, as pointed out by Mr. Lowenthal in his notes to it.

(c) Again, B to K B 4 would have maintained the pawn, the move made loses it.

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

And White resigned.

GAME XIII.—*Between Messrs. MORPHY and BARNES.*

WHITE (Mr. Morphy).

1. P to K 4
2. Kt to K B 3
3. P to Q 4

BLACK (Mr. Barnes).

1. P to K 4
2. P to Q 3
3. P takes P

(a) P to K 5 is suggested as a stronger move here by Messrs. Lowenthal and Medley. We cannot see that it would lead to anything very satisfactory; *e. g.*—

7. $\frac{P \text{ to } K 5}{P \text{ takes } P}$ 8. $\frac{Kt \text{ takes } P}{\text{Castles or } B \text{ to } K 3}$, and Black appears to have a very comfortable position.

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

GAME XIV.—*Between Mr. WORMALD and an AMATEUR.*

- | WHITE (Amateur). | BLACK (Mr. Wormald). |
|------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. P to K B 4 |
| 4. Q P takes K P | 4. B P takes K P |
| 5. Kt to K Kt 5 | 5. P to Q 4 |
| 6. P to K 6 | 6. Kt to K R 3 |
| 7. P to K B 3 | 7. B to Q B 4 (a) |
| 8. B P takes K P | 8. Castles |

(a) Far better than B to K 2.

- | | |
|------------------|------------------------|
| 9. K P takes Q P | 9. B to K B 7 (ch) (b) |
| 10. K to K 2 | 10. B to Q 2 |
| 11. P takes B | 11. Q to K 2 (ch) |
| 12. K to Q 3 | 12. Q Kt takes P |
| 13. Q to K 2 | 13. Q Kt to B 4 (ch) |
| 14. K to Q B 4 | 14. P to Q Kt 4 (ch) |
| 15. K takes P | 15. Q R to Kt sq (ch) |
| 16. K to Q B 4 | 16. Q R to Kt 5 (ch) |
| 17. K takes R | 17. Kt to Q 6 |

Double check, and w'ns.

GAME XV.—*Between Messrs. SCHWARZ and PAULSEN. Played at the Vienna Tourney, 1873.*

(From "The Westminster Papers.")

- | WHITE (Herr Schwarz.) | BLACK (Herr Paulsen.) |
|-----------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. Kt to K B 3 |
| 4. B to K Kt 5 | 4. P takes P (a) |
| 5. Kt takes P | 5. B to K 2 |
| 6. B to Q 3 (b) | 6. Castles |
| 7. Kt to Q B 3 | 7. P to Q B 3 (c) |
| 8. Castles | 8. P to K R 3 |
| 9. B to Q 2 | 9. Q Kt to Q 2 |
| 10. Kt to K B 5 | 10. Kt to Q B 4 |
| 11. Kt takes B (ch) | 11. Q takes Kt |
| 12. R to K sq | 12. Kt takes B |

(b) This move—the invention of Mr. Wormald—appears much stronger than the move given by the German authorities as best for Black, viz., R to K B 4, and in fact to upset completely the much vaunted attack of 7. P to K B 3. We much prefer "English" to "German" authorities in this opening.

(a) If Black play here 4. B to K Kt 5, White gets a good game by taking P with P. (See preceding Analysis, p. 37.)

(b) Mr. Wisker thinks this Bishop should be played to K 2, if possible.

(c) If 7. Kt takes P, Herr Zukertort suggests the following continuation:—

7. _____ 8. Kt takes Kt 9. Q to R 5 10. Castles, and considers
 Kt takes P B takes B R to K sq
- White's superior position a full equivalent for the Pawn.

- | | |
|--------------------|---------------------|
| 13. P takes Kt | 13. B to K 3 |
| 14. P to K B 4 | 14. Q R to Q sq |
| 15. P to K B 5 (d) | 15. B to B sq |
| 16. Q to B 3 | 16. K to R 2 |
| 17. K to R sq | 17. Kt to Q 2 |
| 18. P to Q 4 | 18. Q to K B 3 |
| 19. Q R to Q sq | 19. Kt to Kt 3 |
| 20. P to K Kt 4 | 20. P to K Kt 3 |
| 21. P to K 5 | 21. P takes K P |
| 22. Q P takes P | 22. Q to R 5 |
| 23. Kt to K 4 | 23. Kt to Q 4 |
| 24. R to K Kt sq | 24. P takes P |
| 25. P takes P | 25. R to K Kt sq |
| 26. Kt to Q 6 | 26. Kt to K 2 |
| 27. B to B 3 (e) | 27. P to Q Kt 4 |
| 28. Kt takes B | 28. R takes Kt |
| 29. P to K 6 | 29. P to Q Kt 5 |
| 30. B to K 5 | 30. P to K B 3 |
| 31. B to Kt 3 | 31. Q to Q B 5 |
| 32. R to Q 7 | 32. R to Kt 2 |
| 33. R to B sq | 33. Q takes R P |
| 34. B to Q 6 | 34. R to K sq |
| 35. B takes Kt | 35. Q R takes B |
| 36. Q takes P | 36. Q takes Kt P |
| 37. R takes R | 37. R takes R |
| 38. R to Kt sq | 38. Q to B 6 (f) |
| 39. Q to Kt 2 | and Black resigned. |

GAME XVI.—Between Messrs BLACKBURNE and PAULSEN. *Played at the Vienna Tourney.*

(From "The Westminster Papers.")

WHITE (Mr. Blackburne.)

BLACK (Herr Paulsen.)

- | | |
|----------------|------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to Q 3 |
| 3. P to Q 4 | 3. Kt to Q 2 (a) |
| 4. B to Q B 4 | 4. Kt to Q Kt 3 |

(d) White has now the better position.

(e) If 27. Kt takes K B P, Mr. Wisker gives the following :—

- | | | | |
|----------------|----------------------|----------------------|--------------------|
| 27. _____ | 28. <u>K takes R</u> | 29. <u>K to R sq</u> | and Black escapes. |
| R takes R (ch) | R to Kt sq (ch) | Kt takes P | |

(f) As pointed out in "The Westminster Papers," this is a blunder. Black could have drawn the game easily by 38. R to K Kt 2, or 38. Q to K B 7.

(a) This mode of conducting the Philidor defence is tolerably safe, but somewhat inferior to the usual course of P takes P, followed by B to Q 2.

- | | |
|----------------------------|----------------------------|
| 5. B to Kt 3 | 5. P takes P |
| 6. Q takes P (<i>b</i>) | 6. B to K 3 |
| 7. Kt to B 3 | 7. K Kt to K 2 |
| 8. B to K B 4 | 8. Kt to Kt 3 |
| 9. B to Kt 3 | 9. Q to Q 2 |
| 10. R to Q sq | 10. B takes B |
| 11. R P takes B | 11. P to K B 3 |
| 12. Q to Q 2 | 12. B to K 2 |
| 13. Kt to Q 4 | 13. Castles (K R) |
| 14. Kt to B 5 | 14. R to B 2 |
| 15. Q to K 2 | 15. R to K sq |
| 16. Q to Kt 4 | 16. B to B sq |
| 17. Castles | 17. K to R sq |
| 18. Q to R 5 | 18. Kt to K 4 |
| 19. P to B 4 | 19. P to Kt 3 (<i>c</i>) |
| 20. Q to R 3 | 20. Kt to B 3 |
| 21. Kt to R 6 | 21. K R to K 2 |
| 22. P to B 5 | 22. P to Kt 4 |
| 23. Kt to Kt 4 | 23. B to Kt 2 (<i>d</i>) |
| 24. P to K 5 (<i>e</i>) | 24. Kt takes P |
| 25. B takes Kt | 25. R takes B |
| 26. Kt takes R | 26. R takes Kt |
| 27. Q R to K sq | 27. B to B sq |
| 28. R takes R | 28. Q P takes R |
| 29. R to Q sq | 29. B to Q 3 |
| 30. Q to B 3 | 30. Q to Q B sq |
| 31. Kt to K 4 | 31. B to K 2 |
| 32. P to K Kt 4 | 32. Q to K sq |
| 33. Q to Q B 3 | 33. P to Q B 3 |
| 34. Q to Q 3 | 34. Q to Q Kt sq |
| 35. P to Q B 4 | 35. K to Kt 2 |
| 36. P to R 4 | 36. P to K R 3 |
| 37. P takes P | 37. R P takes P |
| 38. K to Kt 2 | 38. Q to K sq |
| 39. R to K R sq | 39. Q to K Kt sq |
| 40. Q to R 3 | 40. Kt to Q 2 |
| 41. Kt takes Kt P. | 41. P takes Kt |
| 42. Q to R 6 (<i>ch</i>) | 42. K to B 2 |
| 43. Q to K 6 (<i>ch</i>) | 43. K to B sq |
| 44. Q takes Kt | Resigns. |

(*b*) White's Queen now occupies a commanding position, from which she cannot be readily dislodged.

(*c*) A perfectly needless manœuvre, which aids White in his attack.

(*d*) Black's situation becomes less and less attractive.

(*e*) Well played, and decisive.

CHAPTER III.

THE PETROFF DEFENCE.



THIS defence—so named from being introduced into modern play by Mr. Petroff, the celebrated Russian player—is now generally admitted to be inferior to Q Kt to B 3, or P to Q 3.

GAME THE FIRST.

WHITE.

1. P to K 4
2. Kt to K B 3
3. Kt takes K P (best)

BLACK.

1. P to K 4
2. Kt to K B 3

This is White's strongest move. He may, however, play 3. P to Q 4, or 3. B to Q B 4. (*See Game the Second and Game the Third.*) If he move 3. Q Kt to B 3, *see Game the Fourth.*

3. P to Q 3 (best), or
(A.) (B.)

4. Kt to K B 3 (best)

White can also move here 4. Kt takes K B P—a line of play invented by Mr. Cochrane, but which we consider unsound. For the consequences of this move, *see Variation (I.)*.

4. Kt takes K P

5. P to Q 4 (best)

5. $\frac{P \text{ to } Q \ 3}{}$ or 5. $\frac{Q \text{ to } K \ 2}{}$ only lead to positions of equality.

5. P to Q 4

6. B to Q 3

6. B to K 2

(If 6. $\frac{B \text{ to } Q \ 3}{}$ 7. $\frac{\text{Castles}}{\text{Castles}}$ 8. $\frac{P \text{ to } Q \ B \ 4}{B \text{ to } K \ 3}$ 9. $\frac{Q \text{ to } B \ 2}{P \text{ to } K \ B \ 4}$ 10. $\frac{Q \text{ to } Q \ Kt \ 3}{}$, with a very superior game.) The "Handbuch," however,gives for Black 6. $\frac{Q \ Kt \ \text{to } B \ 3}{}$ thus : 6. $\frac{Q \ Kt \ \text{to } B \ 3}{}$ 7. $\frac{\text{Castles}}{B \ \text{to } K \ 2}$ 8. $\frac{P \ \text{to } Q \ B \ 4}{B \ \text{to } K \ Kt \ 5}$ 9. $\frac{Kt \ \text{to } Q \ B \ 3}{Kt \ \text{takes } Kt}$ 10. $\frac{P \ \text{takes } Kt}{\text{Castles}}$ 11. $\frac{Q \ \text{to } Kt \ 3}{P \ \text{takes } P}$ 12. $\frac{Q \ \text{takes } Q \ Kt \ P}{Q \ B \ \text{takes } Kt}$ 13. $\frac{P \ \text{takes } B}{Kt \ \text{takes } Q \ P}$ 14. $\frac{B \ \text{takes } Q \ B \ P}{Kt \ \text{to } K \ B \ 4}$ 15. $\frac{B \ \text{to } K \ B \ 4}{B \ \text{to } Q \ 3}$ 16. $\frac{B \ \text{takes } B}{Kt \ \text{takes } B}$ 17. $\frac{Q \ \text{to } B \ 6}{Kt \ \text{takes } B}$ 18. $\frac{Q \ \text{takes } Kt}{Q \ \text{to } B \ 3}$

even game.

7. Castles

7. Kt to Q B 3

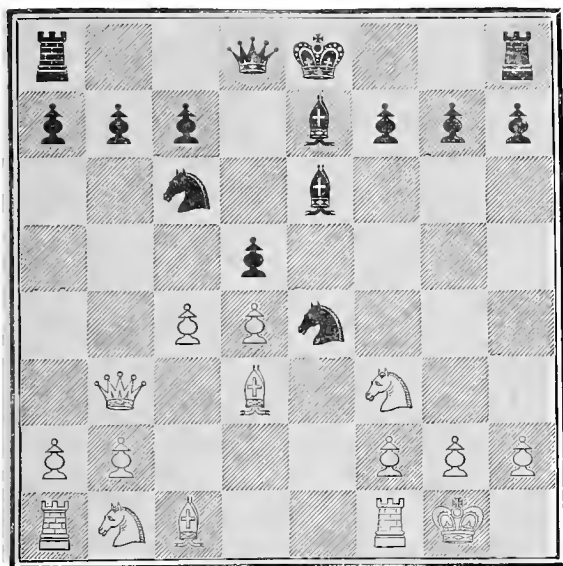
8. P to Q B 4 (best)

8. B to K 3

9. Q to Q Kt 3

And White has the better position. White's ninth move is considered best by Max Lange. In the fifth game of the match between Messrs. Lowenthal and Morphy, the former, who conducted the attack, moved here 9. P takes P, which is also a good move, and gives White the advantage (*see Illustrative Games at the end of this Chapter, Game I.*) ; but we think the move of Q to Q Kt 3 is strongest.⁷ We subjoin a diagram showing the position.

BLACK.



WHITE.

In this position Black's game is already difficult. He dare not play

9. $\overline{P \text{ takes } P}$ on account of 10. $\overline{Q \text{ takes } Q \text{ Kt } P}$ 11. $\overline{Q \text{ takes } K \text{ Kt}}$
 $\overline{P \text{ takes } B}$
 12. $\overline{B \text{ to } Q 2, \&c.}$

(A.)

- | | |
|----------------|-----------------------|
| 4. Q to K 2 | 3. Kt takes P |
| 5. Q takes Kt | 4. Q to K 2 |
| 6. P to Q 4 | 5. P to Q 3 |
| 7. P to K B 4 | 6. P to K B 3 |
| 8. Kt to Q B 3 | 7. Q Kt to Q 2 (best) |
| | 8. Q P takes Kt |

- (If 8. $\overline{B \text{ P takes } P}$ 9. $\overline{B \text{ P takes } P}$ 10. $\overline{Kt \text{ to } Q 5}$
 $\overline{P \text{ takes } P}$ $\overline{P \text{ takes } P}$ $\overline{Kt \text{ to } K B 3}$
 11. $\overline{B \text{ to } Kt 5 (ch)}$ 12. $\overline{Kt \text{ takes } Kt (ch)}$ 13. $\overline{B \text{ takes } P (ch)}$
 $\overline{P \text{ to } B 3}$ $\overline{P \text{ takes } Kt}$

with a pawn more and a winning position.

- | | |
|-----------------|----------------|
| 9. Kt to Q 5 | 9. Q to Q 3 |
| 10. Q P takes P | 10. P takes P |
| 11. P takes P | 11. Q to Q B 3 |
| 12. B to Q Kt 5 | 12. Q to Q B 4 |

13. P to Q Kt 4, winning easily. If Black in his 12th move in this variation play 12. Q to K Kt 3, in lieu of 12. Q to Q B 4, White replies 13. Q takes Q, followed by Kt takes P (ch), &c.

(B.)

3. Q to K 2

This defence, although not noticed in the "Handbook," is mentioned by Lopez and recommended by Cozio. Although inferior, it is preferable to 3. Kt takes P.

4. Kt to K B 3	4. Q takes P (ch)
----------------	-------------------

(If 4. $\frac{\text{Kt takes P}}{\text{Kt takes P}}$ 5. $\frac{\text{B to K 2}}{\text{B to K 2}}$ followed by $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ with the better position.

- | | |
|----------------|---------------|
| 5. B to K 2 | 5. B to Q B 4 |
| 6. Castles | 6. Castles |
| 7. P to Q 4 | 7. B to Kt 3 |
| 8. P to Q B 4 | 8. P to Q B 3 |
| 9. Kt to Q B 3 | 9. Q to K 2 |

10. B to K Kt 5, with an incontestable advantage of position. (For a further exemplification of this form of the opening, let the reader refer to Illustrative Game II., between Messrs. Anderssen and Kolisch, at the end of the Chapter.)

The German "Handbuch" gives for White's fourth move in this variation, 4. P to Q 4, instead of retreating the Knight, thus:—

- | | | | |
|--|--|--|--|
| 4. $\frac{\text{P to Q 4}}{\text{P to Q 3}}$ | 5. $\frac{\text{Kt to K B 3}}{\text{Q takes P (ch)}}$ | 6. $\frac{\text{B to K 2}}{\text{B to K B 4}}$ | 7. $\frac{\text{P to Q B 4}}{\text{B to K 2}}$ |
| 8. $\frac{\text{Castles}}{\text{Castles}}$ | 9. $\frac{\text{Q Kt to B 3}}{\text{Q Kt to B 3}}$, and declares White to have the better game. | | |

VARIATION (I.).

On White's fourth move :—

- | | |
|--------------------|------------------------------|
| 4. Kt takes K B P | 4. K takes Kt |
| 5. B to Q B 4 (ch) | 5. B to K 3, or
(C.) (D.) |
| 6. B takes B (ch) | 6. K takes B |
| 7. P to Q 4 | 7. K to B 2 (best) |

7. K to Q 2 would be bad for Black. In answer to that move White would get a strong attack by 8. P to K 5. (*See Illustrative Game IV.*)

- | | |
|-------------------|----------------|
| 8. Kt to Q B 3 | 8. B to K 2 |
| 9. Q to K 2 | 9. R to K B sq |
| 10. B to K 3 | 10. K to Kt sq |
| 11. Castles (Q R) | |

Mr. Staunton observes at this point, in the "Praxis," p. 94, "that White will advance the Pawns on the King's side with a fine position." The above continuation for Black is, however, weak, since Black may play on his eighth move

- | | |
|--|--|
| 8. $\frac{\text{Q Kt to B 3}}{\text{Q Kt to B 3}}$ | 9. $\frac{\text{B to K 3}}{\text{Q to Q 2}}$ |
|--|--|

with a winning position, as shown in the German "Handbuch," p. 118. We think, even now, that Black, with care, ought to be able to repel the attack; for suppose now:

- | | |
|----------------|----------------|
| | 11. P to Q B 3 |
| 12. P to K B 4 | |

This is apparently White's best move. Black has now the choice of several moves—viz., P to Q Kt 4, P to Q 4, and P to Q R 4, which we will examine in succession. We may observe, "en passant," that 12. Q to Q R 4 is bad for Black

(see Illustrative Game III.), and Kt to K sq, or Q Kt to Q 2, seem to give White too much time.

Firstly, then :

13. P to K 5

14. R to K B sq

12. P to Q Kt 4

13. Kt to K sq

(If 14. $\overline{P \text{ to } Q 5}$ Black replies with 14. $\overline{P \text{ to } Q Kt 5}$ with a good game.)

15. P to K Kt 4

P to Q Kt 5 ; and we certainly prefer Black's game.

14. P to Q R 4

15. P to Q 4, followed by

Secondly :

13. P to K 5

14. Kt takes Kt

15. P to Q 5

12. P to Q 4

13. Kt to K 5

14. P takes Kt

Checking with Q at B 4 is out of the question, as Black would simply interpose his Queen, and P to K Kt 4, or R to K B sq, seem to be well answered by Q to Q 4, followed by Kt to Q R 3.

16. Q to Q Kt 5

17. Q takes Q

18. R takes P

15. P takes P

16. Q to Q 2

17. Kt takes Q

18. Kt to Q Kt 3

And again Black appears to have the better position.

Thirdly :

13. P to K Kt 4

14. P to K Kt 5

12. P to Q R 4

13. P to Q Kt 4

- (If 14. $\frac{P \text{ to } K 5}{Kt \text{ to } K \text{ sq}}$ 15. $\frac{P \text{ to } K B 5}{B \text{ to } K Kt 4}$ 16. $\frac{B \text{ takes } B}{Q \text{ takes } B \text{ (ch)}}$
 17. $\frac{K \text{ to } Kt \text{ sq}}{P \text{ to } Q 4}$ 18. $\frac{P \text{ to } K R 4}{Q \text{ to } K 2}$ 19. $\frac{Q R \text{ to } K B \text{ sq}}{P \text{ to } Q R 5}$ 20. $\frac{P \text{ to } Kt 5}{P \text{ to } Kt 5}$
 21. $\frac{P \text{ to } B 6}{Q \text{ to } Q R 2}$, and Black has yet resource on his 21st move in this variation :—
 If White plays 21. $\frac{P \text{ to } K Kt 6}{P \text{ takes } Kt}$ 22. $\frac{Q \text{ to } R 5}{P \text{ to } R 3}$ 23. $\frac{P \text{ to } B 6}{Q \text{ to } Q Kt 5}$
 and wins.)

14. Kt to K sq

15. P to K R 4 15. P to Q Kt 5, followed
 by Kt to Q 2, or P to R 6, if the Knight goes to R 4, or Q Kt sq; and once more we think Black has the advantage, for White can hardly afford to give up the other Knight. To us it appears that the Cochrane Petroff attack can be successfully repelled by Black pushing on his Pawns on Queen's side, and setting up a counter attack. In any case the attack is unsound, for it must not be forgotten that Black can evade all these complications by simply playing 8. Kt to Q B 3 on his eighth move, instead of 8. B to K 2, the move given in the "Praxis."

(C.)

5. K to K sq
6. P to Q 4 6. Kt to Q B 3
 7. Q Kt to B 3 7. B to K 2
 8. B to K 3, and Staunton thinks Black's game is seriously confined.

(D.)

5. P to Q 4

Perhaps this is Black's best move at this point.

The following variations, from "La Stratégie," pp. 352, 353, establish conclusively the superiority of the defence. "La Stratégie" prefers 5. P to Q 4 to 5. B to K 3, or 5. K to his square.

6. B to Q Kt 3

6. B to K 3 (best)

(If, firstly : 6. $\overline{Q \text{ to K sq}}$ 7. $\overline{P \text{ to Q 3}}$ and "La Stratégie" considers White has a good game. The proper continuation seems as follows.

Suppose 6. $\overline{Q \text{ to K sq}}$ 7. $\overline{P \text{ to Q 3}}$ 8. $\overline{P \text{ to K 5}}$
 9. $\overline{P \text{ to Q 4}}$, with the advantage. $\overline{B \text{ to K 3}}$ $\overline{Kt \text{ to K Kt 5}}$

If, secondly : 6. $\overline{B \text{ to Q 3}}$ 7. $\overline{B \text{ takes P (ch)}}$ 8. $\overline{Q \text{ to K R 5 (ch)}}$
 9. $\overline{Q \text{ takes Kt (ch)}}$ 10. $\overline{Q \text{ to Q 4 (ch)}}$ 11. $\overline{Q \text{ takes Q (ch)}}$
 $\overline{K \text{ to Kt 2}}$ $\overline{Q \text{ to K B 3}}$ $\overline{K \text{ takes Q}}$
 12. $\overline{P \text{ to Q 4}}$, and White has three Pawns for his piece, with a good position.)

- | | |
|---|-------------------------------------|
| 7. $\overline{Kt \text{ to Q B 3}}$ | 7. $\overline{P \text{ takes K P}}$ |
| 8. $\overline{B \text{ takes B (ch)}}$ | 8. $\overline{K \text{ takes B}}$ |
| 9. $\overline{Kt \text{ takes P}}$ | 9. $\overline{Kt \text{ takes Kt}}$ |
| 10. $\overline{Q \text{ to K Kt 4 (ch)}}$ | 10. $\overline{K \text{ to B 2}}$ |
| 11. $\overline{Q \text{ takes Kt}}$ | 11. $\overline{Q \text{ to K sq}}$ |

And Black forces the exchange of Queens, and having a Knight against two Pawns, ought to win.

GAME THE SECOND.

WHITE.

1. $\overline{P \text{ to K 4}}$
2. $\overline{Kt \text{ to K B 3}}$
3. $\overline{P \text{ to Q 4}}$

BLACK.

1. $\overline{P \text{ to K 4}}$
2. $\overline{Kt \text{ to K B 3}}$

This is not so strong a move as $\overline{Kt \text{ takes P}}$, but it has the recommendation of being favoured by Mr. Petroff.

- | | |
|--------------------------------------|---|
| | 3. $\overline{Kt \text{ takes K P, or}}$
<i>see (E.)</i> |
| 4. $\overline{B \text{ to Q 3}}$ | 4. $\overline{P \text{ to Q 4}}$ |
| 5. $\overline{Kt \text{ takes K P}}$ | 5. $\overline{P \text{ to Q B 4}}$ |
| 6. $\overline{P \text{ to Q B 3}}$ | 6. $\overline{P \text{ takes P}}$ |
| 7. $\overline{P \text{ takes P}}$ | 7. $\overline{B \text{ to Q Kt 5 (ch)}}$ |

Even game.

(E.)

- | | |
|-----------------------------|---------------------|
| | 3. P takes P |
| 4. P to K 5 | 4. Kt to K 5 |
| 5. Kt takes P (best) | 5. P to Q 4 |

And the game again is quite equal.

The above variations show that **3.** P to Q 4 is a much inferior way of continuing the attack to **3.** Kt takes P, inasmuch as White only gets an equal game by the former mode of play, whereas he acquires a decided advantage in position by **3.** Kt takes P. Let the student refer back to Game the First in this Chapter.

GAME THE THIRD.

- | WHITE. | BLACK. |
|-----------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to K B 3 |
| 3. B to Q B 4 | |

This move, although not theoretically so strong as **3.** Kt takes P, leads to many interesting variations, and may be safely adopted.

3. Kt takes K P (best)

This position occurs in the King's Bishop's opening, by the following transposition of moves—

- | | | |
|--------------------|----------------------|-----------------------|
| 1. P to K 4 | 2. B to Q B 4 | 3. Kt to K B 3 |
| P to K 4 | Kt to K B 3 | Kt takes K P |

Black can resolve the game into the Two Knights' Defence on his third move, by playing **3.** Q Kt to B 3, instead of **3.** Kt takes P; for the consequences of which mode of play, see the Analysis of the Two Knights' Game, Chapter IV.

4. Q Kt to B 3

This move is noticed by Mr. Boden in his "Popular Introduction to Chess," and was thought for some time to give the advantage to the first player, principally, no doubt, from the fact of its having been successfully adopted by Mr. Morphy; but his opponents failed to select the correct line of defence. We maintain that it is unsound and ought to give Black the superiority, as demonstrated by the subjoined analysis. Before proceeding further, we must notice that White has two other moves at his disposal at this point—*viz.*, 4. Kt takes K P, and 4. Q to K 2, for the result of which modes of play see Variations (I.) and (II.).

4. Kt takes Kt (best),
or (F.) (G.)

Black can also here withdraw his Knight to King's Bishop's third; for which see (F.). For the consequences of his playing 4. P to Q 4, see (G.).

5. Q P takes Kt

5. P to K B 3 (best)

This is the only move to secure Black the advantage. 5. P to Q 3 and 5. B to K 2 are inferior; *e.g.*—

Suppose firstly: 5. $\frac{\text{P to Q 3}}{\text{P to Q 3}}$ 6. $\frac{\text{Kt takes P}}{\text{Q to K 2}}$ (6. P takes Kt is out of the question.) 7. $\frac{\text{B takes P (ch)}}{\text{K to Q sq}}$ 8. $\frac{\text{Castles}}{\text{Q takes Kt}}$
9. $\frac{\text{R to K sq}}{\text{B to K Kt 5}}$ 10. $\frac{\text{R takes Q}}{\text{B takes Q}}$ 11. $\frac{\text{B to Kt 5 (ch)}}{\text{K moves}}$ 12. $\frac{\text{Q R takes B}}$
and White must win.

Secondly: 5. $\frac{\text{B to K 2}}{\text{B to K 2}}$ 6. $\frac{\text{Kt takes K P}}{\text{Castles}}$ 7. $\frac{\text{Castles}}$,
with a superior position.

To return to the main variation.

6. Castles (best)

If 6. $\frac{\text{Kt to K R 4}}{\text{P to K Kt 3}}$ 7. $\frac{\text{Castles}}{\text{Q to K 2}}$ followed by 8. $\frac{\text{P to Q B 3}}$
with the advantage.

6. Q to K 2 (best)

Mr. Staunton gives here Q Kt to B 3 for Black, but by his own showing it is bad, *e.g.*—

6. $\frac{\text{Q Kt to B 3}}$ 7. $\frac{\text{Kt to K R 4}}{\text{Kt to K 2}}$ 8. $\frac{\text{B to Q 3}}{\text{P to K Kt 3}}$ 9. $\frac{\text{P to K B 4}}$, &c.

Black would also get an inferior game by 6. $\frac{\text{P to K Kt 3}}$ (*vide* "PRACTICE," p. 97).

The move of Q to K 2 is undoubtedly Black's best resource at this point, and is advised by Mr. Lowenthal. (*See* "Games of the Chess Congress," p. 45.) Mr. Staunton says White should now play 7. Kt to Q 4 in reply to 6. Q to K 2; but that would be obviously inferior play, since Black would move 7. Q to Q B 4, and remain with a pawn ahead, and a good game, as pointed out by Mr. Lowenthal, who gives as best for White 7. Kt to K R 4, in answer to Q to K 2, and continues the game thus:—

7. $\frac{\text{Kt to K R 4}}{\text{P to K Kt 3}}$ 8. $\frac{\text{K to R sq}}{\text{P to Q B 3}}$ &c., Black having beyond dispute the better game.

With due deference to these two eminent authorities, we think they both have failed to hit upon the strongest line of play for White at this juncture, and we venture to suggest the following as the proper continuation:—

7. R to K sq	7. P to Q B 3
8. Q B to K Kt 5	8. P to Q 3
9. Q B to K R 4	9. Q B to K 3
10. B takes B	10. Q takes B
11. Kt to Q 4	11. Q to K B 2
12. Q to K Kt 4	12. Kt to Q R 3
13. Q R to Q sq	13. Kt to Q B 2
14. P to K B 4	14. P to K Kt 3

And although the attack has been energetically sustained, and Black's game is somewhat cramped, we believe he ought ultimately to secure the advantage, since he maintains his extra Pawn, and White moreover labours under the disadvantage of a doubled Pawn on the Queen's Bishop's file. The above moves occurred in the fourth game of the match between ourselves and Mr. John Gocher. We may add that although the game in question was drawn, we think Black ought to have won. (*See Illustrative Game V., with the notes.*)

We consider, therefore, White's fourth move of Q Kt to B 3 to be unsound, and venture to differ entirely from the opinion expressed in the "Schachzeitung," and by Mr. Boden, who recommend the move in question.

VARIATION (I.)

On White's fourth move :—

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to K B 3
3. B to Q B 4	3. Kt takes K P
4. Kt takes K P	4. P to Q 4
5. B to Q Kt 3	5. Q to K Kt 4
6. Q to K 2	6. Q takes Kt, or Q

takes Kt P, with the advantage.

VARIATION (II.)

On White's fourth move :—

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to K B 3
3. B to Q B 4	3. Kt takes P
4. Q to K 2	

This, we think, is also bad for White.

	4. P to Q 4
5. Kt takes P	5. B to Q B 4
6. P to Q 3	6. P takes B (best)

(6. Kt takes K B P, or 6. B takes P (ch) are inferior, and give White the better game. See "Handbook," pp. 82, 83.)

7. Q takes Kt	7. Castles
8. Q takes B P	8. Q to K 2
9. P to K B 4	9. Q Kt to B 3
10. Q to K 4	10. R to K sq (best)
11. K to Q sq	11. Q to R 5
12. Q Kt to Q 2	12. Q to R 4 (ch)
13. Q Kt to K B 3	13. B to K Kt 5

and Black has again the better position. (See "Handbook," pp. 84, 85.)

The preceding analysis proves that White's third move of B to Q B 4 in answer to the Petroff Defence is "theoretically" unsound, and ought to give Black the better game, and that 3. Kt takes K P, as remarked above, is beyond cavil Black's best reply. "Practically," however, the move of B to Q B 4 may be safely adopted, since unless the defence is conducted with the greatest nicety, White will obtain an overwhelming attack. Hence the "chances" of success are in favour of the first player, but one must not calculate upon "chances" in chess against first-rate opponents.

(F.)

4. Kt to K B 3

Mr. Staunton considers this Black's best play. We consider it inferior to 4. Kt takes Kt. Retreating the Kt to Q 3 is not good, *e.g.*—

4. <u>Kt to Q 3</u>	5. <u>B to Kt 3</u> P to K 5	6. <u>Q to K 2</u> Q to K 2	7. <u>Kt to Q 4</u> , &c.
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Mr. Lowenthal thinks 4. Kt to K B 3 ought to lead to an even game.

5. Kt takes P

5. P to Q 4

6. B to Q Kt 3

6. B to Q 3

7. P to Q 4, and White has a fine position. The German "Handbuch" gives for White's sixth move in this variation :—

6. $\frac{Q \text{ to K } 2}{B \text{ to K } 2}$ 7. $\frac{B \text{ to Kt } 3}{\text{Castles}}$, even game.

(G.)

4. P to Q 4

This move is the invention of Mr. Lichtenstein, and appears preferable to retreating the Knight, although not so strong, in our opinion, as capturing the White Queen's Knight.

5. B takes P

5. Kt to K B 3

6. B to Q Kt 3

6. B to Q 3

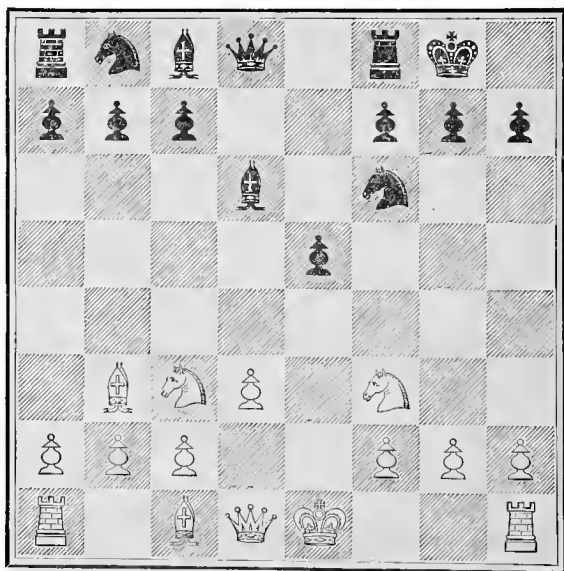
7. P to Q 3

7. Castles

and Black has no inferiority. (See Illustrative Game VI.)

Diagram showing the position after Black's seventh move.

BLACK.



WHITE.

GAME THE FOURTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. Kt to Q B 3

BLACK.

1. P to K 4
2. Kt to K B 3

This move can be adopted without danger, but it is not an attacking one, and merely leads to positions of equality. Still it deserves notice.

4. Kt takes P
5. Q P takes B
6. Kt to K B 3
7. B to Q 3

3. B to Q Kt 5 (best)
4. B takes Kt
5. P to Q 3
6. Kt takes P
7. Kt to K B 3 (best)

(If 7. $\overline{\text{P to Q 4}}$

8. $\overline{\text{P to Q B 4}}$ &c.

8. Castles

8. Castles

And the game is quite even.

GAMES ILLUSTRATIVE OF THE PETROFF DEFENCE.

GAME I.—*Between Messrs. MORPHY and LÖWENTHAL.*

WHITE (Mr. Löwenthal).	BLACK (Mr. Morphy).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to K B 3
3. Kt takes P	3. P to Q 3
4. Kt to K B 3	4. Kt takes P
5. P to Q 4	5. P to Q 4
6. B to Q 3	6. B to K 2 (<i>a</i>)
7. Castles	7. Kt to Q B 3
8. P to Q B 4 (<i>b</i>)	8. B to K 3
9. P takes P (<i>c</i>)	9. B takes P
10. B to K 3	10. Castles
11. Kt to B 3	11. P to K B 4
12. Kt takes B	12. Q takes Kt
13. B to Q B 2 (<i>d</i>)	13. K to R sq
14. B to Q Kt 3	14. Q to Q 3
15. P to Q 5	15. Kt to Q R 4
16. B to Q 4	16. B to K B 3
17. R to K sq	17. Q R to Q sq
18. B takes B	18. Kt takes Q B (<i>e</i>)
19. Kt to K Kt 5	19. Kt to Kt 5
20. P to K Kt 3	20. Q to B 4
21. Q to K 2	21. Kt takes B
22. P takes Kt	22. Q R to K sq
23. Q to B 3	23. Kt to K 4
24. Q to K R 5	24. P to K R 3 (<i>f</i>)
25. Q R to Q sq	25. Q to Q B 7
26. Kt to K 6	26. Kt to Kt 5
27. R to K B sq	27. Q takes P at Kt 2
28. Kt takes R	28. R takes Kt
29. P to K R 3	29. Kt to K B 3
30. Q takes K B P	30. Q takes Kt P

(*a*) This is now generally thought better than the move recommended in the "Schachpartien" of B to Q 3.

(*b*) The best move at this point.

(*c*) A good move; but Max Lange considers Q to Q Kt 3 even stronger.

(*d*) Threatening to win the Queen.

(*e*) In his elaborate notes to this game, Mr. Löwenthal thinks Black should have played here Q or R takes B instead of the move in the text.

(*f*) The attack and counter attack sustained by these two great players is highly instructive, and forms an interesting study.

- | | |
|---------------------|--------------------|
| 31. P to Q 6 | 31. P takes P |
| 32. R takes P | 32. Q to K B 2 |
| 33. R to Q 2 | 33. P to R 3 |
| 34. R to K sq | 34. P to Q Kt 4 |
| 35. Q to Q B 5 | 35. R to K sq |
| 36. Q R to K 2 | 36. R takes R |
| 37. R takes R | 37. Q to Q Kt 6 |
| 38. Q to K B 8 (ch) | 38. Kt to Kt sq |
| 39. R to K 7 | 39. Q to Q 8 (ch) |
| 40. K to R 2 | 40. Q to Q 5 |
| 41. R to K 8 | 41. Q to Q B 5 |
| 42. R to Q R 8 | 42. P to Q Kt 5 |
| 43. R to Q R 7 | 43. Q to Q 5 |
| 44. R takes Q R P | 44. P to Kt 6 |
| 45. R to Q R 8 | 45. Q to Q 4 |
| 46. R to Q R 7 | 46. Q to Q 5 |
| 47. R to Q Kt 7 | 47. Q to Q B 6 |
| 48. Q to K B 7 | 48. K to R 2 |
| 49. R takes P | 49. Q to K 4 |
| 50. R to Q Kt 7 | 50. P to R 4 |
| 51. R to Q 7 | 51. Kt to R 3 |
| 52. Q to Q 5 | 52. Q to B 3 |
| 53. Q to Q 3 (ch) | 53. K to R sq |
| 54. R to Q 8 (ch) | 54. Kt to Kt sq |
| 55. Q to Q 4 | 55. Q to B 6 |
| 56. K to Kt sq | 56. K to R 2 |
| 57. Q to Q 5 | 57. Q takes Q |
| 58. R takes Q | 58. Kt to K B 3 |
| 59. R to K 5 | 59. K to Kt 3 |
| 60. P to B 4 | 60. K to B 2 |
| 61. K to Kt 2 | 61. K to Kt 3 |
| 62. K to B 3 | 62. K to B 2 |
| 63. R to Q R 5 | 63. K to Kt 3 |
| 64. R to Q R 6 | 64. K to B 2 |
| 65. P to B 5 | 65. Kt to Q 4 |
| 66. P to Kt 4 | 66. P takes P |
| 67. P takes P | 67. Kt to K 2 |
| 68. K to B 4 | 68. Kt to Q 4 (ch) |
| 69. K to K 5 | 69. Kt to K B 3 |
| 70. R to Q R 7 (ch) | |

And Black resigned.

GAME II.—*Between Messrs. KOLISCH and ANDERSSEN.*

WHITE (Mr. Anderssen).	BLACK (Mr. Kolisch).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to K B 3
3. Kt takes P	3. Q to K 2 (a)
4. Kt to K B 3	4. Q takes P (ch) (b)
5. B to K 2	5. B to Q B 4
6. Castles	6. Castles
7. P to Q 4	7. B to Q Kt 3
8. P to Q B 4	8. P to Q B 3
9. Kt to Q B 3	9. Q to K 2
10. B to K Kt 5	10. P to K R 3
11. B to R 4	11. P to K Kt 4
12. B to K Kt 3 (c)	12. P to Q 4
13. Kt to K 5	13. Q Kt to Q 2
14. P takes P	14. K Kt takes P
15. Q Kt takes K Kt	15. P takes Kt
16. P to K B 4	16. P takes P
17. Kt takes Kt	17. P takes B
18. Kt to K B 6 (ch) (d)	18. K to Kt 2
19. Q to Q 3	19. R to K R sq
20. B to K R 5	20. B to K 3
21. Q takes P (ch)	21. K to B sq
22. Q to K 5	22. Q to B 2
23. Q to K 3 (e)	23. Q to Q 3

(a) The correct move here is P to Q 3.

(b) We prefer Kt takes P to the move made.

(c) The sacrifice of the Knight would have been, we think, stronger play :
e.g., suppose 12. $\frac{\text{Kt takes P}}{\text{P takes Kt}}$ 13. B takes P with a tremendous attack.

(d) The tempting move of Kt takes R would have lost White the game : *e.g.*,
 18. $\frac{\text{Kt takes R}}{\text{Q to K R 5}}$ 19. $\frac{\text{P to K R 3 or (A)}}{\text{B takes Q P (ch)}}$ 20. $\frac{\text{K to R sq}}{\text{Q B takes K R P}}$ and wins.

(A).
 19. $\frac{\text{P takes P}}{\text{B takes P (ch)}}$ 20. $\frac{\text{R interposes}}{\text{Q to K B 3}}$ 21. $\frac{\text{B to K B 3}}{\text{K takes Kt}}$ with a winning position.

(e) White would only have obtained a draw by taking B with Q as follows :—
 Suppose 23. $\frac{\text{Q takes B}}{\text{P takes Q}}$ 24. $\frac{\text{Kt takes P dis (ch)}}{\text{K to Kt sq}}$ 25. $\frac{\text{Kt takes Q}}{\text{B takes K}}$
 26. $\frac{\text{B to B 7 (ch)}}{\text{K to Kt 2}}$ 27. $\frac{\text{B takes P}}{\text{B to Q Kt 3}}$ 28. $\frac{\text{R to B 7 (ch)}}{\text{K to Kt 3}}$ 29. $\frac{\text{R takes P}}{\text{B takes P (ch)}}$
 30. $\frac{\text{K to R sq}}{\text{Q R to Q Kt sq, \&c.,}}$ and the move actually made shows the profundity of Mr. Anderssen's play.

- | | |
|-----------------------|-----------------|
| 24. R to K B 4 | 24. Q R to B sq |
| 25. Q R to K B sq | 25. R to Q B 2 |
| 26. Q to K Kt 3 | 26. R to Q B 5 |
| 27. Kt to R 7 (ch) | 27. K to K sq |
| 28. Q to K Kt 7 | 28. R takes Kt |
| 29. Q takes R | 29. R takes P |
| 30. B takes P (ch) | 30. B takes B |
| 31. Q takes B (ch) | 31. K to Q sq |
| 32. Q to K Kt 8 (ch) | 32. K to Q B 2 |
| 33. R to B 7 (ch) | 33. K to B 3 |
| 34. Q to K 8 (ch) | 34. K to B 4 |
| 35. K to R sq | 35. R to K R 5 |
| 36. R to Q B sq (ch) | 36. R to Q B 5 |
| 37. P to Q Kt 4 (ch) | 37. K takes P |
| 38. R to Q Kt sq (ch) | 38. K to R 6 |
| 39. R to K B 3 (ch) | 39. K takes P |
| 40. Q to K 2 (ch) | 40. K takes R |
| 41. R to Q Kt 3 (ch) | 41. K to B 8 |
| 42. Q to K sq (ch) | 42. K to B 7 |
| 43. Q to Kt sq (ch) | 43. K to Q 7 |
| 44. R to Q 3 (ch) | 44. K to K 7 |
| 45. Q to Q sq (ch) | 45. K to B 7 |
| 46. R mates. | |

GAME III.—*Played by Correspondence, in 1860, by the AUTHOR against THE BIRMINGHAM AND EDGBASTON CHESS CLUB, DR. FREEMAN and Mr. WILLS representing the Club.*

- | WHITE (Mr. Gossip). | BLACK (Birmingham Chess Club). |
|---------------------|--------------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to K B 3 |
| 3. Kt takes P | 3. P to Q 3 |
| 4. Kt takes B P | 4. K takes Kt |
| 5. B to Q B 4 (ch) | 5. B to K 3 |
| 6. B takes B (ch) | 6. K takes B |
| 7. P to Q 4 | 7. K to B 2 |
| 8. Kt to Q B 3 | 8. B to K 2 |
| 9. Q to K 2 | 9. R to B sq |
| 10. B to K 3 | 10. K to Kt sq |
| 11. Castles (Q R) | 11. P to Q B 3 |

- | | |
|---------------------------|----------------------|
| 12. P to K B 4 | 12. Q to Q R 4 (a) |
| 13. P to K Kt 4 | 13. Q Kt to Q 2 |
| 14. P to K Kt 5 | 14. Kt takes K P (b) |
| 15. Kt takes Kt | 15. Q takes Q R P . |
| 16. Kt to Q B 3 | 16. Q to K B 2 |
| 17. P to Q 5 | 17. P takes Q P (c) |
| 18. Kt takes P | 18. K R to Q B sq |
| 19. P to K B 5 | 19. B to K B sq |
| 20. K R to K B sq | 20. Kt to Q Kt 3 |
| 21. P to K Kt 6 | 21. P takes P |
| 22. P takes P | 22. Q takes P |
| 23. Kt to K B 6 (ch) | 23. K to B 2 |
| 24. Kt to K Kt 4 dis (ch) | 24. K to Kt sq |
| 25. Kt to K R 6 (ch) | 25. K to R 2 |
| 26. Kt to K B 5 | 26. R to K sq |
| 27. Q to K B 3 | 27. Kt to Q B 5 |
| 28. Q to K R 3 (ch) | 28. K to Kt sq |
| 29. Kt to K R 6 (ch) | 29. P takes Kt |
| 30. R to K Kt sq | Resigns |

GAME IV.—*Between MR. E. WALKER and a CAMBRIDGE AMATEUR.*
(*From the PRAXIS.*)

- | WHITE (Mr. Walker). | BLACK (Amateur). |
|----------------------|------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to K B 3 |
| 3. Kt takes P | 3. P to Q 3 |
| 4. Kt takes K B P | 4. K takes Kt |
| 5. B to Q B 4 (ch) | 5. B to K 3 |
| 6. B takes B (ch) | 6. K takes B |
| 7. P to Q 4 | 7. K to Q 2 |
| 8. P to K 5 | 8. Q to K sq |
| 9. Castles | 9. Kt to K R 4 |
| 10. Q to K Kt 4 (ch) | 10. K to Q sq |
| 11. B to K Kt 5 (ch) | 11. B to K 2 |

(a) We do not think this "sortie" of the Queen advisable. P to Q Kt 4 seems better play.

(b) Kt to K sq appears preferable; but Black should, we think, have played P to K Kt 3 on his preceding move.

(c) This capture was certainly injudicious.

- | | |
|---------------------------------|-------------------|
| 12. Q Kt to B 3 | 12. Q P takes P |
| 13. P takes P | 13. B takes B |
| 14. Q takes B (ch) | 14. K to Q B s |
| 15. Q to B 5 (ch) | 15. Kt to Q 2 |
| 16. Q R to Q sq | 16. P to Q B 3 |
| 17. P to K 6 | 17. Q Kt to K B 3 |
| 18. P to K 7 (dis ch) | 18. Q Kt to Q 2 |
| 19. K R to K sq | 19. K Kt to B 3 |
| 20. Q to K 6 | 20. K to B 2 |
| 21. Q to Q 6 (ch) | 21. K to B sq |
| 22. Kt to K 4 | 22. Kt takes Kt |
| 23. K R takes Kt | 23. Kt to B 3 |
| 24. K R to Q 4 | 24. Kt to Q 4 |
| 25. P to Q B 4 | 25. Kt takes K P |
| 26. Q to K 6 (ch) | 26. K to B 2 |
| 27. K R to Q 7 (ch) | 27. K to Kt 3 |
| 28. P to B 5 (ch) | 28. K to R 3 |
| 29. Q to B 4 (ch) | 29. P to Q Kt 4 |
| 30. P takes P <i>en passant</i> | 30. K takes P |
| 31. Q to Kt 3 (ch) | 31. K to R 3 |
| 32. Q to Kt 7 (ch) | 32. K to R 4 |
| 33. P to Q Kt 4 (ch) | 33. K to R 5 |
| 34. Q to R 6 (ch) | 34. K takes Kt P |

White mates in three moves.

GAME V.—*Between Messrs. GOCHER and GOSSIP.*

- | WHITE (Mr. Gocher). | BLACK (Mr. Gossip). |
|---------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to K B 3 |
| 3. B to Q B 4 (a) | 3. Kt takes P |
| 4. Q Kt to B 3 (b) | 4. Kt takes Kt |
| 5. Q P takes Kt | 5. P to K B 3 |
| 6. Castles | 6. Q to K 2 |
| 7. R to K sq | 7. P to Q B 3 |

(a) This move, as we have before pointed out, is not so effective, as Kt takes P.

(b) This mode of play, which is recommended by Staunton, Boden, Smiegelski, and other authorities, ought, in Mr. Löwenthal's opinion, to give the second player the advantage.

- | | |
|----------------------|---------------------|
| 8. Q B to K Kt 5 (c) | 8. P to Q 3 |
| 9. B to K R 4 | 9. B to K 3 |
| 10. B takes B | 10. Q takes B |
| 11. Kt to Q 4 | 11. Q to K B 2 |
| 12. Q to K Kt 4 | 12. Kt to Q R 3 (d) |
| 13. Q R to Q sq | 13. Kt to Q B 2 |
| 14. P to K B 4 | 14. P to K Kt 3 |
| 15. P to Q Kt 4 (e) | 15. P to K B 4 |
| 16. Q to K 2 | 16. P to K 5 |
| 17. P to Q Kt 5 | 17. P to Q B 4 |
| 18. Kt to K B 3 | 18. P to K R 3 |
| 19. Q to Q 2 | 19. P to Q 4 (f) |
| 20. P to Q B 4 | 20. B to Q 3 |
| 21. P takes Q P | 21. Kt takes Kt P |
| 22. P to Q B 4 | 22. Kt to Q B 2 |
| 23. Q to Q Kt 2 | 23. Castles (K R) |
| 24. Kt to K 5 | 24. B takes Kt |
| 25. P takes B | 25. P to K Kt 4 |
| 26. B to K B 2 | 26. P to Q Kt 3 |
| 27. P to K R 4 | 27. Q to K Kt 3 |
| 28. P to K 6 | 28. Kt takes P (g) |
| 29. P takes Kt | 29. Q takes P |
| 30. R to Q 5 | 30. Q R to K sq |
| 31. P takes K Kt P | 31. P takes P |

(c) The attack is vigorously maintained, and we believe White's last move to be his best.

(d) Whether this move is preferable or not to Kt to Q 2 is an open question.

(e) Here Mr. Gocher thought he ought to have played 15. P takes P.

(f) We think 19. Kt takes P would have been better play, and might have been safely ventured thus : 19. Kt takes P 20. $\overline{\text{Kt to K 5}}$ (best) followed Q to K 3 (best)

by P to Q 4, &c., and Black has a safe game with a pawn more, and a formidable phalanx of pawns in the centre. Black, on his 20th move in the above variation could not play ; P takes Kt, e. g.,

19. $\overline{\text{Kt takes P}}$ 20. $\overline{\text{Kt to K 5}}$ / P takes Kt 21. $\overline{\text{Q to Q 8 (ch)}}$ / R takes Q 22. $\overline{\text{R takes R}}$ mate ;

but by capturing the pawn, he would have remained with two pawns ahead and a good position, following up his 20th move of Q to K 3 by 21. P to Q 4 and P to Q 5. The move made throws away a valuable pawn.

(g) This sacrifice was wholly unnecessary. Up to this point, Black had maintained the advantage of the pawn gained in the opening with very slight inferiority in position. The move made was the consequence of sheer exhaustion, the game having already lasted eight hours, and Mr. Gocher having taken forty-five minutes for reflection over his last three moves. 28. Q to K B 3, instead of the move in the text, would have given Black an excellent game with a pawn ahead.

32. B to K Kt 3	32. Q to K Kt 3
33. B to K 5	33. P to K B 5
34. Q to Q B 2	34. P to K B 6
35. P takes P	35. K R takes P
36. Q takes K P	36. R to Kt 6 (ch) (h)
37. K to R 2	37. Q takes Q
38. R takes Q	38. R to Q R 6
39. R to K 2	39. K to B 2
40. R to Q 7 (ch)	40. K to Kt 3
41. R to Q 6 (ch)	41. K to R 4 (i)
42. Q R from Q 6 to Q 2 (j)	42. R to Q R 5
43. Q R to Q B 2	43. R to K 3
44. Q R to Q B 3	44. K to Kt 5
45. K to Kt 2	45. K to B 4
46. Q R to K B 3 (ch)	46. K to Kt 3
47. Q R to Q B 3	47. K to B 4
48. R to B 3 (ch)	48. K to Kt 3
49. R to Q B 3	49. K to B 4
50. R to K B 3	50. K to Kt 3

And both parties persisting in making the same moves, the game was drawn.

GAME VI.—*Between Messrs. MORPHY and LICHTENHEIN.*

WHITE (Mr. Morphy).

BLACK (Mr. Lichtenhein).

1. P to K 4

1. P to K 4

2. Kt to K B 3

2. Kt to K B 3

(h) The only resource!

(i) Again the only move, for if:

41. K to B 4	42. $\frac{R \text{ to } K \text{ B } 6 \text{ (ch)}}{K \text{ to } Kt \ 5}$	43. $\frac{R \text{ to } K \text{ Kt } 2 \text{ (ch)}}{K \text{ to } R \ 4}$	44. $\frac{R \text{ to } K \text{ B } 5}{R \text{ to } K \text{ Kt } sq}$
45. B to K B 6, &c.			

(j) Here it would appear at first sight as if White could have won by playing 42. Q R to Q 5; but no advantage would have accrued to him, as Black would simply reply with 42. $\frac{R \text{ to } Q \text{ R } 4}{R \text{ takes } P \text{ (ch)}}$ 43. $\frac{R \text{ to } K \text{ Kt } 2}{R \text{ takes } Q \text{ B } P}$ 44. $\frac{B \text{ to } B \ 6}{R \text{ to } K \text{ Kt } b}$ 45. $\frac{R \text{ takes } P \text{ (ch)}}{R \text{ takes } R}$ 46. R or B takes R, and Black ought still to draw. The above variations will be found interesting.

- | | |
|------------------------------|---------------------|
| 3. B to Q B 4 | 3. Kt takes P |
| 4. Kt to Q B 3 | 4. P to Q 4 |
| 5. B takes P | 5. Kt to K B 3 |
| 6. B to Q Kt 3 | 6. B to Q 3 |
| 7. P to Q 3 | 7. Castles |
| 8. P to K R 3 | 8. P to K R 3 |
| 9. B to K 3 | 9. Q Kt to B 3 |
| 10. Q to Q 2 | 10. Kt to Q R 4 |
| 11. P to K Kt 4 | 11. Kt takes B |
| 12. R P takes Kt | 12. B to Q 2 |
| 13. R to K Kt sq | 13. Kt to R 2 |
| 14. Kt to K 4 | 14. K to R sq |
| 15. P to Kt 5 | 15. P to K R 4 |
| 16. Kt to R 4 | 16. P to K Kt 3 |
| 17. Q to K 2 | 17. B to Q B 3 |
| 18. P to K B 4 | 18. P takes P |
| 19. B to Q 4 (ch) | 19. K to Kt sq |
| 20. Kt to K B 5 (a) | 20. R to K sq |
| 21. Kt to R 6 (ch) | 21. K to B sq |
| 22. Castles | 22. B takes Kt |
| 23. P takes B | 23. Q to K 2 |
| 24. P to K 5 (b) | 24. B takes P |
| 25. B takes B | 25. Q takes B |
| 26. R to Q 7 | 26. Q to K Kt 2 (c) |
| 27. Q to B 4 | 27. R to K 2 |
| 28. R takes R | 28. K takes R |
| 29. R to K sq (ch) and wins. | |

(a) It is evident the Knight cannot be taken without immediate loss.

(b) Capitally played!

(c) Here the correct move was Kt takes P, as pointed out by Mr. Löwenthal, which would have given Black an even game, e.g., 26.

- | | | | |
|--|--|--|--|
| 27. $\frac{R \text{ takes } Kt}{Q \text{ to } K B 3}$ | 28. $\frac{Q \text{ takes } K R P}{P \text{ to } B 6}$ | 29. $\frac{R \text{ takes } K Kt P}{P \text{ takes } R}$ | 26. $\frac{Kt \text{ takes } Kt P}{R \text{ to } K 3}$ |
| 31. $\frac{R \text{ to } K B 7 (ch)}{Q \text{ takes } R}$ | 32. $\frac{Kt \text{ takes } Q}{P \text{ to } B 7}$ | 33. $\frac{Q \text{ to } Q B 5 (ch)}{K \text{ takes } Kt}$ | |
| 34. $\frac{Q \text{ takes } K B P (ch), \text{ even game.}}{}$ | | | |

CHAPTER IV.

THE TWO KNIGHTS' DEFENCE.

THIS defence is not, perhaps, so generally played as formerly, especially in serious contests, inasmuch as the first player wins a Pawn in the first few moves which he ought to keep with careful play. Herr Steinitz and Herr Zukertort consider it inferior, while Herr Löwenthal, on the contrary, thinks it may be played with perfect safety. The following analysis goes far to show that, although the second player gets in most cases a strong counter attack, still, with correct play, White ought ultimately to secure the advantage—in other words, the Two Knights' Defence is “theoretically” unsound. Practically, however, it may safely be adopted, since the defence to the counter attack is difficult and often breaks down in actual play.

The following are the moves :—

GAME THE FIRST.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. Kt to K B 3

This is the “Two Knights' Defence” proper, but the same position may be arrived at by a transposition of the moves—

e.g., the "Petroff" defence may be turned into the "Two Knights'" game, thus :—

- | | | |
|-------------------------|-------------------------------|-------------------------------|
| 1. P to K 4
P to K 4 | 2. Kt to K B 3
Kt to K B 3 | 3. B to Q B 4
Kt to Q B 3, |
|-------------------------|-------------------------------|-------------------------------|

when precisely the same position occurs. Also when the King's Knight's defence is played in the "King's Bishop's" opening, Black can bring about the 'Two Knights' game as follows :—

- | | | |
|-------------------------|------------------------------|--------------------------------|
| 1. P to K 4
P to K 4 | 2. B to Q B 4
Kt to K B 3 | 3. Kt to K B 3
Kt to Q B 3, |
|-------------------------|------------------------------|--------------------------------|

and we again arrive at the same position. It may be useful to the Chess student to be acquainted with these transpositions, as they are far from generally known.

4. Kt to K Kt 5 or (Games the Second and Third).

This move, although considered superficial by some authorities, is perfectly sound, as the subjoined analysis will show. White can also play here, instead of Kt to K Kt 5, 4. P to Q 4, or 4. Castles, with great propriety, which modes of play shall be examined at length in Games the Second and Third.

If White play 4. Q Kt to B 3, the game is reduced to a dull variation of the Giuoco Piano, or Vienna Game.

- | | |
|--------------|---|
| 5. P takes P | 4. P to Q 4 (best)
5. Kt to Q R 4 (best) |
|--------------|---|

(If Black takes P with Knight, he loses the game, thus :—

- | | | |
|--------------------------------------|--------------------------------------|---------------------------------------|
| Suppose 5. Kt takes P | then 6. Kt takes K B P
K takes Kt | 7. Q to K B 3 (ch)
K to K 3 (best) |
| 8. Q Kt to B 3
Q Kt to K 2 (best) | | |

{	If 9. Q to K 4 10. P to Q 4 11. P to K B 4 12. B P takes P 13. Castles winning in a few moves.	8. Kt to Q Kt 5 9. P to Q B 3 10. Q to Q 3 11. P to Q Kt 4 12. Q to Q 2	}
---	---	---	---

9. $\frac{P \text{ to } Q 4}{P \text{ to } Q B 3}$

10. $\frac{B \text{ to } K Kt 5}{P \text{ to } K R 3 \text{ (best)}}$

{ If 10. $\frac{P \text{ takes } Q P}{K \text{ moves}}$

11. Castles (Q R), &c.
11. $\frac{P \text{ takes } P, \&c.}{}$ }

11. $\frac{Q B \text{ takes } Kt}{B \text{ takes } B}$

12. $\frac{\text{Castles (Q R)}}{R \text{ to } K B sq}$

13. $\frac{Q \text{ to } K 4}{Q \text{ to } Q 3}$

14. $\frac{K R \text{ to } K sq}{R \text{ to } K B 4}$ 15. $\frac{P \text{ to } K Kt 4}{B \text{ to } Kt 4 \text{ (ch)}}$ 16. $\frac{K \text{ to } Kt sq}{R \text{ to } B 5}$ 17. $\frac{Q \text{ to } K R 7}{B \text{ to } K B 3}$

18. $\frac{P \text{ takes } P}{B \text{ takes } P}$ 19. $\frac{B \text{ takes } Kt \text{ (ch)}}{P \text{ takes } B}$ 20. $\frac{Kt \text{ takes } P, \text{ and wins.}}{}$

Black may make some other moves in the above variations, but in every case White ought to win. For further analysis of these variations, *see* Staunton's "Handbook," pp. 142, 143.)

To continue the main variation :

6. B to Q Kt 5 (ch) or (A.) (B.)

It is a mooted point among the best authorities whether this move, or 6. $\frac{P \text{ to } Q 3,}{}$ is best. Morphy prefers 6. $\frac{P \text{ to } Q 3,}{}$ and it is undoubtedly a good move, since it maintains the Pawn and the advantage. For the consequences of 6. $\frac{P \text{ to } Q 3,}{}$ *see* (A). We may just remark here, that a move which is not noticed in the books may be made with safety—*viz.*, 6. $\frac{Q \text{ to } K 2.}{}$ *See* (B.)

6. $\frac{P \text{ to } Q B 3 \text{ (best)}}{}$

The move given in the "Handbook" by Staunton (*vide* "Handbook," p. 142) here—*viz.*, 6. $\overline{B \text{ to } Q 2}$, is very inferior.

7. P takes P

7. P takes P.

8. B to K 2 (best)

White has two other moves at his disposal in this position—*viz.*, 8. $\overline{B \text{ to } Q R 4}$, and 8. $\overline{Q \text{ to } K B 3}$, recommended by Staunton; but they are both bad, for suppose—

Firstly: 8. $\frac{B \text{ to } Q R 4}{P \text{ to } K R 3}$

9. $\frac{Kt \text{ to } K B 3}{P \text{ to } K 5}$

10. $\frac{Kt \text{ to } K 5}{Q \text{ to } Q 5}$

11. $\frac{B \text{ takes } P \text{ (ch)}}{Kt \text{ takes } B}$

12. $\frac{Kt \text{ takes } Kt}{Q \text{ to } Q B 4}$, winning the Knight.

Secondly: 8. $\frac{Q \text{ to } K B 3}{Q \text{ to } Q Kt 3}$

9. $\frac{B \text{ to } Q R 4}{B \text{ to } K Kt 5}$

10. $\frac{Q \text{ to } K Kt 3}{P \text{ to } K R 3}$

11. $\frac{Kt \text{ to } K B 3}{B \text{ to } Q 3 \dots}$

or Castles with a fine attack.

(In this latter variation the move of B to Q 3 is recommended by Löwenthal, while Staunton, in the "Praxis," gives Castles as best for Black. They both give Black the superiority.)

8. P to K R 3

9. Kt to K B 3

9. P to K 5

10. Kt to K 5

10. Q to Q 5

11. P to K B 4

This move is preferred by Anderssen and Zukertort to 11. $\overline{Kt \text{ to } K Kt 4}$. As, however, the latter move is frequently made, we give what appears a correct continuation:

Suppose 11. $\frac{Kt \text{ to } K Kt 4}{B \text{ takes } Kt}$

12. $\frac{B \text{ takes } B}{B \text{ to } Q B 4}$

13. $\frac{\text{Castles}}{P \text{ to } K 6}$

14. $\frac{B \text{ to } K B 3}{P \text{ takes } P \text{ (ch)}}$

15. $\overline{K \text{ to } R \text{ sq. \&c.}}$

At move twelve in the above variation, Black could also play \overline{P} to K 6, with a good game. (See "Praxis," p. 197.)

- | | |
|------------------------|----------------------------|
| | 11. B to Q B 4 |
| 12. R to K B sq | 12. Q to Q 3 (best) |
| 13. P to Q B 3 | 13. Kt to Q Kt 2 |
| 14. P to Q Kt 4 | 14. B to Q Kt 3 |

The above moves occurred in a game between Herr Zukertort and the Author, and also in another game between Messrs. Anderssen and de Rivière. Herr Zukertort played here 15. Q to Q R 4, which appears the best move; but Anderssen moved 15. Q Kt to R 3. According to the German "Handbuch," this sortie of the Queen was first brought into notice in the "Schachzeitung," in a game between Herren Mayet and Hirschfeld.

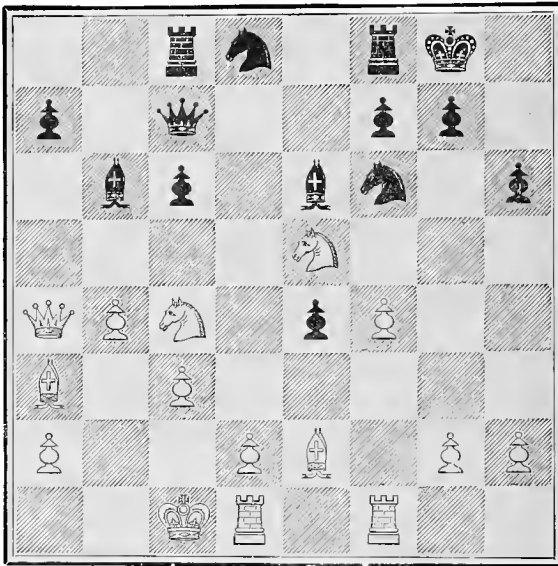
- | | |
|--------------------------|---------------------------|
| 15. Q to Q R 4 | 15. Kt to Q sq |
| 16. Kt to Q R 3 | 16. B to K 3 |
| 17. Q Kt to Q B 4 | 17. Q to Q B 2 |
| 18. B to Q R 3 | 18. Castles (best) |
| 19. Castles (Q R) | 19. Q R to Q B sq |

Herr Löwenthal now is of opinion that Black's game is perfectly defensible, whilst Herr Zukertort considers that White has the better position. We prefer White's game, although White's only possible move here to avoid loss seems to be P to K R 3. For a further study of this opening we will refer our readers to the illustrative games at the end of this chapter, which will be found highly interesting.

DIAGRAM.

Showing the position after Black's nineteenth move.

BLACK.



WHITE.

For Black's seventeenth move in the preceding variation, instead of Q to Q B 2, the German "Handbuch" gives 17. B takes Kt, thus :

17. 18. B takes B 19. Q B to Q R 3 20. P to Q Kt 5
 B takes Kt Castles Kt to Q 4 P to Q B 4

and observes that White may now play 21. P to K Kt 3, but that the position does not appear favourable for White. Instead, however, of capturing B with B on his eighteenth move, White may retake with Knight and get a good game, we think.

(A.)

6. P to Q 3

(As we have remarked above, a difference of opinion exists as to whether this move is to be preferred to checking with

Bishop at Knight's fifth. Although both moves are theoretically sound, checking with Bishop is considered somewhat hazardous. Morphy invariably played P to Q 3.)

6. P to K R 3 (best)

By this move Black obtains a strong counter attack. He may, however, play here 6. B to Q B 4, as recommended by Heydebrand, but it is inferior; for suppose 6. B to Q B 4, 7. Castles (best) 8. Q Kt to B 3, and

White has the better position. Instead of 8. Q Kt to B 3 the "Praxis" and the German "Handbuch" make White play 8. P to Q B 3, a much inferior move, and continue the game, thus :

- | | | |
|--------------------------------------|---|--------------------------------------|
| 8. <u>P to Q B 3</u>
P to K R 3 | 9. <u>P to Q Kt 4</u>
P takes Kt | 10. <u>P takes B</u>
Kt takes Q P |
| 11. <u>Q B takes P</u>
P to K B 3 | 12. <u>B takes Kt (ch)</u>
Q takes B | 13. <u>B to K 3</u>
B to B 4 |

where the "Praxis" remarks that the game is even.

We may add that 6. P to K R 3 (which we have given as best for Black) is preferred by Falkbeer and Wormald, and was invariably adopted by Morphy.

7. Kt to K B 3

7. P to K 5 (best)

(7. B to K Kt 5 is not so strong.)

8. Q to K 2

8. Kt takes B

Löwenthal thinks this capture only strengthens White's game ("Morphy's Games," Bohn's edition, p. 242).

9. P takes Kt

9. B to K 2 (best)

(If 9. B to Q B 4 10. P to K R 3 11. Kt to K R 2 12. B to K 3
Castles Kt to K R 2 B to Q 3

13. Castles with the better game.

In this last variation, however, unless White play 10. P to K R 3, he ought infallibly to lose, as Black could then Castle with an irresistible attack. Again, if 9. B to Q 3, 10. Kt to Q 4, with the advantage.)

To return to the main variation :

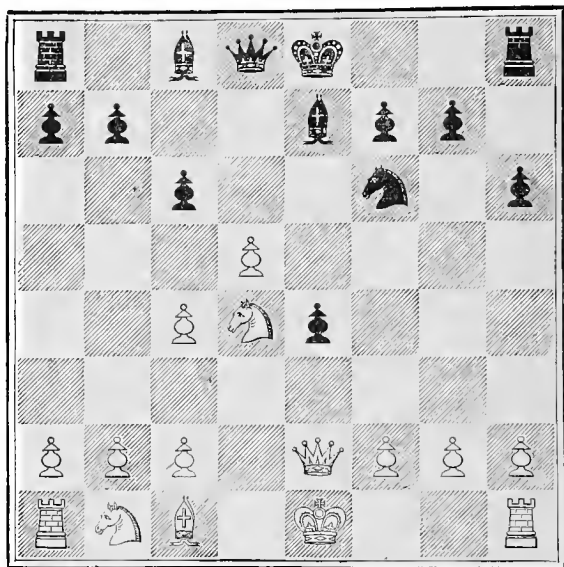
10. Kt to Q 4

10. P to Q B 3

And Black regains the Pawn, with a perfectly even game.

DIAGRAM.

BLACK.



WHITE.

It is true that White could play 10. K Kt to Q 2, instead of Kt to Q 4, but his game would be terribly cramped. (See Illustrative Game VII. at the end of this chapter.)

(B.)

6. Q to K 2

(This move occurred in a match between ourselves and Mr. Gocher, of Ipswich.)

6. P to K R 3

(If 6 Kt takes B 7. Q takes Kt
Q takes P 8. Q takes Q, even game.)
Kt takes Q

7. Kt to K 4 (best)

- (If 7. $\frac{Q \text{ takes } P \text{ (ch)}}{Q \text{ to } K 2}$ 8. $\frac{B \text{ checks}}{P B 3}$ 9. $\frac{Q \text{ takes } Q \text{ (ch)}}{B \text{ takes } Q}$
 10. $\frac{P \text{ takes } P}{P \text{ takes } P}$ 11. $\frac{B \text{ to } K 2 \text{ or } R 4}{P \text{ takes } Kt}$ and Black has gained a Knight for three Pawns.)

- | | |
|--------------------|----------------|
| | 7. Kt takes Kt |
| 8. Q takes Kt | 8. B to Q 3 |
| 9. B to Kt 5 (ch) | 9. B to Q 2 |
| 10. B takes B (ch) | 10. Q takes B |

And we prefer Black's game.

(If at move 7 in the main variation White had played, instead of Kt to K 4, 7. Kt to K B 3, then the correct continuation appears to be 7. P to K 5, &c.)

GAME THE SECOND.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q 4

BLACK.

1. P to K 4
2. Kt to Q B 3
3. Kt to K B 3

We consider this move leads to a more enduring attack than
 4. Kt to K Kt 5.

4. P takes P (best)

5. Castles (best)

- (If 5. $\frac{P \text{ to } K 5}{P \text{ to } Q 4}$ 6. $\frac{B \text{ to } Q \text{ Kt } 5}{Kt \text{ to } K 5}$ 7. $\frac{\text{Castles or } (a)}{B \text{ to } Q B 4}$ 8. $\frac{Kt \text{ takes } P}{B \text{ to } Q 2}$
 9. $\frac{B \text{ takes } Kt}{P \text{ takes } B}$ 10. $\frac{B \text{ to } K 3}{Q \text{ to } K 2}$ 11. P to Q B 3 or K B 4, even game).

(a)

In this important subvariation, White, in lieu of Castling on his seventh move, may play 7. Kt takes P, which move gives him the better game, in the opinion of the authors of "La Stratégie" (see "Stratégie Raisonnée," p. 281); but the continuation given in the German "Handbuch" points to an opposite conclusion. As the authorities are so directly at variance, we give these variations *in extenso*, and may just observe *en passant* that the same position occurs in the Scotch Gambit, by a transposition of moves.

7. $\frac{\text{Kt takes P}}{\text{B to Q 2 (best)}}$ 8. $\frac{\text{B takes Kt or (b)}}{\text{P takes B}}$ 9. $\frac{\text{Castles}}{\text{B to K 2}}$

(The German "Handbuch" remarks that 9. P to Q B 4 is also a good move for Black here.)

10. $\frac{\text{P to Q B 4}}{\text{Castles}}$ 11. $\frac{\text{Q Kt to B 3}}{\text{Kt takes Kt}}$ 12. $\frac{\text{P takes Kt}}{\text{B to Q B 4}}$

(Black may also obtain, at least, an even game here by 12. P to Q B 4.)

13. $\frac{\text{B to K 3}}{\text{P to K B 3}}$ 14. $\frac{\text{Kt takes Q B P}}{\text{B takes Kt}}$ 15. $\frac{\text{B takes B}}{\text{R to K sq}}$ 16. $\frac{\text{P takes P}}{\text{Q takes P}}$
 17. $\frac{\text{P takes P}}{\text{B to Kt 4}}$ 18. $\frac{\text{B to Q 4}}{\text{Q to B 5}}$, and the game is equal. Black's thirteenth

move being admitted to be weak by the "Handbuch," it is pretty clear that the second player can get an even game, to say the least.

(b)

8. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 9. $\frac{\text{B to Q 3}}{\text{B to Q B 4}}$ 10. $\frac{\text{B takes Kt}}{\text{Q to K R 5}}$ 11. $\frac{\text{Q to K 2}}{\text{P takes B}}$

12. Castles (best), and Black has certainly no inferiority.

5. Kt takes K P

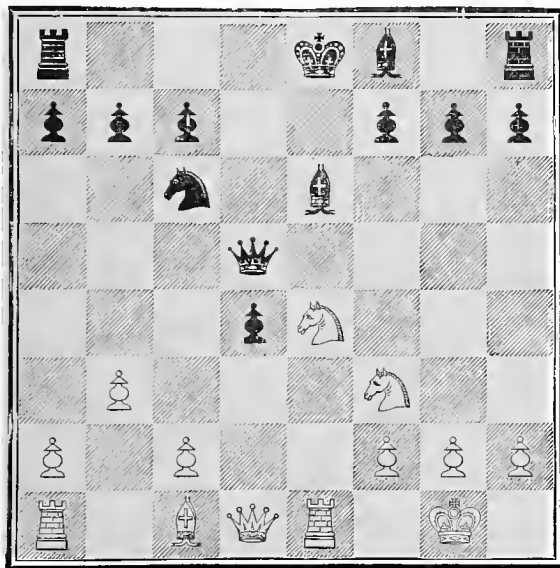
(Black may also play here 5. B to Q B 4, reducing the game

to a position that occurs in the Giuoco Piano—Max Lange's attack—for which *see* (C).)

- | | |
|-----------------------|---------------|
| 6. R to K sq | 6. P to Q 4 |
| 7. B takes Q P | 7. Q takes B |
| 8. Q Kt to B 3 | 8. Q to Q B 5 |
| 9. Kt takes Kt (best) | 9. B to K 3 |
| 10. P to Q Kt 3 | 10. Q to Q 4 |

DIAGRAM.

BLACK.



WHITE.

- | | |
|---------------------------------------|-----------------------|
| 11. B to K Kt 5 | 11. B to Q B 4 (best) |
| 12. B to B 6 | 12. Castles (K R) |
| 13. Kt takes B | 13. Q takes Kt |
| 14. B takes Q P | 14. Kt takes B |
| 15. Q takes Kt, and the game is even. | |

(C.)

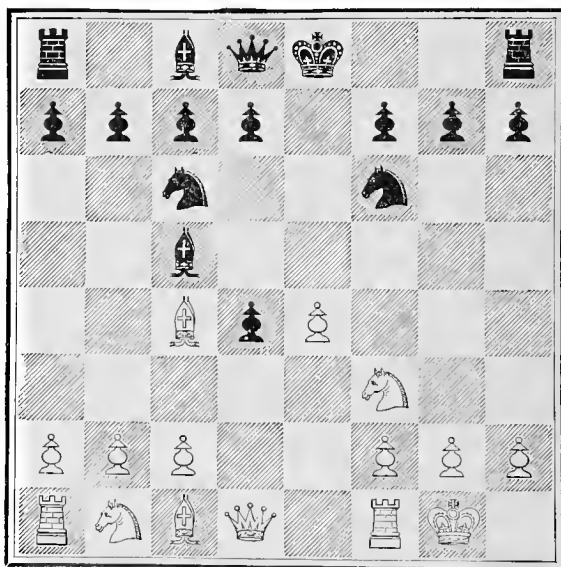
5. B to Q B 4

As remarked above, this position occurs in Max Lange's attack in the Giuoco Piano, the moves being merely transposed, *e.g.* :—

1. $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2. $\frac{Kt \text{ to } K B 3}{Kt \text{ to } Q B 3}$ 3. $\frac{B \text{ to } Q B 4}{B \text{ to } Q B 4}$ 4. $\frac{\text{Castles}}{Kt \text{ to } K B 3}$
5. $\frac{P \text{ to } Q 4}{P \text{ takes } P}$, and we arrive at the identical position illustrated in the subjoined Diagram.

DIAGRAM.

BLACK.



WHITE.

- | | |
|--------------------------|---------------------|
| 6. P to K 5 | 6. P to Q 4 |
| 7. P takes Kt | 7. P takes B |
| 8. R to K sq (ch) (best) | 8. K to B sq (best) |

(For the consequences of 8. B to K 3, see Variation (D).)

9. B to K Kt 5 (best)

(This move is the invention of Mr. Wormald, and is certainly better than the usual move, 9. P takes P (ch), which can be answered thus (*vide* "Praxis," p. 115):—

- | | | |
|--|-----------------------------------|--|
| 9. <u>P takes P (ch)</u>
K takes P | 10. <u>Kt to K 5</u>
R to K sq | 11. <u>B to R 6 (ch)</u>
K to Kt sq |
| 12. <u>Kt takes Kt or P</u> , even game. | | |

- | | |
|---------------------|-----------------|
| | 9. P takes P |
| 10. B to K R 6 (ch) | 10. K to Kt sq |
| 11. Q Kt to B 3 | 11. B to K B 4 |
| 12. Q Kt to K 4 | 12. B to K B sq |

"The Chess Players' Magazine," p. 134, now considers White's attack exhausted. We believe, however, that 13. Kt to K R 4, or 13. B takes B, will render Black's game exceedingly difficult. As the analysis has not been continued further, we append the following original variations:—

- | | |
|---|--|
| (If firstly: 13. <u>Kt to K R 4</u>
B takes Q Kt | 14. R takes B or (a)
B takes B |
| 15. <u>Q to K Kt 4 (ch)</u>
K to B sq (best) | { if 15. <u>B to Kt 2</u> then 16. <u>Kt to B 5</u>
Q to K B sq |
| 17. <u>Kt mates</u> } | |

16. Kt to B 5 17. Q to K R 4, and White still maintains a strong attack. Perhaps White might play with still greater advantage 16. Q to K R 5 at once, thus:—

- | | |
|----------------------------------|---------------------------|
| 16. <u>Q to R 5</u>
B to Kt 4 | 17. <u>P to B 4</u> , &c. |
|----------------------------------|---------------------------|

(a)

- | | |
|-----------------------------------|--|
| 14. <u>B takes B</u>
K takes B | 15. <u>R takes B</u> , and we again prefer White's game. |
|-----------------------------------|--|

Secondly : 13. B takes B 14. Kt takes Q B, and White's attack seems irresistible.

Thirdly : 13. B to Kt 3 14. B takes B
K takes B 15. Q to Q 2,
 and White's attack does not appear to be satisfactorily parried.)

Again, if White play 13. B takes B, Black's position is critical. He has only two moves in this position, viz., 13. K takes B or 13. B takes Kt. Taking B with Q is out of the question, on account of White's obvious rejoinder, 14. Kt takes K B P (ch) 15. Q to Q 2, &c.
K to Kt 2

If firstly : 13. K takes B 14. Q to Q 2
R to K Kt sq 15. Q to R 6 (ch)
R to Kt 2
 16. Kt takes doubled P 17. Kt to K Kt 5, and White has a tremendous attack.
Q to Q 3

If secondly : 13. B takes Kt 14. R takes B
K takes B 15. Q to Q 2
P to K R 4
 16. Kt takes Q P, and White regains the Pawn and threatens to double his Rooks on King's file, with a very strong game.

We venture, therefore, to differ from "The Chess Players' Magazine," and believe that 12. B to K B sq, so far from exhausting White's attack, gives Black a very dangerous position. The German "Handbuch," however, makes Black play in the main variation 11. B to K Kt 5, instead of 11. B to K B 4, as in the text, as follows :—

11. B to K Kt 5 12. Kt to K 4
B to K B sq, &c.

(D.)

- | | |
|------------------------|----------------|
| | 8. B to K 3 |
| 9. Kt to K Kt 5 | 9. Q to Q 4 |
| 10. Q Kt to B 3 | 10. Q to K B 4 |
| 11. Q Kt to K 4 (best) | |

(Staunton gives 11. P to K Kt 4 in the "Praxis," but it is far inferior, as Black ought to win. (*Vide* "Praxis," p. 117.) The following continuation is given by Wormald:—

11. B to Q Kt 3 (best)

- | | |
|---|---|
| (If 11. <u>Castles Q R</u> | 12. <u>P to K Kt 4</u>
Q to Q 4 |
| 13. <u>P takes Kt P</u>
K R to Kt sq | 14. <u>Kt to B 6</u> winning the exchange.) |

- | | |
|--|----------------|
| 12. Kt takes Q B | 12. P takes Kt |
| 13. P to B 7 (ch) | 13. K takes P |
| 14. Kt to K Kt 5 (ch), winning without difficulty. | |

GAME THE THIRD.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. Castles
5. P to Q 4

BLACK.

1. P to K 4
2. Kt to Q B 3
3. Kt to K B 3
4. Kt takes K P
5. P to Q 4 (or Variation)

If Black play here 5. P takes P, we have the same position as that which occurs in the preceding game, by a simple transposition of moves (*see* p. 98).

- | | |
|-----------------|----------------------|
| 6. Q to K 2 | 6. B to K Kt 5 |
| 7. P takes P | 7. Q Kt takes P |
| 8. Kt to Q B 3 | 8. P to K B 4 |
| 9. B to Q 3 | 9. B to K 2 |
| 10. B to K B 4 | 10. Kt takes Kt (ch) |
| 11. P takes Kt | 11. Kt takes Kt |
| 12. P takes Kt | 12. B to R 6 |
| 13. K R to K sq | 13. P to K R 3 |
| 14. Q to K 5 | 14. R to K Kt sq |

- | | |
|---|-----------------|
| 15. Q R to Q sq | 15. P to K Kt 4 |
| 16. B to Kt 3 | 16. P to B 5 |
| 17. B to R 7 | 17. R to K B sq |
| 18. R takes Q P, with a winning position. | |

VARIATION.

On Black's Fifth Move.

- | | |
|--------------------|-----------------|
| | 5. Q Kt takes P |
| 6. Kt takes K P | 6. Kt to K 3 |
| 7. Kt takes K B P | 7. K takes Kt |
| 8. B takes Kt (ch) | 8. K to K sq |
| 9. Q to R 5 (ch) | |

White may also play here 9. B to B 7 (ch), and retain his advantage, for, if the Bishop is taken, he can still check with Queen at R 5, and if then the Kt P is interposed, win the Knight by checking at Q 5.

- | | |
|--|------------------------|
| | 9. P to Kt 3 |
| 10. Q to K 5 | 10. Kt to K B 3 (best) |
| 11. B to Kt 3 (dis. ch) | 11. B to K 2 |
| 12. B to R 6 | 12. P to Q 3 |
| 13. Q to K 2, and again the "Handbuch" considers White to have a winning position. | |

GAME THE FOURTH.

WHITE.

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

BLACK.

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

Mr. Löwenthal remarks here (*see* "Morphy's Games," Bohn's edition, p. 242): "Analysis has convinced us that this move at the present juncture only strengthens White's game;" but he does not indicate any superior line of play for Black.

- | | |
|-----------------------|---------------|
| 9. P takes Kt | 9. B to Q B 4 |
| 10. P to K R 3 (best) | 10. Castles |
| 11. Kt to R 2 | 11. P to K 6 |

The best move for Black at this point is Kt to K R 2, but we have seen P to K 6 played with success by Mr. Boden against Mr. Bird, the opening being shaped as follows:—

- | | |
|---------------|---------------|
| 12. B takes P | 12. B takes B |
| 13. P takes B | 13. Kt to K 5 |

Mr. Lowenthal now gives the following continuation ("Morphy's Games," p. 237):—

- | | | |
|--|---|---------------------------------|
| 14. $\frac{\text{Castles}}{\text{Kt to Kt 6}}$ | 15. $\frac{\text{Q to B 3}}{\text{Kt takes R}}$ | 16. $\frac{\text{Kt takes Kt}}$ |
|--|---|---------------------------------|

and prefers White's game, as he has two Pawns ahead; but it must be borne in mind that one of these Pawns is doubled.

In the above variation, should White play any other move than 14. Castles, he will get an inferior game, for suppose, for instance—

- | | | |
|--|--|---|
| 14. $\frac{\text{Q to B 3}}{\text{Q to R 5 (ch)}}$ | 15. $\frac{\text{P to Kt 3 (best)}}{\text{Kt or Q takes P}}$ with a good game. | |
| <i>e. g.</i> : 15. $\frac{\text{Q takes P (ch)}}{\text{Q takes P (ch)}}$ | 16. $\frac{\text{K K 2}}{\text{Q takes Q (ch)}}$ | 17. $\frac{\text{K takes Q}}{\text{B to B 4}}$, or |

perhaps better still 17. $\frac{\text{Kt to Kt 4 (ch)}}{\text{Kt to Kt 4 (ch)}}$, &c.

GAMES ILLUSTRATIVE OF THE TWO KNIGHTS' DEFENCE.

GAME I.—*Between Messrs. ANDERSSEN and DE RIVIÈRE.*

(From "la Régence.")

WHITE (Mr. Anderssen).	BLACK (Mr. De Rivière).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. Kt to K B 3
4. Kt to K Kt 5	4. P to Q 4
5. P takes P	5. Kt to Q R 4
6. B to Q Kt 5 (ch)	6. P to Q B 3
7. P takes P	7. P takes P
8. B to K 2 (a)	8. P to K R 3
9. Kt to K B 3	9. P to K 5
10. Kt to K 5	10. Q to Q 5
11. P to K B 4 (b)	11. B to Q B 4
12. R to K B sq	12. Q to Q 3 (c)
13. P to Q B 3	13. Q Kt to Q Kt 2
14. P to Q Kt 4	14. B to Q Kt 3
15. Kt to Q R 3	15. Castles
16. Q Kt to Q B 4	16. Q to Q B 2
17. P to Q R 4	17. P to Q R 3
18. Kt takes B	18. Q takes Kt
19. P to Q R 5	19. Q to Q B 2
20. K to B 2 (d)	20. K Kt to Q 4
21. K to Kt sq	21. Kt takes K B P
22. R takes Kt	22. Q takes Kt
23. Q to K B sq	23. Kt to Q 3
24. B to R 3	24. P to K B 4
25. R to Q sq	25. P to K Kt 4
26. R to K B 2	26. R to Q R 2
27. B to Q B 4 (ch)	27. Kt takes B
28. Q takes Kt (ch)	28. Q to K 3
29. Q takes Q (ch)	29. B takes Q
30. P to Q Kt 5	30. Q R P takes P
31. B takes R	31. K takes B
32. R to Q R sq	32. K to K 2
33. R to K 2	33. P to K R 4
34. P to K R 4	34. P takes P
35. K to R 2	35. K to B 3

(a) The best move at this juncture, although Staunton says (*vide* "Praxis," p. 197,) "that after this move White must get a bad game."

(b) Anderssen and Zukertort prefer this to 11. Kt to K Kt 4.

(c) The only play to avoid the loss of a piece.

(d) A deep manœuvre!

- | | |
|-----------------------|-------------------|
| 36. R to Q R 3 | 36. B to Q B 5 |
| 37. K R to K sq | 37. B to Q 6 |
| 38. K to Kt sq | 38. K to Kt 4 |
| 39. K to B 2 | 39. K to Kt 5 |
| 40. R to K R sq | 40. B to Q B 7 |
| 41. K to K 3 | 41. B to Q R 5 |
| 42. Q R to Q R sq (e) | 42. R takes P |
| 43. K R takes P (ch) | 43. K to Kt 4 (f) |
| 44. Q R to K R sq | 44. B to Q Kt 6 |
| 45. K R takes P (ch) | 45. K to B 3 |
| 46. K to B 4 | 46. B to K 3 |
| 47. K R to K R 7 | 47. B to K B 2 |
| 48. Q R to K R 6 (ch) | 48. B to Kt 3 |
| 49. K R to Q 7 | 49. P to K 6 |
| 50. K takes P | 50. K to Kt 4 |
| 51. Q R to K R 8 | 51. R to Q R 5 |
| 52. Q R to K Kt 8 | 52. R to K 5 (ch) |
| 53. K to B 2 | 53. R to K 3 |
| 54. K R to K Kt 7 | 54. K to R 3 |
| 55. K R to Q B 7 | 55. K to Kt 4 |
| 56. P to Q 4 | 56. K to B 5 |
| 57. Q R to Q B 8 | 57. B to K sq |
| 58. R takes B | 58. R takes R |
| 59. R takes P | 59. K to K 5 |
| 60. R to Q B 5 | 60. K to Q 6 |
| 61. R takes Q Kt P | 61. K takes Q B P |
| 62. R takes P | 62. K takes P |

And after a few more moves Black resigned.

(e) Threatening mate in three moves.

(f) If K takes R, White plays K to B 4, and mates in three moves thus.

Suppose 43. K takes R 44. $\frac{K \text{ to } B 4}{B \text{ to } Q 8}$ 45. $\frac{R \text{ takes } B}{R \text{ to } R 8}$ 46. R takes R,

and mates next move

GAME II.—*Between Messrs. GOSSIP and ZUKERTORT.*

WHITE (Herr Zukertort).

BLACK (Mr. Gossip).

The first fourteen moves on each side are the same as those in the preceding game (Game I).

- | | |
|--------------------|--------------------|
| 15. Kt to Q R 3 | 15. B to K 3 |
| 16. Q to Q R 4 | 16. Kt to Q sq |
| 17. Q Kt to Q B 4 | 17. Q to Q B 2 |
| 18. B to Q R 3 | 18. Castles |
| 19. Castles (Q R) | 19. Q R to Q B sq |
| 20. P to K Kt 4 | 20. Kt to K R 2 |
| 21. P to K B 5 (a) | 21. Q B takes Kt |
| 22. Kt takes B | 22. Q takes K R P |
| 23. Q R to K sq | 23. B to K B 7 |
| 24. K R to K R sq | 24. Q to K Kt 6 |
| 25. Q R to K B sq | 25. P to K 6 |
| 26. P to Q 4 | 26. Kt to K B 3 |
| 27. Kt to K 5 | 27. Kt to Q 4 |
| 28. Q to B 2 | 28. Kt to Q Kt 2 |
| 29. B to K B 3 | 29. K R to K sq |
| 30. P to Q B 4 | 30. R takes Kt (b) |

· And White resigned.

GAME III.—*Between Messrs. JANSSENS and GOSSIP.*

WHITE (Mr. Janssens).

BLACK (Mr. Gossip).

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

(a) The game has now become very interesting.

(b) If now 31. $\frac{P \text{ takes } R}{Q \text{ takes } B}$ 32. $\frac{P \text{ takes } Kt}{P \text{ to } Q 7}$ 33. $\frac{R \text{ takes } B}{Q \text{ takes } R}$, and wins. For if now $\frac{Q \text{ to } B 3 \text{ or } Q \text{ to } Q 2}$, then 34. $\frac{Q \text{ to } B 8 \text{ (ch)}}$ 35. $\frac{Q \text{ to } K \text{ sq}}{P \text{ takes } P \text{ (dis. ch)}}$, &c.

- | | |
|---------------------|------------------------|
| 8. Q to K B 3 (a) | 8. Q to Q Kt 3 |
| 9. B to Q R 4 | 9. B to K Kt 5 |
| 10. Q to K Kt 3 | 10. P to K R 3 |
| 11. Kt to K B 3 | 11. Castles (Q R) (b) |
| 12. P to Q 3 (c) | 12. B to Q 3 |
| 13. Castles | 13. P to K 5 |
| 14. Kt to K 5 | 14. K R to K sq |
| 15. B to K B 4 | 15. P to K Kt 4 |
| 16. Kt takes Q B | 16. P takes B |
| 17. Q to K R 3 | 17. Kt takes Kt |
| 18. Q takes Kt (ch) | 18. K to Q B 2 |
| 19. P takes P (d) | 19. Q takes Q Kt P |
| 20. Q to K B 5 | 20. K R to K 4 |
| 21. Q takes P (ch) | 21. Q R to Q 2 |
| 22. Q to K Kt 8 | 22. Q takes R |
| 23. Kt to Q 2 | 23. Q to Q 5 |
| 24. R to Q Kt sq | 24. Kt to Q Kt 2 |
| 25. Kt to Q B 4 | 25. B to Q B 4 |
| 26. P to Q B 3 | 26. Q takes K B P (ch) |
| 27. K to R sq | 27. R to K Kt 4 |
| 28. R takes Kt (ch) | 28. K takes R |
| 29. B takes P (ch) | 29. K to Q B 2 |

And White resigned.

GAME IV.—Between Messrs. HORNE and GOSSIP.

(From "The Era.")

- | WHITE (Mr. Horne). | BLACK (Mr. Gossip). |
|--------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. Kt to K B 3 |
| 4. Kt to K Kt 5 | 4. P to Q 4 |
| 5. P takes P | 5. Kt to Q R 4 |

(a) After this move White must get a bad game, as will be seen by the continuation in the present "partie."

(b) The move in the text is recommended by Staunton. Lowenthal, however, prefers B to Q 3 at this juncture, and we are inclined to give the latter move the preference.

(c) P to K R 3 would have been better play.

(d) If Kt to Q 2, then 19. R to K Kt sq, &c.

- | | |
|--------------------|---------------------------|
| 6. B to Q Kt 5 (a) | 6. P to Q B 3 |
| 7. P takes P | 7. P takes P |
| 8. B to Q R 4 (b) | 8. P to K R 3 |
| 9. Kt to K B 3 | 9. P to K 5 (c) |
| 10. Q to K 2 | 10. B to Q B 4 |
| 11. Castles | 11. Castles |
| 12. Kt to K sq (d) | 12. Q to Q Kt 3 |
| 13. P to K R 3 | 13. B to Q R 3 |
| 14. P to Q 3 | 14. K R to K sq |
| 15. Q to Q sq | 15. Q R to Q sq |
| 16. B to Q 2 | 16. P takes Q P |
| 17. Q B takes Kt | 17. P takes Q B P (e) |
| 18. Q B takes Q | 18. P takes Q |
| | Becoming a Queen |
| 19. K B takes Q | 19. B takes B |
| 20. B to Q R 4 | 20. Q B takes R |
| 21. K takes B | 21. R to K 3 |
| 22. Kt to K B 3 | 22. Kt to K 5 |
| 23. B to Q B 2 | 23. Kt takes K B P |
| 24. Kt to Q B 3 | 24. Kt to K R 8 |
| 25. P to K Kt 4 | 25. Kt to K B 7 |
| 26. K to Kt 2 | 26. Kt to Q 6 |
| 27. R to K B sq | 27. Kt to K B 5 (ch) |
| 28. K to Kt 3 | 28. Kt to K 7 (ch) |
| 29. Kt takes Kt | 29. R takes Kt |
| 30. B to Q Kt 3 | 30. R takes Q Kt P |
| 31. Kt to K 5 | 31. R takes B (ch) |
| 32. P takes R | 32. B to Q B 2, and wins. |

GAME V.—*Between* MESSRS. FISKE, PERRIN, *and* FULLER *in Consultation*
against Mr. MORPHY.

WHITE (The Allies).

1. P to K 4

BLACK (Mr. Morphy).

1. P to K 4

Notes by Herr Löwenthal.

(a) Morphy played here P to Q 3, which he thinks to be the best move White can adopt at this point.

(b) Q to K B 3 is indicated by the best authorities as the correct line of play. The following would then be the correct continuation, viz. :—

8. Q to K B 3	9. B to Q R 4	10. Q to K Kt 3
Q to Q Kt 3	Q B to Kt 5	B to Q 3, &c.

(c) Obtaining a fine attacking game.

(d) White is compelled to make this disadvantageous move, which necessarily cramps his forces, rendering the game very difficult.

(e) The best move to obtain the advantage.

- | | |
|--------------------|-------------------------------------|
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. Kt to K B 3 |
| 4. Kt to K Kt 5 | 4. P to Q 4 |
| 5. P takes P | 5. Kt to Q R 4 |
| 6. P to Q 3 (a) | 6. P to K R 3 (b) |
| 7. Kt to K B 3 | 7. P to K 5 |
| 8. Q to K 2 | 8. Kt takes B |
| 9. P takes Kt | 9. B to Q B 4 (c) |
| 10. P to K R 3 (d) | 10. Castles |
| 11. Kt to K R 2 | 11. Kt to K R 2 |
| 12. B to K 3 | 12. B to Q 3 |
| 13. Castles | 13. Q to K R 5 |
| 14. P to K B 4 | 14. P takes P (<i>en passant</i>) |
| 15. Kt takes P | 15. Q to R 4 |
| 16. Q Kt to B 3 | 16. R to K sq |
| 17. Q to K B 2 | 17. Kt to K B 3 |
| 18. B to Q 4 | 18. Kt to K 5 |
| 19. Kt takes Kt | 19. R takes Kt |
| 20. Q R to K sq | 20. Q B to K B 4 |
| 21. R takes R | 21. B takes R |
| 22. Kt to K R 4 | 22. R to K B sq (e) |
| 23. P to Q B 5 | 23. B to K 4 |
| 24. B takes B | 24. Q takes B |
| 25. P to Q B 4 | 25. P to K Kt 4 |
| 26. Kt to K B 3 | 26. B takes Kt |
| 27. P takes B | 27. R to K sq |
| 28. P to K B 4 | 28. Q to K 6 |
| 29. P takes P | 29. P takes P |
| 30. Q takes Q | 30. R takes Q |
| 31. K to Kt 2 | 31. K to Kt 2 |
| 32. P to Q 6 | 32. P takes P |
| 33. P takes P | 33. R to Q 6 |
| 34. P to Q B 5 | 34. K to Kt 3 |
| 35. R to B 3 | 35. R to Q 7 (ch) |
| 36. K to Kt 3 | 36. P to K B 4 |
| 37. R to Q Kt 3 | 37. P to K B 5 (ch) |
| 38. K to B 3 | 38. R to K R 7 |
| 39. P to Q 7 | 39. R takes P (ch) |

(a) Mr. Morphy prefers this move to checking with Bishop on Q Kt 5.

(b) Some authorities prefer B to Q B 4 here.

(c) B to K 2 may also be played here.

(d) The best possible move at this juncture.

(e) Max Lange thinks P to K B 4 would have been a better move here.

- | | |
|-----------------|---------------------|
| 40. K to K 4 | 40. R to K R sq |
| 41. R takes P | 41. K to B 3 |
| 42. R to Q B 7 | 42. K to K 2 |
| 43. R to Q B 8 | 43. R to Q sq |
| 44. R takes R | 44. K takes R |
| 45. P to Q B 6 | 45. P to Q R 4 |
| 46. P to Q Kt 3 | 46. K to K 2 |
| 47. P to Q R 3 | 47. K to Q sq |
| 48. P to Q Kt 4 | 48. P takes P |
| 49. P takes P | And Black resigned. |

GAME VI.--*Between Messrs. MORPHY and DE RIVIÈRE.*

- | WHITE (M. De Rivière). | BLACK (Mr. Morphy). |
|------------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. Kt to K B 3 |
| 4. Kt to K Kt 5 | 4. P to Q 4 |
| 5. P takes P | 5. Kt to Q R 4 |
| 6. P to Q 3 | 6. P to K R 3 |
| 7. Kt to K B 3 | 7. P to K 5 |
| 8. Q to K 2 | 8. Kt takes B |
| 9. P takes Kt | 9. B to Q B 4 |
| 10. P to K R 3 | 10. Castles |
| 11. Kt to R 2 | 11. Kt to R 2 |
| 12. Kt to Q B 3 (a) | 12. P to K B 4 |
| 13. B to K 3 | 13. B to Q Kt 5 |
| 14. Q to Q 2 | 14. B to Q 2 |
| 15. P to K Kt 3 | 15. Q to K 2 |
| 16. P to Q R 3 | 16. B to Q 3 |
| 17. Kt to K 2 | 17. P to Q Kt 4 |
| 18. P takes P | 18. B takes P |
| 19. Kt to Q 4 | 19. B to Q B 5 |
| 20. Kt to K 6 | 20. K R to K sq |
| 21. Q to Q 4 | 21. B to Q R 3 |
| 22. P to Q B 4 | 22. P to Q B 4 |
| 23. Q to B 3 | 23. B to Q B sq |
| 24. Kt to B 4 | 24. R to Q Kt sq |

(a) B to K 3 or 12. Castles is stronger.

- | | |
|------------------|-------------------------|
| 25. R to Q Kt sq | 25. P to K Kt 4 |
| 26. Kt to K 2 | 26. Kt to B sq |
| 27. P to K R 4 | 27. Kt to Kt 3 |
| 28. P takes P | 28. P takes P |
| 29. Q to Q B sq | 29. Kt to K 4 |
| 30. B takes Kt P | 30. Kt to Q 6 (ch) |
| 31. K to B sq | 31. Q to K Kt 2 |
| 32. Q to Q 2 | 32. Kt takes Kt P |
| 33. Q to B 2 | 33. B to Q R 3 |
| 34. B to B sq | 34. Kt takes P |
| 35. Q to R 4 | 35. Kt to Q 7 (ch) |
| 36. K to Kt 2 | 36. Kt takes R |
| 37. Q takes B | 37. R to Kt 3 |
| 38. Q to R 4 | 38. K R to Q Kt sq |
| 39. Kt to K B sq | 39. B to K 4 |
| 40. Kt to K 3 | 40. P to K B 5 |
| 41. Kt takes P | 41. B takes Kt |
| 42. Kt to B 5 | 42. Q to K B 2 |
| 43. B takes B | 43. Q takes Kt |
| 44. B takes R | 44. R takes B |
| 45. Q takes R P | 45. R to K B sq |
| 46. Q takes P | 46. Q to B 6 (ch) |
| 47. K to Kt sq | 47. Kt to B 6 |
| 48. R to R 4 | 48. Kt to K 7 (ch) |
| 49. K to R 2 | 49. Q takes B P (ch) |
| 50. Q takes Q | 50. R takes Q (ch) |
| 51. K to R 3 | 51. Kt to Kt 8 (ch) |
| 52. K to Kt 4 | 52. P to K 6 |
| 53. K to R 5 | 53. P to K 7 |
| 54. R to K 4 | 54. R to B 8, and wins. |

GAME VII.—*Between the Rev. W. WAYTE and Mr. GOSSIP.*

(From "The Illustrated London News.")

WHITE (Mr. Wayte).

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. Kt to K Kt 5
5. P takes P
6. P to Q 3

BLACK (Mr. Gossip).

1. P to K 4
2. Kt to Q B 3
3. Kt to K B 3
4. P to Q 4
5. Kt to Q R 4
6. P to K R 3

- | | |
|---------------------|-------------------------|
| 7. Kt to K B 3 | 7. P to K 5 |
| 8. Q to K 2 | 8. Kt takes B |
| 9. P takes Kt | 9. B to K 2 |
| 10. K Kt to Q 2 | 10. Castles |
| 11. Castles | 11. B to K Kt 5 |
| 12. Q to K 3 | 12. B to Q 3 |
| 13. P to K R 3 | 13. B to K B 4 |
| 14. Kt to Q B 3 | 14. Q to K 2 |
| 15. Kt to Q Kt 3 | 15. Kt to K B 4 |
| 16. P to K Kt 4 (a) | 16. Kt to K B 5 |
| 17. P takes B | 17. Q to K R 5 |
| 18. Q takes K P | 18. Q R to K sq |
| 19. Q to K B 3 | 19. Kt takes K R P (ch) |
| 20. K to Kt 2 | 20. Kt to K Kt 4 |
| 21. B takes Kt | 21. Q mates. |

GAME VIII.—*Between Messrs. HOOPER and GOSSIP.*

(From "The Era.")

- | WHITE (Mr. Hooper). | BLACK (Mr. Gossip). |
|----------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. Kt to K B 3 |
| 4. Kt to K Kt 5 | 4. P to Q 4 |
| 5. P takes P | 5. Kt to Q R 4 |
| 6. P to Q 3 | 6. P to K R 3 |
| 7. Kt to K B 3 | 7. P to K 5 |
| 8. Kt to K 5 (a) | 8. B to Q 3 |
| 9. B to Kt 5 (ch) | 9. P to Q B 3 |
| 10. P takes Q B P | 10. Castles |
| 11. Kt to Q 7 | 11. R to K sq (b) |
| 12. Kt takes Kt (ch) | 12. Q takes Kt |

(a) This advance exposes White to great peril. He had better have retired his Q to K 2, or have played the Pawn on to Q B 5.

Notes by Herr Löwenthal.

(a) Q to K 2 is the correct play here.

(b) Taking P with P would also have been good play.

- | | |
|------------------------|-------------------------------|
| 13. P takes Q Kt P (c) | 13. Q B takes P |
| 14. B takes R | 14. R takes B |
| 15. P to Q 4 | 15. P to K 6 |
| 16. Q B takes P | 16. Q to K R 5 |
| 17. P to K Kt 3 | 17. R takes B (ch) (d) |
| 18. P takes R | 18. B takes P (ch) |
| 19. P takes B | 19. Q takes R (ch) |
| 20. K to Q 2 | 20. Kt to B 5 (ch) |
| 21. K to Q B sq | 21. Q to K 5 |
| 22. Kt to Q R 3 | 22. Q takes K P (ch) |
| 23. K to Q Kt sq | 23. Kt to Q 7 (ch) (e) |
| 24. K to Q B sq | 24. Kt to Kt 6 (double check) |
| 25. K to Q Kt sq | 25. B to K B 6 |
| 26. Kt to Q B 4 | 26. Q to K B 7 |

And White resigned.

GAME IX.

(From the German "Handbuch.")

WHITE.

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

BLACK.

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

(c) This wins the exchange, but gives Black a fine attacking game.

(d) Cleverly played.

(e) Leading to a speedy termination.

(a) If 12. $\frac{\text{Castles}}{\text{P to K R 3}}$

13. $\frac{\text{Kt to R 3}}{\text{Kt to K 5}}$

13. $\frac{\text{Q takes P}}{\text{R to K sq, \&c.}}$

- | | |
|-----------------|-------------------------------|
| 14. B to K 3 | 14. B takes B |
| 15. Q takes B | 15. Kt to Q 4 |
| 16. Q to K Kt 3 | 16. P takes P |
| 17. P to Q B 3 | 17. Q to K B 3, and wins. (b) |

GAME X.—*Between Messrs. BIRD and GOSSIP.*

(From "The Illustrated London News.")

- | WHITE (Mr. Bird). | BLACK (Mr. Gossip). |
|------------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. Kt to K B 3 |
| 4. Kt to K Kt 5 | 4. P to Q 4 |
| 5. P takes P | 5. Kt to Q R 4 |
| 6. P to Q 3 | 6. P to K R 3 |
| 7. Kt to K B 3 | 7. P to K 5 |
| 8. Q to K 2 | 8. Kt takes B |
| 9. P takes Kt | 9. B to Q B 4 |
| 10. P to K R 3 | 10. Castles |
| 11. Kt to K R 2 | 11. Kt to K R 2 |
| 12. Kt to Q B 3 | 12. P to K B 4 |
| 13. B to K 3 | 13. B to Q Kt 5 |
| 14. Castles (Q R) | 14. B takes Kt |
| 15. P takes B | 15. P to Q Kt 3 |
| 16. P to Q B 5 | 16. P to K B 5 |
| 17. B to Q 4 | 17. R to K sq |
| 18. Kt to K Kt 4 | 18. Q takes Q P |
| 19. P to Q B 4 | 19. Q to K Kt 4 |
| 20. P to K B 3 | 20. P takes Q B P |
| 21. B to Q B 3 | 21. B takes Kt |
| 22. R P takes B | 22. Kt to K B 3 (a) |
| 23. R to K R 5 | 23. Kt takes R |
| 24. P takes Kt | 24. Q R to Q sq |
| 25. R takes R | 25. R takes R |
| 26. Q takes K P | 26. Q takes K Kt P |
| 27. Q to K 6 (ch) | 27. K to R sq |
| 28. Q takes K R P (ch) | 28. K to Kt sq |

(b) "La Stratégie" gives Q to Q Kt 3 for Black here.

Notes by Mr. Staunton.

(a) The exposed situation of Mr. Bird's King is a serious disadvantage. His opponent now threatens to open an attack by P takes P, &c., which, if not prevented, must be fatal.

- | | |
|------------------------|------------------------|
| 29. Q to K 6 (ch) | 29. K to R 2 |
| 30. Q to K B 5 (ch) | 30. K to R sq |
| 31. Q takes K B P | 31. Q to K R 8 (ch) |
| 32. K to Kt 2 | 32. R to Q Kt sq (ch) |
| 33. K to R 3 (b) | 33. Q takes K R P |
| 34. B takes P (ch) | 34. K takes B |
| 35. Q takes Q B P (ch) | 35. Q to K B 2 |
| 36. Q takes R | 36. Q takes K B P (ch) |
| 37. Q to Q Kt 3 | 37. Q to Q B 3 |
| 38. K to Kt 2 | 38. Q to K B 3 (ch) |
| 39. Q to Q B 3 | 39. Q takes Q (ch) |
| 40. K takes Q | 40. K to Kt 3 |
| 41. P to Q R 4 | |

And, after a few more moves, the game was given up as drawn.

(b) From the ticklish position of each party's King, the position is highly interesting hereabouts.

CHAPTER V.

THE SCOTCH GAMBIT.

GAME THE FIRST.

WHITE.

1. P to K 4
2. Kt to K B 3
3. P to Q 4

BLACK.

1. P to K 4
2. Kt to Q B 3

This move constitutes the Scotch Gambit, which is so named from its having been adopted, many years ago, by the Edinburgh Chess Club, in a match by correspondence with the London Club.

3. P takes P

Black can also play here 3. Kt takes P, for the consequences of which *see* Game the Second. He is compelled to capture the Pawn, or get a very cramped, bad game.

4. B to Q B 4

This used to be considered White's best move, but it is inferior to 4. Kt takes P. (*See* Game the Third.)

4. B to Q B 4 (best)

Black can also play here 4. Kt to K B 3, 4. B to Q Kt 5 (ch), 4. P to Q 3, or 4. Q to K B 3. (*See* Variations (I.), (II.), (III.), and (IV.).)

5. Castles

White has two other lines of play at his disposal here, *viz.*—
5. P to Q B 3, or 5. Kt to K Kt 5. The first leads to a position which occurs in the *Giucio Piano*, if Black brings out his

King's Knight to Bishop's third on his fifth move, or plays 5. P to Q 3 (see Analysis of the Guioco Piano Opening), and may therefore be briefly dismissed.

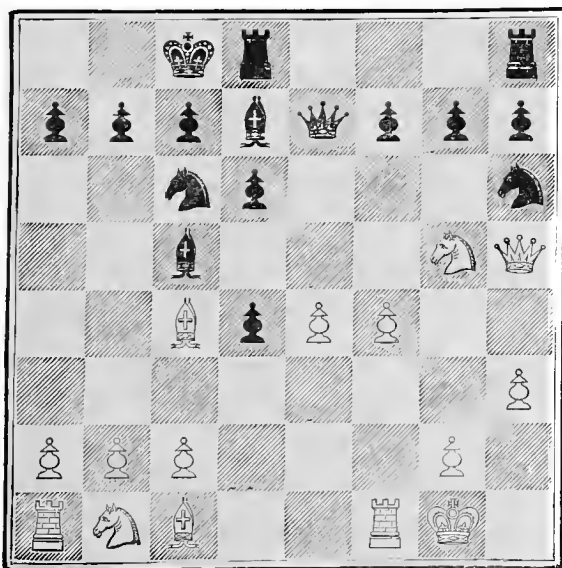
- If secondly : 5. $\frac{\text{Kt to K Kt 5}}{\text{Kt to K R 3}}$ 6. $\frac{\text{Kt takes K B P or see (A)}}{\text{Kt takes Kt}}$
7. $\frac{\text{B takes Kt (ch)}}{\text{K takes B}}$ 8. $\frac{\text{Q to K R 5 (ch)}}{\text{P to K Kt 3}}$ 9. $\frac{\text{Q takes B}}{\text{P to Q 4 (best)}}$
10. $\frac{\text{Castles (best)}}{\text{P takes P}}$ 11. $\frac{\text{P to Q B 3}}{\text{B to K B 4 (best)}}$ and Black has a good game.

Instead of 11. B to K B 4 the "Praxis" and the German "Handbuch" give 11. B to K 3, and Wormald considers 11. R to K sq to be Black's best move ; but they are both inferior. (See also Illustrative Game I.)

(A).—In the above variation, White could play 6. Q to K R 5 instead of 6. Kt takes K B P, but that would give Black the advantage, e.g.,

- Suppose 6. $\frac{\text{Q to K R 5}}{\text{Q to K 2}}$ 7. $\frac{\text{Castles}}{\text{P to Q 3}}$ 8. $\frac{\text{P to K R 3}}{\text{B to Q 2}}$
9. $\frac{\text{P to K B 4 (best)}}{\text{Castles (Q R)}}$ and Black has far the better position. (See Diagram.)

BLACK.



WHITE.

To return to the main variation.

5. P to Q 3 (best)

Black can also play 5. Kt to K B 3, or 5. Q to K B 3; but they are both inferior, *e.g.*:—

If firstly: 5. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 6. $\frac{\text{P to K 5}}{\text{P to K 5}}$ with a terrible attack, the

White Rook being soon brought into play with fatal effect on the King's file.

If secondly: 5. $\frac{\text{Q to K B 3}}{\text{Q to K B 3}}$ 6. $\frac{\text{P to B 3}}{\text{P to Q 3}}$ 7. $\frac{\text{P to Q Kt 4}}{\text{B to Kt 3}}$
 8. $\frac{\text{B to Q Kt 2}}{\text{Kt to K 4}}$ 9. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 10. $\frac{\text{P takes P}}{\text{B takes Q P}}$ 11. $\frac{\text{B takes B}}{\text{P takes B}}$
 12. $\frac{\text{P to K 5}}{\text{Q to Q Kt 3}}$ 13. $\frac{\text{P to Q R 4}}{\text{P to Q R 4}}$ 14. $\frac{\text{P takes R P}}{\text{R takes P}}$ 15. $\frac{\text{Kt to Q R 3}}{\text{Kt to Q R 3}}$

with a decided advantage.

6. P to Q B 3

6. B to K Kt 5 (best)

This is undoubtedly Black's best move. In fact, it gives him a winning position. It was successfully adopted by Anderssen against Kolisch. (*See Illustrative Games II. and III.*) Black has four other moves at his disposal here, but three out of the four give White the advantage, *e.g.*—

Firstly: 6. $\frac{\text{Q to K B 3}}{\text{Q to K B 3}}$ 7. $\frac{\text{P to Q Kt 4}}{\text{B to Q Kt 3}}$ 8. $\frac{\text{B to Q Kt 2}}{\text{Kt to K 4}}$
 9. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 10. $\frac{\text{K to R sq}}{\text{K to R sq}}$ with a slight advantage in position.

Secondly: 6. $\frac{\text{P to Q 6}}{\text{P to Q 6}}$ 7. $\frac{\text{P to Q Kt 4}}{\text{B to Kt 3}}$ 8. $\frac{\text{P to Q R 4}}{\text{P to Q R 4}}$
 or 8. Q takes P, with a good game.

Thirdly: 6. $\frac{\text{P takes P}}{\text{P takes P}}$ 7. $\frac{\text{Kt takes P}}{\text{Kt takes P}}$ or $\frac{\text{Q to Kt 3}}{\text{Q to Kt 3}}$, with a superior game. (*See Illustrative Games IV. and V.*)

Fourthly: 6. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 7. $\frac{\text{P takes P}}{\text{B to Q Kt 3}}$ 8. $\frac{\text{Q Kt to B 3}}{\text{Q B to K Kt 5}}$

This last line of defence, 6. Kt to K B 3, was formerly considered best, but is now quite exploded in favour of 6. B to K Kt 5, which is certainly a stronger move. Still, 6. Kt to K B 3 may be played with perfect safety. (See Illustrative Game VIII. between Messrs. Gossip and Wisker.)

7. Q to Q Kt 3

- (If 7. $\frac{P \text{ to } Q \text{ Kt } 4}{B \text{ to } Q \text{ Kt } 3}$ 8. $\frac{P \text{ to } Q \text{ R } 4}{P \text{ to } Q \text{ R } 4}$ 9. $\frac{P \text{ to } Q \text{ Kt } 5}{Kt \text{ to } K \ 4}$
 10. $\frac{B \text{ to } K \ 2}{P \text{ to } Q \ 6}$ 11. $\frac{B \text{ takes } P}{Kt \text{ takes } Kt \text{ (ch)}}$ 12. $\frac{P \text{ takes } Kt}{B \text{ to } K \text{ R } 6}$ with the
 better game. *Vide* also Illustrative Game III.)

7. B takes Kt (best)

Mr. Lowenthal recommends here 7. Kt to Q R 4 for Black, but this move does not appear so forcible as 7. B takes Kt, *e.g.*,

7. $\frac{\quad}{Kt \text{ to } Q \text{ R } 4}$ 8. $\frac{Q \text{ to } R \ 4 \text{ (ch)}}{P \text{ to } Q \text{ B } 3}$ 9. $\frac{P \text{ takes } P}{P \text{ to } Q \text{ Kt } 4}$
 { If 9. $\frac{\quad}{Q \text{ B takes } Kt}$ 10. $\frac{P \text{ takes } Q \text{ B}}{B \text{ takes } Q \text{ P}}$ 11. $\frac{B \text{ takes } K \text{ B } P \text{ (ch), \&c.}}{\quad}$ }
 10. $\frac{Q \text{ to } B \ 2}{Kt \text{ takes } B}$ 11. $\frac{P \text{ takes } B}{B \text{ takes } Kt}$ 12. $\frac{P \text{ takes } B \text{ and Black cannot}}{\quad}$

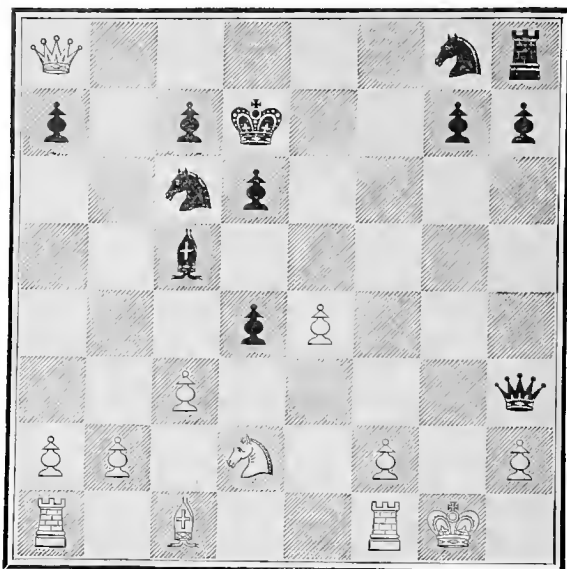
be said to acquire such an advantage as that which he obtains by capturing Knight with Bishop on his seventh move.

Black can also secure the advantage by playing 7. Q to Q 2, as follows:—

- Suppose 7. $\frac{\quad}{Q \text{ to } Q \ 2}$ 8. $\frac{B \text{ takes } P \text{ (ch)}}{Q \text{ takes } B}$ 9. $\frac{Q \text{ takes } Q \text{ Kt } P}{K \text{ to } Q \ 2}$
 10. $\frac{Q \text{ takes } R}{B \text{ takes } Kt}$ 11. $\frac{P \text{ takes } B}{Q \text{ takes } P}$ 12. $\frac{Q \text{ Kt to } Q \ 2}{Q \text{ to } K \text{ R } 6}$ and Black ought

to win. As the position is curious, we append a diagram:—

BLACK.



WHITE.

- | | |
|-------------------|---------------------|
| 8. B takes P (ch) | 8. K to B sq |
| 9. B takes Kt | 9. R takes B |
| 10. P takes B | 10. P to K Kt 4, or |
| | 10. Q to Q 2 |

And Black ought to win. In answer to the former of these moves, viz., 10. P to K Kt 4, White may play 11. Q to Q sq, when Black wins easily (see Illustrative Game II.), or 11. Q to K 6, when the following is the proper continuation:—

- | | | |
|---|---|--|
| 11. $\frac{Q \text{ to } K 6}{R \text{ to } K \text{ Kt } 3}$ | 12. $\frac{Q \text{ to } R 3}{K \text{ to } Kt \text{ sq}}$ | { If 12. $\frac{Q \text{ to } B 5 \text{ (ch)}}{K \text{ to } Kt 2, \&c.}$ } |
|---|---|--|

In any case Black gets the advantage, but it is questionable whether White would not do better to take Bishop with Pawn on his ninth move instead of capturing the Knight with Bishop, and we recommend this line of play to the attention of the student.

VARIATION (I.)

On Black's fourth move :—

4. Kt to K B 3

This defence may be adopted with perfect safety. The same position occurs in the "Two Knights' Defence," the moves being merely transposed, thus :—

1. P to K 4 2. $\frac{\text{Kt to K B 3}}{\text{Kt to Q B 3}}$ 3. $\frac{\text{B to Q B 4}}{\text{Kt to K B 3}}$ 4. $\frac{\text{P to Q 4}}{\text{P takes P}}$

Bilguer and Von der Lasa are of opinion that Black gets an even game.

5. P to K 5

White has three other moves here—*viz.*, Kt to K Kt 5, Castles, and Kt takes P.

- If firstly : 5. $\frac{\text{Kt to K Kt 5}}{\text{P to Q 4 or (A)}}$ 6. $\frac{\text{P takes P}}{\text{Q to K 2 (ch)}}$ 7. $\frac{\text{K to B sq}}{\text{Kt to K 4}}$
 8. $\frac{\text{Q takes P}}{\text{P to K R 3}}$ 9. Kt to K 4, with a pawn ahead.

(A)

5. Kt to K 4 6. $\frac{\text{B to Kt 3}}{\text{P to K R 3}}$ 7. $\frac{\text{Q takes P}}{\text{P takes Kt}}$ 8. $\frac{\text{Q takes Kt (ch)}}{\text{Q to K 2}}$
 9. $\frac{\text{Q takes Q (ch)}}{\text{B takes Q}}$ 10. B takes Kt P, with the advantage.

- If secondly : 5. $\frac{\text{Castles}}{\text{Kt takes P or (B)}}$ 6. $\frac{\text{R to K sq}}{\text{P to Q 4}}$ 7. $\frac{\text{B takes P}}{\text{Q takes B}}$
 8. $\frac{\text{Kt to Q B 3}}{\text{Q to Q B 5}}$ 9. $\frac{\text{Kt takes Kt}}{\text{B to K 3}}$ 10. $\frac{\text{P to Q Kt 3}}{\text{Q to Q 4}}$ 11. $\frac{\text{B to K Kt 5}}{\text{B to Q B 4}}$
 12. $\frac{\text{B to K B 6}}{\text{Castles (K R)}}$ 13. $\frac{\text{Kt takes B}}{\text{Q takes Kt}}$ 14. $\frac{\text{B takes Q P}}{\text{Kt takes B}}$ 15. Q takes Kt

and the game is even.

For Black's eighth move in this variation, in lieu of Q to Q B 5, the German "Handbuch" makes Black play 8. Q to K R 4, *e.g.*, 8. $\frac{\text{Q to K R 4}}{\text{K}}$

9. $\frac{\text{Kt takes Kt}}{\text{B to K 2}}$ 10. $\frac{\text{B to K Kt 5}}{\text{B to K Kt 5}}$, but it does not continue the game further. The following continuation deserves attention :

- Suppose 11. B takes B, Black has only two moves, viz., 11. $\frac{\text{Kt takes B}}{\text{Kt takes B}}$
 or 11. $\frac{\text{B takes Kt}}{\text{Kt takes B}}$. In the first place, if 11. $\frac{\text{Q takes P}}{\text{B takes Kt}}$
 13. $\frac{\text{Q takes K Kt P, \&c.}}{\text{Kt takes B}}$ In the second place, if 11. $\frac{\text{B takes Kt}}{\text{Kt takes B}}$
 12. $\frac{\text{P takes B}}{\text{Kt takes B}}$ 13. $\frac{\text{Q takes P}}{\text{Castles (K R), even game.}}$

(B)

5. $\frac{\text{B to Q B 4}}{\text{P takes P}}$ 6. $\frac{\text{P to K 5}}{\text{P to Q 4}}$ 7. $\frac{\text{P takes Kt}}{\text{P takes B}}$ 8. $\frac{\text{R to K sq (ch)}}{\text{K to B sq (best) or (a)}}$
 9. $\frac{\text{B to K Kt 5}}{\text{P takes P}}$ 10. $\frac{\text{B to R 6 (ch)}}{\text{K to Kt sq}}$ 11. $\frac{\text{Q Kt to B 3, with a fine game.}}$

(a)

8. $\frac{\text{B to K 3}}{\text{Kt takes B}}$ 9. $\frac{\text{Kt to K Kt 5}}{\text{Q to Q 4}}$ 10. $\frac{\text{Q Kt to B 3}}{\text{Q to K B 4}}$
 11. $\frac{\text{Q Kt to K 4}}{\text{B to Q Kt 3}}$ 12. $\frac{\text{Kt takes B}}{\text{P takes Kt}}$ 13. $\frac{\text{P to K B 7 (ch)}}{\text{K or Q takes P}}$
 14. $\frac{\text{Kt to K Kt 5, and wins.}}$

After Black's fifth move, B to Q B 4 in this variation, the game is resolved into Max Lange's attack in the Giuoco Piano, for which *see*, also, the analysis of the Two Knights' Defence and the Giuoco Piano, pp. 105, 106.

- If thirdly : 5. $\frac{\text{Kt takes P}}{\text{Kt takes K P}}$ 6. $\frac{\text{B takes K B P (ch)}}{\text{K takes B}}$ 7. $\frac{\text{Q to K R 5 (ch)}}{\text{P to K Kt 3}}$
 8. $\frac{\text{Q to Q 5 (ch)}}{\text{K to Kt 2}}$ 9. $\frac{\text{Kt takes Q Kt}}{\text{Q to K sq}}$ 10. $\frac{\text{Q to K 5 (ch)}}{\text{Q takes Q}}$
 11. $\frac{\text{Kt takes Q}}{\text{B to Q B 4, and Black has a very good game.}}$

To return to the main variation.

5. P to Q 4 (best)

Black could play here Kt to K Kt 5, but that would be bad, *e.g.*—

(Suppose 5. $\frac{\text{Kt to K Kt 5}}{\text{Kt to K Kt 5}}$ 6. $\frac{\text{B takes K B P (ch)}}{\text{K takes B}}$ 7. $\frac{\text{Kt to K Kt 5 (ch)}}{\text{K to Kt sq}}$)

8. Q to K B 3, and wins.)

5. Kt to K 5 is obviously bad.

6. B to Q Kt 5 (best)

P takes Kt leads to nothing.

7. Kt takes P

8. B takes Kt

9. B to K 3

6. Kt to K 5

7. B to Q 2

8. P takes B

9. B to Q B 4

Even game.

For other variations see the analysis of the "Two Knights' Defence," in the preceding Chapter.

VARIATION (II.)

On Black's fourth move :—

4. B to Q Kt 5 (ch)

This move has long been abandoned, as inferior.

5. P to Q B 3

6. Castles

5. P takes P

6. P to Q B 7 (best)

(If 6. $\frac{\text{P to Q 3}}{\text{P to Q 3}}$ 7. $\frac{\text{P takes Q B P}}{\text{B to R 4}}$ 8. $\frac{\text{P to K 5}}{\text{B to K 3 (best)}}$ 9. $\frac{\text{B takes B}}{\text{P takes B}}$)

10. $\frac{\text{Q to Q Kt 3}}{\text{Q to B sq}}$ 11. $\frac{\text{P takes P}}{\text{P takes P}}$ 12. $\frac{\text{Kt to K Kt 5}}{\text{Kt to K Kt 5}}$ followed by

R to K sq.)

If 6. $\frac{\text{P takes Q Kt P}}{\text{P takes Q Kt P}}$ 7. $\frac{\text{Q B takes P}}{\text{K to B sq or see (A) (B)}}$ 8. $\frac{\text{P to K 5}}{\text{Q to K 2}}$

9. $\frac{\text{P to Q R 3}}{\text{B to Q B 4}}$ 10. $\frac{\text{Q Kt to B 3}}{\text{P to Q 3}}$ 11. $\frac{\text{Kt to Q 5}}{\text{Q to Q 2}}$ 12. $\frac{\text{R to K sq}}{\text{P takes P}}$

13. $\frac{\text{Q B takes P}}{\text{Kt takes B}}$ 14. $\frac{\text{Kt takes Kt}}{\text{Q to Q sq}}$ 15. $\frac{\text{Kt takes K B P and wins.}}{\text{Kt takes K B P and wins.}}$

VARIATION (IV.)

On Black's fourth move :—

- | | |
|-----------------|------------------|
| | 4. Q to K B 3 |
| 5. Castles | 5. P to Q 3 |
| 6. P to Q B 3 | 6. B to K Kt 5 |
| 7. Q to Q Kt 3 | 7. Castles (Q R) |
| 8. B to K Kt 5 | 8. Kt to Q R 4 |
| 9. Q to Kt 5 | 9. Q to Kt 3 |
| 10. Kt to K R 4 | |

With the advantage.

Black's fourth move of Q to K B 3 may be dismissed, as unnecessarily cramping and dangerous. Although there are other variations, the above serves to demonstrate its inadvisability. On his sixth move in this variation Black may, however, play P to Q 6, thus :—

- | | | | |
|--------------------|----------------------------------|----------------------------------|-----------------------|
| 6. <u>P to Q 6</u> | 7. <u>Q takes P</u>
Q to Kt 3 | 8. <u>B to K B 4</u>
B to K 2 | 9. <u>Kt to Q R 3</u> |
|--------------------|----------------------------------|----------------------------------|-----------------------|
- followed by 10. Kt to Q B 2, with a good game.

GAME THE SECOND.

WHITE.

1. P to K 4
2. Kt to K B 3
3. P to Q 4
4. Kt takes P, or (A)
5. P to K B 4 (best)

BLACK.

1. P to K 4
2. Kt to Q B 3
3. Kt takes P
4. Kt to K 3 (best)

White can also play 5. B to Q B 4, and get a good game, thus :

- | | | |
|-------------------------------------|-------------------------------|--|
| 5. <u>B to Q B 4</u>
Kt to K B 3 | 6. <u>Castles</u>
P to Q 3 | 7. <u>Kt to Kt 4</u>
B to K 2, even game, |
|-------------------------------------|-------------------------------|--|

- Suppose: 8. $\frac{\text{P to Q B 3}}{\text{P to Q B 3}}$ 9. $\frac{\text{Kt to K R 4}}{\text{Q to K R 3}}$ 10. $\frac{\text{P to K Kt 3}}{\text{P to K Kt 4}}$
11. $\frac{\text{P takes P}}{\text{Kt takes P}}$ 12. $\frac{\text{Q Kt to K 4}}{\text{B to K 2}}$ 13. $\frac{\text{Kt to K B 5, \&c.}}$

(A.)

- | | |
|----------------|---------------------|
| 4. Kt takes Kt | 4. P takes Kt |
| 5. Q takes P | 5. Kt to K 2 (best) |
| 6. B to Q B 4 | 6. Kt to Q B 3 |
| 7. Q to Q 5 | 7. Q to B 3 |
| 8. Castles | 8. B to K 2 |

Even game.

If Black play 8. B to Q Kt 5, White obtains a slight advantage in position by 9. P to Q B 3, followed, upon the Bishop retreating to Q R 4, by 10. P to K B 4 or P to K 5.

GAME THE THIRD.

WHITE.

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

BLACK.

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

For the consequences of Black's playing 4. Kt takes Kt, or 4. Q to K R 5, see Variations (I.), (II.). A difference of opinion exists amongst good players as to which is Black's best fourth move. Mr. Wisker prefers 4. B to Q B 4, whilst Herr Zukertort considers 4. Q to K R 5 to be Black's best play. We prefer the latter move.

5. B to K 3 (best)

This is now considered stronger than the old move, 5. Kt takes Kt, given in the "Handbook," p. 173.)

5. Q to K B 3 (best)
 6. K Kt to K 2
 6. P to Q B 3
 7. B to K 2

Another move—*viz.*, P to K B 4, has been suggested for White here, with the following continuation :

7. $\frac{P \text{ to } K B 4}{P \text{ to } Q 4}$ 8. $\frac{P \text{ to } K 5}{Q \text{ to } K Kt 3}$ 9. $\frac{P \text{ to } K B 5}{Q B \text{ takes } P}$
 10. Kt takes B, winning a piece. Black, however, is not compelled to play
 7. P to Q 4 on his seventh move.

7. P to Q 4 (best)

Castling here is not so good for Black.

8. B to Q 3

And the game is even.

For further analysis of this branch of the opening, *see* Illustrative Games.

VARIATION (I.)

On Black's Fourth Move.

4. Kt takes Kt.

5. Q takes Kt

And we arrive at the same position as that which occurs on p. 127. (*See* Variation A, Game the Second.)

VARIATION (II.)

On Black's Fourth Move.

4. Q to K R 5

This move has of late been frequently adopted in matches of importance—notably in the celebrated contest between the London and Vienna clubs. It was invented many years ago,

and so far back as 1846, an elaborate analysis was published in the "Schachzeitung," to prove that the defence of Q to K R 5 was perfectly sound. White has now several ways of continuing the attack—*viz.*, Kt to Q B 3, Kt to K B 3, Q to Q 3, and Kt to Q Kt 5, the last of which moves is considered to be White's strongest mode of play, and is the invention of Mr. Horwitz. The three first are inferior, and, with correct play, ought incontestably to give Black the advantage.

We will now examine these moves seriatim.

Firstly, then : 5. $\frac{\text{Kt to Q B 3}}{\text{B to Q Kt 5}}$ 6. $\frac{\text{Q to Q 3}}{\text{B takes Kt (ch)}}$ 7. $\frac{\text{P takes B}}{\text{Kt to K B 3}}$
with a superior game.

Secondly : 5. Kt to K B 3.

This move—the invention of Mr. Fraser—although ingenious enough, is quite unsound, inasmuch as it relinquishes a valuable Pawn that can never be regained. Black can safely capture the Pawn with Queen, checking, *e.g.* :

5. $\frac{\text{Q takes P (ch)}}{\text{Q takes P (ch)}}$ 6. $\frac{\text{B to K 2}}{\text{B to Kt 5 (ch)}}$ 7. $\frac{\text{P to B 3}}{\text{B to B 4}}$ with no disadvantage.

Thirdly : 5. $\frac{\text{Q to Q 3}}{\text{Q Kt to K 4}}$, and Black has gained time, with a fine game.

This move is recommended by Jaenisch. Staunton gives for Black

5. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 6. $\frac{\text{Kt takes Q Kt}}{\text{Q P takes Kt}}$ 7. $\frac{\text{P to K 5}}{\text{B to Q B 4}}$ 8. $\frac{\text{Q B to K 3}}{\text{B takes B}}$
9. $\frac{\text{Q takes B}}{\text{Kt to Kt 5}}$ 10. $\frac{\text{Q to K 2}}{\text{Q to K 2}}$ 11. $\frac{\text{P to K B 4}}{\text{Q to Q Kt 5 (ch)}}$, with the advantage.

The following continuation, which occurred in a game played at the Clifton Tourney, between Mr. Thompson and the Author, deserves notice :—

5. $\frac{\text{Q to Q 3}}{\text{Kt to K B 3}}$ 6. $\frac{\text{Kt to Q B 3}}{\text{B to Q Kt 5}}$ 7. $\frac{\text{Kt takes Kt}}{\text{Q P takes Kt}}$ 8. $\frac{\text{B to Q 2}}{\text{B takes Kt}}$
9. $\frac{\text{B takes B}}{\text{Kt takes K P}}$ 10. $\frac{\text{Q to K 3}}{\text{Q to K 2}}$ 11. $\frac{\text{B takes K Kt P}}{\text{R to K Kt sq}}$ 12. $\frac{\text{B to Q 4}}{\text{P to Q B 4}}$

13. $\frac{B \text{ to } Q \text{ B } 3}{Kt \text{ takes } B}$ 14. $\frac{Q \text{ takes } Q \text{ (ch)}}{K \text{ takes } Q}$ 15. $\frac{P \text{ takes } Kt}{B \text{ to } K \text{ B } 4}$, and Black has slightly the better position.

Fourthly : 5. Kt to Q Kt 5. As this is White's best move, we resume with it the main variation.

- | | |
|-----------------|--|
| 5. Kt to Q Kt 5 | 5. B to Q Kt 5 (ch),
or <i>see</i> (A.), (B.) |
| 6. B to Q 2 | 6. Q takes K P (ch) |
| 7. B to K 2 | 7. K to Q sq |
| 8. Castles | |

Mr. Staunton thinks now that White's game is much to be preferred (*vide* "Handbook," p. 172), but this is very questionable (*see* Illustrative Game XVII., between London and Vienna).

8. Kt to K B 3

London played here 8. B takes B against Vienna, and won eventually.

- | | |
|------------------|---------------|
| 9. Q Kt to Q B 3 | 9. Q to K R 5 |
|------------------|---------------|

And Black appears to maintain the Pawn without danger, for if now

- | | |
|-----------------|----------------|
| 10. P to K Kt 3 | 10. Q to K R 6 |
|-----------------|----------------|

Followed by Q to K B 4, or P to Q 3, with a safe game, and a Pawn ahead.

(A.)

- | | |
|-------------|---------------------|
| 6. B to K 2 | 5. Q takes K P (ch) |
| 7. Castles | 6. K to Q sq or (a) |
| | 7. P to Q R 3 |

8. Q Kt to Q B 3

8. Q to K sq (best)

9. K Kt to Q 4

With a better position.

(a)

6. B checks

7. Kt to Q 2
Q takes Kt P8. B to K B 3
Q to K Kt 39. Kt takes Q B P (ch)
K to Q sq10. Kt takes R
Kt to K B 311. P to Q B 3
R to K sq (ch)12. B to K 2
Q to K Kt 713. R to B sq
Kt to Q 414. Kt to Q B 4
B takes P (ch)15. P takes B
Kt takes Q B P16. Kt to K 3
R takes Kt17. B takes R
Kt takes Q18. R takes Kt
Q takes K R P19. R to Q 3
Q to Q Kt sq

and Black has a winning position. This beautiful variation occurred, we believe, in actual play in a game between Messrs. Steinitz and Rosenthal. Black's seventh move of Q takes Kt P is the invention of Mr. Steinitz ("Handbuch," p. 147). The usual move at this point is 7. B takes Kt (ch)

8. B takes B
K to Q sq9. Castles
P to Q R 310. B to K B 3
Q to K Kt 3

11. Kt to Q B 3, and,

as the "Handbuch" observes, it will be difficult for Black to bring his Queen's Rook into play.

(B.)

5. B to Q B 4

6. Q to K B 3 or (b)

6. Kt to Q 5

7. Kt takes B P (ch)

7. K to Q sq

8. Q to K B 4

8. Kt takes Q B P (ch)

9. K to Q sq

9. Q takes Q

10. B takes Q

10. Kt takes Q R

11. Kt takes Q R

With the better game.

(b)

6. Q to K 2
B to Q Kt 37. B to K 3
B to R 4 (ch)8. B to Q 2
B takes B (ch)9. Kt takes B
Q to Q sq10. Castles (Q R)
P to Q R 3, &c.

GAMES ILLUSTRATIVE OF THE SCOTCH GAMBIT.

GAME I.—Between W. H. C. and C. R. H., taken from “*The Hartford Times*” (*American paper*).

WHITE (W. H. C.).	BLACK (C. R. H.)
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. B to Q B 4	4. B to Q B 4
5. Kt to K Kt 5	5. Kt to K R 3
6. Kt takes K B P	6. Kt takes Kt
7. B takes Kt (ch)	7. K takes B
8. Q to K R 5 (ch)	8. P to K Kt 3
9. Q takes B (a)	9. P to Q 4 (b)
10. Castles	10. P takes P
11. P to Q B 3	11. R to K sq (c)
12. B to K Kt 5	12. Q to Q 2
13. Kt to Q 2	13. P to Q Kt 3
14. Q to Q B 4 (ch)	14. K to Kt 2
15. Q R to K sq	15. P takes P
16. Q takes P (ch)	16. K to Kt sq
17. Kt takes P	17. R takes Kt
18. R takes R	18. B to Q Kt 2
19. Q to B 4 (ch)	19. K to Kt 2
20. R to B 4	20. R to K B sq
21. B to K R 6 (ch)	21. K takes B
22. R takes R	22. Kt to K 4
23. Q to K B 4 (ch)	23. K to Kt 2
24. Q to K B 6 (ch)	24. K to R 3
25. Q takes Kt	

And Black resigned.

(a) Staunton suggests Q to Q 5 (ch) before taking the Bishop, but it does not appear to lead to much : e.g.,

9. Q to Q 5 (ch)
K to Kt 2

10. Q takes B
P to Q 4

11. P to Q Kt 4

P takes K P, or R to K sq, and Black still has a Pawn ahead.

(b) Far stronger than the old move of P to Q 3.

(c) B to K B 4, shutting out the hostile Queen, is a more forcible move, in our opinion.

GAME II.—*Between Messrs. KOLISCH and ANDERSSSEN.*

(From "La Régence.")

WHITE (Mr. Kolisch).	BLACK (Mr. Anderssen).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. B to Q B 4	4. B to Q B 4
5. Castles	5. P to Q 3
6. P to Q B 3	6. B to K Kt 5 (a)
7. Q to Q Kt 3 (b)	7. B takes Kt
8. B takes P (ch)	8. K to B sq
9. B takes Kt (c)	9. R takes B
10. P takes B	10. P to K Kt 4 (d)
11. Q to Q sq (e)	11. Q to Q 2
12. P to Q Kt 4	12. B to Q Kt 3
13. B to Q Kt 2	13. P to Q 6
14. Q takes P (f)	14. Kt to K 4
15. Q to K 2	15. Q to K R 6
16. Kt to Q 2	16. P to K Kt 5

And White resigned.

GAME III.—*Between Messrs. MACDONNELL and STEINITZ.*

(From "The Games of the Chess Congress.")

WHITE (Mr. MacDonnell).	BLACK (Mr. Steinitz).
1. P to K 4	1. P to K 4
2. P to Q 4	2. P takes P
3. Kt to K B 3	3. Kt to Q B 3
4. B to Q B 4	4. B to Q B 4
5. Castles	5. P to Q 3
6. P to Q B 3	6. B to K Kt 5 (a)

(a) This is much superior to the old move of Kt to K B 3.

(b) After this Mr. Anderssen thinks White cannot save the game.

(c) Perhaps P takes B would be preferable, though even then Black ought to get the advantage.

(d) A capital move!

(e) Here we believe Q to K 6 would have yielded White more resource.

(f) Again Kt to Q 2 would have been better play.

(a) See note to preceding game.

- | | |
|-----------------------------|--------------------------------|
| 7. P to Q Kt 4 (<i>b</i>) | 7. B to Q Kt 3 |
| 8. P to Q R 4 | 8. P to Q R 4 |
| 9. P to Q Kt 5 | 9. Kt to K 4 |
| 10. B to K 2 | 10. P to Q 6 |
| 11. B takes P | 11. B takes Kt (<i>c</i>) |
| 12. P takes B | 12. Q to K R 5 |
| 13. K to R sq | 13. B takes K B P (<i>d</i>) |
| 14. R to Q R 2 | 14. B to Q Kt 3 |
| 15. R to K Kt 2 | 15. Kt to K B 3 |
| 16. B to K 2 | 16. P to K R 3 |
| 17. P to K B 4 | 17. Kt to K Kt 3 |
| 18. P to K B 5 | 18. Kt to K 4 |
| 19. R to K B 4 | 19. Q to K R 6 |
| 20. R to K Kt 3 | 20. Q takes R |
| 21. P takes Q | 21. P to K R 4 |
| 22. Kt to Q 2 | 22. K Kt to Kt 5 |
| 23. Kt to Q B 4 | 23. Kt to K B 7 (<i>ch</i>) |
| 24. R takes Kt | 24. B takes R |
| 25. B to K B 4 | 25. P to K R 5 |
| 26. P to K Kt 4 | 26. P to K B 3 |
| 27. Q to Q 5 | 27. Castles (Q R) |
| 28. B to K 3 | 28. B to K Kt 6 |
| 29. Kt takes Q R P | |

And Black resigns.

GAME IV.—*Between Messrs. KOLISCH and HARRWITZ.*

- | WHITE (Mr. Kolisch). | BLACK (Mr. Harrwitz). |
|----------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. B to Q B 4 | 4. B to Q B 4 |
| 5. Castles | 5. P to Q 3 |

(*b*) This move, although it is to be preferred to 7. Q to Q Kt 3, ought still to give Black the advantage. In fact, after Black's sixth move of B to K Kt 5, White must get a had game, play as he will.

(*c*) Mr. Lowenthal thinks Kt takes Kt would have been a better move here.

(*d*) Kt to K B 3 instead of the move made would have given Black a fine game.

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

(a) A bad move! B to K Kt 5 is the correct play.

(b) Kt to K 2 has been suggested as a better move at this juncture.

(c) This was evidently a miscalculation.

(d) If 27. $\frac{\text{P to K Kt 4}}{\text{P takes B}}$ 28. $\frac{\text{B takes P}}{\text{P takes B}}$ 29. $\frac{\text{R takes B}}{\text{R takes R}}$ 30. $\frac{\text{Q takes R}}{\text{Q takes Q}}$

31. $\frac{\text{Kt takes P (ch), \&c.}}{\text{P takes B}}$

(e) R takes R would have lost the game: e.g., 28. $\frac{\text{R takes R}}{\text{Q takes Kt (ch)}}$

29. $\frac{\text{K to K sq}}{\text{Q to K R 8 (ch)}}$ 30. $\frac{\text{K to K 2}}{\text{Q takes K R P (ch), winning the piece, for if:}}$
 B to K B 2
 P to B 6 (ch), winning Queen.

38. R to K B 6 (ch) (*f*)

38. P takes R

39. B to K B 4 (ch)

And Black resigned.

GAME V.—Between Messrs. WAYTE and HAMPTON.

WHITE (Mr. Wayte).

BLACK (Mr. Hampton).

1. P to K 4
2. Kt to K B 3
3. P to Q 4
4. B to Q B 4
5. Castles
6. P to Q B 3
7. Q to Q Kt 3
8. Q takes B P
9. P to Q R 3
10. P to Q Kt 4
11. Q to Q Kt 3
12. Q Kt to Q B 3
13. Kt takes Kt
14. R to Q R 2
15. Q takes B
16. R to Q B 2 (*a*)
17. P to Q R 4
18. B to K B 4
19. B to K Kt 3
20. B to Q Kt 3
21. P to K B 4
22. K R to Q sq
23. B to Q 5
24. P takes P
25. B takes B (ch)
26. R takes R (ch)
27. Q to Q B 4
28. Q takes R, and wins (*c*).

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

(*f*) A brilliant termination!

(*a*) Mr. Lowenthal, in some elaborate analysis, shows that P to K B 4 would have been a more forcible move in this position.

(*b*) A gross blunder! Kt to Q 3 would have given resource.

(*c*) To anticipate any objections that might be made to a few of the games comprised in the present collection, it may be stated that the "parties" in question have been selected more as illustrations of novel modes of attack and defence than as examples of accurate play.

GAME VI.—*Between Messrs. MORPHY and BODEN.*

WHITE (Mr. Morphy).	BLACK (Mr. Boden).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. B to Q B 4	4. B to Q B 4
5. Castles	5. P to Q 3
6. P to Q B 3	6. Kt to K B 3(a)
7. P takes P	7. B to Q Kt 3
8. Q Kt to B 3 (b)	8. Castles (c)
9. P to Q 5	9. Kt to Q R 4 (d)
10. B to Q 3	10. P to Q B 4
11. B to K Kt 5	11. P to K R 3
12. B to K R 4	12. B to K Kt 5
13. P to K R 3	13. B to K R 4
14. P to K Kt 4	14. B to K Kt 3
15. Q to Q 2	15. R to K sq
16. Q R to K sq	16. B to Q B 2
17. Kt to Q Kt 5	17. K to R 2
18. Q B takes Kt	18. P takes B
19. Kt takes B	19. Q takes Kt
20. Q to B 3	20. Q to Q sq
21. Kt to R 4	21. P to Q Kt 3
22. P to K B 4	22. K to Kt 2
23. Kt takes B	23. P takes Kt
24. P to K 5	24. Q R to B sq
25. B to Q Kt sq	25. K to B 2
26. P to K 6 (ch)	26. K to Kt 2
27. Q to Q 3	27. P to K B 4
28. P takes P	28. Q to B 3
29. P takes P	29. Q takes Q Kt P
30. P to K B 5	30. Q to B 3
31. P to K 7	31. P to Q B 5

(a) The position is now resolved into an ordinary Giuoco Piano.

(b) In a game between the author and Mr. Wisker, precisely the same position occurred in the Centre Gambit, opening by the following transposition of moves:

1. $\frac{P \text{ to } K 4}{P \text{ to } K 4}$	2. $\frac{P \text{ to } Q 4}{P \text{ takes } P}$	3. $\frac{Kt \text{ to } K B 3}{B \text{ to } Q B 4}$	4. $\frac{B \text{ to } Q B 4}{Q Kt \text{ to } B 3}$
5. $\frac{P \text{ to } Q B 3}{Kt \text{ to } K B 3}$	6. $\frac{\text{Castles}}{P \text{ to } Q 3}$	7. $\frac{P \text{ takes } P}{B \text{ to } Kt 3}$	8. $\frac{Q Kt \text{ to } B 3}{Q Kt \text{ to } B 3}$

(c) Castling at this juncture is inferior to Q B to K Kt 5—a move adopted with success by Mr. Wisker. Mr. Boden in another game played B to K Kt 5, but failed to follow it up correctly.

(d) Mr. Staunton, in his notes to this game in the "Praxis," disapproves of this move.

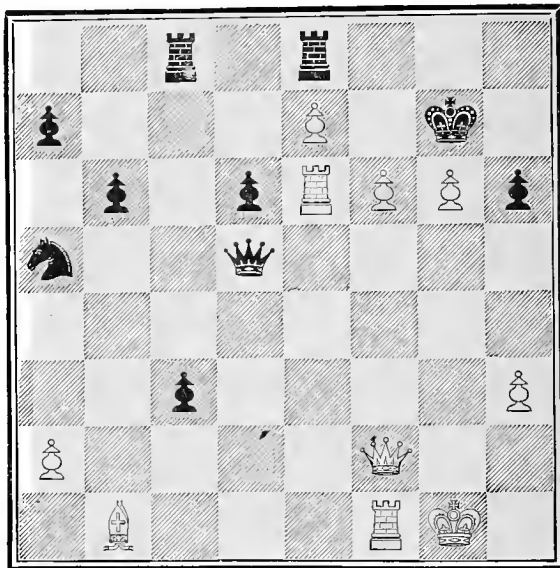
32. Q to K Kt 3
 33. Q R to K 6
 34. Q to B 2
 35. P to B 6 (ch)

32. P to B 6
 33. Q to Q 5 (ch)
 34. Q takes Q P

And Black resigned.

DIAGRAM.

BLACK.



WHITE.

GAME VII.—*Between Messrs. MORPHY and BODEN.*

WHITE (Mr. Morphy).

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

BLACK (Mr. Boden).

1. P to K 4
2. Kt to Q B 3
3. P takes P
4. B to Q B 4
5. P to Q 3
6. Kt to K B 3 (a)
7. B to Q Kt 3
8. B to K Kt 5 (b)

(a) The game now resolves itself into the Giuoco Piano opening.

(b) The best move and one which secures Black the advantage. Castling here is much inferior. (See notes to preceding Game.)

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

(c) This is not a good move, Q to Q 2 would have been better play. (See GAME VIII.)

(d) Mr. Lowenthal thinks this is Black's best move. We entertain quite a different opinion, and believe that 10. Kt to Q Kt 5, as adopted by Mr. Wisker against ourselves, is a superior line of play, since it at once wrests the attack from White. (See next Game.)

- | | |
|------------------------|--------------------|
| 46. K to Kt sq | 46. B to B Kt 5 |
| 47 R to R 6 | 47. R takes R |
| 48. R takes R | 48. R to K R 2 (e) |
| 49. R takes P (ch) (f) | 49. K to B sq |
| 50. R to R 6 | 50. R takes R |
| 51. P takes R | 51. Q takes P |

And the game was drawn.

GAME VIII.—*Between Messrs. GOSSIP and WISKER.*

(Played in "The Glowworm Tourney.")

WHITE (Mr. Gossip.)

BLACK (Mr. Wisker).

The same position occurred in this game as in the preceding one between Messrs. Morphy and Boden, after White's tenth move, the moves being merely transposed as follows:—

- | | | | |
|---|---|---|--|
| 1. $\frac{P \text{ to } K \ 4}{P \text{ to } K \ 4}$ | 2. $\frac{P \text{ to } Q \ 4}{P \text{ takes } P}$ | 3. $\frac{Kt \text{ to } K \ B \ 3}{B \text{ to } Q \ B \ 4}$ | 4. $\frac{B \text{ to } Q \ B \ 4}{Q \ Kt \text{ to } B \ 3}$ |
| 5. $\frac{P \text{ to } Q \ B \ 3}{Kt \text{ to } K \ B \ 3}$ | 6. $\frac{\text{Castles}}{P \text{ to } Q \ 3}$ | 7. $\frac{P \text{ takes } P}{B \text{ to } Q \ Kt \ 3}$ | 8. $\frac{Kt \text{ to } Q \ B \ 3}{B \text{ to } K \ Kt \ 5}$ |
| 9. $\frac{B \text{ to } K \ 3}{\text{Castles}}$ | 10. $\frac{Q \text{ to } Q \ 3}{}$ | | |

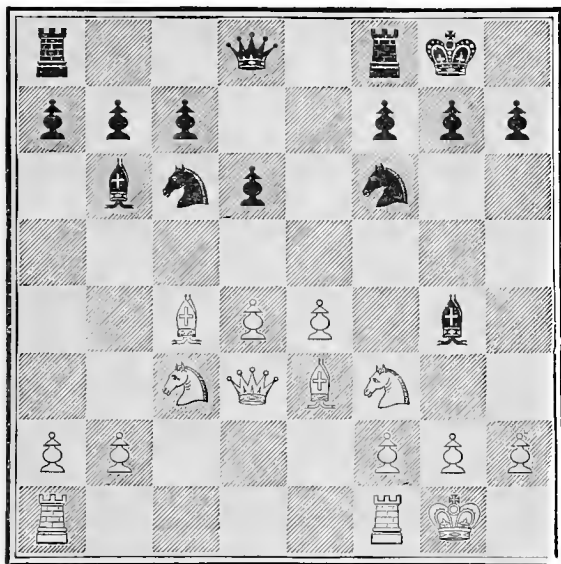
(e) Q to K Kt 2 is the correct play.

(f) P to K 6 instead would have won the game off-hand.

DIAGRAM

Showing the position of the forces after White's tenth move.

BLACK.



WHITE.

- | | |
|------------------|----------------------|
| 11. Q to Q 2 | 10. Kt to Q Kt 5 (a) |
| 12. P takes P | 11. P to Q 4 |
| 13. P takes B | 12. Q B takes Kt |
| 14. B to K Kt 5 | 13. Q Kt takes Q P |
| 15. K to R sq | 14. Q to Q 2 |
| 16. P to K B 4 | 15. Q to K B 4 (b) |
| 17. Q B takes Kt | 16. P to K R 3 |
| 18. Q R to K sq | 17. Kt takes B |
| 19. R to K 5 | 18. Q R to Q sq |
| | 19. Q to K R 6 |

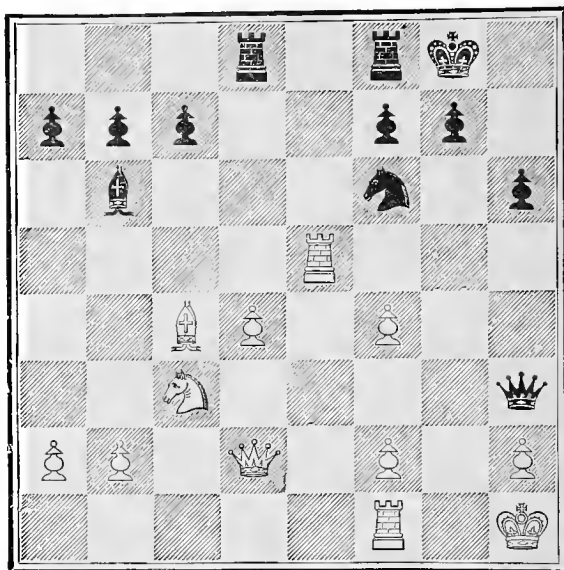
(a) We think this far better than Q to Q 2—the move recommended by Mr. Lowenthal here.

(b) Black's game may now be taken for choice.

DIAGRAM.

Position after Black's 19th move, White having to play.

BLACK.



20. Q to K 3 (c)
21. Kt to Q 5 (d)
22. Q to K Kt 3
23. B P takes Q
24. Q P takes Kt
25. R to K sq
26. Kt takes B (e)
27. P to K B 5
28. B to Q Kt 3

20. Q to K R 5
21. Kt to K Kt 5
22. Q takes Q
23. Kt takes R
24. K R to K sq
25. P to Q B 3
26. P takes Kt
27. P to Q Kt 4
28. K to B sq

(c) This is the only possible move to avoid loss (see Diagram above). If

20. $\frac{R \text{ to } K 3}{Q R \text{ takes } Q P}$ 21. $\frac{Q \text{ takes } R}{Q \text{ takes } K R (ch)}$ 22. $\frac{B \text{ takes } Q}{B \text{ takes } Q}$, and Black has

a pawn ahead and a better position. As the position is remarkably interesting, we append a Diagram, showing the state of the Game after Black's 19th move.

(d) A gross error. Q to K Kt 3 was the correct move, but even that would have given Black the advantage: e.g., 21. $\frac{Q \text{ to } K Kt 3}{Q \text{ takes } Q}$ 22. $\frac{B P \text{ takes } Q}{B \text{ takes } Q P}$, &c.

(e) Kt to Kt 4 would perhaps have given more resource.

- | | |
|---------------------|-------------------------|
| 29. P to K 6 | 29. P to Q B 4 |
| 30. R to K 5 | 30. P to Q B 5 |
| 31. B to B 2 | 31. R to Q 7 |
| 32. B to K 4 | 32. R takes Q Kt P |
| 33. R to Q B 5 | 33. P takes K P |
| 34. B takes Q Kt P | 34. R to Q sq |
| 35. B to K B 3 | 35. K R to Q 7 |
| 36. R to Q B 8 (ch) | 36. K to K 2, and wins. |

GAME IX.—*Between Messrs. KOLISCH and MACZUSKI.*

- | WHITE (Mr. Maczuski). | BLACK (Mr. Kolisch). |
|-----------------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes P (a) | 4. Q to K R 5 (b) |
| 5. Kt to Q B 3 | 5. B to Q Kt 5 |
| 6. Q to Q 3 | 6. Kt to K B 3 (c) |
| 7. Kt takes Q Kt | 7. Q P takes Kt |
| 8. B to Q 2 | 8. B takes Kt |
| 9. B takes B | 9. Kt takes K P |
| 10. Q to Q 4 | 10. Q to K 2 |
| 11. Castles (Q R) | 11. Q to K Kt 4 (ch) |
| 12. P to K B 4 | 12. Q takes P (ch) |
| 13. B to Q 2 | 13. Q to K Kt 5 |
| 14. Q to Q 8 (ch) (d) | 14. K takes Q |
| 15. B to K Kt 5 (double ch) | 15. K moves |
| 16. R mates | |

GAME X.—*Between Mr. ROSENTHAL and Mr. G. B. FRASER and
Mr. W. N. WALKER, in Consultation.*

(From "The Illustrated London News.")

- | WHITE (The Allies). | BLACK (Mr. R.). |
|---------------------|-----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |

(a) This is stronger than B to Q B 4, which gives the second player the advantage unless White turns the game into the Giuoco Piano by moving P to Q B 3 on his next move.

(b) This move was invented by Mr. Pulling, and, we believe, ought, with the best play, to ensure the advantage to Black.

(c) B takes Q Kt is better play.

(d) A charming termination.

- | | |
|---------------------|-------------------------|
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes Q P | 4. Q to K R 5 |
| 5. Kt to K B 3 (a) | 5. Q takes K P (ch) |
| 6. B to K 2 | 6. B to Q Kt 5 (ch) (b) |
| 7. P to Q B 3 | 7. B to Q B 4 |
| 8. Castles | 8. Kt to K B 3 |
| 9. B to K Kt 5 | 9. Castles |
| 10. Q Kt to Q 2 | 10. Q to K Kt 3 |
| 11. B takes Kt | 11. Q takes B |
| 12. Kt to K 4 | 12. Q to K 2 |
| 13. B to Q 3 | 13. P to Q 4 |
| 14. Kt takes B | 14. Q takes Kt |
| 15. Kt to K Kt 5 | 15. P to K R 3 (c) |
| 16. Q to K R 5 | 16. Kt to K 4 |
| 17. B to K R 7 (ch) | 17. K to R sq |
| 18. Q R to K sq | 18. P to K B 3 |
| 19. B to Q Kt sq | 19. B to K Kt 5 |
| 20. Q to K R 4 | 20. B P takes Kt |
| 21. Q to K Kt 3 | 21. Kt to B 6 (ch) |
| 22. P takes Kt | 22. B takes P |
| 23. R to K 3 | 23. P to K Kt 5 |
| 24. K R to K sq | 24. B to K 5 |
| 25. B takes B | 25. P takes B |
| 26. Q takes K Kt P | 26. R to K B 4 |
| 27. Q takes K P | 27. Q R to K B sq |
| 28. K R to K 2 | 28. R to B 5 |
| 29. Q to K 5 | 29. Q to Q B 5 |
| 30. R to K Kt 3 | 30. Q to K B 2 |

The game was here abandoned as a drawn battle.

(a) This is the new variation proposed by Mr. Fraser. The customary move, as most of our readers are aware, is to play the Kt to Q Kt 5, the result of which, unless great care is shown, is to give some advantage to the second player. How far, if at all, Mr. Fraser's deviation is an improvement upon the old course it would be premature to say. For the present, we must leave it to speak for itself.

(b) In a game which follows, between Mr. Fraser and Mr. Rosenthal, where the same variation is adopted, Mr. Rosenthal now played P to Q 3, instead of checking with the Bishop.

(c) It will be admitted, we believe, by all good players that the Allies have at this point a superiority of position which more than counterbalances their minority in Pawns.

GAME XI.—*Between Messrs. G. B. FRASER and ROSENTHAL, the latter playing seven other Games simultaneously at the time.*

(From "The Illustrated London News.")

WHITE (Mr. Fraser).	BLACK (Mr. Rosenthal).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. Kt takes Q P	4. Q to K R 5
5. Kt to K B 3	5. Q takes K P (ch)
6. B to K 2	6. P to Q 3 (a)
7. Kt to Q B 3	7. Q to K 2
8. B to K Kt 5	8. P to K B 3
9. B to K B 4	9. B to K 3
10. Castles	10. Castles (Q's side)
11. Kt to Q 4	11. Kt takes Kt
12. Q takes Kt	12. P to Q Kt 3
13. P to Q R 4	13. P to Q B 4
14. B to Q R 6 (ch) (b)	14. K to Kt sq
15. Q to Q 3	15. B to Q B sq
16. P to Q R 5	16. B takes B
17. Q takes B	17. Q to Q Kt 2
18. P takes P	18. Q takes P
19. Q to Q 3	19. K to Kt 2
20. R to Q R 3	

And White won the game in a few more moves.

GAME XII.—*Between Mr. STAUNTON and AN AMATEUR.*

(From "The Illustrated London News.")

WHITE (Mr. Staunton).	BLACK (Mr. —).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3

Notes by the Editor of "The Illustrated London News."

(a) It may be questioned whether this move, confining the King's Bishop, as it does confine him for some time, is the best reply at this moment.

(b) Q to K 4 would also have been a winning move. For suppose—

14. Q to K 4	14. P to Q 4 (c)
15. B to Q R 6 (ch)	15. K to Q 2
16. Kt takes Q P	16. Q to B 2

and White gives Mate in three moves.

(c) If he play K to Kt sq, or K B 2, then 15. B to K B 3 wins.

- | | |
|-------------------------|--------------------------|
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes P | 4. Q to K R 5 |
| 5. Kt to Q Kt 5 (a) | 5. B to Q B 4 (b) |
| 6. Q to K B 3 | 6. Kt to Q 5 |
| 7. Kt takes Q B P (ch) | 7. K to Q sq |
| 8. Q to K B 4 | 8. Kt takes Q B P (ch) |
| 9. K to Q sq | 9. Q takes Q |
| 10. B takes Q | 10. Kt takes Q R |
| 11. Kt takes Q R | 11. P to Q 3 |
| 12. Kt to Q B 3 | 12. Kt to K 2 |
| 13. B to Q B 4 | 13. B to K Kt 5 (ch) (c) |
| 14. P to K B 3 | 14. B to K R 4 |
| 15. K to Q 2 | 15. K to Q 2 |
| 16. P to Q Kt 4 | 16. B takes P |
| 17. R to Q Kt sq | 17. B takes Kt (ch) |
| 18. K takes B | 18. R takes Kt |
| 19. R takes Q Kt P (ch) | 19. K to Q sq |
| 20. B takes Q P | 20. Kt to Q B 3 |
| 21. B takes K B P | 21. B takes B |
| 22. R takes B | 22. R to Q B sq |
| 23. K to Q Kt 2 | 23. Kt to Q B 7 |
| 24. R to K B 8 (ch) | 24. K to Q 2 |
| 25. R takes R | 25. K takes R |
| 26. K takes Kt | |

And White must win.

Notes by the Editor of "The Illustrated London News."

(a) The point in dispute was whether this move, introduced by Mr. Horwitz, could be successfully adopted in reply to the previous move of Black—Q to K R 5. The general opinion, both here and in Germany, appeared to be that it could not; but the author of the "Handbook" thought differently, and, in support of his view, published the series of moves which forms the basis of the present little game.

(b) It may be well to remark, for the benefit of the uninitiated, that if the second player now take the K Pawn instead of playing out his Bishop, he obtains an inferior position. For suppose—

- | | |
|-------------|---------------------|
| 5. | 5. Q takes K P (ch) |
| 6. B to K 2 | 6. K to Q sq |

If he play B to Q 3 for the purpose of saving his Q B Pawn, White may capture the Bishop with his Queen.

- | | |
|-------------------|---------------|
| 7. Castles | 7. P to Q R 3 |
| 8. Q Kt to Q B 3 | 8. Q to K sq |
| 9. Kt to Q 4, &c. | |

(c) This appears to be his best play. If he move P to Q Kt 3, White answers with B to Q 5, &c.

GAME XIII.—*Between Mr. STAUNTON and one of the Best Players of the Age*

(From "The Illustrated London News.")

WHITE (Mr. Staunton).	BLACK (Mr. —).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. B to Q B 4	4. Kt to K B 3
5. B to K Kt 5	5. P to K R 3
6. B takes Kt	6. Q takes B
7. Castles	7. B to Q B 4
8. P to Q B 3	8. P to Q 6
9. P to K 5	9. Q to K B 5
10. Q takes P	10. Castles
11. P to Q Kt 4	11. B to Q Kt 3
12. P to Q R 4	12. P to Q R 4
13. P to K Kt 3	13. Q to K Kt 5
14. P to Q Kt 5	14. Kt to K 2
15. Q Kt to Q 2	15. Kt to K Kt 3
16. K to R sq	16. P to Q 4 (a)
17. B takes Q P	17. B to K 3
18. B takes Q Kt P	18. Q R to Q sq
19. Q to K 4	19. Q to K R 4
20. Q to K 2	20. B to K Kt 5
21. Q R to Q sq	21. K R to K sq
22. Kt to Q B 4 (b)	22. R takes R
23. R takes R	23. Kt takes P
24. Q Kt takes Kt	24. R takes Kt
25. Q to Q 3 (c)	25. R to K B 4
26. Kt to K R 4	26. R takes K B P
27. Q to Q 8 (ch)	27. K to R 2
28. B to K 4 (ch)	28. P to K B 4

(a) Bold but good, since it enables him to extricate his forces, and bring them at once into action.

(b) The game is peculiarly critical, and proportionably interesting at this stage.

(c) If he had taken the Rook with his Queen, Black would obviously have won with ease by taking the Kt, checking.

(d) Here the position is extremely complicated and difficult, and this move of the Kt appears to be the only possible way to save the game.

- | | |
|----------------|------------------------|
| 29. B to Q 5 | 29. B to K B 6 (ch) |
| 30. Kt takes B | 30. R takes K R P (ch) |
| 31. Kt takes R | 31. Q takes R (ch) |
| 32. K to Kt 2 | 32. Q to K 7 (ch) |
| 33. K to R 3 | 33. Q to K R 4 (ch) |
| 34. Q to K R 4 | |

And Black resigns.

GAME XIV.—*Between Messrs. COCHRANE and STAUNTON.*

- | WHITE (Mr. Cochrane). | BLACK (Mr. Staunton). |
|-----------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. Kt takes P |
| 4. Kt takes P | 4. Kt to K 3 |
| 5. B to Q B 4 | 5. P to Q B 3 (a) |
| 6. Castles | 6. Kt to K B 3 |
| 7. Kt to Q B 3 (b) | 7. B to Q Kt 5 |
| 8. P to K B 4 | 8. Q to Q R 4 |
| 9. Kt takes K B P (c) | 9. K takes Kt |

(a) Threatening, if White take the Kt, to check with the Queen at Q R 4, and then to capture the Kt. It is not, however, a first-class move, for, if the first player does not take the Kt—as in the present game—Black's position is a good deal restricted.

(b) Mr. Cochrane at this point, in some after games, got up a beautiful attack, as follows:—

- | | |
|---------------------|------------------|
| 7. Kt takes K B P | 7. K takes Kt |
| 8. B takes Kt (ch) | 8. K takes B |
| 9. P to K 5 | 9. Kt to Q 4 |
| 10. P to Q B 4 | 10. Kt to Q Kt 3 |
| 11. K to R sq | 11. P to K R 4 |
| 12. P to K B 4, &c. | |

(c) Capitally played.

- | | |
|---------------------------|---------------------|
| 10. P to K B 5 | 10. Q to Q B 4 (ch) |
| 11. K to R sq | 11. Q takes B |
| 12. P takes Kt (ch) | 12. Q takes P |
| 13. Q to K R 5 (ch) | 13. P to K Kt 3 |
| 14. Q to K R 4 | 14. B takes Kt |
| 15. P takes B (d) | 15. R to K B sq |
| 16. B to K R 6, and wins. | |

GAME XV.—*Between Messrs. GOSSIP and KLING.*

(From "The Chess Player's Magazine.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Kling). |
|---------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. B to Q B 4 | 4. P to Q 3 (a) |
| 5. Kt takes P (b) | 5. Kt to K B 3 |
| 6. Kt to Q B 3 | 6. B to K 2 |
| 7. Castles | 7. Q Kt to K 4 |
| 8. B to Q Kt 3 | 8. Castles |
| 9. P to K B 4 | 9. Kt to Q B 3 |
| 10. K to R sq | 10. B to Q 2 |
| 11. P to K R 3 | 11. Kt takes Kt |
| 12. Q takes Kt | 12. Kt to K R 4 |
| 13. R to K B 3 | 13. P to Q B 3 |
| 14. P to K Kt 4 | 14. Kt to K B 3 |
| 15. P to K Kt 5 | 15. Kt to K R 4 |
| 16. B to K 3 | 16. Q to B 2 |
| 17. P to K B 5 | 17. P to Q 4 |

(d) Quite useless ; the Kt cannot be saved.

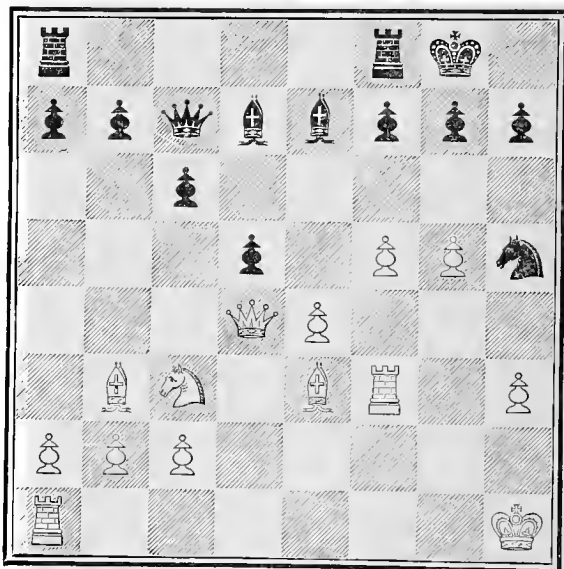
(a) This move resolves the Game into a variation of Philidor's Defence. Either Kt to K B 3 or B to Q B 4 are preferable.

(b) P to Q B 3 is recommended by Staunton here. The move in the text has, however, the recommendation of being adopted by Paulsen with success.

- | | |
|-------------------|--------------------------|
| 18. K to Kt 2 (c) | 18. P takes K P |
| 19. Kt takes P | 19. P to Q B 4 |
| 20. Q to Q B 3 | 20. B to Q B 3 |
| 21. B takes Q B P | 21. B takes Kt |
| 22. B takes B | 22. Q to Kt 6 (ch) |
| 23. K to B sq | 23. B takes R, and wins. |

(c) Hastily played. White had now a winning position, and could have won easily by playing 18. P to K 5. As the position is highly interesting, we subjoin a Diagram showing the state of the game, with the following interesting variations, from "The Chess Player's Magazine."

BLACK.



WHITE.

- | | |
|----------------------------|-----------------------|
| Suppose 18. P to K 5 | 18. P to Q B 4 (best) |
| 19. Q to K R 4 | 19. P to Q 5 or (a) |
| 20. Q takes Kt | 20. P takes Kt or B |
| 21. P to Kt 6, and wins. | |
| (a) | 19. P to Q B 5 |
| 20. Kt takes P | 20. Q takes K P |
| 21. Kt takes B (ch) | 21. Q takes Kt |
| 22. P to B 6 | 22. Q to Q 3 |
| 23. K B takes P, and wins. | |

GAME XVI.—*Between Messrs. PAULSEN and SAALBACH.*

WHITE (Mr. Saalbach).	BLACK (Mr. Paulsen).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. Kt takes P (<i>a</i>)	4. B to Q B 4 (<i>b</i>)
5. B to K 3	5. Q to K B 3
6. P to Q B 3	6. K Kt to K 2
7. B to K 2 (<i>c</i>)	7. P to Q 4 (<i>d</i>)
8. P takes P (<i>e</i>)	8. Kt takes P
9. Castles	9. Kt takes B
10. P takes Kt	10. Q to K R 3
11. B to Q Kt 5	11. Q takes P (<i>ch</i>)
12. K to R sq	12. Castles
13. Kt takes Kt	13. P takes Kt
14. B takes P	14. R to Q Kt sq
15. P to Q Kt 3 (<i>f</i>)	15. R to Q Kt 3
16. B to K B 3	16. R to K R 3
17. Q to Q 2	17. Q to K 4
18. P to Kt 3	18. B to K R 6
19. Q to K sq	19. Q to K B 3, and wins.

GAME XVII.

Played by Correspondence between the CLUBS OF LONDON and VIENNA.

WHITE (Vienna).	BLACK (London).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q 4	3. P takes P
4. Kt takes P	4. Q to K R 5

(*a*) Stronger than B to Q B 4. (*See* Analysis, pp. 124—128.)

(*b*) This is a less hazardous mode of play than Q to K R 5.

(*c*) Another move may be played here, viz., P to K B 4. If Black then replies by 7. P to Q 4, White gets the advantage thus: 8. $\frac{P \text{ to } K 5}{Q \text{ to } K \text{ Kt } 3}$ 9. $\frac{P \text{ to } K B 5}{Q B \text{ takes } P}$

10. Kt takes B, and wins.

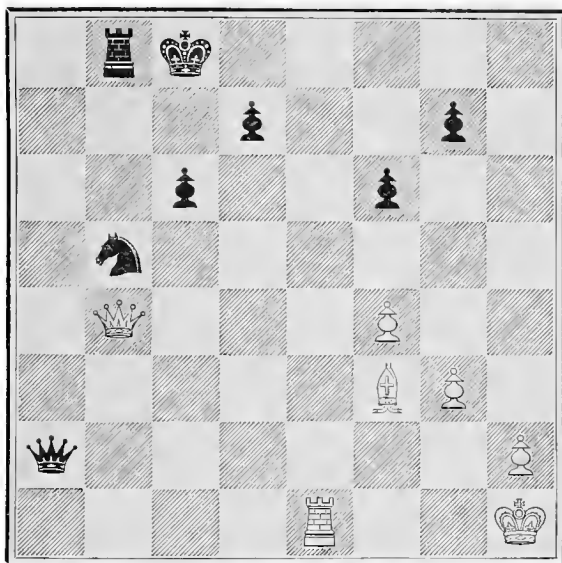
(*d*) Preferable to Castling.

(*e*) The correct move here is B to Q 3

(*f*) Again Q to B 2 would have been better.

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

BLACK (London).



WHITE (Vienna).

Position of the above game after Black's forty-third move.

White to move.

44. B to Kt 2

45. R to Q Kt sq

46. R to Q B sq

44. K to B 2

45. R to Q R sq (c)

46. Q to K 7

Notes by Messrs. Steinitz and Potter.

Black's ninth move has the merit of preventing the immediate development of the first player's attack, and compels the latter, sooner or later, to play P to K Kt 3, thereby weakening the Pawns on the King's side.

The utmost that White could have obtained by taking the Knight on his 24th move would have been to recover the Pawn lost, in which case, Black's position for the end game we thought preferable, *e.g.* :

	24. $\frac{\text{Kt takes Kt}}{\text{Q to B 4 (ch)}}$	25. $\frac{\text{K to R sq}}{\text{R takes R (ch)}}$
26. $\frac{\text{R takes R}}{\text{B takes B (ch)}}$	27. $\frac{\text{K takes B}}{\text{Q takes Kt}}$	28. $\frac{\text{Q takes R P}}{\text{Q to B sq}}$
		29. $\frac{\text{P to Kt 3}}{\text{P to B 3}}$

followed by K to B 2 with the better game.

(c) By this move we consider we obtained a clear winning position.

47. B to B sq

48. B to Kt 2

49. R to K sq

47. Q to B 6 (ch)

48. Q to K 6

49. Q to B 7

And the game was given up as drawn, Vienna having resigned the other game. London, however, has much the best of the encounter, and had the game been played out would in all probability have won.

CHAPTER VI.

THE KNIGHT'S GAME OF RUY LOPEZ.

THIS is one of the most important offshoots of the King's Knight's opening. It was first seriously analysed in 1561 by Ruy Lopez, a Spanish author, whose treatise was translated into Italian by Domenico Tarsia, and published in Venice in 1584. Although this form of attack had been previously noticed by Damiano and Lucena, Ruy Lopez was the first to subject it to a regular, although incorrect, analysis. Hence it has been styled "The Spanish Opening." It is perfectly sound, and leads to a more enduring attack than most of the other forms of the King's Knight's Game—in fact, with the best possible play, the second player cannot do more than draw the game.

GAME THE FIRST.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5

BLACK.

1. P to K 4
2. Kt to Q B 3

This move constitutes the Ruy Lopez attack. Black has no less than ten different replies at his disposition—*viz.*, P to Q R 3 (which is now generally admitted to be his best move), Kt to K B 3 (recommended by Heydebrand and the German school), B to Q B 4, P to Q 3, Q to K B 3, K Kt to K 2, Kt to Q 5, P to K B 4, B to Q 3, and Q to K 2.

The two first are his best moves, while the eight others are more or less inferior. We will now examine the consequences of the two first lines of defence in Games the First and Second. For the eight other modes of play at the disposal of the second player, *see* Games the Third, Fourth, Fifth, Sixth, Seventh, Eighth, Ninth, and Tenth respectively.

3. P to Q R 3

This move is considered preferable to 3. Kt to K B 3, because Black can sometimes subsequently play P to Q Kt 4 with advantage, which he could not do without first dislodging the hostile Bishop.

4. B to Q R 4 (best)

4. Kt to K B 3 (best)

- (If 4. $\frac{\text{B to Q B 4}}{\text{B to Q B 4}}$ 5. $\frac{\text{P to B 3}}{\text{P to Q Kt 4}}$ 6. $\frac{\text{B to Kt 3}}{\text{P to Q 3}}$ 7. $\frac{\text{P to Q 4}}{\text{P takes Q P}}$
 8. $\frac{\text{P takes P}}{\text{B to Kt 3}}$ 9. $\frac{\text{B to Q 5}}{\text{K Kt to K 2}}$ 10. $\frac{\text{Kt to B 3}}{\text{Q B to Kt 5}}$ 11. $\frac{\text{B to K 3}}{\text{B takes Kt}}$
 12. P takes B, and the "Handbuch" considers the game even.

5. Castles (or Variations I., II., III., IV., V.)

Castling is preferred by Löwenthal, but White may play 5. P to Q 4, 5. P to Q 3, 5. Q Kt to B 3, 5. Q to K 2, or 5. P to Q B 3. (*See* Variations.)

5. B to K 2, or (A.) (B.)

6. P to Q 4

White may also play here 6. R to K sq, or 6. Q Kt to B 3, which are both good moves, but hardly so strong as the move in the text, in our opinion, *e.g.* :—

- (If firstly : 6. $\frac{\text{R to K sq}}{\text{P to Q Kt 4}}$ 7. $\frac{\text{B to Kt 3}}{\text{P to Q 3}}$ 8. $\frac{\text{P to Q B 3}}{\text{B to K Kt 5}}$
 9. $\frac{\text{B to Q 5}}{\text{Q to Q 2}}$ 10. $\frac{\text{B takes Kt}}{\text{Q takes B}}$ 11. $\frac{\text{P to Q 4}}{\text{P takes P}}$ 12. $\frac{\text{P takes P}}{\text{Castles (K R)}}$,
 and the game is about even.

If secondly : 6. $\frac{\text{Q Kt to B 3}}{\text{P to Q Kt 4}}$, or 6. Castles—even game.

Messrs. Löwenthal and Medley, however, pronounce 6. R to K sq to be White's best move. (See "The Transactions of the British Chess Association, 1868-9," pp. 103, 104.)

- | | |
|----------------------|--------------|
| | 6. P takes P |
| 7. P to K 5 | 7. Kt to K 5 |
| 8. B takes Kt (best) | |

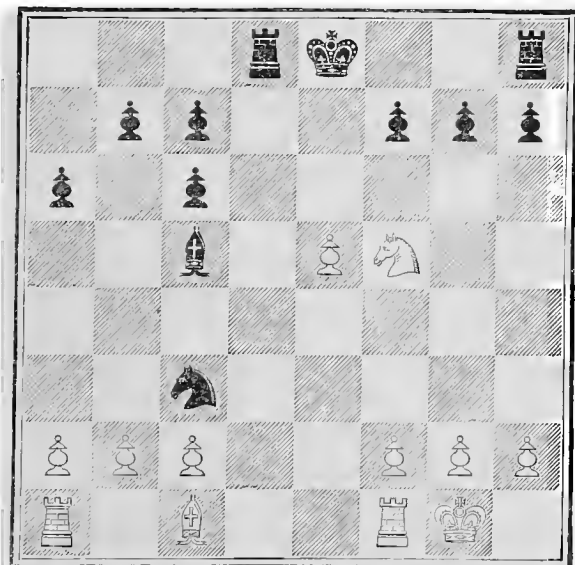
(If 8. $\frac{\text{Kt takes P}}{\text{Kt takes Kt}}$ 9. $\frac{\text{Q takes Kt}}{\text{Kt to Q B 4}}$, and the game is pronounced equal, by the "Chess Player's Chronicle." (See "C. P. C.," December, 1873, p. 367.)

- | | |
|--------------------|-----------------|
| | 8. Q P takes B |
| 9. Q takes P | 9. B to K B 4 |
| 10. Q Kt to B 3 | 10. B to Q B 4 |
| 11. Q takes Q (ch) | 11. R takes Q |
| 12. Kt to K R 4 | 12. Kt takes Kt |
| 13. Kt takes B | |

And the game is even.

We append a diagram showing the position.

BLACK.



WHITE.

(A.)

6. B to Kt 3

5. P to Q Kt 4

6. Kt takes P

Löwenthal advises 6. B to K 2 here for Black. If Black play 6. P to Q 4, the proper continuation is—

7. $\frac{P \text{ takes } P}{Kt \text{ takes } P}$ 8. $\frac{R \text{ to } K \text{ sq}}{B \text{ to } K \text{ Kt } 5}$ 9. $\frac{P \text{ to } K \text{ R } 3}{B \text{ takes } Kt}$ 10. $\frac{Q \text{ takes } B}$

with the better game.

7. R to K sq

7. P to Q 4

8. P to Q 3

8. Kt to Q B 4

9. Kt takes P

9. Kt takes Kt

10. P to K B 4

10. B to K 2

11. P takes Kt

11. Castles

Even game.

(B.)

5. Kt takes P

This is indicated as Black's best move by the "Schachzeitung." It has also the additional recommendation of being favoured by Herr Steinitz. Black's Pawns on Queen's side will be found very strong ultimately.

6. R to K sq

6. Kt to Q B 4

7. B takes Kt

7. Q P takes B

8. Kt takes P

8. B to K 2

And White retains the advantage of the move, without, however, any marked superiority. On his sixth move in this variation, White may play in lieu of 6. R to K sq, 6. P to Q 4, but that will not gain him any advantage, *e.g.* :—

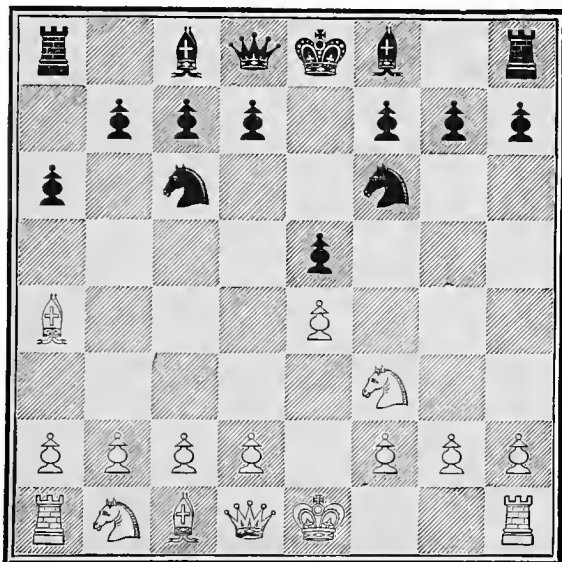
6. $\frac{P \text{ to } Q \ 4}{P \text{ to } Q \text{ Kt } 4, \ \&c.}$ (See Illustrative Game XXII. between Messrs. Steinitz and Bird.)

VARIATION (I.)
On White's Fifth Move.

DIAGRAM.

Diagram showing the position, White having to play.

BLACK.



WHITE.

Let the student refer to the above diagram for this and the four following variations.

5. P to Q 4

5. P takes P

6. P to K 5

If 6. Castles, see Illustrative Game IX.

6. Kt to K 5

(If 6.
Kt to Q 4

7. Castles
B to Q B 4

8. P to Q B 3
Castles

9. $\frac{P \text{ takes } P}{B \text{ to } Kt \ 3}$ 10. $\frac{B \text{ to } Kt \ 3}{K \ Kt \text{ to } K \ 2}$ 11. $\frac{B \text{ to } K \ Kt \ 5}{Q \text{ to } K \ sq.}$ - and White has the better game.

7. Castles 7. Kt to Q B 4
 8. B takes Kt 8. Q P. takes B
 9. Kt or Q takes P

And the game is even.

The "Handbuch" continues the game thus :

9. $\frac{Kt \text{ takes } P}{Kt \text{ to } K \ 3}$ 10. $\frac{Kt \text{ takes } Kt}{B \text{ takes } Kt}$ 11. $\frac{Q \text{ to } K \ 2}{B \text{ to } Q \ B \ 4}$ 12. $\frac{Kt \text{ to } B \ 3}{Q \text{ to } K \ 2}$
 13. $\frac{Kt \text{ to } K \ 4}{P \text{ to } K \ R \ 3}$ 14. $\frac{B \text{ to } K \ 3}{B \text{ takes } B}$ 15. $\underline{Q \text{ takes } B_1}$ &c.

VARIATION (II.)

On White's Fifth Move.

5. P to Q 3

This move is condemned by Mr. Löwenthal, as being of a defensive, in place of an aggressive character. It is, however, favoured by Anderssen, Zukertort, Blackburne, and most of the leading German players, and appears to give White a good game.

5. P to Q Kt 4

- (If 5. $\frac{\quad}{B \text{ to } Q \ B \ 4}$ 6. $\frac{P \text{ to } Q \ B \ 3}{P \text{ to } Q \ Kt \ 4}$ 7. $\frac{B \text{ to } Kt \ 3}{\quad}$, even game.)

6. B to Kt 3

6. P to Q 3

7. P to Q B 3

7. B to K 2

And the game is even. (See Illustrative Games V. and VI.)
 "La Stratégie" makes Black play 6. B to Q B 4 in the above

variation, in lieu of 6. P to Q 3, and continues the game thus :

- | | |
|--------------------|------------------|
| | 6. B to Q B 4 |
| 7. P to Q B 3 | 7. P to Q 3 |
| 8. P to Q 4 | 8. B to Kt 3 |
| 9. P takes P | 9. P takes P |
| 10. Q takes Q (ch) | 10. Kt takes Q |
| 11. Kt takes K P | 11. Kt takes K P |
| 12. B to Q 5 | 12. B to Kt 2 |

And declares the positions to be equal.

VARIATION (III.)

On White's Fifth Move.

5. Q Kt to B 3

This move is censured by Mr. Löwenthal (*see* "Morphy's Games, Bohn's edition, p. 381); but, we think, without sufficient reason. In support of our opinion, we refer our readers to Illustrative Games VII. and VIII., at the end of the present chapter. We believe the Knight may be brought out without any disadvantage, although this line of play is doubtless inferior to 5. Castles, or 5. P to Q 4, both of which are more immediately attacking moves. Let the student refer once more to the last diagram.

- | | |
|-------------|----------------------|
| | 5. B to Q B 4 (best) |
| 6. P to Q 3 | 6. P to K R 3 |

Black is compelled to play this to prevent the pinning of his Knight by the Q B.

- | | |
|--------------|--------------|
| 7. B to K 3 | 7. B takes B |
| 8. P takes B | 8. P to Q 3 |
| 9. Castles | 9. Castles |

10. B takes Kt

10. P takes B

11. Q to K sq

11. B to K 3

And the game is perfectly even.

VARIATION (IV.)

On White's Fifth Move.

5. Q to K 2

This move, although recommended by Wormald, is also considered by most authorities to be inferior to Castling, or P to Q 4. It may, however, be adopted with perfect safety, leading to an even game.

5. P to Q Kt 4

6. B to Kt 3

6. B to K 2, or (C) (D)

Here the leading authorities are at variance. Mr. Wisker prefers the move in the text, while Herr Zukertort and Mr. Staunton advise 6. B to Q B 4. The latter authority does not even notice the move of B to K 2. We entirely concur in the opinion of Mr. Wisker in giving the preference to 6. B to K 2 for the second player in this variation of the Ruy Lopez, for the reasons which he gives in "The Westminster Papers," April, 1873—*viz.*, "That the B at King's second covers the King's file, which is often opened, and that it prevents further the King's Knight being pinned disadvantageously by the hostile Bishop."

7. P to Q R 4

(If 7. $\frac{P \text{ to } Q \text{ B } 3}{P \text{ to } Q 3}$ 8. $\frac{P \text{ to } Q \text{ R } 4}{Q \text{ R to Kt sq}}$ 9. $\frac{P \text{ takes } P}{P \text{ takes } P}$ 10. $\frac{P \text{ to } Q 4}{P \text{ takes } P}$ 11. $\frac{P \text{ takes } P}{B \text{ to } K \text{ Kt } 5}$ followed by

12. Castles, and Black

has no inferiority. (See also Illustrative Games XVIII. and XIX.)

7. R to Q Kt sq

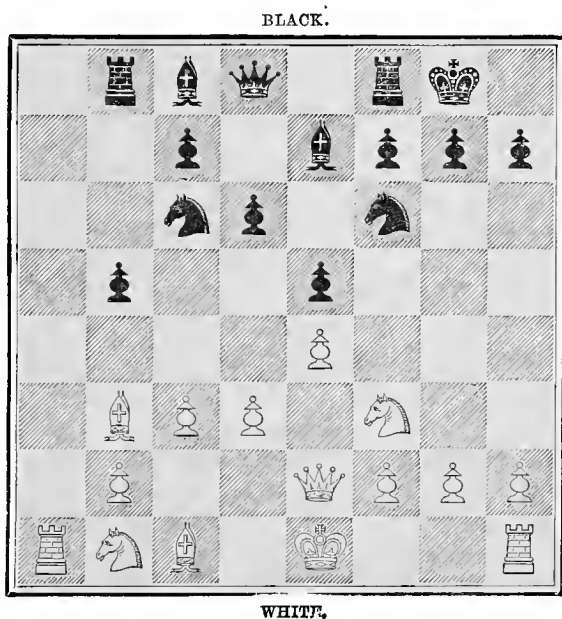
8. P takes P

8. P takes P

9. P to Q 3
10. P to B 3

9. P to Q 3
10. Castles

And Black has a very good game. We append a diagram, showing the position after Black's tenth move in the above main variation.



(C.)

- | | |
|----------------|-----------------|
| 7. P to Q R 4 | 6. B to Q B 4 |
| 8. P takes P | 7. Q R to Kt sq |
| 9. Q Kt to B 3 | 8. P takes P |
| 10. Kt to Q 5 | 9. P to Q Kt 5 |
| 11. Castles | 10. Castles |
| 12. P to K R 3 | 11. P to Q 3 |
| | 12. B to K 3 |

And the game is declared even by the German "Handbook." Staunton thinks White has the advantage.

(D.)

6. B to Q Kt 2

If 7. $\frac{\text{Kt to Kt 5}}{\text{Kt to Q 5}}$

8. $\frac{\text{B takes P (ch)}}{\text{K to K 2}}$

9. $\frac{\text{Q to Q sq}}{\text{P to K R 3}}$, and Black

wins.

7. Castles

8. Kt to B 3

9. P to Q 3

10. B to K 3

11. B takes Kt

12. Kt to Q sq

13. Kt to Q 2

14. P to K R 3

7. B to Q B 4

8. P to Q 3

9. Castles

10. Kt to Q 5

11. P takes Kt

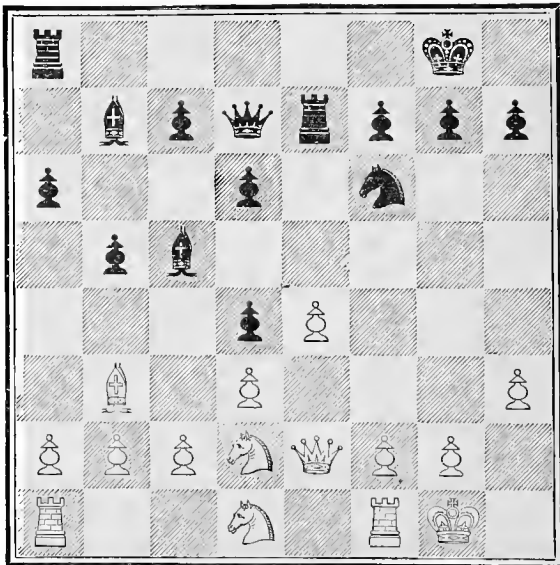
12. R to K sq

13. Q to Q 2

14. R to K 2

And Black has the advantage. (*Vide* annexed diagram.)

BLACK.



WHITE.

Black's sixth move, B to Q Kt 2, is favoured by Herr Zukertort, who adopted it with success at the Hamburg Tournament.

VARIATION (V.)

On White's Fifth Move.

5. P to Q B 3

5. Kt takes P

(If 5.
B to Q B 4
P to Q 4, R to K sq, &c.

White replies with 6. Castles, followed by

6. Q to K 2

6. Kt to Q 3

7. B takes Kt

7. Q P takes B

8. Kt takes P

8. B to K 2

Even game.

GAME THE SECOND.

WHITE.

BLACK.

1. P to K 4

1. P to K 4

2. Kt to K B 3

2. Kt to Q B 3

3. B to Q Kt 5

3. Kt to K B 3

This move was formerly considered best for Black, and was recommended by some authorities as preferable to P to Q R 3. Now, however, P to Q R 3 is generally considered best for the second player. 3. B to Q B 4 is inferior, since White, by playing 4. P to Q B 3, gets his Pawns well established in the centre. (See Illustrative Game XII.)

4. Castles (best)

White can also play 4. P to Q 4, with a good game; e.g.—

4. P to Q 4
Q Kt takes P

5. Kt takes Kt
P takes Kt

6. P to K 5
Kt to K 5, and White

has a strong attack. (See Games XIII. and XIV.) The "Handbuch" gives the following:—

- | | | | |
|---|---|--|---|
| 4. $\frac{P \text{ to } Q 4}{P \text{ takes } P}$ | 5. $\frac{P \text{ to } K 5}{Kt \text{ to } K 5}$ | 6. $\frac{\text{Castles}}{B \text{ to } K 2}$ | 7. $\frac{Kt \text{ takes } P \text{ or } (a)}{Kt \text{ takes } Kt}$ |
| 8. $\frac{Q \text{ takes } Kt}{Kt \text{ to } Q B 4}$ | 9. $\frac{P \text{ to } K B 4}{Kt \text{ to } K 3}$ | 10. $\frac{Q \text{ to } K 4}{\text{Castles}}$ | 11. $\frac{B \text{ to } Q 3}{P \text{ to } K Kt 3}$ |
| 12. <u>P to K B 5, &c.</u> | | | |

(a)

- | | | | |
|--|---|--|--|
| 7. $\frac{R \text{ to } K \text{ sq}}{Kt \text{ to } Q B 4}$ | 8. $\frac{Kt \text{ takes } P}{Kt \text{ takes } Kt}$ | 9. $\frac{Q \text{ takes } Kt}{\text{Castles}}$ | 10. $\frac{B \text{ to } K 3}{P \text{ to } Q 4}$ |
| 11. $\frac{Kt \text{ to } Q B 3}{P \text{ to } Q B 3}$ | 12. $\frac{B \text{ to } K B \text{ sq}}{Kt \text{ to } K 3}$ | 13. $\frac{Q \text{ to } K Kt 4}{P \text{ to } Q 5}$ | 14. $\frac{Q R \text{ to } Q \text{ sq}}{P \text{ to } Q B 4}$ |
| 15. <u>B to Q B sq, &c.</u> | | | |

4. Kt takes P

Black can also move here 4. P to Q R 3; *e.g.*—

- | | | | |
|---|--|---|---|
| 4. $\frac{\text{_____}}{P \text{ to } Q R 3}$ | 5. $\frac{B \text{ to } Q R 4}{B \text{ to } K 2}$ | 6. $\frac{P \text{ to } Q 4}{P \text{ takes } P}$ | 7. $\frac{P \text{ to } K 5}{Kt \text{ to } K 5}$ |
|---|--|---|---|

Even game. The defence of 4. B to Q 3 is far from commendable.

5. P to Q 4

- | | | |
|--|---|---|
| (If 5. $\frac{R \text{ to } K \text{ sq}}{Kt \text{ to } Q 3}$ | 6. $\frac{Kt \text{ takes } K P}{Kt \text{ takes } Kt}$ | 7. $\frac{R \text{ takes } Kt \text{ (ch)}}{B \text{ to } K 2}$ |
| 8. $\frac{P \text{ to } Q 4}{Kt \text{ takes } B}$ | 9. <u>R takes Kt, even game.)</u> | |

5. B to K 2

6. P to Q 5

6. Kt to Q 3 (best)

- | | | |
|--|--|--|
| (If 6. $\frac{\text{_____}}{Kt \text{ to } Kt \text{ sq}}$ | 7. $\frac{Kt \text{ takes } P}{\text{Castles}}$ | 8. $\frac{R \text{ to } K \text{ sq}}{Kt \text{ to } K B 3}$ |
| 9. $\frac{Kt \text{ to } Q B 3}{P \text{ to } Q 3}$ | 10. <u>Kt to K B 3, and White has a good game.</u> | |

7. B to K 2

7. P to K 5

8. P takes Kt

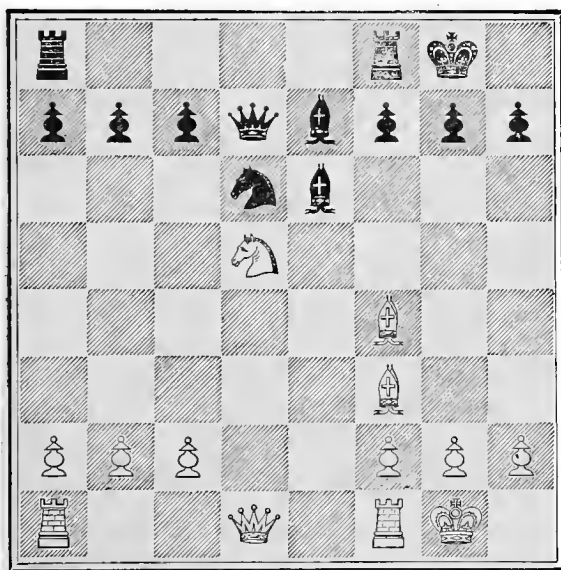
8. P takes Kt

- | | |
|---------------------|----------------|
| 9. P takes Q P (ch) | 9. B takes P |
| 10. B takes P | 10. Castles |
| 11. B to K B 4 | 11. B to K B 4 |
| 12. Q Kt to B 3 | 12. Q to Q 2 |
| 13. Kt to Q 5 | 13. B to K 3 |

And White has somewhat the better position (*vide* diagram).

DIAGRAM.

BLACK.



WHITE.

For White's seventh move in the main variation the "Handbuch" gives—

- | | | | |
|---|---|---|--|
| 7. $\frac{P \text{ takes Kt}}{Kt \text{ takes B}}$ | 8. $\frac{P \text{ to Q B 4}}{Kt \text{ to Q 5}}$ | 9. $\frac{Kt \text{ takes Kt}}{P \text{ takes Kt}}$ | 10. $\frac{Q \text{ takes P}}{\text{Castles}}$ |
| 11. $\frac{P \text{ takes P}}{B \text{ takes P, even game.}}$ | | | |

GAME THE THIRD.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4

This defence is now unanimously condemned by the best authorities. It was formerly preferred by Calvi, but permits White to get up a strong attack in the centre, as follows :—

4. P to Q B 3

4. Q to K B 3

This defence is recommended by Ponziani.

{If 4. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 5. $\frac{\text{P to Q 4}}{\text{P takes P}}$ 6. $\frac{\text{P to K 5}}{\text{Kt to K 5}}$ 7. $\frac{\text{Castles}}{\text{P to Q 4}}$

8. $\frac{\text{P takes P en passant}}{\text{K Kt takes Q P}}$ 9. $\frac{\text{B to K Kt 5}}{\text{P to K B 3}}$ 10. $\frac{\text{B takes Kt (ch)}}{\text{P takes B}}$

11. R to K sq (ch), with the advantage.

If secondly : 4. $\frac{\text{K Kt to K 2}}{\text{K Kt to K 2}}$ 5. $\frac{\text{Castles}}{\text{P to Q R 3}}$ 6. $\frac{\text{B to Q R 4}}{\text{Castles}}$

7. $\frac{\text{P to Q 4}}{\text{P takes P}}$ 8. $\frac{\text{P takes P}}{\text{B to Kt 3}}$ 9. P to Q 5, with the better game.

If thirdly : 4. $\frac{\text{P to Q 3}}{\text{P to Q 3}}$ 5. $\frac{\text{P to Q 4}}{\text{P takes P}}$ 6. $\frac{\text{P takes P}}{\text{B to Kt 5 (ch)}}$

7. $\frac{\text{K to K 2 or (a) (b)}}{\text{P to Q 4}}$ 8. $\frac{\text{Q to Q R 4}}{\text{P takes K P}}$ 9. $\frac{\text{B takes Kt (ch)}}{\text{P takes B}}$

10. $\frac{\text{Q takes P (ch)}}{\text{B to Q 2}}$ 11. Q takes K P (ch), and White ought to win.

(a)

7. $\frac{\text{Kt to Q B 3}}{\text{P to Q R 3}}$ 8. $\frac{\text{B takes Kt (ch)}}{\text{P takes B}}$ 9. $\frac{\text{Q to R 4}}{\text{B takes Kt (ch)}}$

10. $\frac{\text{P takes B}}{\text{B to Q 2}}$ 11. Q to R 5, even game.

(b)

7. $\frac{\text{K to B sq}}{\text{P to Q 4}}$ 8. $\frac{\text{Q to R 4}}{\text{P takes K P}}$ 9. $\frac{\text{B takes Kt (ch)}}{\text{P takes B}}$

10. $\frac{\text{Q takes P (ch)}}{\text{K to B sq}}$ 11. $\frac{\text{Q takes K P}}{\text{Kt to B 3}}$ 12. $\frac{\text{Q to B 2}}{\text{B to Kt 2}}$ 13. $\frac{\text{B to K 3}}{\text{B to K 3}}$

with the better game.

If fourthly : (A line of defence recommended by Boden but disapproved of by other authorities) 4. $\frac{\text{---}}{\text{Q to K 2}}$. See Game the Eleventh.)

5. P to Q 4 (or A)

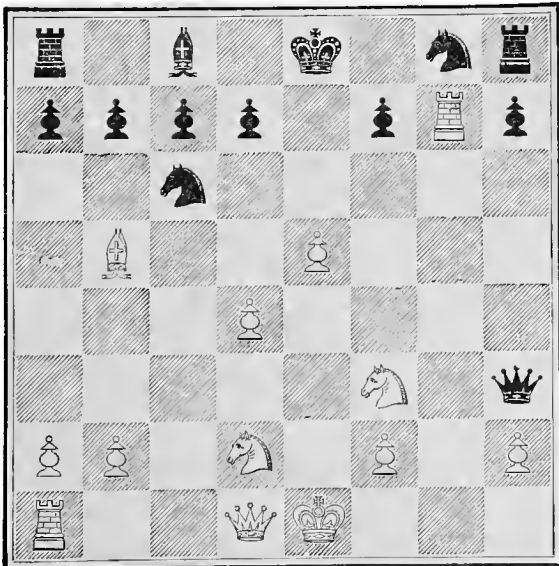
Castling, as given by Mr. Staunton (see "Handbook," p. 149), leads to an even game.

- | | |
|------------------|-------------------|
| 6. P to K 5 | 5. P takes P |
| 7. P takes P | 6. Q to K Kt 3 |
| 8. B to Q 2 | 7. B to Kt 5 (ch) |
| 9. Q Kt takes B | 8. B takes B (ch) |
| 10. R to K Kt sq | 9. Q takes P |
| 11. R takes P | 10. Q to K R 6 |

With an unquestionable superiority.

DIAGRAM.

BLACK.



WHITE.

It is worthy of note that if Black, on his fifth move in the preceding main variation, instead of taking P with P, had played 5. B to Q Kt 3, he would equally have got a bad game; *e.g.*—

5. $\frac{\text{B to Q Kt 3}}{\text{B to Q Kt 3}}$ 6. $\frac{\text{Castles}}{\text{K Kt to K 2}}$ 7. $\frac{\text{B to K Kt 5}}{\text{Q to Q 3}}$ 8. $\frac{\text{K B takes Kt}}{\text{Q takes B}}$
 9. B takes Kt, followed by 10. Kt takes K P, with the advantage.

If, however, Black play in the main variation 7. Kt takes Q P in lieu of 7. B to Kt 5 (ch), the following continuation, given by Mr. Staunton, appears far from satisfactory for White, *e.g.* :

7. $\frac{\text{Kt takes Q P}}{\text{Kt takes Q P}}$ 8. $\frac{\text{Kt takes Kt}}{\text{Q to Q Kt 3}}$ 9. $\frac{\text{B to K 3}}{\text{B takes Kt}}$ 10. $\frac{\text{B takes B}}{\text{Q takes K B}}$
 11. $\frac{\text{P to K 6}}{\text{Q to K Kt 4}}$ 12. $\frac{\text{P takes P (ch)}}{\text{K takes P, \&c. (see "Handbook," p. 150).}}$

(A)

- | | |
|-----------------|----------------|
| 5. Castles | 5. K Kt to K 2 |
| 6. P to Q 4 | 6. P takes P |
| 7. B to K Kt 5 | 7. Q to Kt 3 |
| 8. B takes K Kt | 8. Kt takes B |
| 9. P takes P | 9. B to Kt 3 |
| 10. Kt to Q B 3 | 10. Castles |

Staunton here observes, "that White's game is a little better developed," but the "Handbuch" now gives for White—

11. B to Q 3, and considers White has a winning position.

GAME THE FOURTH.

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |

- | | |
|--------------------------------------|--------------|
| 3. B to Q Kt 5 | 3. P to Q 3 |
| 4. B takes Kt (ch) (or
Variation) | 4. P takes B |
| 5. P to Q 4 | 5. P takes P |

Black may also play 5. P to K B 4, for which *see* Illustrative Game XXIII., between Anderssen and Suhle.

6. Q takes P

The Books now make Black play 6. P to Q B 4, to which White replies 7. Q to Q 3, and is declared to have the better game. Instead of this we would suggest, for Black 6. Kt to K B 3, but even then White's position is somewhat superior.

VARIATION.

On White's Fourth Move.

- | | |
|-------------|-------------|
| 4. P to Q 4 | 4. B to Q 2 |
|-------------|-------------|

(If 4. $\frac{\text{P takes P}}{\text{P takes P}}$ 5. $\frac{\text{Q takes P}}{\text{B to Q 2}}$, and we arrive at a position that occurs in Philidor's Defence. *See* Chapter II.).

- | | |
|------------|-------------|
| 5. Castles | 5. B to K 2 |
|------------|-------------|

And the game is about even.

GAME THE FIFTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5
4. Q Kt to B 3

BLACK.

1. P to K 4
2. Kt to Q B 3
3. Q to K B 3
4. K Kt to K 2

This appears as good as the usual move of 4. Q to K Kt 3, to which White replies by 5. Castles.

- | | |
|---------------|----------------|
| 5. B takes Kt | 5. Q P takes B |
| 6. P to Q 4 | 6. P takes P |
| 7. B to Kt 5 | 7. Q to Kt 3 |
| 8. Q takes P | |

And White has much the better game.

GAME THE SIXTH.

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. K Kt to K 2 |

This move has nothing but its antiquity to recommend it. It was advised by Lucena as far back as 1495, and recommended also by Cozio, but is a very weak defence. It is, however, still frequently adopted by many strong players. In fact, Mr. Steinitz played it twice in the great Vienna tournament; but it is worth notice that he lost both his games, and in his subsequent contests he adopted the proper defence of 3. P to Q R 3.

4. P to Q 4 (or Variations (I.), (II.)).

The "Chess Players' Chronicle" (December, 1873, p. 366) says: "It is a moot point whether this move or 4. P to Q B 3 is the best mode of carrying on the attack." We are of opinion that P to Q 4 is decidedly White's strongest move; for, in reply to 4. P to Q B 3, Black may play 4. P to Q R 3, as adopted by Morphy, or 4. P to Q 4, as played by Steinitz, and in either case obtain an even game, time being afforded him for the development of his forces. For the result of 4. P to Q B 3, or 4. Castles, see Variations.

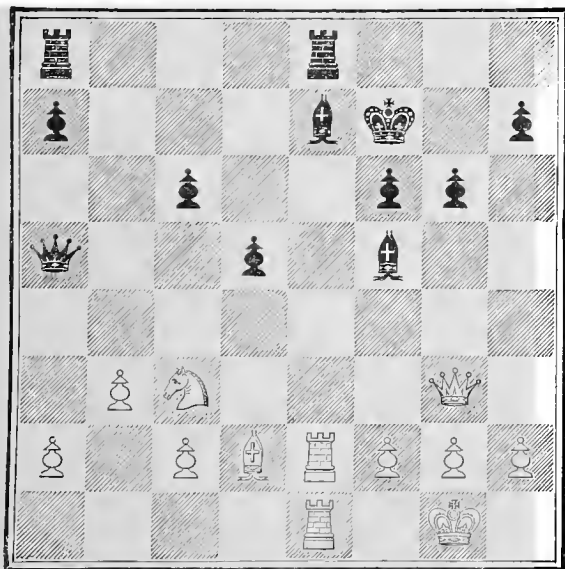
- | | |
|-----------------------|-------------------|
| 5. Kt takes P | 4. P takes P |
| 6. Q takes Kt | 5. Kt takes Kt |
| 7. B takes Kt, or (A) | 6. Kt to Q B 3 |
| | 7. Q Kt P takes B |

- | | |
|---------------------------------|-----------------|
| 8. Castles | 8. P to K B 3 |
| 9. P to K 5 | 9. P to Q 4 |
| 10. P takes P <i>en passant</i> | 10. P takes P |
| 11. R to K sq (ch) | 11. B to K 2 |
| 12. B to K B 4 | 12. K to B sq ✓ |
| 13. Kt to Q B 3 | 13. P to Q 4 |
| 14. R to K 2 | 14. K to B 2 |
| 15. Q R to K sq | 15. R to K sq |
| 16. Q to Q 3 | 16. P to Kt 3 |
| 17. Q to K Kt 3 | 17. B to K B 4 |
| 18. B to R 6 | 18. Q to Kt 3 |
| 19. P to Kt 3 | 19. Q to R 4 |
| 20. B to Q 2 | |

And White has the better game. The above moves occur in a game between Messrs. Blackburne and Steinitz, at the Vienna Tourney. We append a diagram of the position.

DIAGRAM.

BLACK.



WHITE.

In the game above mentioned, Mr. Steinitz now played 20. P to K Kt 4, and lost the game in a few more moves, as follows:—

- | | |
|----------------------|-----------------|
| | 20. P to K Kt 4 |
| 21. Q to K B 3 | 21. B takes P |
| 22. B takes P | 22. B to K 5 |
| 23. Kt takes B | 23. P takes Kt |
| 24. Q takes K P | 24. Q takes B |
| 25. Q takes R P (ch) | 25. K to B sq |
| 26. R takes B | 26. R takes R |
| 27. Q takes R (ch) | 27. K to Kt sq |
| 28. R to K 3 | |

And Black resigned.

The editor of "The Field," in his notes to the above game, characterises Mr. Steinitz's 20th move as "midsummer madness;" but he does not suggest any better mode of play. We believe White can in any case maintain his advantage, and as the position is highly interesting, we subjoin the following original variations, referring the student to the preceding diagram:—

Suppose for Black 20. Q R to Q sq, for there does not appear to be any better move.

- | | |
|---------------------|--------------------------|
| 21. Kt to Q R 4 | 20. Q R to Q sq |
| 22. Q to K R 4 | 21. Q to Q Kt 4 (best) |
| 23. Q to K R 5 (ch) | 22. P to K Kt 4 (forced) |
| 24. Q to K B 3 | 23. B to K Kt 3 |
| | 24. P to K B 4 |

(If 24. P to K R 3 25. P to K R 4, &c.)

- | | |
|--------------------|----------------|
| 25. P to K Kt 4 | 25. P to K B 5 |
| 26. B takes P | 26. P takes B |
| 27. Q takes P (ch) | 27. B to B 3 |
| 28. R takes R | 28. R takes R |
| 29. R takes R | 29. K takes R |
| 30. Q takes B | 30. Q to K 7 |

(If 30. 31. Q to K 6 (ch), &c.
 B takes P

31. Q takes P (ch)

And White has the move with three Pawns more than his opponent.

(A.)

7. Q to Q 5

7. B to K 2

Black would gain nothing by attacking the Q with Kt, either at K 2 or Kt 5.

8. Kt to Q B 3

8. B to B 3

9. B to Q 2

9. Castles

10. Castles (Q R)

10. P to Q R 3

11. B to K 2

11. P to Q 3

12. P to K B 4

12. P to K Kt 3

13. Q to Q 3

13. B to K Kt 2

14. P to K R 4

The advance of this Pawn is fatal to Black.

15. P to K Kt 4

14. P to K R 4

16. P to K R 5

15. P takes P

17. P takes P

16. B to K 3

18. P to K 5

17. P takes P

19. Kt to Q 5

18. Q to K sq (best)

19. Q to B 2

(If 19. 20. Q takes B (ch) 21. B to Q B 4 and
 B takes Kt Q to B 2

White wins the exchange.)

20. Kt to K B 6 (ch)

20. B takes Kt

21. P takes B

21. B to B 4

22. Q to K Kt 3

22. Q takes Q R P

23. B to Q B 3

23. K to B 2

24. R to R 7 (ch)

24. K to K sq

25. K B takes K Kt P

25. B to K 5

26. Q to K 3

26. P to Q 4

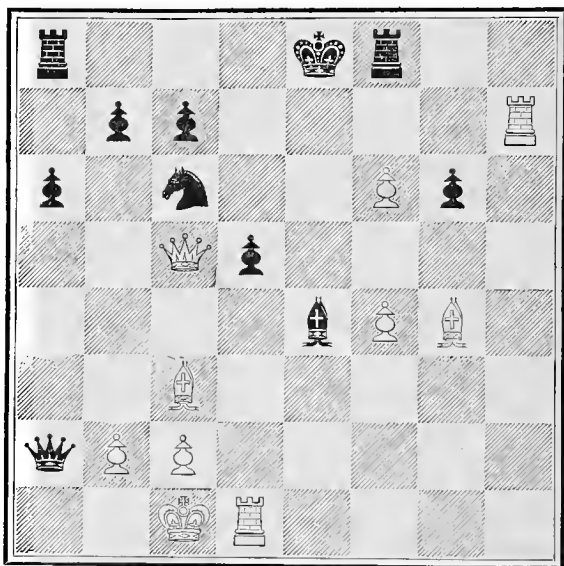
27. Q to Q B 5

And Black cannot avert mate.

The above variation also occurs in a game between Messrs. Blackburne and Steinitz, at the Vienna Tourney.

From the subjoined diagram it will be seen that Black's position is indefensible. If Q to R 8 (ch), the King moves to Q 2, and the impending mate at K 7 cannot be prevented. If R to B 2, White checks with Rook at R 8, and mates next move.

BLACK.



WHITE.

VARIATION (I.).

On White's fourth move:—

4. P to Q B 3

4. P to Q 4 or
(B.) (C.)

This move, adopted by Steinitz at the Dundee Congress, appears to us to be preferable to the ordinary move of 4. P to Q R 3, for which *see* (B.).

5. Kt takes K P

6. Q to Q R 4

7. P to K B 4

5. P takes K P

6. Q to Q 4

The position is now reduced to a variation of the Queen's Bishop's Pawn's Game in the King's Knight's opening, which, with correct play, should yield Black at least an even game, as follows:—

7. P takes P *en passant*

8. Kt takes P

9. B to B 4

10. K to B 2

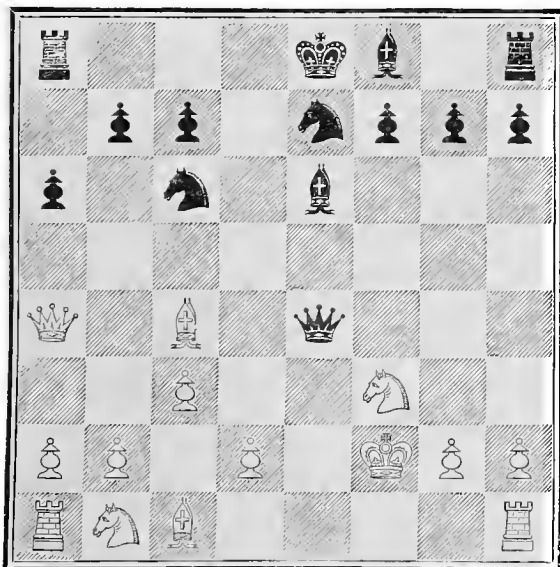
8. P to Q R 3

9. Q to K 5 (ch)

10. B to K 3

DIAGRAM.

BLACK.



WHITE.

- | | |
|-----------------|-------------------|
| 11. P to Q 3 | 11. Q to K B 4 |
| 12. B takes B | 12. P takes B |
| 13. K R to K sq | 13. Castles (Q R) |

And Black has no inferiority.

For a further continuation, see "Handbook," p. 91, Game V., between Messrs. Perigal and Evans, consulting against Messrs. Harrwitz and Von Carnap.

It is worth noticing that White, on his seventh move in the preceding variation, instead of 7. P to K B 4, may play 7. Kt takes Kt, in which case the following is the best continuation for both players. Suppose :—

- | | |
|--------------------|----------------|
| 7. Kt takes Kt | 7. Kt takes Kt |
| 8. B takes Kt (ch) | 8. Q takes B |
| 9. Q takes Q (ch) | 9. P takes Q |
| 10. P to Q Kt 3 | |

And Black's position is slightly to be preferred.

(B.)

4. P to Q R 3

This move was played by Morphy against Medley, with the following result :—

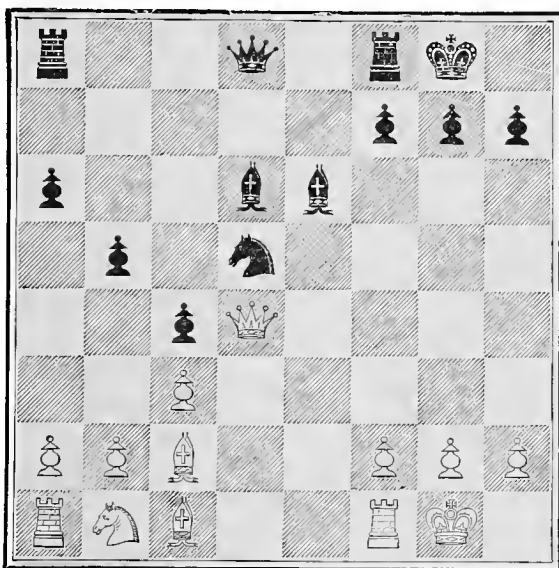
- | | |
|--------------------|----------------|
| 5. B to R 4 | 5. P to Q Kt 4 |
| 6. B to Kt 3 | 6. P to Q 4 |
| 7. P takes P | 7. Kt takes P |
| 8. P to Q 4 (best) | |

- (If 8. $\frac{Q \text{ to } K 2}{Kt \text{ to } B 5}$ 9. $\frac{Q \text{ to } K 4}{Q \text{ to } Q 6}$ 10. $\frac{Q \text{ takes } Kt \text{ (ch)}}{K t Q sq}$)
11. $\frac{Kt \text{ to } Kt sq}{R \text{ to } Q Kt sq}$, and Black wins.)

- | | |
|----------------|----------------|
| 9. Kt takes P | 8. P takes P |
| 10. Q takes Kt | 9. Kt takes Kt |
| 11. Castles | 10. B to K 3 |
| 12. Q to K 5 | 11. P to Q B 4 |
| 13. B to B 2 | 12. P to B 5 |
| 14. Q to Q 4 | 13. B to Q 3 |
| | 14. Castles |

And again Black's game is to be preferred. (See Diagram below.)

BLACK.



WHITE.

(C.)

- | | |
|-------------|-----------------|
| 5. P to Q 4 | 4. Kt to K Kt 3 |
| | 5. P takes P |

- | | |
|----------------|----------------|
| 6. P takes P | 6. B to K 2 |
| 7. Q Kt to B 3 | 7. Castles |
| 8. P to K R 4 | 8. R to K sq |
| 9. B to Q B 4 | 9. B to Q Kt 5 |
| 10. K to B sq | 10. B takes Kt |
| 11. P takes B | 11. P to Q 3 |
| 12. Kt to Kt 5 | |

And White wins.

The above variation occurred in actual play between Messrs. Blackburne and De Vere, in the Challenge Cup Tourney, 1868-69. We extract it from "The Transactions of the British Chess Association."

VARIATION (II.).

On White's fourth move :—

- | | |
|----------------|-----------------|
| 4. Castles | 4. Kt to K Kt 3 |
| 5. P to Q 4 | 5. Kt takes Q P |
| 6. Kt takes Kt | 6. P takes Kt |
| 7. Q takes P | 7. P to Q B 3 |
| 8. B to Q B 4 | 8. P to Q 3 |
| 9. Kt to Q B 3 | 9. B to K 3 |

And the game is equal.

GAME THE SEVENTH.

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. Kt to Q 5 |

This defence, although theoretically unsound and condemned by all the leading authorities, has been resuscitated latterly by Messrs. Bird and Blackburne, who have adopted it successfully in important contests; the former in his matches with Mr. Wisker, and the latter at the Vienna Tourney. Practically speaking, we believe it may be safely played, and it affords a pleasing variety to the monotony of the accepted defences, P to Q R 3, and Kt to B 3.

4. Kt takes Kt

4. P takes Kt

5. Castles (or Variation)

Most authorities recommend P to Q 3 here for White. Mr. Wisker prefers the move in the text, because it enables White to retire his B to R 4, without sustaining a check with the Queen at R 4.

5. B to Q B 4

6. P to Q 3

White may also play 6. P to Q B 3 here.

7. P to K 5

6. Kt to K B 3, or (A.)

7. Kt to Q 4

8. B to Q B 4

8. Kt to Kt 3

9. B to Kt 3

9. P to Q 4

10. P to K B 4

10. P to K Kt 3

This move is necessary to arrest the advance of the hostile K B P.

11. Q to K sq

11. B to K 2

If Black play 11. Castles, Mr. Wisker gives the following variation.

11. Castles

12. $\frac{P \text{ to } K \text{ B } 5}{B \text{ takes } P}$

13. $\frac{R \text{ takes } B}{P \text{ takes } R}$

14. B to R 6

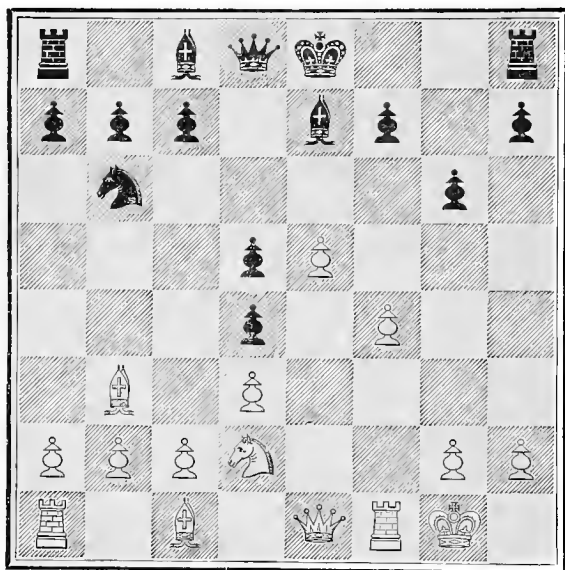
and White wins.

12. Kt to Q 2

And White's position is slightly preferable. (See Illustrative Games.)

DIAGRAM.

BLACK.



WHITE.

(A.)

6. Q to K R 5

7. Kt to Q 2

White may also play 7. P to K B 4, with advantage;
e. g. :—

7. $\frac{\text{P to K B 4}}{\text{Kt to K B 3}}$ 8. $\frac{\text{Kt to Q 2}}{\text{P to Q B 3}}$ 9. Kt to K B 3, with a very good

game.

- | | |
|-----------------------|-----------------------|
| | 7. Kt to K B 3 |
| 8. P to K 5 | 8. Kt to Kt 5 |
| 9. Kt to K B 3 | 9. Q to R 4 |
| 10. B to K B 4 | |

And White has the advantage, in the opinion of Mr. Wisker.
 ("Westminster Papers," January, 1874.)

VARIATION.

Commencing on White's fifth move.

- 5.** P to Q 3

This move is given by Staunton and the "Handbuch" as the best continuation.

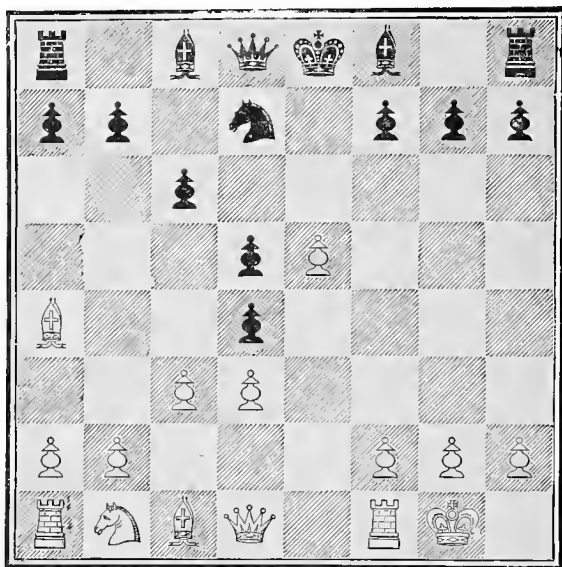
- 5.** P to Q B 3 or (B)

This line of play was adopted with success by Mr. Blackburne, and also by Mr. Bird, against Herr Anderssen, at the Vienna Tournament, and appears as good as the old course of moving out the Bishop.

- | | |
|------------------------------|---------------------|
| 6. B to Q R 4 or (C.) | 6. Kt to B 3 |
| 7. Castles | 7. P to Q 4 |
| 8. P to K 5 | 8. Kt to Q 2 |
| 9. P to Q B 3 | |

And White has the advantage.

BLACK.



WHITE.

(B.)

- | | |
|--------------------|-------------------|
| 6. Q to K R 5 | 5. B to Q B 4 |
| 7. B to K Kt 5 | 6. Q to K 2 |
| 8. P to B 3 | 7. B to Kt 5 (ch) |
| 9. P takes P | 8. P takes P |
| 10. B to Q B 4 | 9. Q to B 4 |
| 11. Q to B 3 | 10. P to K Kt 3 |
| 12. Q takes P (ch) | 11. Q takes Q B |
| 13. P takes B | 12. K to Q sq |

And White ought to win.

(C.)

- | | |
|---------------|--------------|
| 6. B to Q B 4 | 6. Kt to B 3 |
| 7. Castles | 7. P to Q 4 |

- If 7. $\frac{B \text{ to } K \text{ Kt } 5}{P \text{ to } Q 3}$ 8. $\frac{\text{Castles}}{B \text{ to } K 2}$ 9. $\frac{P \text{ to } Q \text{ B } 3}{P \text{ takes } P}$ 10. $\frac{Q \text{ Kt takes } P}{Kt \text{ to } K \text{ Kt } 5}$
11. $\frac{B \text{ takes } B}{Q \text{ takes } B}$ 12. $\frac{P \text{ to } K \text{ R } 3}{Kt \text{ to } K 4}$ 13. $\frac{B \text{ to } Kt 3}{B \text{ to } K 3}$ 14. $\frac{P \text{ to } K \text{ B } 4}{B \text{ takes } B}$
15. $\frac{P \text{ takes } B}{Kt \text{ to } Q 2}$ 16. P to Q 4, with the better game.

- | | |
|----------------------|------------------------|
| 8. P takes P | 8. Kt takes P |
| 9. Q to K R 5 | 9. B to K 3 |
| 10. R to K sq | 10. P to K Kt 3 |

- If 10. $\frac{\quad}{B \text{ to } K 2}$ 11. $\frac{R \text{ takes } B}{\quad}$, &c.

- | | |
|-----------------------|--------------------------|
| 11. Q to K 5 | 11. R to K Kt sq |
| 12. B takes Kt | 12. Q takes B (!) |
| 13. Q takes Q | 13. P takes Q |

And Black has the disadvantage of a doubled Pawn and an uncomfortable position.

GAME THE EIGHTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5

BLACK.

1. P to K 4
2. Kt to Q B 3
3. P to K B 4

This Counter-Gambit yields the second player a very inferior game, in the opinion of most authorities.

- | | |
|-------------------------------------|---------------------|
| 4. Q to K 2, or
Variation | 4. P takes P |
|-------------------------------------|---------------------|

- If 4. $\frac{\quad}{P \text{ to } Q 3}$ 5. $\frac{P \text{ takes } B \text{ P}}{B \text{ takes } P}$ 6. $\frac{P \text{ to } Q 4, \&c.}{\quad}$

- | | |
|----------------------|-----------------------|
| 5. B takes Kt | 5. Q P takes B |
| 6. Q takes P | 6. B to Q 3 |
| 7. Kt takes P | 7. Q to K 2 |

8. P to Q 4, and White has gained a Pawn, with no inferiority in position.

For Black's seventh move, in lieu of 7. Q to K 2, the "Handbuch" gives 7. $\overline{\text{Kt to B 3}}$, and continues the game as follows:—

8. $\frac{\text{Q to K 2}}{\text{Castles}}$ 9. $\frac{\text{Q to B 4 (ch)}}{\text{Kt to Q 4}}$ 10. $\frac{\text{P to Q 4}}{\text{Q to R 5}}$ 11. $\frac{\text{Kt to K B 3}}{\text{Q to K Kt 5}}$
and Black has the preferable position.

Black might also take the Bishop with Rook on his last move, as suggested by the "Handbuch," following up that move by B to R 6. If this continuation be correct, the Counter-Gambit of 3. P to K B 4 does not appear disadvantageous for the second player, after all. Lowenthal advises 4. Q to K 2 as White's best mode of continuing the attack, but we think 4. P to Q 4 at least as good; *e. g.*—

VARIATION.

On White's fourth move:—

4. P to Q 4

4. P takes Q P

Lowenthal prefers 4. B P takes K P. (*See* "Games of the Congress," p. 252.)

5. Kt takes P

5. Kt takes Kt

6. Q takes Kt

6. P to Q B 3

7. B to Q 3

7. P takes P

8. B takes P

8. P to Q 4

9. B to Q 3

9. Kt to B 3

10. B to Kt 5

10. B to K 2

11. Q to K R 4

The above moves occur in a game between Hannah and Falkbeer. The latter, who conducted the defence, now moved 11. Q to Q Kt 3, to which his opponent replied 12. B to Kt 6 (ch),

and eventually won the game. Lowenthal thinks Black's best move in this position is 11. Kt to K 5. We recommend this position to the attention of the student.

If now 12. $\frac{Q \text{ to R } 5 \text{ (ch)}}{P \text{ to Kt } 3}$ 13. $\frac{B \text{ takes B}}{Q \text{ takes B}}$ 14. Q to K 2, &c., and we believe White will gain a Pawn at least.

GAME THE NINTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to Q 3

Although this close defence gives the second player a very cramped game, the correct attack, as the German "Handbuch" remarks, is not easy. It is seldom adopted, but may be safely ventured, since few players know the analysis, and unless White plays the most forcible moves, Black can secure an equal position, as will be seen from the following continuation:—

4. P to Q B 3 (or
Variation)

5. B to R 4

6. B to Kt 3

7. Castles

4. P to Q R 3

5. P to Q Kt 4

6. Kt to K B 3

7. Kt to Q R 4

If Black ventures to take the K P, he gets into difficulties:
e. g.—

7. Kt takes K P

8. $\frac{R \text{ to K sq}}{P \text{ to B } 4}$

9. $\frac{B \text{ to Q } 5}{B \text{ to Kt } 2}$

10. $\frac{P \text{ to Q } 3}{Kt \text{ to K B } 3}$

11. $\frac{Kt \text{ takes P}}{B \text{ takes Kt}}$

12. $\frac{B \text{ takes Q Kt}}{B \text{ takes B}}$

13. $\frac{R \text{ takes B (ch)}}{K \text{ to B } 2}$

14. R takes K B P, &c.

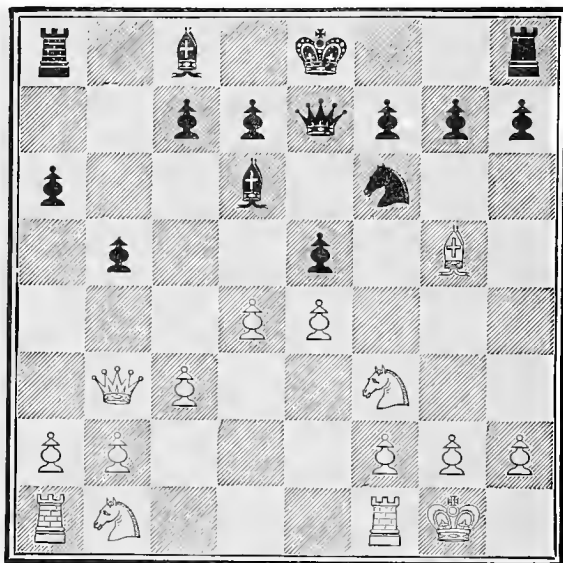
- The "Handbuch" gives for Black 7. _____ 8. $\frac{R \text{ to } K \text{ sq}}{R \text{ to } K \text{ tq}}$
9. $\frac{Kt \text{ to } Kt \ 5}{R \text{ to } K \ 2}$ 10. $\frac{P \text{ to } K \ B \ 4}{P \text{ takes } P}$ 11. $\frac{P \text{ to } Q \ 4, \text{ and White, in a few$

more moves, obtains a winning position. We confess, however, we are unable to accept the above continuation as Black's best.

- | | |
|---------------|-----------------|
| 8. P to Q 4 | 8. Kt takes K B |
| 9. Q takes Kt | 9. Q to K 2 |
| 10. B to Kt 5 | |

And Black's game is cramped and difficult.

BLACK.



WHITE.

VARIATION.

On White's fourth move :—

- | | |
|-------------|-------------|
| 4. Castles | 4. Q to B 3 |
| 5. P to Q 4 | |

If 5. $\frac{P \text{ to } Q \ 3}{P \text{ to } K \ R \ 3}$ 6. $\underline{Q \ Kt \ \text{to} \ B \ 3}$, with a good game.

5. P to K R 3

If 5. $\underline{P \ \text{takes} \ P}$ 6. $\frac{B \ \text{takes} \ Kt}{Q \ P \ \text{takes} \ B}$ 7. $\underline{P \ \text{to} \ K \ 5}$, &c.

6. Q Kt to B 3, or 6. P takes P

And White has a capital attack.

GAME THE TENTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Kt 5
4. Kt to Q B 3

BLACK.

1. P to K 4
2. Kt to Q B 3
3. Q to K 2

And White has the advantage, since Black must lose time in developing his game, his K B being blocked by his Q. If he play—

4. Kt to K B 3

5. Castles

With a fine game.

GAME THE ELEVENTH.

(THE BODEN DEFENCE.)

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5
4. P to B 3

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to B 4
4. Q to K 2

Mr. Boden is the originator of this defence, which, however, is condemned by Max Lange and other authorities. Lowenthal says of it:—"This move, lately adopted at the

suggestion of Mr. Boden, seems to us to give the second player a more cramped position than any other defence, and we cannot, therefore, recommend it." ("Morphy's Games," Bohn's edition, p. 92.) Subsequently, however, he would appear to have somewhat modified this opinion; for in his notes to a game between Messrs. Morphy and Boden ("Morphy's Games," p. 299), he writes as follows:—"This is a defence of Mr. Boden's own, but it has not been sufficiently tested in actual play to enable us to speak confidently as to its merits. It seems to give the second player a more cramped position than the ordinary defences, *but for all that may turn out not more objectionable.*"

5. Castles

5. P to K B 3

6. P to Q 4

6. B to Kt 3

7. Kt to Q R 3

Lowenthal suggests 7. P to Q Kt 3, followed by B to Q R 3, as a good mode of continuing the attack. Max Lange prefers 7. P to Q 5 for White at this point, followed by 8. Kt to K R 4.

8. Kt to B 4

7. Kt to Q sq

9. Kt to K 3

8. Kt to K B 2

10. Kt to K B 5

9. P to Q B 3

11. B to Q 3 (or

10. Q to B sq

Variation)

11. P to Kt 3

12. Kt to Kt 3

12. P to Q 3

13. P to Q R 4

13. B to K Kt 5

14. P to R 5

14. B to B 2

15. P to R 3

15. B to Q 2

16. Q to Kt 3

16. Kt to Q sq

17. R to K sq

17. B to K 3

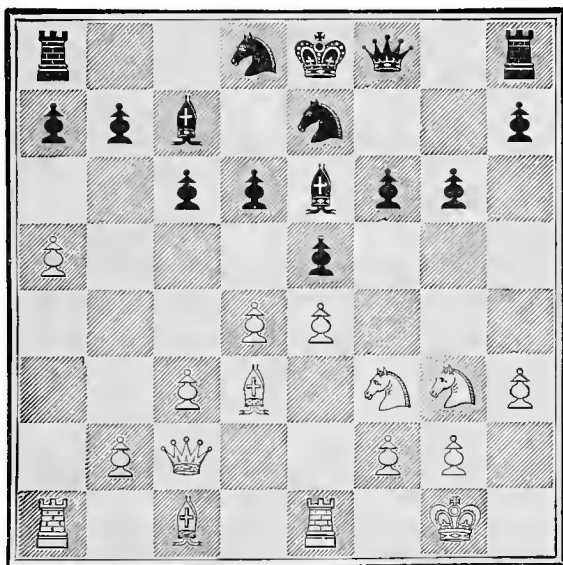
18. Q to B 2

18. Kt to K 2

And although White has unquestionably some advantage of

position, that is not sufficient to ensure his winning the game. Can more be said in favour of the other defences to the Ruy Lopez?

BLACK.



WHITE.

The above moves occur in a game between Messrs. Lowenthal and Morphy. (See "Morphy's Games," Max Lange's edition, p. 166.)

For White's seventeenth move the "Handbuch" gives B to Q B 4, in lieu of R to K sq as above, and declares that White has a winning position: this we fail to see.

VARIATION.

On White's eleventh move:—

11. B to Q R 4

Lowenthal thinks this inferior to 11. B to Q 3.

12. Kt to K 3

13. P to Q 5

11. P to Kt 3

12. P to Q 3

With a strong game.

GAME THE TWELFTH.

WHITE.

1. P to K 4

2. Kt to K B 3

3. B to Q Kt 5

4. B to Q R 4

5. Castles

6. P to Q 4

BLACK.

1. P to K 4

2. Kt to Q B 3

3. P to Q R 3

4. Kt to K B 3

5. Kt takes K P

6. P to Q Kt 4 (best)

If 6. Q Kt takes P 7. Kt takes Kt
P takes Kt

8. R to K sq. &c.

If 6. P takes P 7. R to K sq or 8. Kt takes P, with the better
P to Q 4

game.

7. B to Q Kt 3

8. P takes P (or

Variation)

7. P to Q 4

White may play 8. Kt takes P, for which *see* Variation.

8. Kt to K 2 or (A.)

This move is recommended by Anderssen. We submit the following continuation:—

9. B to K 3

10. Q Kt to Q 2

11. Q takes Kt

9. B to Q Kt 2

10. Kt takes Kt

And the game is equal, Black being now able to play 11. Kt to K B 4, to which White's best rejoinder appears to be 12. Q R to Q sq, when the game may be continued thus :—

12. P to Q B 3

If 12.
Kt takes B

13. Q takes Kt
B to K 2

14. P to K 6
Castles

15. P takes P (ch), &c.

13. K R to K sq

13. B to K 2

14. Q to Q 3

14. Kt takes B

15. R takes Kt

And we prefer White's game.

(A.)

8. Q B to K 3

This move is advised by Max Lange, and seems stronger than Kt to K 2.

9. P to B 3 or (a)

9. B to Q B 4

10. Q Kt to Q 2

10. Kt takes Kt

If 10.
Castles

11. Kt takes Kt
P takes Kt

12. B takes B
Q takes Q

13. R takes Q
P takes B

14. Kt to Q 4
Kt takes P

15. Kt takes K P
B takes P (ch), and Black has gained a Pawn, but

will find it difficult to maintain.

11. B takes Kt

And the game appears to be even.

(a)

9. B to K 3
B to K 2

10. Q to K 2
Kt to R 4

11. K Kt to Q 2
Castles

12. P to K B 4
P to K B 4

13. P to B 3
Kt takes B

14. Kt takes Kt, and, after a few more moves, the

"Handbuch" declares the game even.

VARIATION.

On White's eighth move.

- | | |
|----------------|-----------------|
| 8. Kt takes P | 8. Kt takes Kt |
| 9. P takes Kt | 9. P to Q B 3 |
| 10. P to Q B 3 | 10. B to Q B 4 |
| 11. Kt to Q 2 | 11. Kt takes Kt |
| 12. B takes Kt | 12. Q to K R 5 |

And Black has a good game.

GAMES ILLUSTRATIVE OF THE KNIGHT'S GAME
OF RUY LOPEZ.

GAME I.—*Between Messrs. MURPHY and WISKER.*

(From "The Glowworm.")

- | WHITE (Dr. Murphy). | BLACK (Mr. Wisker). |
|---------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. K Kt to B 3 | 2. Q Kt to B 3 |
| 3. K B to Kt 5 | 3. P to Q R 3 (a) |
| 4. B to R 4 | 4. K Kt to B 3 |
| 5. Castles (b) | 5. B to K 2 |
| 6. Q Kt to B 3 | 6. P to Q Kt 4 |
| 7. B to Kt 3 | 7. P to Q 3 |
| 8. P to K R 3 | 8. Castles |
| 9. P to Q 3 | 9. Kt to Q R 4 |

Notes by Herr Lowenthal.

(a) Lucena, who flourished before Lopez, from whom the opening derives its name, recommended here K Kt to K 2. The move in the text was approved of by the old Italian authors, and since their epoch, by many modern writers upon the game.

(b) The excellence of this attack, instead of Q to K 2, is now recognised by nearly every player.

- | | |
|----------------------|--------------------|
| 10. B to K 3 | 10. P to Q B 4 (c) |
| 11. B to Q 5 | 11. Q R to Kt sq |
| 12. P to Q R 3 | 12. Kt takes B |
| 13. Q Kt takes Kt | 13. Kt to Q B 3 |
| 14. P to Q B 3 | 14. P to K B 4 |
| 15. Kt takes B (ch) | 15. Kt takes Kt |
| 16. Q to Kt 3 (ch) | 16. K to R sq |
| 17. P takes P | 17. Kt takes P (d) |
| 18. Q R to K sq | 18. Q to K B 3 |
| 19. Kt to K Kt 5 | 19. B to Q Kt 2 |
| 20. Kt to K 4 | 20. Q to K Kt 3 |
| 21. Q to her sq | 21. P to Q B 5 (e) |
| 22. Q to K Kt 4 | 22. P takes P (f) |
| 23. Q takes Q | 23. P takes Q |
| 24. B to K Kt 5 | 24. P to Q 4 (g) |
| 25. Kt to Q B 5 | 25. K R to K sq |
| 26. Kt to Q 7 | 26. P to K 5 (h) |
| 27. Kt takes R | 27. R takes Kt |
| 28. P to K Kt 4 | 28. Kt to Q 3 |
| 29. P to Q Kt 3 | 29. R to Q B sq |
| 30. B to Q 2 | 30. Kt to K B 2 |
| 31. P to K B 3 | 31. Kt to K 4 |
| 32. P takes P | 32. P takes P |
| 33. Q R to K 3 | 33. Kt to B 6 (ch) |
| 34. K R takes Kt (i) | 34. P takes R |
| 35. R takes Q P | 35. R to Q B 2 |
| 36. K to B 2 | 36. K to Kt sq |
| 37. B to K 3 | 37. K to B 2 |
| 38. B to Q 4 | 38. R to K 2 |

(c) Kt takes B would have had the disadvantage of opening a file to the hostile Rook, but in such a case White could never afterwards break up Black's position by P to Q R 4—a move always to be provided for with care by the second player when he has advanced his Q Kt P. The mode of play actually adopted has, however, much to recommend it.

(d) Supposing that the Bishop here had made the capture and White had answered with Kt to K Kt 5, some interesting positions might have arisen from Black's pushing his Q B P on the enemy's Queen, and if P takes P, then playing P to K R 3.

(e) This requires a careful reply.

(f) At first sight it looks as if Black might, with advantage, have promptly exchanged Queens, but this step would not have led to much ultimately.

(g) A little premature.

(h) If Black had not sacrificed the exchange, he would have lost at once his most important Pawns, which will always afford him resource.

(i) White is compelled to sacrifice the exchange in his turn.

- | | |
|----------------|-------------------|
| 39. R to Q 2 | 39. B to Q 4 |
| 40. B takes P | 40. B takes P |
| 41. B to Q 4 | 41. B to Q 4 |
| 42. B to Q B 5 | 42. Q to K 7 (ch) |
| 43. R takes R | 43. P takes R |
| 44. K takes P | 44. P to R 4 |

And the game was shortly given up as drawn (*h*)

GAME II.—*Between Messrs. ANDERSSEN and PAULSEN.*

(From "The Handbuch.")

- | WHITE (Herr Anderssen). | BLACK (Herr Paulsen). |
|-------------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. Kt to B 3 |
| 4. P to Q 3 | 4. P to Q 3 |
| 5. B takes Kt (ch) | 5. P takes B |
| 6. P to K R 3 | 6. P to Kt 3 |
| 7. Kt to B 3 | 7. B to K Kt 2 |
| 8. Castles | 8. Castles |
| 9. Kt to K 2 | 9. P to B 4 |
| 10. Kt to Kt 3 | 10. B to Q Kt 2 |
| 11. R to K sq | 11. Kt to Q 2 |
| 12. R to Q Kt sq | 12. P to B 4 |
| 13. P to Kt 4 | 13. P takes K P |
| 14. Q P takes P | 14. P takes P |
| 15. R takes P | 15. Kt to Q Kt 3 |
| 16. R to Q Kt 3 | 16. Q to K 2 |
| 17. P to Q R 4 | 17. P to Q R 4 |
| 18. B to K 3 | 18. R to Q R 3 |
| 19. Q to K 2 | 19. B to Q B sq |
| 20. K R to Q Kt | 20. Q to Q sq |
| 21. Kt to Kt 5 | 21. Q to K 2 |
| 22. Kt to K B 3 | 22. Q to Q sq |
| 23. P to K R 4 | 23. K to R sq |
| 24. R to Q R 3 | 24. R to Q R sq |
| 25. P to R 5 | 25. B to Q R 3 |

(*h*) A Pawn's advantage can rarely secure a player a game like this, when opposed Bishops are on different colours.

- | | |
|-------------------------|-----------------|
| 26. Q to K sq | 26. Kt to B 5 |
| 27. Q R to Kt 3 | 27. Q to Q 2 |
| 28. P takes P | 28. P takes P |
| 29. B to K Kt 5 | 29. Q takes R P |
| 30. Kt to K R 4 | 30. Q to K sq |
| 31. Kt to B sq | 31. P to R 5 |
| 32. R to K R 3 | 32. K to Kt sq |
| 33. R to K Kt 3 | 33. P to R 6 |
| 34. R to Q R sq | 34. B to K B 3 |
| 35. Kt takes Kt P | 35. B takes B |
| 36. Kt takes R | 36. K takes Kt |
| 37. R takes B | 37. K to K 2 |
| 38. Kt to K 3 | 38. K to Q 2 |
| 39. R to K Kt 3 | 39. P to B 3 |
| 40. Kt takes Kt | 40. B takes Kt |
| 41. Q to B 3 | 41. P to Q 4 |
| 42. R takes P and wins. | |
-

GAME III.—*Between Messrs. BIRD and MINCHIN.*

(From "The Transactions of the British Chess Association.")

- | WHITE (Mr. Bird). | BLACK (Mr. Minchin). |
|-------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. P to Q R 3 |
| 4. B to Q R 4 | 4. Kt to K B 3 |
| 5. Castles | 5. B to K 2 |
| 6. P to Q 4 | 6. P takes P |
| 7. P to K 5 | 7. Kt to K 5 |
| 8. B to Q Kt 3 | 8. Castles |
| 9. Kt takes P | 9. Kt takes Kt |
| 10. Q takes Kt | 10. Kt to Q B 4 |
| 11. Q Kt to B 3 | 11. Kt takes B |
| 12. R P takes Kt | 12. P to Q 3 |
| 13. Kt to K 4 | 13. P takes P |
| 14. Q takes K P | 14. R to K sq |
| 15. R to K sq | 15. B to Q 2 |
| 16. B to Q 2 | 16. B to Q L 3 |
| 17. B to Q B 3 | 17. B to K B sq |
| 18. Q to K B 4 | 18. Q to Q 4 |

- | | |
|--------------------|---------------------|
| 19. P to K B 3 | 19. R to K 3 |
| 20. Q R to Q sq | 20. Q to K R 4 |
| 21. Kt to K Kt 5 | 21. B to Q 3 |
| 22. Kt takes R (a) | 22. B takes Q |
| 23. Kt takes B | 23. Q to K Kt 4 |
| 24. Kt to Q 5 | 24. P to K B 3 (b) |
| 25. P to K R 4 | 25. Q to K R 4 |
| 26. Kt to K 7 (ch) | 26. K to B 2 |
| 27. Kt takes B | 27. P takes Kt |
| 28. R to Q 7 (ch) | 28. K to B sq |
| 29. K R to K 7 | 29. Q to Q B 4 (ch) |
| 30. B to Q 4 | 30. Q takes R |
| 31. R takes Q | 31. K takes R |
| 32. K to B 2 | 32. K to Q 3 |
| 33. P to Q Kt 4 | 33. R to K sq |
| 34. P to Q B 4 | 34. K to K 3 |
| 35. P to K Kt 4 | 35. P to K Kt 3 |
| 36. P to K B 4 | 36. P to K R 4 |
| 37. P to K Kt 5 | 37. P takes P |
| 38. B P takes P | 38. K to K B 4 |

And White resigned.

GAME IV.—*Between Messrs. DE VERE and WISKER. Played in the
Challenge Cup Tourney, 1868.*

WHITE (Mr. De Vere).

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5
4. B to Q R 4
5. Castles
6. R to K sq (a)
7. B to Q Kt 3
8. P to Q B 3

BLACK (Mr. Wisker.)

1. P to K 4
2. Kt to Q B 3
3. P to Q R 3
4. Kt to K B 3
5. B to K 2
6. P to Q Kt 4
7. P to Q 3
8. B to K Kt 5

(a) An unsound sacrifice, although just in Mr. Bird's style. B to K 5 was the proper play.

(b) If B takes Kt, R to K 5, &c.

(a) We hardly think this so good a move as P to Q 4.

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

(b) Hazardous! Q to Q 3 is better play.

(c) Black now gets up a strong attack.

(d) The sacrifice of the Bishop looks tempting here, but would not have been sound play.

- | | |
|----------------------|----------------|
| 47. Q to Kt 4 (ch) | 47. K to R 2 |
| 48. Q to K 4 (ch) | 48. K to R sq |
| 49. P to K R 4 | 49. Q to K R 4 |
| 50. Q to K 6 | 50. K to R 2 |
| 51. Q to K 7 (ch) | 51. K to R sq |
| 52. Q to Q 8 (ch) | 52. K to R 2 |
| 53. Q takes B P (ch) | 53. K to Kt sq |
| 54. Q takes Q P | 54. P to Kt 6 |
| 55. P takes P | 55. P takes P |
| 56. Q to K 6 (ch) | 56. K to B sq |
| 57. Q to K B 6 (ch) | |

And Black resigned (*e*).

GAME V.—*Between Messrs. BLACKBURNE and WISKER. Played in the Challenge Cup Tourney.*

(From "The Transactions of the British Chess Association.")

- | WHITE (Mr. Blackburne). | BLACK (Mr. Wisker). |
|--------------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. P to Q R 3 |
| 4. B to Q R 4 | 4. Kt to K B 3 |
| 5. P to Q 3 (<i>a</i>) | 5. P to Q Kt 4 |
| 6. B to Q Kt 3 | 6. P to Q 3 |
| 7. P to Q B 3 | 7. B to K 2 |
| 8. P to Q R 3 | 8. Castles |
| 9. Castles | 9. P to Q 4 |
| 10. P takes P | 10. Kt takes P |
| 11. Q to K 2 | 11. B to K B 3 |
| 12. B to K 3 | 12. Q B to B 4 |
| 13. K B to B 2 | 13. R to K sq |
| 14. Q Kt to Q 2 | 14. B to K Kt 3 |
| 15. K R to K sq | 15. B to K 2 |
| 16. Q Kt to B sq | 16. P to K B 4 |
| 17. Q R to Q sq | 17. P to K B 5 |
| 18. Q B to his sq | 18. B to Q B 4 |

(*e*) The whole of this difficult end game is played by Mr. de Vere in masterly style.

(*a*) This move is favoured by Anderssen, Zukertort, and the Berlin players, but condemned by Lowenthal as being of too defensive a character.

19. Q Kt to Q 2
20. B to R 4
21. Kt to K 4
22. Q takes B
23. Q to Q B 4

19. P to Q Kt 5 (b)
20. Q to K B 3
21. B takes Kt
22. K R to Q sq

And Black resigned.

GAME VI.—*Between Messrs. MORPHY and ANDERSSSEN.*

- | WHITE (Mr. Anderssen). | BLACK (Mr. Morphy). |
|------------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. P to Q R 3 |
| 4. B to Q R 4 | 4. Kt to K B 3 |
| 5. P to Q 3 | 5. B to B 4 |
| 6. P to Q B 3 | 6. P to Q Kt 4 |
| 7. B to Q B 2 | 7. P to Q 4 |
| 8. P takes P | 8. Kt takes P |
| 9. P to K R 3 | 9. Castles |
| 10. Castles | 10. P to R 3 |
| 11. P to Q 4 | 11. P takes P |
| 12. P takes P | 12. B to Kt 3 |
| 13. Kt to B 3 | 13. K Kt to Q Kt |
| 14. B to Kt sq | 14. B to K 3 (a) |
| 15. P to R 3 | 15. Kt to Q 4 |
| 16. Kt to K 2 | 16. Kt to B 3 |
| 17. B to K 3 | 17. R to K sq |
| 18. Kt to Kt 3 | 18. B to B 5 |
| 19. Kt to B 5 | 19. B takes R |
| 20. Q takes B | 20. Kt to K 2 |
| 21. K Kt to R 4 | 21. Kt takes Kt |
| 22. Kt takes Kt | 22. Q to Q 2 |
| 23. B takes P | 23. P takes B |

(b) Hitherto the game has been correctly conducted, but now Black makes a fatal error.

(a) If B takes P. B to K 4, &c.

- | | |
|--------------------|-------------------|
| 24. Q to Q B sq | 24. B takes P (b) |
| 25. Q takes R P | 25. R to K 8 (ch) |
| 26. K to R 2 | 26. Kt to K 5 |
| 27. B takes Kt | 27. R takes B |
| 28. Q to Kt 5 (ch) | 28. K to B sq |
| 29. Q to R 6 (ch) | 29. K to K sq |
| 30. Kt takes B | 30. Q to Q 3 (ch) |
| 31. Q takes Q | 31. P takes Q |
| 32. R to Q sq | 32. K to B sq |
| 33. R to Q 2 | 33. Q R to K sq |
| 34. P to K Kt 4 | 34. Q R to K 4 |
| 35. P to B 3 | 35. R to K 8 |
| 36. P to K R 4 | 36. R to Q 4 |
| 37. K to Kt 3 | 37. P to R 4 |
| 38. P to R 5 | 38. K to Kt sq |
| 39. K to B 2 | 39. R to K sq |
| 40. K to Kt 3 | 40. R to K 8 |
| 41. K to B 4 | 41. K to R 2 |

And the game was drawn.

GAME VII.—*Between Messrs. MORPHY and DE RIVIÈRE.*

WHITE (M. De Rivière).

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

BLACK (Mr. Morphy).

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

(b) Kt to R 2 would have won the game: e.g., 24. $\frac{\text{Kt to R 2}}{\text{Kt to R 2}}$ 25. $\frac{\text{Q takes R P}}{\text{P to K B 3}}$

26. $\frac{\text{Kt to K R 4 or (a)}}{\text{R to K 8 ch}}$ 27. $\frac{\text{K to R 2}}{\text{R takes B, and wins.}}$ (a) 26. $\frac{\text{B to R 2 (ch)}}{\text{K to R sq}}$

27. $\frac{\text{Kt to K R 4}}{\text{R to K Kt sq, and wins.}}$

- | | |
|-------------------|-------------------|
| 13. Q R to Q sq | 13. Q to K 2 |
| 14. P to Q 4 | 14. Q R to K sq |
| 15. P to K R 3 | 15. B to B 5 |
| 16. R to K B 3 | 16. P takes P |
| 17. R takes P | 17. B to Q Kt 4 |
| 18. P to Q R 4 | 18. P to Q B 4 |
| 19. R to Q 2 | 19. B to Q B 3 |
| 20. Kt to Q 5 | 20. B takes Kt |
| 21. P takes B | 21. Kt to K 5 |
| 22. R to K 2 | 22. Q to K 4 |
| 23. P to B 4 | 23. R to Kt sq |
| 24. R to B 4 | 24. K R to K sq |
| 25. Kt to B 3 | 25. Q to Kt 2 |
| 26. Kt to Q 2 | 26. Kt takes Kt |
| 27. Q takes Kt | 27. R to Kt 6 |
| 28. Q to Q R 5 | 28. P to K B 4 |
| 29. Q takes R P | 29. R takes Kt P |
| 30. R takes R | 30. Q takes R |
| 31. Q to B 6 | 31. R takes P |
| 32. Q takes Q B P | 32. R to K 8 (ch) |
| 33. K to R 2 | 33. Q to K 4 |
| 34. Q to Q 8 (ch) | 34. K to B 2 |
| 35. Q to Q 7 (ch) | 35. K to B 3 |
| 36. Q to Q 8 (ch) | |

And the game was drawn.

GAME VIII.—*Between* MESSRS. MURPHY and CHINNERY.

- | WHITE (Dr. Murphy). | BLACK (Mr. Chinnery). |
|---------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. P to Q R 3 |
| 4. B to Q R 4 | 4. Kt to K B 3 |
| 5. Kt to Q B 3 | 5. B to Q B 4 |
| 6. Castles | 6. P to Q Kt 4 |
| 7. B to Kt 3 | 7. P to Q 3 |
| 8. B to Q 5 | 8. Kt takes B |
| 9. P takes Kt | 9. Kt to K 2 |
| 10. P to Q 4 | 10. P takes P |
| 11. Kt takes P | 11. B takes Kt |
| 12. Q takes B | 12. Castles |
| 13. P to B 4 | 13. P to K B 4 |

- | | |
|---------------------------------|-----------------------|
| 14. P to Q R 4 | 14. P to Q B 4 (a) |
| 15. P takes P <i>en passant</i> | 15. P takes P |
| 16. Kt takes P | 16. Q to B 2 |
| 17. R to Q sq | 17. Q takes P |
| 18. Q takes Q P | 18. Q takes Q B P (b) |
| 19. B to Q 2 | 19. Kt to Kt 3 |
| 20. Q to Q 5 (ch) | 20. K to R sq |
| 21. Q takes R | 21. B to K 3 |
| 22. Q to B 3 | 22. B to Q 2 |
| 23. Q to Q R 3 | 23. B to B 3 |
| 24. Kt to B 3 | 24. R to R sq |
| 25. Q to Q 6 | |

And Black resigned.

GAME IX.—Between MESSRS. BIRD and WISKER. *Played in the Challenge Cup Tourney.*

(From "The Glowworm.")

- | WHITE (Mr. Bird). | BLACK (Mr. Wisker). |
|-------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. K Kt to B 3 | 2. Q Kt to B 3 |
| 3. B to Q Kt 5 | 3. P to Q R 3 |
| 4. B to Q R 4 | 4. K Kt to B 3 |
| 5. P to Q 4 | 5. P takes P |
| 6. Castles | 6. B to K 2 |
| 7. R to K sq | 7. Castles |
| 8. P to K 5 | 8. Kt to K sq |
| 9. Kt takes Q P | 9. Kt takes Kt |
| 10. Q takes Kt | 10. P to Q 4 |
| 11. Q Kt to B 3 | 11. P to Q B 3 |
| 12. Q to Q sq | 12. B to K 3 |
| 13. B to Kt 3 | 13. Q to Q 2 (a) |
| 14. Kt to R 4 | 14. Q to Q B 2 |
| 15. Kt to B 3 | 15. P to K R 3 |
| 16. B to K B 4 | 16. Q R to Q sq |

(a) B to Q 2 would have been a better move.

(b) This was evidently a mistake.

Notes by Herr Löwenthal.

(a) Black has managed to develop his game ; his position is now equal to that of his adversary.

- | | |
|---------------------------------|------------------------|
| 17. Kt to K 2 | 17. P to Q B 4 |
| 18. P to Q B 3 | 18. Q to Q B 3 |
| 19. Q R to B sq | 19. P to K B 4 |
| 20. P takes P <i>en passant</i> | 20. Kt takes P |
| 21. Kt to K Kt 3 | 21. Kt to K 5 |
| 22. B to K 3 | 22. P to Q B 5 |
| 23. B to B 2 | 23. Kt takes K B P (b) |
| 24. Q to K R 5 | 24. B to Q B 4 |
| 25. Q to Kt 6 | 25. R to K B 3 |
| 26. Q to R 7 (ch) | 26. K to B sq |
| 27. Kt to K R 5 | 27. R to K B 2 |
| 28. B to Q 4 | 28. B takes B |
| 29. P takes B | 29. Q to Q Kt 3 |
| 30. B to K B 5 (c) | 30. Kt to K 5 |
| 31. B takes Kt | 31. Q takes P (ch) |
| 32. K to R sq | 32. P takes B |
| 33. R takes K P | 33. Q to Q 8 (ch) |
| 34. K R to K sq | 34. Q takes Kt |
| 35. R takes B | 35. R to Q 8 (ch) |
| 36. K R to K sq | 36. R takes K R (ch) |
| 37. R takes R | 37. R to K 2 |
| 38. R to K B sq (ch) | 38. R to K B 2 (d) |

Drawn by mutual consent.

GAME X.—*Between Messrs. ZUKERTORT and WISKER.*

(From "The Westminster Papers.")

WHITE (Mr. Wisker).

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5
4. B to Q R 4
5. Castles

BLACK (Mr. Zukertort).

1. P to K 4
2. Kt to Q B 3
3. P to Q R 3
4. Kt to K B 3
5. Kt takes K P (a)

(b) An ingenious conception. If B takes Kt, Black can play R takes B, checking afterwards with great effect with his Bishop.

(c) Well played, as Black cannot take the piece without immediate loss.

(d) The attack and counter-attack are well sustained by both combatants in this game.

Notes by the Author.

(a) B to K 2 is preferred by Mr. Wisker when the proper continuation is—

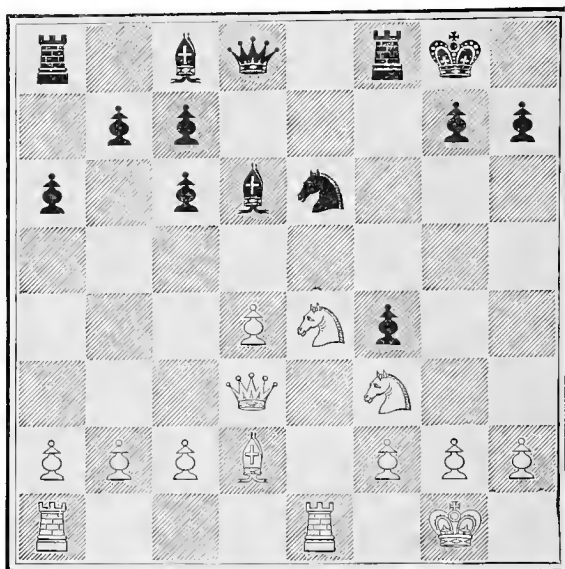
6. $\frac{P \text{ to } Q 4}{P \text{ takes } P}$ 7. $\frac{P \text{ to } K 5}{Kt \text{ to } K 5}$, with a good game. The move in the text, however, is stronger play, in our opinion.

- | | |
|---------------------|--------------------|
| 6. R to K sq. | 6. Kt to Q B 4 |
| 7. B takes Kt | 7. Q P takes B |
| 8. P to Q 4 | 8. Kt to K 3 |
| 9. Kt takes K P (b) | 9. B to K 2 |
| 10. B to K 3 | 10. Castles |
| 11. Q Kt to B 3 | 11. P to K B 3 |
| 12. Kt to K B 3 | 12. P to K B 4 |
| 13. Q to Q 3(c) | 13. P to K B 5 (d) |
| 14. B to Q 2 | 14. B to Q 3 |
| 15. Kt to K 4 (e) | |

DIAGRAM

Showing the position after White's 15th move.

BLACK.



WHITE.

- (b) White has already acquired a somewhat superior position.
 (c) The commencement of a profound combination.
 (d) This is an unsound move, as will be seen by the sequel.
 (e) *Vide* Diagram. White could also have played here 15. Q to Q B 4, with a good game, followed by Kt to K Kt 5, but the move made is to be preferred.

- | | |
|----------------------------------|------------------------------|
| 16. P to Q B 4 | 15. K to R sq |
| 17. P to Q Kt 3 | 16. P to Q Kt 4 |
| 18. B to Q B 3 | 17. B to Q Kt 2 |
| 19. Q R to Q sq | 18. Q to Q 2 |
| 20. Q to K 2 | 19. Q to K B 2 |
| 21. P to Q B 5 | 20. K R to K sq |
| 22. Kt to K 5 | 21. B to K 2 |
| 23. R to Q 3 | 22. Q to K B 4 |
| 24. P to K Kt 4 | 23. Q R to Q sq |
| 25. R to K R 3 | 24. Q to K B sq (<i>f</i>) |
| 26. Q to Q 3 | 25. K to Kt sq |
| 27. P to Q Kt 4 | 26. P to K Kt 3 |
| 28. Kt to K B 3 | 27. B to K B 3 |
| 29. P to Q 5 | 28. B to Q B sq |
| 30. P to Q 6 | 29. B to K Kt 2 |
| 31. P takes P | 30. P takes P |
| 32. R takes K R P | 31. Kt to Q B 2 |
| 33. Kt from K B 3 to K Kt 5 (ch) | 32. K takes R |
| 34. Q to K R 3 | 33. K to Kt sq |
| 35. Kt to B 6 (ch) | 34. B to K R 3 |
| 36. R takes R (ch) | 35. Q takes Kt |
| 37. B takes Q | 36. Kt takes R |
| 38. B takes B (<i>g</i>) | 37. B takes Kt |

And Black resigned.

(*f*) If Black had taken this Pawn *en passant*, White would have played 25. R to K B 3.

(*g*) An elegant termination to a well-contested game!

GAME XI.—*Between the same opponents.*

(From "The Westminster Papers.")

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

Notes by the Author.

(a) This is inferior, in the opinion of most authorities, to Castling or P to Q 4.

(b) Q to Q Kt 2 might have been played here perhaps more advantageously.

- | | |
|--------------------|----------------------|
| 37. R to B 6 | 37. P to Q 5 |
| 38. R takes P | 38. B to Q 4 (ch) |
| 39. K to R 2 | 39. P to Q 6 (c) |
| 40. R to Kt 7 (ch) | 40. K to K sq |
| 41. P to Q B 4 | 41. Kt to Q 5 |
| 42. P takes B | 42. Kt to B 6 (ch) |
| 43. K to Kt 2 | 43. Kt takes B |
| 44. P to Q 6 | 44. P takes P |
| 45. P takes P | 45. Kt takes Q Kt P |
| 46. Kt to K B 5 | 46. P to Q 7 |
| 47. Kt to K 3 | 47. Kt to Q 5 |
| 48. R to Q Kt 7 | 48. R to R 3 |
| 49. P to Q 7 (ch) | 49. K to Q sq |
| 50. R to Q Kt 2 | 50. Kt to K B 6 |
| 51. K takes Kt | 51. R takes P (ch) |
| 52. K to B 4 | 52. R takes Kt |
| 53. R takes P | 53. R to K 8 |
| 54. P to Kt 5 | 54. P to B 4 |
| 55. P to Kt 6 | 55. P to B 5 |
| 56. R to Q B 2 | 56. K takes P |
| 57. R takes P | 57. K to K 2 |
| 58. R to Q B 6 | 58. K to B sq |
| 59. R takes P | 59. K to Kt 2 |
| 60. K to B 5 | 60. R to K B 8 (ch) |
| 61. K to K 5 | 61. R to Kt 8 |
| 62. P to Q R 4 | 62. R to Kt 4 (ch) |
| 63. K to B 4 | 63. R to Q B 4 |
| 64. K to K 4 | 64. R to K Kt 4 |
| 65. P to R 5 | 65. R to K R 4 |
| 66. K to Q 4 | 66. R to K Kt 4 |
| 67. K to Q B 4 | 67. R to Kt 5 (ch) |
| 68. K to Q Kt 5 | 68. R to K Kt 4 (ch) |
| 69. K to Q Kt 6 | 69. R takes P (ch) |
| 70. K to Kt 7 | 70. Resigns (d) |

(c) Well played! If P takes P then Kt to Q 5, &c.

(d) We think as Black had a good chance to draw, his resignation of the game was premature.

GAME XII.—*Between Messrs. MORPHY and SCHULTEN.*

WHITE (Mr. Morphy).	BLACK (Mr. Schulten).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q Kt 5	3. B to Q B 4 (<i>a</i>)
4. P to Q B 3	4. K Kt to K 2
5. Castles	5. Castles
6. P to Q 4	6. P takes P
7. P takes P	7. B to Q Kt 3
8. P to Q 5	8. Kt to Q Kt sq
9. P to Q 6	9. P takes P
10. B to K B 4 (<i>b</i>)	10. B to Q B 2 (<i>c</i>)
11. Kt to Q B 3	11. P to Q R 3
12. B to Q B 4	12. P to Q Kt 4
13. B to Q Kt 3	13. B to Q Kt 2
14. Q B takes P	14. B takes B
15. Q takes B	15. P to K R 3
16. Q R to Q sq	16. Kt to Q B sq
17. Q to K B 4	17. Kt to Q Kt 3
18. Kt to K 5	18. Q to K B 3
19. Q takes Q	19. P takes Q
20. Kt to K Kt 4	20. K to Kt 2
21. Kt takes B P	21. B to Q B 3
22. P to K 5	22. P to Q R 4
23. R to Q 3	23. R to K R sq
24. Q Kt to Q 5	24. Kt to Q B 5
25. B takes Kt	25. P takes B
26. R to K Kt 3 (<i>ch</i>)	26. K to B sq
27. Kt to Q Kt 6	27. R to Q R 2
28. K R to Q sq	28. B to Kt 4
29. R to Q 4	29. R to Q B 2
30. K R to K Kt 4, and wins.	

(*a*) A bad move in this opening, inasmuch as it permits the first player to establish his Pawns in the centre with a strong attack. The only object of such a weak move is to tempt White to capture the Knight with Bishop, and afterwards take Pawn with Knight, upon which Black would play Q to Q 5, compelling White to retreat his Kt to Q 3, with a very bad game; but as White is not compelled to adopt this mode of play, the move of 3 B to Q B 4 for Black is a radically untenable defence.

(*b*) This move is recommended by Max Lange (*see* the "Schachpartien," Game XIX. p. 51), and is far stronger than the old move of 10. Q takes P, which can be answered by 10. B to B 2, upon which the White Queen is obliged to retreat to Q R 3, and Black escapes from his difficulties.

(*c*) We should have preferred sacrificing the Pawn at once, in order to relieve Black from his cramped position.

GAME XIII.—*Between Messrs. MORPHY and ANDERSSEN.*

WHITE (Mr. Morphy).	BLACK (Mr. Anderssen).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q Kt 5	3. Kt to K B 3
4. P to Q 4 (<i>a</i>)	4. Q Kt takes P (<i>b</i>)
5. Kt takes Kt	5. P takes Kt
6. P to K 5	6. P to Q B 3 (<i>c</i>)
7. Castles (<i>d</i>)	7. P takes B
8. B to K Kt 5	8. B to K 2
9. P takes Kt	9. B takes P
10. R to K sq (ch)	10. K to B sq
11. B takes B	11. Q takes B
12. P to Q B 3 (<i>e</i>)	12. P to Q 4
13. P takes P	13. B to K 3
14. Kt to Q B 3	14. P to Q R 3
15. R to K 5	15. R to Q sq
16. Q to Q Kt 3	16. Q to K 2
17. Q R to K sq	17. P to K Kt 4
18. Q to Q sq	18. Q to K B 3
19. Q R to K 3	19. R to K Kt sq
20. R takes B	

And Black resigned.

(*a*) This move is recommended by Max Lange in the "Schachpartien," p. 55. Löwenthal, however, prefers Castling at this juncture. 4 Q to K 2 only leads to an even game. (See Games of the Chess Congress, 1862, p. 28.)

(*b*) 4 K Kt takes K P is preferable when the correct continuation is—

5. $\frac{\text{P takes P}}{\text{B to K 2}}$	6. $\frac{\text{Castles}}{\text{Castles, even game.}}$
---	--

(*c*) Kt to K 5 appears a better move than this.

(*d*) This is far stronger than taking the Knight, which would give Black a good game: *e.g.*,

7. $\frac{\text{P takes Kt}}{\text{Q to R 4 (ch)}}$	8. $\frac{\text{P to Q B 3}}{\text{Q takes B}}$	9. $\frac{\text{Q takes P}}{\text{P takes P}}$
10. $\frac{\text{Q takes K B P}}{\text{R to K Kt sq, \&c.}}$		

(*e*) Max Lange plays Kt to Q R 3 here, which is perhaps better than the move in the text.

GAME XIV.—Between Messrs. DUBOIS and BARNES.

(From "The Games of the Congress.")

WHITE (Mr. Barnes).	BLACK (Mr. Dubois).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q Kt 5	3. Kt to K B 3
4. P to Q 4	4. Kt takes K P (a)
5. P takes P	5. B to K 2
6. Castles	6. Castles
7. Q to Q 5	7. Kt to Q B 4
8. B to K 3	8. Kt to K 3
9. Kt to Q B 3	9. P to Q R 3
10. B takes Kt	10. Kt P takes B
11. Q to Q Kt 3	11. P to Q 4
12. P takes P (<i>en passant</i>)	12. P takes P
13. Kt to Q R 4	13. P to Q 4
14. Q R to Q sq	14. Q to Q B 2
15. P to Q B 4	15. R to Q Kt sq
16. Q to Q B 2	16. P takes P
17. Q takes B P	17. P to Q B 4
18. P to Q Kt 3	18. R to Q Kt 5
19. Q to Q B 2	19. B to Q Kt 2
20. Kt to Q 2	20. B to Q 3
21. P to K Kt 3	21. R to K Kt 5
22. P to K B 4	22. Kt takes K B P
23. B takes Kt	23. B takes B
24. Kt to K B 3	24. B takes K Kt P
25. K to R sq (b)	25. R to K R 5
26. R to Q 2	26. Q to K B 5
27. Q to Q 3	27. B to K 5
28. Q to B 3	28. B to K 8
29. R takes B	29. B takes Kt (ch)
30. K to Kt sq	30. R to Kt 5 (ch)
31. K to B sq	31. B to Kt 7 (ch)
32. K to K 2	32. R to K sq (ch)

(a) This is a better move than Q Kt takes P, for the result of which line of play see preceding Game.

(b) Apparently White's best resource. Taking the Bishop would be worse, because Black could regain the piece at once, thus: Suppose 25. $\frac{P \text{ takes } B}{R \text{ takes } P \text{ (ch)}}$

26. $\frac{K \text{ moves}}{R \text{ or } B \text{ takes } Kt}$, winning the piece and the game.

- | | |
|-------------------|------------------------------|
| 33. K to Q 3 | 33. R takes R |
| 34. Q takes Q B P | 34. B to K 5 (ch) |
| 35. K to B 3 | 35. R to B 8 (ch), and wins. |
-

GAME XV.—*Between Messrs. BELAIEFF and ANDERSSSEN.*

(From "The Glowworm.")

- | WHITE (Mr. Belaieff). | BLACK (Mr. Anderssen). |
|-----------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. Kt to K B 3 |
| 4. Castles | 4. Kt takes P |
| 5. P to Q 4 | 5. B to K 2 |
| 6. P to Q 5 | 6. Kt to Q 3 (a) |
| 7. B takes Kt | 7. P to K 5 |
| 8. Kt to K 5 | 8. Kt P takes B |
| 9. P takes P | 9. Castles |
| 10. Kt takes Q P | 10. B takes Kt |
| 11. P takes B | 11. Q takes P |
| 12. Kt to Q B 3 | 12. Q R to Q sq |
| 13. Q to K 2 | 13. Q to Q B 3 |
| 14. B to K 3 | 14. P to K B 4 |
| 15. Q R to Q sq | 15. P to K B 5 |
| 16. Kt to Q 5 (b) | 16. B to K Kt 4 (c) |
| 17. Q to K Kt 4 | 17. P takes B |
| 18. Q takes B | 18. Q takes B P |
| 19. P takes P | 19. K to R sq |
| 20. R to Q B sq | 20. Q takes Q Kt P |
| 21. Q to K 7 | 21. Kt to K B 4 |
| 22. Q takes K P | 22. P to Q B 3 |
| 23. R takes P | 23. Q to Q Kt 4 (d) |
-

Notes by Herr Löwenthal.

(a) Black has two other moves here, viz., 6 Kt to his square, and 6 Kt to Q 5. The latter occurs in the second game of the match between Harrwitz and Löwenthal.

(b) This counter-stroke is White's best play.

(c) The best reply.

(d) Finely played, as it attacks three pieces at once.

- | | |
|-----------------------------|-----------------------------|
| 24. Q to Q B 4 | 24. R takes Kt (<i>e</i>) |
| 25. R to Q B 8 (<i>f</i>) | 25. K to Kt sq |
| 26. Q takes Q (<i>g</i>) | 26. R takes Q |
| 27. R takes R (ch) | 27. K takes R |
| 28. P to K 4 | 28. P to K Kt 3 |
| 29. P to K Kt 4 | 29. R to Q Kt 5 |
| 30. Kt P takes Kt | 30. P takes P |
| 31. R takes P (ch) | 31. K to Kt 2 |
| 32. R to Q R 5 | 32. R takes P |
| 33. R takes P (ch) | 33. K to Kt 3 |

Drawn game.

GAME XVI.—*Between Messrs. BARNES and GREEN.*

(From "The Games of the Congress.")

- | WHITE (Mr. Barnes). | BLACK (Mr. Green). |
|---------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. B to Q B 4 |
| 4. Castles | 4. Q to K B 3 |
| 5. P to Q B 3 | 5. K Kt to K 2 |
| 6. B takes Kt | 6. Kt takes B |
| 7. P to Q 4 | 7. P takes P |
| 8. P to K 5 | 8. Q to K Kt 3 |
| 9. P takes P | 9. B to Kt 3 |
| 10. Q Kt to B 3 | 10. Q to K R 4 |
| 11. P to Q 5 | 11. Kt to Q sq |
| 12. Kt to K 4 | 12. Castles |
| 13. Kt to K Kt 3 | 13. Q to K Kt 5 |
| 14. K to R sq | 14. P to Q 3 |
| 15. P to K R 3 | 15. Q to Q 2 |
| 16. B to K B 4 | 16. P takes P |
| 17. Kt takes P | 17. Q to K 2 |

(*e*) Better than Q takes Knight.

(*f*) Very ingenious, but Q takes Q is also good.

(*g*) If 26. R takes Kt then 26. Q to Q Kt 8 (ch)

- | | |
|-----------------|---------------------|
| 27. R to K B sq | 27. Q takes R (ch) |
| 28. Q takes Q | 28. R takes R |
| 29. P to K R 3 | 29. Q R to B 4, &c. |

- | | |
|--------------------|---------------------|
| 18. Q to K R 5 | 18. P to K B 3 |
| 19. Kt to K Kt 4 | 19. Q to K B 2 |
| 20. Q to K R 4 | 20. Q takes Q P |
| 21. Kt to K R 5 | 21. B takes Kt |
| 22. Q takes B | 22. Q to K B 2 |
| 23. Q R to K sq | 23. Kt to Q B 3 |
| 24. B to K R 6 | 24. Kt to K 4 |
| 25. Q takes P (ch) | 25. Q takes Q |
| 26. B takes Q | 26. R to K B 2 |
| 27. B takes B P | 27. Kt to Q 6 |
| 28. R to K 2 | 28. Q R to K B sq |
| 29. R to Q 2 | 29. Kt to Q B 4 |
| 30. B to R 4 | 30. Kt to K 5 |
| 31. R to K 2 | 31. Kt takes P (ch) |
| 32. B takes Kt | 32. B takes B (a) |
| 33. P to K Kt 4 | 33. B to Q 5 |
| 34. R takes R | 34. R takes R |
| 35. K to Kt 2 | 35. K to B sq |
| 36. Kt to K Kt 3 | 36. P to Q B 4 |
| 37. Kt to K B 5 | 37. P to Q R 3 |
| 38. R to Q 2 | 38. R to Q 2 |
| 39. K to B 3 | 39. K to K sq |
| 40. Kt takes B | 40. P takes Kt |
| 41. K to K 4 | 41. R to K Kt 2 |
| 42. R takes P | |

And White eventually won the game through his extra Pawn.

GAME XVII.—*Between Messrs. BARNES and MONGREDIEN.*

(From "The Games of the Congress.")

- | WHITE (Mr. Barnes). | BLACK (Mr. Mongredien). |
|---------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. B to Q B 4 |
| 4. Castles | 4. K Kt to K 2 (a) |

(a) R takes B would have secured the draw.

(a) Q to K 2, as recommended by Mr. Boden, can also be played here.

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

(b) A blunder that loses a piece.

(c) Black ought now to win without difficulty.

(d) What was the objection to taking the Pawn?

- | | |
|--------------------------|--------------------|
| 47. R to K 6 (ch) | 47. K to R 4 |
| 48. Kt to B 7 | 48. R to Kt 3 |
| 49. R to K 8 | 49. R to Kt 2 |
| 50. Kt to K 5 | 50. K to R 3 |
| 51. R to K B 8 | 51. P to Q B 3 |
| 52. R takes P | 52. B to Q B 2 |
| 53. R to B 6 (ch) | 53. K to R 2 |
| 54. R takes P | 54. B takes Kt |
| 55. P takes B | 55. R to Q 2 |
| 56. R to Q 6 | 56. R to K 2 |
| 57. R to Q 5 | 57. K to Kt 2 |
| 58. R takes Q B P | 58. R to Q 2 |
| 59. P to K 6 | 59. R to Q 3 |
| 60. R to K 5 | 60. K to B sq |
| 61. R to K 2 | 61. P to Q 6 |
| 62. R to Q 2 | 62. K to K 2 |
| 63. K to Kt sq | 63. K takes P |
| 64. K to B 2 | 64. K to B 4 |
| 65. K to B 3 | 65. R to Q 4 |
| 66. P to Q R 3 | 66. K to K 4 (e) |
| 67. K to K 3 | 67. K to B 4 |
| 68. R takes P | 68. R takes R (ch) |
| 69. K takes R | 69. K to Kt 5 |
| 70. K to K 2 | 70. P to R 6 |
| 71. P takes P (ch) | 71. K takes P |
| 72. P to Kt 4, and wins. | |

GAME XVIII.—*Between Messrs. BIRD and WISKER.*

(From "The Westminster Papers.")

WHITE (Mr. Bird).

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5

BLACK (Mr. Wisker).

1. P to K 4
 2. Kt to Q B 3
 3. P to Q R 3
-

(e) Another fatal mistake. R to Q 3 must have insured a draw. It is lamentable to see a game lost that ought to have been so easily won; *mais c'est le sort de la guerre.*

- | | |
|------------------------------|------------------------------|
| 4. B to Q R 4 | 4. K Kt to B 3 |
| 5. Q to K 2 | 5. P to Q Kt 4 |
| 6. B to Q Kt 3 | 6. B to K 2 |
| 7. P to Q B 3 | 7. P to Q 3 |
| 8. P to Q 4 | 8. B to K Kt 5 |
| 9. B to K 3 | 9. Castles |
| 10. Kt to Q 2 | 10. P to Q 4 |
| 11. P takes Q P | 11. Kt takes P |
| 12. Castles (K R) | 12. P takes P |
| 13. Q B P takes P | 13. B to K B 3 (<i>a</i>) |
| 14. Q to Q 3 | 14. R to K sq |
| 15. P to Q R 3 | 15. Q to Q 2 |
| 16. K R to K sq | 16. B to K B 4 |
| 17. Q to K B sq (<i>b</i>) | 17. Kt to Q Kt 3 |
| 18. K R to Q sq | 18. Q R to Q sq |
| 19. Q R to Q B sq | 19. B takes Q P |
| 20. Kt takes B | 20. Kt takes Kt |
| 21. B takes Kt | 21. Q takes B |
| 22. R takes P | 22. B to K Kt 3 (<i>c</i>) |
| 23. Q R to Q B 3 | 23. B to Q 6 (<i>d</i>) |
| 24. Kt to B 3 | 24. Q takes R (<i>e</i>) |
| 25. P takes Q | 25. B takes Q |
| 26. R takes R | 26. R takes R |
| 27. K takes B | 27. R to Q 6 |

And White resigned.

GAME XIX.—*Between Messrs. BIRD and WISKER.*

(From "The Westminster Papers.")

- | WHITE (Mr. Bird). | BLACK (Mr. Wisker). |
|-------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. K Kt to B 3 | 2. Q Kt to B 3 |

Notes by Mr. Wisker.

(*a*) The isolated Queen's Pawn is very difficult to defend. In all the other Ruy Lopez Games Mr. Bird moved his Queen's Pawn one. The better play.

(*b*) This unfavourable position of the Queen leaves Black with the advantage. Had the Queen been played to K 2, Kt to K B 5 of course follows.

(*c*) Though the second player has not won a Pawn, he remains with a great advantage of position.

(*d*) This decisive (*coup*) was not feasible on the previous move on account of B takes K B P check. No reply can now be made.

(*e*) White overlooked this response.

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

Notes by Mr. Wisker.

(a) The exchange of Bishop for Knight at the preceding move was weak. The subsequent play of the other Bishop is an obvious loss of time, giving Black the advantage of position.

(b) Black might now have prepared for the advance of the K B P.

(c) White has successfully emerged from his difficulties.

(d) A very unwise course. Black should have withdrawn his Bishop and submitted to the exchange of Rooks.

- | | |
|--------------------|------------------|
| 37. Q to K B 4 (e) | 37. Q takes Q |
| 38. P takes Q | 38. Kt to K Kt 3 |
| 39. R takes R | 39. R takes R |
| 40. R takes R | 40. Kt takes R |
| 41. P to Q Kt 4 | 41. K to Kt sq |
| 42. K to Kt 3 | 42. K to B 2 |
| 43. K takes P | 43. K to B 3 |
| 44. K to Kt 4 | 44. P to Kt 3 |
| 45. P to R 4 | 45. K to B 2 |
| 46. K to Kt 5 | 46. K to Kt 2 |
| 47. P to K B 5 | 47. K to B 2 |
| 48. P to K B 4 | 48. P takes P |
| 49. Kt takes P | 49. Kt to Kt sq |
| 50. Kt to Q 4 | 50. Kt to K 2 |
| 51. P to K B 5 | |

And Black resigned.

GAME XX.—*Between Messrs. ANDERSSEN and BLACKBURNE. Played in the International Tourney at Vienna.*

(From "The Chess Players' Chronicle.")

WHITE (Mr. Anderssen).

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5
4. Kt takes Kt
5. P to Q 3
6. B to Q B 4
7. Castles
8. P takes P
9. Kt to Q 2

BLACK (Mr. Blackburne).

1. P to K 4
2. Kt to Q B 3
3. Kt to Q 5 (a)
4. P takes Kt
5. P to Q B 3
6. Kt to K B 3
7. P to Q 4
8. Kt takes P
9. B to K 3

(e) Forcing the exchange of pieces, and remaining with a won position in the end game. White's play has been remarkably good since his defects in the opening.

Notes by the Editor of "The Chess Players' Chronicle."

(a) This move is condemned by the Books, though it is played very generally by Mr. Bird, and with success.

- | | |
|-----------------------------|-----------------------------|
| 10. Kt to K 4 | 10. B to K 2 |
| 11. Q to K 2 | 11. Castles |
| 12. B to Q 2 | 12. Q to Q 2 |
| 13. Q R to K sq | 13. Q R to K sq |
| 14. P to K B 4 | 14. P to K B 4 |
| 15. Kt to Kt 3 | 15. B to Q B 4 (<i>b</i>) |
| 16. Q to K B 3 | 16. Kt to K 6 |
| 17. B takes Kt | 17. P takes B |
| 18. Q to K 2 (<i>c</i>) | 18. B takes B |
| 19. P takes B | 19. R to K B 3 |
| 20. R to Q sq | 20. R to Q 3 |
| 21. R takes R | 21. Q takes R |
| 22. Kt takes P (<i>d</i>) | 22. Q to K B 3 |
| 23. P to K Kt 4 | 23. R to Q sq |
| 24. R to K sq | 24. Q takes P |
| 25. P to K Kt 5 | 25. Q to Q B 6 |
| 26. K to R sq | 26. Q to Q 7 |
| 27. Q takes Q (<i>e</i>) | 27. P takes Q |
| 28. R to Q sq | 28. B to Q Kt 5 |
| 29. K to Kt 2 | 29. R to K sq |
| 30. P to Q B 3 | 30. B takes P |
| 31. K to B 2 | 31. P to Q B 4 |

And White resigned.

GAME XXI.—*Between Messrs. STEINITZ and ANDERSSSEN.*

(From "The Westminster Papers.")

- | WHITE (Mr. Anderssen). | BLACK (Herr Steinitz). |
|------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. P to Q R 3 |

(*b*) Very well played. Black has now a strong position.

(*c*) Preventing the advance of the Pawn.

(*d*) This Pawn is only lent for a time, and it must be paid back with interest
Black strengthening his position by R to Q sq.

(*e*) If 27. Kt takes K P

27. Q takes Q

28. R takes Q

28. R to K sq

And Mr. Anderssen could only have resigned.

- | | |
|-----------------------|--------------------|
| 4. B to R 4 | 4. Kt to K B 3 (a) |
| 5. P to Q 3 | 5. P to Q 3 |
| 6. B takes Kt (ch) | 6. P takes B |
| 7. P to K R 3 | 7. P to K Kt 3 |
| 8. Kt to Q B 3 | 8. B to K Kt 2 |
| 9. B to K 3 | 9. R to Q Kt sq |
| 10. P to Q Kt 3 | 10. P to Q B 4 |
| 11. Q to Q 2 | 11. P to K R 3 |
| 12. P to K Kt 4 | 12. Kt to Kt sq |
| 13. Castles (Q R) (b) | 13. Kt to K 2 |
| 14. Kt to K 2 | 14. Kt to B 3 (c) |
| 15. Q to B 3 | 15. Kt to Q 5 |
| 16. K Kt to Kt sq | 16. Castles |
| 17. Kt to Kt 3 | 17. B to K 3 |
| 18. K Kt to K 2 (d) | 18. Q to Q 2 |
| 19. B takes Kt | 19. B P takes B |
| 20. Q to Kt 2 (e) | 20. P to Q R 4 |
| 21. K to Q 2 | 21. P to Q 4 (f) |
| 22. P to K B 3 | 22. Q to K 2 |
| 23. Q R to K B sq | 23. Q to Kt 5 (ch) |
| 24. K to Q sq (g) | 24. P to Q R 5 |
| 25. R to R 2 | 25. P to Q B 4 |
| 26. Kt to Q B sq | 26. P to B 5 (h) |
| 27. P to Q R 3 | 27. Q to K 2 |
| 28. P to Q Kt 4 | 28. P to B 6 |
| 29. Q to R sq | 29. Q to Kt 4 |
| 30. Q R to B 2 | 30. P to B 4 |
| 31. K P takes B P | 31. P takes P |
| 32. P to R 4 | 32. Q to Kt 3 |
| 33. Kt takes P | 33. B takes Kt |

Notes by Mr. Wisker.

(a) Warned by his experience with Mr. Blackburne, Herr Steinitz this time adopts the true lines of defence.

(b) This is indeed a daring course in face of Black's open file.

(c) Surely 14. B to K 3 with a view of P to Q R 4 would be better than this slow process.

(d) White appears to be hampered by the task of finding suitable employment. He might as well have taken off the hostile Knight a little earlier.

(e) Apparently a necessity, and a ruinous one.

(f) Securing a great superiority.

(g) The results of Castling on the Queen's side are now clearly apparent, White's Queen is out of the game, his King is in danger, and his pieces on the King's side have no range.

(h) 26. P to Q R 6 would have driven the White Queen to R sq, completely shutting her out of the game.

- | | |
|------------------|-------------------|
| 34. P takes B | 34. R takes B P |
| 35. Kt to K 2 | 35. Q R to K B sq |
| 36. Q to R 2 (i) | 36. Q to B 2 |
| 37. R to R 3 | 37. K to R 2 |
| 38. Kt to Kt sq | 38. B to B 3 |
| 39. K to K 2 | 39. R to K Kt sq |
| 40. K to B sq | 40. B to K 2 |
| 41. Kt to K 2 | 41. R to R 4 |
| 42. P to B 4 | 42. B takes R P |
| 43. Q R to B 3 | 43. P to K 5 |
| 44. P takes P | 44. Q to Kt 3 |
| 45. Kt to Kt 3 | 45. B takes Kt |

And White resigned.

GAME XXII.—*Between Messrs. STEINITZ and BIRD.*

(From "The Westminster Papers.")

WHITE (Mr. Bird).

1. P to K 4
2. K Kt to B 3
3. B to Kt 5
4. B to R 4
5. Castles
6. P to Q 4
7. B to Kt 3
8. Kt takes P (a)
9. P takes Kt
10. P to Q B 3

BLACK (Herr Steinitz).

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

(i) There is nothing to be done, the position of the Queen decides the game.

Notes by Messrs. Zukertort and Wisser.

(a) The defence adopted in this game by Black was first recommended by the Leipzig school, if 8 P takes P. Dr. M. Lange proposed for Black B to K 3. Anderssen prefers

- | | |
|---------------------|-----------------|
| 8. P takes P | 8. Kt to K 2 |
| 9. B to K 3 | 9. B to Kt 2 |
| 10. Q Kt to Q 2 | 10. Kt takes Kt |
| 11. Q takes Kt, &c. | |

- | | |
|-----------------------------|----------------------------|
| 11. Kt to Q 2 | 11. Kt takes Kt |
| 12. B takes Kt | 12. Q to K R 5 |
| 13. K to R sq | 13. Castles |
| 14. P to K B 4 | 14. B to K Kt 5 |
| 15. Q to K sq | 15. Q takes Q |
| 16. Q R takes Q | 16. B to K B 4 |
| 17. B to K 3 | 17. B takes B |
| 18. R takes B | 18. Q R to Q sq |
| 19. R to Q sq | 19. R to Q 2 |
| 20. P to K R 3 | 20. P to K R 4 |
| 21. R to Q 2 | 21. K R to Q sq |
| 22. B to Q sq | 22. P to K Kt 3 |
| 23. B to B 3 | 23. P to Q B 4 |
| 24. P to K Kt 4 | 24. P takes P |
| 25. P takes P | 25. B to K 3 |
| 26. K to Kt 2 | 26. P to Q 5 |
| 27. P takes P | 27. R takes P |
| 28. R takes R | 28. R takes R |
| 29. K to Kt 3 | 29. R to Q 7 (<i>b</i>) |
| 30. K to R 4 | 30. K to B sq (<i>c</i>) |
| 31. K to Kt 5 | 31. K to K 2 |
| 32. P to B 5 | 32. B takes R P |
| 33. R to B 3 (<i>d</i>) | 33. B to B 5 |
| 34. B to Kt 7 | 34. P takes P |
| 35. P takes P | 35. P to R 4 |
| 36. P to Kt 3 (<i>e</i>) | 36. R to Q 6 |
| 37. P to B 6 (<i>ch</i>) | 37. K to Q 2 |
| 38. R takes R (<i>ch</i>) | 38. B takes R |
| 39. B to Q 5 | 39. K to K sq |
| 40. B to B 6 (<i>ch</i>) | 40. K to B sq |
| 41. K to B 4 | 41. B to B 7 |
| 42. B to Q 5 | 42. P to R 5 |
| 43. P takes P | 43. P takes P |
| 44. P to K 6 | 44. P takes P |
| 45. B takes P | 45. B to Kt 6 |

(*b*) Extremely weak ; the Rook on Queen's 5 prevented any attack on his King's side by playing it to Q 7. Black not only loses time, but gives to his opponent the opportunity to advance the King and the B P. By playing 29. P to Q Kt 5 Black would have a won game.

(*c*) Taking now the Kt P, Black would be obliged to give up his Bishop for the B P.

(*d*) The result of the much better move R to R 3 would be probably a draw.

(*e*) White must now lose whatever he does.

- | | |
|----------------|--------------------------|
| 46. B to B 5 | 46. P to R 6 |
| 47. B to Kt sq | 47. P to R 7 |
| 48. B takes P | 48. B takes B, and wins. |

GAME XXIII.—*Between Messrs. ANDERSSEN and SUHLE.*
(From "The Schachzeitung.")

- | WHITE (Herr Anderssen). | BLACK (Herr Suhle). |
|-------------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. P to Q 3 |
| 4. B takes Kt (ch) | 4. P takes B |
| 5. P to Q 4 | 5. P to K B 4 (a) |
| 6. P takes K P | 6. B P takes K P |
| 7. Kt to Kt 5 | 7. P to Q 4 |
| 8. P to K 6 | 8. Kt to K R 3 |
| 9. Castles | 9. Q to K B 3 (b) |
| 10. P to Q B 4 | 10. B takes K P |
| 11. Kt to Q B 3 | 11. Q R to Q sq |
| 12. Q to R 4 | 12. B to Q 2 |
| 13. P takes P | 13. P takes P |
| 14. Q to R 5 | 14. P to B 3 |
| 15. K Kt takes K P (c) | 15. P takes Kt |
| 16. B to Kt 5 | 16. B to Q Kt 5 |
| 17. Q takes B | 17. Q takes B |
| 18. Kt takes P | 18. P to B 4 (d) |
| 19. Q to B 4 | 19. Q to K 4 |
| 20. K R to K sq | 20. K to B sq |
| 21. Kt takes P | 21. Q to B 3 |
| 22. Q R to Q sq | 22. B to B sq |

Notes by the Editor of "The Schachzeitung."

(a) This counter attack, although somewhat venturesome, is the notion of a fine player.

(b) The King's Bishop cannot come out on account of 11. Q to R 5 (ch).

(c) In this and the following moves we recognise the hand of a great master. The game now becomes more and more interesting until it reaches a climax of skill.

(d) If the attack is energetic, the defence is also highly ingenious.

- | | |
|---------------------|----------------|
| 23. Q to Q Kt 4 (e) | 23. K to Kt sq |
| 24. Kt to K 4 | 24. Q to B sq |
| 25. Q to B 4 (ch) | 25. Kt to B 2 |
| 26. R takes R | 26. Q takes R |
| 27. Kt to Q 6 (f) | |

And Black resigned.

GAME XXIV.—*Between Messrs. GOCHER and GOSSIP.*

(From "The Westminster Papers.")

- | WHITE (Mr. Gocher). | BLACK (Mr. Gossip.) |
|---------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. P to Q R 3 |
| 4. B to Q R 4 | 4. Kt to K B 3 |
| 5. Castles | 5. B to K 2 |
| 6. P to Q 4 | 6. P takes P |
| 7. P to K 5 | 7. Kt to K 5 |
| 8. Kt takes P | 8. K Kt to Q B 4 |
| 9. Kt to K B 5 | 9. Castles |
| 10. Q to K Kt 4 | 10. Kt to K 3 |
| 11. B takes Q Kt | 11. Kt P takes B |
| 12. Q Kt to B 3 | 12. P to Q 4 |
| 13. B to K R 6 | 13. B to K Kt 4 |
| 14. Q R to Q sq (a) | 14. P to K Kt 3 |
| 15. B takes B | 15. Kt takes B |
| 16. Kt to R 6 (ch) | 16. K to Kt 2 |

(e) Extremely well played. It is hardly necessary to remark that this move of the Queen, threatening a terrible discovered check, defends at the same time the King's Rook, so that if Black takes R with R, White has time to check and win the Queen. We believe that would have been Black's best course in their critical position. They would then have remained with three pieces for the Queen and two Pawns, *i.e.*, about equal.

(f) This game does great honour to Mr. Anderssen's talent.

Notes by the Editor of "The Westminster Papers."

(a) Preparing for Kt to K 4 at the proper time.

- | | |
|---------------------------------|--------------------|
| 17. Q to Kt 3 | 17. K takes Kt |
| 18. P to K B 4 | 18. Kt to K 3 |
| 19. Kt to K 4 | 19. P to K B 4 |
| 20. P takes P <i>en passant</i> | 20. R takes P |
| 21. Q to R 4 (ch) | 21. K to Kt 2 |
| 22. Kt takes R | 22. Q takes Kt |
| 23. Q takes Q (ch) | 23. K takes Q (b) |
| 24. P to K Kt 4 | 24. Kt to Q B 4 |
| 25. P to K R 3 | 25. R to Q Kt sq |
| 26. P to Q Kt 3 | 26. B to K 3 |
| 27. R to K B 3 | 27. Kt to K 5 |
| 28. Q R to Q 4 | 28. P to K R 4 |
| 29. P to Kt 5 (ch) | 29. K to Kt 2 |
| 30. K to Kt 2 | 30. P to Q R 4 |
| 31. P to Q R 3 | 31. P to Q B 4 |
| 32. R to Q R 4 | 32. R to Q R sq |
| 33. P to Q Kt 4 | 33. B P takes P |
| 34. P takes P | 34. Kt to Q 7 |
| 35. R to Q B 3 | 35. Kt to Q B 5 |
| 36. P takes P | 36. R to Q R 3 |
| 37. P to K R 4 | 37. P to Q B 4 |
| 38. R to Q Kt 3 | 38. B to K B 4 |
| 39. R to Q Kt 7 (ch) | 39. K to B sq |
| 40. P to Q B 3 | 40. B to K 5 (ch) |
| 41. K to B 2 | 41. K to K sq |
| 42. R to Q Kt 5 | 42. Kt to Q 3 |
| 43. R to Q Kt 8 (ch) (c) | 43. K to K 2 |
| 44. R to Q R 2 | 44. Kt to Q B 5 |
| 45. R to Q B 8 | 45. R takes P |
| 46. R takes R | 46. Kt takes R |
| 47. R takes Q B P | 47. Kt to Q B 5 |
| 48. R to Q B 7 (ch) | 48. K to Q 3 |
| 49. R to K B 7 | 49. K to K 3 |
| 50. R to K B 6 (ch) | 50. K to K 2 |
| 51. R to Q R 6 | 51. Kt to Q 3 |
| 52. R to Q R 7 (ch) | 52. K to K 3 |
| 53. R to Q R 6 | 53. K to Q 2 |
| 54. R to Q Kt 6 | 54. K to B 2 |
| 55. R to Q R 6 | 55. Kt to Q Kt 4 |
| 56. K to K 3 | 56. Kt takes P |
| 57. K to Q 4 | 57. Kt to K 7 (ch) |

(b) Black emerges from the fray with two minor pieces against a Rook and Pawn.

(c) If R takes P then Black plays B to B 7, followed by Kt to K 5 (ch).

- | | |
|----------------------------|------------------------------|
| 58. K to K 5 | 58. Kt to K Kt 6 |
| 59. R to Q R 7 (ch) | 59. K to Q B 3 |
| 60. R to R 6 (ch) | 60. K to B 4 |
| 61. R to Q R 3 | 61. Kt to K B 4 |
| 62. R to Q B 3 (ch) | 62. K to Q Kt 5 |
| 63. R to K R 3 | 63. K to Q B 5 |
| 64. K to B 6 | 64. Kt to Q 5 |
| 65. R to Q R 3 | 65. Kt to K B 6 |
| 66. P to B 5 | 66. Kt takes K R P |
| 67. P takes Kt P | 67. Kt takes P |
| 68. R to R 4 (ch) | 68. K to Kt 4 |
| 69. R takes B (<i>d</i>) | 69. P takes R |
| 70. K takes Kt | 70. P to K 6 |
| 71. K takes P | 71. P to K 7 |
| 72. P to Kt 6 | 72. P Queens |
| 73. P to Kt 7 | 73. Q to K 4 (ch), and wins. |

(*d*) This is suicidal, but Black should have won in any case we think. The end game will be found highly interesting.

CHAPTER VII.

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

GAME THE FIRST.

WHITE.

1. P to K 4
2. Kt to K B 3
3. P to Q B 3

BLACK.

1. P to K 4
2. Kt to Q B 3

THIS move constitutes the opening which was first analysed by Ponziani. Black has four lines of defence here—*viz.*, Kt to K B 3, P to Q 4, P to K B 4, and B to B 4. We will examine each of these different modes of play in turn. The first of these moves will form the subject of the present game, whilst the three others will be analysed in Games the Second, Third, and Fourth respectively.

- | | |
|--------------------------|---|
| | 3. Kt to K B 3 |
| 4. P to Q 4 or (A.) | 4. Kt takes K P (best),
or see Game the
Fifth |
| 5. P to Q 5 or (B.) (C.) | 5. B to Q B 4 or (D.) |

If Black plays, instead of this move, 5. Q Kt to K 2, he gets a very cramped game, (*See* Illustrative Game I. at the end of this chapter.) If he play 5. Q Kt to Kt sq., *see* (D.).

6. P takes Q Kt

White has three other moves at his disposal here—*viz.*, 6. Q to K 2, recommended by Mr. Löwenthal, 6. Q to Q R 4, and 6. B to K 3. (*See Variations (I.), (II.), and (III.)*.) The move P takes Q Kt is considered best by Staunton ("Praxis," p. 243).

6. B takes P (ch) (best)

- If 6. $\frac{\text{Kt takes K B P}}{\text{Kt takes R}}$ 7. $\frac{\text{Q to Q 5}}{\text{B to Kt 3}}$ 8. $\frac{\text{P takes Q Kt P}}{\text{Q B takes P}}$
 9. $\frac{\text{Q takes Q B}}{\text{Kt takes R}}$ 10. $\frac{\text{B to K Kt 5, \&c.}}{\text{Kt takes R}}$

7. K to K 2

7. P to Q 4 (best)

- If 7. $\frac{\text{Q Kt P takes P}}{\text{Q Kt P takes P}}$ 8. $\frac{\text{Q to Q R 4}}{\text{P to K B 4}}$ 9. $\frac{\text{Q Kt to Q 2}}{\text{Castles}}$
 10. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 11. $\frac{\text{Q takes K P or (a)}}{\text{B to Q Kt 3 or (b)}}$ 12. $\frac{\text{B to K Kt 5}}{\text{Q to K sq}}$
 13. $\frac{\text{Q R to K sq}}{\text{P to Q 3,}}$ and White has a Knight for two Pawns, and should win.

- (a)
 11. $\frac{\text{K takes B}}{\text{P to Q 4}}$ 12. $\frac{\text{Q takes Q B P}}{\text{P takes Kt}}$ 13. $\frac{\text{Q takes R}}{\text{P takes P(dis ch)}}$
 14. $\frac{\text{K takes P}}{\text{Q to K R 5}}$ 15. $\frac{\text{Q takes B}}{\text{Q to K B 7 (ch)}}$ 16. $\frac{\text{K to R 3}}{\text{Q to B 6 (ch)}}$
 17. $\frac{\text{K to R 4}}{\text{R takes Q}}$ and Black has a winning position in the opinion of the "Handbuch."

(b)

- Instead of retreating the Bishop here, as in the preceding sub-variation, Black may play 11. P to Q 4, thus: 11. $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ 12. $\frac{\text{Q takes K P}}{\text{R to K sq}}$
 13. $\frac{\text{Q takes R (ch)}}{\text{Q takes Q (ch)}}$ 14. $\frac{\text{K takes B}}{\text{B to K B 4}}$ 15. $\frac{\text{B to K 2, and White has}}{\text{the better game.}}$

8. Q to Q R 4 (best)

8. Castles

9. Q Kt to Q 2

9. P to K B 4

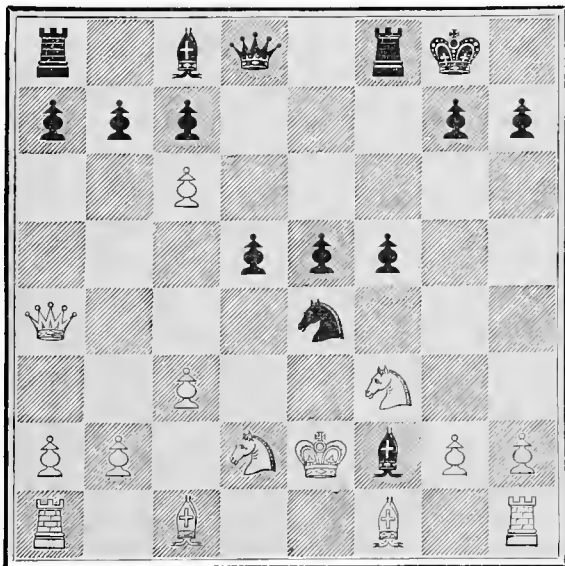
The analysis is not continued further in the "Praxis" by Mr. Staunton, who, however, gives another variation on White's eighth move, as follows :—

- | | | |
|--|---|--|
| 8. $\frac{P \text{ takes } Q \text{ Kt } P}{B \text{ takes } P}$ | 9. $\frac{Q \text{ to } R 4 \text{ (ch)}}{P \text{ to } Q B 3}$ | 10. $\frac{Q \text{ Kt to } Q 2}{P \text{ to } K B 4}$ |
| 11. $\frac{Kt \text{ takes } Kt}{B P \text{ takes } Kt}$ | 12. $\frac{K \text{ takes } B}{\text{Castles}}$ | |

Mr. Janssens, who is an authority upon this opening, thinks the first player ought always to maintain the advantage with careful play, and is of opinion that Black's fifth move, B to Q B 4, in reply to P to Q 5, is unsound; and in a number of games between the author and Mr. Janssens, White won in the majority of instances. To continue the analysis a little further, suppose (let the reader refer to the main variation after Black's ninth move, P to K B 4—we append a diagram of this interesting position) :—

DIAGRAM.

BLACK.



WHITE.

10. Kt takes Kt
 11. K takes B or
 11. Kt takes K P

10. B P takes Kt

And we think that White ought ultimately to win through his numerical superiority; in other words, that the attack gained by Black is superficial, and that the two Pawns are an insufficient compensation for the piece sacrificed. In support of our opinion, we venture to adduce a few variations. Supposing White to play 11. K takes B, Black's best play appears to be 11. P takes Kt; for 11. R takes Kt, or 11. Q to R 5 (ch), appear to be out of the question, *e.g.*—

Firstly, suppose :—

- | | |
|----------------|---------------------|
| | 11. R takes Kt (ch) |
| 12. P takes R | 12. Q to R 5 (ch) |
| 13. K to Kt sq | |

And Black's attack is over, for if now

- | | | |
|---|---|--|
| 13. $\frac{\text{Q to K 8}}{\text{Q to K 8}}$ | 14. $\frac{\text{B to K Kt 5}}{\text{Q takes R}}$ | 15. $\frac{\text{P takes Q Kt P}}{\text{P takes Q Kt P}}$, etc. |
|---|---|--|

Secondly, if :—

- | | |
|----------------|-------------------|
| | 11. Q to R 5 (ch) |
| 12. K to Kt sq | 12. R takes Kt |

13. P takes R, and the same position occurs as in the preceding variation after White's 13th move.

In answer to 11. P takes Kt, we may suggest 12. P to K Kt 3, as a satisfactory rejoinder for White, who will now, we believe, be able to bring out his Queen's Bishop and develop his game. Black has several other moves at his disposal at this crisis—*viz.*, 11. P takes P, 11. B to K Kt 5, or 11. Q to K B 3, yet we think they are all theoretically unsound, and ought in every case to leave White the advantage, with correct play.

- | | | |
|--|--|---|
| If 11. $\frac{\text{K takes B}}{\text{P takes Kt}}$ | 12. $\frac{\text{P takes B P}}{\text{P to K 5}}$ | 13. $\frac{\text{B to Kt 2}}{\text{Q to R 5 (ch)}}$ |
| 14. $\frac{\text{K to Kt sq}}{\text{Q to K 8 (ch)}}$ | 15. $\frac{\text{B to B sq}}{\text{R takes P, and Black wins.}}$ | |

(A.)

- | | |
|-----------------|-----------------|
| 4. B to Q Kt 5 | 4. Kt takes K P |
| 5. Castles | 5. Kt to Q 3 |
| 6. B takes Q Kt | 6. Q P takes B |
| 7. Kt takes P | 7. B to K 2 |
| 8. P to Q 4 | 8. Castles |

Even game, the position being similar to one that occurs in the "Ruy Lopez" opening, except that Black has not played his Pawn to Queen's Rook's third.

(B.)

- | | |
|--------------|----------------------|
| 5. P takes P | 5. B to Q B 4 (best) |
|--------------|----------------------|

If, as recommended by Staunton, Black play 5. P to Q 4, the following is the proper continuation:—

- | | | |
|--------------------------------------|---|--|
| 5. $\frac{\quad}{P \text{ to } Q 4}$ | 6. $\frac{B \text{ to } Q \text{ Kt } 5}{B \text{ to } Q \text{ B } 4}$ | 7. $\frac{Kt \text{ to } Q 4}{\text{Castles,}}$ or B takes Kt, and the game is even. |
|--------------------------------------|---|--|

If, secondly, as advised by Jaenisch, Black play 5. P to Q 3, the correct continuation is:—

- | | | | |
|--------------------------------------|--|--|--|
| 5. $\frac{\quad}{P \text{ to } Q 3}$ | 6. $\frac{B \text{ to } Q \text{ B } 4}{P \text{ takes } P}$ | 7. $\frac{Q \text{ takes } Q \text{ (ch)}}{Kt \text{ takes } Q}$ | 8. $\frac{Kt \text{ takes } K \text{ P}}{\quad}$ |
|--------------------------------------|--|--|--|
- even game.

To resume the main variation:—

6. Q to Q 5

This is considered White's best move by Jaenisch. Staunton thinks 6. B to Q B 4 a better move, but even that should give Black the advantage, *e.g.*—

- | | | |
|--|---|--|
| 6. $\frac{B \text{ to } Q \text{ B } 4}{Kt \text{ takes } K \text{ B } P}$ | 7. $\frac{Q \text{ to } Q 5 \text{ (best)}}{Q \text{ to } K 2}$ | 8. $\frac{R \text{ to } K \text{ B sq}}{Kt \text{ to } K \text{ Kt } 5}$ |
|--|---|--|

9. $\frac{\text{Kt to K Kt 5}}{\text{Kt takes K P}}$, and we agree with Mr. Löwenthal in thinking Black's game is to be preferred.

6. B takes P (ch)

7. K to Q sq, (best)

- (If 7. $\frac{\text{K to K 2}}{\text{P to K B 4}}$ 8. $\frac{\text{Q Kt to Q 2}}{\text{Kt takes Kt}}$ 9. $\frac{\text{B takes Kt}}{\text{B to Q Kt 3}}$ 10. $\frac{\text{B to K Kt 5}}{\text{Kt to K 2}}$
11. $\frac{\text{Q to Q Kt 3}}{\text{P to K R 3}}$, and Black has a Pawn ahead.)

7. P to K B 4

8. B to Q B 4

8. R to B sq

9. Q Kt to Q 2

9. Kt to K 2

And Black has a good game.

For further examples of the variations arising from White's sixth and seventh moves, see the able analysis by Mr. Löwenthal—Games of the Chess Congress, pp. 132, 133.

(C.)

5. B to Q 3

5. P to Q 4

6. Kt takes K P

6. B to Q 3

7. Castles

Even game.

(D.)

5. Q Kt to Kt sq

White has now the choice of several moves. He may play 6. B to Q 3, as advised by Jaenisch and the "Handbuch," 6. Kt takes K P, or 6. Q to B 2.

In the first place :

- | | |
|-----------------|----------------|
| 6. B to Q 3 | 6. Kt to K B 3 |
| 7. Kt takes K P | 7. B to Q B 4 |

Black may also play here 7. P to Q B 3, as suggested by the "Handbuch," *e.g.*—

- | | | |
|--|---|---|
| 7. $\frac{\text{P to Q B 3}}{\text{P to Q B 3}}$ | 8. $\frac{\text{B to Q B 4}}{\text{P takes P}}$ | 9. $\frac{\text{B takes P}}{\text{Q to Q R 4}}$ |
|--|---|---|

He obviously cannot take the Pawn on account of White's rejoinder, 7. B to Q B 4.

- | | |
|-----------------|-----------------|
| 8. Castles | 8. Castles |
| 9. P to Q Kt 4 | 9. P to Q 3 |
| 10. Kt to Q B 4 | 10. B to Kt 3 |
| 11. P to Q R 4 | 11. B to K Kt 5 |
| 12. Q to B 2 | 12. P to Q B 3 |
| 13. P takes P | |

Even game.

The above is from the "Handbuch."

In the second place :

6. Kt takes K P

Jaenisch declares this move to be bad on account of Black's reply—

6. Q to K 2

In the third place :

- | | |
|----------------|----------------|
| 6. Q to B 2 | 6. Kt to K B 3 |
| 7. B to K Kt 5 | 7. P to Q 3 |
| 8. B to Q 3 | 8. B to K 2 |

And Black retains his Pawn, with a slightly inferior position.

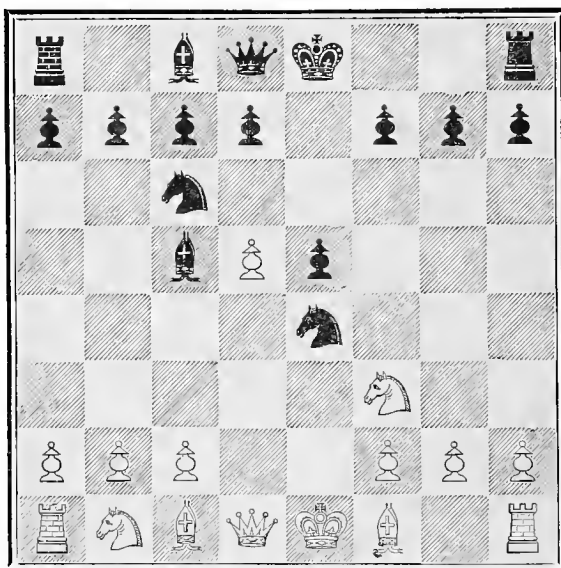
VARIATION (I.)

On White's sixth move :—

DIAGRAM.

Showing the position after Black's fifth move, White having to play.

BLACK.



WHITE.

Let the student refer to the above diagram for the three following Variations :—

6. Q to K 2

This is the move advised by Mr. Löwenthal, but we cannot think it so good as P takes Kt.

- | | |
|-----------------|-------------------|
| | 6. Kt takes K B P |
| 7. P takes Q Kt | 7. Kt takes R |
| 8. B to K 3 | 8. B takes B |
| 9. Q takes B | 9. Castles |
| 10. P takes Q P | 10. Q B takes P |

With the better game.

VARIATION (II.)

On White's sixth move :—

- | | |
|----------------|-------------------|
| 6. Q to Q R 4 | 6. Kt takes B P |
| 7. R to Kt sq | 7. Kt to K 2 |
| 8. P to Q Kt 4 | 8. Kt to Q 6 (ch) |
| 9. B takes Kt | 9. B takes R |
| 10. Kt takes B | 10. Kt takes P |

With a very superior game.

VARIATION (III.)

On White's sixth move :—

- | | |
|-------------------|--------------------|
| 6. B to K 3 | 6. B takes B |
| 7. P takes B | 7. Kt to Kt sq |
| 8. B to Q 3 | 8. Kt to Q B 4 |
| 9. Kt takes K P | 9. Q to K 2 |
| 10. Kt to Q B 4 | 10. P to Q Kt 4 |
| 11. K Kt to Q R 3 | 11. Q takes P (ch) |
| 12. B to K 2 | 12. P to Q R 3 |

And again Black has the advantage.

The above Variations are from the "Handbuch," and tend

to show that 6. P takes Q Kt is White's best move in this game. Mr. Staunton is also of this opinion.

GAME THE SECOND.

WHITE.

1. P to K 4
2. Kt to K B 3
3. P to Q B 3

BLACK.

1. P to K 4
2. Kt to Q B 3
3. P to Q 4

This defence has the recommendation of being adopted by Mr. Steinitz. Mr. Löwenthal considers it inferior to Kt to K B 3; but we are of opinion, on the contrary, that it is Black's strongest move.

4. B to Q Kt 5 (best)

White can also play 4. Q to Q R 4, a move invented by Mr. Janssens. (See Illustrative Games IV. and V.) Black's best replies to 4. Q to Q R 4 are P to K B 3,—a discovery of Mr. Steinitz, or Q to Q 3, as advised in the "Praxis."

5. Kt takes K P

4. P takes P (best)

5. Q to Q 4 (best)

This is far superior to playing Q to K Kt 4, as given in the "Handbook," which loses the game at once.

6. Q to Q R 4

7. P to K B 4

8. Kt takes P

9. B to Q B 4

6. K Kt to K 2

7. P takes P (*en passant*)

8. P to Q R 3

9. Q to K 5 (ch)

- | | |
|-----------------|---------------------|
| 10. K to B 2 | 10. B to K 3 (best) |
| 11. P to Q 3 | 11. Q to K B 4 |
| 12. B takes B | 12. P takes B |
| 13. R to K sq | 13. Castles. |
| 14. P to Q 4 | 14. Kt to K Kt 3 |
| 15. Q to Q Kt 3 | 15. P to K 4 |
| 16. K to Kt sq | 16. P takes P |
| 17. B to K Kt 5 | 17. K Kt to K 2 |
| 18. P takes P | 18. P to K R 3 |
| 19. B takes Kt | 19. B takes B |

And Black has at least as good a game as White.

The above moves, which can hardly be improved, actually occurred in a consultation game, which we extract from the "Handbook," between Messrs. Harrwitz and Von Carnap playing against Messrs. Evans and Perigal.

GAME THE THIRD.

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 | 3. P to K B 4 |

This defence is universally condemned. It is the invention of the Italian, Ponziani. The following analysis demonstrates its inferiority :—

- | | |
|--------------------|--------------------|
| 4. P to Q 4 (best) | 4. P to Q 3 (best) |
|--------------------|--------------------|

This is also given as best in the "Praxis."

(If 4. P takes K P, the usual move, then White should continue the attack,

thus : 5. $\frac{\text{Kt takes P}}{\text{Q to K B 3}}$ 6. $\frac{\text{P to K B 4}}{\text{P to Q 3}}$ 7. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 8. $\frac{\text{P to Q 5}}{\text{B to Q 2}}$
 9. B to Q B 4, with an unquestionable advantage in position. See also Illustrative Game IX.)

5. P takes K P

(B to Q Kt 5 is also a good move for White here.)

6. Kt to K Kt 5

7. P to K 6

5. B P takes P

6. P to Q 4

7. Q Kt to K 4 (best)

If 7. $\frac{\text{Kt to K R 3}}{\text{Kt to K R 3}}$ 8. $\frac{\text{B to Q Kt 5 or (a)}}{\text{Q to Q 3}}$ 9. $\frac{\text{P to Q B 4}}{\text{P takes P}}$
 10. $\frac{\text{B takes P}}{\text{Q takes Q (ch)}}$ 11. $\frac{\text{K takes Q}}{\text{Kt to Q sq. \&c.}}$

(a)

8. P to K B 3. Mr. Staunton observes in the "Praxis," p. 237, that White seems to gain an immediate advantage by this move. The following continuation from the "Handbuch" appears, however, to point to an opposite conclusion :

8. $\frac{\text{Q takes P}}{\text{P takes P}}$ 9. $\frac{\text{Q takes P}}{\text{Kt to K 4, \&c.}}$
8. Q to Q 4 (best) **8. Q to Q 3**
9. Kt to Q R 3

With the better game, since if Black now play P to Q R 3, White rejoins with 9. B to K B 4, when the following seems a likely continuation :—

9. P to Q R 3
10. B to K B 4 **10. Kt to Q 6 or B 6 (ch)**
11. Q or P takes Kt **11. Q takes B**
12. Q takes Q P, or Kt to B 7, etc.

The "Handbuch" gives for Black's ninth move, in reply to 9. Kt to Q R 3

9. $\frac{\text{Kt to Q B 3}}{\text{position.}}$ 10. $\frac{\text{Q to R 4}}{\text{Kt to K R 3}}$ 11. $\frac{\text{Kt to Q Kt 5, with a winning}}{\text{position.}}$

GAME THE FOURTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. P to Q B 3
4. B to Q Kt 5 (best)

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4

White can also get a good game by playing 4. P to Q Kt 4, when the following is a good continuation:—

- (4. $\frac{\text{P to Q Kt 4}}{\text{B to Kt 3}}$ 5. $\frac{\text{P to Kt 5}}{\text{Kt to QR 4}}$ 6. $\frac{\text{Kt takes K P}}{\text{Q to K 2}}$ 7. $\frac{\text{P to Q 4}}{\text{P to Q 3}}$
 8. $\frac{\text{B to QR 3}}{\text{P to KB 3}}$ 9. $\frac{\text{Kt to KB 3}}{\text{Q takes K P (ch)}}$ 10. $\frac{\text{B to K 2}}{\text{K Kt to R 3}}$
 11. $\frac{\text{Castles}}{\text{Castles}}$ 12. B to Q 3, with a better position.) If in this variation

Black should play 8. $\frac{\text{Q to KR 5}}{\text{Kt to KB 3}}$ instead of P to K B 3, White can still obtain the advantage thus: 9. $\frac{\text{Kt to KB 3}}{\text{Q takes K P (ch)}}$ 10. $\frac{\text{B to K 2}}{\text{K Kt to K 2}}$
 11. Q Kt to Q 2, &c.

4. P to Q R 3

The game is now reduced to a “Ruy Lopez,” and is much in favour of the attack.

- | | |
|---------------|-----------------|
| 5. B takes Kt | 5. Kt P takes B |
| 6. Kt takes P | 6. Q to K 2 |
| 7. P to Q 4 | 7. B to Kt 3 |
| 8. Castles | 8. P to K R 3 |
| 9. B to K B 4 | 9. Kt to B 3 |
| 10. Kt to Q 2 | 10. Castles |
| 11. R to K sq | 11. B to Q Kt 2 |

- | | |
|-------------------|--------------|
| 12. Q to Q B 2 | 12. P to Q 3 |
| 13. K Kt to Q B 4 | 13. Q to Q 2 |
| 14. B takes Q P | |

And White ought to win.

The above moves occur in a game between Messrs. Löwenthal and Mongredien, and establish conclusively the inferiority of the defence of 3. B to Q B 4. The two best defences to the Queen's Bishop's Pawn's opening are 3. P to Q 4 and 3. Kt to K B 3 and we are of opinion that the former is to be preferred.

GAME THE FIFTH.

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 | 3. Kt to K B 3 |
| 4. P to Q 4 | 4. P to Q 4 |
| 5. B to Q Kt 5 | 5. B to Q 2 |

The "Handbuch" remarks that 5. P takes K P is not good for Black here, *e.g.* :—

5. 6. Kt takes P 7. Q to R 4 8. P takes Kt, &c.,
 P takes K P B to Q 2 Kt takes Kt

but that Black may play 5. Kt takes K P thus: 5. Kt takes K P

6. Kt takes P 7. Q to Kt 3 8. B takes Kt 9. Castles
 B to Q 2 Kt to Q 3 B takes B B to K 2

In this latter variation we fail to see that White has any advantage.

- | | |
|---------------|-----------------|
| 6. Kt takes P | 6. Kt takes K P |
| 7. Kt takes B | 7. Q takes Kt |
| 8. Castles | 8. Kt to Q 3 |

Black may also move 8. B to K 2 here.

- | | |
|--------------------|-----------------|
| 9. B takes Kt | 9. Q takes B |
| 10. R to K sq (ch) | 10. B to K 2 |
| 11. Q to K 2 | 11. Castles |
| 12. B to B 4 | 12. K R to K sq |

And the "Handbuch" declares the game to be even.

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

GAME I.—*Between Messrs. JANSSENS and HIRSCHFELD.*

(From "The Chess Player's Magazine.")

- | WHITE (Mr. Janssens). | BLACK (Mr. Hirschfeld). |
|-----------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 | 3. Kt to K B 3 |
| 4. P to Q 4 | 4. K Kt takes P |
| 5. P to Q 5 | 5. Kt to K 2 (a) |
| 6. Kt takes P | 6. Kt to Kt 3 |
| 7. Kt takes Kt | 7. R P takes Kt |
| 8. B to Q 3 | 8. Kt to B 3 |
| 9. B to K Kt 5 | 9. B to Q B 4 |
| 10. Kt to Q 2 | 10. P to Q 3 |
| 11. Kt to K 4 | 11. B to Kt 3 |
| 12. Q to K 2 | 12. K to B sq |
| 13. Castles (Q R) | 13. B to K B 4 |
| 14. Q R to K sq (b) | 14. B takes Kt |
| 15. B takes B | 15. Q to Q 2 |
| 16. Q to B 3 | 16. Kt to Kt 5 |
| 17. B takes Kt P | 17. Kt to K 4 |
| 18. Q to K B 5 | 18. Q takes Q |
| 19. B takes Q | 19. B takes B P |

(a) We do not think Black can afford to give up the Queen's Knight here by playing B to Q B 4. (See preceding Analysis.) If he retreats the Kt to his square, White can either take the K P or play B to Q 3.

(b) Better than Kt takes Kt, to which Black could have replied with B takes B.

- | | |
|--------------------|--------------------|
| 20. Q R to K B sq | 20. B to R 5 |
| 21. B to K B 4 | 21. B to B 3 |
| 22. B takes Kt (c) | 22. P takes B |
| 23. K to B 2 | 23. Q R to Q sq |
| 24. P to B 4 | 24. R to K R 5 |
| 25. P to Q Kt 3 | 25. P to Q Kt 4 |
| 26. P to K Kt 3 | 26. R to Q 5 |
| 27. R to Q sq | 27. P takes P |
| 28. R takes R | 28. P takes P (ch) |
| 29. P takes P | 29. P takes R |
| 30. B to K 4 | 30. R to Q Kt sq |
| 31. B to Q 3 | 31. B to K 4 |
| 32. R to Q R sq | 32. R to Kt 2 |
| 33. R to R 6 | 33. B to Q 3 |
| 34. R to B 6 | 34. R to Kt 3 |
| 35. B to B 4 | 35. R takes R |
| 36. P takes R | 36. K to K 2 |
| 37. K to Q 3 | 37. B to B 4 |
| 38. B to Q 5 | 38. P to B 3 |
| 39. K to B 4 | 39. K to Q 3 |
| 40. B to B 3 | 40. B to Kt 3 |
| 41. B to Kt 2 | 41. K to K 4 |
| 42. B to B 3 | 42. P to K B 4 |
| 43. B to Kt 2 | 43. B to R 4 |
| 44. K to Q 3 | 44. B to Kt 5 |
| 45. B to B 3 | 45. B to Q 3 |
| 46. K to B 4 | 46. P to Kt 4 |
| 47. P to K R 3 | 47. B to R 6 |
| 48. K to Q 3 | 48. B to B 8 |
| 49. K to K 2 | 49. B to K 6 |
| 50. K to Q 3 | 50. B to B 7 |
| 51. P to K Kt 4 | 51. K to B 5 |
| 52. B to K 2 | 52. K to Kt 6 |
| 53. P takes P | 53. K takes P |
| 54. P to B 6 | 54. B to K 8 |
| 55. K takes P | 55. P to Kt 5 |
| 56. P to B 7 | 56. B to Q Kt 5 |
| 57. B to B sq (ch) | 57. K to R 7 |
| 58. K to K 3 | 58. K to Kt 8 |
| 59. B to Q B 4 | 59. P to Kt 6 |

(c) We prefer White's game up to this point. Now, however, he throws away his advantage by exchanging pieces, the Bishops being on different colours. He ought to have kept his two Bishops, when he would have had the best of the encounter.

- | | |
|-----------------|---------------|
| 60. B to Q 5 | 60. P to Kt 7 |
| 61. K to Q 4 | 61. K to B 7 |
| 62. B takes P | 62. K takes B |
| 63. K to B 4 | 63. P to R 4 |
| 64. K to Kt 5 | 64. K to B 6 |
| 65. K to R 6 | 65. K to K 5 |
| 66. K to Kt 7 | 66. B to Q 3 |
| 67. P Queens | 67. B takes Q |
| 68. K takes B P | 68. K to Q 4 |

And the game was drawn.

GAME II.—*Between Messrs. GOSSIP and MOCATTA.*

- | WHITE (Mr. Mocatta). | BLACK (Mr. Gossip). |
|----------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 | 3. Kt to K B 3 |
| 4. P to Q 4 | 4. Kt takes K P |
| 5. P to Q 5 | 5. B to Q B 4 (a) |
| 6. P takes Kt (b) | 6. B takes P (ch) (c) |
| 7. K to K 2 | 7. Kt P takes P |
| 8. Q to Q R 4 (d) | 8. P to K B 4 |
| 9. Q Kt to Q 2 | 9. Castles |
| 10. Kt takes Kt | 10. P takes Kt |
| 11. K takes B (e) | 11. P to Q 4 |
| 12. B to K 3 | 12. B to K Kt 5 |
| 13. Q R to Q sq | 13. Q to K R 5 (ch) |

(a) This defence, although ingenious, is in our opinion unsound.

(b) The best move. Q to K 2, B to K 3, or Q to Q R 4, are all more or less unsatisfactory.

(c) Better than taking with Knight: *e. g.*, 6. 7. Q to Q 5
Kt takes B P P to Q 3

8. P takes P 9. Q takes Q B.
Q B takes P

(d) Necessary to avoid mate.

(e) In his notes to this game in "The Illustrated London News," Mr. Staunton thinks Kt takes P would have been a better move at this point, and we concur in that opinion.

- | | |
|------------------------------|-------------------------|
| 14. P to K Kt 3 (<i>f</i>) | 14. R takes Kt (ch) |
| 15. K to Kt sq | 15. R takes P (ch) |
| 16. P takes R | 16. Q takes P (ch) |
| 17. B to Kt 2 | 17. Q takes Q B (ch) |
| 18. K to R 2 | 18. R to K B sq |
| 19. Q R to K B sq | 19. Q to K R 3 (ch) |
| 20. K to Kt 3 (<i>g</i>) | 20. Q to K Kt 3 |
| 21. R takes R (ch) | 21. K takes R |
| 22. Q to Q Kt 4 (ch) | 22. K to B 2 |
| 23. R to K B sq (ch) | 23. B to K B 6 (dis ch) |

And Black mates in three moves.

GAME III.—*Between Messrs. JANSSENS and GOSSIP.*

- | WHITE (Mr. Janssens). | BLACK (Mr. Gossip). |
|-------------------------------|--------------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 (<i>a</i>) | 3. Kt to K B 3 |
| 4. P to Q 4 | 4. Kt takes K P |
| 5. P to Q 5 (<i>b</i>) | 5. B to Q B 4 |
| 6. P takes Kt | 6. B takes K B P (ch) |
| 7. K to K 2 | 7. Q Kt P takes P (<i>c</i>) |
| 8. Q to Q R 4 | 8. P to K B 4 |
| 9. Q Kt to Q 2 | 9. B to Q Kt 3 (<i>d</i>) |
| 10. Kt takes Kt | 10. B P takes Kt |
| 11. Q takes K P | 11. Castles |
| 12. Kt to K Kt 5 (<i>e</i>) | 12. P to K Kt 3 |
| 13. K to Q sq | 13. Q to K 2 |
| 14. B to Q 3 | 14. P to Q 4 |
| 15. Q to K R 4 | 15. P to K 5 |

(*f*) K to Kt sq would perhaps have been safer play.

(*g*) K to Kt sq was the correct move.

(*a*) Mr. Janssens seems to have devoted much attention to this opening, and is the author of some ingenious variations.

(*b*) The "Stratégie Raisonnée" gives this as White's best move, p. 339.

(*c*) Not so good a move as 7. P to Q 4 recommended by Prêti and Staunton.

(*d*) Perhaps Castling is better here.

(*e*) B to K Kt 5 appears stronger.

- | | |
|-----------------------------|------------------------------|
| 16. B to K 2 | 16. P to K 6 |
| 17. P to Q R 4 | 17. P to Q R 4 |
| 18. P to Q Kt 4 | 18. R to K B 4 |
| 19. Kt to K B 3 | 19. Q to K Kt 2 |
| 20. Kt to Q 4 | 20. P to K Kt 4 (<i>f</i>) |
| 21. Kt takes R | 21. B takes Kt |
| 22. Q to K Kt 3 | 22. Q takes Q B P |
| 23. Q takes K Kt P (ch) | 23. B to K Kt 3 |
| 24. R to Q R 2 (<i>g</i>) | 24. Q to Q Kt 6 (ch) |
| 25. K to K sq | 25. Q takes R |
| 26. P to K R 4 | 26. Q to Q Kt 8 |
| 27. B to K B sq | 27. Q takes B (ch) |

And White resigned.

GAME IV.—*Between Messrs. JANSSENS and BRIEN.*

(From the "Praxis.")

WHITE (Mr. Janssens).

1. P to K 4
2. Kt to K B 3
3. P to Q B 3
4. Q to Q R 4 (*b*)
5. Kt takes P
6. Kt takes Kt
7. B to Q B 4
8. Castles
9. B to Q Kt 5 (*d*)

BLACK (Mr. Brien).

1. P to K 4
2. Kt to Q B 3
3. P to Q 4 (*a*)
4. P takes P (*c*)
5. Q to Q 4
6. P takes Kt
7. Q to Q 2
8. B to Q 3
9. P takes B

(*f*) Mr. Löwenthal, in his notes to this game in the "Era," characterises this move as very well conceived.

(*g*) If R to Q Kt sq, Q to B 7 (ch), &c.

Notes by the Author.

(*a*) The strongest move at this point in our opinion.

(*b*) This move is the invention of Mr. Janssens, but, although ingenious, hardly appears so strong as the usual move of B to Q Kt 5.

(*c*) Q to Q 3 is a better move here, and P to K B 3 may also safely be played. (*See next Game.*)

(*d*) An ingenious but unsound combination.

- | | |
|----------------------|--------------------|
| 10. Q takes K P (ch) | 10. Kt to K 2 |
| 11. Q takes R | 11. P to Q B 3 |
| 12. P to Q 3 | 12. Castles |
| 13. B to K 3 | 13. B to Kt 2 |
| 14. Q takes Q R P | 14. P to Q B 4 |
| 15. Q to R 3 | 15. Q to K Kt 5 |
| 16. P to K B 3 | 16. Q to K R 5 |
| 17. P to K B 4 | 17. Q to K Kt 5 |
| 18. R to K B 2 | 18. Q to Q 8 (ch) |
| 19. R interposes | 19. Q to K 7 |
| 20. B to B 2 | 20. Kt to B 4 |
| 21. Q to Q Kt 3 | 21. B takes K Kt P |
| 22. Kt to R 3 | 22. Q to Kt 5 |
| 23. B to Kt 3 | 23. Kt takes B. |
| 24. P takes Kt | 24. Q takes Kt P |

And wins.

GAME V.—*Between Messrs. WISKER and STEINITZ.*

(From "The Transactions of the British Chess Association.")

- | WHITE (Mr. Wisker). | BLACK (Mr. Steinitz). |
|---------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 | 3. P to Q 4 |
| 4. Q to Q R 4 | 4. P to K B 3 (a) |
| 5. B to Q Kt 5 | 5. K Kt to K 2 |
| 6. P takes P | 6. Q takes P |
| 7. Castles | 7. B to Q 2 |
| 8. P to Q 4 (b) | 8. P to K 5 |
| 9. Kt to K sq | 9. P to Q R 3 |
| 10. B to Q B 4 | 10. Kt takes Q P |
| 11. Q to Q Kt 4 (c) | 11. P to Q B 4 |
| 12. P takes Kt | 12. P takes Q |
| 13. B takes Q | 13. Kt takes B |
| 14. K Kt to Q B 2 | 14. R to Q B sq |

(a) This is quite a new move. The usual moves are Q to Q 3 and P takes P, both of which give White the better game. The line of play selected by Mr. Steinitz appears to be as sound as it is original.

(b) The correct move here would have been B to Q B 4.

(c) If 11. $\frac{B \text{ takes } Q}{B \text{ takes } Q}$ 12. B takes Kt P
Kt to K 7 (ch), &c.

- | | |
|---------------------|-------------------------|
| 15. Kt to K 3 | 15. Kt to B 5 |
| 16. Q Kt to Q 2 | 16. P to K B 4 |
| 17. P to K B 3 | 17. Kt to K 7 (ch) |
| 18. K to R sq | 18. P to K B 5 |
| 19. K Kt to Q 5 | 19. P to K 6 |
| 20. Q Kt to Q Kt 3 | 20. B to K 3 |
| 21. K Kt to Kt 6 | 21. R to B 7 |
| 22. P to Q 5 | 22. B to K B 4 |
| 23. R to K sq | 23. B to K 2 |
| 24. Q Kt to R 5 | 24. B to Q B 4 |
| 25. Kt takes Q Kt P | 25. B takes Kt |
| 26. Kt to Q 6 (ch) | 26. K to Q 2 |
| 27. Kt takes B | 27. K R to Q B sq |
| 28. B takes P | 28. P takes B |
| 29. Kt takes K Kt P | 29. R to B 8, and wins. |

GAME VI.—*Between Messrs. LÖWENTHAL and MONGREDIEN.*

(From "The Games of the Chess Congress.")

- | WHITE (Mr. Löwenthal). | BLACK (Mr. Mongredien). |
|------------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 | 3. B to Q B 4 |
| 4. B to Q Kt 5 | 4. P to Q R 3 |
| 5. B takes Kt | 5. Kt P takes B |
| 6. Kt takes P | 6. Q to K 2 |
| 7. P to Q 4 | 7. B to Kt 3 |
| 8. Castles | 8. P to K R 3 |
| 9. B to K B 4 | 9. Kt to B 3 |
| 10. Kt to Q 2 | 10. Castles |
| 11. R to K sq | 11. B to Q Kt 2 |
| 12. Q to Q B 2 | 12. P to Q 3 |
| 13. K Kt to Q B 4 | 13. Q to Q 2 |
| 14. B takes Q P | 14. K R to K sq |
| 15. K Kt takes B | 15. P takes Kt |
| 16. P to K 5 | 16. Kt to Q 4 |
| 17. P to Q B 4 | 17. Kt to K B 5 |
| 18. P to Q B 5 | 18. P takes P |
| 19. P takes P | 19. K R to K 3 |
| 20. Q to K 4 | 20. P to K Kt 4 |
| 21. Kt to Q B 4 | 21. Kt to Q 4 |
| 22. Q R to Q sq | 22. Q to K sq |

- | | |
|--------------------|--------------------|
| 23. R to Q 3 | 23. B to B sq |
| 24. Q R to K B 3 | 24. K R to Kt 3 |
| 25. Q R to Q Kt 3 | 25. B to K 3 |
| 26. R to Kt 7 | 26. Q to Q B sq |
| 27. Kt to Q R 5 | 27. Q to K sq |
| 28. Q to Q R 4 | 28. B to Q B sq |
| 29. Q R to Kt 3 | 29. B to Q 2 |
| 30. K R to Q sq | 30. K R to K 3 |
| 31. P to K R 4 | 31. P to K B 3 |
| 32. R P takes P | 32. B P takes Kt P |
| 33. Q R to K Kt 3 | 33. K R to Kt 3 |
| 34. Q to Q Kt 3 | 34. P to K R 4 |
| 35. R to K 3 | 35. K R to K 3 |
| 36. Q R to K Kt 3 | 36. P to Kt 5 |
| 37. Q to Q B 4 | 37. R to Kt 3 |
| 38. R to Q Kt 3 | 38. P to K R 5 |
| 39. R to Kt 7 | 39. B to K 3 |
| 40. Q to K 4 | 40. R to Kt 2 |
| 41. R takes R (ch) | 41. K takes R |
| 42. P to K B 3 | 42. Q to Q 2 |
| 43. P takes P | 43. Kt to K 2 |
| 44. P to K Kt 5 | 44. B to Q 4 |
| 45. P to K 6 | 45. Q to K sq |
| 46. Q takes R P | 46. Kt to Kt 3 |
| 47. Q to Q 4 (ch) | 47. K to Kt sq |
| 48. P to K 7 | 48. Q to Q 2 |
| 49. Q to K B 6 | 49. B to K 5 |
| 50. R to K B sq | 50. Q to K Kt 5 |
| 51. Q to B 7 (ch) | 51. K to R sq |
| 52. P Queens (ch) | 52. R takes Q |
| 53. Q takes R (ch) | |

And Black resigned.

GAME VII.—*Between Messrs. HAMPTON and BIRD.*

WHITE (Mr. Hampton).

1. P to K 4
2. Kt to K B 3
3. P to Q B 3
4. B to Q Kt 5

BLACK (Mr. Bird).

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

- | | |
|--------------------|---------------------------------|
| 5. Kt takes P | 5. B to Q 2 (a) |
| 6. Kt takes B | 6. Q takes Kt |
| 7. Q to K 2 | 7. Castles |
| 8. Castles | 8. P to K B 4 |
| 9. R to Q sq | 9. B to Q 3 |
| 10. P to Q 4 | 10. P takes P <i>en passant</i> |
| 11. R takes P | 11. Kt to K B 3 |
| 12. Q to K B 3 | 12. K R to K sq (b) |
| 13. Q to Q sq | 13. Q to K 3 |
| 14. Kt to Q 2 | 14. Q to K 4 |
| 15. R takes B | 15. R takes R |
| 16. B to K B sq | 16. Kt to K Kt 5 |
| 17. P to K Kt 3 | 17. K R to Q sq |
| 18. P to K R 3 | 18. Kt to K 6 (c) |
| 19. P takes Kt | 19. Q takes K P (ch) |
| 20. K to R sq | 20. R takes Kt |
| 21. B takes R | 21. R takes B |
| 22. Q to K sq | 22. Q takes Q |
| 23. R takes Q | 23. R takes P |
| 24. R to K 2 | 24. R takes R |
| 25. B takes R | 25. K to Q 2 |
| 26. K to Kt 2 | 26. K to Q 3 |
| 27. K to B 3 | 27. P to K Kt 4 |
| 28. K to K 3 | 28. K to K 4 |
| 29. B to K B 3 | 29. Kt to Q sq |
| 30. K to Q 3 | 30. P to Q B 3 |
| 31. P to Q R 4 | 31. Kt to K 3 |
| 32. K to Q B 4 | 32. P to Q R 4 |
| 33. B to K 2 | 33. P to K B 5 |
| 34. P to K Kt 4 | 34. K to Q 3 |
| 35. B to B 3 | 35. Kt to Q B 4 |
| 36. B to Q sq | 36. P to K R 3 |
| 37. K to Q 4 | 37. P to Q Kt 4 |
| 38. P takes Q Kt P | 38. Q B P takes P |
| 39. P to Q B 4 | 39. P to Q Kt 5 |
| 40. B to Q B 2 | 40. P to Q R 5 |
| 41. B to Kt sq | 41. P to Q R 6 |

And White resigned.

(a) The best move here is Q to Q 4. It is favoured by Steinitz, being almost invariably adopted by him in his games, and was invented, we believe, by Mr. Harrwitz.

(b) We now much prefer Black's game.

(c) Very ingeniously played.

GAME VIII.—*Between Messrs. KENNY and GREEN.*

WHITE (Mr. Kenny).	BLACK (Mr. Green).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. P to Q B 3	3. Kt to K B 3
4. P to Q 4	4. Kt takes K P
5. P to Q 5	5. Q Kt to Kt sq (a)
6. Kt takes K P (b)	6. B to Q B 4. (c)
7. Kt to Q 3	7. Castles
8. Kt takes B	8. Kt takes Kt
9. B to K 3	9. Q to K 2
10. B to K 2	10. P to K B 4
11. Castles	11. P to Q Kt 3
12. K R to K sq	12. P to Q 3
13. B takes Kt	13. Q Kt P takes B
14. Kt to Q 2	14. Q to K B 2
15. B to B 3	15. K to R sq
16. Kt to Q Kt 3	16. Kt to Q 2
17. P to K Kt 3	17. P to K B 5
18. Kt to Q 2	18. Kt to K 4
19. B to Kt 2	19. B to Q R 3 (d)
20. Kt to K 4	20. P takes P (e)
21. B P takes P	21. P to K R 3
22. P to Q Kt 3	22. Q R to K sq
23. P to Q B 4	23. B to Q B sq
24. Kt to Q B 3	24. B to R 6
25. R to K B sq	25. Q to Q 2
26. Kt to K 2	26. B takes B
27. K takes B	27. Kt to K Kt 5
28. R takes R (ch)	28. R takes R
29. K to Kt sq	29. R to K B 7
30. Kt to B 4	30. R takes K R P
31. Q to B 3	31. Q to K B 4
32. R to K B sq	32. K to Kt sq

(a) The best move for Black here is Q Kt to K 2. Another move, viz., B to Q B 4 is "theoretically" unsound, but "practically" may be safely ventured since it gives Black a strong counter-attack.

(b) The move recommended in the "Handbuch" at this juncture is B to Q 3.

(c) Q to K 2 was the correct play now.

(d) It is obvious that Black could not push on his K B P on account of the threatened mate with the R.

(e) Now it would perhaps have been better to advance this Pawn.

- | | |
|--|--|
| 33. P to Q R 4
34. Q to K 3
35. Kt to K 6
36. K takes R
37. Q to Kt sq
38. Q to R 2
39. K takes Q
40. K to Kt 2
41. Kt takes P at B 7
42. Kt to Q Kt 5
43. Kt takes P
44. K to R 3
45. Kt to K 4
46. Kt takes K Kt P
47. K to R 4
48. Kt to K 4
49. Kt takes P
50. K takes R P, and wins. | 33. Kt to K 4
34. P to K Kt 4
35. R to R 8 (ch)
36. Q takes R (ch)
37. Q to R 6 (ch)
38. Q takes Q (ch) (f)
39. Kt to K B 6 (ch)
40. Kt to Q 7
41. Kt takes Q Kt P
42. P to Q R 4
43. K to B sq
44. K to K 2
45. P to K R 4
46. Kt to Q 7
47. Kt takes P
48. Kt to Q Kt 3
49. Kt takes Q P |
|--|--|

GAME IX.

(From the "Handbuch.")

- | WHITE. | BLACK. |
|-----------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q B 3 | 3. P to K B 4 |
| 4. P to Q 4 | 4. P takes K P |
| 5. Kt takes K P | 5. Kt to B 3 (a) |
| 6. B to Q Kt 5 | 6. P to Q R 3 |
| 7. B takes Kt | 7. Kt P takes B (b) |
| 8. B to K Kt 5 | 8. Q R to Kt sq |
| 9. P to Q Kt 4 | 9. B to Q Kt 2 |

(f) Black should have been content to draw by perpetual check.

(a) If 5. Q to K B 3, see preceding Analysis, Game the Third, pp. 247, 248.

(b) If 7. Q P takes B 8. B to Kt 5 9. Kt to Q 2 10. Q to Kt 3, with

the advantage.

- | | |
|--------------------|---------------|
| 10. Q to Q R 4 (c) | 10. P to Q 3 |
| 11. Kt to B 4 | 11. B to K 2 |
| 12. Kt to R 5 | 12. Q to B sq |
| 13. B takes Kt | 13. B takes B |
| 14. P to Q 5 | |

With a winning position.

- (c) White can also obtain the superiority by 10. $\frac{\text{Castles}}{\text{P to Q 4}}$
- | | | |
|---|--|---|
| 12. $\frac{\text{P takes P}}{\text{Castles}}$ | 13. $\frac{\text{Kt to Q 2, with the better game.}}{\text{Castles}}$ | 11. $\frac{\text{P to B 3}}{\text{B to K 2}}$ |
|---|--|---|

CHAPTER VIII.

THE EVANS GAMBIT.

THIS opening is a variation of the Giuoco Piano, consisting in the sacrifice of his Queen's Knight's Pawn by the first player on his fourth move, and is so called from its inventor, the late Captain Evans. Like most of the other Gambits, it is "*theoretically*" a won game for the second player; but there are so many different lines of attack that in practice the defence will be found very difficult—the players, "*bien entendu*" being of equal strength.

The chief authorities on the "Evans Gambit" are Jaenisch, Walker, Staunton, Zukertort, and the "*Handbuch*." There is, perhaps, no other opening that has so much occupied the attention of theoreticians.

The following are the opening moves:—

GAME THE FIRST.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B takes Q Kt P

(It is immaterial whether Black effects this capture with Kt or B, as the position becomes the same, *e.g.*—

4. $\frac{\quad}{\text{Kt takes Q Kt P}}$ 5. $\frac{\text{P to Q B 3}}{\text{Kt to Q B 3, \&c.}}$

Jaenisch, however, condemns the capture with the Knight, on account of 6. P to Q 4, but Walker differs from him, and considers 6. Castles to be the preferable move.)

5. P to Q B 3

5. B to Q B 4

This move was formerly considered preferable to 5. B to Q R 4, the consequences of which will be examined hereafter. (*See Games the Third, Fourth, and Fifth.*) But since the celebrated match between Messrs. Anderssen and Zukertort, the latter defence has been much patronised, and it is now pretty generally admitted that by retreating the menaced Bishop to Queen's Rook's fourth square, Black ought ultimately to obtain the advantage. Black, however, has two other moves at his disposal, and although they are both inferior, it is well to show the student the proper line of play in case they should be adopted. These moves are 5. B to K 2, and 5. B to Q 3.

Firstly suppose: 5. B to K 2 the proper continuation is 6. Q to Q Kt 3
Kt to K R 3
 7. P to Q 4
Q Kt to R 4. (If Black Castles here or takes the Q P, White's reply is
 Q B takes Kt.) 8. Q to R 4 9. Q takes Kt 10. P to K R 3
Kt takes B Kt to Kt 5 Kt to B 3
 11. P takes P, and White has the better game.

If secondly: 5. B to Q 3 6. Castles 7. P to Q 4
Kt to K B 3 Kt takes K P
 8. P takes P
B takes P. (If Black takes with Kt, White's reply is 9. R to K sq.)
 9. Kt takes B 10. Q to Q 5, winning a piece.
Kt takes Kt

6. Castles

White can also play here 6. P to Q 4, *e.g.*—

6. P to Q 4 6. P takes P
 7. Castles 7. P to Q 3 (best)
 8. P takes P, and the position is the same as that which occurs
 after White's eighth move in the main variation.

6. P to Q 3 (best)

If, at this juncture, Black should play instead 6. K Kt to B 3, he ought to lose, as follows :—

Suppose :

- | | |
|--------------|-----------------------|
| | 6. Kt to K B 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Q Kt 3 or (a) |
| 9. P to K 5 | |

White can also play here 9. B to Q R 3, with great effect.

- | | |
|---------------------------|-------------------------------------|
| | 9. Kt to Kt sq |
| If 9. <u>Kt to K Kt 5</u> | 10. <u>B takes K B P</u> (ch) |
| If 9. <u>Kt to K 5</u> | 10. <u>R to K sq</u> |
| If 9. <u>Kt to K R 4</u> | 10. <u>Kt to K Kt 5</u> |
| And if 9. <u>P to Q 4</u> | 10. <u>P takes Kt</u> , followed by |

R to K sq (ch), and then B to Q R 3, if K to B sq. To exemplify further the bad effects of 6. K Kt to B 3, see continuation between Morphy and Lichtenstein.

- | | |
|--------------------------------------|------------------------------|
| 10. P to Q 5 | 10. Kt to Q R 4 |
| (If Kt to K 2 then <u>P to Q 6</u>) | |
| 11. B to K Kt 5 | 11. P to K B 3 |
| 12. P takes P | 12. K Kt takes P |
| (If 12. <u>P takes P</u>) | 13. Kt to K 5, winning.) |
| 13. P to Q 6 | 13. Kt takes K B |
| 14. Q to K 2 (ch) | 14. K to B sq, and White has |
- incontestably the advantage.

(a)

- | | |
|---|-----------------|
| | 8. B to Q Kt 5 |
| 9. P to K 5 | 9. Kt to K 5 |
| 10. Q to K 2 | 10. Kt to Q B 6 |
| 11. Kt takes Kt | 11. B takes Kt |
| 12. Kt to Kt 5 | 12. B takes R |
| (If 12. <u>Castles</u> 13. <u>Q to K R 5</u> or 13. <u>Q to Q 3</u> , winning.) | |
| 13. B takes K B P (ch) | 13. K to B sq |

- | | |
|---------------------------|----------------|
| 14. Q B checks | 14. P to Q 3 |
| 15. P takes P | 15. P takes P |
| 16. B takes P (ch) | 16. Kt to K 2 |
| 17. B to Q R 3 | 17. B to Q B 6 |
| 18. Q to K B 3, and wins. | |

There are, of course, other variations; but these prove sufficiently that Kt to K B 3, at the sixth move, when the B is at Q B 4, is bad for Black. The following continuation also demonstrates its weakness:—

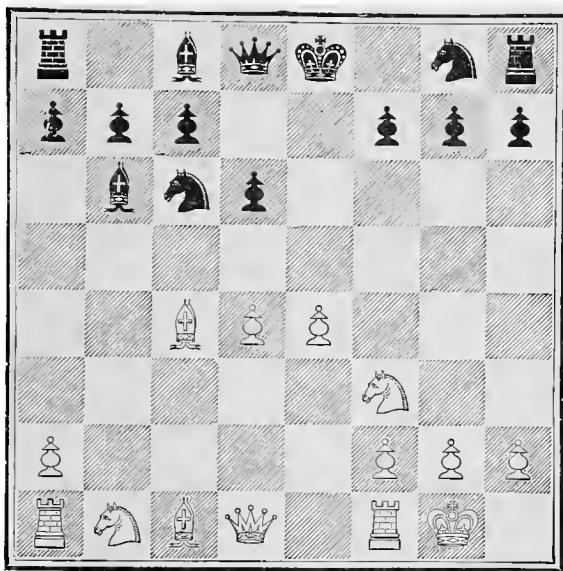
- | | |
|--------------------------|------------------|
| 7. P to Q 4 | 6. Kt to K B 3 |
| 8. P takes P | 7. P takes P |
| 9. P to K 5 | 8. B to Q Kt 3 |
| 10. P takes Kt | 9. P to Q 4 |
| 11. P takes P | 10. P takes B |
| 12. R to K sq (ch) | 11. R to K Kt sq |
| 13. B to K Kt 5 | 12. K to K 2 |
| 14. Kt to Q B 3 | 13. Q B to K 3 |
| 15. Q Kt to K 4 | 14. B to Q R 4 |
| 16. Kt to B 6 (ch) | 15. R takes P |
| 17. R to K 5 | 16. K to B sq |
| 18. B to K R 6 | 17. P to Q B 3 |
| 19. R takes B | 18. Kt to K B 4 |
| 20. Kt to K Kt 5 | 19. P takes R |
| 21. B takes R | 20. K to K 2 |
| 22. Q to K B 3 | 21. Kt takes B |
| 23. R to Q sq | 22. Q takes P |
| 24. Kt to Kt 8 (ch) | 23. B to Q 7 |
| 25. Q to B 7 (ch) | 24. R takes Kt |
| 26. Kt to B 3, and wins. | 25. K to Q sq |

The above moves occur in a game between Morphy and Lichtenstein.

To resume the main Variation :

- | | |
|--------------|----------------|
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Q Kt 3 |

BLACK.



WHITE.

The above forms the key position to this branch of the opening. Let the student refer to the above diagram after Black's eighth move in Game the Second.

The "Chess Players' Magazine" remarks that White has now four approved modes of carrying on the attack—*viz.*, B to Q Kt 2, P to Q 5, Q Kt to B 3, and P to K R 3. Q to Q Kt 3 is bad, on account of Black's rejoinder, Kt to Q R 4, and Q B to R 3 and P to K 5 are very weak, the former being answered by Q B to K Kt 5, or Kt to Q R 4, and the latter by P to Q 4.

As to P to K R 3, although played by Labourdonnais, it is in reality a very weak move. We will confine ourselves, therefore, to the examination of the three strongest moves at White's command, *viz.*—B to Q Kt 2, P to Q 5, and Q Kt to B 3.

1stly :

9. B to Q Kt 2

For the result of 9. P to Q 5, and 9. Q Kt to B 3, see Games the Second and Seventh.

9. Q Kt to Q R 4 (best)

(This is now universally admitted to be Black's best reply, 9. Kt to K B 3 being inferior, *e.g.* :—

- | | |
|------------------|------------------|
| 10. Kt to Q 2 | 9. Kt to K B 3 |
| 11. P to K 5 | 10. Castles |
| 12. P takes P | 11. P takes P |
| 13. Q Kt to K 4 | 12. Kt to Q 4 |
| 14. K Kt to Kt 5 | 13. B to K 3 |
| 15. Kt takes B | 14. P to K R 3 |
| 16. Q to K Kt 4 | 15. P takes Kt |
| 17. Q R to Q sq | 16. K to R sq |
| 18. Q takes K P | 17. R to K B 5 |
| 19. B takes Kt | 18. R takes Kt |
| 20. R takes Kt | 19. Kt to Q 5 |
| 21. B takes R | 20. R takes R |
| 22. R to K sq | 21. B takes B |
| 23. B to K B 3 | 22. Q to K Kt 4 |
| 24. Q to Q B 4 | 23. R to K B sq |
| 25. P to K 6 | 24. P to Q B 4 |
| 26. Q to Q R 4 | 25. Q to K 2 |
| 27. Q to Q B 2 | 26. Q to K R 5 |
| 28. Q to K Kt 6 | 27. Q to K 2 |
| 29. Q to K 4 | 28. R to K B 3 |
| 30. P to K Kt 3 | 29. R to K B sq |
| 31. R to K 2 | 30. P to Q Kt 4 |
| 32. B to K R 5 | 31. P to Q Kt 5 |
| 33. B to B 7 | 32. P to Q R 4 |
| 34. Q to Q B 2 | 33. B to Q R 5 |
| 35. Q to K 4 | 34. R to Q R sq |
| 36. Q to Q 5 | 35. R to Q Kt sq |
| 37. P takes P | 36. P to Q Kt 6 |
| 38. B to K Kt 6 | 37. P takes P |
| | 38. P to Q Kt 7 |

- | | |
|-------------------------|-------------------|
| 39. B to Q Kt sq | 39. R to Q sq |
| 40. Q to K B 5 | 40. P to K Kt 4 |
| 41. Q to Kt 6 | 41. B to B 3 |
| 42. Q takes P (ch) | 42. K to Kt sq |
| 43. Q to Kt 6 (ch) | 43. B to Kt 2 |
| 44. Q to R 7 (ch) | 44. K to B sq |
| 45. P to K R 4 | 45. R to Q 8 (ch) |
| 46. K to Kt 2 | 46. B to B 3 |
| 47. P takes P | 47. B to Q 5 |
| 48. Q to K B 5 (ch) | 48. K to Kt sq |
| 49. Q to K Kt 6 (ch) | 49. K to R sq |
| 50. R to K 4 | 50. Q to Q Kt 2 |
| 51. P to K 7, and wins. | |

The above continuation occurs in a game between Messrs. Journoud and De Rivière, in consultation, against Mr. Morphy.)

10. P to Q 5

10. K Kt to K 2

The "Chess Players' Magazine" thinks that Black has the better game after playing Q Kt to R 4, in answer to 9. B to Q Kt 2, 9. P to Q 5, or 9. Kt to Q B 3. We differ from this opinion, and will endeavour to show that White's attack in the two former instances is terribly strong, and even when the defence is conducted with the greatest nicety, the attack ought, on the contrary, in most cases, to win. It is perfectly immaterial whether White's and Black's ninth and tenth moves are transposed, since the result is the same.

11. B to Q 3 (best)

White may also play 11. Q Kt to B 3. If Black then capture B with Knight, White checks with Q at R 4.

(If White, instead of these moves, ventured to capture the K Kt P with B, he would lose, as follows:—

11. B takes K Kt P
12. B to K B 6

11. R to K Kt sq
12. Kt takes B

- 13. Q to R 4 (ch)
- 14. Q takes Kt
- 15. K takes R
- 16. K to R sq
- 17. K to Kt sq

- 13. Q to Q 2
- 14. R takes P (ch)
- 15. Q to Kt 5 (ch)
- 16. Q takes Kt (ch)
- 17. Q B to K R 6

And wins.)

11. Castles (best)

(Black could also play here 11. $\overline{Kt\ to\ K\ Kt\ 3}$, but this generally results in the mere transposition of the eleventh and twelfth moves.)

- 12. Kt to Q B 3
- 13. Q Kt to K 2

- 12. Kt to K Kt 3

White can also play here 13. Q to Q 2, and there is a difference of opinion as to the relative merits of these two different moves.

13. P to Q B 4

This move, originated by Paulsen, was subsequently abandoned by him, as giving the advantage ultimately to White. Herr Steinitz proposes, instead, 13. P to Q B 3, for which *see* Illustrative Game IX. between England and Germany.

- 14. Q to Q 2, or *see*
Game the Second.

- 14. P to K B 3 (best)

This move prevents the dangerous attack arising from $\underline{B\ takes\ K\ Kt\ P}$, in case Black allowed the White Queen's Knight to reach K Kt third square before pushing this P. (*See* Illustrative Game II. between Messrs. Anderssen and Steinitz.)

- 15. K to R sq

- 15. B to Q 2

These moves occurred in a game between Messrs. Kolisch and Paulsen, resulting in favour of the latter, who conducted the defence. At the sixteenth move, however, Mr. Kolisch, who played the attack, played 16. Q R to Q B sq, and his opponent easily defeated him, as follows :—

16. Q R to Q B sq	16. P to Q R 3
17. Kt to K sq	17. B to Q Kt 4
18. P to K B 4	18. P to Q B 5
19. B to Q Kt sq	19. P to Q B 6
20. R takes P (best)	20. Kt to Q B 5
21. Q to Q B sq	21. R to Q B sq
22. B to Q 3	22. B to K 6
23. Q to B 2	23. Kt to Q 7
24. R to Kt sq	24. R takes K
25. Q takes R	25. Q to Q Kt 3
26. B to Q B sq	26. B takes R
27. Kt takes B	27. B takes B
28. Kt takes B	28. Q Kt takes K P

And wins.

Instead of 15. K to R sq for White, the "Schachzeitung" gives :

15. $\frac{B \text{ to } B 3}{B \text{ to } Q B 2}$	16. $\frac{Kt \text{ to } Kt 3}{P \text{ to } Q R 3}$	17. $\frac{Kt \text{ to } K B 5, \&c.}{P \text{ to } Q R 3}$
---	---	--

16. Q B to Q B 3

This move, recommended by Löwenthal, effectually avoids the dangerous attack of Q B to Q Kt 4, and appears to be quite satisfactory, as it leaves the Q Kt file open for the Queen's Rook. Black, at this juncture, has undoubtedly an inferior position, as White threatens a strong attack by the three following moves—*viz* K R to K Kt sq, Kt to K Kt 3, and P to K Kt 4.

The "Handbuch," however, makes White play 16. Q R to Q B sq, and continues the game as follows :—

16. Q R to Q B sq

17. Kt to K Kt 3

16. P to Q R 3

17. Q R to Q B sq

(If 17. $\frac{\text{B to Q Kt 4}}{\text{B to Q Kt 4}}$ 18. $\frac{\text{Kt to K B 5}}{\text{P to Q B 5}}$ 19. $\frac{\text{B to K 2, \&c.})$

18. Kt to K B 5

19. P takes B

20. Kt takes Kt

21. K R to Q sq

18. B takes Kt

19. Kt to K 4

20. Q P takes Kt

21. K R to K B 2

(If 21. $\frac{\text{B to Q B 2}}{\text{B to Q B 2}}$ 22. $\frac{\text{B to Q B 3}}{\text{P to Q Kt 4}}$ 23. $\frac{\text{P to Q 6}}{\text{B to Kt 3}}$ 24. $\frac{\text{P to Q 7}}{\text{R to Kt sq}}$

25. $\frac{\text{B to K 4}}{\text{K to R sq}}$ 26. $\frac{\text{Q to Q 6}}{\text{Kt to Kt 2}}$ 27. Q to K 6, &c.)

22. B to Q B 3

23. R to Q Kt sq

24. B to Q B 4

25. Q takes R (ch)

26. R takes Q

27. R (from Kt sq) to
Q sq

28. R to Q 7 (ch)

29. R to Q 8 (ch)

30. R to K Kt 7

31. Q R to Q 8

22. R to Q 2

23. R takes P

24. Kt takes B

25. Q takes Q

26. R to Q B 2

27. K to B 2

28. K to K sq

29. K to K 2

30. K to B 2

And White has the better game.

GAME THE SECOND.

WHITE	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B takes Q Kt P
5. P to Q B 3	5. B to Q B 4
6. P to Q 4	6. P takes P
7. Castles	7. P to Q 3
8. P takes P	8. B to Q Kt 3
9. P to Q 5	

This we consider White's strongest move, although he may play 9. B to Q Kt 2, and arrive at the same position, thus:—

9. $\frac{B \text{ to } Q \text{ Kt } 2}{Kt \text{ to } Q \text{ R } 4}$	10. $\frac{P \text{ to } Q \text{ 5}}{K \text{ Kt to } K \text{ 2}}$
--	--

simply transposing his ninth and tenth moves. As we have already remarked, White may also play 9. Kt to Q B 3, or 9. P to K R 3; but the latter of these two moves is now admitted to be inferior, although adopted formerly by MacDonnell against Labourdonnais. The former leads to the Fraser and Mortimer attacks, it is true, but some authorities prefer the second player's game in some variations of those forms of the opening.

10. B to Q Kt 2	9. Kt to Q R 4
11. B to Q 3	10. Kt to K 2
12. Kt to Q B 3	11. Castles
	12. Kt to K Kt 3

This move was nearly always played by Mr. Bird in his closely-contested matches with Mr. Wisker. Black can also move P to Q B 4 at this point, but White might in that case play P to K 5, with advantage.

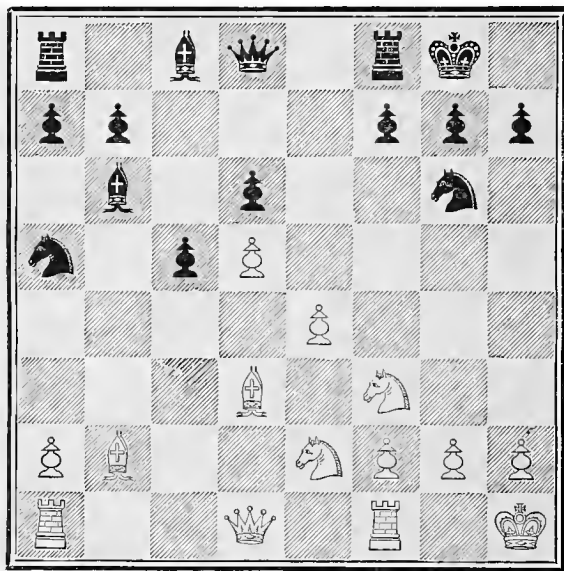
13. Q Kt to K 2

13. P to Q B 4

14. K to R sq or (A.)

Mr. Wisker suggests this move here for White. The subjoined diagram shows the position after White's fourteenth move, Black having to play.

BLACK.



WHITE.

The "Handbuch" gives the following continuation from this point:—

14. P to K B 3

The "Handbuch" considers this move weak.

15. Q R to B sq

(If 15. $\frac{Q \text{ to } Q 2}{B \text{ to } Q B 2}$ 16. $\frac{Q R \text{ to } B \text{ sq}}{Q R \text{ to } Kt \text{ sq}}$ 17. $\frac{Q Kt \text{ to } K Kt 3}$

Mr. Wisker thinks K Kt to K Kt sq followed by P to K B 4 is a more effective mode of prosecuting the attack.

17. $\frac{\text{P to Q Kt 4}}{\text{P to Q Kt 4}}$ 18. $\frac{\text{Kt to K B 5}}{\text{P to Q B 5}}$ 19. $\frac{\text{B to K 2}}{\text{P to Q Kt 5}}$ 20. $\frac{\text{B to Q 4}}{\text{P to B 6}}$
21. $\frac{\text{Q to Q sq}}{\text{B to Q Kt 3}}$ 22. $\frac{\text{P to K Kt 4}}{\text{Kt to K B 5}}$ This move is condemned by
Zukertort. 23. $\frac{\text{R to K Kt sq}}{\text{Kt to K R 6}}$ 24. $\frac{\text{R to K Kt 2}}{\text{R to K Kt 2}}$, and we
are inclined to prefer Black's game.)

15. B to Q 2

16. Kt to K sq

As the "Handbuch" remarks, this Knight may be advantageously played to Kt sq in many variations.

16. P to Q R 3

- (If 16. $\frac{\text{Kt to K 4}}{\text{Kt to K 4}}$ 17. $\frac{\text{P to K B 4}}{\text{Kt takes B}}$ 18. $\frac{\text{Kt takes Kt}}{\text{Q to K 2}}$
19. $\frac{\text{Kt to K Kt 3, \&c.})$

17. P to K B 4

18. P to B 5

19. Kt to B 4

20. Q to K 2

21. Q takes Kt

22. Kt to K 6

23. B P takes B

24. Kt to B 3

25. Kt to R 4

17. B to Q Kt 4

18. Kt to K 4

19. K Kt to Q B 5

20. Kt takes Q B

21. B to Q 2

22. B takes Kt

23. B to Q B 2

24. P to Q Kt 4

With the better game.

(A.)

(Refer to last diagram, p. 274.)

- | | |
|-------------------|---------------------|
| 14. Q to Q 2 | 14. B to Q 2 or (a) |
| 15. Q R to Q B sq | 15. P to Q R 3 |
| 16. Kt to K Kt 3 | 16. P to K B 3 |
| 17. Kt to B 5 | 17. B takes Kt |
| 18. P takes B | 18. Kt to K 4 |
| 19. Kt takes Kt | 19. Q P takes Kt |
| 20. K R to Q sq | 20. K to R sq |
| 21. B to K 4 | 21. B to Q R 2 |
| 22. R to Q B 3 | 22. P to Q Kt 4 |
| 23. P to Q 6 | 23. Kt to Q B 5 |
| 24. Q to K 2 | 24. Kt takes B |
| 25. R to K R 3 | 25. P to K R 3 |
| 26. Q takes Kt | 26. Q R to Kt sq |
| 27. Q to Q B sq | |

With much the better game.

(a)

- | | | | |
|--|---|--|--|
| 14. <u>B to Q B 2</u> | 15. <u>Kt to K Kt 3</u>
P to K B 3 | 16. <u>Q R to B sq</u>
Q R to Kt sq | 17. <u>Kt to B 5</u>
P to Q Kt 4 |
| 18. <u>K to R sq</u>
P to Kt 5 | 19. <u>R to K Kt sq</u>
Kt to K 4 | 20. <u>Kt takes Kt</u>
B P takes Kt | 21. <u>P to K Kt 4</u>
P to Kt 3 |
| 22. <u>Q to R 6</u>
R to K B 2 | 23. <u>P to K B 4</u>
Q to K B sq | 24. <u>P takes K P</u>
Q B takes Kt | 25. <u>Q takes Q (ch)</u>
K takes Q |
| 26. <u>Kt P takes B</u>
Q P takes P | 27. <u>P takes Kt P</u> , and White has a winning position. | | |

All these variations tend to prove pretty conclusively the superiority of the attack, *ergo* the defence of 5. B to Q B 4 is bad for Black. Zukertort, Paulsen, and Wisker consider Black's game to be untenable after his thirteenth move of

P to Q B 4. The analyses of the most eminent German theoreticians establish White's superior position to be more than an equivalent for Black's numerical superiority.

GAME THE THIRD.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4
5. P to Q B 3

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4
4. B takes Kt P
5. B to Q R 4

In the preceding game Black retreated the Bishop to B 4, which is inferior in the opinion of Walker, although preferred by Labourdonnais and Morphy. Recent analysis has shown Walker to be right in advocating the retreat of the Bishop to Queen's Rook's fourth square. Zukertort writes as follows (*see "Westminster Papers," February, 1874*):—"In fact, 5. B to Q R 4 yields all the advantages ascribed to 5. B to B 4, and gives the second player the opportunity of adopting a special defence, which I consider the best."

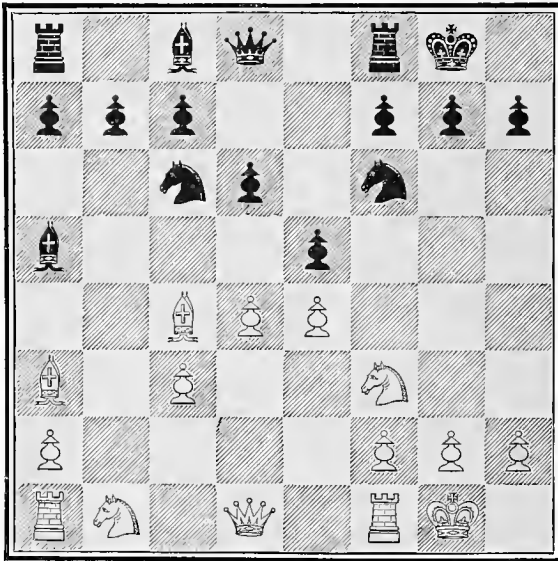
- | | |
|---|---|
| <ol style="list-style-type: none"> 6. Castles or (A.) 7. B to Q R 3 or (Variation (I.), Richardson's attack) 8. P to Q 4 | <ol style="list-style-type: none"> 6. Kt to K B 3 7. P to Q 3 8. Castles |
|---|---|

And Black has a safe game, and maintains his Pawn.

DIAGRAM.

Showing the position after Black's eighth move.

BLACK.



WHITE.

(A.)

6. P to Q 4

6. P takes P

7. Castles

(If 7. $\frac{Q \text{ to } Q \text{ Kt } 3}{Q \text{ to } K \text{ B } 3}$

8. $\frac{B \text{ to } Kt 2}{P \text{ to } Q 6}$

9. $\frac{\text{Castles}}{K \text{ Kt to } K 2}$

10. $\frac{K \text{ B takes } Q \text{ P}}{\text{Castles}}$

11. $\frac{P \text{ to } B 4}{Q \text{ to } K \text{ R } 3, \text{ with the better game.}}$

7. P to Q 3 (weak)

Black may play here P takes P, or Kt to K B 3, for which see Games the Fourth and Fifth. We consider either of these moves far superior to playing 7. P to Q 3, which gives White

an overwhelming attack, as will be seen by the following analysis.

Morphy pronounces 7. Kt to K B 3 to be Black's best move. It was adopted successfully against him by Anderssen. Taking P with P by Black on his seventh move has usually been considered hazardous play; but the Counter-Gambit recommended by Minchwitz appears to give Black the superior position. Black may also play 7. P to Q 6, for which *see* Game the Sixth.

8. Q to Q Kt 3

(If 8. $\frac{P \text{ takes } P}{B \text{ to } Q \text{ Kt } 3}$, and we arrive at the same position as if the B had been retreated to B 4.

8. Q to K B 3

9. P to K 5 (best)

Mr. Waller, in his analysis of this opening ("Chess Players' Chronicle," vol. ix.) makes White play here 9. P takes P, which is much inferior, giving Black the better game, without question. He continues the game thus:—

9. $\frac{P \text{ takes } P}{B \text{ to } Kt \ 3}$ 10. $\frac{P \text{ to } K \ 5}{P \text{ takes } P}$ 11. $\frac{P \text{ takes } P}{Q \text{ to } Kt \ 3}$ 12. $\frac{Kt \text{ to } Kt \ 5}{Kt \text{ to } Q \ sq \ (best)}$
 13. $\frac{P \text{ to } K \ 6}{B \text{ takes } P}$ 14. $\frac{R \text{ to } K \ sq}{Q \text{ to } B \ 4}$ 15. $\frac{R \text{ to } K \ 2}{Kt \text{ to } K \ 2}$, and Mr. Löwenthal pronounces White's attack to be parried.

The twelfth move of Black's in the above variation—viz., Kt to Q sq—is suggested by Mr. Löwenthal as a satisfactory answer to Kt to Kt 5, and Mr. Horwitz concurs in that opinion. Instead of this move, both Waller and Boden give 12. Kt to K R 3 for Black, which is unquestionably inferior. "La Stratégie" prefers 10. B to Q Kt 5 in the above variation to 10. P to K 5, for White.

To resume the main variation.

9. P takes P (best)

10. B to K Kt 5

Instead of this move, "La Stratégie" gives the following, concluding in favour of the defence :—

- | | | |
|---|--|--|
| <p>10. $\frac{R \text{ to } K \text{ sq}}{B \text{ to } Q \text{ 2 (best)}}$</p> | <p>for if $\left\{ \begin{array}{l} 10. \frac{\quad}{B \text{ to } Kt \text{ 3}} \end{array} \right.$</p> | <p>11. $\frac{B \text{ to } K \text{ Kt 5}}{Q \text{ to } K \text{ B 4}}$</p> |
| <p>12. $\frac{Kt \text{ takes } K \text{ P}}{Kt \text{ takes } Kt}$</p> | <p>13. $\frac{P \text{ to } K \text{ B 4}}{P \text{ takes } P \text{ (dis ch)}}$</p> | <p>14. $\frac{K \text{ to } R \text{ sq, with the}}{\quad}$</p> |
| <p>advantage. }</p> | | |
| <p>11. $\frac{Kt \text{ takes } K \text{ P}}{Kt \text{ takes } Kt}$</p> | <p>12. $\frac{P \text{ to } K \text{ B 4}}{Kt \text{ to } K \text{ 2}}$</p> | <p>13. $\frac{P \text{ takes } Kt}{Q \text{ to } K \text{ Kt 3}}$</p> |
| <p>14. $\frac{P \text{ to } K \text{ 6}}{B \text{ to } Q \text{ B 3}}$</p> | <p>15. $\frac{P \text{ takes } P \text{ (ch)}}{K \text{ to } Q \text{ sq, and White's attack is exhausted.}}$</p> | |

We think, in "practice," the attack will in most cases win.

- | | |
|-----------------------------|-------------------------------|
| | <p>10. Q to K Kt 3</p> |
| <p>11. R to K sq</p> | <p>11. K to B sq</p> |

(If 11. P to K 5 Black gets a bad game. (See Anderssen's Games published in "La Nouvelle Régence," against an Amsterdam player.)

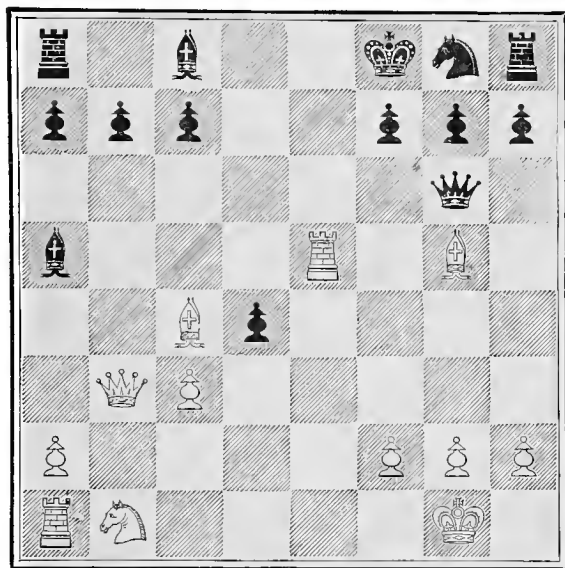
- | | |
|--------------------------------|-------------------------------|
| <p>12. Kt takes K P</p> | <p>12. Kt takes Kt</p> |
| <p>13. R takes Kt</p> | |

The above moves occurred in a game between Mr. Bird and ourselves, Mr. Bird playing the defence. In this position White has, in our opinion, a forced won game.

DIAGRAM.

Showing the position after White's thirteenth move.

BLACK.



WHITE.

Mr. Bird, in the above position, played, in the first encounter, where it occurred,

13. P to Q Kt 3

And the game was continued thus:—

- | | |
|---------------------|-------------------|
| 14. Kt to Q 2 | 14. P to K B 3 |
| 15. R takes B | 15. P takes R |
| 16. Q to Q R 3 (ch) | 16. Kt to K 2 |
| 17. Q R to K sq | 17. Q to K sq |
| 18. B to K B 4 | 18. P takes Q B P |
| 19. Kt to K 4 | 19. R to Q Kt sq |
| 20. Kt takes K B P | 20. Q to Q sq |

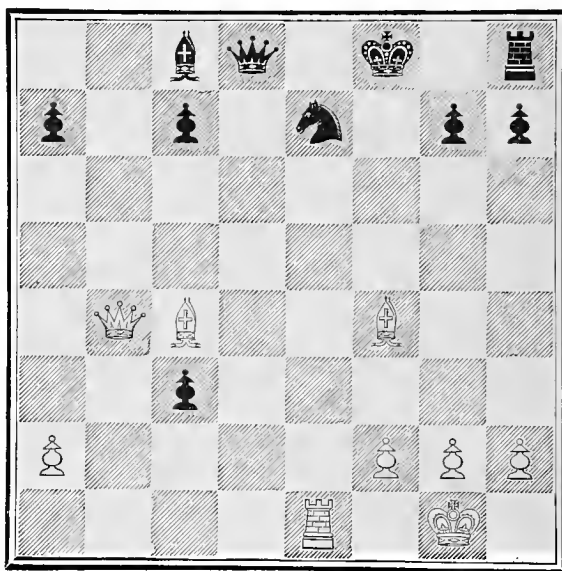
21. Kt to Q 5
 22. Kt takes R
 23. Q takes Kt P

21. R to Q Kt 5
 22. P takes Kt

And, play as Black may, White has a winning position. (*See Diagram below.*)

DIAGRAM.

BLACK.



WHITE.

Referring to the above diagram, it will be seen that Black has maintained the Gambit Pawn, but has a game lost by its nature. If he play P to K R 3, White can win by B to K 3. In fact, he has no good move.

Referring to the other diagram, showing the position after White's thirteenth move, R takes Kt, if Black play 13. B to Q Kt 3—a move adopted by Mr. Bird in another game—he

will lose by the following continuation, which occurred in actual play between the Author and Mr. Bird:—

- | | |
|----------------------|-------------------|
| | 13. B to Q Kt 3 |
| 14. Kt to Q 2 | 14. P takes P |
| 15. Kt to K 4 | 15. Kt to K B 3 |
| 16. Q to R 3 (ch) | 16. K to Kt sq |
| 17. Q to K 7 | 17. B to K R 6 |
| 18. P takes B | 18. P to K R 3 |
| 19. Kt takes Kt (ch) | 19. P takes Kt |
| 20. Q takes P at B 3 | 20. Q takes Q |
| 21. B takes Q | 21. R to R 2 |
| 22. Q R to K sq | 22. Q K to K B sq |
| 23. B to Q 3 | 23. B to Q 5 |
| 24. B takes R (ch) | 24. K takes B |

And White has merely now to play R to K B 5, and must win easily.

“*En résumé*,” we do not like the defence, 7. P to Q 3 in the Evans Gambit, after retreating the Bishop to Q R 4. Mr. Bird appeared to be convinced of its weakness, for in all subsequent games of this opening played with ourselves he avoided it.

VARIATION (I.).

On White's seventh move.

(RICHARDSON'S ATTACK.)

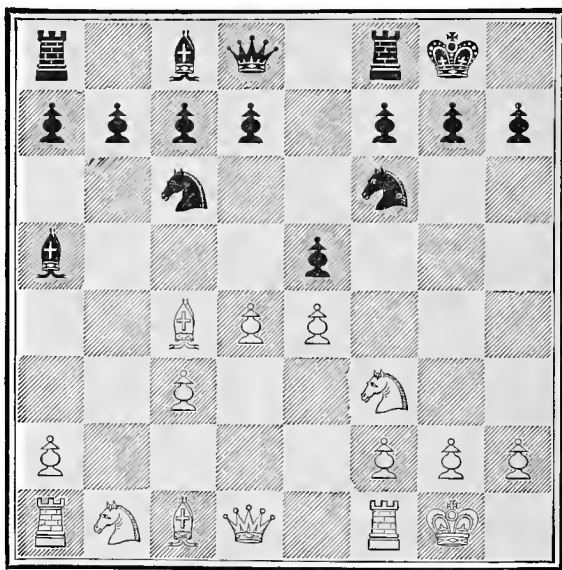
- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q Kt 4 | 4. B takes P |
| 5. P to B 3 | 5. B to Q R 4 |
| 6. Castles | 6. Kt to K B 3 |
| 7. P to Q 4 | 7. Castles |

Black is now considered to have the better game. The Books now make White play 8. P takes P, to which Black replies with 8. Kt takes K P, and, after a few moves, is declared to have the advantage.

DIAGRAM.

Showing the position after Black's seventh move ;—

BLACK.



WHITE.

The following continuation, however, does not appear satisfactory for Black :—

8. Kt takes K P

This move has been brought prominently into notice by Mr. P. Richardson, of New York. It has been frequently

played by the author, with success. Mr. Richardson's continuation deserves attention.

- | | |
|----------------|-----------------|
| | 8. Kt takes Kt |
| 9. P takes Kt | 9. Kt takes P |
| 10. Q to Q 5 | 10. B takes P |
| 11. Kt takes B | 11. Kt takes Kt |
| 12. Q to K B 3 | 12. P to Q 4 |

This move is suggested by the Editor of "The Turf, Field, and Farm," as Black's best course.

- | | | |
|--|---|---|
| If 12. $\frac{\text{Kt to Q R 5}}{\text{Kt to Q R 5}}$ | 13. $\frac{\text{Q to K Kt 3}}{\text{K to R sq}}$ | 14. $\frac{\text{B to K Kt 5}}{\text{Q to K sq}}$ |
| 15. $\frac{\text{K R to K sq}}{\text{Kt to Kt 3}}$ | 16. $\frac{\text{B to Q 3}}{\text{Q to K 3}}$ | 17. $\frac{\text{Q to K R 4}}{\text{P to K R 3}}$ |
| 19. $\frac{\text{Q to K Kt 3}}{\text{P to K Kt 3}}$ | 20. <u>B takes P</u> , and wins. | 18. $\frac{\text{B to K B 6}}{\text{K to Kt sq}}$ |

13. P takes P "*en passant*"

And White has a decidedly superior position, since Black must now lose time in withdrawing the menaced Knight, upon which White, by bringing out his Queen's Bishop, gets both his Rooks into play, with a splendid attack.

GAME THE FOURTH.

THE ANDERSSSEN-ZUKERTORT, OR THREE PAWNS DEFENCE TO THE EVANS GAMBIT.

- | WHITE. | BLACK. |
|----------------|-------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q Kt 4 | 4. B takes Q Kt P |

5. P to Q B 3

6. P to Q 4

7. Castles

5. B to Q R 4

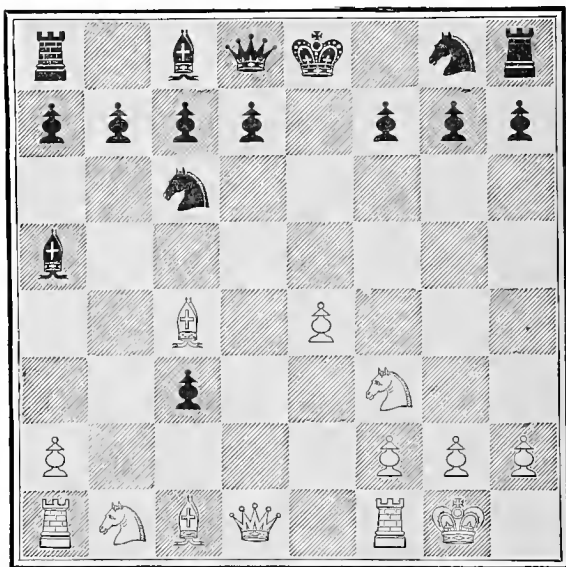
6. P takes P

7. P takes Q B P

DIAGRAM.

Showing the position after Black's seventh move.

BLACK.



WHITE.

8. Q to Kt 3 or

(A.), (B.)

9. P to K 5 (best)

8. Q to B 3

(If 9. $\frac{B \text{ to } K \text{ Kt } 5}{Q \text{ to } Kt 3}$ 10. $\frac{Q \text{ Kt takes P}}{B \text{ takes Kt}}$ 11. $\frac{Q \text{ takes B}}{K \text{ Kt to K } 2}$

12. B takes Kt, and Zukertort is of opinion that White has no effective K takes B

way to proceed with the attack. See also Illustrative Game VI. at the end of this Chapter.)

9. Q to Kt 3 (best)

Der Lasa gives for Black :—

- | | | |
|---|---|---|
| 9. $\frac{\text{Q Kt takes P}}{\text{P to B 7}}$ | 10. $\frac{\text{R to K sq}}{\text{P to Q 3}}$ | 11. $\frac{\text{Q to R 4 (ch)}}{\text{K to B sq}}$ |
| 12. $\frac{\text{Kt takes Kt}}{\text{P to B 7}}$ | 13. $\frac{\text{Q takes B}}{\text{P takes Kt (Queens)}}$ | 14. $\frac{\text{R takes Q}}{\text{P takes Kt}}$ |
| 15. $\frac{\text{B to R 3 (ch)}}{\text{Kt to K 2}}$ | 16. $\frac{\text{R takes K P}}{\text{P to Q Kt 3}}$ | 17. $\frac{\text{R takes Kt}}{\text{P takes Q}}$ |
| 18. <u>R to K 6 (dis ch)</u> , and wins. | | |

Von Der Lasa's Variation is, therefore, an untenable line of defence for Black.

10. Kt takes P

10. K Kt to K 2

11. Q Kt to K 2 or Variations (I.), (II.)

This is considered White's best move by Anderssen.

11. P to Q Kt 4

12. B to Q 3 (best) or Variations (III.), (IV.)

(If 12. B takes Q Kt P or 12. Q takes P, see Mincwitz's Analysis, Variations III., IV.)

12. Q to K 3

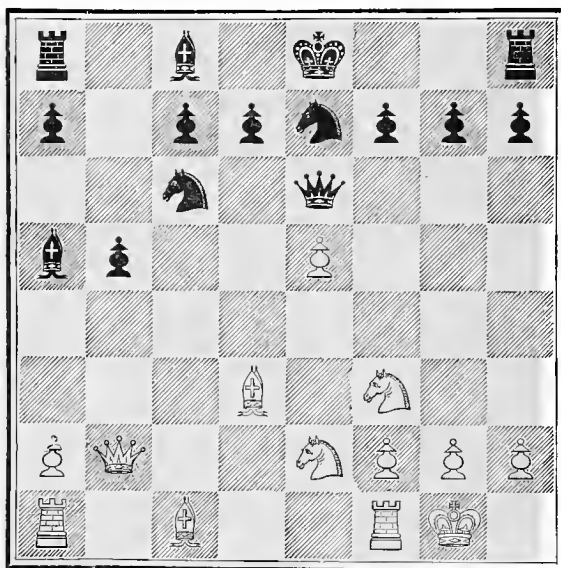
13. Q to Q Kt 2 (best)

If 13. $\frac{\text{Q takes P}}{\text{Q R to Kt sq, \&c.}}$

DIAGRAM.

Showing the position after White's thirteenth move.

BLACK.



WHITE.

14. Q Kt to K B 4
13. Kt to K Kt 3
14. Kt takes Kt

- If 14. $\overline{Q \text{ to K 2}}$ a move disapproved of by Zukertort
15. $\overline{Kt \text{ to Q 5}}$
 $\overline{Q \text{ to K 3}}$
- { if 15. $\overline{Q \text{ to B 4}}$ 16. $\overline{B \text{ to K 4}}$ 17. $\overline{B \text{ to K 3}}$ 18. $\overline{Q \text{ to Kt sq}}$ }
 $\overline{Castles}$ $\overline{Q \text{ to B 5}}$
- and Black's Queen is in jeopardy. }
16. $\overline{B \text{ to K 4}}$ 17. $\overline{B \text{ to Q 2}}$ 18. $\overline{K R \text{ to K sq}}$
 $\overline{Castles}$ $\overline{P \text{ to Q Kt 5 or (a)}}$ $\overline{R \text{ to Q Kt sq}}$
19. $\overline{Q R \text{ to Q sq}}$ 20. $\overline{B \text{ to K B 4}}$
 $\overline{Q B \text{ to Kt 2}}$ $\overline{P \text{ to K R 3}}$
- { if 20. $\overline{Kt \text{ takes B}}$ 21. $\overline{B \text{ takes P (ch)}}$ }

21. $\frac{Q \text{ B takes P}}{P \text{ takes B}}$ 22. $\frac{Kt \text{ to B 6 (ch)}}{K \text{ to Kt 2}}$ 23. $\frac{B \text{ to Q 5}}{Q \text{ to K 2}}$ 24. $\frac{B \text{ takes Kt}}{B \text{ takes B}}$
 25. $\frac{Kt \text{ to Q 4}}{Kt \text{ to K R 5}}$ 26. $\frac{Q \text{ to K 2}}{R \text{ to K Kt sq}}$ 27. $\frac{Q \text{ to K R 5}_2}{}$ and wins.

(a)

17. $\frac{B \text{ to Q Kt 3}}{}$ 18. $\frac{Q \text{ R to K sq}}{Q \text{ R to Kt sq}}$ 19. $\frac{Kt \text{ to K Kt 5}}{Q \text{ takes P}}$
 20. $\frac{B \text{ to Q B 3}}{B \text{ to Q 5}}$ 21. $\frac{Kt \text{ takes K R P}}{B \text{ takes B}}$ 22. $\frac{Kt \text{ takes B}}{R \text{ to K sq}}$ 23. $\frac{B \text{ takes Kt}}{Q \text{ takes R}}$
 24. $\frac{Kt \text{ to K Kt 5}}{P \text{ takes B}}$ 25. $\frac{Q \text{ to Kt 3 (ch)}}{P \text{ to Q 4}}$ 26. $\frac{Kt \text{ takes Q P}}{K \text{ tc R sq}}$
 27. $\frac{P \text{ to K Kt 4}}{B \text{ takes P}}$ 28. $\frac{R \text{ takes Q, and again White wins, according to}}$

the "Handbuch."

The following moves occur in a game between Messrs. Anderssen and Zukertort, the latter playing the defence, and winning the game ultimately:—

14. $\frac{Q \text{ to K 2}}{}$ 15. $\frac{Kt \text{ to Q 5}}{Q \text{ to K 3}}$ 16. $\frac{Q \text{ takes P}}{\text{Castles}}$ 17. $\frac{B \text{ to Q R 3}}{R \text{ to Q Kt sq}}$
 18. $\frac{Q \text{ to B 5}}{B \text{ to Q Kt 2}}$ 19. $\frac{Q \text{ R to Q sq}}{K \text{ R to K sq, \&c.}}$

15. B takes Kt

15. P to K R 3

This is a necessary precaution to prevent Kt to K Kt 5, &c.

16. Q R to B sq

16. P to Q R 3

17. K R to Q sq

17. B to Q Kt 2

18. Q to Kt sq

18. Q R to Q sq or
Castles (Q R)

And Black's two Pawns are more than an equivalent for his inferiority of position. We extract the last eight moves of the above main Variation from the able analysis of this opening in "The Westminster Papers," by Herr Zukertort.

At his fourteenth move in the main Variation, White, in lieu of 14. Q Kt to K B 4, may play 14. B to K B 4, to which Black's best replies are either 14. Castles, or 14. B to Kt — (*see* “Westminster Papers,” April, 1874), with a safe game, and two Pawns ahead.

(A.)

Variation on White's eighth move :—

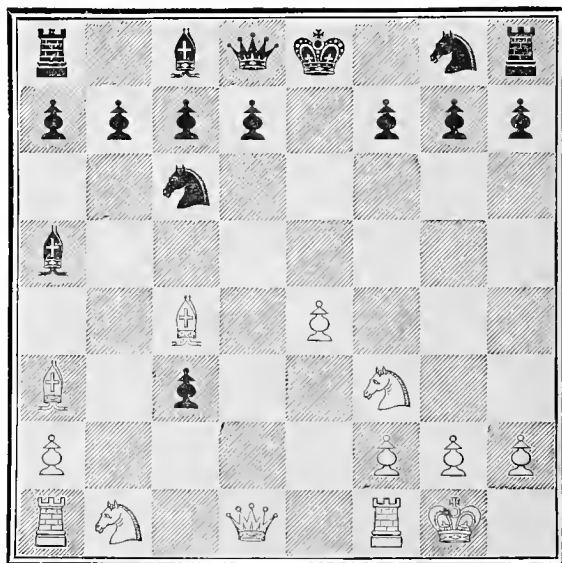
8. B to Q R 3

This move is considered weak by the “Schachzeitung.”

DIAGRAM

Showing the position after White's eighth move.

BLACK.



WHITE.

8. Q to K B 3

- If 8. $\frac{P \text{ to } Q \ 3}{}$
11. $\frac{Kt \text{ takes } P \text{ (ch)}}{K \text{ to } K \text{ sq}}$
14. $\frac{R \text{ to } K \text{ sq (ch)}}{K \text{ to } B \ 2}$
9. $\frac{P \text{ to } K \ 5 \text{ or (b)}}{P \text{ takes } P}$
12. $\frac{Q \text{ to } R \ 5 \text{ (ch)}}{P \text{ to } Kt \ 3}$
15. $\frac{Kt \text{ takes } R \text{ (double ch), winning easily.}}$
10. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ takes } B}$
13. $\frac{K \ Kt \text{ takes } P}{Kt \text{ to } K \ B \ 3}$

(b)

9. $\frac{Q \text{ to } Kt \ 3}{Kt \text{ to } R \ 3}$
10. $\frac{Q \ Kt \text{ takes } P}{B \text{ takes } Kt}$
- { if 12. $\frac{B \text{ to } Kt \ 5}{}$
14. $\frac{Kt \text{ takes } Kt}{Kt \text{ takes } Kt}$
- fine attack.
- { if 9. $\frac{Q \text{ to } B \ 3}{}$
11. $\frac{Q \text{ takes } B}{\text{Castles}}$
13. $\frac{B \text{ to } Kt \ 2, \ \&c. \ }{}$
15. $\frac{B \text{ to } K \ 2}{P \text{ to } K \ B \ 4}$
- { 10. $\frac{P \text{ to } K \ 5 \ }{}$
12. $\frac{Q \ R \text{ to } Q \ sq.}{Kt \text{ to } K \ Kt \ 5}$
13. $\frac{P \text{ to } R \ 3}{Kt \text{ to } K \ 4}$
- { 16. $\frac{P \text{ to } B \ 4, \ \text{and White has a}}$

9. P to K 5
10. Q to Kt 3 (best)
11. Q Kt takes P
12. Kt takes P
13. B takes Kt

9. Q to Kt 3
10. K Kt to K 2
11. P to Q Kt 4
12. R to Q Kt sq
13. P to Q R 3

This move is suggested by Herr Zukertort as preferable to capturing the Bishop with King.

14. B to R 3
15. B to Q 3
16. B to Q Kt 2

14. P takes Kt
15. Q to K R 4
16. Castles

And Zukertort considers Black has a fine position, with a Pawn ahead. ("Westminster Papers," April, 1874.)

(B.)

Another variation on White's eighth move :—

8. P to K 5

This move, which is recommended by Stanley, is condemned by Zukertort and the "Schachzeitung."

8. K Kt to K 2

9. B takes P (ch)

White has two other moves here—*viz.*, 9. Kt to Kt 5, and 9. Q to Kt 3; but they ought both to yield Black the advantage, in the opinion of Zukertort, who gives the following :—

If firstly : 9. $\frac{\text{Kt to Kt 5}}{\text{Kt takes P}}$ 10. $\frac{\text{Kt takes K B P}}{\text{Kt takes Kt}}$ 11. $\frac{\text{B takes Kt (ch)}}{\text{K takes B}}$

12. $\frac{\text{Q to R 5 (ch)}}{\text{P to Kt 3}}$ 13. $\frac{\text{Q takes B}}{\text{P to Q 4}}$ 14. $\frac{\text{Q Kt takes P}}{\text{B to K 3}}$, and White has

no attack which, in the opinion of Zukertort, counterbalances the loss of two Pawns.

On his fourteenth move in this Variation White may play, in lieu of Q Kt takes P, 14. Q takes Q B P at B 6, to which Black may reply satisfactorily Kt to B 3 (*see* "Westminster Papers," March, 1874); but we have not space for further Variations.

If secondly : 9. $\frac{\text{Q to Kt 5}}{\text{Castles}}$ 10. $\frac{\text{Kt takes P}}{\text{Kt to Kt 3}}$ 11. $\frac{\text{R to K sq}}{\text{P to Q Kt 4}}$

12. $\frac{\text{B to Q 5}}{\text{B to Kt 2}}$, with the better game.

9. K takes B
 10. Q to Kt 3 (ch) 10. K to K sq
 11. Kt to K Kt 5 11. R to B sq

12. Kt takes R P
13. Q to B 4
14. Kt takes R
15. B to R 3 (ch)
16. P takes P
17. Q to Q 3
18. K to R sq
19. Kt takes P
20. Q takes B

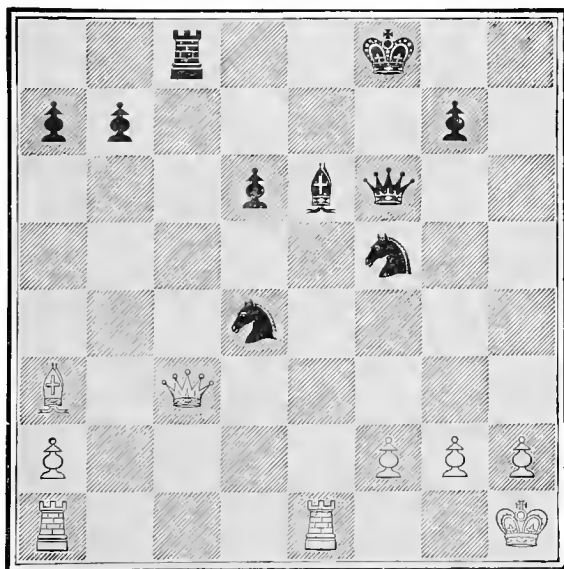
12. Kt to Q 5
13. K Kt to B 4
14. K takes Kt
15. P to Q 3
16. P takes P
17. Q to B 3
18. B to K 3
19. B takes Kt
20. R to B sq

And the "Handbuch" declares Black to have a winning position.

DIAGRAM

Showing the position.

BLACK.



WHITE.

VARIATION (I.)

On White's eleventh move :—

11. R to K sq

11. P to Q Kt 4 (best)

Löwenthal and Mincwitz prefer this to 11. R to Q Kt sq, a move adopted by Neumann against Anderssen. Zukertort condemns 11. R to Q Kt sq, on account of the following continuation :—

11. $\frac{\text{R to Q Kt sq}}{\text{R to Q Kt sq}}$	12. $\frac{\text{Kt to K R 4}}{\text{Q to R 4}}$	13. $\frac{\text{R to K 4}}{\text{P to K Kt 4}}$
14. $\frac{\text{B to K 2}}{\text{Q to R 3}}$	15. $\frac{\text{Kt to B 3, \&c.}}{\text{Kt to B 3, \&c.}}$	

12. Kt takes Kt P (best)

If 12. $\frac{\text{B takes P}}{\text{Q R to Kt sq}}$, and Black gains a piece.

12. R to Q Kt sq

13. Kt to K R 4

13. Q to Kt 5

Here the authorities are at variance. Mincwitz and the "Handbuch" give for Black 13. Q to R 4; but Zukertort declares this move to be inferior to playing the Queen to Kt 5, for the reason that, although it protects the B 2 square, it permits White to play 14. R to K 4. In order that the student may judge for himself, we give both continuations :—

If 13. $\frac{\text{Q to R 4}}{\text{Q to R 4}}$	14. $\frac{\text{R to K 4}}{\text{P to K Kt 4}}$	15. $\frac{\text{B to K 2}}{\text{Q to K R 3}}$
16. $\frac{\text{Q to Q 3 (best) or (c) (d) (e)}}{\text{P to Q R 3}}$	17. $\frac{\text{Kt to Q 4}}{\text{Kt takes Kt}}$	18. $\frac{\text{Q takes Kt}}{\text{Q to Kt 2}}$

and Black maintains his numerical superiority.

16. $\frac{\text{Q to R 3}}{\text{P to R 3}}$	17. $\frac{\text{Q Kt to B 3}}{\text{Q Kt to B 3}}$	{ if 17. $\frac{\text{Q Kt to Q}}{\text{B to Q Kt}}$
---	---	--

18. $\frac{Q \text{ to } Q 3}{Kt \text{ takes } Kt}$ 19. $\frac{R \text{ takes } Kt}{Q \text{ to } Kt 2}$ 20. $\frac{R \text{ to } Q \text{ Kt sq}}{P \text{ takes } Kt}$ 21. $\frac{K R \text{ takes } B}{}$
 and the game is about equal }

17. $\frac{B \text{ takes } Kt}{}$ 18. $\frac{Q \text{ takes } B}{Q \text{ to } Kt 2}$ 19. $\frac{Kt \text{ to } K B 3}{\text{Castles or } P \text{ to } R 3}$, with a
 good game.

(d)

16. $\frac{Kt \text{ to } K B 3}{Q \text{ to } Kt 3}$, followed by P to R 3, and Black has the better game, in
 the opinion of Mr. Löwenthal.

(e)

16. $\frac{Q \text{ to } B 2}{P \text{ to } R 3}$ 17. $\frac{Kt \text{ to } Q 4}{Kt \text{ takes } Kt}$ 18. $\frac{R \text{ takes } Kt}{Q \text{ to } Kt 2, \&c.}$

14. Q to R 4

14. K to Q sq

15. Kt to K B 3

15. B takes R

16. Kt takes B

16. P to Q R 3

17. Kt to R 3

17. R to Kt 5

18. Q to B 2

18. Kt takes P

And Black ought to win with ease, in the opinion of Herr
 Zukertort. (See "Westminster Papers," April, 1874.)

VARIATION (II.)

On White's eleventh move:—

11. B to Q R 3

11. P to Q Kt 4

Black may also play 11. B takes Kt, *e.g.*:—

11. $\frac{B \text{ takes } Kt}{}$ 12. $\frac{Q \text{ takes } B}{\text{Castles}}$ 13. $\frac{Q R \text{ to } Q \text{ sq}}{}$, and Black with

care will be able eventually to develop his game, and maintain his
 numerical advantage.

12. Kt takes P

12. R to Q Kt sq

13. Q to K 3 or (f)

13. B to Q Kt 3

14. Q to B 4

15. Q R to Q sq

16. Kt to Q B 3

14. Castles

15. P to K R 3

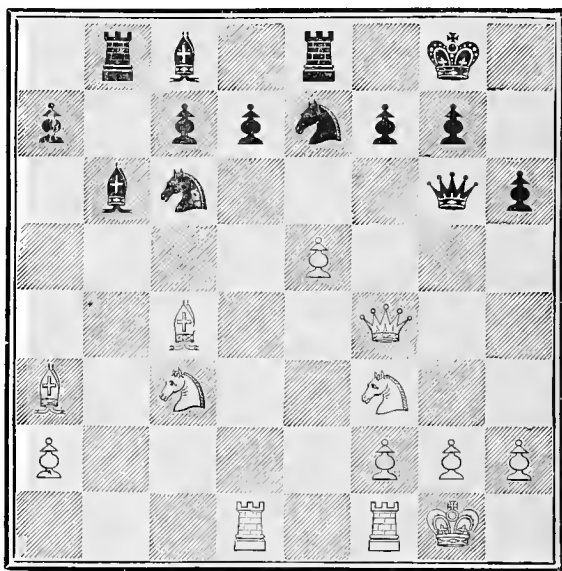
16. R to K sq

And Löwenthal considers Black has a safe game, with a Pawn ahead. Minchwitz recommends 16. B to Q Kt 2 for Black, which, although ingenious, is not so sound as the move in the text.

DIAGRAM

Showing the position after Black's sixteenth move.

BLACK.



WHITE.

(f)

13. $\frac{B \text{ takes Kt}}{P \text{ to Q R 3}}$ 14. $\frac{B \text{ to R 3}}{P \text{ takes Kt}}$ 15. $\frac{B \text{ to Q 3}}{Q \text{ to R 4}}$ 16. $\frac{B \text{ to Kt 2}}{\text{Castles}}$

with a very superior game.

For other Variations see the analysis of this opening by Herr Zukertort, "Westminster Papers," April, 1874.

VARIATION (III.)

On White's twelfth move.

MINCWITZ'S ANALYSIS.

12. B takes P

This is given as best by Minchwitz, but is inferior to B to Q 3

13. Q to R 4

12. R to Q Kt sq

13. P to Q R 3

A most important link in the combination.

14. B takes Kt (best)

14. Kt takes B

15. Kt to K B 4

15. Q to K B 4

(If 15. $\frac{B \text{ to } R 3}{R \text{ to } Kt 4}$ 16. $\frac{Q \text{ Kt to } Q 4}{Kt \text{ takes } Kt}$ 17. $\frac{Kt \text{ takes } Kt}{B \text{ to } Kt 2}$ 18. $\frac{P \text{ to } B 3}{B \text{ to } Kt 3}$

19. K to R sq
R to Q 4, &c.)

16. Kt to Q 5

16. R to Kt 4

17. R to Q sq

17. Castles

18. B to R 3

18. R to K sq

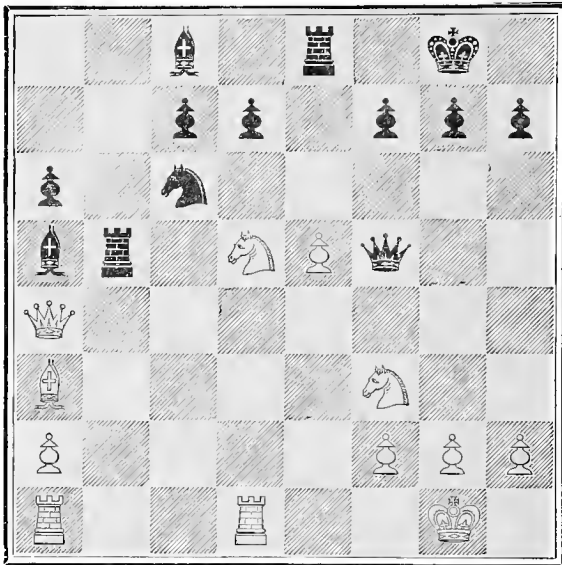
And Black has the better game.

The leading feature in this Counter-Gambit is the entry of Black's Queen's Rook into the combat, as he can, in most of the variations, be posted at Q Kt 4, with deadly effect.

DIAGRAM

Showing the position after Black's eighteenth move.

BLACK.



WHITE.

We extract the latter moves of the above analysis from "Land and Water," May 24th, 1873.

VARIATION (IV.)

Beginning at White's twelfth move :—

- | | |
|----------------|------------------|
| 12. Q takes P | 12. Q R to Kt sq |
| 13. Q to Q B 5 | 13. B to Q Kt 3 |
| 14. Q to R 3 | 14. Q to B 7 |
| 15. B to Q 3 | 15. Q to B 4 |
| 16. Q to Kt 2 | 16. B to R 4 |
| 17. Q to B 2 | 17. Q takes Q |
| 18. B takes Q | 18. B to Q R 3 |

And Black wins the exchange, and retains his extra Pawn.

GAME THE FIFTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4
5. P to Q B 3
6. P to Q 4
7. Castles

BLACK.

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

Anderssen played this move in the first game of his match with Morphy, and won. "La Stratégie," however, condemns it.

8. Q B to R 3 (best)

This move is the invention of M. de Rivière, the celebrated French player. Morphy played instead 8. P to K 5, to which his opponent replied with 8. P to Q 4. (See "Morphy's Games," Bohn's edition, p. 14.)

9. P to K 5

8. P to Q 3 (best)
9. P to Q 4 (best) or
(A.)

(If 9. $\frac{\text{Q to Kt 3}}{\text{Q P takes P}}$ 10. $\frac{\text{Q to Kt 3}}{\text{Q to Q 2}}$ 11. $\frac{\text{R to K sq.}}{\text{with a splendid}}$
attack.

If 9. $\frac{\text{Q Kt takes P}}{\text{Q Kt takes P}}$ 10. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 11. $\frac{\text{Q to Kt 3, \&c.})}{\text{Q to Kt 3, \&c.})}$

10. B to Kt 5
11. P takes P

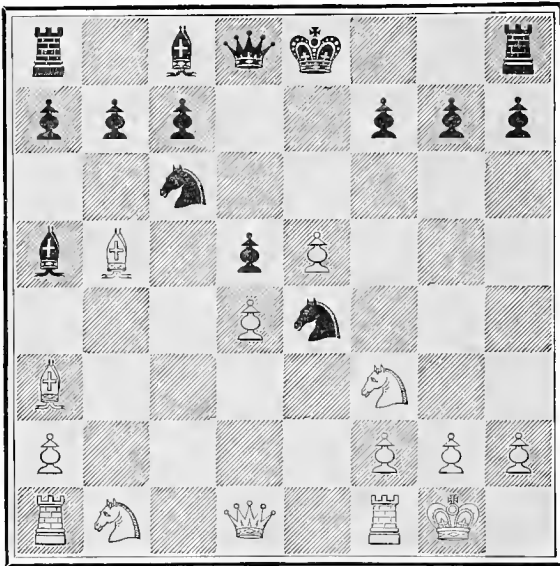
10. Kt to K 5

And White has the preferable game, as Black cannot Castle.

DIAGRAM

Showing the position after White's eleventh move.

BLACK.



WHITE.

In the above position Black has scant choice of moves. If he play

- | | |
|---------------|----------------|
| | 11. B to Q 2 |
| 12. Q to Kt 3 | 12. P to Q R 3 |

(If 12. 13. B takes B (ch) 14. B takes Kt, winning a piece.)

- | | |
|--------------------------------|-----------------|
| 13. B to Q 3 (or
Variation) | 13. B to his sq |
| 14. R to Q B sq | 14. B to Kt 3 |
| 15. R takes Kt | 15. P takes R |
| 16. Q to B 2 | 16. B to Kt 2 |
| 17. Q Kt to Q 2 | 17. Kt takes Kt |

- | | |
|--------------------|------------------|
| 18. Q takes Kt | 18. P to R 3 |
| 19. R to K sq | 19. B to B sq |
| 20. Q to B 3 | 20. R to Q Kt sq |
| 21. P to K 6 | 21. B takes K P |
| 22. R takes B (ch) | 22. P takes R |
| 23. Kt to K 5 | |

And Black cannot save the game.

The above analysis, by Mr. Löwenthal, is from "Morphy's Games," p. 163.

(A.)

- | | |
|-----------------------------|---|
| | 9. Kt to K 5 |
| 10. K P takes P | 10. P takes Q P |
| (If 10. <u>Kt takes Q P</u> | 11. <u>R to K sq (ch)</u>
K to B sq or (a) |
| | 12. <u>Kt takes Q P, &c.</u> |

(a)

- | | | | |
|------------------------|--------------------------------------|--------------------------------------|----------------------|
| 11. <u>Q Kt to R 2</u> | 12. <u>Q to R 4 (ch)</u>
P to B 3 | 13. <u>Q B takes Kt</u>
Q takes B | 14. <u>Q takes B</u> |
|------------------------|--------------------------------------|--------------------------------------|----------------------|
- winning.)

- | | |
|----------------|--------------|
| 11. R to K sq | 11. P to Q 4 |
| 12. Kt takes P | |

With a fine game.

VARIATION,

Beginning at White's thirteenth move:—

- | | |
|-----------------|---------------|
| 13. Q takes P | 13. P takes B |
| 14. Q takes Kt | 14. P to Kt 5 |
| 15. B to Kt 2 | 15. B to K 3 |
| 16. Q Kt to Q 2 | |

And the "Handbuch" pronounces the game even.

GAME THE SIXTH.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to Q B 3	5. B to R 4
6. P to Q 4	6. P takes P
7. Castles	7. P to Q 6

The following continuation is from a game between Messrs. Anderssen and Dufresne, published in the "Schachzeitung":—

8. Q to Kt 3

White must not stop to take the Pawn, as that would give his adversary important time to develop his game.

(If 8. $\frac{\text{Kt to Kt 5}}{\text{Kt to K R 3}}$

9. $\frac{\text{P to K 5}}{\text{Kt takes K P}}$

10. $\frac{\text{R to K sq}}{\text{Q to K 2}}$

11. $\frac{\text{P to B 4}}{\text{K Kt to K 5}}$, and Black should at least get an even game. See "Handbuch," p. 200.)

	8. Q to B 3
9. P to K 5	9. Q to Kt 3
10. R to K sq	10. K Kt to K 2

Mr. Staunton suggests B to Q Kt 3 here for Black (*see* "Praxis," p. 162), compelling White to retire his Queen.

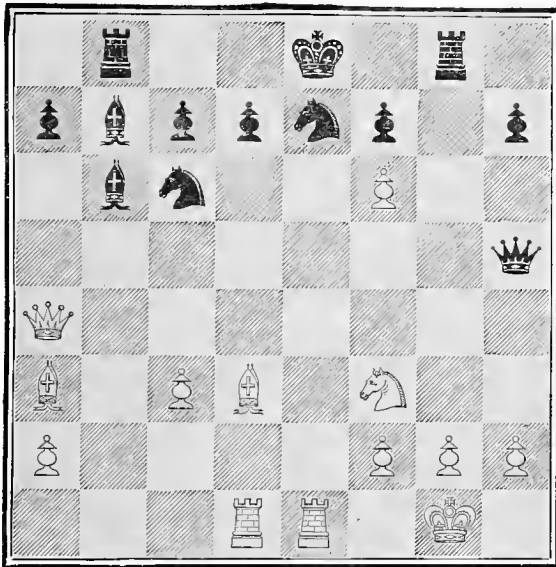
11. B to R 3	11. P to Kt 4
12. Q takes Kt P	12. R to Q Kt sq
13. Q to R 4	13. B to Kt 3
14. Q Kt to Q 2	14. B to Kt 2
15. Kt to K 4	15. Q to K B 4
16. K B takes P	16. Q to R 4

- | | |
|---------------------------|-----------------------|
| 17. Kt to B 6 (ch) | 17. P takes Kt |
| 18. P takes P | 18. R to Kt sq |
| 19. Q R to Q sq | |

And White has a winning position.

As the position is extremely interesting, we append a diagram.

BLACK.



WHITE.

Mr. Staunton has shown that, whatever Black play, White must win. The actual termination, however, was so exceedingly brilliant, we give it. Mr. Dufresne now played 19. Q takes Kt, to which his opponent replied—

- | | |
|-----------------------------------|-----------------------|
| 20. R takes Kt (ch) | 20. Kt takes R |
| 21. Q takes P (ch) | 21. K takes Q |
| 22. B to K B.5 (double ch) | 22. K to K sq |

23. B to Q 7 (ch)

23. K moves

24. B takes Kt, mate

GAME THE SEVENTH.

"THE FRASER AND MORTIMER ATTACKS."

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4
5. P to Q B 3
6. Castles
7. P to Q 4
8. P takes P
9. Q Kt to B 3

BLACK.

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

This was a favourite move with Morphy, and gives White a very strong attack, if Black play the old move in reply—*viz.*, B to K Kt 5, the consequences of which we will now examine; but, as pointed out years ago in the "Chess Players' Magazine," Black can evade the "Fraser and Mortimer attacks" by playing 9. Q Kt to R 4.

9. B to K Kt 5

10. Q to R 4

This move constitutes the celebrated "Fraser attack." Many authorities, however, prefer B to Q Kt 5, for the consequences of which *see* Game the Eighth.

10. B to Q 2 or (A.),
(B.)

This is pronounced by Staunton to be Black's best reply.

11. Q to Kt 3

11. Q Kt to R 4

12. B takes P (ch)

12. K to B sq

13. Q to Q 5 or (C.)

(If 13. Q to B 2, the game is resolved into the "Mortimer attack," which will be examined under (C).)

13. Kt to K B 3

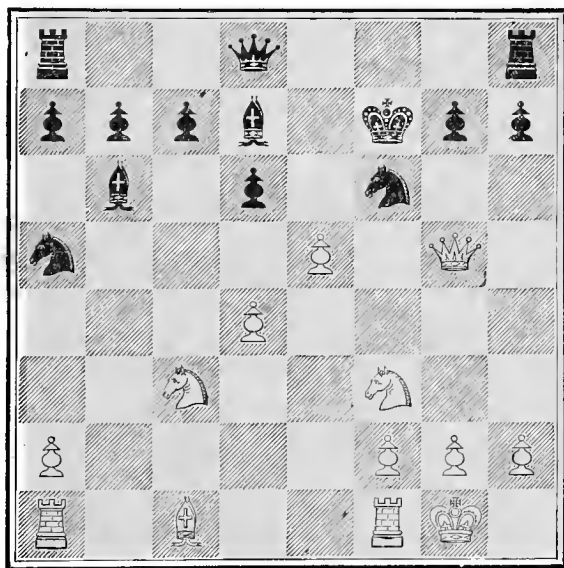
14. Q to K Kt 5

14. K takes B

15. P to K 5

As leading authorities differ as to Black's best course of play at this juncture, we append a diagram showing the position after White's fifteenth move:—

BLACK.



WHITE.

Black to play in the above position.

Here Black has the choice of several moves. He may play, firstly, 15. Kt to K Kt 5, which Mr. Staunton considers to be his best move; secondly, 15. R to K sq, as advised by "La Stratégie"; thirdly, 15. Kt to his sq; fourthly, 15. Kt to K sq; and, fifthly, 15. P to K R 3. We will examine each of these moves in turn. Let the student refer to the above diagram for each of the five following Variations.

Firstly, then :

- | | |
|-------------------|------------------|
| | 15. Kt to K Kt 5 |
| 16. Q to B 4 (ch) | 16. K to Kt sq |
| 17. Kt to K Kt 5 | 17. Kt to K R 3 |

Black's last move is advised by Mr. Fraser. Staunton thinks Q to K B sq as good, which we doubt.

- | | |
|---------------|-------------------|
| 18. P to K 6 | 18. B to K sq |
| 19. Kt to Q 5 | 19. Q Kt to B 3 |
| 20. R to K sq | 20. Kt to K 2 |
| 21. Kt to B 7 | 21. Kt takes Q Kt |
| 22. Q to B 3 | |

Staunton makes Black play now—

- | | | |
|---|---------------------------------|---------------------------|
| 22. <u> </u>
Q to B 3 | 23. Q takes Q Kt
Kt takes Kt | 24. <u>Q takes Q Kt P</u> |
|---|---------------------------------|---------------------------|

and concludes in favour of Black; whilst "La Stratégie" give for Black—

- | | | | |
|--|-------------------------------------|---|---------------------|
| 22. <u> </u>
Kt takes Kt | 23. <u>Q takes Q Kt</u>
Q to B 3 | 24. <u>Q takes Kt P</u>
R to Q sq | 25. <u>P to K 7</u> |
| { for if 25. <u>P takes Kt (ch)</u>
<u>B takes P, &c.</u> } | | 25. <u> </u>
B takes Q P, and Black should win. | |

There can be no doubt Black has far the better game. Ergo the "Fraser attack" is unsound. We cannot, therefore, concur in the opinion of Mr. Lowenthal, who thinks (*see*

“Morphy’s Games,” pp. 388, 389) Mr. Fraser’s move of 10. Q to R 4 more efficient than 10. B to Q Kt 5. On the contrary, we believe 10. B to Q Kt 5 to be White’s strongest move, and consider the “Fraser attack” to be unsound. The best way of continuing the attack for White is to play the “Mortimer Variation”—viz., 13. Q to B 2, instead of Q to Q 5, which gives White more opportunities than the line of play we have just examined.

Secondly :

15. R to K sq

16. P takes Kt (best)

(If 16. $\frac{Q \text{ to } K \text{ B } 4}{Q \text{ Kt to B } 3}$

17. $\frac{Kt \text{ to } K \text{ Kt } 5 \text{ (ch)}}{K \text{ to Kt sq}}$

18. $\frac{P \text{ takes Kt}}{Q \text{ takes P}}$

19. $\frac{Q \text{ to K R } 4}{P \text{ to K R } 3}$

20. $\frac{Kt \text{ to Q } 5}{Q \text{ to B } 4, \text{ with the advantage.}}$

If 16. $\frac{Q \text{ to R } 4}{P \text{ to K R } 3}$

17. $\frac{Q \text{ B takes P}}{R \text{ to K R sq}}$

18. $\frac{P \text{ takes Kt}}{R \text{ takes B}}$

19. $\frac{Kt \text{ to Kt } 5 \text{ (ch)}}{K \text{ to Kt sq, with the better game.}}$

16. Q takes P

17. Q to Q 5 (ch)

(If 17. $\frac{Q \text{ to R } 5 \text{ (ch)}}{K \text{ to Kt sq}}$

18. $\frac{Kt \text{ to K Kt } 5}{B \text{ to K B } 4}$

19. $\frac{B \text{ to K } 3}{P \text{ to B } 3, \text{ \&c.}}$

17. B to K 3

18. Kt to Kt 5 (ch)

18. K to Kt sq

With the better game.

Thirdly :

15. Kt to his sq

16. Q to B 4 (ch)

16. K to his sq

17. R to K sq

With the advantage.

Fourthly :

- | | |
|-------------------|-----------------|
| | 15. Kt to K sq |
| 16. Q to B 4 (ch) | 16. K to Kt sq |
| 17. Kt to K Kt 5 | 17. Q to K 2 |
| 18. P to K 6 | 18. B to his sq |
| 19. Kt to Q 5 | |

And White has the best game, according to Mr. Staunton (*see* "Praxis," p. 139), who does not, however, carry the analysis further. This we do, as follows :—

- | | |
|-------------------|----------------------|
| | 19. Q to B sq (best) |
| 20. Q to B 7 (ch) | |

White can also win the exchange by 20. Kt to K B 7.

- | | |
|-----------------------------|------------------------|
| | 20. Q takes Q |
| 21. P takes Q (ch) | 21. K to B sq |
| 22. P takes Kt Queen's (ch) | 22. K takes Q |
| 23. R to K sq (ch) | 23. K to B sq (best) |
| 24. B to R 3 | 24. B takes Q P (best) |
| 25. Kt takes Q B P | 25. B takes R |
| 26. B takes P (ch) | 26. K to Kt sq |
| 27. R mates | |

Fifthly :

- | | |
|--------------|-----------------|
| | 15. P to K R 3 |
| 16. Q to B 4 | 16. P to K Kt 4 |
| 17. Q to Q 2 | 17. Kt to K R 2 |
| 18. P to Q 5 | |

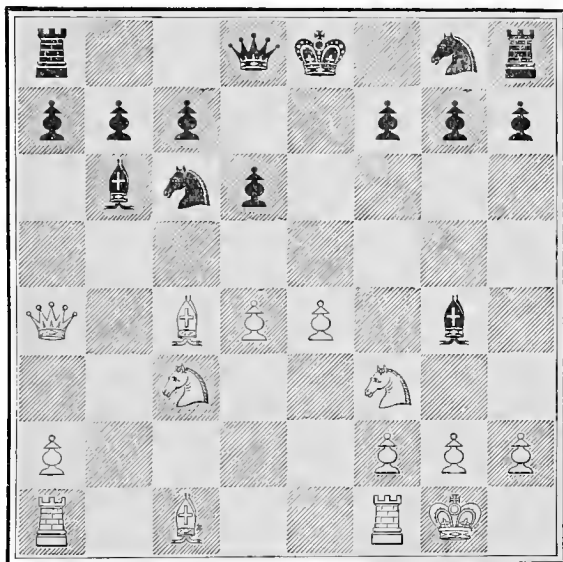
Good game.

The last Variation is from the "Praxis."

(A.)

Variation on Black's tenth move :—

BLACK.



WHITE.

- | | |
|---------------------|----------------------|
| 11. P to Q 5 (best) | 10. K to B sq (weak) |
| 12. B to K 2 | 11. Q Kt to K 2 |
| 13. B takes B | 12. B takes Kt |
| 14. K to R sq | 13. Kt to K Kt 3 |
| 15. B to K 2 | 14. Kt to K 4 |
| 16. P to B 4 | 15. Q to K R 5 |
| 17. B takes Kt | 16. Kt to Kt 5 |
| 18. P to K 5 | 17. Q takes B |

With the better game.

(B.)

Another variation on Black's tenth move (*see* preceding Diagram):—

10. B takes Kt

This move is favoured by Anderssen. Staunton, however, is of opinion that after this move White should win.

11. P to Q 5

(If 11. $\frac{P \text{ takes } B}{K \text{ to } B \text{ sq}}$

12. $\frac{B \text{ to } K 3}{Q \text{ Kt to } K 2}$

13. $\frac{K \text{ to } R \text{ sq}}{P \text{ to } Q 4}$

and, according to Anderssen, Black has a good game. We confess we cannot see this.)

11. B to Kt 5

12. P takes Kt

12. Kt P takes P

White has now two different accepted modes of play, *viz.*,— firstly, Q takes P (ch), as advised by Mr. Fraser, and secondly, P to K 5, as recommended by Staunton.

Firstly, then :

13. Q takes P (ch)

13. B to Q 2

14. Q to Q 5

14. B to K 3

15. B to Kt 5 (ch)

15. K to B sq

16. Q to Q 3

16. Kt to K 2

And “La Stratégie” says White has the better game; but Staunton remarks that, “although Black's position is rather cramped, he retains his Pawn.”

Secondly :

13. P to K 5

13. P takes K P

(If 13. $\frac{\quad}{B \text{ to } Q 2}$

14. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ takes } B}$

15. $\frac{Q \text{ to } B 4 \text{ (ch)}}{K \text{ to } K \text{ sq}}$

16. K P takes P, and Staunton thinks White must win.)

- | | |
|---|---|
| 14. Q takes P (ch) | 14. B to Q 2 |
| 15. Q to Q 5 | 15. B to K 3 |
| 16. Q takes K P | 16. B to Q 5 |
| (If 16. $\frac{Q \text{ to } Q 5}{Q \text{ to } Q 5}$) | 17. $\frac{Q \text{ to } Kt 5 \text{ (ch), \&c.})}{Q \text{ to } Kt 5 \text{ (ch), \&c.})}$ |
| 17. B to Kt 5 (ch) | 17. K to B sq |
| 18. B to R 3 (ch) | 18. Kt to K 2 |
| 19. Q to K 4 | |

Followed by Q R to Q sq, with a fine game.

(C.)

The "Mortimer attack," which we will now examine, is so called from being first brought into notice by an American amateur of that name. It is a most ingenious deviation from the usual mode of play, and has given rise to much controversy. It certainly affords White far greater scope for attack than the old move of Q to Q 5, and in many variations is irresistible.

- | | |
|--------------|----------------|
| 13. Q to B 2 | 13. K takes B |
| 14. P to K 5 | 14. P to K R 3 |

- | | | |
|---|---|---|
| (If 14. $\frac{K \text{ to } B \text{ sq}}{K \text{ to } B \text{ sq}}$) | 15. $\frac{R \text{ to } K \text{ sq}}{Kt \text{ to } Q B 3}$ | 16. $\frac{B \text{ to } K \text{ Kt } 5 \text{ or } (a)}{Q \text{ to } K \text{ sq}}$ |
| 17. $\frac{P \text{ to } K 6}{Q \text{ to } Kt 3}$ | 18. $\frac{Q \text{ takes } Q}{P \text{ takes } Q}$ | 19. $\frac{P \text{ takes } B}{Kt \text{ to } K B 3}$ |
| 20. $\frac{P \text{ to } Q 5}{Kt \text{ to } K 4}$ | 21. $\frac{Kt \text{ takes } Kt}{P \text{ takes } Kt}$ | 22. $\frac{R \text{ takes } P}{B \text{ to } Q 5}$ |
| 23. $\frac{B \text{ takes } Kt}{P \text{ takes } B}$ | 24. $\frac{R \text{ to } K 8 \text{ (ch)}}{R \text{ takes } R}$ | 25. $\frac{P \text{ takes } R \text{ Queens}}{K \text{ takes } Q}$ |
| 26. $\frac{R \text{ to } K \text{ sq (ch)}}{K \text{ to } Q 2}$ | 27. $\frac{Kt \text{ to } Kt 5}{B \text{ to } K 5}$ | 28. $\frac{P \text{ to } K \text{ Kt } 3}{P \text{ to } Q R 3, \text{ and Black has a slight advantage.})}$ |

(a)

- | | | |
|--|--|--|
| 16. $\frac{P \text{ to } K 6}{B \text{ to } K \text{ sq}}$ | 17. $\frac{B \text{ to } K \text{ Kt } 5}{K \text{ Kt to } K 2}$ | 18. $\frac{Kt \text{ to } Q 5}{K \text{ to } Kt \text{ sq, \&c.}}$ |
|--|--|--|

- | | |
|--|---|
| 15. P to Q 5 | 15. Kt to K B 3 |
| 16. P to K 6 (ch) (best) | |
| (If 16. $\frac{P \text{ takes Kt}}{Q \text{ takes P}}$) | 17. $\frac{Kt \text{ to K 4}}{Q \text{ takes R, \&c.}}$ |
| 17. P takes B (ch) | 16. B takes P |
| 18. R to K sq (ch) | 17. K takes P |
| 19. Kt to K R 4 | 18. K to B 2 |
| 20. Q to Kt 6 (ch) | 19. Q to Q 2 |
| 21. Kt to B 5 | 20. K to B sq |
| 22. B takes R P | 21. Q Kt to B 3 |
| 23. Kt takes R | 22. R takes B |
| 24. Q to Kt 5 | 23. Kt to K 4 |
| | 24. Kt to K B 2 |

We extract the above Variations from the "Palamède," "La Stratégie," and the "Handbuch." The authors of "La Stratégie" are of opinion that the game ought to be drawn. In practice, we think the chances are all in favour of White.

As the Mortimer and Fraser attacks give birth to so many highly interesting variations, it is almost matter for regret that they are now generally superseded by Black playing the comparatively tame move of 9. Q Kt to R 4, thus evading all the attacks to be apprehended from 9. B to K Kt 5, which was formerly considered Black's best reply. By playing 9. Kt to Q R 4, Black, in the opinion of the "Chess Players' Magazine," gets a safe game, *e. g.*—

- | | | |
|--|--|---|
| | 9. Kt to Q R 4 | |
| 10. Kt to K Kt 5 | 10. Kt takes B | |
| 11. Q to R 4 (ch) | 11. P to Q B 3 | |
| 12. Q takes Kt (be | 12. Q to Q B 2 | |
| 13 P to K B 4 | | |
| (If 13. $\frac{B \text{ to R 3 or B 4}}{P \text{ to K R 3}}$) | 14. $\frac{B \text{ takes Q P}}{Q \text{ to Q 2}}$ | 15. $\frac{Kt \text{ takes K B P}}{Q \text{ takes Kt}}$ |

16. $\frac{P \text{ to } Q 5}{Kt \text{ to } K 2}$

17. $\frac{B \text{ takes } Kt}{K \text{ takes } B, \text{ and Black has the preferable game.}}$

13. P to K R 3

14. Kt to K B 3

14. Kt to K 2

And Black has a safe game, but it must be remembered that White's tenth move of Kt to K Kt 5 in this variation is weak.

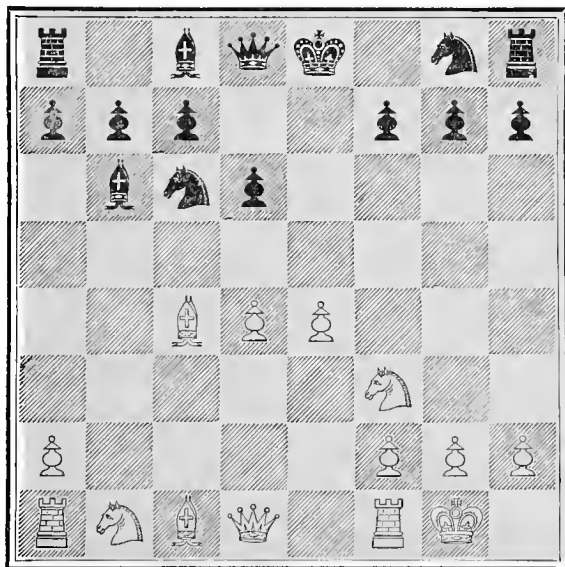
The "Chess Players' Magazine" considers the "Mortimer attack" to be not only formidable, but apparently irresistible.

There are several other modes of attack in the Evans Gambit which must not be left unnoticed. Although they are now generally considered inferior to the lines of play we have thus far examined, they ought not on that account to be entirely discarded. The position from which they spring is illustrated in the subjoined diagram:—

DIAGRAM

showing the position after Black's eighth move.

BLACK.



WHITE.

In the above position White has at his disposal no less than seven different moves—*viz.*, Kt to Q B 3 (the analysis of which we have partly given under the Fraser and Mortimer attacks, and the completion of which will be found in Game the Eighth), P to Q 5, and B to Q Kt 2, which both tend to bring about the same result, and which we have also examined. The “Chess Players’ Magazine” says “these attacks can be successfully met on a simple and uniform principle by playing 9. Q Kt to R 4;” but this opinion was expressed years ago, and must now be taken “*cum grano salis.*” We quote the following from the able pen of Mr. Lowenthal, in “Land and Water,” May 24th, 1873. Speaking of the attack in the Evans Gambit of 9. P to Q 5 in the above diagram, followed by the moves

9. Q Kt to R 4 10. $\frac{B \text{ to } Q \text{ Kt } 2}{Kt \text{ to } K 2}$ 11. B to Q 3, &c.

Mr. Lowenthal writes:—

“The German writers have followed out this Variation with exceptional thoroughness, and seem to have established the complete triumph of the attack. The process of accumulating the White pieces on the King’s side can be continued without let or hindrance, whilst the advance of the Black Pawns on the Queen’s side is no effective counterpoise. In practice, the defending player is usually checkmated whilst his Pawns are laboriously moving to Queen. After this collapse of the defence, which has been relied upon for ten years past, attention has been directed to entirely new lines of play. One Variation is especially in vogue, and is so far believed to be tolerably favourable for the defence. It is the old course of retreating the Bishop to Q R 4, and afterwards taking both the Q and Q B Pawns.”

In the position in the above diagram, White can play 9. P to K R 3, 9. Q to Kt 3, or 9. B to R 3. The first of

these moves was played twice by MacDonnell against Labourdonnais, one game being won by the former player, and the other drawn. It is now condemned as weak, thus :—

9. P to K R 3

9. Kt to K B 3

(If 9. P to K R 3

10. Kt to Q B 3 or (a)
K Kt to K 2

11. B to Kt 2
Castles

12. Q Kt to K 2
Kt to K Kt 3, even game.

(a)

10. B to Kt 2
K Kt to K 2

11. P to Q 5
Kt to Q R 4

12. B to Q 3
Castles, &c.)

10. B to K Kt 5

10. P to K R 3

11. B to R 4

11. Q Kt to K 2

12. B takes Kt

12. P takes B

With the better game.

Secondly :

9. Q to Q Kt 3

9. Kt to Q R 4

With the advantage, since White dare not take the P without losing a piece.

Thirdly :

9. B to Q R 3

A move adopted by Harrwitz, but considered inferior.

10. Q to Kt 3 (best)

9. B to K Kt 5

10. Q Kt to R 4

11. B takes P (ch)

11. K to B sq

12. Q to Q 5

12. Kt to K B 3

13. Q to K Kt 5

13. B takes Kt

14. P to K 5

14. K takes B

15. P takes Kt

15. Q takes B P

With the better game.

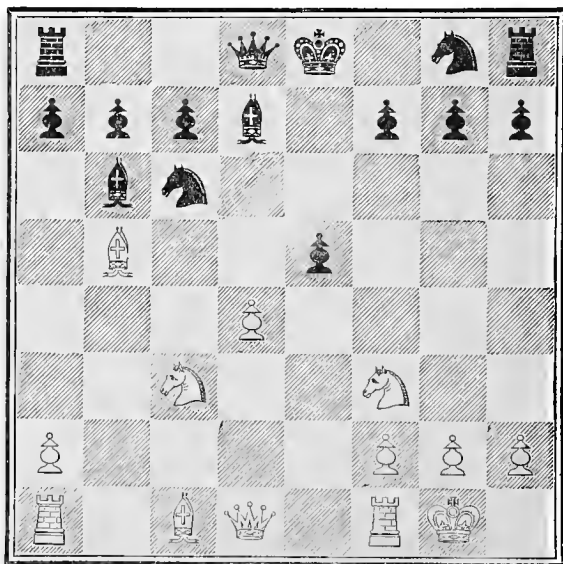
GAME THE EIGHTH.

- | WHITE. | BLACK. |
|-----------------|-------------------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. B to Q B 4 |
| 4. P to Q Kt 4 | 4. B takes P |
| 5. P to B 3 | 5. B to B 4 |
| 6. Castles | 6. P to Q 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Q Kt 3 |
| 9. Q Kt to B 3 | 9. B to K Kt 5 |
| 10. B to Q Kt 5 | 10. B to Q 2 or (A.),
(B.), (C.) |

This move is recommended by Morphy for the defence. Black, however, has several other moves here, *viz.*—firstly, 10. B takes Kt; secondly, 10. K to B sq; and thirdly, 10. P to Q R 3, for which *see* (A.), (B.), (C.), respectively.

- | | |
|--------------|---------------|
| 11. P to K 5 | 11. P takes P |
|--------------|---------------|

BLACK.



WHITE.

12. P to Q 5

This is the move recommended by Suhle, and is undoubtedly a strong way of carrying on the attack. Neumann—another German authority—advises R to K sq here. We prefer the former move. Neumann's continuation, however, deserves notice.

- Suppose : 12. $\frac{R \text{ to } K \text{ sq}}{K \text{ Kt to } K 2}$ 13. $\frac{P \text{ to } Q 5}{Kt \text{ to } Q 5}$ 14. $\frac{B \text{ takes } B \text{ (ch)}}{Q \text{ takes } B}$
15. $\frac{Kt \text{ takes } P}{Q \text{ to } K B 4}$ 16. $\frac{Kt \text{ to } Q 3}{R \text{ to } Q \text{ sq}}$ 17. $\frac{B \text{ to } R 3}{B \text{ to } Q 2}$ 18. $\frac{R \text{ to } K 5}{Q \text{ to } Kt 3}$
19. $\frac{Kt \text{ to } B 5}{B \text{ takes } Kt}$ 20. $\frac{B \text{ takes } B}{Q \text{ Kt to } B 4}$ 21. $\frac{Q \text{ to } R 4, \text{ and the "Hand-}}{buch"} \text{ declares White has a winning position.}$

12. Kt to R 4

- (If 12. $\frac{\quad}{Kt \text{ to his sq}}$ 13. $\frac{Kt \text{ takes } K P}{Kt \text{ to } K 2}$ 14. $\frac{Q \text{ to } K Kt 4, \&c.)}{\quad}$

13. B takes B (ch)

13. Q takes B

14. Kt takes K P, and White has a fine game, and, we think, ought to win.

If at his twelfth move Black venture to play Kt to Q 5 instead of Kt to R 4, or Kt to his sq, he ought to lose, thus :—

- Suppose 12. $\frac{\quad}{Kt \text{ to } Q 5}$ 13. $\frac{B \text{ takes } B \text{ (ch)}}{Q \text{ takes } B}$ 14. $\frac{Kt \text{ takes } K P}{Q \text{ to } K B 4}$
15. $\frac{Q \text{ to } R 4 \text{ (ch)}}{K \text{ to } Q \text{ sq}}$ 16. $\frac{B \text{ to } Kt 5 \text{ (ch)}}{Kt \text{ to } K 2}$ 17. $\frac{P \text{ to } Q 6}{P \text{ takes } P}$
18. $\frac{Kt \text{ to } Q 5}{Kt \text{ to } B 6 \text{ (ch)}}$ 19. $\frac{Kt \text{ takes } Kt}{Q \text{ takes } Q Kt}$ 20. $\frac{Q R \text{ to } Q \text{ sq}}{Q \text{ to } Q B 3}$

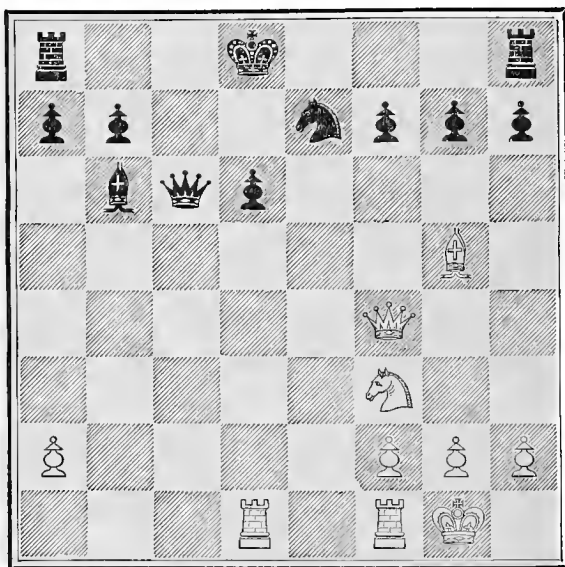
We recommend this beautiful variation to the attention of

the student. It occurred in actual play, some years ago, in a game between the author and Mr. Minchin, and also in another game between Messrs. Blackburne and Parminter. (See "Games of the Congress," p. 329.) Mr. Blackburne, who played White, now moved 21. Q takes Q, which allowed his adversary to escape from his difficulties, and ultimately win the game. We, however, played 21. Q to K B 4, and speedily won the game. The position is so interesting it deserves a diagram, which we append.

DIAGRAM

Showing the position after White's twenty-first move :—

BLACK.



WHITE.

From the above diagram it will readily be seen that White has a winning position. We must, in justice to ourselves, lay claim to the discovery of this move, Q to K B 4, which is the

only move to win, and had apparently escaped the notice of Mr. Lowenthal. (See "Games of the Congress," 1862, p. 330.)

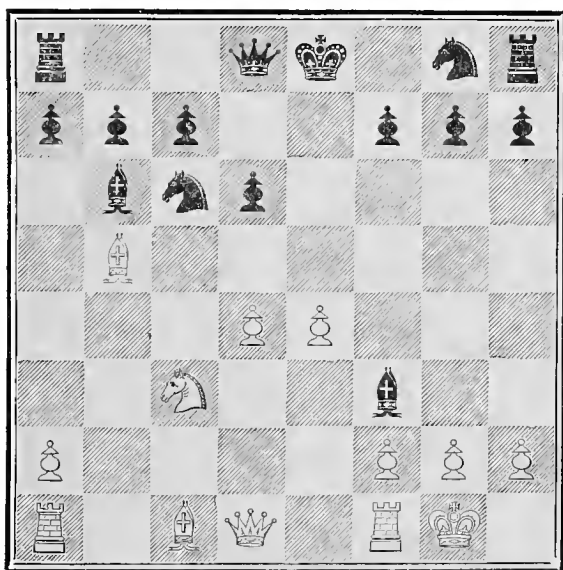
(A.)

Variation on Black's tenth move :—

10. B takes Kt

DIAGRAM.

BLACK.



WHITE.

Here the greatest authorities are completely at variance. Morphy does not approve of this move; whereas, Neumann, Anderssen, and Suhle consider it gives Black the advantage.

Let the student judge for himself from the above diagram and the subjoined analysis by Anderssen.

- | | |
|---------------|-----------------|
| 11. P takes B | 11. K to B sq |
| 12. B to K 3 | 12. Q Kt to K 2 |
| 13. K to R sq | 13. P to Q 4 |

In a game between Morphy and Schulten, the latter played at this point P to Q B 3, which is far inferior.

- | | |
|------------------|----------------|
| 14. R to K Kt sq | 14. P to Q B 3 |
| 15. B to R 4 | 15. P to K R 4 |
| 16. B to Kt 3 | 16. Q to Q 2 |

And, in the opinion of the German authorities, Black has a good game. The authors of "La Stratégie" do not concur in this opinion. We think White's Q P is weak.

(B.)

ANOTHER VARIATION

On Black's tenth move :—

- | | |
|----------------|---------------|
| | 10. K to B sq |
| 11. B takes Kt | |

This is advised by Suhle. White has also two other moves here, both of which give him a good game—*viz.*, Kt to K 2, and B to K 3, thus :—

- | | | | |
|---|---|--|---|
| If firstly : | 11. $\frac{\text{Kt to K 2}}{\text{Q to B 3}}$ | 12. $\frac{\text{P to K 5}}{\text{P takes P}}$ | 13. $\frac{\text{B to R 3 (ch)}}{\text{Q Kt to K 2}}$ |
| 14. $\frac{\text{Kt takes K P}}{\text{B to K 3}}$ | 15. $\frac{\text{Kt to Q B 3}}{\text{Q R to Q sq}}$ | 16. <u>Kt to K 4</u> , with a | |
- good game.

- | | | | |
|---------------|---|---|--|
| If secondly : | 11. $\frac{\text{B to K 3}}{\text{P to K R 4}}$ | 12. $\frac{\text{P to Q R 4}}{\text{P to Q R 4}}$ | 13. $\frac{\text{Kt to Q 5}}{\text{B to R 2}}$ |
|---------------|---|---|--|

14. $\frac{R \text{ to } B \text{ sq}}{K \text{ Kt to } K 2}$ 15. $\frac{Kt \text{ takes } B \text{ P}}{Q \text{ takes } Kt}$ 16. $\frac{P \text{ to } Q 5}{B \text{ to } Kt \text{ sq}}$
 17. $\frac{P \text{ takes } Kt}{P \text{ takes } P}$ 18. $\frac{B \text{ to } Q \text{ B } 4}{P \text{ to } Kt 4}$ 19. $\frac{B \text{ takes } P, \&c.}{}$

12. P to K 5

11. P takes B

12. B takes Kt

(If 12. $\frac{\quad}{K \text{ Kt to } K 2}$

13. $\frac{B \text{ to } R 3}{Q \text{ to } Q 2}$

14. $\frac{P \text{ takes } P}{P \text{ takes } P}$

15. $\frac{Kt \text{ to } K 4, \&c.)}{}$

13. P takes B

13. P takes P

14. B to R 3 (ch)

14. Kt to K 2

15. P takes P

15. B to Q 5

16. Q to B 2

16. B takes K P

17. Q R to Q sq, followed by K R to K sq, &c.; or, in answer to 17. B to Q 3, White will play 18. Kt to K 4, followed by K R to K sq, etc.

(C.)

ANOTHER VARIATION

On Black's tenth move:—

11. B to R 4

10. P to Q R 3

11. Q to B 3

(If 11. $\frac{\quad}{B \text{ to } R 4}$

12. $\frac{B \text{ takes } Kt \text{ (ch)}}{P \text{ takes } B}$

13. $\frac{Q \text{ to } R 4}{K \text{ B takes } Kt}$

14. $\frac{Q \text{ takes } P \text{ (ch), \&c.)}{}$

12. Kt to Q 5 (best)

12. Q to her sq

13. Kt takes B

13. P takes Kt

14. P to Q 5

14. P to Kt 4

15. P takes Kt

15. P takes B

16. P takes P

With a winning position.

We have extracted the above Variation, (C.), from Mr. Lowenthal's notes ("Morphy's Games," p. 389).

GAME THE NINTH.

LEWIS'S NEW DEFENCE TO THE EVANS GAMBIT.

WHITE.

1. P to K 4

2. Kt to K B 3

3. B to B 4

4. P to Q Kt 4

5. P to B 3

6. Castles

7. P to Q 4

8. P takes P

9. P to Q 5

BLACK.

1. P to K 4

2. Kt to Q B 3

3. B to B 4

4. B takes Kt P

5. B to B 4

6. P to Q 3

7. P takes P

8. B to Kt 3

9. Q to K B 3

Mr. E. Lewis, of Liverpool, claims to be the originator of this defence. We append below an analysis by Mr. Lowenthal, from the "Chess Players' Chronicle."

10. P takes Kt (best)

10. Q takes R

11. Q to Q 5 or (A.),
(B.)

11. B to K 3

12. Q to Q Kt 5

12. Castles

And White's attack appears to be exhausted.

(A.)

11. Q to Q Kt 3

11. Q to K B 3 (best)

12. B to Q Kt 2 (best)

(If 12. $\frac{B \text{ to } Q 5}{B \text{ to } K 3}$, with the advantage.)

12. Q to K Kt 3 or (C.)

13. Kt to K R 4

13. Q to K Kt 4

This is pronounced to be Black's best move by Mr. Lowenthal. ("Chess Players' Chronicle," August, 1873, p. 291.)

14. P takes P

14. Q B takes P

15. B takes P (ch)

15. K to B sq (best)

If 15. $\frac{\quad}{K \text{ to } Q 2}$ 16. $\frac{Q \text{ to } K 6 \text{ (ch)}}{K \text{ to } B 3}$ 17. $\frac{B \text{ to } K 8 \text{ (ch)}}{R \text{ takes } B}$ 18. $\frac{Q \text{ takes } R \text{ (ch)}}{K \text{ to } B 4}$ 19. $\frac{B \text{ to } R 3 \text{ (ch)}}{K \text{ to } B 5}$ 20. $\frac{Q \text{ to } R 4 \text{ (ch)}}{K \text{ to } Q 6}$ 21. $\frac{R \text{ to } Q \text{ sq (ch), and mate follows immediately.}$

16. Kt to B 5

16. Kt to B 3

17. Q to K 6

17. Kt to K sq

18. P to K R 4

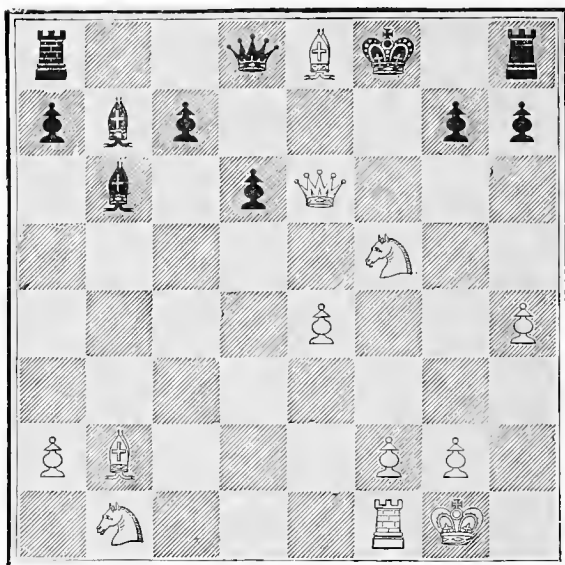
18. Q to Q sq

19. B takes Kt

And Black cannot escape mate.

DIAGRAM.

BLACK.



WHITE.

(B.)

- | | |
|--------------------|--------------------------|
| 11. B takes P (ch) | 11. K to B sq |
| 12. B takes K Kt | 12. R takes B (best) |
| 13. Kt to Kt 5 | 13. Q takes Q R P (best) |
| 14. Kt to Q B 3 | 14. Q to B 5 (best) |
| 15. Kt to Q 5 | 15. K to K sq (best) |
| 16. Q to R 5 (ch) | 16. P to Kt 3 (best) |
| 17. Q takes K R P | |

And White wins.

For this Variation credit must be given to Mr. Long, of Dublin. It appeared in the "Westminster Papers," February, 1874, and appears to annihilate the defence of 9. Q to K B 3.

(C.)

Variation on Black's twelfth move :—

- | | |
|---------------------------|-----------------------|
| | 12. Q to K R 3 |
| 13. B takes P (ch) | 13. K to B sq |
| 14. Kt to K 5 | 14. P takes Kt |
| 15. B takes Kt | 15. Q to K B 3 |

(If 15. R takes B
offhand.)

16. B to Q R 3 (ch), and White wins

- | | |
|----------------------------|-------------------------|
| 16. B to Q R 3 (ch) | 16. K to K sq |
| 17. Q to Q 5 | 17. R to Q Kt sq |

(If 17. P takes P

18. B to K B 7 (ch)
Q takes B

19. Q takes P (ch)
Q to Q 2

20. Q takes R, and wins.)

- | | |
|------------------------|------------------------------|
| 18. R to Q sq | 18. B takes P (ch) |
| 19. K to R sq | 19. B to Q 5 |
| 20. Q to Q Kt 3 | 20. P to Q Kt 4 |
| 21. Kt to Q B 3 | 21. B to K R 6 |
| 22. Kt to Q 5 | 22. B takes Kt P (ch) |

23. K takes B, and the "Chess Players' Chronicle" thinks White cannot escape perpetual check, or some loss. ("Chess Players' Chronicle," p. 289.) To continue the analysis a little further, Black has two moves in this position worth noticing—viz., Q to B 7 (ch) and Q to Kt 3 (ch).

If firstly: **23.** Q to B 7 (ch) **4.** K to R sq **25.** Kt to K B 6 (ch)
if: R takes B

and wins; and we do not see any satisfactory move for Black on his twenty-fourth move.

If secondly: **23.** Q to K Kt 3 (ch)

25. <u>K to K 2</u> Q to B 7 (ch)	26. <u>K to Q 3</u> Q to B 6 (ch)	24. <u>K to B sq</u> Q to Kt 8 (ch)	27. <u>K to B 2</u> Q to K 7 (ch)
---	---	---	---

28. $\frac{K \text{ to } Q \text{ Kt sq}}{Q \text{ takes } P \text{ (ch)}}$ 29. $\frac{Q \text{ to } B 2}{Q \text{ takes } Q \text{ (ch)}}$ 30. $\frac{K \text{ takes } Q}{R \text{ takes } B}$
31. $\frac{Kt \text{ takes } P \text{ (ch)}}{K \text{ to } Q \text{ sq}}$ { If 31. $\frac{\quad}{K \text{ to } B 2}$ 32. $\frac{R \text{ to } B \text{ sq (ch)}}{K \text{ to } Kt 3}$
33. $\frac{Kt \text{ to } K 6}{B \text{ to } Kt 3}$ 34. $\frac{P \text{ to } B 7}{Q \text{ R to } Q \text{ B sq}}$ 34. $\frac{B \text{ to } Q 6}{B \text{ takes } P, \&c.}$ }
32. $\frac{Kt \text{ to } K 6 \text{ (ch)}}{K \text{ to } Q \text{ B sq}}$, and Black, we think, should ultimately win.

Black's ninth move, although perhaps not a rigidly sound defence, may be ventured, and forms a pleasing variety to the hackneyed mode of play.

GAMES ILLUSTRATIVE OF THE EVANS GAMBIT.

GAME I.

(Played at the Congress at Baden-Baden.)

- | WHITE (Mr. Blackburne). | BLACK (Herr Steinitz). |
|-------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. B to Q B 4 |
| 4. P to Q Kt 4 | 4. B takes Kt P |
| 5. P to Q B 3 | 5. B to B 4 |
| 6. Castles | 6. P to Q 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Kt 3 |
| 9. B to Kt 2 | 9. Kt to Q R 4 |
| 10. P to Q 5 | 10. Kt to K 2 |
| 11. B to Q 3 | 11. Castles |
| 12. Kt to Q B 3 | 12. P to Q B 3 (a) |
| 13. Q to Q 2 | 13. Kt to K Kt 3 |
| 14. Q Kt to K 2 | 14. B to K Kt 5 |
| 15. Q Kt to K Kt 3 | 15. R to Q B sq |
| 16. Q R to Q B sq | 16. R to K sq |

NOTES.

(a) This move is an invention of Mr. Steinitz, and was adopted with success in the consultation game at the Baden Congress between England and Germany; this much must be said in its favour.

- | | |
|--------------------|--------------------|
| 17. K to R sq (b) | 17. P takes P |
| 18. P takes P | 18. B takes Kt |
| 19. P takes B | 19. R takes R |
| 20. R takes R | 20. Kt to K 4 (c) |
| 21. B to Kt 5 | 21. R to B sq (d) |
| 22. R to K Kt sq | 22. P to K B 3 (e) |
| 23. Kt to B 5 | 23. P to K Kt 3 |
| 24. Q to R 6 | 24. R to B 2 |
| 25. B takes Kt | 25. B P takes B |
| 26. R takes P (ch) | 26. P takes R |
| 27. Q takes P (ch) | 27. K to B sq |
| 28. Kt to R 6 | 28. R to Kt 2 |
| 29. Q to B 5 (ch) | 29. K to K 2 |

And the game was given up as drawn.

GAME II.—*Between Messrs. ANDERSSEN and STEINITZ.*

- | WHITE (Herr Anderssen). | BLACK (Herr Steinitz). |
|-------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q Kt 4 | 4. B takes P |
| 5. P to Q B 3 | 5. B to B 4 |
| 6. Castles | 6. P to Q 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Kt 3 |
| 9. P to Q 5 | 9. Kt to R 4 |
| 10. B to Kt 2 | 10. K Kt to K 2 |
| 11. B to Q 3 | 11. K Kt to Kt 3 |

(b) A very good move indeed, providing for bringing the Rook into play, and placing the King out of danger from the hostile Knight.

(c) This move would have been decisive had not White anticipated it on his 17th move. (*See* preceding note.)

(d) Black of course dare not take Pawn with Kt, as White would reply with Q to Q B 3, obtaining a winning position.

(e) Here, had Black yielded to the temptation of taking the Pawn, the following pretty variation would have ensued :—

- | | | |
|-------------------------------------|----------------------|---------------------------|
| 22. <u> </u> | 23. <u>Kt to B 5</u> | 24. <u>R takes P (ch)</u> |
| Kt takes K B P | Kt takes Q | K to R sq |
| 25. <u>R to Kt 8 (double check)</u> | 26. <u>Kt mates.</u> | |
| K takes R | | |

- | | |
|----------------------|----------------------|
| 12. Q Kt to B 3 | 12. Castles |
| 13. Q to Q 2 | 13. B to Q 2 |
| 14. Q Kt to K 2 | 14. P to Q B 4 |
| 15. Q Kt to K Kt 3 | 15. B to Q B 2 (a) |
| 16. B takes Kt P (b) | 16. P to K B 3 (c) |
| 17. B takes R | 17. Q takes B |
| 18. Kt to K B 5 | 18. P to Q Kt 4 |
| 19. Q R to Q B sq | 19. Q Kt to Kt 2 |
| 20. K to R sq | 20. P to Q R 4 |
| 21. P to K Kt 4 | 21. R to K sq |
| 22. P to K Kt 5 | 22. P to Q B 5 |
| 23. P takes P | 23. Q takes P |
| 24. Kt to K Kt 5 | 24. Kt to K 4 |
| 25. B to Kt sq | 25. Q Kt to Q B 4 |
| 26. R to K Kt sq | 26. K to R sq |
| 27. Q to Q B 3 | 27. B takes Kt |
| 28. P takes B | 28. P to Q Kt 5 |
| 29. Q to K Kt 3 | 29. B to Q sq |
| 30. Kt takes R P | 30. Q to B 2 (d) |
| 31. P to B 6 | 31. Q takes Q P (ch) |
| 32. Q to Kt 2 | 32. R to Kt sq |
| 33. Kt to Kt 5 | 33. B takes P |
| 34. Kt to B 7 (ch) | |

And Black resigned.

GAME III.—*Between the same opponents.*

- | WHITE (Herr Anderssen). | BLACK (Herr Steinitz). |
|-------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. B to Q B 4 |

NOTES.

(a) This is a mistake which loses the exchange. P to K B 3 was the correct move.

(b) White now wins the exchange.

(c) Taking the Bishop would evidently have been fatal on account of Kt to R 5 (ch) followed by Q to R 6.

(d) If

- | | |
|-------------------------------|----------------------|
| 30. K takes Kt | |
| 31. Q to K R 3 (ch) | 31. Q to K R 3 |
| 32. P to B 6 (dis ch) | 32. Either Kt to Q 6 |
| 33. White mates in two moves. | |

- | | |
|---------------------|-----------------------|
| 4. P to Q Kt 4 | 4. B takes Kt P |
| 5. P to Q B 3 | 5. B to Q B 4 |
| 6. Castles | 6. P to Q 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Kt 3 |
| 9. P to Q 5 | 9. Kt to Q R 4 |
| 10. B to Q 3 | 10. K Kt to K 2 |
| 11. B to Kt 2 | 11. Castles |
| 12. Q Kt to B 3 | 12. K Kt to K Kt 3 |
| 13. Q Kt to K 2 | 13. P to Q B 4 |
| 14. Q to Q 2 | 14. B to Q B 2 (a) |
| 15. Q R to Q B sq | 15. Q R to Q Kt sq |
| 16. Kt to K Kt 3 | 16. P to K B 3 (b) |
| 17. Q Kt to K B 5 | 17. P to Kt 4 (c) |
| 18. K to R sq | 18. P to Q Kt 5 |
| 19. K R to K Kt sq | 19. B takes Kt (d) |
| 20. P takes B | 20. Kt to K 4 |
| 21. Q B takes Kt | 21. K B P takes B |
| 22. Kt to K Kt 5 | 22. Q to Q 2 |
| 23. Kt to K 6 | 23. K R to Q B sq (e) |
| 24. P to K Kt 4 | 24. P to Q Kt 6 |
| 25. P to K Kt 5 | 25. Q Kt P takes P |
| 26. P to K Kt 6 (f) | 26. Kt to Kt 6 |
| 27. P takes P (ch) | 27. K to R sq |
| 28. Q to K Kt 5 | 28. B to Q sq (g) |
| 29. Kt takes B | 29. Kt takes R (h) |

NOTES.

- (a) Herr Paulsen prefers here P to K B 3.
- (b) This is a precaution to avoid the loss of the exchange. (See preceding game.)
- (c) If
- | |
|---|
| 17. B takes Kt |
| 18. P takes B |
| 18. Kt to K 4 |
| 19. B takes Kt |
| 19. B P takes B |
| 20. Kt to Kt 5 |
| 20. R to B 3 (best) |
| 21. Kt to K 6, followed by
P to Kt 4, winning. |
- (d) This exchange of pieces is unadvisable, since it only brings White's Knight into a square where he proves very formidable.
- (e) R to K B 3 seems better.
- (f) A capital move !
- (g) This is the only move to prolong the game.
- (h) If
- | | |
|------------|--|
| P to K B 6 | R takes Kt |
| | R to Q Kt 2 (best), and White mates
in three moves. |

- | | |
|----------------------|-------------------|
| 30. P to K B 6 | 30. R to Q B 2 |
| 31. P to K B 7 | 31. Q takes P |
| 32. Kt takes Q (ch) | 32. R takes Kt |
| 33. R takes Kt | 33. R takes P |
| 34. Q to K 7 | 34. Q R to K B sq |
| 35. Q takes Q R P | 35. Q R to K B 2 |
| 36. Q to Q Kt 8 (ch) | 36. R to K B sq |
| 37. Q takes Q P | 37. P to K 5 |
| 38. B takes P | 38. P to Q B 5 |
| 39. Q to K 5 | 39. P to Q B 6 |
| 40. R to K Kt sq | 40. K R to K B 2 |
| 41. Q takes Q B P | 41. R to K B 3 |
| 42. P to Q 6 | |

And Black resigned.

GAME IV.—*Between the same opponents.*

- | WHITE (Herr Anderssen). | BLACK (Herr Steinitz). |
|-------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. B to Q B 4 |
| 4. P to Q Kt 4 | 4. B takes P |
| 5. P to Q B 3 | 5. B to B 4 |
| 6. P to Q 4 | 6. P takes P |
| 7. Castles | 7. P to Q 3 |
| 8. P takes P | 8. B to Q Kt 3 |
| 9. P to Q 5 | 9. Kt to Q R 4 |
| 10. B to Q Kt 2 | 10. K Kt to K 2 |
| 11. B to Q 3 | 11. Castles |
| 12. Kt to Q B 3 | 12. P to Q B 3 (a) |
| 13. Q to Q 2 | 13. P to K B 4 |
| 14. Q R to K sq | 14. K B P takes P |
| 15. Kt takes P | 15. Kt takes P |
| 16. Q Kt to K Kt 5 | 16. P to K R 3 |
| 17. Kt to K 6 | 17. B takes Kt |

NOTES.

(a) This is Mr. Steinitz's favourite move.

- | | |
|--------------------------------|----------------------------------|
| 18. R takes B | 18. Q to Q 2 (<i>b</i>) |
| 19. R to K Kt 6 (<i>c</i>) | 19. Kt to K B 5 |
| 20. R takes Kt P (<i>ch</i>) | 20. Q takes R |
| 21. B takes Q | 21. K takes B |
| 22. Kt to R 4 (<i>d</i>) | 22. Kt takes B |
| 23. Q takes Kt | 23. R to B 3 |
| 24. Kt to B 5 (<i>ch</i>) | 24. K to B sq |
| 25. Q to K R 3 (<i>e</i>) | 25. Q R to K sq |
| 26. Q to Kt 4 | 26. Q R to K 3 |
| 27. Q to Kt 7 (<i>ch</i>) | 27. K to K sq |
| 28. P to K Kt 4 | 28. P to Q 4 |
| 29. K to Kt 2 | 29. Kt to B 5 |
| 30. Q takes Q Kt P | 30. R to K 7 |
| 31. Q to K Kt 7 (<i>f</i>) | 31. K R to K 3 |
| 32. P to K R 4 | 32. P to Q 5 |
| 33. Q to K Kt 8 (<i>ch</i>) | 33. K to Q 2 |
| 34. Q to B 7 (<i>ch</i>) | 34. K to Q B sq |
| 35. Kt to Kt 7 | 35. Kt to Q 6 (<i>ch</i>) |
| 36. K to Kt sq (<i>g</i>) | 36. R to K 5 |
| 37. P to K B 3 | 37. P to Q 6 |
| 38. P takes R | 38. Kt takes P (<i>dis ch</i>) |
| 39. R to B 2 | 39. B takes R (<i>ch</i>) |
| 40. K to R sq (<i>h</i>) | 40. R to K 8 (<i>ch</i>) |
| 41. K to Kt 2 | 41. R to Kt 8 (<i>ch</i>) |
| 42. K to B 3 | 42. Kt to K 4 (<i>ch</i>) |
| 43. K takes B | 43. Kt takes Q |
| 44. K takes R | 44. P to Q 7, and wins. |

(*b*) If 18. Kt to K B 5

19. R takes Q P, &c.

(*c*) White ought from this point, with ordinary care, to have won easily.

(*d*) The correct play here would have been to retreat the B to Q Kt sq

(*e*) Again very weak play. R to K sq is far stronger.

(*f*) The correct move here is K to B 3.

(*g*) Again K to B 3 should have been played.

(*h*) 40. K to R sq. If K to Kt 2
B to K 8 (*dis ch*).

The above game, although won by the second player, appears to show the superiority of the attack over the defence in this variation of the Evans Attack. Mr. Anderssen, it must be remembered, is admittedly a "passé maître" in this opening; but on the other hand his opponent had youth in his favour; the result of this partie is an example of the truth of the adage, "il faut que la jeunesse se passe,"—"youth must be served."

GAME V.—*Between Messrs. MORPHY and BIRD.*

WHITE (Mr. Morphy).

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

BLACK (Mr. Bird).

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

(a) This move is objectionable. The proper play is K Kt to K 2.

(b) Black has already a very inferior game. If he had played instead of this move Kt to K B 3, White would have replied with B to Q R 3, followed by R to K sq

(c) If Q takes R, White mates in about eight moves.

(d) This advance of the K B P, after Castling, is a favourite manoeuvre of Morphy.

GAME VI.—*Between Messrs. STEINITZ and ZUKERTORT.*

(From "The Westminster Papers.")

WHITE (Mr. Steinitz).	BLACK (Mr. Zukertort).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes Q Kt P
5. P to Q B 3	5. B to R 4
6. P to Q 4	6. P takes P
7. Castles	7. P takes P (a)
8. Q to Kt 3	8. Q to B 3
9. B to K Kt 5 (b)	9. Q to Kt 3
10. Q Kt takes P	10. B takes Kt
11. Q takes B	11. K Kt to B 3
12. B to Q 3	12. Castles
13. Q R to K sq	13. P to Q Kt 4 (c)
14. P to K 5	14. K Kt to Q 4
15. Q to Q B 2	15. Q to K R 4
16. P to Q R 3	16. P to K R 3
17. B to Q 2	17. K Kt to K 2 (d)
18. Q R to K 4	18. Kt to K Kt 3 (e)
19. K R to K sq	19. Q B to Kt 2
20. P to K Kt 4	20. Q to R 6
21. K R to K 3	21. P to K B 4

(a) Herr Zukertort adopted this defence throughout his matches with Herr Anderssen.

(b) P to K 5 is the usual move at this juncture.

(c) Played to prevent the following line of play on the part of White:—

P to K 5	Kt to Q 4
Q to Kt 3	Q to K 3
B to Q B 4, &c.	

(d) Herr Zukertort showed afterwards that he could have obtained an advantage by playing the Q Kt instead at this point.

Suppose—

If R to K 4	Q Kt to K 2
K R to K sq	Kt to K Kt 3
B takes Kt P	B to Kt 2
Q R to K 3	Kt to Q Kt 3
Q takes Q B P	Kt to K B 5
B to K B sq	B to Q 4
Q to Q 6	K R to Q B sq
Q to Kt 4	R to Q B 3
	Kt to R 6 (ch), and wins.

(e) P to K Kt 4, &c., would have been better, as it gives the Q an opportunity of escaping.

- | | |
|-----------------------------------|------------------------------|
| 22. K P takes P <i>en passant</i> | 22. K R takes P |
| 23. B to K B sq | 23. Q takes Kt |
| 24. Q to Q Kt 3 (ch) | 24. P to Q 4 |
| 25. R takes Q | 25. R takes R |
| 26. Q takes R | 26. P takes R |
| 27. Q takes K P | 27. K Kt to K 4 (<i>f</i>) |
| 28. P to K B 4 | 28. K Kt to Q B 5 |
| 29. Q to K 6 (ch) | 29. K to R sq |
| 30. B to Q B 3 | 30. Q Kt to K 4 |
| 31. K B takes Kt, and wins. | |

GAME VII.—*Between Messrs. ANDERSSEN and STEINITZ.*

WHITE (Mr. Anderssen).

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

BLACK (Mr. Steinitz).

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4
4. B takes P
5. B to Q B 4
6. P takes P
7. P to Q 3
8. B to Kt 3
9. Kt to Q R 4
10. Kt to K 2
11. Castles
12. P to Q B 3
13. P to K B 4
14. K B P takes P
15. Q B to K B 4
16. R takes B
17. P takes P (*a*)
18. R to B 3 (*b*)

(*f*) It is worth noticing here, that if Black's Rook was at Q Kt sq, he could have obtained an overwhelming attack by Kt to K 4, &c.

(*a*) This move loses a clear Pawn. It would have been better play to take Pawn with Q Kt.

(*b*) This is better than taking the Knight:

- | | |
|------------------------------|--------------------|
| 19. Kt takes P | 19. K Kt takes Kt |
| 20. B takes R | 20. Q takes B |
| 21. R takes Kt | 21. Kt takes R |
| 22. Q to Q 5 (ch) | 22. Q to K B 2 |
| 23. Q takes Kt | 23. R to Q sq |
| 24. P to Q R 4 | 24. P to Q 4 |
| 25. R to Q sq | 25. P to Q 5 |
| 26. R to Q 3 | 26. Q to K B 4 (c) |
| 27. Q to B 4 (ch) | 27. K to R sq |
| 28. P to K R 3 | 28. R to Q B sq |
| 29. Q to Q Kt 3 (d) | 29. P to K R 3 |
| 30. P to K Kt 4 | 30. Q to K B 3 |
| 31. Q to Q 5 | 31. R to B 6 |
| 32. Kt to K 5 | 32. R to B 4 (e) |
| 33. Q to Q R 8 (ch) | 33. K to R 2 |
| 34. Q to K 4 (ch) | 34. K to Kt sq |
| 35. Kt to Kt 6 | 35. R to B 6 |
| 36. Q to K 8 (ch), and wins. | |

GAME VIII.—Between Messrs. BIRD and DE RIVIÈRE.

(From "La Régence.")

WHITE (Mr. Bird).

BLACK (Mr. De Rivière).

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. B to Q B 4 |
| 4. P to Q Kt 4 | 4. B takes P |
| 5. P to Q B 3 | 5. B to B 4 |
| 6. Castles | 6. P to Q 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Kt 3 |

e. g.,

- | | |
|--|--------------------------------------|
| 19. Kt takes B | 18. B takes Kt |
| 20. Kt to K 6 | 19. R to K B 2, or R to B sq, or B 3 |
| (If 20. Q to Q Kt 3 | 20. Q to Q 2 |
| 21. K R. to K sq, and with a winning position. | 21. R to Q Kt sq) |

(c) Q to Q R 7 is stronger.

(d) If Kt takes P Q takes K B P (ch).

(e) Very bad. He ought to have exchanged Rooks, when he could have had an even game.

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

And White announced mate in five moves, thus:—

- | | |
|--------------------------|----------------|
| 29. R to Q 8 (ch) | 29. K to Kt 2 |
| 30. R to K Kt 8 (ch) | 30. K takes Kt |
| 31. Kt to B 5 (ch) | 31. K to R 4 |
| 32. P to K Kt 4 mate (c) | |

GAME IX.—*Between Messrs. BLACKBURNE, STEINITZ, and DE VERE against Messrs. PAULSEN, NEUMANN, and MINCOWITZ.*

Played at the Baden Tourney.

(From "The Westminster Papers.")

- | | |
|---------------------|------------------------|
| WHITE (Germany) | BLACK (England) |
| Messrs. P., N. & M. | Messrs. B., S. & De V. |
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |

- (a) This move cannot be recommended, being of too defensive a character.
 (b) White still maintains his advantage in position.
 (c) This game is conducted by Mr. Bird in his usual brilliant style.

- | | |
|-------------------|-------------------|
| 4. P to Q Kt 4 | 4. B takes P |
| 5. P to Q B 3 | 5. B to B 4 |
| 6. Castles | 6. P to Q 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Kt 3 |
| 9. B to Kt 2 | 9. Kt to Q R 4 |
| 10. P to Q 5 | 10. Kt to K 2 |
| 11. B to Q 3 | 11. Castles |
| 12. Kt to Q B 3 | 12. P to Q B 3 |
| 13. Q to Q 2 | 13. P takes P |
| 14. Kt takes P | 14. Kt to Kt 3 |
| 15. Kt takes B | 15. Q takes Kt |
| 16. Q R to Kt sq | 16. Q to Q sq |
| 17. Q to B 3 | 17. P to K B 3 |
| 18. Kt to Q 4 | 18. Kt to K B 5 |
| 19. Q R to Q sq | 19. B to Q 2 |
| 20. Q to B sq | 20. Kt takes B |
| 21. R takes Kt | 21. R to Q B sq |
| 22. Q to K B 4 | 22. Kt to B 5 |
| 23. B to B 3 | 23. Kt to K 4 |
| 24. R to Kt 3 | 24. Q to Kt 3 |
| 25. Kt to B 5 | 25. B takes Kt |
| 26. Q takes B | 26. R to Q B 2 |
| 27. Q to K 6 (ch) | 27. K to R sq |
| 28. R to Q sq | 28. K R to Q B sq |
| 29. P to K R 4 | 29. P to K R 3 |
| 30. B to Q 4 | 30. Q to B 3 |
| 31. Q to K B 5 | 31. Q to B 7 |
| 32. R to K B sq | 32. Q takes R P |
| 33. P to K B 4 | 33. Q to Q B 5 |
| 34. B to K 3 (a) | 34. Kt to Q B 3 |
| 35. R to Q sq | 35. R to K sq |
| 36. R takes Q P | 36. Q takes P |
| 37. Q to K R 5 | 37. R to K B sq |
| 38. K to R 2 | 38. Q to K sq |
| 39. Q to Q sq | 39. Q to K 5 |
| 40. B to B sq | 40. K R to B sq |

(a) If instead B takes R P, then follows Q takes R (ch), and if K takes, Mate follows by—

- | | |
|---------------------|-----------------------------|
| 35. K to K 2 or B 2 | 34. R to B 8 (ch) |
| 36. K to K 3 | 35. R from B sq to B 7 (ch) |
| 37. K to Q 4 | 36. R to K 8 (ch) |
| | 37. R to Q 8 (ch) |

Mates next move.

- | | |
|------------------------|------------------------|
| 41. Q to Kt 4 | 41. Q to K sq |
| 42. B to R 3 | 42. Q to K Kt sq |
| 43. B to Kt 2 | 43. Q to K B sq |
| 44. B to R 3 | 44. Q to K Kt sq |
| 45. Q to K R 5 | 45. R to K sq |
| 46. R from Kt 3 to Q 3 | 46. K R to K 2 |
| 47. B to Kt 2 | 47. R to E 3 |
| 48. R from 6th to Q 5 | 48. Q to B 2 |
| 49. Q to Q sq | 49. R from B 2 to K 2 |
| 50. B to Q R 3 | 50. R to K 8 |
| 51. Q to K Kt 4 | 51. Q to K 3 |
| 52. Q to R 5 | 52. Q to B 2 |
| 53. Q to B 3 | 53. R from K 2 to K 6 |
| 54. Q to Kt 4 | 54. R takes R |
| 55. R takes R | 55. P to B 4 |
| 56. Q to B 3 | 56. R to K 5 |
| 57. B to Kt 2 | 57. K to R 2 |
| 58. B to B 3 | 58. Q to B 2 |
| 59. P to Kt 3 | 59. Q to K 2 |
| 60. K to Kt 2 | 60. R to K 7 (ch) |
| 61. K to B sq | 61. R to Q B 7 |
| 62. Q to Q sq | 62. R to K R 7 |
| 63. Q to B 3 | 63. P to Q R 4 |
| 64. R to K 3 | 64. Q to Q B 4 |
| 65. R to Q 3 | 65. R to Q B 7 |
| 66. B to Q 2 | 66. P to R 5 |
| 67. R to Q 7 | 67. P to R 6 |
| 68. Q to Q sq | 68. P to R 7 |
| 69. K to Kt 2 | 69. Q to B 6 |
| 70. K to R 3 | 70. R takes B |
| 71. R takes R | 71. P to R 8 Queening. |
- Resigns.

GAME X.—*Between Messrs. GELBFUHS and ANDERSSEN.*
Played at the Vienna Tourney.

WHITE (Herr Gelbfuhs).

1. P to K 4
2. Kt to K B 3
3. B to B 4
4. P to Q Kt 4

BLACK (Herr Anderssen).

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

- | | |
|-----------------|----------------------|
| 5. P to B 3 | 5. B to Q R 4 |
| 6. P to Q 4 | 6. P takes P |
| 7. Castles | 7. P takes P |
| 8. Q to Kt 3 | 8. Q to B 3 |
| 9. P to K 5 | 9. Q to Kt 3 |
| 10. Kt takes P | 10. K Kt to K 2 |
| 11. B to R 3 | 11. B takes Kt |
| 12. Q takes B | 12. Castles |
| 13. B to Q 3 | 13. Q to R 3 |
| 14. K R to K sq | 14. P to Q 3 |
| 15. Q R to Q sq | 15. B to B 4 |
| 16. P takes P | 16. P takes P |
| 17. B takes P | 17. Q takes B |
| 18. B takes B | 18. Q to B 3 |
| 19. Q takes Q | 19. P takes Q |
| 20. B to B 2 | 20. Q R to Q sq |
| 21. R to Kt sq | 21. P to Kt 3 |
| 22. B to R 4 | 22. R to Q 3 |
| 23. Kt to R 4 | 23. K R to Q sq |
| 24. Q R to B sq | 24. R to K 3 |
| 25. P to B 4 | 25. Kt to Q 5 |
| 26. R takes R | 26. Kt takes R |
| 27. R to K sq | 27. K to B sq |
| 28. B to B 2 | 28. P to K R 3 |
| 29. P to Kt 3 | 29. R to Q 7 |
| 30. B to Kt 3 | 30. Kt to Q 5 |
| 31. R to K 3 | 31. P to Kt 4 |
| 32. Kt to B 3 | 32. Kt takes Kt (ch) |
| 33. R takes Kt | 33. P to Q R 4 |
| 34. R to B 2 | 34. R to Q 5 |
| 35. K to B sq | 35. P to R 5 |
| 36. B to B 2 | 36. Kt to Q 4 |
| 37. K to K sq | 37. Kt to B 6 |
| 38. P to Q R 3 | 38. P to Kt 5 |
- Resigns.

GAME XI.—*Between Messrs. MEYER and H. ANDREWS.*

(From "The Chess Players' Chronicle.")

WHITE (Mr. H. Meyer).

1. P to K 4
2. Kt to K B 3

BLACK (Mr. H. Andrews).

1. P to K 4
2. Kt to K B 3

- | | |
|-------------------------------|--------------------|
| 3. B to Q B 4 | 3. B to Q B 4 |
| 4. P to Q Kt 4 | 4. B takes Kt P |
| 5. P to Q B 3 | 5. B to Q B 4 |
| 6. P to Q 4 | 6. P takes P |
| 7. P takes P | 7. B to Q Kt 3 |
| 8. Castles | 8. P to Q 3 |
| 9. P to Q 5 | 9. Q to K B 3 (a) |
| 10. P takes Kt | 10. Q takes R |
| 11. Q to Q 5 (A) | 11. B to K 3 |
| 12. Q to Q Kt 5 | 12. B takes B |
| 13. P takes P (dis ch) | 13. B takes Q |
| 14. P takes R becoming Q (ch) | 14. K to Q 2 |
| 15. R to Q sq | 15. Q takes P (b) |
| 16. Kt to Q B 3 | 16. Q takes P (ch) |
| 17. K to R sq | 17. Q to Q B 4 |
| 18. Kt to Q 5 | 18. Q to Q B 7 (c) |

And White mates in ten moves.

GAME XII.—*Between Messrs. KOLISCH and SHALLOP.*

(From "The Illustrated London News.")

- | WHITE (Mr. Kolisch). | BLACK (Mr. Shallop). |
|----------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. B to Q B 4 |

(a) Mr. E. Lewis of Liverpool, one of our best solvers, observes that this move suggested itself to him as being a good move for Black instead of Q Kt to K 2; but as he can find no notice taken of it in his Chess-books, he concludes it is a bad one, though he cannot see why. We agree with Mr. Lewis that this is a good move, for the best play on both sides appears to be

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|-----------------|---------------|
| 10. P takes Kt | 10. Q takes R |
| 11. Q to Q 5 | 11. B to K 3 |
| 12. Q to Q Kt 5 | 12. Castles. |

And there appears to be no further successful attack for White.

(b) If Q took Kt there would have followed a check with the Kt, afterwards with the B, and then the loss of the Black Q.

(c) If he had played 18. P to K B 3 there would have followed

- | | |
|----------------|----------------|
| 19. Q to K B 8 | 19. Q to Q B 7 |
| 20. R to R sq | |

And Black must lose the R or Kt.—(*Gentleman's Magazine.*)

Note by the Author.

(A) Either Q to Kt 3 or B takes P (ch) are preferable.

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

Notes by the Editor of "The Illustrated London News."

(a) This retreat of the Bishop appears to be Black's best resource. If he play 10. B takes Kt, or 10. K to B sq, his adversary soon obtains a manifest superiority of position. (See "Chess Praxis," where the variation is copiously examined, pp. 136, 140.)

(b) In "Chess Praxis" the move now recommended is 15. Kt to K Kt 5. After which the game turns rather in favour of the second player.

(c) Not so good as 17. Q to Q 2.

(d) Injudicious. He should have compelled the K Kt to move, and then he would have had the better game. For example:—

- | | |
|-----------------|-----------------|
| 18. | 18. P to K Kt 5 |
| 19. Kt to K R 4 | |

If 19. Kt to K sq, then Black plays 19. B takes Q P, following that with 20. Kt to Q B 5, and wins a piece.

- | | |
|-----------------|----------------------------|
| 19. | 19. B takes Q P |
| 20. B to Q 2 | 20. Kt to Q B 5 |
| 21. B to K sq | 21. B takes P at his K B 3 |
| 22. P to K Kt 3 | 22. B takes K Kt |
| 23. P takes B | 23. K R to K Kt sq |
| 24. Kt to K 2 | 24. Kt to K 4 |
| 25. Kt to Q 4 | 25. P to Q B 4 |

And Black has the advantage.

- | | |
|--------------------------------|-----------------------------|
| 25. Kt to K Kt 6 | 25. K R to K Kt sq |
| 26. R to K sq (<i>e</i>) | 26. Kt to K B 4 |
| 27. B takes K R P (<i>f</i>) | 27. B to Q B 3 |
| 28. Q R to Q Kt 4 | 28. Kt takes B (<i>g</i>) |
| 29. Q R to K B 4 (ch) | 29. K to Kt 2 |
| 30. K R to K 7 (ch) | 30. Kt to B 2 |
| 31. K R takes Kt (ch) | 31. K to K R 3 |
| 32. Kt to K 7 | 32. K R to K sq |
| 33. Q R to K B 6 (ch) | 33. K to Kt 4 |
| 34. Q R to Kt 6 (ch) | 34. K to R 5 |
| 35. Kt to B 5 (ch) | 35. K takes P |
| 36. K R to K Kt 7 | |

And Black resigned.

GAME XIII.—*Between* MESSRS. HIRSCHFELD *and* KOLISCH.

(From the "Illustrated London News.")

WHITE (Mr. Hirschfeld).

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4
5. P to Q B 3

BLACK (Mr. Kolisch).

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4
4. B takes Kt P
5. B to Q B 4

(*e*) This is better play than taking the K R Pawn with Bishop, *ex. gr.* :—

- | | |
|--------------------|-----------------|
| 26. B takes K R P | 26. B to K B 4 |
| 27. R to Q Kt 2 | 27. B takes Kt |
| 28. P takes B (ch) | 28. K R takes P |
| 29. B to K B 4 | 29. R to K sq |

And Black ought to win.

(*f*) Very good ; if Black take this Bishop he obviously loses his own.

(*g*) Black would have acted more prudently, perhaps, if he had played P to K Kt 6, with a view to make a drawn battle. Let us suppose :—

- | | |
|---------------------|-----------------|
| 28. | 28. P to K Kt 6 |
| 29. R to K B 4 | 29. R takes Kt |
| 30. P takes R (ch) | 30. K takes P |
| 31. K R to K 6 (ch) | 31. K to B 2 |
| R to K sq | 32. B to Q 2 |

&c.

- | | |
|---------------------------------|--------------------|
| 6. Castles | 6. P to Q 3 |
| 7. P to Q 4 | 7. P takes P |
| 8. P takes P | 8. B to Q Kt 3 |
| 9. Kt to Q B 3 | 9. B to K Kt 5 |
| 10. B to Q Kt 5 | 10. B to Q 2 |
| 11. P to K 5 (a) | 11. P takes P |
| 12. P to Q 5 | 12. Q Kt to K 2 |
| 13. B takes B (ch) | 13. Q takes B |
| 14. Kt takes K P | 14. Q to K B 4 |
| 15. Q to Q R 4 (ch) | 15. K to Q sq (b) |
| 16. B to K B 4 | 16. Kt to K Kt 3 |
| 17. P to K Kt 4 (c) | 17. Q to Q B sq |
| 18. K R to K sq | 18. Kt takes Kt |
| 19. B takes Kt | 19. P to K B 3 (d) |
| 20. B takes Q B P (ch) (e) | 20. K takes B |
| 21. Kt to Q Kt 5 (ch) | 21. K to Q sq |
| 22. Kt to Q 6 | 22. Q to Q 2 |
| 23. R to K 8 (ch) | 23. Q takes R (f) |
| 24. Q takes Q (ch) | 24. K to Q B 2 |
| 25. Kt to Q Kt 5 (ch) and mate. | |

GAME XIV.—*Between the same opponents.*

- | | |
|----------------------|-------------------------|
| WHITE (Mr. Kolisch). | BLACK (Mr. Hirschfeld). |
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |

Notes by the Editor of the "Illustrated London News."

(a) The usual move here is B to K Kt 5, but the move in the text diversifies the opening, and leads to many ingenious combinations. The "Palamède Français" speaks of it as a novelty, and attributes the merit of its invention to Mr. Hirschfeld. We are mistaken, however, if it has not been played in this country some years ago.

(b) This is a bad move, but he appears to have no better at command.

(c) Well played. Black's position is now deplorable.

(d) Kt to K 2 or Kt to K B 3 would have been equally disastrous.

(e) An excellent stroke of play.

(f) Had he played 23. K to Q B 2, then followed 24. Kt to Q Kt 5 (ch), &c.

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

GAME XV.—*Between Messrs. KOLISCH and BARNES.*

(From "The Westminster Papers.")

- | WHITE (Herr Kolisch). | BLACK (Mr. Barnes). |
|-----------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q Kt 4 | 4. B takes P |
| 5. P to Q B 3 | 5. B to R 4 |
| 6. P to Q 4 | 6. P takes P |
| 7. Castles | 7. P to Q 3 (a) |

Notes by the Editor of "The Westminster Papers."

(a) B to Kt 3 is the "classic" defence at this point, and P takes Q B P is frequently adopted by the German master, Anderssen.

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|--------------------------------------|---------------------------------|
| 8. Q to Kt 3 | 8. Q to K B 3 |
| 9. P to K 5 | 9. P takes K P |
| 10. R to K sq | 10. K Kt to K 2 |
| 11. B to K Kt 5 | 11. Q to K Kt 3 |
| 12. B takes Kt | 12. Kt takes B |
| 13. Kt takes K P | 13. Q to Q Kt 3 |
| 14. B to Kt 5 (ch) | 14. P to Q B 3 |
| 15. Q takes K B P (ch) | 15. K to Q sq |
| 16. Kt takes Q B P (ch) (<i>b</i>) | 16. Kt takes Kt |
| 17. B takes Kt | 17. Q to B 4 (<i>c</i>) |
| 18. P takes P | 18. Q to Q 3 |
| 19. Q takes K Kt P | 19. R to K B sq |
| 20. Q to Kt 5 (ch) | 20. K to B 2 |
| 21. Q takes B (ch) | 21. K takes B (<i>d</i>) |
| 22. P to Q 5 (ch) | 22. K to Q 2 |
| 23. Kt to B 3 | 23. P to Kt 3 |
| 24. Q to R 4 (ch) | 24. K to Q sq |
| 25. Kt to Q Kt 5 | 25. Q to K B 3 |
| 26. Q to Q B 2 | 26. R to K B 2 |
| 27. Q R to Q sq | 27. B to Q Kt 2 |
| 28. P to Q 6 | 28. B takes K Kt P (<i>e</i>) |
| 29. Q to B 7 (ch) (<i>f</i>) | 29. R takes Q |
| 30. P takes R (ch) | 30. K to B sq |
| 31. R to K 8 (ch) | 31. K to Kt 2 |
| 32. R takes R | 32. B to K R 6 |
| 33. R takes P (ch) | 33. K to B 3 |
| 34. R to Q 6 (ch), and wins. | |

(*b*) Herr Kolisch is no sluggard when, as in this little skirmish, he gets the attack into his hands.

(*c*) Apparently his only move.

(*d*) P to Kt 3, although not quite satisfactory, would have given Black more resource.

(*e*) Mr. Barnes has played this somewhat disheartening game with great skill and caution, but he appears to have entirely overlooked the combination commenced by White in his 26th move.

(*f*) Equally beautiful and forcible.

GAME XVI.—*Between Messrs. HAMMACHER and ANDERSSSEN.*

(From "The Glowworm.")

WHITE (Mr. Hammacher).	BLACK (Mr. Anderssen).
1. P to K 4	1. P to K 4
2. K Kt to B 3	2. Q Kt to B 3
3. K B to B 4	3. K B to B 4
4. P to Q Kt 4	4. B takes Kt P
5. P to Q B 3	5. B to Q R 4
6. P to Q 4	6. P takes P
7. Castles	7. P takes P
8. Q to Q Kt 3	8. Q to K B 3
9. P to K 5	9. Q to Kt 3
10. Kt takes P	10. K Kt to K 2
11. Kt to K 2	11. P to Q Kt 4 (a)
12. B takes Kt P	12. R to Q Kt sq
13. Q to R 4	13. P to Q R 3
14. B takes Kt	14. Kt takes B
15. Kt to K B 4	15. Q to B 4
16. B to R 3	16. R to Kt 4
17. Kt to K 2 (b)	17. Kt takes P
18. K Kt to Q 4	18. Q to K 5
19. Q to her sq	19. B to Q Kt 2
20. P to K B 3	20. Q to K 6 (ch)
21. K to R sq	21. R to Q 4 (c)
22. Q R to Kt sq	22. B to Kt 3
23. B to his sq	23. Q to her 6th
24. Q takes Q	24. Kt takes Q
25. B to K 3	25. Castles
26. Q R to Q sq	26. Kt to K 4
27. B to K Kt sq	27. Kt to his 3rd
28. Q Kt to K Kt 3	28. R to K Kt 4
29. K Kt to K 2	29. B takes B
30. Kt takes B	30. P to Q 3
31. Kt to R 3	31. Q R to his 4th
32. R to K B 2	32. P to K B 4

(a) Having so great a superiority in Pawns, Black can afford to sacrifice one of them with a view of obtaining a counter-attack. The advance of the Q Kt P at this point is an interesting novelty.

(b) Black's last move evidently threatened Kt to Kt 5.

(c) Preferring the menacing position of his Rook to the gain of the hostile Bishop.

- | | |
|---------------------------------|-------------------|
| 33. P to K B 4 (<i>d</i>) | 33. Kt to R 5 |
| 34. K Kt to his 5th | 34. R to K sq |
| 35. Q R to Q Kt sq | 35. R to Q Kt 4 |
| 36. R to Q B sq | 36. Kt takes Kt P |
| 37. R takes Kt | 37. R to Q Kt 7 |
| 38. Q R to K Kt sq (<i>e</i>) | 38. R takes R |
| 39. R takes R | |

And Black mates in two moves (*f*).

(*d*) This gives too much freedom for immediate action to Black's Bishop, but in any case the passed Pawn ought to have won the game.

(*e*) K Kt to K 4 would have averted the Mate, though it would not have prevented ultimate defeat.

(*f*) The game is admirably played throughout by Anderssen, but the concluding portion of it, from the 11th move, deserves special praise.

CHAPTER IX.

THE EVANS GAMBIT DECLINED.

WITHIN the last few years some important discoveries have been made in this opening. The accepted modes of evading the Gambit are either to withdraw the attacked Bishop to Q Kt 3, or else to play P to Q 4, attacking the hostile Bishop ; and it had long been a "*vexata quæstio*" which of these two lines of play was most advantageous for the second player. Boden and Lange recommend the former move, whilst Jaenisch advises the latter. It is now proved beyond cavil that the former move is to be preferred.

GAME THE FIRST.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B to Q Kt 3
5. P to Q Kt 5, or <i>see</i> Game the Second	5. Kt to Q R 4
6. Kt takes K P	6. Q to K B 3

This move is given in the "*Praxis*" as best for Black, but is considered weak by the authors of the "*Handbuch*."

Black has three other moves at his disposal at this juncture—*viz.*, 6. B to Q 5, 6. Q to K Kt 4, and 6. Kt to K R 3.

- if firstly: 6. $\frac{\text{B to Q 5}}{\text{Kt takes R}}$ 7. $\frac{\text{Kt takes B P}}{\text{Q to B 3}}$ 8. $\frac{\text{Q to K 2}}{\text{Kt takes B}}$
 9. $\frac{\text{Kt takes R}}{\text{B takes R}}$ 10. $\frac{\text{Q takes Kt}}{\text{Kt to K 2}}$ 11. $\frac{\text{P to Q B 3}}{\text{P to Q 4}}$ 12. $\frac{\text{P takes P}}{\text{B to K B 4}}$
 13. Castles, with the advantage.

- If secondly: 6. $\frac{\text{Q to K Kt 4}}{\text{K to K sq}}$, a move first noticed in the "Schachzeitung," 7. $\frac{\text{B takes P (ch)}}{\text{K to B sq}}$ 8. $\frac{\text{B takes Kt}}{\text{Q takes Kt}}$ 9. $\frac{\text{B to Q 5}}{\text{P to B 3}}$
 {if Black ventures, instead of making this move, to capture the Rook, White replies 10. Kt to Q B 3, with an overwhelming attack}

10. $\frac{\text{Q to B 3 (ch)}}{\text{K to K sq}}$ 11. $\frac{\text{Q to B 7 (ch)}}{\text{K to Q sq}}$ 12. $\frac{\text{P takes P}}{\text{Kt P takes P}}$
 13. $\frac{\text{P to Q 4}}{\text{B takes P}}$ 14. $\frac{\text{B to K B 4}}{\text{Q to B 3}}$, and Black has no inferiority.

- If thirdly: 6. $\frac{\text{Kt to K R 3}}{\text{Kt to K R 3}}$ 7. $\frac{\text{P to Q 4}}{\text{P to Q 3}}$ 8. $\frac{\text{Q B takes Kt}}{\text{P takes Kt}}$
 9. $\frac{\text{B takes K Kt P}}{\text{Q to K Kt 4}}$ } (If 9. $\frac{\text{R to K Kt sq}}{\text{R to K Kt sq}}$, White gets the better
 game as follows: 10. $\frac{\text{B takes P (ch)}}{\text{K takes B}}$ 11. $\frac{\text{B takes K P}}{\text{Q to K Kt 4}}$ 12. $\frac{\text{Kt to Q 2}}{\text{Q takes Kt P}}$
 13. $\frac{\text{Q to K R 5 (ch)}}{\text{Q to Kt 3}}$ 14. $\frac{\text{Q to R 4}}{\text{P to K R 3}}$ 15. $\frac{\text{Castles (Q R)}}{\text{Q to K Kt 4}}$
 16. $\frac{\text{Q takes Q}}{\text{R takes Q}}$ 17. $\frac{\text{K R to K Kt sq}}{\text{P to B 3}}$ 18. $\frac{\text{P to K R 4, \&c.}}{\text{P to K R 4, \&c.}}$ }

10. B takes R, and White has won the exchange, and should ultimately obtain the advantage by the following train of play:—

10. $\frac{\text{Q takes Kt P}}{\text{Q takes Kt P}}$ 11. $\frac{\text{R to B sq}}{\text{Kt takes B}}$ 12. $\frac{\text{Q to K 2}}{\text{B to K R 6}}$
 { If 12. $\frac{\text{B to K Kt 5}}{\text{B to K Kt 5}}$ 13. $\frac{\text{P to B 3}}{\text{P to B 3}}$ } 13. $\frac{\text{Q takes Kt}}{\text{B takes Q P}}$
 14. $\frac{\text{P to Q B 3}}{\text{B takes K B P (ch)}}$ 15. $\frac{\text{R takes B}}{\text{Q to Kt 8 (ch)}}$ 16. $\frac{\text{R to B sq}}{\text{B takes R}}$
 17. Q takes B, with a winning position.

7. B takes P (ch)

7. K to B sq (best)

- (If 7. $\frac{\text{K to Q sq}}{\text{K to Q sq}}$ 8. $\frac{\text{P to Q 4}}{\text{P to Q 3}}$ 9. B takes Kt
 10. B to K Kt 5, and wins. R takes B

- (If 7. $\frac{\text{K to K 2}}{\text{K to K 2}}$ 8. $\frac{\text{P to Q 4}}{\text{P to Q 3}}$ 9. $\frac{\text{B to Q R 3}}{\text{Kt to K R 3}}$
 10. B to Q Kt 3, and White has much the better game.)

8. P to Q 4

8. P to Q 3

9. B takes Kt

This is the best move to maintain the attack. Instead of this the "Praxis" gives the following continuation:—

9. $\frac{\text{B to Q R 3}}{\text{Kt to K 2}}$ 10. $\frac{\text{P to K B 4}}{\text{Q P takes Kt}}$ 11. $\frac{\text{Q P takes P}}{\text{Q takes K B P}}$
 12. $\frac{\text{R to K B sq}}{\text{Q takes K P (ch)}}$ 13. $\frac{\text{Q to K 2}}{\text{Q takes Q (ch)}}$ 14. $\frac{\text{K takes Q}}{\text{P to K Kt 3}}$
 15. $\frac{\text{B to Q Kt 3 (dis ch)}}{\text{K to K sq}}$ 16. B to B 7 (ch), and draws by perpetual

check, remarking also that if, at move 11 in the above variation, Black should play 11. Q takes K B, the game would be about even by the following continuation: 12. $\frac{\text{Q to Q 8 (ch)}}{\text{Q to K sq}}$ 13. $\frac{\text{Q B takes Kt (ch)}}{\text{K to B 2}}$

14. $\frac{\text{Q takes Q (ch)}}{\text{K takes Q}}$ 15. B to Q Kt 4, &c., and pointing out further

the inferiority of the line of play given by the "Handbuch" which makes White play 15. B takes K Kt P, instead of 15. B to Q Kt 3, leaving Black with a piece against three Pawns.

To resume the main variation:

9. P takes Kt (best)

If Black play 9. R takes B, see Illustrative Game I. at the end of this chapter.

10. B to Q 5

10. P to Q B 3 (best), or
 Variation (I.)

If Black play here 10. K B takes Q P, he must lose the game. (See Variation (I.))

11. Q to K R 5

White may also play here 11. B to Q R 3, or 11. P to K B 4, as follows :-

- If firstly: 11. $\frac{B \text{ to } Q \text{ R } 3 \text{ (ch)}}{K \text{ to } K \text{ sq}}$ 12. $\frac{\text{Castles}}{P \text{ takes } B}$ 13. $\frac{Kt \text{ to } Q \text{ B } 3}{B \text{ takes } Q \text{ P}}$
 14. $\frac{Kt \text{ takes } P}{Q \text{ to } K \text{ B } 2}$ 15. $\frac{B \text{ to } Q \text{ 6}}{Kt \text{ to } Q \text{ B } 5}$

- { If 15. $\frac{\text{_____}}{B \text{ takes } R}$ 16. $\frac{Kt \text{ to } B \text{ 7 (ch)}}{K \text{ to } Q \text{ sq}}$ 17. $\frac{Kt \text{ takes } R, \text{ \&c.}}{\text{_____}}$ }
 { or if 15. $\frac{\text{_____}}{B \text{ to } Kt \text{ 3}}$ 16. $\frac{B \text{ takes } P, \text{ \&c.}}{\text{_____}}$ }

16. $\frac{Kt \text{ to } B \text{ 7 (ch)}}{K \text{ to } Q \text{ sq}}$ 17. $\frac{B \text{ takes } K \text{ P}}{Kt \text{ takes } B}$ 18. $\frac{Q \text{ takes } B \text{ (ch), and}}{\text{_____}}$
 wins.

- If secondly: 11. $\frac{P \text{ to } K \text{ B } 4}{P \text{ takes } B}$ 12. $\frac{B \text{ to } R \text{ 3 (ch)}}{K \text{ to } Kt \text{ sq}}$ 13. $\frac{Q \text{ P takes } K \text{ P}}{Q \text{ takes } K \text{ B } P}$
 14. $\frac{Q \text{ takes } P \text{ (ch)}}{Q \text{ to } B \text{ 2}}$ 15. $\frac{R \text{ to } B \text{ sq}}{B \text{ to } K \text{ 3}}$ 16. $\frac{Q \text{ to } Q \text{ 6}}{Kt \text{ to } B \text{ 5}}$
 17. $\frac{R \text{ takes } Q}{Kt \text{ takes } Q}$ 18. $\frac{R \text{ to } K \text{ 7}}{B \text{ to } R \text{ 4 (ch), with a winning position.}}$

The above beautiful variations, which are from the "Handbuch," show, therefore, White's best move to be 11. B to R 3 (ch).

11. P to K Kt 3 (best)

- (If 11. $\frac{\text{_____}}{P \text{ takes } B}$ 12. $\frac{B \text{ to } Q \text{ R } 3 \text{ (ch), and wins.}}{\text{_____}}$)

12. B to K R 6 (ch)

12. K to K sq

- (If 12. $\frac{\text{_____}}{K \text{ to } K \text{ 2}}$ 13. $\frac{Q \text{ takes } P \text{ (ch)}}{Q \text{ takes } Q}$ 14. $\frac{P \text{ takes } Q}{P \text{ takes } B}$
 15. $\frac{P \text{ takes } Q \text{ P}}{B \text{ to } Q \text{ 5}}$ 16. $\frac{B \text{ to } K \text{ Kt } 7}{R \text{ to } K \text{ Kt } sq}$ 17. $\frac{B \text{ to } B \text{ 6 (ch)}}{K \text{ to } K \text{ sq}}$
 18. $\frac{P \text{ to } Q \text{ B } 3}{B \text{ to } Q \text{ B } 4}$ 19. $\frac{Kt \text{ to } Q \text{ 2, and White's two passed Pawns, and his}}{\text{_____}}$

other two extra Pawns, should, we think, be more than an equivalent for the lost piece.)

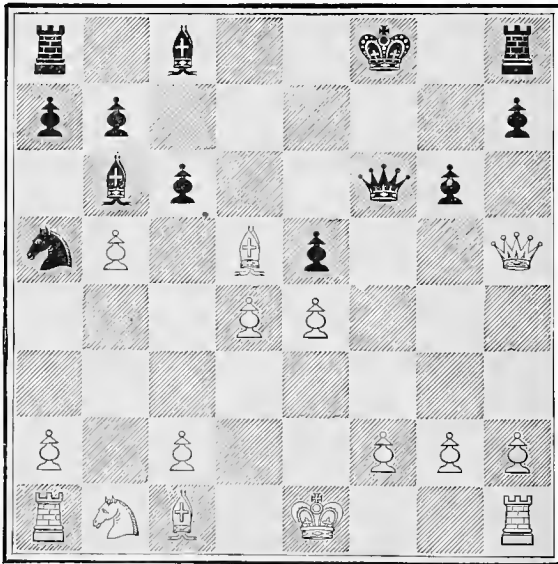
- | | |
|----------------------|-----------------|
| 13. Q takes K P (ch) | 13. Q takes Q |
| 14. P takes Q | 14. P takes B |
| 15. P takes Q P | 15. B to Q 5 |
| 16. B to Kt 7 | 16. B takes R |
| 17. B takes R | 17. B to K B 4 |
| 18. Castles | 18. R to Q B sq |

And the game is equal.

Possibly Black might do better on his seventeenth move to play Kt to Q B 5, as suggested by the "Handbuch."

It is worth noticing that White may, in the above main variation, in lieu of checking with Bishop on his twelfth move, play 12. B to K Kt 5, when we submit the following continuation, and append a diagram showing the state of the game:—

BLACK.



WHITE.

- Suppose 12. $\frac{B \text{ to } K \text{ Kt } 5}{Q \text{ to } Q 3 \text{ or } (a)}$ 13. $\frac{B \text{ to } R 6 \text{ (ch)}}{K \text{ to } K \text{ sq}}$
- { If 13. $\frac{\quad}{K \text{ to } K 2}$ 14. $\frac{Q \text{ to } R 4 \text{ (ch)}}{K \text{ to } K \text{ sq}}$ 15. $\frac{P \text{ takes } K \text{ P}}{\quad}$ }
14. $\frac{Q \text{ takes } P \text{ (ch)}}{Q \text{ takes } Q}$ 15. $\frac{P \text{ takes } Q}{P \text{ takes } B}$ 16. $\frac{P \text{ takes } P}{B \text{ to } Q 5}$
17. $\frac{B \text{ to } Kt 7}{R \text{ to } K \text{ Kt } sq}$ 18. $\frac{P \text{ to } Q \text{ B } 3, \text{ and White has four Pawns for his piece.}}{\quad}$

(a)

12. $\frac{\quad}{P \text{ takes } Q}$ 13. $\frac{B \text{ takes } Q}{P \text{ takes } B}$ 14. $\frac{B \text{ takes } R}{B \text{ takes } Q \text{ P}}$
15. $\frac{P \text{ to } Q \text{ B } 3}{B \text{ to } Q \text{ B } 4}$ 16. $\frac{B \text{ takes } K \text{ P, and we think Black's game is to be preferred.}}{\quad}$

VARIATION (I.).

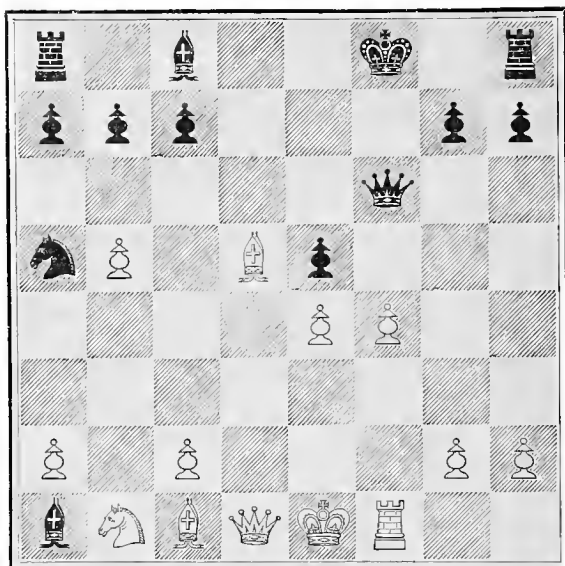
Beginning at Black's tenth move :—

11. P to K B 4 10. K B takes Q P
12. R to K B sq 11. B takes R or (A.)

(Mr. Wormald gives 12. P takes P for White instead of 12. R to K B sq, thus: 12. $\frac{P \text{ takes } P}{Q \text{ to } K \text{ Kt } 3}$ 13. $\frac{R \text{ to } B \text{ sq (ch)}}{K \text{ to } K \text{ sq}}$ 14. $\frac{B \text{ to } B 7 \text{ (ch)}}{\quad}$ and thinks White should win.)

Black has apparently only three moves worthy of notice—*viz.*, firstly, Q to K R 5 (ch); secondly, Q to Kt 3; thirdly, K to K sq. We subjoin a diagram.

BLACK.



WHITE.

Firstly :

13. P to K Kt 3

12. Q to K R 5 (ch)

13. Q to K Kt 5

(If 13. Q takes K R P14. P takes P (dis ch)
K to K 2 (best)15. B to Q R 3 (ch)
K to Q sq16. B to K 6 (dis ch)
K to K sq17. K B mates.)

14. P takes P (dis ch)

14. K to K 2 (best)

15. B to Q R 3 (ch)

15. K to Q sq

16. Q to Q 2

And White wins.

Secondly :

13. P takes P (dis ch)

12. Q to Q Kt 3

13. K to K 2

14. B to K Kt 5 (ch)

14. K to Q 2

(If 14. $\frac{\text{K to K s'}}{\text{K to K s'}}$

15. $\frac{\text{B to K B 7 (ch)}}{\text{K to B sq}}$

16. $\frac{\text{Q to Q 8 mate.}}$

15. B to Q B 6 double
(ch)

15. K to K 3

16. Q to Q 5 mate

Thirdly :

12. K to K sq

(If 12. $\frac{\text{K to K 2}}$

13. $\frac{\text{P takes P}}{\text{Q takes P}}$

14. $\frac{\text{Q B to Q 2, \&c.}}$

13. P takes P

13. Q takes K P

(If 13. $\frac{\text{Q to R 5 (ch)}}{\text{Q to R 5 (ch)}}$

14. $\frac{\text{P to K Kt 3, winning easily.}}$

14. B to K B 7 (ch)

14. K to K 2

15. B to Q R 3 (ch)

15. P to Q B 4

16. P takes P *en passant*
(ch) and mates

(A.)

11. P takes K B P

12. Q B takes P

12. B takes R

(If 12. $\frac{\text{B to Q B 6 (ch)}}{\text{B to Q B 6 (ch)}}$

13. $\frac{\text{Kt takes B}}{\text{Q takes Kt (ch)}}$

14. $\frac{\text{B to Q 2, \&c.}}$

(If 12. $\frac{\text{Q takes B}}{\text{Q takes B}}$

13. $\frac{\text{R to K B sq}}{\text{Q takes R (ch)}}$

14. $\frac{\text{K takes Q}}{\text{B takes R}}$

15. $\frac{\text{Q to K B 3 (ch)}}{\text{K to K sq}}$

{ if 15. $\frac{\text{B to K B 3}}$

16. $\frac{\text{P to K 5, \&c.}}$ }

16. $\frac{\text{Q to B 7 (ch)}}{\text{K to Q sq}}$

17. $\frac{\text{P to Q B 3, with the advantage.}}$

13. Q B to Q 2

White can also win here by playing 13. R to K B sq, Black's only answer to that move being 13. K to K sq, with a shockingly bad game.

13. Q to K 4
 14. R to K B sq (ch) 14. K to K 2

(If 14. then follows 15. B to B 7 (ch) 16. Q to K Kt 4 (ch)
K to K sq K to Q 2 (best)
 and wins.)

15. B to Q Kt 4 (ch) 15. K to Q sq

(If 15. 16. K B mates.
K to Q 2)

16. P to Q B 3 16. P to Q B 3
 17. Q B takes Kt (ch) 17. P to Q Kt 3
 18. K B takes P (double 18. K to B 2
 (ch))
 19. R to K B 7 (ch) 19. K to Q Kt sq
 20. B to Q Kt 4

And Black cannot avert mate.

The following is from "La Stratégie" :—

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B to Q Kt 3
5. P to Q Kt 5	5. Kt to Q R 4
6. Kt takes K P	6. Kt to K R 3
7. P to Q 4	7. P to Q 3
8. B takes K Kt	8. P takes Kt
9. B takes K Kt P	9. R to K Kt sq
10. B takes P (ch)	10. K takes B
11. B takes K P	11. R to K Kt 3
12. P to Q B 3	12. Q to K Kt 4
13. Q to K B 3 (ch)	13. K to Kt sq
14. Kt to Q 2	14. Q takes P
15. Q takes Q	15. R takes Q
16. B to K Kt 3	16. B to K R 6
17. Kt to K B 3	

And White's game is preferable.

GAME THE SECOND.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B to Q Kt 3
5. P to Q R 4	5. P to Q R 3

This mode of play is considered weak and inefficient by "La Stratégie," but pronounced best by Staunton. ("Praxis," p. 140.)

(If 5. <u>P to Q R 4</u>	6. <u>P to Kt 5</u>	7. <u>Kt takes K P</u>
8. <u>Kt to K B 3</u>	6. <u>Kt to Q 5</u>	<u>Q to K B 3</u>
<u>Kt to K 3</u>	9. <u>P to K 5</u>	10. <u>Castles, and the 'Praxis'</u>
prefers White's game.)	<u>Q to Kt 3</u>	

6. Castles or (B.)	6. P to Q 3
7. P to Q R 5	7. B to Q R 2
8. P to Q Kt 5	8. P takes P
9. B takes P	9. Kt to K 2
10. P to Q 4	10. P takes P
11. Kt takes P	11. B to Q 2
12. Kt to Q Kt 3	12. Castles.
13. B to Q Kt 2	13. Kt to K Kt 3
14. Q Kt to B 3	14. Q to K Kt 4

And Black has no inferiority.

The above moves actually occurred in a game between Messrs. Anderssen and Suhle (*see* Games II. and III. at the end of this chapter), and appear to demonstrate the superiority of the defence.

(B.)

6. P to Q B 3

Mr. Staunton observes in the "Praxis," p. 140, that White has now the stronger game. This we fail to perceive, for suppose—

7. P to Q 3

8. Castles

6. Kt to K B 3

7. P to Q 3

8. Castles, or

8. B to K Kt 5

And Black's game appears quite as good as White's.

GAME THE THIRD.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4
4. P to Q 4

This is Black's best move, in the opinion of Jaenisch, if he chooses to refuse the Gambit. It gives rise to many complicated variations; but with correct play, we believe, White ought to acquire the superiority. White can now capture the Queen's Pawn with either Pawn or Bishop. We believe P takes P to be his strongest play. For the consequences of 5. B takes P, *see* Variation (I.). He may, however, play 5. B to Q Kt 5, for the result of which *see* Variation (II.).

5. P takes P (best) or

Variations (I.), (II.)

6. Q B to Q R 3, or *see* (C.), (D.)

5. Q Kt takes P

6. Q to K 2

(If 6. Q to Q 37. Castles
B to K Kt 58. P to Q 4
B takes Kt

9. $\frac{Q \text{ takes B}}{P \text{ takes P}}$ 10. $\frac{B \text{ to Q Kt 5 (ch)}}{\text{with a strong attack or still better}}$ 10. $\frac{B \text{ takes Kt}}{\text{followed by P to Q B 3 and R to K sq, and Black's King is terribly exposed.}}$

7. Castles

7. B to K Kt 5

8. P to Q 4

8. Q B takes Kt

9. Q takes B

(This is White's best play.

If he move

9. $\frac{P \text{ takes B}}{Q \text{ to Kt 4 (ch)}}$

10. $\frac{K \text{ to R sq}}{P \text{ takes Q P}}$

11. $\frac{R \text{ to K Kt sq}}{Q \text{ to K B 3}}$

12. $\frac{Kt \text{ to Q 2}}{\text{Castles (Q R)}}$

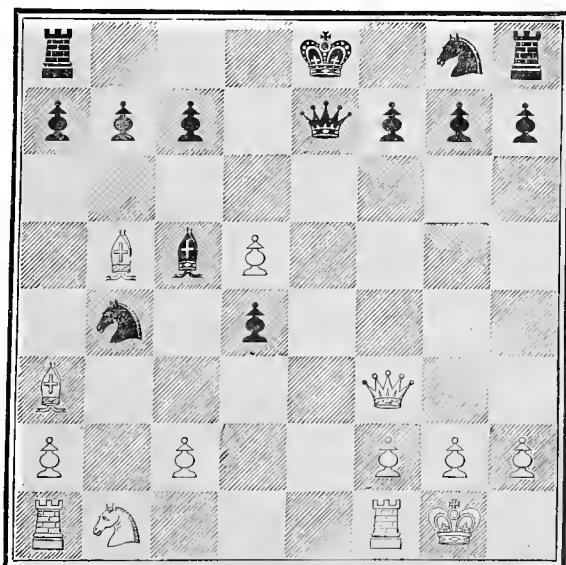
13. $\frac{Kt \text{ to K 4}}{Q \text{ to Q Kt 3, even game.}}$

9. P takes P

10. B to Q Kt 5 (ch)

And White has a fine position. The following diagram shows the state of the game after White's tenth move in the main variation.

BLACK.



WHITE.

(C.)

Variation on White's sixth move :—

6. Castles

This is considered White's best move by Morphy.

6. B to K B 4 (best)

(If **6.** $\frac{\text{Kt to K 2}}{\text{Kt to K 2}}$ **7.** $\frac{\text{Kt takes P}}{\text{B to Q 5}}$ **8.** $\frac{\text{P to Q B 3}}{\text{B takes Kt}}$

9. P to Q 4, with the advantage. *See also Illustrative Game IV.)*

(D.)

Another variation on White's sixth move :—

6. Kt takes K P**6. Kt takes P****7. B to Q Kt 5 (ch) (best)**

(If **7.** $\frac{\text{P to Q 4}}{\text{B to Kt 5 (ch)}}$ **8.** $\frac{\text{P to Q B 3}}{\text{Kt takes P}}$ **9.** $\frac{\text{B takes K B P (ch)}}{\text{K to B sq}}$

10. $\frac{\text{Q to Q Kt 3}}{\text{Q takes Q P}}$, and Black has a good game.)

7. P to Q B 3**8. Kt takes Q B P****8. B takes K B P (ch)**

(If **8.** $\frac{\text{Kt to K 5 (dis ch)}}{\text{K to B sq}}$ **10.** $\frac{\text{P to Q 4, \&c.}}{\text{P to Q 4, \&c.}}$

If **8.** $\frac{\text{Q to K 2 (ch)}}{\text{Q to Q Kt 3}}$ **9.** $\frac{\text{Kt to Q Kt 4}}{\text{K to B sq}}$ **10.** $\frac{\text{Kt to Q Kt 4}}{\text{B to K 3}}$

11. $\frac{\text{Kt takes Kt}}{\text{Q B takes Kt}}$ **12.** $\frac{\text{Castles}}{\text{Q to K Kt 3}}$ **13.** $\frac{\text{P to K Kt 3, with a Pawn}}{\text{P to K Kt 3, with a Pawn}}$

more, and the better position.)

- | | |
|--------------------|--------------------------|
| 9. K takes B | 9. Q to Kt 3 (ch) (best) |
| 10. Kt to Q 4 (ch) | 10. K to Q sq |
| 11. B to Q Kt 2 | |

And White has a piece ahead, and ought to win easily.

The above continuation is from the "Praxis," and proves White's strongest play on his sixth move to be Kt takes K P, both Castling (which is considered best by Morphy), and B to Q R 3 appearing to give Black a good chance of equalising matters; whereas taking the Pawn at once with Knight seems to give White a decided superiority.

VARIATION (I.).

On White's fifth move:—

5. B takes Q P

This move, although favoured by Anderssen, only leads to an even game, and is consequently inferior to P takes P.

5. Kt takes P

6. B to Q Kt 3

The "Schachzeitung" gives 6. B to Q Kt 2 for White here.

- | | |
|----------------|-----------------|
| 7. Q to K 2 | 6. Kt to K B 3 |
| 8. Castles | 7. Castles |
| 9. B to Q Kt 2 | 8. B to K Kt 5 |
| 10. P to K R 3 | 9. Q to K 2 |
| 11. Q takes B | 10. B takes Kt |
| 12. P to Q 3 | 11. Q R to Q sq |

And the positions are perfectly even.

(VARIATION II.).

On White's fifth move :—

5. B to Q Kt 5

This move is not merely inferior, but actually gives Black a slight advantage, as follows :—

5. P takes P or (E.)

6. P takes B

(If 6. Kt takes K P
Q to Q 5, winning.)

6. P takes Kt

7. B takes Kt (ch)

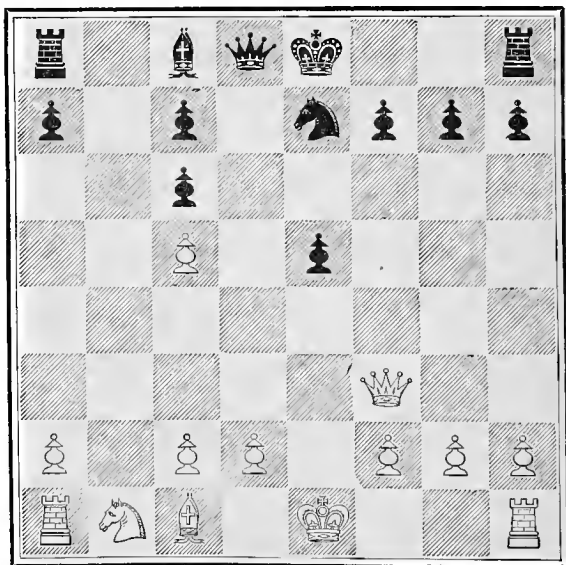
7. P takes B

8. Q takes P

8. Kt to K 2

And Löwenthal considers White's game to be unsatisfactory.

BLACK.



WHITE.

(E.)

5. B takes P

This move is given in the "Handbuch"

6. Kt takes P

7. P to Q B 3

8. P takes Q P

9. P takes Kt

6. K Kt to K 2

7. B to Q 3

8. B takes Kt

9. P takes P, etc.

GAMES ILLUSTRATIVE OF THE EVANS GAMBIT
DECLINED.GAME I.—*Between Messrs. WISKER and GOSSIP.**Played in the Glowworm Tourney.*

(From "The Glowworm.")

WHITE (Mr. Wisker).

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4
5. P to Q Kt 5 (a)
6. Kt takes K P
7. B takes K B P (ch)
8. P to Q 4
9. B takes Kt (b)
10. K Kt to B 3
11. B to K 3
12. Castles
13. Q Kt to B 3

BLACK (Mr. Gossip).

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4
4. B to Q Kt 3
5. Kt to Q R 4
6. Q to K B 3
7. K to B sq
8. P to Q 3
9. R takes B (c)
10. B to K Kt 5
11. Kt to Q B 5
12. R to K sq
13. P to Q B 3

Notes by Mr. Löwenthal.

(a) P to Q R 4 is stronger.

(b) White, having advanced his P to Q Kt 5 at his fifth move, should now have prosecuted his attack with B to Q R 3.

(c) P takes Kt ought to have won Black the game.

- | | |
|---------------------|-----------------------|
| 14. P takes P | 14. P takes P |
| 15. P to K R 3 | 15. B to K R 4 |
| 16. P to K Kt 4 | 16. B to K B 2 |
| 17. B to Kt 5 | 17. Q to Kt 3 |
| 18. Q to Q 3 | 18. P to K R 4 |
| 19. P takes P | 19. Q takes R P |
| 20. P to K R 4 | 20. P to Q 4 |
| 21. Kt to K R 2 | 21. B to K Kt 3 |
| 22. P to K B 3 | 22. K R to K R sq |
| 23. Kt to K 2 | 23. Q R to K 4 |
| 24. K R to B 2 | 24. R takes B (ch) |
| 25. P takes R | 25. Q takes Kt P (ch) |
| 26. R to Kt 2 | 26. Q to R 5 |
| 27. R takes B | 27. Q takes Kt (ch) |
| 28. K to B sq | 28. Q to R 8 (ch) |
| 29. R to K Kt sq | 29. Q to R 6 (ch) |
| 30. R to Kt 2 | 30. P takes P (d) |
| 31. Q takes Kt | 31. P takes P |
| 32. Kt to K B 4 | 32. P takes R (ch) |
| 33. K to B 2 | 33. Q to R 5 (ch) (e) |
| 34. K to B 3 | 34. Q to K B 3 |
| 35. K takes P | 35. R to R 3 (f) |
| 36. R to K B sq | 36. K to K 2 |
| 37. R to K sq (ch) | 37. K to Q 2 |
| 38. R to K 6 | 38. Q to Kt 4 (ch) |
| 39. K to B 3 | 39. R takes R |
| 40. Q takes R (ch) | 40. K to B 2 |
| 41. P to Q 5 | 41. P takes P |
| 42. Kt takes P (ch) | 42. K to Kt 2 |
| 43. Q to Q 7 (ch) | 43. K to Kt sq |

And the game was drawn.

(d) A good move, as the Pawn cannot be taken with either Queen or Pawn without immediate loss. White will now have nothing better to do than to capture the Knight.

(e) Here Black missed an opportunity. He should have played Q to K B 4, with a decisive advantage in position.

(f) Black of course cannot take the Knight on account of R to K B sq, and if he had checked with Queen at K Kt 4, White could have replied with K to B 3, threatening to win the Queen. The best move here, we believe to be R to his fifth.

GAME II.—*Between Messrs. ANDERSSEN and SUHLE.*

WHITE (Mr. Anderssen).	BLACK (Dr. Sühle).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. B to Q Kt 3
5. P to Q R 4 (a)	5. P to Q R 3 (b)
6. Castles	6. P to Q 3
7. P to Q R 5 (c)	7. B to Q R 2
8. P to Q Kt 5	8. P takes P
9. B takes P	9. Kt to K 2
10. P to Q 4	10. P takes P
11. Kt takes P	11. B to Q 2
12. Kt to Q Kt 3	12. Castles
13. B to Q Kt 2	13. Kt to K Kt 3
14. Q Kt to B 3	14. Q to K Kt 4 (d)
15. K to R sq	15. P to K B 4
16. B to B 4 (ch)	16. K to R sq
17. B to Q 5 (e)	17. P to K B 5
18. Q to Q 2	18. Q to K R 4
19. Kt to Q Kt 5	19. P to K B 6 (f)
20. P to K 5	20. Q Kt takes K P
21. Kt takes B	21. P takes P (ch)
22. B takes P	22. Kt to K B 6 (g)
23. B takes K Kt P (ch)	23. K takes B
24. Q to Q B 3 (ch)	24. K Kt to K 4
25. B takes Kt	25. Q takes B (ch)
26. Q takes Q	26. Kt takes Q
27. K R to Q sq	27. R takes Kt
28. Kt to Q B 5	28. B to K B 4
29. Kt to Q 3	29. B to K 5, and wins.

(a) A less attacking move than 5 P to Q Kt 5.

(b) This appears quite as good, if not preferable, to P to Q R 4 as recommended in the "Praxis."

(c) At this point P to Q B 3 may also be played with propriety. (See next Game.)

(d) This move, which might at first sight seem hazardous, completely turns the tables on White.

(e) "The Chess Player's Magazine" suggests P to K B 4 as a better move here, remarking that Black could not take P with Kt on account of B to Q B sq, but overlooks that Black could then give mate.

(f) This Pawn proves very formidable. White should have played P to K B 3 on his last move.

(g) Capitally played, as the sequel will show.

GAME III.—*Between the same opponents.*

WHITE (Mr. Anderssen).

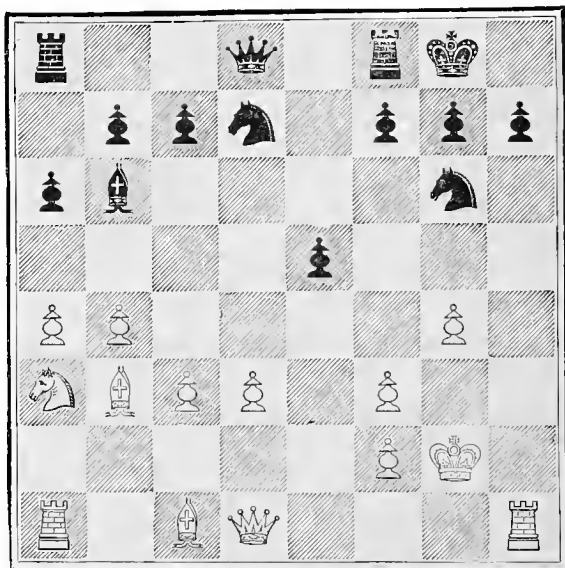
1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4
5. P to Q R 4
6. Castles
7. P to Q B 3
8. P to Q 3
9. B to Q Kt 3
10. Kt to Q R 3
11. P to K R 3
12. P takes B
13. P takes P
14. K to Kt 2
15. K R to R sq

BLACK (Dr. Suhle).

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

Diagram showing the position after Black's 15th move.

BLACK.



WHITE.

White to play.

- | | |
|--------------------|----------------------|
| 16. P to Q 4 (a) | 16. P takes P |
| 17. P takes P | 17. Q to K B 3 |
| 18. Kt to Q B 2 | 18. P to K R 3 |
| 19. K R to R 3 | 19. Q R to Q sq |
| 20. P to Q R 5 | 20. B to Q R 2 |
| 21. Q R to Q Kt sq | 21. Kt to K B 5 (ch) |
| 22. B takes Kt | 22. Q takes B |
| 23. Q to Q 3 | 23. Kt to K 4 |
| 24. Q to K 3 | 24. Kt to K Kt 3 (b) |
| 25. Q R to Q sq | 25. K R to K sq |
| 26. Q to Q B 3 | 26. Q to K B 3 |
| 27. K to B sq | 27. Kt to B 5 |
| 28. R to R 2 | 28. Kt to K 7 |
| 29. Q to Q B 4 | 29. Q takes B P |
| 30. R to Q 3 | 30. Q to K B 5 |
| 31. Kt to K 3 | 31. Q takes R |

And White resigned.

GAME IV.—*Between Messrs. MOCATTA and BURN.*

WHITE (Mr. Mocatta).

1. B to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q Kt 4
5. P takes P (a)
6. Castles
7. B to Q Kt 2
8. Kt takes P
9. P to Q 4

BLACK (Mr. Burn).

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4
4. P to Q 4
5. Kt takes P
6. Kt to K B 3 (b)
7. Castles
8. Q Kt takes Q P
9. B to Q 3

(a) The position here is highly interesting. We believe White could have won the game off-hand, by playing now P to K Kt 5, instead of the move made: *e.g.*,

- | | |
|--------------------------|--------------------|
| 16. P to K Kt 5 | 16. Kt to B 5 (ch) |
| 17. B takes Kt | 17. P takes B |
| 18. R to K R 5 | 18. P to Kt 3 |
| 19. Q to K R sq | 19. P takes R |
| 20. Q takes P, and wins. | |

We give a Diagram to enable our readers to study the position.

(b) A good move, and almost decisive of the contest.

(a) In his notes to this game in "The Westminster Papers," Mr. Wisker remarks that B to Q Kt 5 is a good move for White here. We differ entirely from that opinion, and consider the move in the text to be far stronger play.

(b) Mr. Löwenthal advises B to K B 4 at this point. We think it preferable to the move made.

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

And Black resigned (d).

GAME V.—Between Messrs. KÖLISCH and MEDLEY.

- WHITE (Mr. Kolisch).
1. P to K 4
 2. Kt to K B 3
 3. B to B 4

- BLACK (Mr. Medley).
1. P to K 4
 2. Kt to Q B 3
 3. B to B 4

(c) Assuredly P to Q B 3 would have been safer play.

(d) The latter portion of the game is conducted in a very able manner by Mr. Mocatta.

- | | |
|----------------------|--------------------|
| 4. P to Q Kt 4 | 4. B to Q Kt 3 |
| 5. Castles (a) | 5. P to Q 3 |
| 6. P to Q B 3 | 6. Kt to K B 3 |
| 7. P to Q R 4 | 7. P to Q R 3 |
| 8. P to Q 4/ | 8. Castles |
| 9. Q B to K Kt 5 | 9. Q B to K Kt 5 |
| 10. P to Q R 5 | 10. B to R 2 |
| 11. P to Q Kt 5 | 11. R P takes P |
| 12. B takes P | 12. K P takes P |
| 13. P to Q R 6 | 13. B to Kt 3 |
| 14. B takes Q Kt | 14. P takes B |
| 15. P takes P | 15. P to K R 3 (b) |
| 16. B takes Kt | 16. Q takes B |
| 17. Q R to R 4 | 17. B takes Kt |
| 18. P takes B | 18. Q to K B 5 |
| 19. Q to Q 3 | 19. P to K B 4 |
| 20. Kt to Q B 3 | 20. P takes P |
| 21. P takes P | 21. Q to K B 6 |
| 22. Q takes Q | 22. R takes Q |
| 23. Kt to K 2 | 23. R to Q 6 |
| 24. K R to Q B sq | 24. P to Q B 4 |
| 25. P takes P | 25. B takes P |
| 26. R to Q B 2 | 26. R to Q R 6 |
| 27. R takes R | 27. B takes R |
| 28. R takes P | 28. R takes P |
| 29. Kt to K Kt 3 | 29. B to B 4 |
| 30. P to K 5 | 30. R to R 8 (ch) |
| 31. K to Kt 2 | 31. R to K 8 |
| 32. P to K B 4 | 32. P to K Kt 4 |
| 33. Kt to K B 5 | 33. R to K 7 (ch) |
| 34. K to R 3 | 34. K Kt P takes P |
| 35. P takes P | 35. B to Q Kt 3 |
| 36. R to Q Kt 7 | 36. B to Q sq |
| 37. Kt takes P (ch) | 37. K to R sq |
| 38. Kt to K B 7 (ch) | |

And Black resigned.

-
- (a) An unusual move. P to Q Kt 5 is the best way to continue the attack.
 (b) This strikes us as weak. Why not have boldly taken Kt with B ?

GAME VI.—*Between Messrs. MORPHY and the Rev. GEORGE SALMON, the former playing seven other games at the same time "blindfold."*

WHITE (Mr. Morphy).	BLACK (Mr. Salmon)
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q Kt 4	4. P to Q 4
5. P takes P	5. Kt takes P
6. Castles	6. Kt to K 2
7. Kt takes P	7. Castles
8. P to Q 4	8. B to Q 3
9. Kt to Q B 3	9. B to K B 4
10. B to Kt 3	10. P to Q R 4
11. P to Q R 3	11. P to Q R 5
12. Kt takes R P	12. Q Kt takes Q P
13. P to Q B 4	13. R takes Kt
14. P takes Kt	14. R to Q R 4
15. Q to K B 3	15. B to K Kt 3
16. R to K sq	16. B to Q Kt 5
17. R to K 2	17. Kt to K B 4
18. B to Q Kt 2	18. Q to Q R sq
19. P to K Kt 3	19. Q to Q R 2
20. Kt takes B	20. R P takes Kt
21. R to K 5	21. B takes P
22. P to Q 6	22. B to Q Kt 5
23. K R takes R	23. B takes R
24. Q to Q 5	24. P to Q Kt 3
25. P to Q 7	25. Q to Q R sq
26. R to Q B sq	26. Q takes Q
27. B takes Q	27. P to Q Kt 4
28. B to Q B 6	28. Kt to Q 3
29. P to Q 5	29. B to Q 7
30. R to Q sq	30. B to K Kt 4
31. P to K B 4	31. B to Q sq
32. B to R 3	32. P to K B 4
33. R to k sq	33. K to B 2
34. B takes P	34. R to K R sq
35. B takes Kt	35. P takes B
36. R to K 8	36. R to K B sq
37. K to B 2	37. P to K Kt 4
38. K to K 3	38. P to Kt 5
39. K to Q 3	39. P to Kt 4
40. B to Q B 6	40. P takes P
41. P takes P	41. R to Kt sq

- | | |
|-----------------------------|----------------|
| 42. K to B 4 | 42. R to B sq |
| 43. K to Kt 5 | 43. R to Kt sq |
| 44. K to R 5 | 44. R to B sq |
| 45. K to Kt 7 | 45. R to Kt sq |
| 46. K to B 8 | 46. B to Kt 3 |
| 47. R takes R | 47. K takes R |
| 48. P Queens, and wins (a). | |

GAME VII.—*Between Messrs. BLACKBURNE and GOSSIP, the former conducting seven other games at the same time "blindfold." Played at the Philidorian Chess Rooms.*

WHITE (Mr. Blackburne).

BLACK (Mr. Gossip).

- | | |
|--------------------|-------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q Kt 4 | 4. P to Q 4 |
| 5. P takes P | 5. Q Kt takes P |
| 6. B to Q R 3 (a) | 6. Q to K 2 (b) |
| 7. Castles | 7. B to K Kt 5 |
| 8. P to Q 4 | 8. B takes Kt |
| 9. P takes Q B (c) | 9. Q to Kt 4 (ch) |
| 10. K to R sq | 10. P takes Q P |
| 11. R to K Kt sq | 11. Q to K B 3 |
| 12. Kt to Q 2 | 12. Castles (Q R) |
| 13. Kt to K 4 | 13. Q to Q Kt 3 |

(a) Considering that the above game was played by Mr. Morphy without sight of board or men, and that he was conducting at the same time seven other games, without sight of boards or men, against seven other opponents, we take this performance to be one of the most stupendous feats of chess ever accomplished.

(a) We prefer the continuation given in the "Praxis" by Mr. Staunton.

6. Kt takes K P 7. B to Q Kt 5 (ch) 8. Kt takes Q B P, &c.
 Q Kt takes Q P P to Q B 3

(b) Is this not as good a move as Q to Q 3? We think so.

(c) A good move. White can also get a fine game by taking Bishop with Queen: e.g., 9. Q takes B 10. B to Q Kt 5 (ch), with a strong attack.
 P takes P (best)

The move made, however, appears to be quite sound.

- | | |
|-----------------------------|--------------------------------|
| 14. R to Q Kt sq | 14. P to Q R 4 |
| 15. B to Q Kt 2 | 15. P to K B 4 |
| 16. Kt to K Kt 5 | 16. Kt to K R 2 |
| 17. Kt to K 6 | 17. R to Q 2 |
| 18. R takes K Kt P | 18. R takes R |
| 19. Kt takes R | 19. Q to K Kt 3 |
| 20. Kt to K 6 | 20. R to K Kt sq (<i>d</i>) |
| 21. Q to K B sq | 21. Q to K R 4 (<i>e</i>) |
| 22. B to K 2 | 22. B to Q 3 (<i>f</i>) |
| 23. P to K B 4 | 23. Q to K R 5 |
| 24. B to K B 3 | 24. Kt to K Kt 5 (<i>g</i>) |
| 25. B takes Kt | 25. Q takes B (<i>h</i>) |
| 26. P to K B 3 | 26. Q to K R 5 |
| 27. B takes P | 27. B takes K B P (<i>i</i>) |
| 28. Q to K B 2 | 28. Q takes Q |
| 29. B takes Q | 29. B to Q 3 |
| 30. P to Q B 4 | 30. Kt takes R P |
| 31. R to Q R sq | 31. Kt to Kt 5 |
| 32. R takes P | 32. K to Q 2 |
| 33. R to R sq | 33. Kt to Q 6 |
| 34. B to K 3 | 34. P to B 3 |
| 35. R to Q sq | 35. P takes P |
| 36. R takes Kt | 36. K takes Kt |
| 37. P takes P (<i>ch</i>) | 37. K to K 4 |
| 38. B to B 2 | 38. P to Q Kt 4 |
| 39. B to K sq | |

And the game was drawn (*j*).

(*d*) The attack and counter-attack now become highly interesting, and the accuracy of White's play reflects great credit on Mr. Blackburne.

(*e*) Threatening mate in two moves!

(*f*) Threatening immediate mate.

(*g*) Once more threatening mate.

(*h*) Yet again Black threatens mate in two moves.

(*i*) Mate again menaces White.

(*j*) Black, we think, might have now won by 39. P to Q Kt 5.

CHAPTER X.

THE GIUOCO PIANO.

GAME THE FIRST.

ITALIAN writers have thus designated this opening, which although comparatively tame, is not so dull as the Sicilian or French Games.* The following are the usual moves :—

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4

* It must be borne in mind that the Italian method of Castling, in which the King and Rook have the choice of any of the intervening squares, as well as those they originally occupied (subject to the restrictions of not giving check, nor allowing the King or Rook to take up a position attacking any hostile man when performing the operation of Castling) was calculated to impart far more animation to an otherwise tame opening than the comparatively dull mode of Castling now practised in the rest of Europe, which is still termed by the Italians, *alla Calabrista*, after Greco who first adopted it.

Walker says, "If the leading Chess Clubs in this country were mutually to agree to Castle after the Italian method, it would speedily become the national law, and the superior advantages arising from it will be readily admitted by all players conversant with the numerous brilliant attacks of the Italian writers, few of which can ever be adapted to our method of Castling. It is true that we should then clash with France and Germany, as in both those countries they Castle as we do ; but it is to be presumed that in time they would be sensible of the propriety of following our example, and the Italian latitude in Castling would then be instantly acknowledged throughout Europe."

Whilst we are disposed to agree with Walker to a certain extent, we cannot concur in his opinion that the Italian mode of Castling would ever be universally acknowledged, for the effect of such a change would be to upset the whole theory of the Openings, and to nullify the laborious researches of the most eminent theoreticians of other countries. Besides, it must not be forgotten that the Italian school does not allow the capture of the Pawn *en passant*, and that this rule could never be admitted by chess players of the present age.

Black's third move is the best at his command. He can, however, play 3. Kt to K B 3, for the consequences of which line of play see "The Two Knights' Defence," (Chapter IV.). Two other moves at his disposal at this point—*viz.*, P to Q 3 and Q to K B 3—are intrinsically bad: the first because it shuts in the King's Bishop, while the second is objectionable as facilitating the development of the first player's game. He can also play 3. P to K B 4, which, although imparting some vivacity to an otherwise dull game, is also inferior; *e.g.* :—

(3. 4. B takes Kt 5. B to Q 5 6. Q takes P
P to K B 4 P takes K P P takes Kt
 with the better position.)

4. P to Q B 3

This is the usual time-honoured way of prosecuting the attack. White can also play here 4. Castles, 4. P to Q 3, or 4. Q Kt to B 3, for which see Games the Second, Third, and Fourth respectively.

4. Kt to K B 3, or (Var. I., II., III.)

This is considered Black's best reply by Jaenisch and the German authorities. See also Games II., III., and IV., at the end of this Chapter. Wormald and Lewis advise P to Q 3 as Black's best play. For the result of Black playing 4. P to Q 3, see Variation (I.). For the result of his moving 4. Q to K 2, or 4. P to K B 4, see Variations (II.) and (III.).

5. P to Q 4 or (A.), (B.)

White can also play 5. Castles, or 5. P to Q 3, at this point; but neither of these moves are considered so strong. Kt to Kt 5 would be bad play, *e.g.*—

(5. Kt to K Kt 5 6. P to K B 4 7. P takes Q P
Castles P to Q 4 Kt takes P
 8. B takes Kt 9. Q to K B 3
Q takes B K R to Q sq, &c.)

5. P takes P

6. P takes P (best), or (C.)

The move advised here by Staunton and many other authorities is P to K 5, but that mode of play ought to give Black the advantage, as pointed out by Mr. Falkbeer and Jaenisch. (*See* (C.)) 6. P to Q Kt 4 ought only to lead to an even game.

6. B to Kt 5 (ch)

This is generally admitted to be Black's best move, but B to Q Kt 3 appears as good; *e. g.*—

6. B to Q Kt 3 7. P to Q 5
Game VI. Kt to K 2, &c. *See* also Illustrative

7. B to Q 2

7. B takes B (ch)

8. Q Kt takes B

8. P to Q 4

9. P takes P

9. K Kt takes P

10. Q to Q Kt 3

10. Q Kt to K 2

(For the result of Black playing 10. Q Kt to R 4, *see* Illustrative Game II.)

11. Castles (K R)

11. Castles

12. K R to K sq

12. Kt to K B 5

13. R to K 4

13. Q Kt to K Kt 3

14. Q R to K sq

14. B to K B 4

(If 14. Q to K B 3 15. Kt to K 5, with the advantage. *See* Illustrative Game III.)

15. R to K 8

15. Q takes R (best)

16. R takes Q

16. Q R takes R

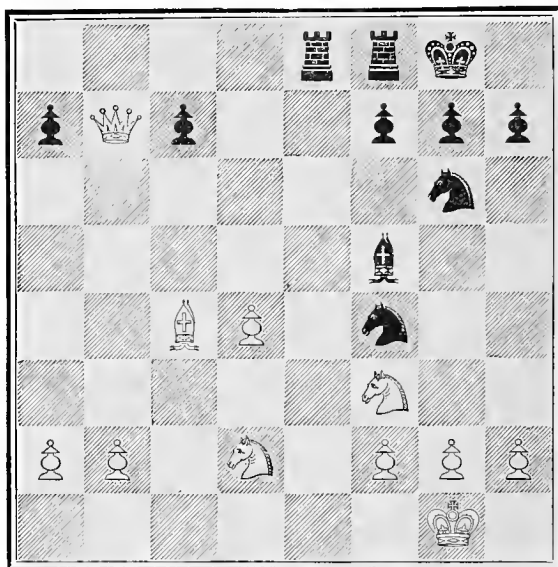
17. Q takes Q Kt P

And White has undeniably the advantage

DIAGRAM

Showing the position after White's seventeenth move.

BLACK.



WHITE.

In the above position it will be seen that Black's apparent attack on the White King is superficial, and that he cannot avoid the loss of another Pawn. Should he now play

18. Q takes Q B 1

19. Q takes Q R 1

17. Q R to Q Kt sq

18. R takes Q Kt P

And White, in addition to his numerical superiority, has two formidable passed Pawns, which ought to enable him to win without difficulty.

VARIATION (I.).

On Black's fourth move :—

WHITE.

BLACK.

5. P to Q 4

4. P to Q 3

6. P takes P

5. P takes P

6. B to Q Kt 3

(If 6.
B to Kt 5 (ch)7. B to Q 2
B takes B (ch)8. Q Kt takes B
Kt to K B 39. Q to Q Kt 3
Castles, even game.)

7. Kt to Q B 3

7. B to K Kt 5

8. B to K 3

8. Kt to K B 3

And the game is even, but we would take Black's game for choice.

VARIATION (II.).

On Black's fourth move :—

5. P to Q 4

4. Q to K 2

5. B to Kt 3 (best)

(If 5.
P takes P6. Castles, with a fine game.)

6. P takes P

6. Kt takes P

7. Kt takes Kt

7. Q takes Kt

8. Castles

8. P to Q 3

9. K to R sq

9. B to K 3

Even game.

VARIATION (III.).

On Black's fourth move :—

4. P to K B 4

Although this move may be ventured against ordinary players, it is unsound and hazardous.

5. P to Q 4

5. P takes Q P (best)

(If 5. $\frac{\text{P takes K P}}$ 6. $\frac{\text{Kt takes K P}}{\text{B to Kt 3}}$ 7. $\frac{\text{Q checks}}{\text{P to Kt 3}}$ 8. $\frac{\text{B to B 7 (ch)}}{\text{K to B sq}}$ 9. $\frac{\text{B to R 6 (ch)}}{\text{Kt takes B}}$ 10. $\frac{\text{Q takes Kt (ch)}}{\text{K to K 2}}$ 11. $\frac{\text{B takes P}}{\text{Kt takes Kt}}$ 12. $\frac{\text{Q to K Kt 5 (ch), winning the Queen or checkmate}}{\text{in two moves.}}$

6. Kt to K Kt 5

6. P to Q 4

7. B takes Q P

7. P takes K P

8. B takes Kt

8. R takes B

9. Q checks

9. P to Kt 3

10. Q takes R P

10. Q to Q 4

11. P to Q B 4

11. Q takes P

12. Kt to Q 2

12. B to Q Kt 5

13. K Kt takes K P with a fine attack.

(A.)

Variation on White's fifth move :—

WHITE.

BLACK.

5. Castles

This move is not, in our opinion, so strong as P to Q 4. Black in reply can either play 5. P to Q 3, or 5. Kt takes K P.

Firstly :

5. P to Q 3

6. P to Q 4

6. P takes P

7. P takes P

7. B to Kt 3

8. B to Q Kt 5 and the game is even.

Secondly :

5. Kt takes K P

6. B to Q 5

White, it must be noticed, has the choice of two other moves

here—*viz.*, Q to K 2 and P to Q 4. The first is a good move, but the second is inferior, *e. g.* :—

- (In the first place: 6. $\frac{Q \text{ to K } 2}{P \text{ to Q } 4}$ 7. $\frac{B \text{ to Q Kt } 5}{\text{Castles}}$ 8. $\frac{B \text{ takes Kt}}{P \text{ takes B}}$
 9. $\frac{Kt \text{ takes K P}}{B \text{ to Kt } 2}$ 10. $\frac{P \text{ to Q } 4}{B \text{ to Kt } 3}$, and the game is perfectly equal.

In the second place: 6. $\frac{P \text{ to Q } 4}{P \text{ to Q } 4}$ 7. $\frac{B \text{ to Q Kt } 5}{P \text{ takes P}}$, and Black has gained a Pawn without any inferiority.)

To resume the main variation :

6. Kt to K B 3
 7. B takes Q Kt 7. P takes B
 8. Kt takes K P and again the positions are equal.

(B.)

Another variation on White's fifth move :—

5. P to Q 3 5. P to Q 3

Black may also play here 5. P to Q 4, a move adopted by De Vere against Paulsen in the Baden Tourney, *e.g.* :—

5. $\frac{\quad}{P \text{ to Q } 4}$ 6. $\frac{P \text{ takes P}}{K \text{ Kt takes P}}$ 7. $\frac{P \text{ to Q Kt } 4}{B \text{ to Kt } 3}$
 8. $\frac{B \text{ takes Kt}}{Q \text{ takes B}}$ 9. $\frac{P \text{ to Q B } 4}{Q \text{ to Q } 2}$ De Vere played here
 9. Q to K 3, but Q to Q 2 is declared best by Zukertort, who gives the following continuation :—

10. $\frac{P \text{ to Q B } 5}{Kt \text{ takes P}}$ 11. $\frac{P \text{ takes B}}{Kt \text{ takes P (ch)}}$ 12. $\frac{K \text{ to B sq}}{P \text{ to K } 5}$
 13. $\frac{Kt \text{ to K sq}}{Q \text{ to Q } 5}$ 14. $\frac{Kt \text{ takes Kt}}{Q \text{ takes R}}$ 15. $\frac{Q \text{ to R } 4 \text{ (ch)}}{P \text{ to B } 3}$
 16. $\frac{Q \text{ takes K P (ch)}}{B \text{ to K } 3}$ 17. $\frac{Kt \text{ to B } 5}{Q \text{ takes P}}$ 18. $\frac{Kt \text{ to Q B } 3}{Q \text{ to B } 5 \text{ (ch)}}$

19. $\frac{Q \text{ takes } Q}{B \text{ takes } Q \text{ (ch)}}$ 20. $\frac{K \text{ to } K \text{ sq}}{P \text{ takes } P}$ 21. $\frac{K \text{ Kt to } K \ 4}{R \text{ to } R \ 8, \text{ with the better game.}}$

White, however, on his eighth move in the preceding Variation, in lieu of taking Kt with B, may play 8. P to Kt 5, and maintain the extra Pawn.

6. P to Q Kt 4.

To play P to Q 4 here is a loss of time, *e. g.* :—

6. $\frac{P \text{ to } Q \ 4}{P \text{ takes } P}$ 7. $\frac{P \text{ takes } P}{B \text{ to } Q \ Kt \ 3}$ 8. $\frac{Q \ Kt \text{ to } B \ 3}{B \text{ to } K \ Kt \ 5, \text{ and Black has incontestably the stronger position, as White can only play now B to K 3 or B to Q Kt 5, and in either case the attack appears in Black's hands.}}$

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

With a Pawn ahead and the better position. The first sixteen moves on each side in the above main Variation occurred in a game between Messrs. Hanstein and Heydebrand. The former, who played White, moved Q R to K sq on his seventeenth move, instead of the move we have given, and lost the game. The above effective continuation is from "La Régence," p. 305, and appears to

show that 5. P to Q 3, followed by P to Q Kt 4, is a good mode of continuing the game for White.

(C.)

Variation on White's sixth move :—

6. P to K 5

As before observed, this move, which was formerly much in vogue, is far inferior to 6. P takes P. Jaenisch and the German authorities rightly condemn it.

6. P to Q 4 (best)

(If firstly: 6. $\overline{\text{Kt to K 5}}$ 7. $\overline{\text{B to Q 5}}$ 8. $\overline{\text{K takes Kt}}$
 $\overline{\text{Kt takes K B P}}$ $\overline{\text{P takes P (dis ch)}}$

9. $\overline{\text{K to K sq}}$, with the advantage.

If secondly: 6. $\overline{\text{Q to K 2}}$ 7. $\overline{\text{Castles, \&c.}}$

If thirdly: 6. $\overline{\text{Kt to Kt 5}}$ 7. $\overline{\text{B takes P (ch), \&c.}}$

7. B to Q Kt 5 (best)

7. Kt to K 5

8. P takes P (best)

(If 8. $\overline{\text{B takes Kt}}$ 9. $\overline{\text{P takes P}}$ 10. $\overline{\text{Kt to Q B 3}}$
 $\overline{\text{P takes B}}$ $\overline{\text{B to Q Kt 3}}$ $\overline{\text{P to K B 3}}$

11. $\overline{\text{B to K 3}}$
 Castles, with a good game. The move 10. Kt to Q B 3 is recommended by Jaenisch. Staunton gives for Black in answer to :

10. $\overline{\text{Kt to Q B 3}}$ 11. $\overline{\text{P takes P en passant}}$ 12. $\overline{\text{Kt takes Kt}}$
 $\overline{\text{P to K B 4}}$ $\overline{\text{Q takes P}}$ $\overline{\text{P takes Kt}}$

13. $\overline{\text{Kt to K 5}}$
 Castles, with the better game. In this variation Staunton prefers 10. Castles for White to 10. Kt to Q B 3, as advised by Jaenisch, with the following continuation :—

10. $\overline{\text{Castles}}$
 $\overline{\text{P to K B 4}}$. We prefer ad-

vancing the K B P only one square in this opening, as suggested by Jaenisch.)

8. B to Q Kt 3 (best)

- (If 8. $\frac{\text{B to Q Kt 5 (ch)}}{\text{B to Q Kt 5 (ch)}}$ 9. $\frac{\text{K to B sq or (a)}}{\text{Castles}}$ 10. $\frac{\text{Q to R 4}}{\text{B to K 2}}$
 11. $\frac{\text{Kt to Q B 3}}{\text{Kt to Q Kt sq}}$ 12. $\frac{\text{B to Q 3}}{\text{B to K B 4}}$ 13. $\frac{\text{Q to Q B 2, with a}}{\text{Q to Q B 2, with a}}$
 good game.)

(a)

9. $\frac{\text{B to Q 2}}{\text{B takes B (ch)}}$ 10. $\frac{\text{Q Kt takes B}}{\text{Castles}}$ 11. $\frac{\text{Castles}}{\text{P to K B 4}}$
 12. $\frac{\text{B takes Kt}}{\text{P takes B}}$ 13. $\frac{\text{Kt to Q Kt 3}}{\text{P to K B 5}}$ 14. $\frac{\text{R to Q B sq}}{\text{Q to K sq}}$
 15. $\frac{\text{Q to B 2}}{\text{B to Q 2, even game.)}}$

9. Q Kt to B 3

This move is suggested in the "Praxis," p. 112, as satisfactory for White. It will not, however, enable him to overcome the radical defect of the opening consequent upon his unsound sixth move, as we will endeavour to demonstrate. The usual mode of continuing the game for White on his eighth move used to be

8. $\frac{\text{B takes Kt (ch)}}{\text{P takes B}}$ 9. $\frac{\text{P takes P}}{\text{B to Kt 3}}$ 10. $\frac{\text{Castles}}{\text{P to K B 4}}$

or B to K Kt 5, and Black has a good game; and in the "Praxis" this capture of the Knight is decried as "premature." It will be found, however, that this Knight "will" have to be captured ultimately, so it little matters whether he is taken a few moves earlier or later, and in any case Black acquires a superior game. For an exemplification of the bad results of White playing 6. P to K 5, see Illustrative Game I.

9. Castles

- | | |
|-----------------|-----------------|
| 10. B takes Kt | 10. P takes B |
| 11. Castles | 11. B to K Kt 5 |
| 12. B to K 3 | 12. Kt takes Kt |
| 13. P takes Kt | 13. P to K B 3 |
| 14. P to Q R 4 | 14. P takes K P |
| 15. P to Q R 5 | 15. P to K 5 |
| 16. P to K R 3 | 16. B to K R 4 |
| 17. P to K Kt 4 | 17. R takes Kt |
| 18. P takes K B | 18. P takes P |

And the "Handbuch" pronounces Black to have a decisive superiority.

GAME THE SECOND.

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q B 4 | 3. B to Q B 4 |
| 4. Castles | |

The leading authorities are at variance respecting the efficacy of this move. It is condemned by Jaenisch and "La Stratégie" as weak play, whilst Staunton, on the contrary, thinks it is White's best move, the reason he gives being that White can resolve the game into an Evans Gambit on his next move; but we differ entirely from this view, for suppose Black play—

- | | | |
|---|---|--|
| 4. <u> </u>
Kt to K B 3 | 5. <u>P to Q Kt 4</u>
B takes Kt P | 6. <u>P to Q B 3</u>
B to Q R 4 |
| 7. <u>P to Q 4</u>
Castles | 8. <u>P takes K P</u>
K Kt takes K P | 9. <u>Q to B 2</u>
P to Q 4, and in this form |

of the Evans Gambit Black is pronounced to have the better game by all the authorities. See "Evans Gambit," Chapter VIII., the Anderssen-Zukertort or three pawns' defence

4. Kt to K B 3 (best)

(If 4. $\overline{P \text{ to } Q 3}$, White can turn the game into an ordinary Evans Gambit with no disadvantage.)

5. R to K sq

- (If 5. $\overline{P \text{ to } Q 4}$ 6. $\overline{P \text{ to } K 5}$ 7. $\overline{B \text{ to } Q \text{ Kt } 5}$ (best)
 $\overline{P \text{ takes } P}$ $\overline{P \text{ to } Q 4}$ $\overline{\text{Kt to K } 5}$
 8. $\overline{\text{Kt takes } P}$ 9. $\overline{B \text{ takes } \text{Kt}}$ 10. $\overline{\text{Kt takes } B}$
 $\overline{B \text{ to } Q 2}$ $\overline{B \text{ takes } B}$ $\overline{P \text{ takes } \text{Kt}}$, and Black's
 game is to be preferred.)

5. Castles

6. P to Q B 3

6. P to Q 3

7. P to Q 4

7. B to Q Kt 3

Even game.

We think Castling at White's fourth move is quite as good as 4. P to Q B 3, and although only leading to positions of equality, may be safely adopted. The old attack of 4. P to Q B 3 has been completely upset by Mr. Zukertort's defence. (See Games the Fifth and Sixth.)

GAME THE THIRD.

WHITE.

BLACK.

1. P to K 4

1. P to K 4

2. Kt to K B 3

2. Kt to Q B 3

3. B to Q B 4

3. B to Q B 4

4. P to Q 3

This move also ought to lead to an even game.

4. P to Q 3

5. P to Q B 3

5. Kt to K B 3

6. P to Q 4

6. P takes P

7. P takes P

7. B to Q Kt 3

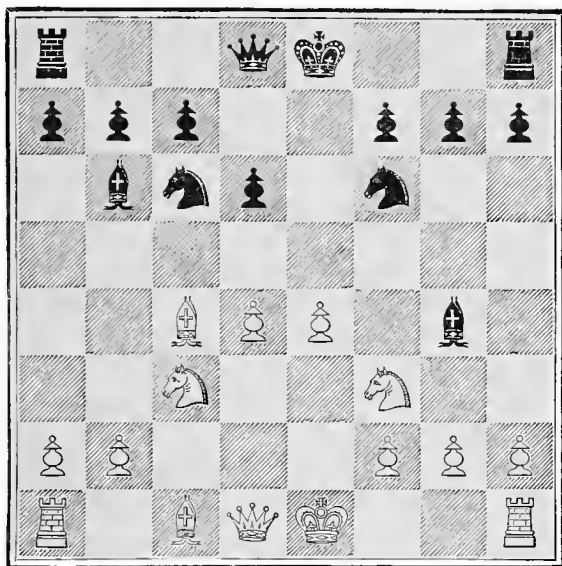
8. Kt to Q B 3

8. B to K Kt 5

And in this Variation we much prefer Black's position.

DIAGRAM.

BLACK.



WHITE.

GAME THE FOURTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to B 4
4. Kt to Q B 3

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to B 4

We believe this phase of the Giuoco Piano gives the first player a stronger game than any of the other modes of play we have previously examined. The following continuation is from a game between Messrs. Buckle and Schulder:—

5. P to Q 3
6. Castles

4. Kt to K B 3
5. P to Q 3
6. P to K R 3

7. Q Kt to K 2

7. Kt to Q R 4

8. B to Q Kt 3, and the game is about even. In fact, when the first player moves his Queen's Knight to Bishop's third square on his fourth move, the opening is resolved into a dull variation of the Vienna Game, or "Queen's Knight's Opening," where the same position is brought about by a simple transposition of moves. (See "The Queen's Knight's Opening," Chapter XXVII.)

GAME THE FIFTH.

No analysis of the "Giuoco Piano" can be considered complete that does not comprise the following interesting Variations:—

WHITE.

1. P to K 4

2. Kt to K B 3

3. B to B 4

4. P to B 3

5. P to Q 4

6. P takes P

BLACK.

1. P to K 4

2. Kt to Q B 3

3. B to B 4

4. Kt to B 3

5. P takes P

Better than P to K 5, as we have demonstrated.

7. B to Q 2

6. B to Kt 5 (ch)

7. B takes B (ch)

For the consequences of Black playing 7. Kt takes K P here, instead of the move in the text, see Game the Sixth.

8. Q Kt takes B

8. Kt takes K P

This move appears stronger than the usual line of play at this juncture of 8. P to Q 4, since it at once relieves Black from danger.

9. Kt takes Kt

9. P to Q 4

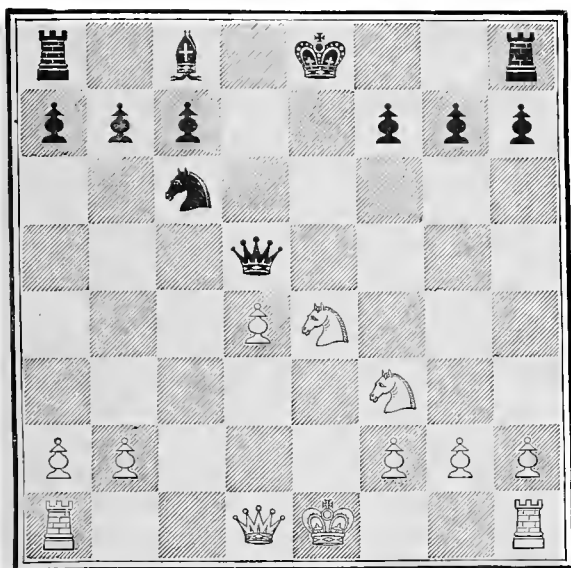
10. B takes P (best)

10. Q takes B

And Black has slightly the better position.

DIAGRAM.

BLACK.



WHITE.

The above Variation occurred in a game between the author and Mr. Zukertort. The "Handbuch" continues the game from this point as follows:—

- | | |
|-----------------|---------------|
| 11. Castles | 11. Castles |
| 12. Kt to Q B 3 | 12. Q to Q sq |
- Black may also play 12. Q to K R 4, thus:—
- | | | |
|-----------------------|----------------------------------|-------------------------------|
| 12. <u>Q to K R 4</u> | 13. <u>P to Q 5</u>
Kt to K 2 | 14. <u>Kt to Q 4, &c.</u> |
| 13. P to Q 5 | 13. Kt to K 2 | |
| 14. Kt to K 5 | 14. Q to Q 3 | |
| 15. R to K sq | 15. R to K sq | |
| 16. Kt to Q B 4 | 16. Q to B 4 | |

And after a few more moves pronounces White to have the preferable game. We think Black's fourteenth move is open to objection.

GAME THE SIXTH.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. B to B 4
4. P to Q B 3	4. Kt to K B 3
5. P to Q 4	5. P takes P
6. P takes P	6. B to Kt 5 (ch)
7. B to Q 2	7. Kt takes K P

In the preceding game Black captured the Bishop at this point. The present move, however, gives Black at least an even game.

8. B takes B	8. Kt takes B
9. B takes P (ch)	9. K takes B
10. Q to Kt 3 (ch)	10. P to Q 4
11. Q takes Kt (best)	

If White play, instead of this move, 11. Kt to K 5 (ch), as advised by Max Lange, Black should obtain a slight superiority in some variations, thus:—

11. $\frac{\text{Kt to K 5 (ch)}}{\text{K to K 3 or (a)}}$	12. $\frac{\text{Q takes Kt}}{\text{P to Q B 4}}$	13. $\frac{\text{Q to R 4}}{\text{Q to R 5}}$
14. $\frac{\text{Castles}}{\text{R to B sq}}$	15. $\frac{\text{P to B 3}}{\text{P takes P, or Kt to B 3, and White's advantage is slight.}}$	
	(a)	
11. $\frac{\text{K to K 2}}{\text{K to K 2}}$	12. $\frac{\text{Q takes Kt (ch)}}{\text{Q to Q 3}}$	13. $\frac{\text{Q to Kt 3}}{\text{R to K sq}}$
14. $\frac{\text{Kt to Q B 3}}{\text{Kt takes Kt}}$	15. $\frac{\text{P takes Kt}}{\text{K to B sq}}$	16. $\frac{\text{Castles, even game.}}$

12. Castles

11. R to K sq

12. P to Q B 3

- | | |
|----------------------|-----------------|
| 13. Q Kt to B 3 | 13. Kt to K B 3 |
| 14. Q R to K sq | 14. Q to Kt 3 |
| 15. Q takes Q (best) | |

(If 15. $\frac{Q \text{ to } Q 6}{B \text{ to } K B 4}$, with the advantage.)

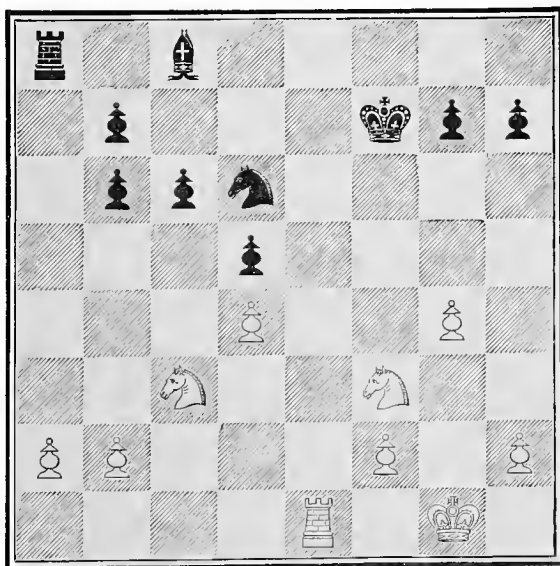
- | | |
|-----------------|----------------|
| 16. R takes R | 15. P takes Q |
| 17. R to K sq | 16. Kt takes R |
| 18. P to K Kt 4 | 17. Kt to Q 3 |

Even game.

The above moves occur in a game between Messrs. Zukertort and Steinitz. We may add that the game in question was drawn.

DIAGRAM.

BLACK.



WHITE.

GAME THE SEVENTH.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q B 3
5. P to Q 3

BLACK.

1. P to K 4
2. Kt to Q B 3
3. B to B 4
4. Kt to K B 3

It has been shown already that by playing 5. P to Q 4 at this point White at best only gets an even game. (*See Games the Fifth and Sixth.*) We believe that P to Q 3, although apparently a tame move, is in reality sounder play. The following continuation is from the "Handbuch."

- | | |
|----------------|----------------|
| | 5. P to Q 3 |
| 6. P to Q 4 | 6. P takes P |
| 7. P takes P | 7. B to Kt 3 |
| 8. Kt to Q B 3 | 8. B to K Kt 5 |
| 9. P to Q 5 | 9. Kt to K 4 |

And White has evidently lost time.

GAMES ILLUSTRATIVE OF THE GIUOCO PIANO OPENING.

GAME I.—*Between Messrs. DOWN and ZUKERTORT, the latter playing nine other games simultaneously "blindfold."*

WHITE (MR. DOWN).

1. P to K 4
2. Kt to K B 3
3. B to Q B 4
4. P to Q B 3
5. P to Q 4
6. P to K 5 (a)

BLACK (MR. ZUKERTORT).

1. P to K 4
2. Kt to Q B 3
3. B to Q B 4
4. Kt to K B 3
5. P takes P
6. P to Q 4

(a) This move is radically unsound, and ought to enable Black to establish his Pawns well in the centre at Q B 4 and Q 4 with a superior position.

- | | |
|--------------------|-------------------------|
| 7. B to Q Kt 5 | 7. Kt to K 5 |
| 8. P takes P | 8. B to Q Kt 3 |
| 9. Castles (b) | 9. Castles |
| 10. P to K R 3 (c) | 10. P to K B 3 (d) |
| 11. B to K 3 | 11. P takes P |
| 12. B takes Kt | 12. P takes B |
| 13. Kt takes P | 13. Q to K B 3 |
| 14. Kt to Q B 3 | 14. Kt takes Kt |
| 15. P takes Kt | 15. P to Q B 4 (e) |
| 16. P to K B 4 | 16. P takes P |
| 17. P takes P | 17. B to K 3 |
| 18. Kt to Kt 4 | 18. B takes Kt |
| 19. P takes B | 19. Q R to K sq |
| 20. P to K Kt 5 | 20. Q to Q 3 |
| 21. Q to Q 3 | 21. P to Q B 4 (f) |
| 22. P takes P | 22. R takes B |
| 23. P takes Q | 23. R to K R 6 (dis ch) |
| 24. R to K B 2 | 24. R takes Q |

And White resigned.

GAME II.—*Between Messrs. ZUKERTORT and STEINITZ.*

- | WHITE (Mr. Zukertort). | BLACK (Mr. Steinitz). |
|------------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q B 3 | 4. Kt to K B 3 |
| 5. P to Q 4 | 5. P takes P |
| 6. P takes P (a) | 6. B to Q Kt 5 (ch) |

(b) The "Praxis" recommends here Q Kt to B 3; but that even ought ultimately to give Black the better game by his playing P to K B 3 at the proper moment. 9. B takes Kt is bad play.

(c) Feebly played; but Black had in any case the better game.

(d) This move completely breaks up White's centre.

(e) It is the advance of this doubled Q B P in the "Giuoco Piano" that decides the game in favour of the second player, and demonstrates clearly enough that White's sixth move P to K 5, which has long been thought the best at his disposal, is really bad play, if properly taken advantage of.

(f) This is quite decisive.

(a) The correct move, which, if properly followed up, ought in some variations to give White the advantage. P to K 5 is bad, and ought to give Black the better game.

- | | |
|--------------------------------------|-------------------------------|
| 7. B to Q 2 | 7. B takes B (ch) |
| 8. Q Kt takes B | 8. P to Q 4 |
| 9. P takes P | 9. K Kt takes P |
| 10. Q to Q Kt 3 | 10. Kt to Q R 4 (b) |
| 11. Q to Q R 4 (ch) | 11. P to Q B 3 |
| 12. B takes Kt | 12. Q takes B |
| 13. Castles (K R) | 13. Castles |
| 14. K R to Q B sq | 14. Q to Q Kt 4 |
| 15. Q to Q R 3 | 15. P to Q Kt 3 |
| 16. Q to B 3 | 16. B to Q 2 |
| 17. Kt to K 5 | 17. K R to Q sq |
| 18. P to Q Kt 4 | 18. Kt to Kt 2 |
| 19. Q to K B 3 | 19. B to K sq |
| 20. Kt takes QBP | 20. B takes Kt |
| 21. R takes B | 21. Q takes P |
| 22. Kt to Kt 3 | 22. Q to R 6 (c) |
| 23. P to K R 4 | 23. Kt to Q 3 |
| 24. Q R to Q B sq | 24. Kt to K sq |
| 25. P to K R 5 | 25. P to K R 3 |
| 26. R to K sq | 26. Q takes R P |
| 27. R to K 7 | 27. Kt to K B 3 |
| 28. K R to Q B 7 (FROM QB6) | 28. Q to Kt 8 (ch) |
| 29. K to R 2 | 29. R to Q 4 |
| 30. R to K 5 | 30. Q R to Q sq |
| 31. R takes R P | 31. R takes R |
| 32. P takes R | 32. Kt to Q 2 |
| 33. P to K 6 | 33. P takes P |
| 34. Kt to Q 4 | 34. Q to Kt 5 |
| 35. Q to K Kt 4 | 35. Q to Q 3 (ch) |
| 36. P to K Kt 3 | 36. R to K B sq |
| 37. Kt takes P | 37. R takes P (ch) |
| 38. K to R 3 | 38. R to B 2 |
| 39. R to R 8 (ch) | 39. Kt to Kt Kt sq |
| 40. Q to Q B 4 | 40. R to Q 2 (d) |
| 41. Kt to B 7 (dis ch) | 41. K to R 2 |
| 42. R takes Kt | 42. R to Q sq |
| 43. Q to K 4 (ch) | 43. K to Kt sq |
| 44. R takes R (ch) | 44. Q takes R |

(b) This move is, we think, to be preferred to 10. Q Kt to K 2 (for which see next game); but in any case White ought to maintain his advantage in position.

(c) The best resource.

(d) Q to K 4 would not have enabled Black to obtain a draw: e.g.,

- | | | | |
|-----------|------------------------|---------------------|-------------------------|
| 40. _____ | 41. <u>Kt to K B 4</u> | 42. <u>Q to K 6</u> | 43. <u>Kt to K Kt 6</u> |
| Q to K 4 | Q to Q 3 | Q to Q sq | |

45. Q to Q 5 (ch)
 46. Kt takes Q
 47. K to Kt 4
 48. K to B 5

45. Q takes Q
 46. P to Q Kt 4
 47. K to P 2

And Black resigned.

GAME III.—*Between Messrs. BUCKLE and ANDERSSEN.*

(The first nine moves on each side are the same as in the preceding game between Messrs. Zukertort and Steinitz. We append a diagram, showing the position after White's tenth move, Black having to play.)

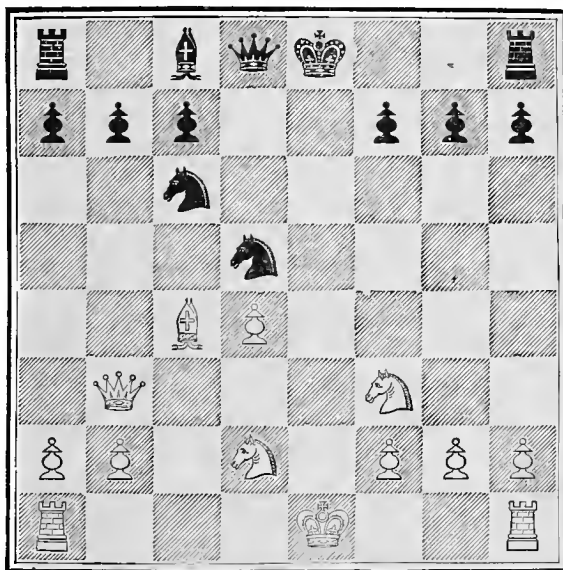
WHITE (Mr. Buckle).

11. Castles (K R)

BLACK (Mr. Anderssen).

10. Q Kt to K 2 (a)
 11. Castles

BLACK.



WHITE.

(a) In the preceding game Black moved here. Q Kt to R 4, which we think better than this move. Ercole del Rio was of opinion that 10. Q Kt to K 2 should equalise the game.

- | | |
|------------------------|---------------------|
| 12. K R to K sq (b) | 12. Kt to K B 5 |
| 13. K R to K 4 | 13. Q Kt to K Kt 3 |
| 14. Q R to K sq | 14. Q to K B 3 (c) |
| 15. Kt to K 5 | 15. Q to K Kt 4 (d) |
| 16. B takes K B P (ch) | 16. K to R sq |
| 17. Kt takes Kt (ch) | 17. P takes Kt |
| 18. Q to K Kt 3 | 18. Q takes Q |
| 19. R P takes Q | 19. R takes B |
| 20. R takes Kt | 20. K to Kt sq (e) |
| 21. Q R to K 8 (ch) | |

And Black resigned.

GAME IV.—Between Messrs. STEINITZ and GREEN.

WHITE (Mr. Green).

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

BLACK (Mr. Steinitz).

1. P to K 4
2. Kt to Q B 3
3. B to B 4
4. Kt to B 3
5. P takes P
6. B to Kt 5 (ch)
7. B takes B (ch)
8. P to Q 4 (a)

(b) It little matters which of the Rooks is played to K sq at this point, as they can always be doubled in a few moves to obtain the same position.

(c) In the next Game between Messrs. Steinitz and Green, the former, who conducted Black's game, played here 14. B to K B 4; but that ought to have lost him the game: thus,

- | | | |
|---------------------------|------------------------|--|
| 14. <u>B to K B 4</u> | 15. <u>R to K 8</u> | 16. <u>R takes Q</u> |
| 17. <u>Q takes Q Kt P</u> | 18. <u>Q takes B P</u> | 19. <u>Q takes R P</u> , and White ought |
| R to Q Kt sq | R takes Kt P | |

to win.

(d) Kt takes Kt is the correct move at this point.

(e) Black had no resource, for if he had played 20. R takes R then follows:

- | | | | |
|--------------------------|----------------------|----------------------|------------------------------|
| 21. <u>R to K 8 (ch)</u> | 22. <u>P takes R</u> | 23. <u>Kt to K 4</u> | 24. <u>Kt to K Kt 5 (ch)</u> |
| K to R 2 | P to Q Kt 3 | B to Q Kt 2 | K to R 3 |
25. R to K 7, followed by 26. Kt to K 6, winning; or 25. R to K 3, and Black cannot avoid losing the game.

(a) We prefer here Kt takes K P, followed by P to Q 4: the course of play adopted gives Black an inferior position.

- | | |
|------------------------------|----------------------------|
| 9. P takes P | 9. K Kt takes P |
| 10. Q to Kt 3 | 10. Q Kt to K 2 (b) |
| 11. Castles (KR) | 11. Castles |
| 12. K R to K sq (c) | 12. Kt to B 5 |
| 13. R to K 4 | 13. Q Kt to Kt 3 (FROM K2) |
| 14. Q R to K sq | 14. B to B 4 |
| 15. K R to K 3 (d) (FROM K4) | 15. Q to Q 3 |
| 16. Kt to K 5 | 16. Kt takes Kt |
| 17. R takes Kt | 17. B to Kt 3 |
| 18. Kt to B 3 | 18. K to R sq |
| 19. Q to K 3 | 19. Kt to K R 4 |
| 20. K R to K 8 | 20. Q R takes R |
| 21. Q takes R | 21. Kt to K B 3 |
| 22. Q to K 7 | 22. P to K R 3 |
| 23. Q takes Q | 23. P takes Q |
| 24. P to K R 3 | 24. R to K sq |
| 25. R takes R (ch) | 25. Kt takes R |
| 26. K to B sq | 26. K to Kt sq |
| 27. Kt to Q 2 | 27. K to B sq |
| 28. K to K 2 | 28. K to K 2 |
| 29. K to K 3 | 29. Kt to Q B 2 |
| 30. P to K B 4 | 30. P to Q 4 |
| 31. B to Q 3 | 31. B takes B |
| 32. K takes B | 32. K to B 3 |
| 33. K to K 3 | 33. Kt to K 3 |
| 34. Kt to K B 3 | 34. P to K Kt 4 |
| 35. P to K Kt 3 | 35. P to K R 4 |
| 36. P takes P (ch) | 36. Kt takes P |
| 37. Kt takes Kt | 37. K takes Kt |
| 38. K to B 3 | 38. K to B 4 |
| 39. K to K 3 | 39. K to Kt 4 |
| 40. K to B 3 | 40. P to R 5 |
| 41. P to K Kt 4 | |

Drawn.

(b) Kt to Q R 4 is not good. (See Illustrative Game II.)

(c) Q R to K sq may be played here with equal effect.

(d) The correct move here is R to K 8, giving White the advantage: thus,

15. R to K 8 16. R takes Q 17. Q takes Kt P, better game.
 Q takes R Q R takes R

GAME V.—*Between Messrs. ZUKERTORT and STEINITZ.*

(From "The Westminster Papers.")

WHITE (Herr Zukertort).	BLACK (Herr Steinitz).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Q B 4	3. B to Q B 4
4. P to Q B 3	4. Kt to K B 3
5. P to Q 4	5. P takes P
6. P takes P	6. B to Kt 5 (ch)
7. B to Q 2	7. Kt takes K P
8. B takes B	8. Kt takes B
9. B takes P (ch)	9. K takes B
10. Q to Kt 3 (ch)	10. P to Q 4
11. Q takes Kt (a)	11. R to K sq
12. Castles	12. P to Q B 3
13. Q Kt to B 3	13. Kt to K B 3
14. Q R to K sq	14. Q to Kt 3
15. Q takes Q (b)	15. P takes Q
16. R takes R	16. Kt takes R
17. R to K sq	17. Kt to Q 3
18. P to K Kt 4 (c)	

And the game was drawn.

GAME VI.—*Between the same opponents.*

(From "The Westminster Papers.")

WHITE (Herr Zukertort).	BLACK (Herr Steinitz).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. B to B 4
4. P to B 3	4. Kt to B 3
5. P to Q 4	5. P takes P
6. P takes P	6. B to Kt 3 (a)

(a) If 11. $\frac{\text{Kt to K 5 (ch)}}{\text{K to K 3}}$ 12. $\frac{\text{Q takes Kt}}{\text{P to Q B 4}}$, and Black has the better game.

(b) If 15. $\frac{\text{Q to Q 6}}{\text{B to B 4, \&c.}}$

(c) Neither party has any advantage worth mentioning.

(a) The usual move is B to Kt 5 (ch); but in the Handicap between the same players, and with the same opening, Steinitz lost, and therefore varied the game.

- | | |
|------------------------------|---------------------------------------|
| 7. Castles (<i>b</i>) | 7. Kt takes K P |
| 8. R to K sq | 8. Castles |
| 9. R takes Kt | 9. P to Q ⁴ / ₁ |
| 10. B takes P | 10. Q takes B |
| 11. Q Kt to B 3 | 11. Q to Q sq |
| 12. P to Q 5 (<i>c</i>) | 12. Kt to K 2 |
| 13. B to K Kt 5 | 13. P to K B 3 |
| 14. Q to Kt 3 | 14. R to K B 2 (<i>d</i>) |
| 15. Q R to K sq (<i>e</i>) | 15. K to B sq |
| 16. P to Q 6 (<i>f</i>) | 16. P takes P |
| 17. Kt to Q 5 | 17. Kt takes Kt |
| 18. Q takes Kt (<i>g</i>) | 18. B to Q 2 |
| 19. Q takes Q P (ch) | 19. K to Kt sq |
| 20. Kt to K 5 (<i>h</i>) | 20. B takes B P (ch) |
| 21. K to R sq | 21. B takes R |
| 22. Kt takes R | 22. K takes Kt |
| 23. Q to Q 5 (ch) | 23. K to Kt 3 (<i>j</i>) |
| 24. R takes B | 24. B to B 3 (<i>k</i>) |
| 25. Q takes Q | 25. R takes Q |
| 26. B to K 3 | 26. K to B 2 |
| 27. K to Kt sq | 27. P to K Kt 4 |
| 28. R to K 2 | 28. P to Q R 3 |
| 29. R to Q 2 | 29. R to K sq |
| 30. K to B 2 (<i>l</i>) | 30. B takes Kt P |
| 31. B takes Kt P | 31. P takes B |
| 32. K takes B | 32. K to B 3 |
| 33. K to B 3 | 33. P to K R 4 |
| 34. P to K R 4 | 34. P takes P |

(*b*) P to Q 5 is perhaps stronger.

(*c*) The commencement of a good combination.

(*d*) Black cannot of course take the B because of White's reply P to Q 6; but it would have been better to have retreated the K to R sq at once.

(*e*) All this is finely played.

(*f*) White would have done better to retire the B to B 4. Every move Black would have to make afterwards would only add to his embarrassment.

(*g*) Better than winning the Queen, which White could now do by R to K 8 (ch), &c.

(*h*) In offering this sacrifice, White overlooked Black's resource on the 23rd move, which completely frustrates the attack.

(*j*) The only square. If K to B sq, White plays B to B 4, and the mate is inevitable.

(*k*) Black cannot take the B because of Q to Q 6 (ch), followed by R to Q sq, P to Kt 4, &c.

(*l*) This oversight causes the loss of the game, for even now White, by playing B to Q 4 could have ensured a draw.

- | | |
|------------------------|--------------------|
| 35. R to Q 4 | 35. K to Kt 4 |
| 36. R to Q 5 (ch) | 36. K to Kt 3 |
| 37. R to Q 6 (ch) | 37. K to B 4 |
| 38. R to Q 4 | 38. P to K R 6 |
| 39. R to K R 4 | 39. K to Kt 4 |
| 40. R takes P (AT R 6) | 40. P to K R 5 |
| 41. K to B 2 | 41. R to Q B sq |
| 42. R to Q Kt 3 | 42. R to B 7 (ch) |
| 43. K to Kt sq | 43. P to Q Kt 4 |
| 44. P to R 4 | 44. P takes P |
| 45. R to Q Kt 4 | 45. R to B 8 (ch) |
| 46. K to R 2 | 46. R to Q Kt 8 |
| 47. R takes P | 47. R takes P (ch) |
| 48. K to R 3 | 48. R to Kt 6 (ch) |
| 49. K to R 2 | 49. R to Kt 3 |
| 50. K to R 3 | 50. K to B 4 (m) |
| 51. K takes P | 51. R to K Kt 3 |
| 52. K to R 5 | 52. R to K 3 |
| 53. R to R 5 (ch) | 53. K to K 5 |
| 54. K to Kt 5 (n) | 54. R to K 4 (ch) |

And White resigned.

GAME VII.—*Between Messrs. GOSSIP and MACDONNELL.*

(From the "Era.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Macdonnell). |
|---------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q B 3 | 4. Kt to K B 3 |
| 5. P to Q 4 | 5. P takes P |
| 6. P to K 5 | 6. P to Q 4 |
| 7. B to Q Kt 5 | 7. Kt to K 5 |
| 8. P takes P | 8. B to Kt 3 |
| 9. Kt to Q B 3 | 9. B to K Kt 5 |
| 10. B to K 3 | 10. Castles |
| 11. Castles | 11. P to K B 3 |
| 12. K B takes Kt | 12. P takes B |

(m) This suffices, but Black might have shortened the road to victory by R to K R 3.

(n) The last of a series of unfortunate oversights. White should have played R to R 4 (ch), and then K to Kt 5.

- | | |
|-----------------------|---------------------|
| 13. Q Kt to K 2 | 13. P to K B 4 |
| 14. Q Kt to K B 4 | 14. Q to K 2 |
| 15. P to K R 3 | 15. P to K Kt 4 (a) |
| 16. Kt takes Q P | 16. P takes Kt (b) |
| 17. P takes B | 17. P takes K Kt P |
| 18. Kt takes P | 18. Kt takes Kt |
| 19. Q takes P (c) | 19. K to B 2 |
| 20. Q to R 5 (ch) (d) | 20. K to Kt's sq |
| 21. Q takes Kt (e) | 21. Q takes Q |
| 22. B takes Q | 22. B takes P |

And Black wins.

GAME VIII.—*Between the late Mr. MAUDE and Mr. GOSSIP.*

(From "The Era.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Maude). |
|---------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. B to B 4 |
| 4. P to Q B 3 | 4. Kt to K B 3 |
| 5. P to Q 4 | 5. P takes P |
| 6. P to K 5 | 6. P to Q 4 |
| 7. B to Q Kt 5 | 7. Kt to K 5 |
| 8. P takes P | 8. B to Kt 3 |
| 9. Kt to Q B 3 | 9. Castles (a) |
| 10. B takes Q Kt | 10. P takes B |
| 11. P to K R 3 | 11. P to K B 3 (b) |
| 12. Q to Q Kt 3 | 12. K to R sq |
| 13. Castles | 13. K B P takes P |

Notes by Herr Lowenthal.

- (a) A very interesting position.
 (b) Had Black moved Q to K 3, White would have gained a piece by first taking the K B with Knight, &c.
 (c) All this is very pretty.
 (d) White should have taken Knight with Bishop, obtaining a fine game.
 (e) An unfortunate slip, which loses the game at once; B takes Kt, as we have suggested above, would have been the correct move.

Notes by Herr Lowenthal.

- (a) Q B to K Kt 5 is also considered good.
 (b) Q B to Q R 3, an apparently good move, would only have been a loss of time. White would have played Q to Q R 4, compelling the retreat of the threatened Bishop.

- | | |
|----------------------|-----------------------|
| 14. K Kt takes P | 14. K B takes Q P (c) |
| 15. K Kt takes Q B P | 15. Q to K B 3 |
| 16. K Kt takes B | 16. Q takes Kt |
| 17. B to K 3 | 17. Q to K 4 |
| 18. Q takes P (d) | 18. Q takes Q |
| 19. Kt takes Q | 19. B to Kt 2 (e) |
| 20. Kt takes Q B P | 20. Q R to Q B sq |
| 21. Kt to K 6 | 21. K R to K B 3 |
| 22. Kt to K B 4 | 22. Q R to K B sq |
| 23. Q R to Q sq | 23. P to K R 3 |
| 24. Kt to K 2 | 24. Kt to Q 3 |
| 25. P to K B 3 | 25. K R to K Kt 3 |
| 26. Q R takes Kt (f) | 26. R takes R |
| 27. B to Q B 5 | 27. R to Q 7 |
| 28. B takes R | 28. R takes Kt |
| 29. R to K B 2 | 29. R takes R |
| 30. K takes R | 30. K to Kt sq |
| 31. B to B 5 | 31. P to Q R 3 |
| 32. P to Q Kt 4 | |

And wins.

(c) A weak move which gives White the better game; Black should rather have played Q to K B 3.

(d) White has now the advantage of a Pawn with the better position.

(e) It is evident that the Q B P could not have been saved.

(f) The speediest mode of terminating the game.

CHAPTER XI.

THE COUNTER GAMBIT IN THE KING'S KNIGHT'S OPENING.

GAME. THE FIRST.

WHITE.

1. P to K 4
2. Kt to K B 3

BLACK.

1. P to K 4
2. P to K B 4

This move, which is noticed by Lewis, Walker, Greco, Cozio, and Ponziani, was subjected to a rigid analysis by Messrs. Hanstein, Bledow, Mayet, Von Bilguer, and Von der Lasa, in 1839. The present chapter contains the most important Variations resulting from their investigations. The move of 2. P to K B 4 was first given by Damiano.

3. Kt takes P

This move is given as best by Staunton ("Handbook," p. 92), but White may also play 3. B to Q B 4, for the result of which mode of play *see* Game the Second. For the consequences of 3. P takes K B P, *see* Game the Third.

3. Q to K B 3

If Black play 3. Q to K 2, Staunton considers that White should obtain the better game, as follows:—

- | | | |
|---|--|---|
| <p>3. <u>Q to K 2</u></p> <p>6. <u>B to K 2</u>
Kt to K B 3</p> <p>9. <u>R to K B sq</u>
K to B 2</p> | <p>4. <u>Q to R 5 (ch)</u>
P to Kt 3</p> <p>7. <u>Q to R 3</u>
P takes Kt</p> <p>10. <u>Q to R 4</u>, &c. White having won the</p> | <p>5. <u>Kt takes Kt P</u>
Q takes K P (ch)</p> <p>8. <u>Q takes R</u>
Q takes K Kt P</p> |
|---|--|---|
- exchange.

4. P to Q 4

4. P to Q 3

(If 4. $\overline{\text{P takes P}}$ 5. $\frac{\text{B to Q B 4}}{\text{P to Q B 3}}$ { if 5. $\overline{\text{Kt to K 2}}$

6. $\frac{\text{Kt to Q B 3}}{\text{Q to K B 4}}$ 7. $\frac{\text{Kt to Q Kt 5}}{\text{Kt to Q R 3}}$ 8. $\overline{\text{Kt to K B 7, \&c.}}$ }

6. $\frac{\text{B to B 7 (ch)}}{\text{K to K 2 (best)}}$ 7. $\frac{\text{P to K R 4}}{\text{P to K R 3}}$ 8. $\frac{\text{Q to R 5}}{\text{K to Q 3}}$

9. $\overline{\text{B to K Kt 5}}$, and White has a winning attack.)

5. Kt to Q B 4

5. P takes P

6. Kt to Q B 3

6. P to Q B 3, or Variation (I.)

7. Q Kt takes P

7. Q to K 3

8. Q to K 2

8. P to Q 4

9. K Kt to Q 6 (ch), or Variation (II.)

Staunton prefers 9. Q Kt to Q 6 (ch), for which *see* Variation (II.)

10. Q Kt to K Kt 5

9. K to Q sq

11. B takes Q

10. Q takes Q (ch)

12. Kt to B 7 (ch)

11. B takes Kt

13. Kt takes R

12. K to K 2

14. B to Q 3

13. B to K 3

15. Q B to K Kt 5

14. Kt to K B 3

Instead of this move Staunton gives

15. $\frac{\text{Kt to K Kt 6}}{\text{P takes Kt}}$ 16. $\overline{\text{B takes P}}$

and thinks White ought not to win. The line of play in the text is indicated by the German "Handbuch."

15. Q Kt to Q 2

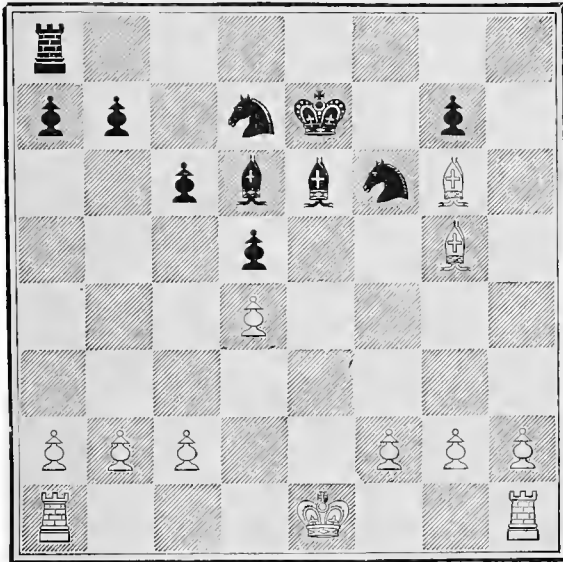
16. Kt to Kt 6 (ch)

16. P takes Kt

17. B takes Kt P, and the "Handbuch" declares White has the better game.

The subjoined diagram shows the position of the forces.

BLACK.



WHITE.

We prefer for White the line of play indicated by Mr. Staunton—*viz.*, 9. Q Kt to Q 6, for which see Variation (I).

VARIATION (I).

Beginning at Black's sixth move:—

- | | |
|---|---------------|
| 7. P to K Kt 4 | 6. B to K B 4 |
| 8. B to Kt 2 | 7. B to Kt 3 |
| 9. B takes K P | 8. P to Q B 3 |
| 10. Q Kt takes B | 9. B takes B |
| 11. Q to K 2 | 10. Q to K 3 |
| 12. K Kt to Q 6 (ch) | 11. P to Q 4 |
| 13. K Kt to B 5 (ch), and White's game is preferable. | 12. K to K 2 |

VARIATION (II.).

Beginning at White's ninth move :—

9. Q Kt to Q 6 (ch)

9. K to Q 2

(If 9. K to Q sq

10. Kt takes Kt P (ch)
K to B 2

11. Q takes Q
B takes Q

12. K Kt to Q R 5
K to Kt 3

13. B to Q 2
Q Kt to Q 2

14. P to Q Kt 4, followed by

Q Kt to B 5, and White has the advantage.)

10. Q Kt to K B 7

10. P takes K Kt

11. Q takes Q (ch)

11. K takes Q

12. B takes P (ch)

12. K to K 2

13. Kt takes R

13. B to K 3

14. B to Q 3

14. Kt to K B 3

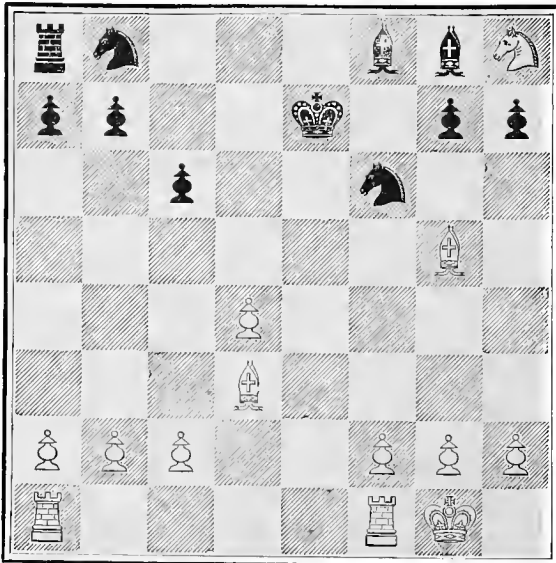
15. B to K Kt 5

15. B to Kt sq

16. Castles (K R), and White has surely a better game

than that which arises from his checking with the King's Knight on his ninth move. Let the student compare the following with the preceding diagram :

BLACK.



WHITE.

An exhaustive analysis of this opening is to be found in the "Handbuch des Schachspiels," pp. 83—92. Our cumbersome method of notation does not allow space for the Variations.

GAME THE SECOND.

WHITE.

1. P to K 4
2. Kt to K B 3
3. B to Q B 4

BLACK.

1. P to K 4
2. P to K B 4
3. P takes P

(If 3. \overline{P} to Q 3, *see* Philidor's Defence, Chapter II., p. 47.)

4. Kt takes P (best)

If 4. $\frac{B \text{ takes } Kt}{R \text{ takes } B}$

5. $\frac{Kt \text{ takes } K P}{Q \text{ to } K Kt 4}$

6. $\frac{Kt \text{ to } Kt 4}{P \text{ to } Q 4}$

and Black has the better game.

4. Q to K Kt 4

5. Kt to B 7 or (A.)

If 5. $\frac{P \text{ to } Q 4}{Q \text{ takes } Kt P}$

6. \overline{Q} to R 5 (ch), with a strong attack, but the

play in the text is safer. *See* (A.)

6. R to B sq
7. Kt takes R
8. Q to R 5 (ch)
9. Q takes R P
10. Q takes P (ch)
11. Kt takes Q
12. P to K B 4
13. R takes P
14. P to Q 4
15. P takes P
16. B to B 4

5. Q takes Kt P
6. P to Q 4
7. P takes B
8. P to Kt 3
9. B to K 3
10. Q takes Q
11. B to Q 3
12. P takes P *en passant*
13. Q Kt to B 3
14. P takes P *en passant*
15. Kt to Q Kt 5
16. B to K B 2

- (If 16. Kt to B 7 (ch)
 19. R to B 8 (ch), and wins.)
17. K to B sq
Kt takes R
18. B takes B
P takes B

17. B takes B

17. P takes B

18. Kt to R 8

18. B to Q 4

19. R to K 3 (ch), and White has won the exchange and a Pawn, and has a winning position.

(A.)

- | | |
|-------------------------|----------------------|
| 5. P to Q 4 | 5. Q takes Kt P |
| 6. Q to R 5 (ch) | 6. P to Kt 3 |
| 7. B to B 7 (ch) | 7. K to Q sq |
| 8. B takes Kt P | 8. Q takes R (ch) |
| 9. K to K 2 | 9. P to Q 3 |
| 10. B to K Kt 5 (ch) | 10. Kt to K 2 |
| 11. Q Kt to B 3 | 11. B to K Kt 5 (ch) |
| 12. Q takes B | 12. Q takes R |
| 13. Kt to B 7 (ch) | 13. K to K sq |
| 14. Kt takes P (dis ch) | 14. K to Q sq |
| 15. Q to Q B 8 mate | |

The above Variations are from the German "Handbuch."

GAME THE THIRD.

WHITE.

BLACK.

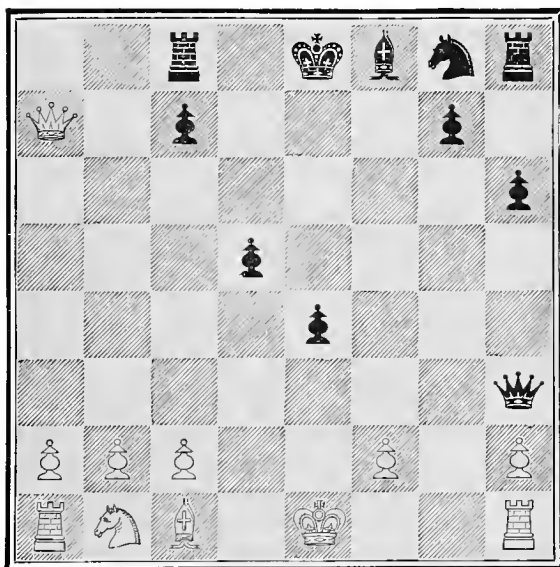
- | | |
|-------------------|----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to K B 4 |
| 3. P takes P | 3. P to Q 3 (or Variation) |
| 4. P to Q 4 | 4. P to K 5 |
| 5. Kt to Kt 5 | 5. B takes P |
| 6. Q to K 2 | 6. P to Q 4 |
| 7. Q to Kt 5 (ch) | 7. Kt to B 3 |

- | | |
|---------------------|-----------------|
| 8. Q takes Kt P | 8. Kt takes P |
| 9. B to Q Kt 5 (ch) | 9. Kt takes B |
| 10. Q takes Kt (ch) | 10. Q to Q 2 |
| 11. Q to Kt 7 | 11. Q R to B sq |
| 12. Q takes R P | 12. P to K R 3 |
| 13. Kt to K R 3 | 13. B takes Kt |
| 14. P takes B | 14. Q takes P |

And Staunton considers Black has the superior position.

DIAGRAM.

BLACK.



WHITE.

Variation on Black's third move :—

- | | |
|-------------|----------------|
| 4. Q to K 2 | 3. Q to B 3 |
| 5. P to Q 4 | 4. Kt to Q B 3 |
| | 5. P to Q 3 |

- | | |
|--------------------|------------------|
| 6. P takes P | 6. P takes P |
| 7. B to K B 4 | 7. B to Q 3 |
| 8. P to K Kt 4 | 8. K Kt to K 2 |
| 9. B to K Kt 5 | 9. Q to B 2 |
| 10. P to K R 3 | 10. P to K R 4 |
| 11. B to Kt 2 | 11. P takes P |
| 12. P takes P | 12. R takes R |
| 13. B takes R | 13. P to K Kt 3 |
| 14. B takes K Kt | 14. Q takes B |
| 15. P takes K Kt P | 15. B takes Kt P |

And Black has the advantage.

GAME THE FOURTH.

WHITE.

1. P to K 4
2. Kt to K B 3

BLACK.

1. P to K 4
2. P to Q 4

Staunton says this defence may be adopted without much danger ("Handbook," p. 99), but it is condemned by most authorities.

3. P takes P (best)
(or Variation)

3. Q takes P

- (If 3. $\frac{\text{P to K 5}}{\text{P to K 5}}$ 4. $\frac{\text{Q to K 2}}{\text{Q to K 2}}$ 5. $\frac{\text{Kt to Q 4}}{\text{Kt to K B 3}}$ 6. $\frac{\text{Kt to Q B 3}}{\text{Q to K 4}}$
 7. $\frac{\text{Kt to K B 3}}{\text{Q to K 2}}$ 8. $\frac{\text{Kt to K Kt 5}}{\text{B to K B 4}}$ 9. $\frac{\text{Q to Q Kt 5}}{\text{Q to Q Kt 5}}$ (ch), winning
 a Pawn at least.)

- | | |
|-------------------|-----------------------|
| 4. Kt to Q B 3 | 4. Q to K 3 |
| 5. B to Kt 5 (ch) | 5. B to Q 2 |
| 6. Castles | 6. P to Q R 3 or (A.) |

"La Stratégie" gives this move. Staunton advises 6. B takes B, for the result of which course of play see (A.).

7. B takes B (ch)

7. Kt takes B

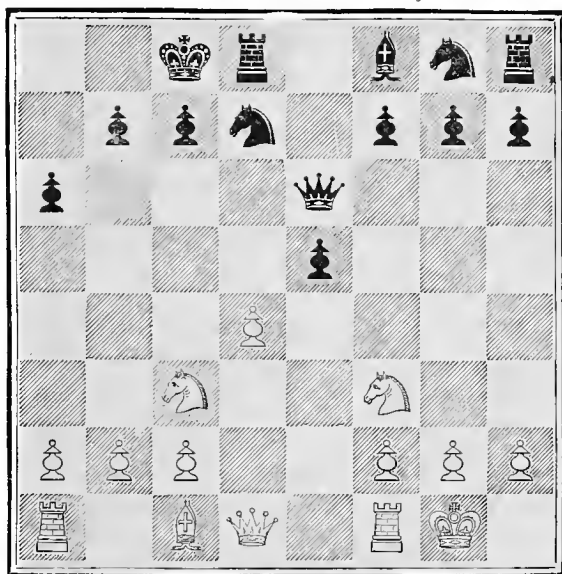
8. P to Q 4

8. Castles (Q R)

And White has the move and the attack, with the better position.

DIAGRAM.

BLACK



WHITE.

(A.)

7. Kt takes B

6. B takes B

7. B to Q 3

8. P to Q 4. Staunton gives 8. R to K sq, with the following continuation :—

8. $\frac{R \text{ to } K \text{ sq}}{P \text{ to } K B 3}$

9. $\frac{P \text{ to } Q 4}{P \text{ to } Q B 3}$

10. $\frac{Q P \text{ takes } P}{P \text{ takes } P}$

11. K Kt takes P, and White wins.

8. P to K B 3

If 8. P to Q R 3

9. Kt takes B, &c.

- | | |
|---|-----------------|
| 9. P takes P | 9. P takes P |
| 10. Kt to K Kt 5 | 10. Q to K Kt 3 |
| 11. P to K B 4 | 11. P takes P |
| 12. Kt takes B (ch) | 12. Q takes Kt |
| 13. Q to K 2 (ch), and White has a splendid position. | |

Variation on White's third move :

3. Kt takes P

This move enables Black to equalise the game.

3. Q to K 2

Black may also obtain an even game by playing 3. B to Q 3,
e. g. :—

- | | | | |
|--------------------|---------------------------------|-------------------------------------|--|
| 3. <u>B to Q 3</u> | 4. <u>P to Q 4</u>
P takes P | 5. <u>Kt to Q B 3</u>
B takes Kt | 6. <u>P takes B</u>
Q takes Q (ch), &c. |
| 4. P to Q 4 | | 4. P to K B 3 | |
| 5. Kt to K Kt 4 | | 5. B takes Kt | |
| 6. Q takes B | | 6. Q takes P (ch) | |
| 7. Q takes Q | | 7. P takes Q | |

And the game is even.

GAMES ILLUSTRATIVE OF THE COUNTER GAMBIT IN THE KING'S KNIGHT'S OPENING.

GAME I.—*Between Messrs. MAYET and HANSTEIN.*

(From "The Handbuch.")

- | | |
|---------------------|-----------------------|
| WHITE (Herr Mayet). | BLACK (Herr Hanstein) |
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to K B 4 |

- | | |
|--------------------------|-------------------|
| 3. Kt takes P | 3. Q to K B 3 |
| 4. P to Q 4 (<i>a</i>) | 4. P to Q 3 |
| 5. Kt to Q B 4 | 5. P takes P |
| 6. Q Kt to B 3 | 6. Kt to K 2 |
| 7. P to Q 5 (<i>b</i>) | 7. Q to K Kt 3 |
| 8. P to K R 3 | 8. P to K R 4 |
| 9. B to K B 4 | 9. B to K B 4 |
| 10. Q to Q 4 | 10. P to Q R 3 |
| 11. P to Q R 4 | 11. Q Kt to Q 2 |
| 12. Castles (Q R) | 12. Q Kt to K B 3 |
| 13. Q B takes Q P | 13. P takes B |
| 14. Kt takes P (ch) | 14. K to Q 2 |
| 15. Kt takes Q Kt P | 15. Kt to Q B sq |
| 16. P to Q 6 | 16. K to K sq |
| 17. Q to K 5 (ch) | 17. K to Q 2 |
| 18. B to Q Kt 5 (ch) | 18. P takes B |
| 19. Q takes P (ch) | 19. K to K 3 |
| 20. Kt mates. | |

GAME II.—*Between Messrs. LOWE and WORMALD.*

- | WHITE (Mr. Lowe). | BLACK (Mr. Wormald). |
|-------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to K B 4 |
| 3. B to Q B 4 | 3. P takes P |
| 4. Kt takes P | 4. P to Q 4 |
| 5. B to Q Kt 3 | 5. Kt to K B 3 |
| 6. P to Q 4 | 6. B to K 2 |
| 7. Castles | 7. Castles |
| 8. P to Q B 4 | 8. P to Q B 3 |
| 9. Kt to Q B 3 | 9. B to K 3 |
| 10. B to K 3 | 10. Q Kt to Q 2 |
| 11. P to K R 3 | 11. B to Q 3 |
| 12. P to K B 4 | 12. K to R sq |
| 13. Q to K 2 | 13. Q to K 2 |
| 14. Q R to Q sq | 14. Q R to Q sq |

Notes by the Author.

- (*a*) Q to K 2 is indicated by Staunton as White's best play here.
 (*b*) Evidently White could not capture the King's Pawn.

- | | |
|---------------------|-------------------|
| 15. P to Q B 5 | 15. B to Q Kt sq |
| 16. P to K Kt 4 | 16. P to K Kt 3 |
| 17. R to K B 2 | 17. Q to K Kt 2 |
| 18. R to K Kt 2 | 18. Q to K 2 |
| 19. Q R to K B sq | 19. R to K Kt sq |
| 20. Q to K B 2 | 20. Q R to K B sq |
| 21. Q to K R 4 | 21. B to K B 2 |
| 22. Kt takes Kt | 22. P to K Kt 4 |
| 23. P takes P | 23. Kt takes Kt |
| 24. K R to B 2 | 24. B to K Kt 3 |
| 25. Kt to K 2 | 25. R to K B 6 |
| 26. B to K B 4 | 26. B takes B |
| 27. Kt takes B | 27. R takes R |
| 28. R takes R | 28. Kt to B sq |
| 29. Q to R 6 | 29. P to K 6 |
| 30. Kt takes B (ch) | 30. Kt takes Kt |
| 31. R to K 2 | 31. Kt to B 5 |
| 32. R to K sq | 32. R to K Kt 3 |
| 33. Q to R 4 | 33. P to K 7 |
| 34. Q to Kt 3 | 34. Q takes Kt P |
| 35. B to B 2 | 35. R to K R 3 |
| 36. B to B 5 | 36. R takes P |
| 37. Q to K B 2 | 37. Q to R 3 |

And White resigned.

GAME III.

(From "Greco," p. 56.)

- | WHITE. | BLACK. |
|--------------------|-------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. P to K B 4 |
| 3. Kt takes P (a) | 3. Q to K 2 |
| 4. Q to K R 5 (ch) | 4. P to Kt 3 |
| 5. Kt takes Kt P | 5. Q takes P (ch) |
| 6. B to K 2 | 6. Kt to K B 3 |
| 7. Q to R 4 (b) | 7. Q takes K Kt P |
| 8. Kt takes R (c) | 8. Q takes R (ch) |

(a) The best move, although "Greco" gives also P takes K B P which was erroneously preferred by some writers.

(b) Q to R 3 is given by Lewis, and is unquestionably better play.

(c) R to B sq would have been safer.

THE COUNTER GAMBIT IN THE KING'S
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- | | |
|----------------|------------------|
| 9. B to B sq | 9. Q to K 5 (ch) |
| 10. Q takes Q | 10. P takes Q |
| 11. B to Q B 4 | 11. P to Q 4 |
| 12. B to Kt 3 | 12. B to K Kt 2 |

And Black wins a piece and the game.

PART II.

(THE KING'S GAMBIT.



CHAPTER XII.

THE ALLGAIER GAMBIT.

THIS beautiful opening abounds with intricate and difficult positions. Although formerly considered invincible by Allgaier, modern analysis has shown that the second player has several perfectly valid modes of defence. By some writers it is called the Allgaier-Kieseritzki Gambit, from its having been much favoured by Kieseritzki. For the sake of simplicity, the opening may be divided into two branches—the “Allgaier-Kieseritzki” Gambit, and the “Allgaier” Gambit proper. The chief authorities on this Gambit are Salvio, Greco, Cozio, Lolli, Allgaier, Staunton, Walker, “Le Palamède,” “La Stratégie Raisonnée,” and the “Handbuch.”

GAME THE FIRST.

(PAULSEN'S DEFENCE.)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to K 5 (best)	

This move constitutes the Allgaier-Kieseritzki Gambit. For the consequences of White's playing 5 Kt to K Kt 5—the “Allgaier Gambit” proper—see Game the Ninth.

5. B to K Kt 2

This defence, originated by Paulsen, is now generally admitted to be the best at the second player's disposal. Black

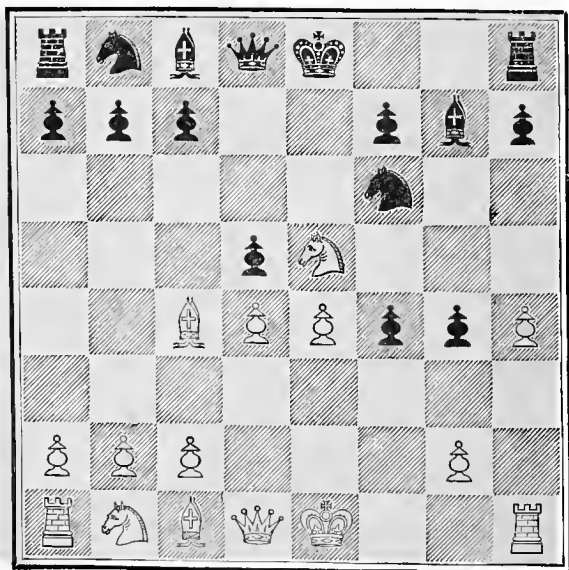
has, however, seven other moves at this point—*viz.*, Kt to KB3, a move first brought prominently into notice in the match between Messrs. Harrwitz and Löwenthal, but now considered inferior; P to KR4, the old classical defence; Kt to QB3, a move invented by Herr Neumann; P to Q3, recommended by Kolisch; B to K2; Q to K2; and lastly, P to Q4, a move invented by the late Mr. E. Morphy. For the result of each of these different moves, *see* Games the Second, Third, Fourth, Fifth, Sixth, Seventh, and Eighth respectively.

- | | |
|--|--------------------|
| 6. P to Q 4 (best), or
(A.) | 6. Kt to KB 3 |
| 7. B to QB 4, or Vari-
ations (I.), (II.) | 7. P to Q 4 (best) |

DIAGRAM

Showing the position after Black's seventh move.

BLACK.



WHITE.

Black may move here, in lieu of the move in the text,

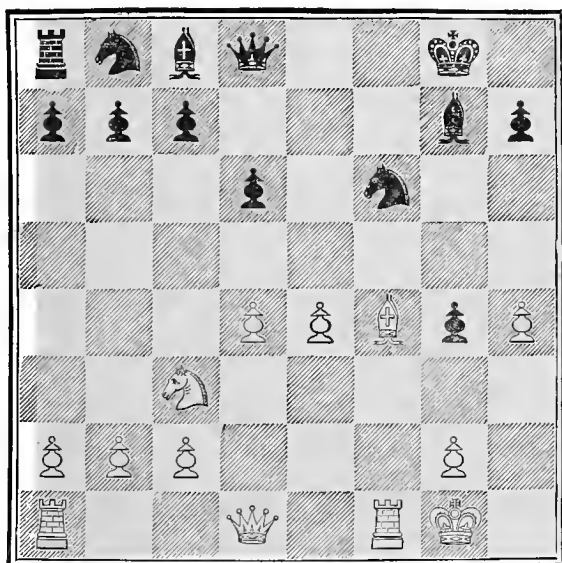
7. Castles, *e.g.* :—

- | | | |
|---|---|---|
| 7. <u>Castles</u> | 8. <u>Kt to Q B 3 or (a)</u>
<u>P to Q 3</u> | 9. <u>Kt takes K B P</u>
<u>R takes Kt</u> |
| 10. <u>B takes R (ch)</u>
<u>K takes B</u> | 11. <u>Q B takes P</u>
<u>K to Kt sq</u> | 12. <u>Castles, and White has</u> |

a fine position. The subjoined Diagram shows the state of the game after White's twelfth move in the above variation :—

DIAGRAM.

BLACK.



WHITE.

The above moves occur in a game between Messrs. Steinitz and Hirschfeld, the latter player conducting the defence, and the game was continued as follows :—

- | | | |
|--|--|---|
| 12. <u>Kt to K R 4</u> | 13. <u>P to K Kt 3</u>
<u>Q Kt to B 3</u> | 14. <u>Kt to K 2</u>
<u>Q to K 2</u> |
| 15. <u>Q to Q 3</u>
<u>B to Q 2</u> | 16. <u>B to K Kt 5</u>
<u>B to K B 3</u> | 17. <u>B takes B</u>
<u>Kt takes B</u> |
| 18. <u>Kt to B 4</u>
<u>Q takes K P</u> | 19. <u>Kt to K R 4, and Black resigned.</u> | |

9. Q B takes P (best)

(If 9. Q Kt to B 3, a move given by the "Handbuch," Black should get the advantage as pointed out in the "Westminster Papers," by the following continuation:—

- | | | |
|--|--|--------------------------------|
| 9. $\frac{\text{Kt to Q B 3}}{\text{Kt to K R 4}}$ | 10. $\frac{\text{Q Kt to K 2}}{\text{Q to K B 3}}$ | 11. Castles
P to K B 6, &c. |
|--|--|--------------------------------|

In this variation the "Handbuch" gives for Black's ninth move in answer to 9. $\frac{\text{Kt to Q B 3}}{\text{P to Q B 4}}$, which we cannot think so strong as playing the Kt to K R 4, and continues the game thus:—

- | | | |
|---|---|---|
| 9. $\frac{\text{Kt to Q B 3}}{\text{P to Q B 4}}$ | 10. $\frac{\text{Q B takes P}}{\text{Kt to K R 4}}$ | 11. $\frac{\text{P to K Kt 3}}{\text{P takes Q P}}$ |
| 12. $\frac{\text{Q takes P}}{\text{Kt to Q B 3}}$ | 13. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ | 14. $\frac{\text{Q to Q 2}}{\text{R to K sq (ch)}}$ |

and Black has a decided superiority. The following variation, which occurred in the final round of the Correspondence Tournament of the "Chess Player's Chronicle," between Mr. W. T. Pierce and the Author, also deserves notice:—

- | | | |
|--|--|--|
| 9. $\frac{\text{Kt to Q B 3}}{\text{Kt to K R 4}}$ | 10. $\frac{\text{Kt takes K Kt P}}{\text{Kt to K Kt 6}}$ | 11. $\frac{\text{R to K R 2}}{\text{Q to K 2 (ch)}}$ |
| 12. $\frac{\text{K to B 2 (best)}}{\text{P to K R 4}}$ | 13. $\frac{\text{Kt to K 5}}{\text{B takes Kt, and Black has gained a piece, since White obviously cannot retake the Bishop. For a further exemplification of this form of the opening see Illustrative Games I., III., and XXIII. at the end of this Chapter.)}}$ | |

To return once more to the main Variation:—

9. Kt takes Q P

10. B takes Kt (best)

Instead of this move, the "Handbuch" and "La Stratégie" make White play 10. P to K Kt 3, which does not appear so good, *e. g.*—

- | | | |
|--|---|--|
| 10. $\frac{\text{P to K Kt 3}}{\text{P to Q B 4}}$ | 11. $\frac{\text{P to Q B 3}}{\text{P takes Q P}}$ | 12. $\frac{\text{P takes P}}{\text{Kt takes B}}$ |
| 13. $\frac{\text{P takes Kt}}{\text{Q to Kt 3}}$ | 14. $\frac{\text{R to R 2}}{\text{Kt to Q B 3, with the advantage.}}$ | |

10. Q takes B

11. Castles

11. P to Q B 4

12. P to Q B 3

12. P takes P

Black may also play here 12. P to K B 4, as suggested by Herr Zukertort.

13. Kt takes K Kt P

13. Kt to Q B 3

If Black play here 13. Q to K 3, *see* Illustrative Game I., between Messrs. Steinitz and Zukertort. The move of 13. Kt to Q B 3, was adopted by Mr. Wisker against the author in a game at the Clifton Tourney, which led to the following continuation :

14. B to K R 6

14. P to K B 4

15. B takes B

15. K takes B

16. Kt to K B 2

16. P to K B 5

17. Kt to Q 2

17. B to K B 4

18. Kt to K B 3, and although the game in question was ultimately drawn (*see* "Illustrated News," 29 Nov. 1874), we prefer Black's position.

(A.)

Variation on White's sixth move :—

6. Kt takes K Kt P

This move is justly condemned by the authorities. (*See* "La Stratégie," pp. 204, 208.) The "Chess Player's Chronicle," April, 1874, p. 41, the "Chess Player's Magazine," and the "Illustrated News" also disapprove of it. It is objectionable, since it at once transfers the attack to Black.

6. P to Q 4 (best)

7. Kt to K B 2 (best)

(Here White has the choice of several moves. He may play

7. P takes P, 7. P to Q B 3, 7. P to K 5, or 7. P to Q 4. Mr. Falkbeer says (*see* the "Chess Player's Magazine," pp. 257, 258): "As to 7. P takes P, or P to K 5, we have not many remarks to offer. In the first case Black would simply take P with Q, or he may also play Kt to K 2, or P to Q B 3, and White's game would be none the better for it." It is strange that Mr. Falkbeer should have overlooked entirely that Black can win the game off-hand by simply playing 7. Q to K 2 (ch) in answer to 7. P takes P. This move was first adopted by the author against Mr. Bird (*see* "Chess Player's Chronicle," October, 1873, p. 341), and gives Black a winning position, the following being the best continuation:—

- | | | |
|---|---|---|
| 7. $\frac{P \text{ takes } P}{Q \text{ to } K 2 \text{ (ch)}}$ | 8. $\frac{K \text{ to } B 2}{B \text{ to } Q 5 \text{ (ch)}}$ | 9. $\frac{K \text{ to } B 3}{B \text{ takes } Kt \text{ (ch)}}$ |
| 10. $\frac{K \text{ takes } B}{Kt \text{ to } K B 3 \text{ (ch)}}$ | 11. $\frac{K \text{ to } R 3 \text{ (best)}}{Q \text{ to } Q 2 \text{ (ch)}}$ | 12. $\frac{P \text{ to } K Kt 4 \text{ (best)}}{\quad}$ |
| $\left. \begin{array}{l} \text{If 12. } K \text{ to } R 2 \\ \quad Kt \text{ to } K Kt 5 \text{ (ch), \&c.} \end{array} \right\}$ | | |
| 12. $\frac{\quad}{P \text{ to } K R 4}$ | 13. $\frac{B \text{ to } K 2}{R \text{ to } K Kt sq, \text{ and play as White may, Black must win.}}$ | |

7. P takes P is clearly, therefore, bad for White. In the second place, White may play 7. P to Q B 3, a move strongly recommended by Max Lange, but which is positively bad play. Yet Mr. Falkbeer says of it: "This, of all the variations in the 'New Paulsen Defence,' is the most important." We think it the least worthy of notice. It is strange that two such eminent players as Messrs. Max Lange and Falkbeer should have failed to perceive that Black can at once obtain the better position by playing 7. P takes P, *e. g.*—

- | | |
|---|--|
| 7. $\frac{P \text{ to } Q B 3}{P \text{ takes } P}$ | 8. $\frac{Q \text{ to } R 4 \text{ (ch)}}{K \text{ to } B sq}$ |
|---|--|

or Black may interpose even with Knight and get a much better developed game than his opponent.

In the third place, in answer to 7. P to K 5, Black can get a good game as follows :—

7. $\frac{P \text{ to } K 5}{B \text{ takes } Kt}$ 8. $\frac{Q \text{ takes } B}{B \text{ takes } K P}$ 9. $\frac{Q \text{ to } K 2}{Q \text{ to } K 2}$

with the better game.

In the fourth place, if White play 7. P to Q 4, Black gets a good game, thus :—

7. $\frac{P \text{ to } Q 4}{P \text{ takes } P}$ 8. $\frac{P \text{ to } Q B 3}{P \text{ to } K 6}$ 9. $\frac{Q \text{ to } B 3}{P \text{ to } K R 4}$ 10. $\frac{Kt \text{ to } K 5}{}$

- { If 10. $\frac{Q \text{ to } K 4 \text{ (ch)}}{Q \text{ to } K 2}$ 11. $\frac{Q \text{ takes } Q \text{ (ch)}}{Kt \text{ takes } Q}$ 12. $\frac{Kt \text{ to } R 2}{B \text{ to } K B 4}$ }
with the advantage.

10. $\frac{P \text{ to } Q 4}{B \text{ takes } Kt}$ 11. $\frac{P \text{ takes } B}{B \text{ to } K Kt 5}$, winning easily.

We may, therefore, assume 7. Kt to K B 2 to be White's best move, although Mr. Falkbeer erroneously supposes it to be inferior to 7. P to Q B 3.)

To return, then, to the main Variation :—

7. P takes P
8. Kt takes P 7. P takes P
8. Kt to K B 3

“The “Handbuch” gives the following continuation for Black :—

8. $\frac{Q \text{ to } K 2}{}$ 9. $\frac{Q \text{ to } K 2}{Kt \text{ to } Q B 3}$ 10. $\frac{P \text{ to } B 3}{Kt \text{ to } K R 3}$
11. $\frac{Kt \text{ to } B 2}{Kt \text{ to } B 4}$ 12. $\frac{Q \text{ takes } Q \text{ (ch)}}{K \text{ takes } Q}$ 13. $\frac{P \text{ to } Q 4}{Kt \text{ to } Kt 6}$ 14. $\frac{R \text{ to } R 2}{R \text{ to } K sq}$
15. $\frac{B \text{ to } Kt 5}{K \text{ to } B sq \text{ (ch)}}$ 16. $\frac{K \text{ to } Q sq}{R \text{ to } K 6}$ 17. $\frac{B \text{ takes } R}{P \text{ takes } B}$ 18. $\frac{Kt \text{ to } Q 3}{B \text{ to } K B 4}$
19. $\frac{Kt \text{ to } Q R 3}{R \text{ to } Q sq}$ 20. $\frac{Kt \text{ to } Q B 2}{B \text{ takes } Q P}$, with the advantage.)

9. Kt takes Kt (ch)

- (If 9. $\frac{P \text{ to } Q 3}{Kt \text{ takes } Kt}$ 10. $\frac{P \text{ takes } Kt}{Q \text{ takes } Q \text{ (ch)}}$, &c.)

- | | |
|-----------------|-----------------|
| | 9. Q takes Kt |
| 10. Kt to Q B 3 | 10. B to K 3 |
| 11. Q to K B 3 | 11. Castles |
| 12. B to K 2 | 12. Kt to Q B 3 |
| 13. Kt to K 4 | 13. Q to R 3 |
| 14. Q to R 5 | 14. Kt to Q 5 |
| 15. Q takes Q | 15. B takes Q |
| 16. B to Q sq | 16. P to K B 4 |

And Black has unquestionably the better game. We extract the above Variation, which occurred in a game between Messrs: Hammond and Mackenzie, from the "Illustrated London News," which considers the advantage to be all on Black's side.

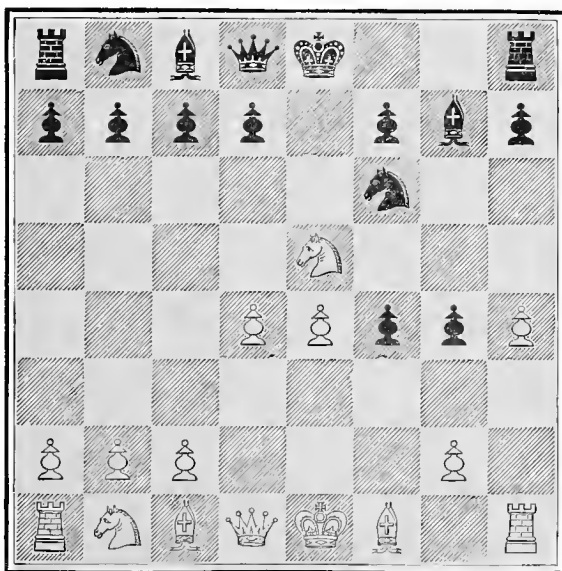
VARIATION (I.).

On White's seventh move :—

DIAGRAM

Showing the position after Black's sixth move, White having to play.

BLACK



WHITE.

- | | |
|----------------|----------------|
| 7. Q B takes P | 7. P to Q 3 |
| 8. Kt to Q B 4 | 8. Kt takes P |
| 9. B to Q 3 | 9. Q to K 2 |
| 10. Q to K 2 | 10. P to K B 4 |

B to K B 4 may also be ventured here by Black, to which White's best reply is 11. R to K B sq

11. P to Q B 3

This is the move given in the "Handbuch," but would not 11. Kt to Q B 3 give White a grand attack ?

- | | |
|-----------------|-----------------|
| 12. Q Kt to Q 2 | 11. Kt to Q B 3 |
| 13. Kt to Q R 3 | 12. P to Q 4 |
| | 13. B to K 3 |

And the "Handbuch" considers Black has the better game.

VARIATION (II.).

On White's seventh move :—

7. Kt to Q B 3

This move is suggested by Mr. Petroff, the celebrated Russian player, but is not so strong, in our opinion, as 7. B to Q B 4.

- | | |
|---------------------|-----------------------|
| 8. Kt to Q 3 | 7. P to Q 3 |
| 9. B takes P (best) | 8. Castles |
| 10. Kt to K B 2 | 9. Kt to Q B 3 (best) |
| 11. B to K Kt 5 | 10. Kt to K R 4 |
| 12. B to K 3 | 11. P to K B 3 |
| 13. B to Q B 4 (ch) | 12. Kt to K Kt 6 |

"La Stratégie" gives this move. The "Handbuch" makes White play—

13. $\frac{R \text{ to } K \text{ R } 2}{P \text{ to } K \text{ B } 4, \text{ \&c.}}$

13. K to R sq
 14. P to K B 4
 14. R to R 2
 And Black's game is again to be preferred.

GAME THE SECOND.

(PHILIDOR'S DEFENCE.)

WHITE.

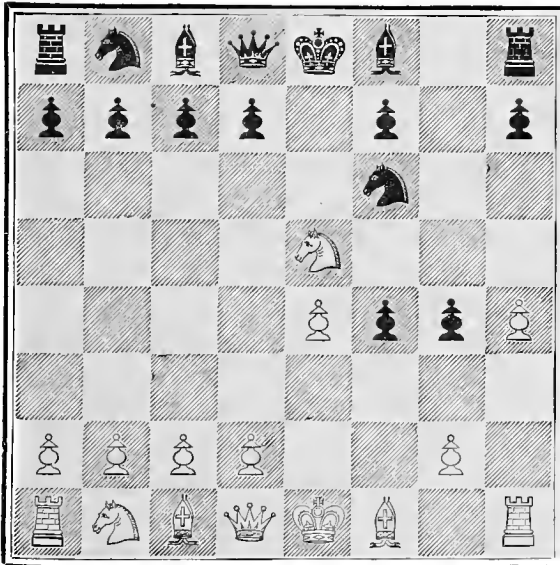
1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. P to K R 4
5. Kt to K 5

BLACK.

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to K Kt 5
5. Kt to K B 3

DIAGRAM.

BLACK.



WHITE.

This move is noticed by Philidor, and for a long time was considered to be Black's strongest defence; but of late years

so many different attacks have been invented, that it has somewhat fallen into disfavour, and a growing tendency is observable to prefer P to Q 3, or B to K Kt 2.

6. B to Q B 4
7. P takes P

6. P to Q 4 or (A.)
7. B to Q 3

Black may play here 7. B to K Kt 2, a move which Herr Zukertort thinks he may make without disadvantage (*see* "Westminster Papers"); but the "Chess Player's Chronicle," p. 355, says it is a weak move, which must lead to certain loss on account of White's rejoinder, 8. P to Q 6. We cannot agree with the "Chess Players' Chronicle," on account of the following continuation:—

- | | | | | | |
|-----|---|-----|-----------------------------------|-----|-------------------------------------|
| 7. | <u>B to K Kt 2</u> | 8. | <u>P to Q 6</u>
Castles | 9. | <u>Kt takes K B P</u>
R takes Kt |
| 10. | <u>B takes R (ch)</u>
K takes B | 11. | <u>P takes P</u>
Q to K 2 (ch) | 12. | <u>Q to K 2</u>
Q takes Q (ch) |
| 13. | <u>K takes Q</u>
Kt to Q B 3, and Black has the advantage. | | | | |

8. P to Q 4

8. Kt to K R 4 or (B.)

Mr. Wisker gives the following opinion of this defence (*see* "Westminster Papers," February, 1873):—"The style of defence of which this and the three preceding moves are the essentials, was once deemed irresistible. Its popularity dated from the match between Messrs. Löwenthal and Harrwitz, in which the former employed it with decisive success, and it lived in favour long after the publication of Staunton's "Praxis." It is now as completely exploded as the Sicilian opening or the "Damiano Gambit." The Editor of the "Chess Players' Chronicle," however, entertains a diametrically opposite opinion ("Chess Player's Chronicle," June, 1873, p. 263). We believe that, although the defence is far from easy, White's attack is by no means as irresistible as is generally supposed.

9. Kt to Q B 3 or Vari-
ations (I.), (II.)

9. Castles (best) or Vari-
ations (III.), (IV.)

Castling at this crisis was first suggested by Signor Centurini, of Genoa, in a letter to the "Chess Player's Magazine," and is considered best by Löwenthal and Dubois.

10. Kt to K 2 (best)

(If 10. $\frac{\text{Kt takes K Kt P}}{\text{Kt to K Kt 6}}$, with a capital attack.

- | | | |
|---|---|--|
| If 10. $\frac{\text{Castles}}{\text{Q takes P}}$ | 11. $\frac{\text{R takes P}}{\text{Kt takes R}}$ | 12. $\frac{\text{B takes Kt}}{\text{P to K Kt 6}}$ |
| 13. $\frac{\text{Q to K B 3}}{\text{P to K B 3}}$ | 14. $\frac{\text{Q takes P (ch)}}{\text{Q takes Q}}$ | 15. $\frac{\text{B takes Q}}{\text{P takes Kt}}$ |
| 16. $\frac{\text{P takes P}}{\text{B to Q B 4 (ch)}}$ | 17. $\frac{\text{K to R sq}}{\text{R to K B 4}}$ | 18. $\frac{\text{Kt to K 4}}{\text{B to Q 5}}$ |
| 19. $\frac{\text{Kt to B 6 (ch)}}{\text{K to B 2}}$ | 20. $\frac{\text{B to Q 3}}{\text{R takes Kt}}$ | 21. $\frac{\text{P takes R}}{\text{B takes Q Kt P}}$ |
| 22. $\frac{\text{R to Q Kt sq}}{\text{B takes K B P}}$ | 23. $\frac{\text{B takes Q B P}}{\text{Kt to Q R 3}}$ | 24. $\frac{\text{B takes Kt}}{\text{P takes B}}$ |
| 25. $\frac{\text{P to Q B 4}}{\text{B to K B 4}}$, and wins. | | |

The above variation occurs in a game between Messrs. Wayte and Thorold.—"Chess Player's Chronicle," 1873, p. 267.)

10. Q to K 2, and Black has the better game. If, instead of this move, Black play 10. P to K B 3, see Illustrative Game XI., between the Author and Herr Steinitz, with the note by the author.

(A.)

Variation on Black's sixth move :—

- | | |
|-------------------|--------------|
| | 6. Q to K 2 |
| 7. B takes P (ch) | 7. K to Q sq |
| 8. P to Q 4 | 8. P to Q 3 |
| 9. B to Q Kt 3 | |

- | | | |
|---|---|--|
| If 9. $\frac{\text{Q B takes P}}{\text{P takes Kt}}$ | 10. $\frac{\text{P takes P (dis ch)}}{\text{B to Q 2}}$ | 11. $\frac{\text{B to Q 5}}{\text{P to Q B 3}}$ |
| 12. $\frac{\text{P takes Kt}}{\text{Q to Q Kt 5 (ch)}}$ | 13. $\frac{\text{B to Q 2}}{\text{Q takes Q Kt P}}$ | 14. $\frac{\text{B to Q B 3}}{\text{B to Q Kt 5}}$ |

and Black ought to win, in the opinion of the authors of "La Stratégie." In his analysis of this variation in "La Régence," Herr Kolisch, instead of 14. B to Q Kt 5, makes Black play 14. Q to Q Kt 3, an inferior move, to

which White replies by 15. Q to Q 2, with a good game. Nevertheless, the Kouscheleff variation is highly ingenious.)

- | | |
|--------------------------|----------------------|
| | 9. P takes Kt |
| 10. P takes K P (dis ch) | 10. B to Q 2 |
| 11. P takes Kt | 11. Q takes K P (ch) |
| 12. K to B sq | 12. B to Q 3 |
| 13. Kt to Q B 3 | 13. Q to K B 4 |
| 14. P to K B 7 | |

Jaenisch concludes thus :—" Tous les coups joués ci-dessus sont certainement les meilleurs des deux côtés, et l'on ne peut pas dire que la supériorité de position acquise par les Noirs doive nécessairement leur donner la partie."

(B.)

Variation on Black's eighth move :—

8. Q to K 2

This move is recommended by Herr Löwenthal. Mr. Staunton prefers 8. Kt to K R 4, the consequences of which we have already examined, and we prefer that move.

- | | |
|----------------------|----------------|
| 9. Kt to Q B 3 | 9. Kt to K R 4 |
| 10. B to Q Kt 5 (ch) | 10. P to Q B 3 |

The "Chess Player's Chronicle" advises 10. K to B sq here for Black, *e.g.*—

- | | | |
|----------------------------|---|-------------------------------------|
| 10. <u>K to B sq</u> | 11. <u>Castles</u>
B takes Kt | 12. <u>P takes B</u>
Q takes R P |
| 13. B takes P
P to Kt 6 | 14. B to R 6 (ch)
Kt to Kt 2, and thinks White's attack is over. | |
- We think White may now play 15. R takes P (ch) thus :
- | | | |
|--|--|--|
| 15. <u>R takes P</u> (ch)
K takes R | 16. <u>Q to B 3</u> (ch)
B to K B 4 | } if 16. <u>K to Kt sq</u>
or 18. <u>B to K B 4</u> |
| 17. <u>Q to B 6 or P to K 6</u> } | 18. P to K 6 (ch) | |

and Black is by no means out of danger.

- If White play 18. B takes Kt then follows 18. K takes B
- | | | |
|--|--|---|
| 19. <u>Q takes B</u>
<u>Q to R 7 (ch)</u> | 20. <u>K to B sq</u>
<u>R to B sq</u> | 21. <u>Q takes R (ch)</u>
<u>K takes Q</u> |
| 22. <u>R to K sq</u>
<u>Q to R 8 (ch)</u> | 23. <u>K to K 2</u>
<u>Q takes P (ch)</u> | 24. <u>K to Q sq</u>
<u>Kt to Q R 3</u> |
| 25. <u>R to B sq (ch)</u>
<u>K to Kt 2, &c.</u> | | |
- 11. P takes P** **11. P takes P**
12. Kt to Q 5

The above moves occur in a game between Messrs. Steinitz and Deacon. The latter, who played Black, now moved Q to K 3, and speedily lost the game, see Illustrative Game V. But suppose now :

12. Q to Q sq

Black may also play here 12. Q to Q Kt 2 with advantage, as if then White retreat the Kt to Q B 4, Black plays B to Q B 2.

- | | |
|----------------------------|------------------------|
| 13. Kt takes Q B P | 13. Kt takes Kt |
| 14. B takes Kt (ch) | 14. B to Q 2 |
| 15. B takes R | 15. Q takes B |

And although White has won the exchange, he has a difficult game to play.

For White's ninth move in this Variation, in lieu of Kt to Q B 3, Kolisch gives 9. Castles, as follows :—

- | | |
|---------------------------|--------------------------|
| 9. Castles | 9. B takes Kt |
| 10. P takes B | 10. Kt to K R 4 |
| 11. Q to Q 4 | 11. Q takes K R P |
| 12. P to K 6 | 12. P to K B 3 |
| 13. Q B takes P | 13. P to Kt 6 |
| 14. R to B 3 | 14. Q to R 7 (ch) |
| 15. K to B sq | 15. Q to R 8 (ch) |
| 16. Q to Kt sq | 16. Q to R 5 |
| 17. B to Kt 5 (ch) | 17. P to B 3 |
| 18. Q B takes Kt | 18. R takes B |

19. P takes P, and says the second player has a great disadvantage. The above Variation is from "La Régence,

1860, p. 169. For other Variations, *see* "Handbuch," 1874, p. 384.

White may also play 9. Q B takes P, which we believe to be a good move, although condemned by Staunton ("Praxis,") p. 329. (*See* Illustrative Games VI. and VII.)

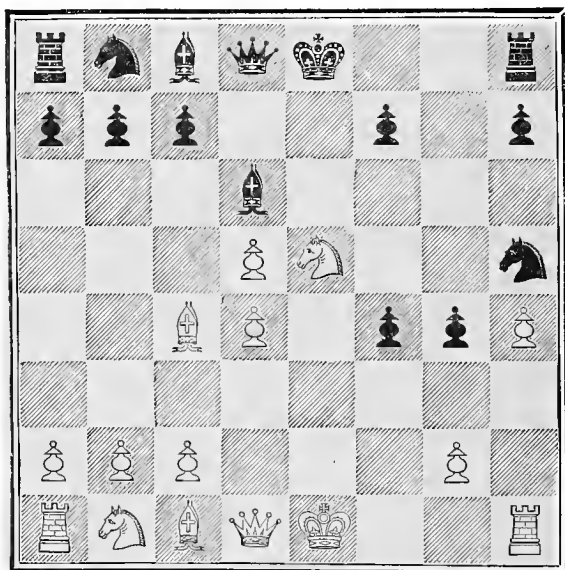
VARIATION (I.).

On White's ninth move:—

DIAGRAM

Showing the position after Black's eighth move.

BLACK.



WHITE.

Let the student refer to the above Diagram for the two following Variations.

9. Castles

This is preferred by Löwenthal (*see* "Chess Player's Chronicle," June, 1873, p. 266), and is a favourite move with Anderssen.

10. Q to K sq

9. Q takes K R P

10. Q takes Q

It is worth noticing that Black could play on his twelfth move in the above Variation, in lieu of 12. B to Q 2, 12. K to B sq.; but that would avail him nought, *e. g.*—

- Suppose 12. $\frac{\text{K to B sq}}{\text{K to B sq}}$ 13. $\frac{\text{B takes R}}{\text{Kt to K Kt 6}}$ 14. $\frac{\text{K to B 2}}$
- { if 14. $\frac{\text{R to K R 2}}{\text{Q to K 2 (ch)}}$ 15. $\frac{\text{K to B 2}}{\text{Kt to K 5 (ch)}}$ 16. $\frac{\text{B takes Kt}}{\text{P to Kt 6 (ch)}}$
17. $\frac{\text{K to Kt sq}}{\text{P takes R (ch)}}$ 18. $\frac{\text{K to R sq}}{\text{Q takes B}}$ 19. $\frac{\text{Kt to B 3}}{\text{Q to Kt 3}}$
20. P to R 5
Q to Kt 2, with a winning position.}
14. $\frac{\text{Kt takes R (ch)}}{\text{Kt takes R (ch)}}$ 15. $\frac{\text{Q takes Kt}}{\text{P to Kt 6 (ch)}}$ 16. $\frac{\text{K to K sq}}$
- { If 16. $\frac{\text{K to Kt sq}}{\text{K to Kt sq}}$ 17. $\frac{\text{B to Q B 4}}$ }
- { If 16. $\frac{\text{K to B 3}}{\text{K to B 3}}$ 17. $\frac{\text{R to Kt sq}}$ }
16. $\frac{\text{Q to K 2 (ch)}}{\text{P takes B}}$ 17. $\frac{\text{K to Q sq}}{\text{B to Kt 5 (ch)}}$ 18. $\frac{\text{B to B 3}}{\text{B takes B (ch)}}$
19. $\frac{\text{R to Kt sq}}{\text{R to Kt sq}}$ 20. $\frac{\text{Kt to B 3}}{\text{P to Kt 7}}$ 21. $\frac{\text{Q to Kt sq}}{\text{Q takes R P, and wins.}}$

VARIATION (III.)

On Black's ninth move:—

- | | | |
|---------------------------|--------------------------------------|--|
| | 9. Q to K 2 | |
| 10. B to Kt 5 (ch) | 10. K to Q sq or (<i>a</i>) | |
| 11. Castles | 11. B takes Kt | |
| 12. P takes B | 12. Q takes R P | |

(If 12. $\frac{\text{Q takes K P}}{\text{Q takes K P}}$ 13. $\frac{\text{R to K sq}}{\text{R to K sq}}$ followed by 14. $\frac{\text{Q to K 2}}{\text{Q to K 2}}$
with the advantage. See "Handbuch," pp. 384, 385.)

- | | |
|--|-------------------------|
| 13. R takes P | 13. Kt takes R |
| 14. B takes Kt | 14. P to Kt 6 |
| 15. Q to B 3 | 15. R to K Kt sq |
| 16. P to K 6 | 16. P takes P |
| 17. B takes K Kt P | 17. Q to Kt 4 |
| 18. Q to B 7 | 18. P to K 4 |
| 19. Q takes R (ch) | 19. Q takes Q |
| 20. B to K R 4 (ch), and mates next move. | |

We extract the above beautiful Variation from a game between Messrs. Steinitz and B——. (“Westminster Papers.”)

(a.)

- | | |
|--------------------------|--------------------------|
| | 10. K to B sq |
| 11. Castles | 11. B takes Kt |
| 12. P takes B | 12. Q takes K R P |
| 13. B takes P | 13. P to Kt 6 |
| 14. B to R 6 (ch) | 14. Kt to Kt 2 |

And the “Chess-Players’ Chronicle” considers White’s attack is exhausted. (See “C. P. C.” p. 266, June, 1873.) Instead of 13. B takes P for White, the author suggests 13. R takes P, as follows:—

- | | | | |
|--|--|---|--|
| | 13. $\frac{R \text{ takes } P}{Kt \text{ takes } R}$ | | 14. $\frac{B \text{ takes } Kt}{P \text{ to } Kt 6}$ |
| | } If 14. $\frac{\text{-----}}{B \text{ to } K B 4}$ | | 15. $\frac{Q \text{ to } Q 4, \&c. \{$ |
| 15. $\frac{Q \text{ to } B 3}{B \text{ to } Kt 5}$ | | 16. $\frac{Q \text{ takes } P}{Q \text{ takes } Q}$ | |

although a Rook ahead, will find it hard to extricate himself.

VARIATION (IV.)

On Black’s ninth move:—

9. Kt to K Kt 6

10. Q B takes P (best)

R to K R 2 is not so forcible.

10. Kt takes R

11. P to K Kt 3 (best)

This move, according to “La Stratégie,” was first indicated in 1857 to Signor Dubois, by Philiberti, a Roman amateur. Instead of this move White may play 11. Kt to K 4, invented by F. Healey, but which is not so sound, *e. g.*:—

- | | | | |
|---|--|--|--|
| | 11. $\frac{Kt \text{ to } K 4}{Q \text{ takes } P \text{ (ch)}}$ | | 12. $\frac{P \text{ to } K Kt 3}{Kt \text{ takes } P}$ |
| } If 12. $\frac{\text{-----}}{Q \text{ to } K R 7}$ | 13. $\frac{Q \text{ to } Q 3}{Q \text{ to } Kt 8 \text{ (ch)}}$ | | 14. $\frac{K \text{ to } Q 2}{Q \text{ to } Kt 7 \text{ (ch) (best)}}$ |

15. $\frac{\text{K to Q B 3}}{\text{Kt to B 7}}$ 16. $\frac{\text{Kt to B 6 (ch)}}{\text{K to B sq}}$ 17. $\frac{\text{B to R 6 (ch)}}{\text{K to K 2}}$
18. $\frac{\text{Q to K 3}}{\text{Kt to K 5 (ch)}}$ 19. $\frac{\text{Kt takes Kt}}{\text{B takes Kt, and White mates in six moves}}$ }
13. $\frac{\text{Kt takes Kt}}{\text{P to K B 3}}$ 14. $\frac{\text{B to Q Kt 5 (ch)}}{\text{P to Q B 3}}$ 15. $\frac{\text{P takes P}}{\text{P takes P}}$
16. $\frac{\text{Kt takes Q B P}}{\text{B takes B}}$ 17. $\frac{\text{Kt takes Kt (dis ch)}}{\text{K to B 2}}$ 18. $\frac{\text{Kt to Q B 6}}{\text{Q takes Kt (ch)}}$
- and wins.

12. Q to Q 2

13. Castles

14. P takes P

15. P to Q 6

16. P takes B

17. P to K 6

11. Q to K 2

12. P to K B 3

13. P takes Kt

14. B to Q Kt 5

15. B takes Kt.

16. Q to K Kt 2

17. P takes Q P

And wins.

- (If 17. $\frac{\text{Kt takes Kt P}}{\text{Kt takes Kt P}}$ 18. $\frac{\text{P to Q 7 (ch)}}{\text{B takes P}}$ 19. $\frac{\text{P takes B (ch)}}{\text{Kt takes P}}$)
20. $\frac{\text{R to K sq (ch), and White must win.}}$

18. Q takes P

19. B to Q Kt 5 (ch)

20. B takes Kt (ch)

21. Q takes P (ch)

22. Q takes R (ch), and wins.

18. Q to K 2

19. Kt to B 3

20. P takes B

21. B to Q 2

It is necessary to notice the old system of attack, which is now seldom played. This consists in the first player capturing the hostile K Kt P on his sixth move, instead of posting his B at Q B 4. "Theoretically," it is a won game for Black, but "practically" the defence will be found very difficult. The following are the moves:—

1. $\frac{\text{P to K 4}}{\text{P to K 4}}$ 2. $\frac{\text{P to K B 4}}{\text{P takes P}}$ 3. $\frac{\text{Kt to K B 3}}{\text{P to K Kt 4}}$
4. $\frac{\text{P to K R 4}}{\text{P to K Kt 5}}$ 5. $\frac{\text{Kt to K 5}}{\text{Kt to K B 3}}$ 6. $\frac{\text{Kt takes K Kt P}}{\text{Kt takes K P}}$
7. $\frac{\text{P to Q 3}}{\text{Kt to Kt 6}}$ 8. $\frac{\text{B takes P}}{\text{Kt takes R (best)}}$

- | | | |
|---|--|--|
| if 8. $\frac{Q \text{ to } K 2 \text{ (ch)}}{Kt \text{ takes } P \text{ (ch)}}$ | 9. $\frac{B \text{ to } K 2}{Kt \text{ takes } R \text{ or } (b)}$ | 10. $\frac{B \text{ to } Kt 5}{P \text{ to } K B 3}$ |
| 11. $\frac{Kt \text{ takes } P \text{ (ch)}}{K \text{ to } B 2}$ | 12. $\frac{Kt \text{ to } K 4}{Q \text{ to } K 4}$ | 13. $\frac{B \text{ to } R 5 \text{ (ch)}}{K \text{ to } Kt \text{ sq}}$ |
| 14. $\frac{Q \text{ to } K B 3}{Q \text{ to } K 3}$ | 15. $\frac{Kt \text{ to } Q B 3}{P \text{ to } Q B 3}$ | 16. <u>Castles</u> |

and Kolisch declares the game lost for Black. (*La Régence*, 1860, p. 168.)

- (b)
- | | | |
|--|---|---|
| 9. $\frac{Q \text{ to } Q Kt 5 \text{ (ch)}}{Kt \text{ to } B 6 \text{ (ch)}}$ | 10. $\frac{Q \text{ to } Q 2}{Q \text{ takes } Q \text{ (ch)}}$ | 11. $\frac{Kt \text{ takes } Q}{Kt \text{ takes } R}$ |
|--|---|---|
12. $\frac{Kt \text{ to } B 6 \text{ (ch)}}{K \text{ to } Q \text{ sq.}}$ (These moves are given in the "Handbuch," but we prefer Löwenthal's continuation, viz. : 12. $\frac{B \text{ to } K 5}{P \text{ to } B 3}$ 13. $\frac{Kt \text{ takes } P \text{ (ch) \&c.}}$)

Besides, in answer to 12. $\frac{Kt \text{ to } B 6 \text{ (ch)}}$, Black may play for a draw by

- | | | | |
|---|--|--|---|
| 12. $\frac{K \text{ to } K 2}$, which the "Handbuch" appears to have overlooked. | 13. $\frac{Kt \text{ to } Q 5}{B \text{ to } K 2}$ | 14. $\frac{\text{Castles}}{Kt \text{ to } B 7}$ | 15. $\frac{R \text{ to } B \text{ sq}}{B \text{ takes } R P}$ |
| 16. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ to } K \text{ sq}}$ | 17. $\frac{B \text{ to } Q 6}{Kt \text{ to } Q R 3}$ | 18. $\frac{P \text{ to } Q 4}{P \text{ to } Q Kt 4}$ | 19. $\frac{P \text{ to } K Kt 3}{B \text{ to } Q Kt 2}$ |
| 20. $\frac{B \text{ to } K B 3}{Kt \text{ to } Q 6 \text{ (ch)}}$ | 21. $\frac{P \text{ takes } Kt}$ | | |

and wins.

- | | | |
|--|--|--|
| 9. $\frac{Q \text{ to } K 2 \text{ (ch)}}{Q \text{ to } K 2}$ | 10. $\frac{Kt \text{ to } B 6 \text{ (ch)}}{K \text{ to } Q \text{ sq}}$ | 11. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ takes } B}$ |
| 12. $\frac{Kt \text{ to } Q 5 \text{ (ch)}}{K \text{ to } Q \text{ sq}}$ | 13. $\frac{Kt \text{ takes } Q}{B \text{ takes } Kt}$ | 14. $\frac{Q \text{ to } K Kt 4}$ |

(Here the "Handbuch" suggests 14. $\frac{Kt \text{ to } Q B 3}$, to which Black replies

- | | | |
|--|--|---|
| with 14. $\frac{R \text{ to } K \text{ sq}}$ | If 14. $\frac{Q \text{ to } R 5}{Kt \text{ to } Kt 6}$ | 15. $\frac{Q \text{ to } Q R 5 \text{ (ch)}}{P \text{ to } Kt 3, \&c.}$ |
|--|--|---|

- | | | |
|---|---|--|
| 14. $\frac{P \text{ to } Q 3}$ | (14. $\frac{R \text{ to } K \text{ sq}}$ is recommended here by some authorities) | |
| 15. $\frac{Q \text{ to } K B 4}{R \text{ to } K Kt \text{ sq}}$ | 16. $\frac{Q \text{ takes } K B P}{R \text{ to } B \text{ sq}}$ | 17. $\frac{Q \text{ takes } R P}{Kt \text{ to } Kt 6}$ |

and Black has the advantage.

GAME THE THIRD.

THE OLD CLASSICAL DEFENCE.

- WHITE.
1. P to K 4
 2. P to K B 4

- BLACK.
1. P to K 4
 2. P takes P

3. Kt to K B 3

4. P to K R 4

5. Kt to K 5

3. P to K Kt 4

4. P to K Kt 5

5. P to K R 4

This defence, first indicated by Cozio, is now considered inferior. Kolisch says (*see* "La Régence," 1860, p. 166):—
"Au cinquième coup, le second joueur a le choix entre trois défenses différentes. La première, 5. P to K R 4, la plus ancienne, a été longtemps considérée comme la seule satisfaisante, puis, abandonnée plus tard, et enfin remise en faveur aujourd'hui; elle a, selon nous, l'inconvénient d'être lente et difficile, et de permettre au premier joueur une longue série de coups d'attaque."
 At most, Black can only get an even game.

6. B to Q B 4 (best)

7. P to Q 4

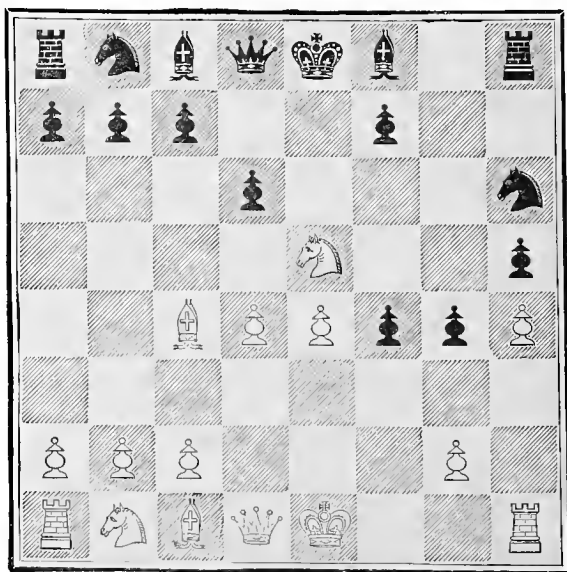
6. Kt to K R 3 or
Variation (I.)

7. P to Q 3

DIAGRAM

Showing the position after Black's seventh move.

BLACK.



WHITE.

8. Kt to Q 3 (best)

White may also play 8. Kt takes K B P, but this line of play is hazardous, *e. g.*—

- | | | |
|---|--|--|
| 8. $\frac{\text{Kt takes K B P}}{\text{Kt takes Kt}}$ | 9. $\frac{\text{B takes Kt}}{\text{K takes B}}$ | 10. $\frac{\text{B takes P}}{\text{B to K R 3}}$ |
| 11. $\frac{\text{Castles}}{\text{K to Kt 3}}$ | 12. $\frac{\text{Kt to Q B 3}}{\text{B to K 3, \&c.}}$ | |

8. P to K B 6**9. P takes P (best)**

The "Handbuch" indicates P to K Kt 3 also for White at this point.

9. B to K 2 (best)

- | | | |
|--|--|---|
| (If 9. $\frac{\text{P takes P}}$ | 10. $\frac{\text{Q takes P}}{\text{B to K Kt 5}}$ | 11. $\frac{\text{Q to K B 2}}{\text{Q to K 2}}$ |
| 12. $\frac{\text{Castles}}{\text{R to K R 2}}$ | 13. $\frac{\text{Kt to Q B 3}}{\text{P to Q B 3}}$ | 14. $\frac{\text{P to K 5, and White}}$ |

has an irresistible attack. (For a further continuation of this variation, see Illustrative Game XIV., between the Author and Mr. Marston, at the end of this Chapter.)

10. B to K 3 (best)

Instead of this move "La Stratégie" gives 10. B to K Kt 5, an inferior move, in our opinion, with the following continuation :—

- | | | |
|---|---|--|
| 10. $\frac{\text{B takes B}}$ | 11. $\frac{\text{P takes B}}{\text{Q takes P}}$ | 12. $\frac{\text{Q to Q 2}}{\text{Q takes Q}}$ |
| 13. $\frac{\text{Kt takes Q}}{\text{Kt to K Kt sq, and considers the game equal.}}$ | | |

10. B takes P (ch)**11. K to Q 2**

Kolisch here concludes as follows :—"Black has maintained his Pawn so far, but the difficulties of his position are enormous. In order to disengage his Queen, he must first withdraw the

King's Bishop, and before doing this he must defend his K R P. The Q B cannot come out, for if played to K 3, White would take and play Kt to K B 4 next move. Besides, the Queen can only be played to K 2 to avoid the harassing attack of the hostile Q Kt." Kolisch does not continue his analysis further. This we do.

Black has four moves at his disposal here—*viz.*, 11. P to K Kt 6, 11. B to K Kt 4, 11. P takes P, and 11. Kt to Q B 3.

In the first place, if: 11. P to K Kt 6

12. Q to K 2, with a strong game.

In the second place, if: 11. B to K Kt 4

12. P to K B 4, with the better position.

In the third place, if: 11. P takes P

12. Q takes P 12. B to K Kt 5

13. Q to K B 4

Here Mr. Staunton observes ("Praxis," p. 319):—"White has rather the freer game, but Black keeps the Pawn;" but he does not continue his analysis further.

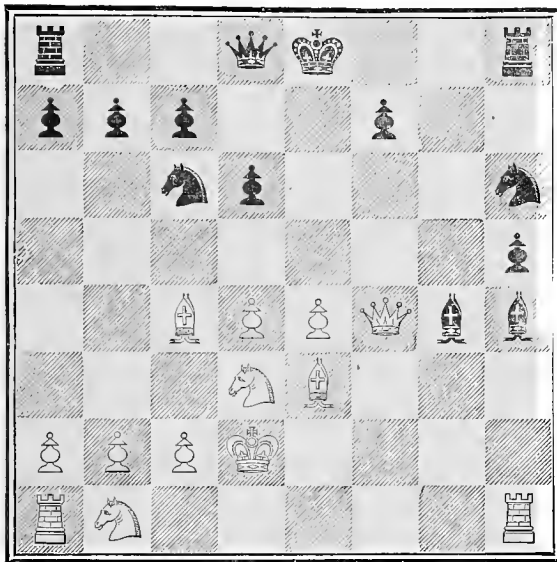
13. Kt to Q B 3

The position is now highly interesting.

The following continuation from this point occurred in a game between the Author and Dr. Wilson, published in the "Era," many years ago. We append a diagram, showing the position after Black's thirteenth move.

DIAGRAM.

BLACK.



WHITE.

- | | |
|-------------------------|----------------|
| 14. B to Q Kt 5 or (A.) | 14. K to B sq |
| 15. B takes Kt | 15. P takes B |
| 16. Kt to Q B 3 | 16. Q to K B 3 |
| 17. Q R to K B sq | 17. Q takes Q |

18. Kt takes Q, and Black has an inferior position. If he play 18. B to K Kt 4, White wins the exchange at once by 19. Kt to K Kt 6 (ch), and if the Bishop be withdrawn elsewhere, White wins the Rook's Pawn.

(A.)

- | | |
|-----------------|--------------------|
| 14. Kt to Q B 3 | 14. Kt takes P |
| 15. B takes Kt | 15. B to K Kt 4 |
| 16. B takes R | 16. B takes Q (ch) |
| 17. Kt takes B | 17. Q to K Kt 4 |

- | | |
|------------------------|-----------------|
| 18. Q R to K B sq | 18. P to Q B 3 |
| 19. B to Q 4 | 19. P to Q Kt 4 |
| 20. B to Kt 3 | 20. P to Kt 5 |
| 21. Q Kt to K 2 | 21. B takes Kt |
| 22. K takes B | 22. Kt to Kt 5 |
| 23. B takes K B P (ch) | 23. K to Q 2 |
| 24. B to K 6 (ch) | 24. K to B 2 |

The above Variation occurred in a game between the Author and Mr. Bird, the latter playing the defence. We may add that the game in question was drawn, but White should now obtain the advantage by capturing Kt with B. We recommend these Variations to the attention of the student.

In the fourth place, if **11. Kt to Q B 3**

This move is recommended by Löwenthal.

12. P to K B 4, with a good game; or, by pinning the Kt, or playing Kt to Q B 3, White may bring about either of the positions occurring in the preceding Variations.

VARIATION (I.)

On Black's sixth move :—

6. R to K R 2

The "Handbuch" pronounces this to be Black's best move. "La Stratégie" concurs in this opinion.

7. P to Q 4

(If **7. $\frac{\text{Kt takes K B P}}{\text{R takes Kt}}$** **8. $\frac{\text{B takes R (ch)}}{\text{K takes B}}$** **9. $\frac{\text{P to Q 4}}{\text{P to K B 6}}$**

{Black may also advantageously play B to K R 3}

10. $\frac{\text{P takes P}}{\text{P to Q 3}}$ **11. $\frac{\text{B to Kt 5}}{\text{B to K 2}}$** **12. $\frac{\text{P to K B 4}}{\text{P to Q 4}}$** **13. $\frac{\text{P to K 5}}{\text{B to K B 4}}$**

16. $\frac{\text{Kt to B 3}}{\text{Kt to Q R 3}}$, and Black has the better game.

**7. P to K B 6, or (B.),
(C.), (D.)**

8. P takes P (best)

- (If 8. $\frac{P \text{ to } K \text{ Kt } 3}{Kt \text{ to } Q \text{ B } 3}$ 9. $\frac{Kt \text{ to } K \text{ Kt } 6}{B \text{ to } Kt \text{ 2}}$ 10. $\frac{P \text{ to } K \text{ 5}}{P \text{ to } Q \text{ 4}}$
 11. $\frac{B \text{ to } Q \text{ 3}}{P \text{ to } K \text{ B } 4}$ 12. $\frac{P \text{ takes } P \text{ en passant}}{B \text{ takes } P}$ 13. $\frac{P \text{ to } B \text{ 3}}{K \text{ Kt to } K \text{ 2}}$
 and the "Handbuch" considers Black has a winning position.)

8. P to Q 3

9. Kt to Q 3

Staunton suggests :—

9. $\frac{Kt \text{ takes } K \text{ B } P}{R \text{ takes } Kt}$ 10. $\frac{B \text{ takes } R \text{ (ch)}}{K \text{ takes } B}$ 11. $\frac{B \text{ to } K \text{ Kt } 5}{B \text{ to } K \text{ 2}}$
 12. P to K B 4, followed by Castles (Q R), and thinks White has a strong attack.

9. B to K 2

10. B to K 3

10. B takes P (ch)

11. K to Q 2

11. P takes P

If 11. B to K Kt 4, see Illustrative Game XII., between Messrs. Kolisch and Anderssen.

12. Q takes P

12. B to K Kt 5

13. Q to K B 4, or

13. Q to K B sq, and the game is equal. (See "Praxis," p. 322.) We prefer White's position.

(B.)

7. Q to K B 3

This move, formerly advised by Lolli and Salvio, is considered best by Staunton ("Praxis," p. 323).

8. P to Q B 3

8. B to Q 3

9. Kt takes K B P

This move, recommended by Staunton, appears stronger than the line of play given in the "Handbuch."

9. R takes Kt

10. P to K 5

10. Q to K 2

11. Castles, and White has the advantage.

(C.)

- | | |
|---|----------------------|
| | 7. B to K R 3 |
| 8. B takes P (ch) | 8. R takes B |
| 9. Kt takes R | 9. K takes Kt |
| 10. Q B takes P | 10. B takes B |
| 11. Castles, and White has a good game, in the opinion | |

of Staunton.

(D.)

7. P to Q 3

Kolisch considers this a bad move.

8. Kt takes K B P

The "Handbuch" gives also the same move of Kt to Q 3. Kolisch advises the move in the text.

- | | |
|--------------------------------------|------------------------|
| | 8. R takes Kt |
| 9. B takes R (ch) | 9. K takes B |
| 10. B takes P | 10. B to R 3 |
| 11. Castles | 11. B takes B |
| 12. R takes B (ch) | 12. K to Kt 2 |
| 13. Kt to B 3 | 13. B to K 3 |
| 14. Q to Q 2 | 14. Kt to K B 3 |
| 15. Q R to K B sq | 15. Q Kt to Q 2 |
| 16. R takes Kt | 16. Kt takes R |
| 17. Q to Kt 5 (ch), and wins. | |

GAME THE FOURTH.

(NEUMANN'S DEFENCE.)

WHITE.

- 1.** P to K 4
- 2.** P to K B 4
- 3.** Kt to K B 3
- 4.** P to K R 4
- 5.** Kt to K 5

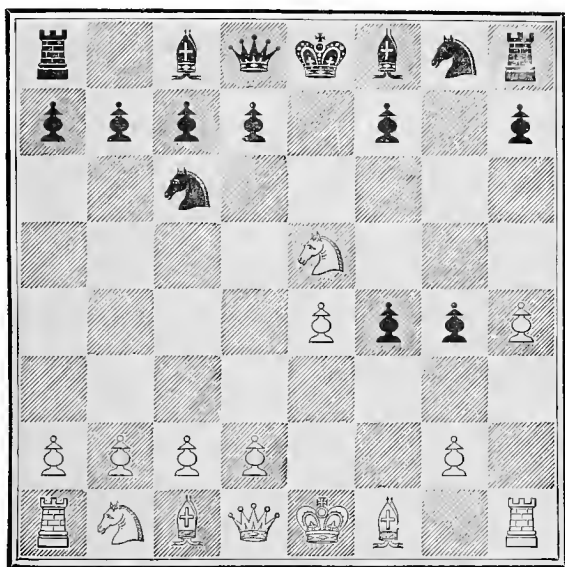
BLACK.

- 1.** P to K 4
- 2.** P takes P
- 3.** P to K Kt 4
- 4.** P to K Kt 5
- 5.** Kt to Q B 3

This defence was first suggested by Neumann, and analysed in "La Stratégie," vol. 1869. Mr. Löwenthal thinks White should get the advantage; but, as the continuations which he gives (see "Games of the Congress," p. 117), and those by the "Handbuch" are different, we give the Variations *in extenso*, and append a diagram of the position.

DIAGRAM.

BLACK.



WHITE.

6. P to Q 4 or (A.), (B.)

6. Kt takes Kt

Here Mr. Löwenthal and the "Handbuch" are directly at variance. The latter gives the move in the text, whilst Mr. Löwenthal declares 6. Q to K 2 to be Black's best move, *e.g.*—

6. $\frac{\quad}{Q \text{ to } K 2}$ 7. $\frac{Kt \text{ to } Q B 3}{Kt \text{ takes } Kt}$ 8. $\frac{Kt \text{ to } Q 5}{Q \text{ to } Q 3}$

9. $\frac{P \text{ takes } Kt}{Q \text{ takes } P}$ 10. $\frac{B \text{ takes } K B P}{Q \text{ takes } P \text{ (ch)}}$ 11. $\frac{Q \text{ to } K 2}{Q \text{ takes } Q \text{ (ch)}}$
 12. B takes Q, with the better game.

7. P takes Kt 7. P to Q 3
 8. B takes K B P 8. B to Kt 2

In place of this move, "La Stratégie" gives for Black
 8. Q to K 2

9. B to Q B 4 9. Q to K 2
 10. Kt to B 3 10. P takes P

And the "Handbuch" declares Black has a winning position.

(A.)

6. Kt takes Kt 6. Q P takes Kt
 7. P to Q 4 7. Kt to K B 3

Löwenthal gives 7. B to K R 3, in lieu of this move, for Black, and considers he can maintain the Gambit Pawn.

8. Q B takes P

(If 8. $\frac{P \text{ to } K 5}{Kt \text{ to } R 4, \&c.}$)

8. Kt takes K P 8. Kt takes K P
 9. B to Q 3 9. B to Q 3

This move was adopted by Herr Neumann in a game with M. Devinck, of which we give the sequel. The "Handbuch," however, makes Black play 9. Q takes P, which, by its own showing, is an inferior line of play, *e.g.*—

9. $\frac{Q \text{ takes } P}{\text{Castles (Q R)}}$ 10. $\frac{Q \text{ to } K 2}{P \text{ to } K B 4}$ 11. $\frac{Kt \text{ to } Q 2}{B \text{ to } K 2}$
 12. $\frac{B \text{ to } Q 2}{K R \text{ to } B sq}$ 13. $\frac{Kt \text{ takes } Kt}{P \text{ takes } Kt}$ 14. $\frac{B \text{ takes } K P}{Q \text{ to } K Kt 2}$
 15. $\frac{Castles (Q R)}{\text{Castles (Q R)}}$ 16. Q R takes B, with the advantage.

The move in the text is, therefore, to be preferred.

10. Q to B sq

If 10. $\frac{B \text{ takes } Kt}{B \text{ takes } B}$ or if 10. $\frac{B \text{ takes } B}{Kt \text{ takes } B}$

11. R to R 2

12. K to Q sq

13. Kt to B 3

10. Kt to Kt 6

11. Q to K 2 (ch)

12. B to K B 4

13. Castles (Q R.)

And Black wins.

(B.)

6. Kt takes P

7. P takes P

8. K to B 2 (best)

6. P to Q 4

7. Q to K 2 (ch)

If 8. $\frac{B \text{ to } K 2}{Kt \text{ to } Q 5}$, with the better game.

9. K to K sq

10. Kt to R 3

11. Kt to B 2

12. P takes B

8. Q to B 4 ch

9. Kt to Q 5

10. Q takes Q P

11. B takes Kt

12. Q to K 4 (ch)

With the advantage.

GAME THE FIFTH.

WHITE.

1. P to K 4

2. P to K B 4

3. Kt to K B 3

4. P to K R 4

5. Kt to K 5

BLACK.

1. P to K 4

2. P takes P

3. P to K Kt 4

4. P to Kt 5

5. P to Q 3

Kolisch considers this to be the most safe defence. We believe that, with correct play, it should lead to a drawn game, but that Black cannot, after this move, maintain the Gambit Pawn.

- | | |
|--------------------|-------------------|
| 6. Kt takes K Kt P | 6. B to K 2 |
| 7. P to Q 4 | 7. B takes P (ch) |
| 8. Kt to B 2 | 8. Q to K Kt 4 |

Kolisch gives :—

- | | | |
|---|--|--|
| 8. B to Kt 6 | 9. $\frac{Q \text{ to B } 3}{Q \text{ to B } 3}$ | 10. $\frac{Kt \text{ to Q B } 3}{Q \text{ takes P}}$ |
| 11. $\frac{B \text{ takes P}}{Q \text{ takes Kt (ch)}}$ | 12. $\frac{Q \text{ takes Q}}{B \text{ takes Q (ch)}}$ | 13. <u>K takes B</u> , and thinks |

White can regain the Pawn, without, however, acquiring any superiority in position.

- | | |
|-----------------|-----------------|
| 9. Q to B 3 | 9. B to Kt 6 |
| 10. Kt to Q B 3 | 10. Kt to K B 3 |

The "Handbuch" now makes White play 11. B to Q 3. We much prefer 11. B to Q 2, as follows :—

- | | |
|--------------|--------------|
| 11. B to Q 2 | 11. B to Q 2 |
|--------------|--------------|

- | | | |
|--|--|--|
| (If 11. $\frac{\quad}{Kt \text{ to Q B } 3}$ | 12. $\frac{B \text{ to Q Kt } 5}{B \text{ to Q } 2}$ | 13. $\frac{B \text{ takes Kt}}{B \text{ takes B}}$ |
| 14. <u>Castles</u> (Q R), and the game is even.) | | |

12. B to Q 3

Lange advises P to Q 5 here.

12. Kt to Q B 3

13. Q Kt to K 2, and the game is about even.

GAME THE SIXTH.

POLERIO'S DEFENCE.

- | | |
|---------------|--------------|
| WHITE. | BLACK. |
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |

- | | |
|----------------|----------------|
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. B to K 2 |

This defence is indicated by Polerio, an Italian author, who flourished in the 17th century, and accompanied Paolo Boi and Leonardo da Cutri to Madrid. It was thought, erroneously, by Lolli to give Black the advantage, and has been frequently adopted by Paulsen, but is not to be commended.

6. B to Q B 4 (best)

This move had escaped the notice of Lolli. If White play here 6. Kt takes K Kt P, a weak move, justly denounced by "La Stratégie," Black gains the advantage by B takes P (ch).

- | | |
|------------------|-------------------|
| | 6. B takes P (ch) |
| 7. K to B sq | 7. Kt to K R 3 |
| 8. Kt takes Kt P | 8. Kt takes Kt |
| 9. Q takes Kt | 9. B to Kt 4 |
| 10. R to R 5 | 10. P to Q 4 |
| 11. Q takes B | 11. Q takes Q |
| 12. R takes Q | 12. P takes B |

And "La Stratégie" pronounces the game about equal, concluding thus:—"Les Blancs, pour gagner le pion de plus, dépenseront des temps dont les Noirs profiteront pour se développer, ce qui rendra la lutte douteuse."

GAME THE SEVENTH.

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Q to K 2 |

This is a perfectly safe defence, and was successfully adopted by M. Rosenthal at the Vienna Tourney. It is indicated in Philidor's treatise.

- | | |
|--|-----------------------|
| 6. P to Q 4 | 6. P to Q 3 |
| If 6. <u> </u>
Kt to Q B 3 | 7. <u>Kt to Q B 3</u> |
| If 6. <u> </u>
B to Kt 2 | 7. <u>Q takes P</u> |
| 7. Kt takes Kt P | 7. P to K B 4 |
| 8. Kt to B 2 | 8. Kt to K B 3 |
| 9. B takes P | 9. P takes P |
| 10. B to K 2 | 10. P to Q 4 |
| 11. B to R 5 (ch) | 11. K to Q sq |
| 12. B to K Kt 5, and the game is even. | |

GAME THE EIGHTH.

(E. MORPHY'S DEFENCE.)

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. P to Q 4 |

"La Stratégie" attributes this move to the late Mr. Ernest Morphy. It is just noticed in the "Handbuch."

- | | |
|---|-------------|
| 6. P takes P, or Variations (I.), (II.) | 6. Q to K 2 |
|---|-------------|

Instead of this move, "La Stratégie" gives for Black 6. B to K 2, thus:—

- | | |
|----------------------------------|--|
| 6. <u> </u>
B to K 2 | 7. <u>Kt takes Kt P</u>
B takes P (ch), with the advantage. |
|----------------------------------|--|

- | | |
|----------------|----------------|
| 7. Q to K 2 | 7. Kt to K B 3 |
| 8. Kt to Q B 3 | 8. Kt to K R 4 |

And we prefer Black's game.

VARIAION (I.)

On White's sixth move :—

- | | |
|-----------------|-------------------|
| 6. P to Q 4 | 6. P to B 6 |
| 7. Kt P takes P | 7. B to K 2 |
| 8. B to K 3 | 8. B takes P (ch) |
| 9. K to Q 2 | 9. B to B 3 |

And Black has the better game.

VARIAION (II.)

On White's sixth move :—

- | | |
|------------------|----------------|
| 6. Kt takes Kt P | 6. P takes K P |
|------------------|----------------|

With the advantage.

GAME THE NINTH.

THE ALLGAIER GAMBIT PROPER.

- | WHITE. | BLACK. |
|-----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K Kt 5 | |

This move was considered irresistible by Allgaier, but is in reality much inferior to Kt to K 5, the consequences of which have been examined in the preceding analysis.

- | | |
|-------------------|---|
| | 5. P to K R 3 (best), or
Variations (I.), (II.),
(III.) |
| 6. Kt takes K B P | 6. K takes Kt |
| 7. Q takes P | |

This was formerly thought to be White's best play, but

7. B to Q B 4 (ch), as advised by Walker, is now admitted to be a stronger move. (See Game the Tenth.)

7. Kt to K B 3 (best)

Black may also play here 7. Q to K B 3, as recommended by Labourdonnais, *e. g.*—

- | | | |
|---|---|--|
| 7. $\frac{\text{Q to K B 3}}{\text{Q to K B 3}}$ | 8. $\frac{\text{P to Q 4}}{\text{Q takes Q P}}$ | 9. $\frac{\text{Q takes K B P (ch)}}{\text{Q to K B 3}}$ |
| 10. $\frac{\text{Q to K Kt 4}}{\text{Q to K Kt 3}}$ | 11. $\frac{\text{B to Q B 4 (ch)}}{\text{K to Kt 2}}$ | 12. $\frac{\text{Q to K B 3}}{\text{Kt to K B 3}}$ |
| 13. $\frac{\text{Kt to Q B 3}}{\text{B to Q Kt 5}}$ | 14. $\frac{\text{B to Q 2}}{\text{P to Q 3, and Black has the better game.}}$ | |

Instead of Kt to K B 3 on Black's twelfth move in this Variation, the "Handbuch" gives 12. Q to K B 3, which is obviously bad play. Labourdonnais's move of 7. Q to K B 3 for Black, although quite sound, is not considered so forcible as 7. Kt to K B 3 by the best authorities.

8. Q takes K B P

Instead of this move, 8. Q to K B 3 has been suggested in the "Illustrated London News" as better play for White, as follows:—

- | | | |
|--|---|---|
| 8. $\frac{\text{Q to K B 3}}{\text{Q to K 2, or (a)}}$ | 9. $\frac{\text{Kt to Q B 3}}{\text{P to Q 4}}$ | 10. $\frac{\text{Q takes P}}{\text{P to Q 5}}$ |
| 11. $\frac{\text{Kt to Q 5}}{\text{Q takes P (ch)}}$ | 12. $\frac{\text{Q takes Q}}{\text{Kt takes Q}}$ | 13. $\frac{\text{Kt takes P}}{\text{Kt to K Kt 6}}$ |
| 14. $\frac{\text{B to B 4 (ch)}}{\text{K to Kt 2}}$ | 15. $\frac{\text{R to K Kt sq}}{\text{B to K 2, etc.}}$ | If Black play here |
| 15. $\frac{\text{Kt takes R}}{\text{Kt to Q B 3}}$ | 17. $\frac{\text{P to Q B 3}}{\text{B to K Kt 5}}$ | |

18. B to Q 5. The writer in the "Illustrated London News" now makes Black play 18. R takes Kt, and after a few more moves remarks: "White can now free his pieces, and his superiority in Pawns is worth the exchange," but he failed to perceive that Black can give mate in two moves if, in lieu of making this useless capture of the Knight, he simply play 18. R to K sq (ch). Consequently the move 8. Q to K B 3 leads to no better result for White than the old course of play.

- | | |
|--|---|
| 8. $\frac{\text{Q Kt to B 3}}{\text{Q Kt to B 3}}$ | 9. $\frac{\text{Kt to Q B 3}}{\text{Kt to Q 5, with the better game.}}$ |
|--|---|

8. B to Q 3 (best)

Any other move may permit White to equalise matters. The discovery of the move in the text was made by Horny.

9. B to Q B 4 (ch)

- (If firstly : 9. $\frac{Q \text{ to } K \text{ B } 3}{Q \text{ Kt to } B \text{ 3}}$ 10. $\frac{P \text{ to } Q \text{ B } 3}{Kt \text{ to } K \text{ 4}}$ 11. $\frac{Q \text{ to } K \text{ 2}}{Q \text{ Kt to } K \text{ Kt } 5}$
 12. $\frac{R \text{ to } K \text{ R } 3}{Q \text{ to } K \text{ 2}}$ 13. $\frac{P \text{ to } Q \text{ 3}}{P \text{ to } Q \text{ B } 3, \text{ \&c.}}$

If secondly : 9. $\frac{Q \text{ to } K \text{ B } 2}{K \text{ to } Kt \text{ 2}}$, followed by R to K B sq, &c.

If thirdly : 9. $\frac{P \text{ to } K \text{ 5}}{B \text{ takes } P}$, and wins.)

9. K to K Kt 2**10. Q to K B 5**

If 10. $\frac{Q \text{ to } K \text{ B } 3}{Kt \text{ to } Q \text{ B } 3, \text{ \&c.}}$

10. B to K Kt 6 (ch)**11. K to B sq****11. R to B sq****12. Q to Q R 5****12. Kt takes P (dis ch)**

And Black must win.

VARIATION (I.)

On Black's fifth move .

5. P to Q 4

This move may be safely played for the defence, and ought to give Black an advantage in position ; but P to K R 3 is pronounced by all the authorities to be his strongest move at this juncture.

6. P takes P (best)**6. P to K R 3, or (A.), (B.)****7. Kt to K 4**

(If 7. $\frac{Q \text{ to } K \text{ 2 (ch)}}{Kt \text{ to } K \text{ 2}}$

8. $\frac{Kt \text{ to } K \text{ 4}}{B \text{ to } K \text{ Kt } 2}$, with the better game.)

- | | |
|------------------|----------------|
| | 7. P to K B 4 |
| 8. K Kt to Q B 3 | 8. B to Q 3 |
| 9. P to Q 4 | 9. Kt to K B 3 |

And Black's game is to be preferred.

(A.)

- | | |
|---|----------------------|
| | 6. Q takes P |
| 7. Q Kt to B 3 | 7. Q to K 4 (ch) |
| 8. Q to K 2 | 8. P to K B 3 |
| 9. Q takes Q (ch) | 9. P takes Q |
| 10. B to Q B 4 | 10. K Kt to R 3 |
| 11. P to Q 4 | 11. P takes P |
| 12. Q Kt to Q Kt 5 | 12. Q Kt to R 3 |
| 13. Q B takes P | 13. B to Q Kt 5 (ch) |
| 14. P to Q B 3 | 14. P takes P |
| 15. P takes P | 15. B to Q R 4 |
| 16. Castles (Q R), and White has the better game. | |

(B.)

- | | |
|--------------------|------------------|
| | 6. Kt to K B 3 |
| 7. B to Kt 5 (ch) | 7. B to Q 2 |
| 8. B takes B (ch) | 8. Q Kt takes B |
| 9. P to Q 4 | 9. P to K R 3 |
| 10. Q to K 2 (ch) | 10. Q to K 2 |
| 11. Q takes Q (ch) | 11. B takes Q |
| 12. B takes P | 12. P takes Kt |
| 13. B takes P | 13. Kt takes Q P |
| 14. B takes B | 14. K takes B |

And Black wins.

VARIATION (II.)

On Black's fifth move :—

5. P to K R 4

This is a bad defence, as will be seen.

- | | |
|---------------|----------------|
| 6. B to Q B 4 | 6. Kt to K R 3 |
| 7. P to Q 4 | 7. P to K B 3 |

- | | |
|---|----------------------------|
| 8. Q B takes P | 8. P takes Kt |
| 9. P takes P | 9. Kt to K B 2 |
| (If 9. <u> </u>
Kt to Kt sq | 10. <u>B to K 5</u> , &c.) |
| 10. P to K Kt 6 | 10. Kt to Q 3 |
| 11. B takes Kt | 11. P takes B (best) |
| 12. B to K B 7 (ch) | 12. K to K 2 |
| 13. Castles (best) | 13. Q to Q R 4 |
| 14. B to Q 5 | 14. K to K sq |
| 15. Q to Q B sq | 15. K to Q sq |
| 16. Q to K Kt 5 (ch) | 16. B to K 2 |
| 17. P to K Kt 7, and White wins. | |

VARIATION (III.)

On Black's fifth move :—

5. P to K B 3

This again is a bad defence, and ought speedily to lose Black the game.

- | | |
|----------------------|--------------------|
| 6. Q takes Kt P | 6. P to K R 4 |
| 7. Q to K B 5 | 7. P takes Kt |
| 8. Q to Kt 6 (ch) | 8. K to K 2 |
| 9. Q takes P (ch) | 9. K to K sq |
| 10. Q to K 5 (ch) | 10. Q to K 2 |
| 11. Q takes R | 11. Q takes P (ch) |
| 12. B to K 2 | 12. Q takes Kt P |
| 13. Q takes R P (ch) | 13. K to Q sq |

14. Q to K B 3, and White must win, having won the exchange, and having also a passed Pawn on the King's Rook's file.

GAME THE TENTH.

(WALKER'S ATTACK.)

WHITE.

1. P to K 4

BLACK.

1. P to K 4

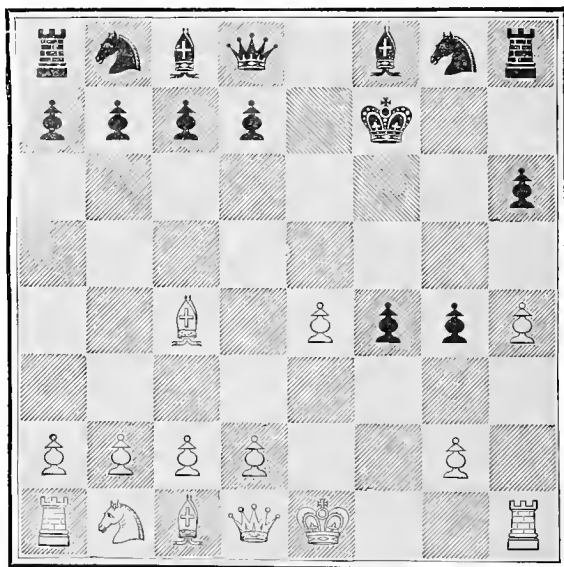
- | | |
|--------------------|----------------|
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K Kt 5 | 5. P to K R 3 |
| 6. Kt takes K B P | 6. K takes Kt |
| 7. B to Q B 4 (ch) | |

This move was first introduced by Mr. Walker, and is unquestionably stronger than taking Pawn with Queen, the consequences of which mode of play have been just examined.

DIAGRAM.

Showing the position.

BLACK.



WHITE.

- | | |
|-------------------|---------------------------------|
| 8. B takes P (ch) | 7. P to Q 4 (best) |
| | 8. K to Kt 2, or Variation (I.) |

Mr. Staunton says of this move ("Praxis," p. 316) :—" It is not, perhaps, quite so good as 8. K to K sq, as it allows White to equalise the game at once by

9. $\frac{B \text{ takes } Q \text{ Kt } P}{B \text{ takes } B}$

10. $\frac{Q \text{ takes } K \text{ Kt } P \text{ (ch), and White}$

draws by perpetual check.

9. B takes Q Kt P or (A.)

9. P to K B 6 or (B.)

This move was first introduced by Herr Zukertort, in 1869.

10. B takes B (best)

(If 10. $\frac{B \text{ takes } R}$, a move condemned by the "Handbuch,"

10. $\frac{P \text{ takes } K \text{ Kt } P$

11. $\frac{R \text{ to } K \text{ Kt } \text{sq}}{\text{(best)}}$

{ if 11. $\frac{K \text{ to } B 2}{P \text{ takes } R \text{ (Queens)}}$

12. $\frac{Q \text{ takes } Q}{P \text{ to } Q \text{ B } 3}$, and Black must win,

and if 11. $\frac{R \text{ to } K \text{ R } 2}{P \text{ Queens (ch)}}$

12. $\frac{K \text{ to } K 2}{Q \text{ takes } R \text{ (ch), \&c.}}$ }

11. $\frac{Q \text{ takes } K \text{ R } P \text{ (ch)}}$

12. $\frac{K \text{ to } K 2}{P \text{ to } K \text{ Kt } 6}$

13. $\frac{Q \text{ to } K \text{ sq}}$

{ if 13. $\frac{P \text{ to } K 5}{P \text{ to } Q \text{ B } 3, \&c.}$ }

13. $\frac{B \text{ to } Q \text{ B } 4 \text{ or } (a)}$. This is the

move given in the "Handbuch," but the author is of opinion that Black may play at this point with equal, if not greater, effect, P to Q B 3 (*see* Variation (a).

14. $\frac{P \text{ to } Q 4}$

{ (If 14. $\frac{R \text{ takes } P}{Q \text{ to } Kt 5 \text{ (ch)}}$

15. $\frac{K \text{ to } Q 3}{B \text{ to } Q \text{ R } 3 \text{ (ch) and wins}}$ }

14. $\frac{B \text{ takes } P}$

15. $\frac{B \text{ to } K 3}{B \text{ to } K \text{ Kt } 5 \text{ (ch)}}$

16. $\frac{K \text{ to } Q 2}{B \text{ takes } Q \text{ Kt } P}$

17. $\frac{Kt \text{ to } B 3}{B \text{ takes } R}$

18. $\frac{Q \text{ takes } B}{Kt \text{ to } K \text{ B } 3}$, and Black has the better game,

in the opinion of the "Handbuch." There can be no doubt of this.

(a)

13. $\frac{P \text{ to } Q \text{ B } 3}$

14. $\frac{P \text{ to } Q 3}{B \text{ to } K \text{ Kt } 5 \text{ (ch)}}$

15. $\frac{K \text{ to } Q 2}{B \text{ to } Q \text{ B } 4}$

16. $\frac{R \text{ takes } P}{Q \text{ to } Kt 4 \text{ (ch)}}$

17. $\frac{K \text{ to } Q \text{ B } 3}{Q \text{ to } K 4 \text{ (ch)}}$

18. $\frac{K \text{ to } Kt 3}{B \text{ to } K \text{ B } 7}$

and Black has a winning position.)

- | | |
|-------------------|------------------|
| 11. P takes K B P | 10. Q takes B |
| 12. R to Kt sq | 11. B to Q 3 |
| 13. P to Q 4 | 12. P to Kt 6 |
| 14. P to K 5 | 13. Q to K R 6 |
| 15. B to K 3 | 14. B to K 2 |
| 16. Q to K 2 | 15. Kt to Q B 3 |
| 17. P to Q Kt 3 | 16. R to Q Kt sq |
| 18. Kt to Q B 3 | 17. B takes R P |
| | 18. K Kt to K 2 |

19. Castles (Q R), and after a few more moves, the "Handbuch" pronounces White to have the better game. We cannot help thinking Black's play might be improved upon in this last continuation. Why should Black on his 14th move play his B to K 2? Would it not be far stronger play to attack the hostile Rook by 14. Q to K R 7? If then White play 15. B to K 3, Black gets a good game by 15. Kt to Q B 3, for if P takes B, Black plays Q R to K sq, with an apparently irresistible attack.

(A.)

Variation on White's ninth move:—

9. P to Q 4

9. Q to K B 3

Black may also play here 9. P to K B 6, as indicated in the "Praxis," with the following continuation:—

9. $\frac{\text{P to K B 6}}{\text{P to K B 6}}$

10. $\frac{\text{P takes P}}{\text{B to K 2}}$

11. $\frac{\text{Castles}}{\text{P to K Kt 6}}$

12. B to K B 4, Black having, perhaps, a slight advantage, but we believe 9. Q to K B 3 to be stronger play. It was adopted with success by Zukertort in his match with Steinitz (*see* Illustrative Games) and is indicated in the "Handbuch."

10. P to K 5

(If 10. $\frac{\text{Castles}}{\text{P to K B 6}}$

11. $\frac{\text{P takes P}}{\text{P to Kt 6, \&c.}}$

If 10. $\frac{\text{Kt to B 3}}{\text{B to Q Kt 5, \&c.}}$)

10. Q to K Kt 3

This move, adopted by Zukertort, is stronger, in the opinion of the Editor of the "Westminster Papers," than Q to K B 4—the move given in the "Handbuch"—which leads to the following continuation:—

(10. Q to K B 4
with the advantage.)

11. Castles
P to B 6

12. P takes P
P to Kt 6

13. Q to K
Q to R

11. P to K R 5

11. Q to K B 4

12. Castles

12. P to B 6

13. Kt to Q 2

13. Kt to K 2

14. B to K 4

14. Q takes R P

15. Kt takes P

15. Q Kt to B 3

Taking the Knight is clearly fatal.

16. Kt to K R 2 (best)

If 16. P to Q B 3
B to K B 4
and Black wins.)

17. B takes B
Kt takes B

18. Kt to K R 2
Kt takes K P

16. Kt to Kt 3

And Black has the better game, but must play with great care to maintain his advantage.

(B.)

Variation on Black's ninth move:—

9. B takes B

The "Handbuch" considers this to be Black's best play, but we prefer Zukertort's move, viz., 9. P to K B 6

10. Q takes P (ch)

10. K to B 2

11. Q to R 5 (ch)

11. K to K 3

Black may here play for the draw, by retreating the King to Kt 2 again

12. Q to B 5 (ch)

12. K to Q 3

13. P to Q 4, followed by Q B takes P, and White has the advantage. This variation is simply suicidal for Black.

VARIATION (I.)

On Black's eighth move:—

- | | |
|-------------|---------------------------------------|
| | 8. K to K sq |
| 9. P to Q 4 | 9. Kt to K B 3, or (C.),
(D), (E.) |

This move is not noticed in the "Handbuch."

Black has here the choice of two other moves—*viz.*, 9. Kt to K 2, as recommended by Mr. Staunton, the authors of "La Stratégie," and the "Handbuch;" and 9. P to K B 6, for the result of which modes of play *see* (C.), (D.). The move of 9. Kt to K B 3 is given by Mr. Falkbeer in the "Chess Players' Magazine," with the subjoined continuation:—

- | | |
|----------------------|-----------------|
| 10. Kt to Q B 3 | 10. Kt to K R 4 |
| 11. Q to Q 3 | 11. P to Q B 3 |
| 12. P to K 5 | 12. P takes B |
| 13. Q to K Kt 6 (ch) | 13. K to K 2 |
| 14. Q takes Kt | 14. B to K 3 |
| 15. B takes P | 15. Q to K sq |
| 16. B to K Kt 5 (ch) | 16. K to Q 2 |

And Black, with care, should win.

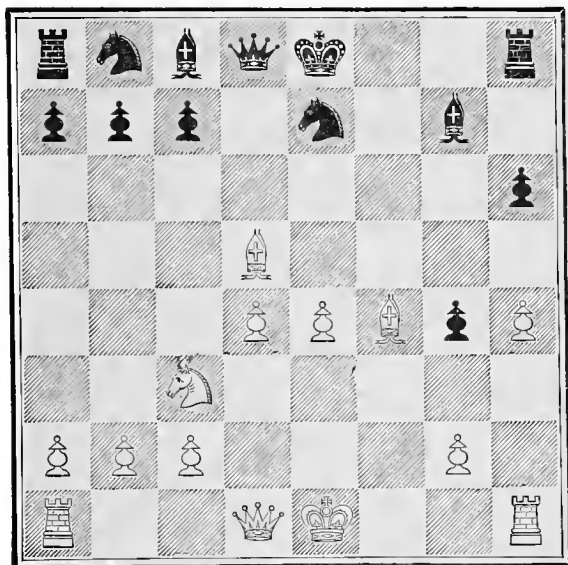
(C.)

- | | |
|-----------------|-----------------|
| | 9. Kt to K 2 |
| 10. Kt to Q B 3 | 10. B to K Kt 2 |
| 11. Q B takes P | |

Black has three moves at his disposal at this juncture—*viz.*, 11. P to Q B 3, 11. Q Kt to B 3, and 11. Kt takes B. Since the authorities are at variance as to which of these moves is Black's best play, we give a diagram showing the state of the game after White's eleventh move.

DIAGRAM.

BLACK.



WHITE.

If firstly:

12. Q to Q 3

11. P to Q B 3

12. Kt to Q R 3

(If 12. P takes B

13. Kt to Q Kt 5
Kt to Q R 3

14. Castles (K R)
P takes P

15. Q takes P
Q to Q 4

16. Q to K 2
K to Q sq

17. Q R to K sq
Kt to Q B 3

18. P to Q B 4
Q to Q 2

19. Q to Q 2
B takes P (ch)

20. K to R sq
P to Q Kt 3

21. B to K Kt 5 (ch)
P takes B

22. Q takes P (ch)
Kt to K 2

23. R to K B 7
R to K sq

24. Q R takes Kt
Q takes R

25. R takes Q
R takes R

26. Q to K Kt 8 (ch), with the advantage.)

13. B to Q Kt 3

14. Q to K Kt 3

15. R to Q sq

13. R to K B sq

14. Q takes P

15. Q to K B 3

16. Castles, and the game is rather in White's favour, in the opinion of the authors of "La Stratégie" and the "Handbuch."

If, secondly :

11. Q Kt to B 3

12. B to K 3, followed by Q to Q 2, and Castles (Q. R.); and Black has a very difficult game.

If, thirdly :

11. Kt takes B

12. P takes Kt

12. Q to K 2 (ch)

13. K to Q 2

13. Q to K B 3

14. Q to K 2 (ch)

14. K to Q sq

15. B to K 5

15. Q to K Kt 3

16. Q R to K sq, and the "Praxis" declares White to have a good game.

(D.)

9. P to 3 6

10. P takes P

10. B to K 2

11. Castles

11. P to Kt 6

12. P to K B 4

12. P to K R 4

13. B takes Kt

13. B to K Kt 5

Staunton makes Black play 13. R takes B, as follows :—

13. R takes B

14. Q takes R P (ch)
K to B sq

15. Q to K R 6 (ch)
R to K Kt 2

16. P to Q B 3
K B takes R P

17. P to K B 5
B to Kt 4

18. B takes B
Q takes B

19. Q takes Q
R takes Q

20. Kt to Q 2, and thinks White's Pawns look

fully equivalent to Black's extra piece, especially as Black's Pawn at K Kt 6 must fall. True, but Black's 13th move, R takes B, is, in our opinion, decidedly weak play, and far inferior to B to K Kt 5, which gives Black a capital game.

14. Q to Q 3

14. R takes B

15. Q to Q Kt 3

15. K to B sq

16. Q takes Q Kt P

16. Q takes P (ch)

17. K to Kt 2

17. B to K 7, etc.

(E.)

9. Q to B 3

10. Castles

(If 10. $\frac{P \text{ to } K 5}{Q \text{ to } B 4}$ 11. $\frac{\text{Castles}}{P \text{ to } B 6}$ 12. $\frac{P \text{ takes } P}{P \text{ to } Kt 6}$ 13. $\frac{Q \text{ to } K 2}{Q \text{ to } R 6}$
 with the advantage, or if 10. $\frac{Q \text{ to } Q 3}{Kt \text{ to } K 2}$ 11. $\frac{Kt \text{ to } B 3}{Q \text{ Kt to } B 3}$
 12. $\frac{P \text{ to } K 5}{Q \text{ to } Kt 3}$ 13. $\frac{B \text{ to } K 4}{B \text{ to } B 4}$ 14. $\frac{Q \text{ B takes } P, \text{ and again Black's}}{R \text{ to } Q \text{ sq}}$
 game is to be preferred.)

10. P to B 6

11. P takes P

11. P to Kt 6

And Black has certainly the better game.

GAMES ILLUSTRATIVE OF THE ALLGAIER-KIESERITZKI
AND ALLGAIER GAMBITS.

GAME I.—*Between Messrs. STEINITZ and ZUKERTORT.*

(From "The Westminster Papers.")

WHITE (Mr. Steinitz).

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. P to K R 4
5. Kt to K 5
6. P to Q 4
7. B to Q B 4
8. P takes P
9. Q B takes P (a)
10. B takes Kt
11. Castles

BLACK (Mr. Zukertort).

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

Notes by the Editor of "The Westminster Papers."

(a) If, in this position, White plays Kt to Q B 3, Black replies with
 Kt to K R 4 10. $\frac{Kt \text{ to } K 2}{Q \text{ to } K B 3}$ 11. $\frac{\text{Castles}}{P \text{ to } K B 6, \text{ \&c.}}$

- | | |
|--------------------------------|--------------------------------|
| 12. P to B 3 | 12. P takes P (<i>b</i>) |
| 13. Kt takes Kt P | 13. Q to K 3 |
| 14. Kt to K B 2 | 14. Q to Q Kt 3 |
| 15. P to Q B 4 (<i>c</i>) | 15. B to K 3 |
| 16. Kt to Q 2 | 16. Kt to Q 2 (<i>d</i>) |
| 17. Kt to Q 3 | 17. Kt to Q B 4 |
| 18. Kt to K 5 | 18. Q takes Kt P |
| 19. R to Q Kt sq | 19. Q to B 6 |
| 20. Q Kt to K B 3 (<i>e</i>) | 20. Q R to Q B sq (<i>f</i>) |
| 21. Q R to B sq | 21. Q to R 4 |
| 22. P to K R 5 | 22. P to K R 3 |
| 23. Q takes Q P | 23. K R to Q sq (<i>g</i>) |
| 24. Q to K 3 | 24. Kt to Q 6 (<i>h</i>) |
| 25. Kt takes Kt | 25. B takes Q B P |
| 26. K R to Q sq | 26. Q takes K R P |
| 27. Kt from Q 3 to K 5 | 27. R to K sq |
| 28. R to Q 7 | 28. P to Q Kt 4 |

(*b*) Black afterwards expressed an opinion that he should have played P to K B 4 at this point.

(*c*) If P takes P, Black captures the Kt P with Q, and afterwards the Q P with Q, winning the exchange.

(*d*) The best square for the Kt; for if it is played to B 3, White moves his B to Q 6, followed by P to Q B 5, &c.

(*e*) The young player may be told that if he had played R to B 3, then follows P to Q 6, and Black must win a piece.

(*f*) We agree with a weekly contemporary, that many players would now have played P to K B 3 to win the piece; but we do not agree with his conclusion that he would have lost a piece instead of gaining one. Suppose P to K B 3 B to Q 2 B to Kt 4 K to R sq B takes Kt Kt to Q 3, and Q to R 6 Q to K 6 (ch) P to Kt 3 (best) P takes B although Black has a very inferior game, the forces are even.

(*g*) In this position White proposed to draw; but the offer was declined. Here however, Black would have done better by playing Kt to Q 2. White's best reply appears to be Q to Q 3 Kt takes Kt Kt takes Kt K R to K sq, and Black has a good game.

(*h*) An oversight that appears unaccountable, but which admits of explanation for all that. The game was played at the Westminster Club, and with pieces of the seven and sixpenny type, which have been returned to that Association, instead of their own three guinea sets, lent for the display at the Crystal Palace. The British Chess Association, who were the borrowers, sharing the defect of all corporations, cannot be expected to display any conscience in such a matter; but the Club which has been benefited by the exchange must surely number some members who are aware of it, and from these at least restitution might be expected. From the peculiarly hideous conformation of the pieces in question, the White Bishop now at B 4 overshadowed the Kt at K B 3 from Herr Zukertort's point of view, and thus led him to play the Kt to Q 6, making his adversary the handsome present of a piece.

- | | |
|------------------------|---------------------|
| 29. P to K Kt 4 | 29. Q to K R 6 |
| 30. Q to K B 2 | 30. P to Q R 4 |
| 31. P to Q R 3 | 31. P to Q R 5 (i) |
| 32. R to K sq (k) | 32. Q R to Q sq (l) |
| 33. R from K sq to Q s | 33. R takes R |
| 34. R takes R | 34. P to Kt 5 (m) |
| 35. R to Q 4 (n) | 35. B to Kt 6 |
| 36. R takes P | 36. B takes Kt |
| 37. B takes B | 37. B to Q 4 |
| 38. Q to K Kt 3 | 38. Q takes Q |
| 39. B takes Q | 39. B takes Kt |

Drawn game.

GAME II.—Between Messrs. KOLISCH and HIRSCHFELD.

(From the "Illustrated London News.")

WHITE (Mr. Kolisch).

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. P to K R 4
5. Kt to K 5
6. B to Q B 4

BLACK (Mr. Hirschfeld).

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to K Kt 5
5. Kt to K B 3
6. P to Q 4

(i) The best move. If Black had now attempted to win the Kt P by playing B to K 3, White replies with R to Q 3, winning the Queen.

(k) Threatening to win the Queen by R to K 3.

(l) If White plays R takes R, with the view of trying to win the Queen, the game would be continued thus: $\frac{R \text{ takes } R}{R \text{ takes } R}$ $\frac{R \text{ to } K 3}{B \text{ takes } Kt}$ $\frac{Kt \text{ to } K \text{ sq}}{B \text{ to } Q 5, \&c.}$

(m) A beautiful conception which "forces" the draw against the best play.

(n) The best reply to Black's last move. If $\frac{Kt \text{ takes } B}{Q \text{ takes } P \text{ (ch)}}$ $\frac{Q \text{ to } Kt 3}{Q \text{ takes } R}$

$\frac{B \text{ takes } R \text{ P}}{Q \text{ to } Q 8 \text{ (ch)}}$ $\frac{K \text{ to } Kt 2}{R \text{ to } K 7 \text{ (ch)}}$ $\frac{K \text{ to } R 3}{Q \text{ to } R 8 \text{ (ch)}}$, and Black gets two pieces for the Rook. If, on the other hand, $\frac{P \text{ takes } P}{P \text{ to } R 6, \&c.}$, and Black has a terrible passed Pawn. And if: $\frac{R \text{ to } Q B 7}{B \text{ to } Q 4}$ $\frac{Q \text{ to } Kt 3}{Q \text{ takes } Q}$ $\frac{B \text{ takes } Q}{P \text{ takes } P}$, and White cannot win.

(o) Again the best move.

- | | |
|------------------------|-------------------------|
| 7. P takes P | 7. B to Q 3 |
| 8. P to Q 4 | 8. Kt to K R 4 |
| 9. B to Q Kt 5 (ch) | 9. P to Q B 3 |
| 10. P takes P | 10. P takes P |
| 11. Kt takes Q B P | 11. Kt takes Kt |
| 12. B takes Kt (ch) | 12. B to Q 2 |
| 13. B takes Q R | 13. Kt to K Kt 6 |
| 14. K to B 2 | 14. Kt takes R (ch) |
| 15. Q takes Kt | 15. Q to K 2 (a) |
| 16. Kt to Q B 3 | 16. Castles |
| 17. B to Q 5 | 17. P to K Kt 6 (ch) |
| 18. K to K B sq | 18. B to Q Kt 4 (ch) |
| 19. Kt takes B | 19. R to K sq |
| 20. B takes K B P (ch) | 20. K takes B |
| 21. Kt takes B (ch) | 21. Q takes Kt |
| 22. B to Q 2 (b) | 22. Q takes Q P |
| 23. B to K sq | 23. Q to K 6, and wins. |

GAME III.—Between Messrs. BLACKBURNE and ZUKERTORT.

(From the "Westminster Papers.")

Grand Tourney played at Westminster Chess Club, on 26th June, 1872.

- | WHITE (Mr. Blackburne). | BLACK (Herr Zukertort). |
|---------------------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. K Kt to B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to Kt 5 |
| 5. Kt to K 5 | 5. B to Kt 2 |
| 6. P to Q 4 | 6. K Kt to B 3 |
| 7. B to Q B 4 | 7. P to Q 4 |
| 8. P takes P | 8. Castles |
| 9. Q Kt to B 3 | 9. P to Q B 4 |
| 10. P takes P <i>en passant</i> | 10. Q Kt takes P |
| 11. Kt takes Kt | 11. P takes Kt |

Notes by Mr. Staunton.

(a) Black now threatens to play P to K Kt 6 (ch), and when White, as his best, moves K to K B 3, to follow with P to K R 4, &c.

(b) He might have deferred the inevitable mate a move or two by playing—
22. B to K 3, but the result would have been the same.

- | | |
|-----------------------|-----------------|
| 12. Q B takes P | 12. Kt to K R 4 |
| 13. B to K 5 | 13. B takes B |
| 14. P takes B | 14. Q to Kt 3 |
| 15. Q to Q 2 | 15. Q to Q B 4 |
| 16. Q to Kt 5 (ch) | 16. Kt to Kt 2 |
| 17. B to Q 3 | 17. R to K sq |
| 18. Castles (Q R) | 18. R takes P |
| 19. Q to R 6 | 19. B to B 4 |
| 20. B takes B | 20. R takes B |
| 21. Kt to K 4 | 21. Q to K 4 |
| 22. K R to K sq | 22. R to Kt sq |
| 23. Kt to Q B 3 | 23. Q to B 2 |
| 24. Q to Q 6 | 24. Q to Q Kt 2 |
| 25. P to Q Kt 3 | 25. Kt to K 3 |
| 26. Kt to K 4 | 26. Q to Q Kt 5 |
| 27. R to B sq | 27. R to Q R 4 |
| 28. Kt to B 6 (ch) | 28. K to R sq |
| 29. Kt to Q 7 | 29. Q takes Q |
| 30. R takes Q | 30. R to Kt 2 |
| 31. R takes K B P | 31. Kt to Q B 4 |
| 32. Q R takes B P (a) | 32. K to Kt sq |
| 33. R to K 7 | 33. Kt takes Kt |
| 34. R to B 8 (ch) | 34. Kt to B sq |
| 35. R takes R | 35. R takes P |
| 36. K to Q 2 | 36. R to R 8 |
| 37. K to K 2 | 37. R to R 3 |
| 38. K to K 3 | 38. P to K R 4 |
| 39. K to K 4 | 39. R to K B 3 |
| 40. R takes R P | 40. Resigns. |

GAME IV.—*Between Messrs. MORPHY and MEDLEY.*

- | WHITE (Mr. Morphy). | BLACK (Mr. Medley). |
|---------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Kt to K B 3 |
| 6. B to Q B 4 | 6. P to Q 4 |
| 7. P takes P | 7. B to Q 3 |

(a) P to Q Kt 4 would also have won.

- | | |
|--------------------------|-----------------------------------|
| 8. P to Q 4 | 8. Kt to K R 4 |
| 9. Kt to Q B 3 | 9. B to K B 4 (<i>a</i>) |
| 10. Q Kt to K 2 | 10. Q to K B 3 |
| 11. Q Kt takes P | 11. Kt to Kt 6 |
| 12. Q Kt to K R 5 | 12. Kt takes Kt |
| 13. Q B to K Kt 5 | 13. B to Q Kt 5 (ch) (<i>b</i>) |
| 14. P to Q B 3 | 14. Q to Q 3 |
| 15. Castles | 15. Kt to K Kt 2 |
| 16. R takes B | 16. Kt takes R |
| 17. Q takes Kt P | 17. Kt to K 2 |
| 18. R to K sq | 18. P to K R 4 (<i>c</i>) |
| 19. Q to K B 3 | 19. R to R 2 |
| 20. B to Q Kt 5 (ch) | 20. P to Q B 3 |
| 21. P takes P | 21. P takes P |
| 22. Kt takes Q B P | 22. Q Kt takes Kt |
| 23. B takes Kt (ch) | 23. K to B sq |
| 24. B takes Kt (ch) | 24. Q takes B |
| 25. R takes Q | 25. B takes R |
| 26. B takes R, and wins. | |
-

GAME V.—*Between Messrs. STEINITZ and DEACON.*

- | WHITE (Herr Steinitz). | BLACK (Mr. Deacon). |
|------------------------|-----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Kt to K B 3 |
| 6. B to Q B 4 | 6. P to Q 4 |
| 7. P takes P | 7. B to Q 3 |
| 8. P to Q 4 | 8. Kt to K R 4 (<i>a</i>) |
-

(*a*) This is a weak move. The best move for Black at this juncture is 9. Castles. Max Lange suggests 9. P to K B 3, but this move seems even less satisfactory.

(*b*) Bad! Q to K Kt 2 might have given Black a chance of equalising matters.

(*c*) Very weak!

(*a*) The best defence in the opinion of Staunton and the Editor of "La Régence."

- | | |
|------------------------------|----------------------|
| 9. Kt to Q B 3 (b) | 9. Q to K 2 |
| 10. B to Q Kt 5 (ch) | 10. P to Q B 3 |
| 11. P takes P | 11. P takes P |
| 12. Kt to Q 5 (c) | 12. Q to K 3 (d) |
| 13. Kt to Q B 7 (ch) | 13. B takes Kt |
| 14. B to Q B 4 | 14. Q to K 2 |
| 15. B takes K B P (ch) | 15. K to B sq |
| 16. B takes Kt | 16. B takes Kt |
| 17. P takes B | 17. Q takes K P (ch) |
| 18. Q to K 2 | 18. Q takes B |
| 19. B takes K B P (e) | 19. B to K B 4 |
| 20. Castles (K R) | 20. Kt to Q 2 |
| 21. B to K R 6 (ch) | 21. K to B 2 |
| 22. R takes B (ch) | 22. Q takes R |
| 23. R to K B sq | 23. Q takes R (ch) |
| 24. Q takes Q (ch) | 24. K to Kt 3 |
| 25. B to K Kt 5 | 25. P to K R 3 |
| 26. Q to Q 3 (ch), and wins. | |

GAME VI.—*Between Messrs. ANDERSSSEN and GREEN.*

(From the "Games of the Congress.")

WHITE (Mr. Anderssen).

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

BLACK (Mr. Green).

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to K Kt 5
5. Kt to K B 3
6. P to Q 4
7. B to Q 3

(b) This move was adopted successfully by Morphy against Mr. Medley (*see* preceding Game), and is undoubtedly a strong way of continuing the attack. The move of K to K B 2, recommended by Jaenisch, is inferior, and that of B to Q Kt 5 (ch), advised in the "Schachzeitung," is also unsatisfactory (*see* p. 466). The "Régence" says that Morphy won by playing 9. Kt to Q B 3 simply through his opponent making a bad move, and that 9. Q to K 2 would have given him a decided advantage. The author is not of this opinion, believing that the correct reply for Black is 9. Castles. (*See* Illustrative Game XI., and pp. 428, 429.)

(c) A very brilliant move.

(d) We should have preferred here Q to Q Kt 2 or Q to Q sq.

(e) Although having lost a piece, White has so fine a position that winning is a certainty.

- | | |
|-------------------------|----------------------|
| 8. P to Q 4 | 8. Q to K 2 (a) |
| 9. Q B takes P (b) | 9. Kt to K R 4 |
| 10. P to K Kt 3 | 10. Kt takes B (c) |
| 11. P takes Kt | 11. P to K B 3 |
| 12. Q to K 2 | 12. P takes Kt |
| 13. K B P takes P | 13. B to Q Kt 5 (ch) |
| 14. P to Q B 3 | 14. B to Q R 4 |
| 15. Kt to Q 2 | 15. B to K B 4 |
| 16. B to Q Kt 3 (d) | 16. B to Q Kt 3 |
| 17. Kt to Q B 4 | 17. P to K R 4 |
| 18. P to Q 6 | 18. Q to K R 2 |
| 19. Castles (Q R) | 19. Kt to Q B 3 |
| 20. P to Q 5 | 20. B to K 5 |
| 21. P takes Kt | 21. B takes R |
| 22. R takes B | 22. Q Kt P takes F |
| 23. Q to K Kt 2 | 23. Castles (Q R) |
| 24. Q takes Q B P | 24. K to Kt sq |
| 25. Kt takes B | 25. R P takes Kt |
| 26. B to Q 5, and wins. | |

GAME VII.—*Between Messrs. GOSSIP and WISKER.*

(From the "Illustrated London News.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Wisker). |
|---------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Kt to K B 3 |
| 6. B to Q B 4 | 6. P to Q 4 |
| 7. P takes P | 7. B to Q 3 |
| 8. P to Q 4 | 8. Q to K 2 |
| 9. Q B takes P | 9. Kt to K R 4 |

Notes by the Author.

(a) Kt to R 4 is Black's best move here.

(b) Although this move is condemned by Mr. Staunton ("Praxis," p. 329), the author believes it may be safely played.

(c) Black's correct move here is P to K. B 3, to which White's best reply is 11. Q to K 2. Black's best play then is to bring out his Queen's Bishop and Knight, and not to capture the hostile Knight as in the present game.

(d) Capitably played, threatening to win a piece.

- | | |
|--------------------------|------------------------|
| 10. P to K Kt 3 | 10. P to K B 3 |
| 11. Q to K 2 | 11. Kt takes B |
| 12. P takes Kt | 12. P takes Kt |
| 13. Q P takes P | 13. B to Q B 4 |
| 14. P to K 6 (a) | 14. P to K R 4 |
| 15. Kt to Q B 3 | 15. B to Q 3 |
| 16. Q to K 4 | 16. Q to K B 3 |
| 17. P to K B 5 | 17. Castles (b) |
| 18. Castles (Q R) | 18. Kt to Q R 3 |
| 19. Q R to K B sq | 19. Kt to Q B 4 |
| 20. Q to K 3 | 20. P to Q B 3 |
| 21. Q to K Kt 5 (ch) (c) | 21. Q takes Q |
| 22. P takes Q | 22. P to Q Kt 4 |
| 23. B to Q 3 | 23. Kt takes B (ch) |
| 24. P takes Kt | 24. P takes Q P |
| 25. Kt takes Q Kt P | 25. B to K Kt 6 |
| 26. P to K 7 | 26. R to K sq |
| 27. P to K B 6 | 27. B to K 3 |
| 28. P to K Kt 6 | 28. Q R to Q B sq (ch) |
| 29. K to Q 2 | |

And Black resigned.

GAME VIII.—*Between Messrs. STEINITZ and HIRSCHFELD.*

(The first four moves on each side in this game are the same as those in the preceding *partie*.)

- | WHITE (Mr. Steinitz). | BLACK (Mr. Hirschfeld). |
|-----------------------|-------------------------|
| 5. Kt to K 5 | 5. B to K Kt 2 |
| 6. P to Q 4 | 6. Kt to K B 3 |
| 7. B to Q B 4 | 7. Castles |
| 8. Kt to Q B 3 | 8. P to Q 3 |
| 9. Kt takes K B P | 9. R takes Kt |
| 10. B takes R (ch) | 10. K takes B |

Notes by Mr. Staunton.

(a) White's centre Pawns are certainly powerful ; but whether sufficiently so to justify the sacrifice of the piece may be questioned.

(b) B to Q Kt 5 looks stronger.

(c) A very good move. From this moment White appears to us to have the better game

- | | |
|-----------------|-----------------|
| 11. B takes P | 11. K to Kt sq |
| 12. Castles | 12. Kt to R 4 |
| 13. P to K Kt 3 | 13. Kt to Q B 3 |
| 14. Kt to K 2 | 14. Q to K 2 |
| 15. Q to Q 3 | 15. B to Q 2 |
| 16. B to Kt 5 | 16. B to K B 3 |
| 17. B takes B | 17. Kt takes B |
| 18. Kt to B 4 | 18. Q takes K P |
| 19. Kt to R 4 | |

And Black resigned.

GAME IX.—*Between Messrs. ANDERSSSEN and DE RIVIÈRE.*

- | WHITE (Mr. Anderssen). | BLACK (M. de Rivière) |
|--------------------------|--------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K P 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Kt to K B 3 |
| 6. Kt takes K Kt P | 6. Kt takes K P |
| 7. P to Q 3 | 7. Kt to K Kt 6 |
| 8. Q B takes P | 8. Q to K 2 (ch) (a) |
| 9. B to K 2 | 9. Kt takes R (b) |
| 10. B to K Kt 5 | 10. Q to Q Kt 5 (ch) (c) |
| 11. P to Q B 3 | 11. Q takes Q Kt P |
| 12. Kt to K B 6 (ch) (d) | 12. K to Q sq |
| 13. Kt to Q 5 (dis ch) | 13. B to K 2 (e) |
| 14. B takes B (ch) | 14. K to K sq |
| 15. B to K B 6 | 15. Kt to K Kt 6 |

(a) This is an inferior move. 8 Kt takes R is best.

(b) Here again Black plays a weak move. The proper continuation is:

- | | | |
|----------------------------|---------------------|-----------------------|
| 9. <u>Q to Q Kt 5 (ch)</u> | 10. <u>Q to Q 2</u> | 11. <u>Kt takes Q</u> |
| | Q takes Q (ch) | Kt takes R |

12. B to K 5, and although White has a strong attack Black has a better chance of extricating himself.

(c) Too late now! See preceding note.

(d) White's attack is irresistible.

(e) Forced! for if 13. K to K sq 14. Kt mates, and if 13. P to K B 3

- | | |
|---------------------------|----------------------|
| 14. <u>B takes P (ch)</u> | 15. <u>B mates</u> . |
| K to K sq | |

- | | |
|------------------------------------|------------------|
| 16. Q Kt to Q 2 (<i>f</i>) | 16. R to K Kt sq |
| 17. B to K B 3 (<i>g</i>) | 17. Kt to Q R 3 |
| 18. Kt to Q B 4 | 18. Q to Q Kt 4 |
| 19. K Kt takes Q B P (<i>ch</i>) | 19. Kt takes Kt |
| 20. Kt to Q 6 (<i>ch</i>) | 20. K to B sq |
| 21. Kt takes Q | 21. Kt takes Kt |
| 22. Q to Q R 4 | 22. R to K Kt 3 |
| 23. Q to K B 4 | 23. P to Q 4 |
| 24. P to K R 5 | |

And Black resigned.

GAME X.—*Between Messrs. ANDERSSEN and MORPHY.*

- | WHITE (Herr Anderssen). | BLACK (Mr. Morphy). |
|---------------------------------|--------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Kt to K B 3 |
| 6. Kt takes K Kt P | 6. P to Q 4 (<i>a</i>) |
| 7. Kt takes Kt (<i>ch</i>) | 7. Q takes Kt |
| 8. Q to K 2 (<i>b</i>) | 8. B to Q 3 |
| 9. Kt to Q B 3 | 9. P to Q B 3 |
| 10. P to Q 4 | 10. Q takes Q P |
| 11. B to Q 2 | 11. R to K Kt sq |
| 12. P takes P (<i>dis ch</i>) | 12. K to Q sq |
| 13. Castles (<i>c</i>) | 13. B to K Kt 5 |
| 14. Q to K 4 | 14. Q takes Q |
| 15. Kt takes Q | 15. B takes R |
| 16. Kt takes K B | 16. B to K R 4 |
| 17. Q B takes P | 17. P takes P |
| 18. Kt takes Kt P (<i>ch</i>) | 18. K to K 2 |
| 19. B to Q Kt 5 | 19. R takes K Kt P |

(*f*) Masterly play, and far better than the obvious move B takes R.

(*g*) Beautifully played!

(*a*) This move is not so strong as Kt takes K P.

(*b*) The move given in the Analysis is Kt to Q B 3.

(*c*) A fine combination, sacrificing the exchange for position.

- | | |
|---------------------|--------------------|
| 20. R to K sq (ch) | 20. K to B 3 |
| 21. R to K 8 | 21. B to K Kt 3 |
| 22. Kt to Q 6 | 22. Kt to Q B 3 |
| 23. R takes R | 23. R takes P (ch) |
| 24. K to Q sq | 24. Kt to Q 5 |
| 25. R to K 8 | 25. B to R 4 (ch) |
| 26. K to K sq | 26. Kt to B 6 (ch) |
| 27. K to B sq | 27. R takes Kt P |
| 28. B to K 2 | 28. R takes P |
| 29. B to Kt 5 (ch) | 29. Kt takes B |
| 30. P takes Kt (ch) | 30. K takes P |
| 31. R to K 5 (ch) | 31. K to B 3 |
| 32. R takes B | |

And Black resigned (*d*).

GAME XI.—*Between Messrs. GOSSIP and STEINITZ.*

(From the "Illustrated London News.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Steinitz). |
|---------------------|-----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Kt to K B 3 (<i>a</i>) |
| 6. B to Q B 4 | 6. P to Q 4 |
| 7. P takes P | 7. B to Q 3 |
| 8. P to Q 4 | 8. Kt to K R 4 |
| 9. Kt to Q B 3 | 9. Castles |
| 10. Q Kt to K 2 | 10. P to K B 3 |
| 11. Kt to Q 3 | 11. Q to K sq (A.) |
| 12. Castles | 12. P to K B 6 |
| 13. Q Kt to K B 4 | 13. Kt to K Kt 6 |
| 14. R to K sq | 14. Kt to K 7 (ch) |
| 15. Kt takes Kt | 15. P takes Kt |

(*d*) The whole of the game is played by Mr. Anderssen in most brilliant style.

Notes by Mr. Staunton.

(*a*) Many players now give the preference to Mr. L. Paulsen's move of B to K Kt 2, which is certainly a strong line of defence; but the move in the text is also a very good one, and it leads to more interesting combinations than the other play.

- | | |
|-----------------------|-------------------|
| 16. Q takes P | 16. Q to K R 4 |
| 17. B to K B 4 | 17. Q takes K R P |
| 18. P to K Kt 3 | 18. Q to K R 4 |
| 19. B takes B | 19. P takes B |
| 20. Kt to K B 4 (b) | 20. Q to K Kt 4 |
| 21. Kt to K 6 (c) | 21. B takes Kt |
| 22. P takes B | 22. R to K sq |
| 23. P to K 7 (dis ch) | 23. K to Kt 2 |
| 24. Q to K 6 | 24. Kt to Q B 3 |
| 25. Q takes Q P | 25. P to K R 4 |
| 26. R to K 6 | 26. Q R to Q B sq |
| 27. Q R to K B sq | 27. Q to Q 7 (d) |
| 28. B to Q 3 (e) | 28. Q to Q Kt 5 |
| 29. Q takes Q | 29. Kt takes Q |
| 30. B to Q Kt 5 | 30. Kt to Q B 3 |
| 31. P to Q 5 | 31. R takes P |
| 32. B takes Kt | 32. R takes R |
| 33. B takes P | 33. Q R to Q B 2 |
| 34. P takes K R | 34. R takes B |
| 35. R to Q sq | 35. K to B sq |
| 36. P to Q Kt 3 | 36. K to K 2 |
| 37. R to Q 5 | 37. K takes P |
| 38. R takes R P | 38. P to K B 4 |
| 39. K to B 2 | 39. R to Q B 2 |
| 40. P to Q B 4 | |

And the game was ultimately drawn.

(b) From this point White has very much the better position.

(c) Mr. Gossip played too impetuously here. He would have done better, perhaps, by moving his King to Kt 2, with the object of opening an attack through his K R file. It must be admitted, however, that he did tolerably well by the move made, inasmuch as he shortly obtained a position where winning to him was a certainty with moderate skill and care.

(d) Bad ; but he had no good move left.

(e) Here, as was shown in a back game played by Messrs. G. and S., White had a sure and easy road to victory :—

- | | | |
|----------------------------|--|----------------------|
| 28. Q R takes P | 29. Q takes Q | 30. Q R to Kt 6 (ch) |
| Q takes Q P (ch) (best) | Kt takes Q | K to B 2 (best) |
| 31. K R to B 6 (double ch) | 32. K R to B 7 (ch), and mate next move. | |
| K takes P | | |

(A.)

Note by the Author.

Mr. Steinitz selected here the best move. Had he played the tempting move 11. Q to K 2, White would have obtained the advantage by 12. Q B takes P. If Black now tries to win a piece by capturing the Bishop, White retakes and wins the Black Queen by the discovered check.

GAME XII.—*Between Messrs. KOLISCH and ANDERSSSEN.*

(From "La Régence.")

WHITE (Mr. Kolisch).	BLACK (Mr. Anderssen).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to K 5	5. P to K R 4 (<i>a</i>)
6. B to Q B 4	6. R to K R 2 (<i>b</i>)
7. P to Q 4	7. P to K B 6 (<i>c</i>)
8. P takes P	8. P to Q 3
9. Kt to Q 3	9. B to K 2
10. B to K 3	10. B takes P (<i>ch</i>)
11. K to Q 2	11. B to K Kt 4 (<i>d</i>)
12. P to K B 4	12. B to K R 3
13. Q Kt to B 3 (<i>e</i>)	13. B to K Kt 2
14. P to K B 5 (<i>f</i>)	14. Q Kt to B 3
15. Q to K Kt sq	15. Q B to Q 2
16. Q R to K sq	16. Kt to Q R 4
17. B to Q Kt 3	17. Kt takes B
18. R P takes Kt	18. B to Q B 3
19. Kt to K B 4	19. Kt to K B 3
20. K to Q B sq	20. B to K R 3
21. P to K 5 (<i>g</i>)	21. B takes K R
22. P takes Kt	22. B to K B 6
23. K Kt to Q 5	23. K to B sq (<i>h</i>)

NOTES.

(*a*) This defence is not quite satisfactory.

(*b*) "La Nouvelle Régence" considers this better than Kt to K R 3.

(*c*) Sometimes P to Q 3 is played before this move. In that case White may take the K B P, sacrificing two pieces for the Rook and two Pawns, and having a fine attack. The move in the text is intended to foil this attack which would now be far less dangerous.

(*d*) I prefer the move given in the "Praxis," viz., P takes P, or Kt to Q B 3, recommended by Mr. Löwenthal. The move in the text loses time.

(*e*) The Rook could not take the Pawn on account of 13. K Kt to B 3.

(*f*) In order to prevent the K R P advancing.

(*g*) A very brilliant combination.

(*h*) This move costs Black a Rook, but taking B with B (*ch*) would have been no better :

- | | |
|-------------------------|------------------|
| 24. B takes B (ch) | 24. R takes B |
| 25. Q to K 3 | 25. R takes P |
| 26. Q to K Kt 5 | 26. R to K Kt 3 |
| 27. Q takes Q (ch) | 27. R takes Q |
| 28. P takes R | 28. P takes P |
| 29. K Kt takes P | 29. K to K Kt sq |
| 30. K Kt to K 6 | 30. R to K sq |
| 31. K to Q 2 | 31. P to K R 5 |
| 32. Kt to K Kt 5 | 32. R to K ♘ sq |
| 33. Q Kt to K 4 | 33. P to Q 4 |
| 34. Q Kt to K B 2 (i) | 34. P to K Kt 6 |
| 35. Q Kt to R 3 | 35. B to K Kt 5 |
| 36. P to Q B 4 | 36. R to K B 4 |
| 37. P takes P | 37. R takes P |
| 38. R to K 4 | 38. B takes Kt |
| 39. Kt takes B | 39. R to K R 4 |
| 40. R to K B 4 | 40. K to Kt 2 |
| 41. K to Q 3 | 41. P to Q R 3 |
| 42. K to K 4 | 42. R to Q Kt 4 |
| 43. R takes P | 43. R takes P |
| 44. R to K Kt 4 | 44. K to R 3 |
| 45. Kt to K B 4 | 45. P to K Kt 4 |
| 46. Kt to Q 3 | 46. K to R 4 |
| 47. R takes P at K Kt 3 | 47. K to R 5 |
| 48. R to K Kt sq | 48. P to K Kt 5 |
| 49. P to Q 5 | 49. R to Q Kt 3 |
| 50. K to K 5 | 50. R to K R 3 |
| 51. P to Q 6 | 51. K to K Kt 4 |
| 52. P to Q 7 | |

And Black resigned.

-
- e.g.*, 23. B takes B (ch) 24. Q takes B (ch) 25. Q to K Kt 5
 K to B sq (*see* Variation) any move
 26. Kt to K 7, forcing mate or winning Queen.

Variation :

24. 25. Q to K 7 (ch) 26. Q to K 8 27. Q takes K B P
 K to Q 2 K to B sq K R to R sq P to Q B 3
 28. Kt to K 7 (ch) 29. Kt to K Kt 6 30. R to K 7, and wins.
 K to Kt sq K R to Kt sq

(i) Kt to K B 2. White plays the only moves to stop the Pawn.

GAME XIII.—*Between Messrs. MORPHY and BAUCHER.*

WHITE (M. Baucher).	BLACK (Mr. Morphy).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to K 5	5. Kt to K B 3
6. Kt takes K Kt P (a)	6. Kt takes K P
7. P to Q 3	7. Kt to K Kt 6
8. Q B takes P	8. Kt takes R (b)
9. Q to K 2 (ch) (c)	9. Q to K 2
10. Kt to K B 6 (ch)	10. K to Q sq
11. B takes Q B P (ch)	11. K takes B
12. Kt to Q 5 (ch)	12. K to Q sq
13. Kt takes Q	13. B takes Kt
14. Q to K Kt 4	14. P to Q 3 (d)
15. Q to K B 4	15. R to K Kt sq
16. Kt to Q B 3	16. Q B to K 3
17. B to K 2	17. Kt to Q B 3
18. Castles	18. Kt to K Kt 6
19. B to K B 3	19. Kt to K B 4
20. P to Q 4	20. Kt takes K R P
21. K to Kt sq	21. Kt takes B
22. P takes Kt	22. P to Q 4
23. Kt to Q Kt 5	23. Q R to Q B sq
24. P to Q B 4	24. K to Q 2
25. P takes P	25. B takes P
26. Kt to Q B 3	26. B to Q 3
27. Q to K B 5 (ch)	27. B to K 3
28. Q to Q Kt 5	28. K to Q B 2
29. K to R sq	29. B to Q 2
30. Kt to Q 5 (ch)	30. K to Q Kt sq
31. Kt to K B 6	31. K R to Q sq
32. P to Q 5	32. Kt to K 4
33. Q to K 2	33. B to K B 4

NOTES.

(a) This move is decidedly inferior to 6. B to Q B 4, although preferred by Max Lange.

(b) Some authorities recommend here 8. Q to K 2 (ch), and if B interposes, Q to Q Kt 5 (ch); but this variation does not appear satisfactory for Black, as White, by interposing the Queen on Q 2, and giving up the exchange, obtains the better game and a strong attack.

(c) Falkbeer suggests here B to K Kt 5.

(d) R to K sq is also good here.

- | | |
|-----------------------|---------------------|
| 34. Kt to K 4 | 34. B takes Kt |
| 35. P takes B | 35. Kt to Q B 5 |
| 36. R to Q B sq | 36. P to Q Kt 4 (e) |
| 37. P to K 5 | 37. Kt takes K P |
| 38. Q takes Kt P (ch) | 38. K to R sq |
| 39. R to Q sq | 39. R to Q B 7 |
| 40. Q to Q R 6 | 40. P to K B 4 |
| 41. K to Kt sq | 41. R to Q B 2 |
| 42. R to K B sq | 42. Kt to Q B 5 |
| 43. R to K B 2 | 43. K R to Q Kt sq |
| 44. P to Q Kt 3 | 44. B to Q R 6 |

And Black wins.

GAME XIV.—*Between Messrs. GOSSIP and MARSTON.*

(From the "Era.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Marston). |
|---------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. P to K R 4 |
| 6. B to Q B 4 | 6. Kt to K R 3 |
| 7. P to Q 4 | 7. P to Q 3 |
| 8. Kt to Q 3 | 8. P to K B 6 |
| 9. P takes P | 9. P takes P (a) |
| 10. Q takes P | 10. Q B to K Kt 5 |
| 11. Q to K B 2 | 11. Q to K 2 |
| 12. Castles | 12. R to K R 2 |
| 13. Kt to Q B 3 | 13. P to Q B 3 |
| 14. P to K 5 | 14. Kt to K B 4 (b) |
| 15. Q B to K Kt 5 | 15. Q to Q 2 |

(e) Mr. Morphy could have played here B to K B 5 with equal, if not greater effect; for if 37. $\frac{R \text{ takes Kt}}{R \text{ takes R}}$ 38. $\frac{Q \text{ takes R}}{R \text{ to Q B sq}}$, and wins.

Notes by Herr Löwenthal.

(a) Black departs here from the ordinary line of play, which is B to K 2.

(b) Had Black moved P to Q 4, White would have taken Pawn with Bishop, obtaining a winning advantage.

- | | |
|-------------------------|-----------------|
| 16. Q Kt to K 4 (c) | 16. B to K Kt 2 |
| 17. Q Kt takes Q P (ch) | 17. Kt takes Kt |
| 18. P takes Kt | 18. Q B to K 3 |
| 19. Kt to Q B 5 | 19. Q takes P |
| 20. Kt takes B | 20. P to K B 4 |
| 21. Q R to K sq | 21. K to Q 2 |
| 22. Kt to Q B 5 (ch) | |

And Black resigned.

GAME XV.—*Between Messrs. McDONNELL and B—*

WHITE (Mr. B.).

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. P to K R 4
5. Kt to K 5
6. B to Q B 4
7. P to Q 4
8. Kt to Q 3
9. P takes P
10. B to K 3
11. K to Q 2
12. Kt to Q B 3 (a)
13. P to Q 5 (c)
14. B to Q Kt 3

BLACK (Mr. McDonnell).

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

(c) P to K 6 would have led to some interesting variations : e.g.,

- | | |
|---------------------------|---|
| 16. P to K 6 | 16. Q to B 2 (best) |
| (If 16. <u>P</u> takes P | 17. <u>B</u> takes P, winning a piece.) |
| 17. P takes P (ch) | 17. K to Q 2 (A) |
| 18. Q R to K sq | 18. P to Q 4 |
| 19. Kt to K 5 (ch) | 19. K to B sq (best) |
| 20. Kt takes B | 20. P takes Kt |
| 21. Q takes Kt, and wins. | |

(A.)

- | | |
|-------------------------|---------------------|
| 18. Q R to K sq (ch) | 17. R takes P |
| 19. B takes R | 18. R to K 2 (best) |
| 20. B to K 6, and wins. | 19. B takes B |

NOTES.

- (a) This is White's best move apparently.
- (b) Very ingenious.
- (c) B to Q Kt 5 seems stronger.

- | | |
|---------------------------------|----------------------------|
| 15. Q to K 2 | 15. Q to K 2 |
| 16. Q to K R 2 | 16. B to K Kt 4 |
| 17. P to K B 4 | 17. B to K B 3 |
| 18. Q takes K R P | 18. Castles (Q R) |
| 19. P to K 5 | 19. Kt to K B 4 |
| 20. Q takes K Kt P (<i>d</i>) | 20. Kt takes Q B |
| 21. P takes B | 21. K Kt to Q B 5 (ch) |
| 22. K to B sq | 22. Q to K 6 (ch) |
| 23. K to Kt sq | 23. Kt to Q 7 (ch) |
| 24. K to B sq | 24. Kt takes B (double ch) |
| 25. K to Kt sq | 25. Q to Q B 8 (ch) |

And mates next move.

GAME XVI.—*Between Messrs. GOSSIP and SULLIVAN.*
(From the "Era.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Sullivan). |
|------------------------------|---------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. P to K R 4 |
| 6. B to Q B 4 | 6. Kt to K R 3 |
| 7. P to Q 4 | 7. P to Q 3 |
| 8. Kt to Q 3 | 8. P to K B 6 |
| 9. P takes P | 9. P takes P (<i>a</i>) |
| 10. Q takes P | 10. Q B to K Kt 5 |
| 11. Q to K B 2 | 11. P to K B 4 |
| 12. Kt to Q B 3 | 12. P to Q B 3 |
| 13. K Kt to K B 4 | 13. Q to K B 3 |
| 14. K Kt to K 6 | 14. K to Q 2 |
| 15. Q B to K Kt 5 | 15. Q to K Kt 3 |
| 16. P to Q 5 | 16. B to K Kt 2 |
| 17. P takes Q B P (ch) | 17. Q Kt takes P |
| 18. Q Kt to Q 5 (<i>b</i>) | 18. Q Kt to K 4 |
| 19. Q Kt to K B 4 | 19. Q to K R 2 |

(*d*) White evidently dare not take the Knight on account of Q takes B (ch).

Notes by Mr. Löwenthal.

(*a*) B to K 2 is generally preferred.

(*b*) The attack is carried on by White with great spirit and energy, rendering the defence extremely difficult.

- | | |
|---------------------------|-------------------------|
| 20. B to Q Kt 5 (ch) | 20. Kt to Q B 3 |
| 21. Castles (K R) | 21. B to K 4 |
| 22. Q to K 3 | 22. P to Q R 3 (c) |
| 23. Q to Q Kt 6 (d) | 23. B takes Kt (e) |
| 24. Q takes Q Kt P (ch) | 24. K takes Kt |
| 25. B to Q B 4 (ch) | 25. K to K 4 |
| 26. B takes B (ch) | 26. K to B 3 |
| 27. B to K Kt 5 (ch) | 27. K to Kt 3 |
| 28. Q takes Kt | 28. Q to Q R 2 (ch) (f) |
| 29. K to R 2 | 29. Q to Q B 4 |
| 30. Q takes Q | 30. P takes Q |
| 31. B to K 6 | 31. Q R to K sq |
| 32. Q R to K sq | 32. R takes B |
| 33. P takes P (ch) | 33. B takes P |
| 34. R takes R (ch) | 34. B takes R |
| 35. R to B 6 (ch) | 35. K to Kt 2 |
| 36. R takes B (g) | 36. Kt to K Kt 5 (ch) |
| 37. K to Kt 3 | 37. R to Q Kt sq |
| 38. P to Q Kt 3 | 38. P to Q B 5 |
| 39. R takes Q R P | 39. P takes P |
| 40. R P takes P | 40. R to Q B sq |
| 41. P to Q B 4 | 41. R to Q Kt sq |
| 42. R to Q R 3 | 42. Kt to K 4 |
| 43. B to K B 4, and wins. | |

GAME XVII.—*Between Messrs. GOCHER and BRIEN.*

(From the "Chess Player's Chronicle, 1860.")

WHITE (Mr. Gocher).

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

BLACK (Mr. Brien).

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to Kt 5
5. Kt to K B 3
6. Kt takes P
7. Kt to K Kt 6

(c) This was not so good a move as it at the first glance appeared.

(d) Very well conceived. The game has now assumed a phase of great interest.

(e) There was nothing better to resist White's attack.

(f) The only move to prolong the game.

(g) The game is now reduced to a position of a simple character. White having the advantage of a Pawn, with the position in his favour, winning is, therefore, an easy matter.

- | | |
|----------------------------------|--------------------|
| 8. B takes P | 8. Kt takes R |
| 9. Q to K 2 (ch) | 9. Q to K 2 |
| 10. Kt to B 6 (ch) | 10. K to Q sq |
| 11. B takes P (ch) | 11. K takes B |
| 12. Kt to Q 5 (ch) | 12. K to Q sq |
| 13. Kt takes Q | 13. B takes Kt |
| 14. Q to K Kt 4 | 14. R to K sq |
| 15. B to K 2 | 15. B to K B 3 (a) |
| 16. P to Q 4 | 16. Kt to Q B 3 |
| 17. P to Q B 3 | 17. P to Q 3 |
| 18. Q to K B 4 | 18. K to Q B 2 |
| 19. Kt to Q R 3 (b) | 19. P to Q R 3 |
| 20. K to Q 2 | 20. B to K 3 |
| 21. R takes Kt | 21. B to K R sq |
| 22. Kt to Q B 4 | 22. B takes Kt |
| 23. B takes B | 23. P to K B 3 |
| 24. P to K Kt 4 | 24. Q R to Q sq |
| 25. R to K R 3 | 25. K R to K 2 |
| 26. R to K 3 | 26. Q R to K sq |
| 27. R takes R (ch) | 27. R takes R |
| 28. Q to K R 6 | 28. K to Q 2 |
| 29. B to Q 3 | 29. Kt to Q sq |
| 30. B takes K R P | 30. B to K Kt 2 |
| 31. B to K B 5 (ch) | 31. K to Q B 2 |
| 32. Q to K B 4 | 32. Kt to K B 2 |
| 33. P to K Kt 5 | 33. K to Q sq |
| 34. B to K Kt 6 | 34. P takes Kt P |
| 35. P takes P | 35. Kt to K R sq |
| 36. Q takes Q P (ch) | 36. R to Q 2 |
| 37. Q to Q Kt 8 (ch) | 37. K to K 2 |
| 38. B to K B 5, and wins (c) (D) | |

Notes by the Editor of "The Chess Player's Chronicle."

(a) Showy, but nnsound.

(b) Correct play.

(c) By some of these games, Black, whatever be the cause, seems to have sustained loss of quality and soundness. Neither of these deficiencies can avoid giving the advantage to an opponent of so good a form and so complete an accuracy as Mr. Gocher.

(D.)

Note by the Author.

White, on his ninth move, instead of checking with Q at K 2, might play

9. B to K Kt 5 as follows :

- | | | |
|----------------|---------------------|----------------------------|
| 9. B to K Kt 5 | 10. Kt takes P (ch) | 11. Q to K R 5 (ch) |
| P to K B 3 | K to B 2 | K to K 3, and White should |
- win, we believe.

GAME XVIII.—*Between Messrs. BIRD and GOSSIP.*

(From the "Chess Player's Chronicle.")

WHITE (Mr. Gossip).	BLACK (Mr. Bird).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to K 5	5. P to Q 3 (a)
6. Kt takes K Kt P	6. P to K R 4
7. Kt to K B 2	7. B to K 2
8. P to Q 4	8. B takes P
9. B takes P	9. B takes Kt (ch)
10. K takes B	10. Q to K B 3
11. Q to Q 2	11. Kt to K 2
12. Kt to Q B 3	12. Q Kt to Q B 3
13. B to Q Kt 5	13. B to Q 2
14. B takes Kt	14. B takes B
15. Q R to K sq	15. Kt to K Kt 3
16. P to K Kt 3	16. Castles (Q R)
17. P to Q 5	17. B to Q 2
18. Q to K 3	18. P to K R 5
19. K to K 2	19. P to Q Kt 3
20. B to K Kt 5 (b)	20. B to K Kt 5 (ch)
21. K to Q 2	21. Q to K B 6
22. B takes R	22. K takes B
23. Q to K Kt 5 (ch)	23. K to B sq
24. Q R to K B sq	24. Q to K Kt 7 (ch)
25. K to B sq	25. Kt to K 4
26. P takes P	26. R to K R 4
27. Q to K 7	27. Kt to Q B 5 (c)
28. Q to K 8 (ch)	

And Black resigned.

Notes by the Editor of "The Chess Player's Chronicle."

(a) By this move Black gives up attempting to defend the Pawn, and gets a tolerably even game, but the position, we take it, is slightly in White's favour.

(b) The game is smartly played by Mr. Gossip, but can hardly be considered a specimen of Mr. Bird's best style.

(c) Black now loses a clear piece.

GAME XIX.—*Between the same opponents.*

(From the "Chess Player's Chronicle.")

WHITE (Mr. Bird).	BLACK (Mr. Gossip).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to K 5	5. B to K Kt 2
6. Kt takes K Kt P (a)	6. P to Q 4 (b)
7. P takes P (c)	7. Q to K 2 (ch)
8. K to B 2	8. B to Q 5 (ch)
9. K to B 3	9. B takes Kt (ch)
10. K takes B	10. Kt to K B 3 (ch)
11. K to B 3	11. Q to K 5 mate (D)

GAME XX.—*Between Messrs. GOSSIP and MACDONNELL.*

(From the "Westminster Papers.")

WHITE (Mr. Gossip).	BLACK (Mr. MacDonnell).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. P to K R 4	4. P to K Kt 5
5. Kt to K 5	5. P to Q 3 (a)

Notes by the Editor of "The Chess Player's Chronicle."

(a) P to Q 4 is the best move.

(b) Correctly played.

(c) A disastrous experiment. Mr. Bird must have made the move without due consideration. Several variations in this opening appear in Game 98, and the notes, p. 265, &c., vol. ii.

Note by the Author.

(D) White might have prolonged the game on his eleventh move by playing K to R 3, but he could not possibly have saved it, e.g. Suppose:

11. $\frac{K \text{ to R } 3}{Q \text{ to Q } 2 \text{ (ch)}}$	12. $\frac{P \text{ to K Kt } 4 \text{ (bcst)}}{P \text{ to K R } 4}$	13. $\frac{B \text{ to K } 2}{R \text{ to K Kt sq, \&c.}}$
--	---	--

If 13. $\frac{Q \text{ (checks)}}{K \text{ to Q sq, \&c.}}$ *Notes by Mr. Wisker.*

(a) This defence, formerly much in use, has given place in later times to the more powerful 5. Kt to K B 3, or 5. B to K Kt 2. It is tolerably safe, but leads to exchanges of pieces, a dull game, and frequent draws.

- | | |
|-----------------------|----------------------|
| 6. Kt takes K Kt P | 6. Kt to K B 3 (b) |
| 7. Kt takes Kt (ch) | 7. Q takes Kt |
| 8. Kt to Q B 3 | 8. B to K 3 (c) |
| 9. P to Q 4 | 9. B to K R 3 |
| 10. Q to K B 3 | 10. R to K Kt sq (d) |
| 11. P to K 5 | 11. P takes P |
| 12. Q takes Q Kt P | 12. P takes Q P (e) |
| 13. Q takes R (f) | 13. P takes Kt |
| 14. Q takes Q Kt (ch) | 14. K to Q 2 |
| 15. B to Q Kt 5 (ch) | 15. K to Q 3 |
| 16. Q takes R | 16. Q to K 4 (ch) |
| 17. B to K 2 | 17. K to K 2 |
| 18. P to Q Kt 3 | 18. P to Q B 4 |
| 19. B to Q R 3 | 19. P to K B 6 |
| 20. P takes B P | 20. B to Q 7 (ch) |
| 21. K to B sq | 21. B to K 6 |
| 22. Q R to Q sq | 22. K to B 3 |
| 23. Q to K R 8 (ch) | |

And Black resigned.

GAME XXI.—*Between Messrs. GOSSIP and HOFFER.*

WHITE (Mr. Gossip).

1. P to K 4
2. P to K B 4

BLACK (Herr Hoffer).

1. P to K 4
2. P takes P

(b) Bad: facilitating the development of White's game, and the attack upon the isolated Black Pawn. The usual line of play at this point is 6. B to K 2 7. P to Q 4 8. Kt to K B 2 9. Q to K B 3 10. Q Kt to B 3 B takes P (ch) Q to K Kt 4 B to K Kt 6 K Kt to B 3, and the game is about even. In this variation Black wins the K R P, which it is needful for him to do, as his isolated Pawn ultimately falls.

(c) 8. P to Q B 3 is better. Black may afterwards move R to K Kt sq, and post his Q B at K Kt 5.

(d) An oversight.

(e) The only resource was to advance P to K B 6. This course gives rise to many complicated variations, some of which might have afforded a chance for Black. For instance, if White takes Pawn with Queen, Black exchanges Queens, then takes Q B with K B and Q P with K P, having the better game. If 13. P takes P, B takes B, followed by Q to K B 5. If White takes K B with Q B, Black advances P to K B 7 (ch). If White takes the Rook at once the same answer follows. Probably the best course for White is to check with his Bishop.

(f) The game now becomes highly agreeable for Black.

- | | |
|------------------------|-------------------|
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. B to K Kt 2 |
| 6. P to Q 4 | 6. P to Q 4 |
| 7. P takes P | 7. Q takes P |
| 8. Kt to Q B 3 | 8. Q to Q R 4 |
| 9. Q B takes P | 9. Kt to K 2 |
| 10. B to Q B 4 | 10. B takes Kt |
| 11. B takes B | 11. R to Kt sq |
| 12. Castles | 12. B to K B 4 |
| 13. Q to K 2 | 13. Q Kt to Q B 3 |
| 14. R takes B | 14. Q Kt takes P |
| 15. B takes P (ch) | 15. K to B sq |
| 16. B takes R (dis ch) | 16. K Kt takes R |
| 17. Q to Q B 4 | 17. K to K 2 |
| 18. Q to B 7 (ch) | 18. K to Q sq |
| 19. B to B 6 (ch) | |

And Black resigned.

GAME XXII.—*Between Messrs. WISKER and GOSSIP.*

(*Played at the Bristol and Clifton Tourney, 1873.*)

- | WHITE (Mr. Gossip). | BLACK (Mr. Wisker). |
|---------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. B to K Kt 2 |
| 6. P to Q 4 | 6. Kt to K B 3 |
| 7. B to Q B 4 | 7. P to Q 4 |
| 8. P takes P | 8. Castles |
| 9. Q B takes P | 9. Kt takes P |
| 10. B takes Kt | 10. Q takes B |
| 11. Castles | 11. P to Q B 4 |
| 12. P to Q B 3 | 12. P takes P |
| 13. Kt takes Kt P | 13. Kt to Q B 3 |
| 14. B to K R 6 | 14. P to K B 4 |
| 15. B takes B | 15. K takes B |
| 16. Kt to K B 2 | 16. P to K B 5 |
| 17. Kt to Q 2 | 17. B to K B 4 |
| 18. Q Kt to K B 3 | 18. Q R to Q sq |
| 19. P takes Q P | 19. Kt takes P |

- | | |
|-----------------|-----------------|
| 20. Kt takes Kt | 20. Q takes Kt |
| 21. Q takes Q | 21. R takes Q |
| 22. Q R to Q sq | 22. K R to Q sq |
| 23. R takes R | 23. R takes R |
| 24. R to Q sq | 24. R takes R |
| 25. Kt takes R | 25. K to R 3 |
| 26. K to B 2 | |

Drawn game.

GAME XXIII.—*Between Messrs. W. T. PIERCE and GOSSIP.*

[The deciding game of the third and final round for the first prize in the Correspondence Tournament of the "Chess Player's Chronicle," 1873-74.]

WHITE (Mr. W. T. Pierce).

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. P to K R 4
5. Kt to K 5
6. P to Q 4
7. B to Q B 4 (a)
8. P takes P
9. Kt to Q B 3 (c)
10. Kt takes K Kt P (e)
11. R to K R 2

BLACK (Mr. Gossip).

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

(a) Petroff recommends Kt to Q B 3 here. The move made should, we believe, with the best play on both sides, ultimately yield Black a somewhat superior position.

(b) Better than Castling, which would subject Black to a strong attack, *e.g.* :—

- | | | | |
|------------------------------------|---|--|--|
| 7. <u>Castles</u> | 8. <u>Kt to Q B 3</u>
P to Q 3 | 9. <u>Kt takes K B P</u>
R takes Kt | 10. <u>B takes R (ch)</u>
K takes B |
| 11. <u>B takes P</u>
K to Kt sq | 12. <u>Castles</u> , and White has a fine position. | | |

(c) The correct play now would have been 9. Q B takes P.

(d) This line of play was first indicated in the "Westminster Papers," and is far stronger than P to Q B 4, the move given in the German "Handbuch."

(e) White has no good move at this point. Had he played 10. Q Kt to K 2 his opponent would have got the advantage by

- | | |
|-----------------------|-------------------------------------|
| 10. <u>Q to K B 3</u> | 11. <u>Castles</u>
P to B 6, &c. |
|-----------------------|-------------------------------------|

(f) Far better than checking with the Rook.

- | | |
|--------------------|-------------------|
| 12. K to B 2 (g) | 12. P to K R 4 |
| 13. Kt to K 5 | 13. B takes Kt |
| 14. B to K 2 (h) | 14. Kt takes B |
| 15. Kt takes Kt | 15. B to Q 3 |
| 16. Kt takes K B P | 16. B to K Kt 5 |
| 17. Q to Q 3 | 17. R to K sq |
| 18. Q to Q B 3 (i) | 18. B to Q Kt 5 |
| 19. Q to K 3 | 19. B to K 8 (ch) |
| 20. K to B sq | 20. Q takes Q |
| 21. B takes Q | 21. B to K Kt 6 |

And White resigned.

(g) Best! If 12. $\frac{\text{Kt to K 5}}{\text{B takes Kt}}$ 13. $\frac{\text{P takes B}}{\text{Q to Q B 4}}$, and Black must get the better game.

(h) If White had captured the Bishop, Black would have won the game directly by 14. $\frac{\text{Q to Q B 4 (ch)}}{\text{Q to Q B 4 (ch)}}$ 15. $\frac{\text{K to K sq}}{\text{K to K sq}}$ { if 15. $\frac{\text{K to B 3}}{\text{B to K Kt 5 (ch), \&c.}}$ }

15. $\frac{\text{Q to Kt 8 (ch)}}{\text{Q to Kt 8 (ch)}}$ 16. $\frac{\text{B to B sq}}{\text{Q takes B (ch), \&c.}}$

(i) B to Q 2 or K 3 might have prolonged the game, but would not have saved it, on account of the entry of Black's Queen's Knight on to the *champ de bataille*. Some very pretty variations might have arisen. Suppose 18. $\frac{\text{B to Q 2}}{\text{Kt to Q 2}}$ (Black can win here by simply taking off Kt with B, and forcing the exchange of Queens)

19. $\frac{\text{R to K sq}}{\text{Q takes R (ch)}}$ 20. $\frac{\text{B takes Q}}{\text{B takes Kt}}$, and Black has a winning position.

CHAPTER XIII.

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

ALTHOUGH not so brilliant an opening as the Allgaier or Muzio Gambits, the King's Gambit Proper, or King's Knight's Gambit,* as it is often called, abounds with instructive positions, and may be considered "*practically*" a safe and sound *début*. It has been subjected to searching analysis by many leading writers, who for the most part concur in thinking the defending player should get the better game. Philidor, alone, was of opinion that the best defence might draw the game, but could not win. Lolli and the Modenese maintained the contrary, and the Academy of Chess at Naples also pronounced in favour of the defence two centuries and a half ago. In the opinion of the Author, the King's Knight's Gambit is not so strong as the King's Bishop's Gambit, inasmuch as the Gambit Pawn, which can be recovered in the latter opening, is lost in the Knight's Gambit. Lewis writes:—"The King's Gambit has generally been considered by writers on Chess as a hazardous game for the first player, because he sacrifices a Pawn, which the adversary, by proper play, may preserve, and would consequently have the best of the game, and, as some say, ought to win it. I agree with them that the first player has the worst of the game."

Of late years several important discoveries have been made, which have the effect of considerably strengthening the attack, without, however, invalidating the defence.

* By some authorities this opening is styled the Greco-Philidor Gambit, from Greco, the Calabrian, and Philidor, both of whom analysed it.

GAME THE FIRST.

- | WHITE. | BLACK. |
|----------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 (best) |

Black has four other modes of play here—*viz.*, 3. B to K 2, 3. P to Q 4, 3. P to K B 4, and 3. P to Q 3; but they are all inferior. If, in the first place, he play B to K 2, the game is resolved into the Cunningham Gambit, for which *see* Chapter XIV. If, in the second place, he move P to Q 4, the following continuation may ensue:—

- | | | | |
|---|---|---|---|
| 3. $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ | 4. $\frac{\text{P takes P}}{\text{B to Q 3}}$ | 5. $\frac{\text{P to Q 4}}{\text{P to K Kt 4}}$ | 6. $\frac{\text{P to Q B 4}}{\text{P to Q Kt 3}}$ |
| 7. <u>B to Q 3</u> , and the game is declared to be even. | | | |

If, in the third place, he play 3. P to K B 4, the game may be continued as follows:—

- | | | | |
|--|---|---|--|
| 3. $\frac{\text{P to K B 4}}{\text{P to K B 4}}$ | 4. $\frac{\text{P takes P}}{\text{P to Q 4}}$ | 5. $\frac{\text{P to Q 4}}{\text{B takes P}}$ | 6. $\frac{\text{B takes P}}{\text{Kt to K B 3}}$ |
| and the game is pronounced even by Mr. Staunton. | | | |

If, in the fourth place, he play 3. P to Q 3, a move advised by Stamma, and which Mr. Löwenthal thinks may be safely adopted, the following is the proper continuation:—

- | | | |
|--|----------------------|-----------------------------------|
| 3. $\frac{\text{P to Q 3}}{\text{P to Q 3}}$ | 4. <u>B to Q B 4</u> | or 4. <u>P to Q 4</u> , and again |
| the game is even. | | |

4. B to Q B 4

4. B to K Kt 2

If Black play 4. P to Kt 5, then we arrive at the Muzio, Salvio, or Cochrane Gambits, for the result of which *see* Chapters XV. and XVI.

5. Castles (best) or (A.)

White may also play here 5. P to K R 4, for which *see* Game the Second, or 5. P to Q 4, for the consequences of which *see* Game the Third. According to the German "Handbuch," it is of no importance whether Black play 5. Castles and 6. P to Q 4, or 5. P to Q 4 and 6. Castles, as "the transposition of moves here produces the same result." Mr. Morphy, however, is of opinion that 5. Castles, followed by 6. P to Q B 3, is decidedly to be preferred. (*See* "Morphy's Games," Bohn's edition, p. 263.)

5. P to Q 3

6. P to Q B 3, or (B.)

6. P to K R 3 (best)

(If 6. $\overline{\text{Kt to Q B 3}}$, White gets a strong attack thus:

7. $\frac{\text{Q to Kt 3}}{\text{Q to K 2}}$ 8. $\overline{\text{P to Q 4, \&c.}}$

7. P to Q 4

(If 7. $\frac{\text{Q to Kt 3}}{\text{Q to K 2}}$ 8. P to Q 4, even game.)

7. Q to K 2

This move is considered Black's best reply by the "Handbuch." As remarked by Mr. Staunton in the "Praxis," Black has eight other moves at his command—*viz.*, B to K 3, Kt to K B 3, Q to K B 3, P to Q B 3, B to Kt 5, Kt to Q 2, Kt to Q B 3, and Kt to K 2, which shall be examined in turn. (*See* Variations (I.), (II.), (III.), (IV.), (V.), (VI.), (VII.), and (VIII).)

8. P to K Kt 3

(If 8. $\frac{\text{P to K 5}}{\text{P takes P}}$

9. $\frac{\text{Kt takes P}}{\text{B takes Kt}}$

10. $\frac{\text{R to K sq}}{\text{B to K 3}}$

11. $\frac{\text{B takes B (best)}}{\text{P takes B}}$

12. $\frac{\text{R takes B}}{\text{Kt to Q B 3}}$

13. $\frac{\text{R to K sq}}{\text{Castles}}$

with the better game.

If 8. $\frac{\text{Q to Q Kt 3}}{\text{Kt to Q 2}}$

9. P to K Kt 3
Kt to Q Kt 3, &c. *See* also Illus-

trative Game III.)

- | | |
|-----------------|-----------------|
| | 8. P to Kt 5 |
| 9. Q B takes P | 9. P takes Kt |
| 10. Q takes P | 10. Kt to Q B 3 |
| 11. Kt to Q 2 | 11. B to Q 2 |
| 12. Q R to K sq | 12. Castles |
| 13. P to K 5 | 13. P takes P |
| 14. P takes P | 14. P to K R 4 |

And Black has the advantage.

(A.)

- | | |
|-----------------|------------------|
| 5. P to Q B 3 | 5. P to Kt 5 |
| 6. Kt to his sq | 6. Q to R 5 (ch) |
| 7. K to B sq | 7. Kt to K B 3 |

And Black has the advantage.

(B.)

- | | |
|-------------|---------------|
| 6. P to Q 4 | 6. P to K R 3 |
|-------------|---------------|

7. P to Q B 3, and we arrive at the same position as that which occurs in the main Variation, White's sixth and seventh moves being merely transposed.

VARIATION (I.)

On Black's seventh move :—

- | | |
|-----------------|-----------------|
| | 7. B to K 3 |
| 8. B takes B | 8. P takes B |
| 9. Q to Kt 3 | 9. Q to B sq |
| 10. P to K R 4 | 10. P to Kt 5 |
| 11. Kt to R 2 | 11. P to Kt 6 |
| 12. Kt to B 3 | 12. P to K 4 |
| 13. P takes P | 13. P takes P |
| 14. Kt to R 3 | 14. Kt to K 2 |
| 15. Kt to Q B 4 | 15. Q Kt to B 3 |

- | | |
|---------------------|-----------------|
| 16. Q Kt takes K P | 16. Kt takes Kt |
| 17. Kt takes Kt | 17. B takes Kt |
| 18. B takes P | 18. B to Q 3 |
| 19. Q to Kt 5 (ch) | 19. Q to Q 2 |
| 20. Q to K R 5 (ch) | 20. K to Q sq |
| 21. Q R to Q sq | 21. Q to K sq |
| 22. Q to B 3 | 22. K to B sq |
| 23. B takes B | 23. P takes B |

And White will have three Pawns for his piece, and a good position.

VARIATION (II.)

On Black's seventh move :—

- | | |
|------------------------------------|----------------|
| | 7. Kt to K B 3 |
| 8. P to K 5, with a strong attack. | |

VARIATION (III.)

On Black's seventh move :—

- | | |
|---------------------------------------|---------------|
| | 7. Q to K B 3 |
| 8. P to K 5, with a winning position. | |

VARIATION (IV.)

On Black's seventh move :—

- | | |
|---|-----------------|
| | 7. P to Q B 3 |
| 8. P to K Kt 3 | 8. P to Kt 5 |
| 9. Q B takes P | 9. P takes Kt |
| 10. Q takes P | 10. Q to B 3 |
| 11. Q to K R 5 | 11. Q to Kt 3 |
| 12. Q takes Q | 12. P takes Q |
| 13. B takes Q P | 13. Kt to K B 3 |
| 14. Kt to Q 2, and White's game is to be preferred. | |

VARIATION (V.)

On Black's seventh move :—

- | | |
|--------------------------------------|---------------|
| | 7. B to Kt 5 |
| 8. Q to Q Kt 3 | 8. B to K R 4 |
| 9. Q takes Q Kt P | 9. Kt to Q 2 |
| 10. B to Q Kt 5, with the advantage. | |

VARIATION (VI.)

On Black's seventh move :—

- | | |
|-------------------|-----------------|
| | 7. Kt to Q 2 |
| 8. P to K Kt 3 | 8. Kt to Q Kt 3 |
| 9. Kt P takes P | 9. B to R 6 |
| 10. R to B 2 | 10. Kt takes B |
| 11. Q to R 4 (ch) | 11. P to B 3 |
| 12. Q takes Kt | 12. P to Kt 5 |
| 13. Kt to K sq | 13. Q to K R 5 |

The "Handbuch" now considers that Black has the better game. Mr. Staunton, however, remarks in the "Praxis," p. 284, that Black's attack is more showy than effective, as White can play Q to Q 3 or K Kt to Kt 2; but he does not carry his analysis further. We append some Variations :—

Suppose, firstly :

- | | |
|--------------------------------|-------------------|
| 14. Kt to K Kt 2 | 14. B takes Kt |
| 15. R takes B or (<i>a.</i>) | 15. Q to K 8 (ch) |
| 16. Q to K B sq | 16. Q takes Q |
| 17. K takes Q | 17. P to K R 4 |
| 18. P to K 5 | |

(If 18. $\frac{B \text{ to } K 3}{Kt \text{ to } K B 3}$, followed by Kt to Q 4, if the Pawn advances.)

- | | |
|-----------------|-----------------|
| | 18. P takes P |
| 19. B P takes P | 19. Kt to K R 3 |

And we prefer Black's game.

(a.)

15. K takes B

15. Q to K R 6 (ch)

With a disagreeable attack.

Secondly :

14. Q to Q 3

14. Kt to K B 3

15. P to K 5

15. P takes P

16. B P takes P

16. Kt to R 4

17. Kt to Kt 2, and Black's attack appears exhausted.

VARIATION (VII.)

On Black's seventh move :—

7. Kt to Q B 3

8. Q to Q R 4

8. K to B sq

9. P to Q Kt 4, followed by Q to Kt 3

With a good game.

VARIATION (VIII.)

On Black's seventh move :—

7. Kt to K 2

8. P to K Kt 3

8. P to Kt 5

9. Kt to K R 4

9. P to B 6

10. P to K R 3

10. P to K R 4

11. K Kt takes P

11. P takes Kt

12. Q takes P

12. P to K B 3

13. P to K 5

13. P to K B 4

14. P takes Q P

14. P takes P

15. B to K Kt 5

15. Q Kt to B 3

Here the English and German authorities are at variance, the former preferring White's game, whilst the latter consider Black has the best position. All we can say is, "Sub judice lis est." For many interesting sub-variations emanating from this last Variation (VIII.), see Mr. Staunton's "Praxis,"

p. 286. We may add they nearly all are in favour of White.

GAME THE SECOND.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. P to K R 4	

We believe this to be a good way of continuing the attack, although hardly so strong as Castling. "La Stratégie" considers it insufficient to regain the Gambit Pawn.

	5. P to K R 3 or (A.)
6. P to Q 4	6. P to Q 3
7. Q to Q 3 or (B.)	

This move was first published by Herr Schultz, in the "Schachzeitung." (See the "Chess Player's Magazine," p. 201.)

7. Q Kt to B 3

This move is pronounced to be Black's best by the "Chess Player's Magazine."

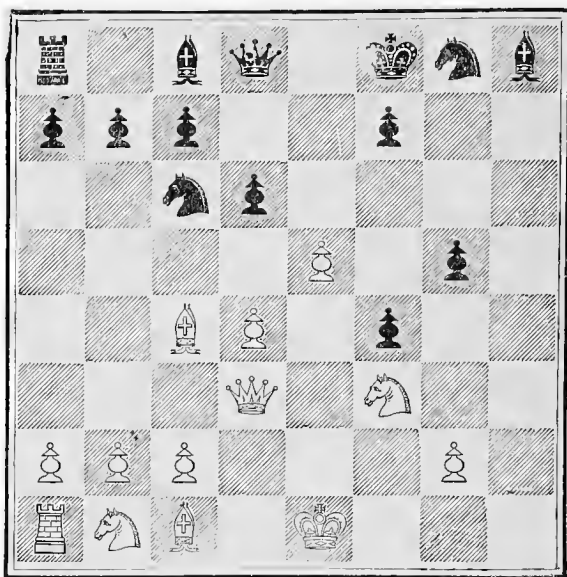
8. P takes P	8. P takes P
9. R takes R	9. B takes R
10. P to K 5	10. K to B sq

And Black has a perfectly safe game.

DIAGRAM

Showing the position after Black's tenth move.

BLACK.



WHITE.

This *début* may also be shaped somewhat differently, as given in "La Stratégie Raisonnée," p. 73, as follows :

- | WHITE. | BLACK. |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to Q B 4 | 4. B to K Kt 2 |
| 5. P to K R 4 | 5. P to Q 3 |
| 6. P to Q 4 | 6. P to K R 3 |

We cannot understand why "La Stratégie" makes White play 6. P to Q 4, instead of capturing the Pawn.

- | | |
|--------------|--------------|
| 7. P takes P | 7. P takes P |
|--------------|--------------|

- | | |
|--------------|---------------------|
| 8. R takes R | 8. B takes R |
| 9. Q to Q 3 | 9. K to B sq (best) |

And again Black has a safe game. The position is the same as in the preceding diagram, except that White's Pawn at K 5 in the diagram is, in this Variation, at K 4, and that Black's Q Kt remains at his square. We have given 9. K to B sq as best for Black, and concur entirely with M. Journoud, who indicates this move as best for Black. (See "La Régence," p. 130.) We cannot agree with the authors of the "Stratégie," who make Black play 9. Kt to K R 3 instead, which is bad, inasmuch as it loses a Pawn. (See also Illustrative Game I. at the end of this chapter, between Messrs. Kolisch and Anderssen.)

(A.)

Variation on Black's fifth move:—

5. P to K Kt 5

This move cannot be safely adopted by the defence.

- | | |
|--|--------------------|
| 6. Kt to Kt 5 | 6. Kt to K R 3 |
| 7. P to Q 4 | 7. P to K B 3 |
| 8. Q B takes P | 8. P takes Kt |
| 9. B takes P | 9. B to B 3 |
| 10. B takes Kt | 10. B takes P (ch) |
| 11. K to K 2, with the better game, according to Jaenisch. | |

(B.)

Variation on White's seventh move:—

- | | |
|-------------------|--|
| 7. P to Q B 3 | 7. Q Kt to Q 2, or (a.),
(b.), (c.), (d.) |
| 8. Q to Kt 3 | 8. Q to K 2 |
| 9. Castles | 9. Kt to Kt 3 |
| 10. K R P takes P | |

This is the move given by Jaenisch, which Walker finds fault with; but he does not indicate any better mode of play. We would suggest Kt to Q R 3.

- | | |
|-------------------|----------------------|
| 11. Kt takes P | 10. P takes P (best) |
| 12. Q takes Kt | 11. Kt takes B |
| 13. R takes P | 12. Q takes Kt |
| 14. Q to R 4 (ch) | 13. B to R 6 |
| 15. Q to B 2 | 14. P to B 3 |
| | 15. Q to K Kt 3 |

And Black ought to win.

(a.)

- | | |
|--------------------------|----------------|
| 8. Q to Kt 3 | 7. B to K Kt 5 |
| 9. P takes K Kt P | 8. B to K R 4 |
| 10. R takes B, and wins. | 9. P takes P |

(b.)

- | | |
|-----------------|-----------------|
| 8. P takes Kt P | 7. Kt to K B 3 |
| 9. Q to K 2 | 8. Kt takes K P |
| | 9. Q to K 2 |

Even game.

(c.)

- | | |
|----------------|----------------|
| 8. Q B takes P | 7. P to K Kt 5 |
|----------------|----------------|

(If 8. $\frac{\text{Kt to Kt sq}}{\text{Q to K 2}}$

9. $\frac{\text{Q to K 2}}{\text{Kt to K B 3}}$

10. $\frac{\text{P to K 5}}{\text{P takes P}}$

11. $\frac{\text{P takes P}}{\text{Kt to R 4, with a winning position.}}$

- | | |
|----------------|-----------------|
| 9. Q takes P | 8. P takes Kt |
| 10. Kt to Q 2 | 9. B to K 3 |
| 11. P to K R 5 | 10. K Kt to K 2 |
| | 11. B takes B |

12. Kt takes B

12. P to Q Kt 4

13. Kt to K 3

13. Q Kt to B 3

And Black ought to win.

(d.)

7. P to Q B 3

This move is given by Philidor, with the following continuation :—

8. Q to K 2

8. B to K Kt 5

Instead of this move, the “ Anonymous Modenese ” suggests 8. Q to K 2 for Black, regarding the move in the text faulty.

9. P to K Kt 3

9. P takes Kt P

10. R P takes P

10. P takes P

11. R takes R

11. B takes R

12. Q B takes P

12. B to B 3

And Philidor considers the game should be ultimately drawn.

GAME THE THIRD.

WHITE.

1. P to K 4

2. P to K B 4

3. Kt to K B 3

4. B to Q B 4

5. P to Q 4

6. P to Q B 3

7. Kt to Kt sq

8. K to B sq

9. Q to Kt 3

BLACK.

1. P to K 4

2. P takes P

3. P to K Kt 4

4. B to K Kt 2

5. P to Q 3

6. P to Kt 5

7. Q to R 5 (ch)

8. B to K R 3

9. Q to K R 4

And Black has much the better game.

GAMES ILLUSTRATIVE OF THE KING'S KNIGHT'S GAMBIT.

GAME I.—*Between Messrs. KOLISCH and ANDERSSSEN.*

(From "La Régence.")

WHITE (Herr Kolisch).	BLACK (Herr Anderssen).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. B to Q B 4	4. B to K Kt 2
5. P to Q 4	5. P to Q 3
6. P to K R 4	6. P to K R 3
7. P takes P	7. P takes P
8. R takes R	8. B takes R
9. Q to Q 3 (a)	9. Kt to K R 3 (b)
10. P to K Kt 3	10. Q to K 2 (c)
11. Q Kt to B 3	11. P to Q B 3
12. P takes P	12. P to K Kt 5 (d)
13. Kt to K Kt 5	13. Kt to Q 2 (e)
14. P to K 5	14. Q Kt to K B 3 (f)
15. B to K 3	15. P to Q 4
16. B to Q Kt 3	16. Kt to K B 4
17. Castles	17. Kt takes B (g)
18. K P takes Kt	18. K B takes P
19. R to K sq	19. B takes Kt
20. P takes B (h)	20. B to K 2

The following Notes are from the pen of M. Journoud.

(a) This is an important novelty worthy of attention. The usual move here is Kt to Q B 3, which Black answers with P to Q B 3.

(b) In order to play B to K B 4 if the K P is advanced ; but this move loses a Pawn, as will be seen by White's next move.

(c) Better than Q to K B 3, on account of 11. $\frac{Q\ Kt\ to\ B\ 3}{P\ to\ Q\ B\ 3}$ 12. $\frac{P\ to\ K\ 5}{P\ takes\ P}$
13. Kt to K 4, &c.

(d) Black would have lost valuable time by taking the Pawn, as White would have retaken, attacking the Knight, Castling afterwards, and getting the Rook into play.

(e) Here Black might have won the Knight by P to K B 3 ; but meanwhile White's Rook would have come into play with a dangerous attack to which Mr. Anderssen did not venture to expose himself.

(f) If P to Q 4 then. 15. $\frac{B\ takes\ P}{P\ takes\ B}$ 16. $\frac{Kt\ takes\ P}{Q\ to\ Q\ sq}$ 17. Q to K R 7, &c.

(g) A gross mistake, losing all the benefit of a fine and laborious defence. Q Kt to K Kt sq was the proper move, followed by Kt to K R 3, which would have about equalized matters.

(h) If Q or R takes Kt, Black would have recovered himself by B takes P.

- | | |
|---------------------|----------------------|
| 21. Q takes Kt | 21. Castles |
| 22. P to K Kt 6 | 22. Q to K R 5 |
| 23. R to K B sq | 23. R to K sq |
| 24. P takes P | 24. B takes P |
| 25. Q to K B 2 | 25. Q to K Kt 4 (ch) |
| 26. Q to K B 4 | 26. Q takes Q |
| 27. R takes Q | 27. B to K R 4 |
| 28. R to K B 5 | 28. R to K R sq |
| 29. R to K Kt 5 | 29. K to Q 2 |
| 30. Kt to K 2 | 30. K to K 2 |
| 31. Kt to K B 4 | 31. B to K B 2 |
| 32. R takes K Kt P | 32. K to B 3 |
| 33. Kt to Q 3 | 33. B to K Kt 3 |
| 34. Kt to K 5 | 34. B to K B 4 |
| 35. R to K B 4 | 35. P to Q R 4 |
| 36. R to B 2 | 36. R to R 8 (ch) |
| 37. K to Q 2 | 37. R to Q Kt 8 |
| 38. Kt to Kt 4 (ch) | 38. K to K 3 |
| 39. Kt to K 3 | 39. B to Kt 3 |
| 40. R to K B sq | 40. R takes R |
| 41. Kt takes R | 41. P to Q Kt 4 |
| 42. P to R 4 | 42. K to Q 3 |
| 43. P takes P | 43. P takes P |
| 44. Kt to K 3 | 44. B to K B 2 |
| 45. K to K 2 | 45. P to R 5 |
| 46. B takes Q P | 46. B takes B |
| 47. Kt takes B | 47. K takes Kt |
| 48. K to Q 3 | 48. P to Q Kt 5 |
| 49. P to Q B 3 | |

And Black resigned.

GAME II.—*Between* MESSRS. HEYDEBRAND *and* DER GOLTZ.

WHITE (Mr. Heydebrand).

BLACK (Mr. Der Goltz).

- | | |
|-----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to Q B 4 | 4. B to K Kt 2 |
| 5. P to Q 4 (a) | 5. P to Q 3 |
| 6. P to Q B 3 | 6. P to K R 3 |

(a) This is not considered now so strong as Castling.

- | | |
|-----------------------------|------------------------------|
| 7. Castles | 7. Q Kt to Q 2 (<i>b</i>) |
| 8. P to K Et 3 | 8. P to K Kt 5 |
| 9. Kt to K R 4 (<i>c</i>) | 9. P to K B 6 |
| 10. B to K B 4 | 10. Kt to Q Kt 3 |
| 11. Q Kt to Q 2 | 11. Kt takes B |
| 12. Kt takes Kt | 12. Kt to K 2 |
| 13. P to K 5 | 13. P to Q 4 |
| 14. Kt to K 3 | 14. B to K 3 (<i>d</i>) |
| 15. P to Q R 4 | 15. Q to Q 2 |
| 16. P to Q Kt 4 | 16. P to Q R 3 |
| 17. Q to Q 3 | 17. P to Q B 3 |
| 18. P to K R 3 | 18. P to K R 4 |
| 19. B to K Kt 5 | 19. B to K R 3 |
| 20. B to K B 6 | 20. K R to K Kt sq |
| 21. B takes Kt | 21. B takes Kt (ch) |
| 22. Q takes B | 22. Q takes B |
| 23. K R P takes P | 23. K R P takes P |
| 24. K to B 2 | 24. Q to K Kt 4 |
| 25. Q to Q 3 | 25. P to Q Kt 4 (<i>e</i>) |
| 26. Q R P takes P | 26. B P takes P |
| 27. Q R takes Q R P | 27. R takes R |
| 28. Q takes Kt P (ch) | 28. K to B sq |
| 29. Q takes Q R | 29. Q to Q 7 (ch) |
| 30. K to Kt sq | 30. Q takes Q B P |
| 31. Q to Q 6 (ch) | 31. K to Kt 2 |
| 32. Kt to B 5 (ch) | 32. K to R 2 |
| 33. Q to K 7 | 33. B takes Kt |
| 34. Q to K R 4 (ch) | 34. K to Kt 3 |
| 35. Q to B 6 (ch) | |

And the game was drawn.

(*b*) Up to this point the best moves have been made on both sides according to Jaenisch, who, however, makes Black play on his next move Kt to Q Kt 3, followed by B to K 3 with a perfect defence.

(*c*) Staunton suggests Q B takes P here, leaving the Kt to be taken.

(*d*) We much prefer now Black's game.

(*e*) Weak play! It strikes us that K to K 2, followed by R to K R sq, would have won the game.

GAME III.—*Between Messrs. A. HOOD and J. H. HOOD.*

Played by Correspondence.

(From the "Chess Player's Chronicle.")

WHITE (Mr. A. Hood).

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

BLACK (Mr. J. H. Hood).

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

Notes by Mr. J. H. Hood.

(a) Black's 8th move is recommended by the "Handbuch." See "Praxis," p. 292, and a variation by Jaenisch, p. 284.

(b) If White had not been beguiled by the prospect of gaining the B P, he might perhaps have had time to oppose Black's adventures on the K side more successfully.

(c) White thought he had wrested this P from his adversary by generalship or force of arms, till he found that it had been purposely sacrificed.

(d) If 18. $\frac{Q \text{ takes B}}{Q \text{ to Q R 3}}$ 19. $\frac{P \text{ to Q B 4}}{Q \text{ takes Q B P}}$ 20. $\frac{Kt \text{ to Q B 3}}{Kt \text{ to K B 4}}$

21. $\frac{Q \text{ to K 5}}{Kt \text{ takes Q P, having the advantage.}}$

(e) If 19. $\frac{R \text{ to K 6}}{K R \text{ to K sq}}$ 20. $\frac{R \text{ takes Q}}{R \text{ takes Kt (ch)}}$ 21. $\frac{K \text{ to B 2}}{Kt \text{ takes R}}$

22. $\frac{Q \text{ moves}}{K \text{ takes B, and must win.}}$

If 19. $\frac{Q \text{ to K 6 (ch)}}{R \text{ takes Q}}$ 20. $\frac{R \text{ takes Q}}{R \text{ to K sq}}$ 21. R takes R, and White has no chance.

- | | |
|------------------|---------------------------|
| 22. R takes Kt | 22. P to K Kt 6 |
| 23. Q to K 2 | 23. P takes P (double ch) |
| 24. K takes P | 24. R takes R |
| 25. B takes R | 25. Q to Kt 6 (ch) |
| 26. K to R sq | 26. B to K Kt 5 |
| 27. R to K Kt sq | 27. B to B 6 (ch) |

And White resigned.

GAME IV.—Between PHILIDOR and COUNT BRUHL, Philidor playing “blindfold,” and conducting two other games at the same time without sight of board or men. Played in St. James’s Street, London, May 10th, 1788.

WHITE (Count Bruhl).

1. P to K 4 (a)
2. P to K B 4

BLACK (Philidor).

1. P to K 4
2. P takes P

(a) Although the exploits of Philidor in blindfold play have been since surpassed by the performances of Blackburne, Morphy, Max Fleissig, Maczuzki, Paulsen, and Zukertort, it must not thereby be inferred that this great master was incapable of doing what his successors have so often successfully accomplished. It must be taken into account that *le jeu sans voir* was less practised then than now; and again, it must be borne in mind, that whereas modern blindfold performers are invariably in the habit of receiving the odds of the move from their opponents, Philidor conceded, on the occasion when the present *partie* was contested, those odds to one of his adversaries, and the odds of Pawn and move to two others, thus placing himself at a double disadvantage.—It is interesting to compare Philidor’s close pawn play with the style now in vogue.

Philidor was the founder of the French school, which laid down the rule, that “the Knights must not without necessity be placed before the Bishops’ pawns,” in direct opposition to the theory of the Anglo-Italian school. Jaenisch pronounces that of the French school to be the only correct style of play, and ascribes erroneously the then superiority of the French school to English writers having exclusively directed their attention to the study of the Italian masters, who played their pieces to bear on the hostile K B P. Philidor was unquestionably one of the greatest chess geniuses that have ever lived, and was also an accomplished musician. It is lamentable to think that, like his countryman Labourdonnais, he should have died in poverty and exile; but less fortunate than Labourdonnais, no funeral tablet marks the place of his rest, and it is not even known where he was buried. Thus France treats her great men. “*Sic transit gloria mundi.*” Had Philidor lived in the Middle Ages he would have been ennobled. His misfortune, like that of his illustrious successors, is to have been born too late in a material and matter-of-fact age, when the hour-glass has to be called into requisition to aid (insufficiently, alas!) talent and genius in an unequal struggle with physical or brute force.

- | | |
|--------------------|-------------------|
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to Q B 4 | 4. B to K Kt 2 |
| 5. P to K R 4 | 5. P to K R 3 |
| 6. P takes P | 6. P takes P |
| 7. R takes R | 7. B takes R |
| 8. P to Q 4 | 8. P to K Kt 5 |
| 9. Q B takes P | 9. P takes Kt |
| 10. Q takes P | 10. Q to K 2 |
| 11. P to Q B 3 | 11. Kt to K B 3 |
| 12. Kt to Q 2 | 12. P to Q 4 |
| 13. B to Q 3 | 13. P takes P |
| 14. Kt takes P | 14. Kt takes Kt |
| 15. Q takes Kt (b) | 15. Q takes Q |
| 16. B takes Q | 16. P to Q B 3 |
| 17. K to Q 2 | 17. B to K 3 |
| 18. P to Q Kt 3 | 18. Kt to Q 2 |
| 19. R to K R sq | 19. B to K B 3 |
| 20. K to B 2 | 20. Castles |
| 21. B to Q 6 (c) | 21. Kt to Q Kt 3 |
| 22. B to Q B 5 | 22. K to B 2 |
| 23. R to R 7 | 23. R to K R sq |
| 24. P to Q B 4 | 24. R takes R |
| 25. B takes R | 25. Kt to Q 2 |
| 26. K to Q 3 | 26. Kt takes B |
| 27. P takes Kt | 27. B to K 2 |
| 28. P to Q Kt 4 | 28. P to Q R 3 |
| 29. P to Q R 3 | 29. P to K B 4 |
| 30. B to Kt 6 | 30. K to Q 2 |
| 31. B to R 5 | 31. B to K Kt 4 |
| 32. B to Q sq | 32. B to Q B 8 |
| 33. B to Q R 4 | 33. B takes Q R P |
| 34. K to Q B 3 | 34. B to Q B 8 |
| 35. B to Q sq | 35. B to K B 5 |
| 36. K to Q 4 | 36. K to K 2 |
| 37. P to Q Kt 5 | 37. K to B 3 |
| 38. B to B 3 | 38. B to Q 2 |
| 39. P to Kt 6 | 39. B to K Kt 4 |
| 40. B to Q sq | 40. B to K R 5 |
| 41. K to K 3 | 41. K to K 4 |
| 42. B to B 3 | 42. B to K 2 |

(b) If 15. B takes Kt

B to K B 4, or Black may even obtain the advantage by P to K B 4.

(c) From this point the end is only a question of time. Philidor's accuracy is admirable.

43. K to Q 3
 44. K to Q B 3
 45. K to Q Kt 3

43. K B takes P
 44. B takes P
 45. K to Q 5

And wins.

GAME V.—*Between Messrs. LABOURDONNAIS and MACDONNELL.*

WHITE (Labourdonnais).

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

BLACK (Macdonnell).

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

(a) The Anonymous Modenese (Ercolo del Rio) gives P to Q B 3 here for the defence, to which the proper reply would be Q to Kt 3, which we think is stronger than Q to K 2, as advised by Philidor.

(b) Already Black has wrested the attack from his adversary, and has, in our opinion, a much superior game.

(c) Evidently an oversight, involving the loss of the exchange. Nevertheless, Black's position is so strong that he is able to equalise matters, as will be seen.

- | | |
|-------------------------------|----------------------------|
| 27. Kt takes B | 27. Q takes Kt |
| 28. B takes Kt | 28. P takes B |
| 29. R to Kt sq | 29. Q takes Q P |
| 30. Q takes P | 30. P to Q Kt 3 |
| 31. Q to Kt 4 (ch) | 31. Kt to Q 2 |
| 32. R to Q sq | 32. Q to K 4 |
| 33. R to Kt sq | 33. Q to K 6 (ch) |
| 34. K to Kt sq | 34. P to B 3 |
| 35. R to R sq | 35. K to B 2 |
| 36. P to R 3 | 36. P to Kt 4 |
| 37. K to R 2 | 37. Q to K sq |
| 38. Q to B 5 | 38. Q to K 7 |
| 39. Q takes K Kt P | 39. Q takes P |
| 40. R to R 6 | 40. Q to K 5 |
| 41. Q to Kt 8 | 41. Q to K 7 |
| 42. R to R 8 | 42. K to Kt 3 |
| 43. R to R 7 | 43. K to B 2 |
| 44. Q to K B 7 | 44. K to Kt 3 |
| 45. R to Kt 7 (<i>d</i>) | 45. Q to K 5 |
| 46. Q to K B 2 (ch) | 46. Kt to B 4 |
| 47. R to K Kt sq (<i>e</i>) | 47. Q to Q B 5 (ch) |
| 48. K to R sq | 48. P to R 4 |
| 49. R to Q sq | 49. K to B 2 |
| 50. Q to B 6 | 50. Kt to Kt 2 |
| 51. R to Kt sq | 51. P to B 4 |
| 52. R to Kt 7 (ch) | 52. K to Kt 3 (<i>f</i>) |
| 53. Q to K B 7 | 53. Q to K 5 |
| 54. K to R 2 | 54. P to R 5 |
| 55. R to Kt 8 | 55. Q to Q B 3 |
| 56. Q to K 6 | 56. Q to K B 6 |
| 57. R to Q B 8 | 57. Q to K R 8 |
| 58. Q to K B 7 | 58. K to R 2 |
| 59. P to B 4 | 59. Q to K R 6 |
| 60. R to Q B 7 | 60. Q to Kt 6 (ch) |
| 61. K to Kt sq | 61. P takes P (<i>g</i>) |
| 62. Q to Q 5 | 62. Q to Q Kt 3 |
| 63. Q to Q B 6 | 63. Q takes Q |
| 64. R takes Q | 64. P to Q 4 |

(*d*) Had White captured the Kt, Black would have drawn the game by perpetual check.

(*e*) If 47. $\frac{P \text{ to } Q \text{ Kt } 4}{Q \text{ to } Q \text{ B } 5 \text{ (ch)}}$ 48. $\frac{K \text{ to } Kt \text{ sq or } Kt \text{ 2}}{Q \text{ to } Kt \text{ 6 (ch), \&c.}}$

(*f*) All this is very difficult and instructive.

(*g*) Black could obviously draw here, but he played to win.

- | | |
|--------------------|--------------------|
| 65. K to B 2 | 65. P to Q 5 |
| 66. K to Q sq | 66. K to Kt sq |
| 67. R to Q R 6 | 67. K to B 2 |
| 68. R takes P | 68. Kt to Q 3 |
| 69. R to R 6 | 69. Kt to K 5 |
| 70. K to B 2 | 70. Kt to Q 3 |
| 71. P to R 4 | 71. Kt to B sq |
| 72. P to R 5 | 72. K to Kt 2 |
| 73. R to K B 6 | 73. Kt to R 2 |
| 74. P to Kt 3 | 74. P to B 6 |
| 75. P to Kt 4 | 75. P takes P |
| 76. R to Kt 6 (ch) | 76. K to B 2 |
| 77. R takes P | 77. Kt to B 3 |
| 78. R to Kt 5 | 78. Kt to R 2 |
| 79. R to Q Kt sq | 79. K to B 3 |
| 80. P to R 6 | 80. Kt to B sq |
| 81. K to Q 3 | 81. K to B 2 |
| 82. K takes P | 82. P to B 7 |
| 83. R to Q B sq | 83. K to Kt 3 |
| 84. R takes P | 84. Kt to R 2 |
| 85. R to Q R 2 | 85. Kt to B 3 (ch) |
| 86. K to B 4 | 86. Kt to R 2 |
| 87. R to R sq | 87. Kt to B 3 |
| 88. R to R 3 | 88. Kt to R 2 |
| 89. K to Q 5 | 89. Kt to Kt 4 |
| 90. R to Q Kt 3 | 90. K takes P |

And the game was drawn.

CHAPTER XIV.

THE CUNNINGHAM GAMBIT.

THIS variation in the defence of the King's Gambit is so named from its having been adopted by Mr. Cunningham, the historian, one of the best players of his day. It cannot, however, be recommended, inasmuch as it involves, not only the sacrifice of the Gambit Pawn, but of another also, and it is questionable whether the second player obtains any attack worth mentioning in return.

The chief authorities on this opening are the "Handbuch," Sarratt, vol. ii. pp. 50, 56; Philidor, pp. 383—404; Walker, pp. 96, 98; Lewis, pp. 266—272; "La Stratégie Raisonnée," pp. 163—173. Lewis and some other writers style this *début* the "Three Pawns' Gambit of Captain Bertin," whose treatise was published in 1735.

GAME THE FIRST.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. B to K 2

This move constitutes the "Cunningham" Gambit. Although undoubtedly an ingenious attempt to set up a counter attack, it is quite unsound, and, with correct play, ought to give the first player a decisive advantage in position.

4. B to Q B 4	4. B to R 5 (ch)
5. K to B sq (best)	

Instead of this move, White may also play 5. P to K Kt 3, for the consequences of which *see* Game the Second. In the latter case, Black should get the better game. Philidor recommends 5. K to B sq, and says :—“ The defence must win every way, when tolerably well performed. Three Pawns, well conducted, cannot be less than equivalent to a piece. But the sure way to win is, when the first check is given with the Bishop, to remove your King to his own Bishop's square, and not pushing the Pawn, as Cunningham showeth.”

5. P to Q 4, or Variations
(I.), (II.), (III.), (IV.).

Black has four other moves at his disposal at this point—*viz.*, firstly, 5. B to B 3; secondly, 5. Kt to K R 3; thirdly, B to K Kt 4 (all of which ought to give White a winning attack); and fourthly, 5. P to Q 3, which we consider Black's best course. For the result of these different modes of play, *see* Variations (I.), (II.), (III.), and (IV.).

6. B takes Q P

6. Kt to K B 3

7. Kt to Q B 3

7. Castles

(If 7.
Kt takes B

8. Kt takes Kt
Castles

9. Kt takes K B P
P to K B 4

10. P to K 5, with the better game.)

8. P to Q 4

8. P to Q B 3 (best)

Should Black capture Bishop with Knight here, White secures a Pawn and a better position, thus :—

8.
Kt takes B

9. P takes Kt
B to K Kt 4

10. P to K R 4
B to K R 3

11. Q to Q 3
P to K B 4

12. Q to Q B 4
K to R sq

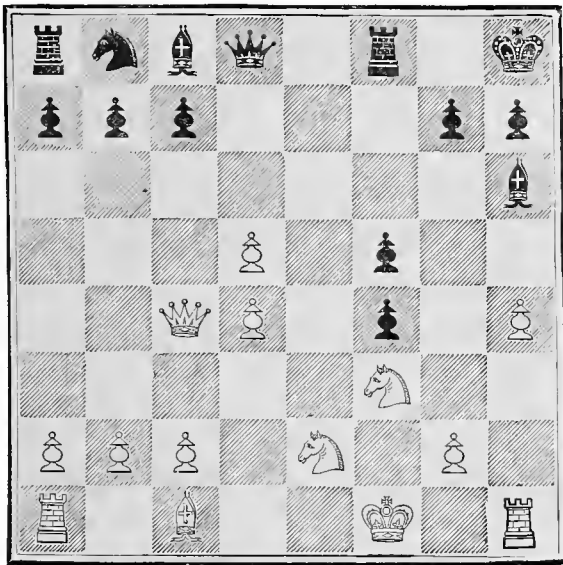
13. Kt to K 2, winning

a Pawn, with the better position.

The subjoined diagram shows the state of the game in the above

important Variation, from which it will be readily seen that Black's K B P must fall

BLACK.



WHITE.

- | | |
|------------------|-------------------|
| 9. B to Q Kt 3 | 9. B to K Kt 5 |
| 10. Q B takes P | 10. Kt to K R 4 |
| 11. Q to Q 2 | 11. B takes K Kt |
| 12. P takes B | 12. K to R sq |
| 13. R to K Kt sq | 13. P to Q Kt 4 |
| 14. B to K Kt 5 | 14. Q to Q 2 |
| 15. B takes B | 15. Q to R 6 (ch) |
| 16. R to Kt 2 | 16. Q takes B |
| 17. Q to K Kt 5 | 17. Q to R 6 |

18. Q to K Kt 4, and White now forces the exchange of Queens, and ought to win without difficulty. The above moves occur in the second game of the match between Messrs. Wisker and Bird, the former conducting the White, and, it need hardly be added, winning easily. (See Illustrative Game I.)

Black's capture of the Knight on his eleventh move may be objected to, he has, in any case, a very inferior game.

VARIATION (I.)

On Black's fifth move :—

5. B to B 3

This move is given by Staunton ("Handbook," p. 256); by the "Handbuch," p. 366; and "La Stratégie," p. 172. It does not, however, yield him so much resource as P to Q 4—the move we have just examined.

- | | |
|-----------------|-------------------|
| 6. P to K 5 | 6. B to K 2 |
| 7. P to Q 4 | 7. P to Q 4 |
| 8. B to K 2 | 8. P to K Kt 4 |
| 9. P to K R 4 | 9. P to Kt 5 |
| 10. Kt to K R 2 | 10. P to K R 4 |
| 11. Q B takes P | 11. B takes K R P |
| 12. P to K Kt 3 | 12. B to Kt 4 |

13. Kt takes K Kt P, and White ought to win. On his tenth move in this Variation Black may play 10. P to K B 6, as given in the "Handbuch," but without deriving any advantage, as follows :—

- | | | |
|--|---|--|
| 10. $\frac{\text{P to K B 6}}{\text{P to K B 6}}$ | 11. $\frac{\text{P takes P}}{\text{P to K Kt 6}}$ | 12. $\frac{\text{Kt to K Kt 4}}{\text{B takes K R P}}$ |
| 13. $\frac{\text{Kt to Q B 3}}{\text{P to Q B 3}}$ | 14. $\frac{\text{K to Kt 2}}{\text{P to K R 4}}$ | 15. $\frac{\text{Kt to K 3}}{\text{B to K Kt 4}}$ |
| 16. $\frac{\text{P to K B 4}}{\text{B takes P}}$ | 17. $\frac{\text{B takes K R P, and White has the}}{\text{advantage.}}$ | |

VARIATION (II.)

On Black's fifth move :—

- | | |
|-------------|----------------|
| | 5. Kt to K R 3 |
| 6. P to Q 4 | 6. Kt to Kt b |

- | | |
|----------------|--------------------|
| 7. Q to K 2 | 7. Kt to B 7 |
| 8. Kt takes B | 8. Kt takes R |
| 9. Kt to K B 3 | 9. Kt to Kt 6 (ch) |
| 10. P takes Kt | 10. P takes P |

11. B to K B 4, and White has decidedly the better game, having two minor pieces for Rook and Pawn, with a splendid position.

VARIATION (III.)

On Black's fifth move :—

5. B to K Kt 4

6. P to Q 4, followed by Kt takes B and Q to K B 3, with a fine game.

VARIATION (IV.)

On Black's fifth move :—

5. P to Q 3

Although this move is condemned by "La Stratégie," p. 175, as sacrificing a Pawn and allowing White to develop his game, we believe it to be more advantageous for the second player than any other move at this juncture. In any case Black must lose a Pawn, but in the present instance he gets a strong counter attack, which, unless correctly met, will not fail to give him the advantage. It is given by Philidor.

6. P to Q 4

6. B to K Kt 5

Instead of this move, Philidor, the "Handbuch," and "La Stratégie," all make Black play 6. Q to K B 3, which is much inferior thus :—

- | | | | |
|------------------------|--|---------------------|-----------------------|
| 6. <u>Q to K B 3</u> | 7. <u>P to K 5</u> | 8. <u>P takes P</u> | 9. <u>Q B takes P</u> |
| | <u>P takes P</u> | <u>Q to K 2</u> | <u>B to K Kt 5</u> |
| 10. <u>Q Kt to B 3</u> | 11. <u>Kt to K 4</u> , with the advantage. | | |
| <u>P to Q B 3</u> | | | |

“La Stratégie” and the “Handbuch” merely declare White to have the better game, but Philidor says White must win.

- | | |
|----------------|-------------------|
| 7. Q B takes P | 7. Q to K B 3 |
| 8. B to K 3 | 8. Kt to Q B 3 |
| 9. Kt to Q B 3 | 9. K Kt to K 2 |
| 10. B to K 2 | 10. B takes Kt |
| 11. P takes B | 11. Castles (Q R) |

And, although White's position is to be preferred on account of his centre Pawns, his superiority is slight. For a further continuation, *see* Illustrative Game V.

GAME THE SECOND.

- | WHITE. | BLACK. |
|----------------|------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. B to K 2 |
| 4. B to Q B 4 | 4. B to R 5 (ch) |
| 5. P to K Kt 3 | |

This move leads to many brilliant variations, but it is not so strong as playing K to B sq.

- | | |
|--------------------------|---------------------------------|
| 6. Castles | 5. P takes P |
| 7. K to R sq | 6. P takes P (ch) |
| 8. Kt to K 5 | 7. B to K B 3, or
(A.), (B.) |
| 9. Q to K R 5 | 8. B takes Kt |
| 10. R takes K B P | 9. Q to K 2 |
| 11. R to B 8 (double ch) | 10. Q to B 4 |
| 12. P to Q 4 | 11. K to K 2 |
| | 12. Q takes P |

- (If 12. Q takes B
13. Q to K 8 (ch)
K to Q 3
14. Q takes B (ch)
K to B 3
15. Kt to Q R 3, and wins.)

- | | |
|----------------------|---------------------|
| 13. B to K Kt 5 (ch) | 13. K to Q 3 |
| 14. Kt to Q 2 | 14. Kt to K B 3 |
| 15. Q to K B 7 | 15. Kt takes P |
| 16. B to K 3 | 16. Kt to Kt 6 (ch) |
| 17. K to Kt 2 | 17. Q takes Q B |
| 18. Q to Q 5 (ch) | 18. K to K 2 |
| 19. Q to B 7 (ch) | 19. K to Q 3 |

And the game is drawn by perpetual check.

(A.)

7. P to Q 4 (best)

This move, which is given by Stamma and Sarratt, is stronger than B to K B 3, and ought to give Black the advantage.

8. B takes P

White may also capture P with P, as advised by Stamma
e. g. :—

- | | | |
|--|--|---|
| 8. $\frac{P \text{ takes } P}{B \text{ to } K 2}$ | 9. $\frac{Kt \text{ to } K 5}{Kt \text{ to } K B 3}$ | 10. $\frac{P \text{ to } Q 6}{Q \text{ takes } P}$ |
| 11. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ to } B sq}$ | 12. $\frac{P \text{ to } Q 4}{Kt \text{ to } Q B 3}$ | 13. $\frac{Kt \text{ takes } Kt}{Q \text{ takes } Kt \text{ (ch)}}$ |
| 14. $\frac{P \text{ to } Q 5}{Q \text{ to } Q Kt 3}$ | 15. $\frac{B \text{ to } K R 5}{P \text{ to } Kt 3}$ | 16. $\frac{B \text{ to } K R 6 \text{ (ch)}}{K \text{ to } K sq}$ |
| 17. $\frac{B \text{ to } K B 3}{B \text{ to } K B 4, \text{ with the advantage.}}$ | | |

8. Kt to K B 3

9. B takes P (ch), or (a)

9. K takes B

10. Kt takes B

10. R to K B sq

Black would do ill to play 10. R to K sq here. (*See Illustrative Games II. and III.*)

11. P to Q 4

11. K to Kt sq

12. B to K Kt 5

12. Kt takes K P

13. B takes Q

14. Q takes R

15. K takes P

13. R takes R (ch)

14. Kt to Kt 6 (ch)

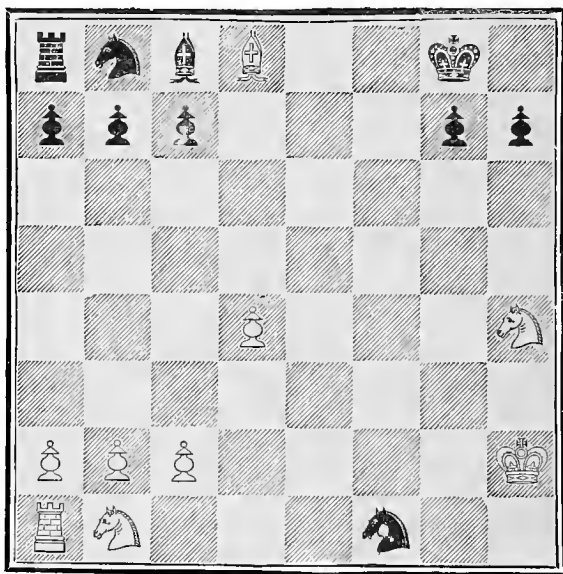
15. Kt takes Q (ch)

And wins.

The above Variation is from Sarratt, vol. ii. pp. 51, 52.

The subjoined diagram illustrates the position after Black's fifteenth move in the above Variation, which establishes conclusively the unsoundness of White's fifth move, P to K Kt 3.

BLACK.



WHITE.

(a)

9. $\frac{B \text{ to } Q \text{ Kt } 3}{Kt \text{ takes } K \text{ P}}$
 12. $\frac{Q \text{ takes } P}{Kt \text{ to } Kt \text{ 6 (ch)}}$
 15. $\frac{Kt \text{ takes } Q}{K \text{ takes } B}$

10. $\frac{Q \text{ to } K \text{ 2}}{Q \text{ to } K \text{ 2}}$
 13. $\frac{K \text{ to } Kt \text{ 2}}{Kt \text{ takes } R}$
 16. $\frac{K \text{ takes } Kt}{B \text{ to } K \text{ R 6 (ch)}}$

11. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ to } B \text{ sq}}$
 14. $\frac{Q \text{ takes } B}{Q \text{ takes } Q}$
 17. $\frac{K \text{ to } B \text{ 2}}{Kt \text{ to } Q \text{ B 3}}$

and Sarratt remarks "that Black will win the game, having the advantage of a Rook and a Pawn for a Knight, with a very good situation."

(B.)

8. B takes P (ch)

7. B to K 2

8. K takes B

(If 8. $\overline{\text{K to B sq}}$ 9. $\overline{\text{Kt to K 5}}$
 $\overline{\text{Kt to K B 3}}$ 10. $\overline{\text{B to Q Kt 3}}$
 $\overline{\text{Q to K sq}}$ 11. $\overline{\text{K Kt to B 7}}$
 $\overline{\text{K R to Kt sq}}$ 12. $\overline{\text{P to K 5}}$
 $\overline{\text{P to Q 4}}$ 13. $\overline{\text{P takes Kt}}$
 $\overline{\text{P takes P}}$ 14. $\overline{\text{B takes Q P}}$

and wins.)

9. Kt to K 5 (double ch)

9. K to K 3

10. Q to Kt 4 (ch)

10. K takes Kt

11. Q to B 5 (ch)

11. K to Q 3

12. Q to Q 5, and wins.

For further exemplification of the Cunningham Gambit, the following Illustrative games will be found instructive.

GAMES ILLUSTRATIVE OF THE CUNNINGHAM GAMBIT.

GAME I.—Between Messrs. WISKER and BIRD.

WHITE (Mr. Wisker).

BLACK (Mr. Bird).

1. P to K 4

1. P to K 4

2. P to K B 4

2. P takes P

3. Kt to K B 3

3. B to K 2

4. B to Q B 4

4. B to R 5 (ch)

5. K to B sq

5. P to Q 4 (a)

6. B takes Q P

6. Kt to K B 3

7. Kt to Q B 3

7. Castles

8. P to Q 4

8. P to Q B 3 (b)

(a) This is Black's best play, enabling him to develop his game by the sacrifice of the Pawn.

(b) Kt takes B would be bad, e.g. : 8.

 $\overline{\text{Kt takes B}}$ 9. $\overline{\text{P takes Kt}}$
 $\overline{\text{B to K Kt 4}}$ 10. $\overline{\text{P to K K 4}}$
 $\overline{\text{B to K R 3}}$ 11. $\overline{\text{Q to Q 3}}$
 $\overline{\text{P to K B 4}}$ 12. $\overline{\text{Q to B 4}}$
 $\overline{\text{K to R sq}}$ 13. $\overline{\text{Kt to K 2, \&c.}}$

- | | |
|--------------------|----------------------|
| 9. B to Q Kt 3 | 9. B to K Kt 5 |
| 10. Q B takes P | 10. Kt to K R 4 |
| 11. Q to Q 2 | 11. B takes Kt |
| 12. P takes B | 12. K to R sq |
| 13. R to K Kt sq | 13. P to Q Kt 4 |
| 14. B to K Kt 5 | 14. Q to Q 2 |
| 15. B takes B | 15. Q to K R 6 (ch) |
| 16. R to Kt 2 | 16. Q takes B |
| 17. Q to K Kt 5 | 17. Q to R 6 |
| 18. Q to K Kt 4 | 18. Q takes Q |
| 19. P takes Q (c) | 19. Kt to B 5 |
| 20. R to K B 2 | 20. P to K Kt 4 |
| 21. Kt to K 2 | 21. Kt takes Kt |
| 22. K takes Kt | 22. P to K B 3 |
| 23. B to K 6 | 23. Kt to R 3 |
| 24. Q R to K B sq | 24. K to Kt 2 |
| 25. P to K 5 | 25. P takes P |
| 26. R to B 7 (ch) | 26. R takes R |
| 27. R takes R (ch) | 27. K to Kt 3 |
| 28. P takes P | 28. R to K sq |
| 29. R takes Q R P | 29. R takes B |
| 30. R takes Kt | 30. R takes K P (ch) |
| 31. K to Q 3 | 31. R to K 3 |
| 32. P to Q Kt 3 | 32. P to K R 4 |
| 33. P to Q R 4 | 33. P takes Q R P |
| 34. R takes R P | 34. P to K R 5 |
| 35. R to K 4 | 35. R to K B 3 |
| 36. P to K R 3 | 36. R to K B 8 |
| 37. P to Q Kt 4 | 37. K to B 3 |
| 38. P to Q B 4 | 38. R to Q Kt 8 |
| 39. K to B 3 | 39. R to K R 8 |
| 40. R to K 3 (d) | 40. R to K Kt 8 |
| 41. P to Kt 5 | 41. P takes P |
| 42. P takes P | 42. R to Q Kt 8 |
| 43. K to B 4 | 43. R to Q B 8 (ch) |
| 44. K to Q 5 | 44. R to Q 8 (ch) |
| 45. K to B 4 | 45. R to Q B 8 (ch) |
| 46. R to Q B 3 | 46. R to Q Kt 8 |
| 47. R to Q Kt 3 | 47. R to B 8 (ch) |
| 48. K to Q 3 | 48. R to Q 8 (ch) |
| 49. K to B 2 | 49. R to Q 2 |

(e) Here taking with R, as pointed out by Mr. Wisker, would have been stronger play.

(d) Necessary to prevent R to Kt 6, &c.

- | | |
|----------------------------|-----------------|
| 50. P to Kt 6 | 50. R to Q Kt 2 |
| 51. K to B 3 | 51. K to K 4 |
| 52. K to B 4 | 52. K to Q 3 |
| 53. K to Kt 5 | 53. R to K B 2 |
| 54. R to Q 3 (ch) | 54. K to K 4 |
| 55. K to R 6 | 55. R to K B 8 |
| 56. R to Q R 3 | 56. R to Q Kt 8 |
| 57. P to Kt 7 | 57. K to Q 3 |
| 58. K to R 7, and wins (e) | |
-

GAME II.—*Between Messrs. GOSSIP and LAWRENCE.*

- | WHITE (Mr. Gossip). | BLACK (Mr. Lawrence). |
|---------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. B to K 2 |
| 4. B to B 4 | 4. B to R 5 (ch) |
| 5. P to Kt 3 | 5. P takes P |
| 6. Castles | 6. P takes P (ch) |
| 7. K to R sq | 7. P to Q 4 |
| 8. B takes P | 8. Kt to K B 3 |
| 9. B takes P (ch) | 9. K takes B |
| 10. Kt takes B | 10. R to K sq (a) |
| 11. P to Q 3 | 11. K to Kt sq |
| 12. Kt to Q B 3 | 12. Kt takes K P |
| 13. Q to K B 3 | 13. Kt to K B 3 |
| 14. B to K Kt 5 | 14. B to Q 2 |
| 15. B takes Kt | 15. Q takes B |
| 16. Q takes Q | 16. P takes Q |
| 17. R takes P | 17. B to B 3 (ch) |
-

- (e) Because, if now 58. $\frac{\text{K to Q B 2}}{\text{K to Q B 2}}$ 59. $\frac{\text{P Queens}}{\text{R takes Q}}$ 60. $\frac{\text{R to Q B 3 (ch)}}{\text{K to Q 3}}$
 61. K takes R, and wins.
-

Notes by Mr. Blackburne.

(a) This we consider inferior to R to K B sq, when the game is likely to be continued as follows:—

- | | | | |
|---|--|--|--|
| 10. $\frac{\text{P to Q 4}}{\text{R to K B sq}}$ | 11. $\frac{\text{K to Kt sq}}{\text{K to Kt sq}}$ | 12. $\frac{\text{Q B to Kt 5}}{\text{K Kt takes P}}$ | 13. $\frac{\text{B takes Q}}{\text{R takes R (ch)}}$ |
| 14. $\frac{\text{Q takes R}}{\text{K Kt to Kt 6 (ch)}}$ | 15. $\frac{\text{K takes P}}{\text{Kt takes Q (ch), and wins.}}$ | | |

- | | |
|--------------------------|---------------------|
| 18. K takes P | 18. Kt to Q 2 |
| 19. R to K Kt sq (ch) | 19. K to R sq |
| 20. K R to K B 4 | 20. K R to K B sq |
| 21. Q R to K B sq | 21. R takes R |
| 22. R takes R | 22. K to Kt 2 |
| 23. Kt to B 5 (ch) | 23. K to B 3 (') |
| 24. Kt to Q 4 (dis ch) | 24. K to K 4 |
| 25. Q Kt from B 3 to K 2 | 25. B to Q 4 |
| 26. R to B 5 (ch) | 26. K to Q 3 |
| 27. Kt to Q Kt 5 (ch) | 27. K to Q B 4 |
| 28. Kt takes Q B P | 28. R to K B sq (c) |
| 29. R takes B (ch) | 29. K to B 3 |
| 30. Q Kt to Q 4 (ch) | 30. K takes Kt |
| 31. Kt to K 6 (ch) | 31. K to B 3 |
| 32. Kt takes R | 32. K takes R |
| 33. Kt takes Kt | |

And Black resigned.

GAME III.—*Between Messrs. MORPHY and BIRD.*

(The first ten moves on each side are the same as in the preceding game.)

- | WHITE (Mr. Morphy). | BLACK (Mr. Bird). |
|---------------------|-------------------|
| 11. P to Q 3 | 11. B to R 6 |
| 12. Q to R 5 (ch) | 12. K to Kt sq |
| 13. R takes Kt | 13. P takes R |
| 14. Kt to Q B 3 | 14. R to K 4 |
| 15. Q to B 3 | 15. Q to Q 2 |
| 16. B to K B 4 | 16. Kt to B 3 (a) |
| 17. K takes P | 17. B to Kt 5 |
| 18. R to K Kt sq | 18. P to K R 4 |
| 19. B takes R | 19. P takes B |
| 20. Kt to Q 5 | 20. Kt to Q 5 |
| 21. Kt to B 6 (ch) | 21. K to R sq |
| 22. Q to K 3 | 22. Q to Kt 2 |
| 23. Kt takes P | 23. Q to R 2 |

(b) This was certainly unadvisable.

(c) Kt to Q Kt 3 would have prolonged the game; but we believe it was lost after Black's 23rd move.

(a) Well played, and far better than trying to save the exchange.

- | | |
|-------------------|---------------------|
| 24. R takes B | 24. Q takes Kt |
| 25. Q to K R 3 | 25. K to R 2 |
| 26. P to Q B 3 | 26. Kt to K 3 |
| 27. R to Kt 6 | 27. R to K sq |
| 28. R takes Kt | 28. R takes R |
| 29. Q takes R | 29. Q takes Kt (ch) |
| 30. Q to R 3 | 30. Q takes Q (ch) |
| 31. K takes Q | 31. P to Q B 4 |
| 32. K to Kt 4 | 32. K to Kt 3 |
| 33. K to B 3 | 33. K to B 3 |
| 34. K to K 3 | 34. K to K 3 |
| 35. P to Q 4 | 35. P takes P (ch) |
| 36. P takes P | 36. P takes P (ch) |
| 37. K takes P | 37. K to Q 3 |
| 38. P to K 5 (ch) | 38. K to K 3 |
| 39. K to K 4 | 39. K to K 2 |
| 40. K to Q 5 | 40. K to Q 2 |
| 41. P to K 6 (ch) | 41. K to K 2 |
| 42. K to K 5 | 42. P to R 3 |
| 43. P to R 3 | 43. K to K sq |
| 44. K to Q 6 | |

And Black resigned (b).

GAME IV.—*Between Messrs. GOSSIP and KIRKPATRICK.*

(From the "Era.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Kirkpatrick). |
|---------------------|--------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to Q 3 |
| 4. P to Q 4 | 4. B to K 2 |
| 5. B to Q B 4 | 5. B to R 5 (ch) |
| 6. P to Kt 3 | 6. P takes P |
| 7. Castles | 7. Q B to K R 6 (a) |
| 8. Kt takes B (b) | 8. P takes P (ch) |

(b) This beautiful game, so ably conducted on both sides, will well repay perusal.

Notes by Mr. Löwenthal.

(a) The correct move would have been Kt to K B 3, giving Black a tolerably good game.

(b) B takes K B P could have been played with equal if not greater effect,

- | | |
|------------------------|-------------------|
| 9. K to R sq | 9. B takes R (c) |
| 10. Q takes B | 10. Q takes Kt |
| 11. Q takes K B P (ch) | 11. K to Q sq |
| 12. Q to K B 8 (ch) | 12. K to Q 2 |
| 13. Q to K B 5 (ch) | 13. K to K sq |
| 14. B to K Kt 5 | 14. Q to K 8 (ch) |
| 15. K takes P | 15. Kt to K B 3 |
| 16. Kt to Q B 3 | 16. Q takes R |
| 17. Q to Q B 8 (ch) | |

And White mates in five moves (d).

GAME V.—*Between Messrs. BIRD and WISKER.*
 (From the "Chess Player's Chronicle.")

- | WHITE (Mr. Wisker). | BLACK (Mr. Bird.) |
|---------------------|-------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. B to K 2 |
| 4. B to Q B 4 | 4. B to R 5 (ch) |
| 5. K to B sq (a) | 5. P to Q 3 (b) |
| 6. P to Q 4 | 6. B to K Kt 5 |
| 7. Q B takes P | 7. Q to K B 3 |
| 8. B to K 3 | 8. Kt to Q B 3 |
| 9. Kt to Q B 3 | 9. K Kt to K 2 |
| 10. B to K 2 | 10. B takes Kt |
| 11. P takes B (c) | 11. Castles (Q R) |

(c) Again, Kt to K B 3 would have been preferable. By the line of play adopted White obtains an easy victory.

(d) The termination is exceedingly well played by White.

Notes by the Author.

(a) Here the Editor of the "Chess Player's Chronicle" remarks, that if White play, instead of this move, 5. P to K Kt 3, the game, with the best play, should probably be drawn. We differ completely from this opinion, and consider Black ought to win. (See Notes by Mr. Blackburne to Game II. between the Author and Mr. Lawrence.)

(b) This is, in our opinion, Black's best move.

(c) Here the "Chess Player's Chronicle" observes, B takes B would probably have been better. We differ again, considering the move selected by Mr. Wisker to be preferable to that course of play for two reasons: firstly, because it strengthens the centre Pawns, and, secondly, because it opens a file for the King's Rook.

- | | |
|---------------------|---------------------|
| 12. R to K Kt sq | 12. P to Q 4 |
| 13. P to K 5 | 13. Q to K 3 |
| 14. K to Kt 2 (d) | 14. Kt to K B 4 |
| 15. Q to Q 2 | 15. P to K B 3 |
| 16. P to K B 4 | 16. P to K R 4 |
| 17. B to K B 3 | 17. P to K Kt 4 |
| 18. P takes Kt P | 18. P takes Kt P |
| 19. K to R sq | 19. P to K Kt 5 |
| 20. B to K Kt 2 | 20. B to K 2 |
| 21. Kt to K 2 | 21. P to K R 5 |
| 22. P to Q Kt 4 (e) | 22. Kt to Kt 6 (ch) |

And White resigned.

GAME VI.—Between Messrs. BIRD and GOSSIP.

(From the "Chess Player's Chronicle.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Bird). |
|---------------------|-------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. B to K 2 (a) |

(d) A very fine move indeed!

(e) Here again we differ with the "Chess Player's Chronicle," which says here:—"Upon this move Mr. Wisker remarks,—A strange mistake. Had White now played 22. Kt to K B 4, he would have had the better game. Mr. Wisker must, we think, have made a miscalculation; we find no move that gives White the better game."

The author concurs in the opinion of Mr. Wisker on account of the following continuation: Suppose 22. Kt to K B 4.

If: 22.
Kt to K Kt 6 (ch)

23. P takes Kt
P takes P (dis ch)

If now, 1stly: 24. Kt to R 3
P takes Kt, and Black has the advantage; but if, 2dly:

24. B to R 3 25. R takes P, with the better game.
Q to R 3, or (A.)

(A.)

24. 25. Kt takes R 26. R takes P, and again White has
R takes B (ch) R to K Kt sq the advantage.

Notes by the Editor of the "Chess Player's Chronicle."

(a) This defence is now rarely adopted.

- | | |
|----------------------|--------------------|
| 4. B to Q B 4 | 4. P to Q 4 |
| 5. B takes P | 5. Kt to K B 3 |
| 6. P to Q 4 | 6. Kt takes B |
| 7. P takes Kt | 7. B to K R 5 (ch) |
| 8. K to B sq | 8. B to K Kt 5 |
| 9. P to Q B 4 | 9. Castles |
| 10. B takes P | 10. P to Q B 3 |
| 11. Kt to Q B 3 | 11. Kt to Q 2 |
| 12. Q to Q 2 | 12. P to K B 4 |
| 13. P to Q Kt 3 (b) | 13. B to K B 3 |
| 14. Q R to K sq | 14. Kt to Q Kt 3 |
| 15. Kt to K Kt 5 (c) | 15. B takes Kt |
| 16. B takes B | 16. Q to Q B sq |
| 17. B to K 7 | 17. R to K B 2 |
| 18. P to K R 3 | 18. B to K R 4 |
| 19. Q to K Kt 5 | 19. B to K Kt 3 |
| 20. P to Q 6 | 20. P to K B 5 |
| 21. K to B 2 | 21. Q to Q 2 |
| 22. Kt to K 4 | 22. B takes Kt |
| 23. R takes B | 23. Q R to K sq |
| 24. K R to K sq | 24. Kt to Q B sq |
| 25. P to Q B 5 | 25. P to K R 3 |
| 26. Q to K R 4 | 26. Kt takes B |
| 27. R takes Kt | 27. K R takes R |
| 28. R takes R | 28. R takes R |
| 29. Q takes R | 29. Q takes Q |
| 30. P takes Q (d) | 30. K to B 2 |
| 31. P Queens (ch) | 31. K takes Q |
| 32. K to B 3 | 32. P to K Kt 4 |
| 33. K to Kt 4 | 33. K to B 2 |
| 34. K to B 5 (e) | 34. K to Kt 2 |
| 35. K to K 5 | 35. K to B 2 |
| 36. P to Q Kt 4 | 36. P to Q R 3 |
| 37. P to Q R 3 | 37. K to K 2 |
| 38. P to Q R 4 | 38. K to B 2 |
| 39. P to Q 5 | 39. P takes P |
| 40. P to Q Kt 5 | 40. P to Q 5 |
| 41. K takes P | 41. K to K 2 |
| 42. K to K 5 | 42. K to Q 2 |

(b) To render harmless Black's contemplated move of Kt to Q Kt 3.

(c) Better than P to Q 6, as the progress of the game will show.

(d) These exchanges are all in favour of White. He has now a winning position.

(e) The correct move.

- | | |
|-------------------|-------------------|
| 43. K to Q 5 | 43. P to K R 4 |
| 44. K to K 4 | 44. K to K 3 |
| 45. P to Q B 6 | 45. P takes Q B P |
| 46. P takes Q R P | 46. P to K B 6 |
| 47. P takes P | |

And Black resigned.

GAME VII.—*Between the same opponents.*
(From the “Illustrated London News.”)

- | WHITE (Mr. Gossip). | BLACK (Mr. Bird). |
|-----------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. B to K 2 |
| 4. B to Q B 4 | 4. B to R 5 (ch) |
| 5. K to B sq | 5. P to Q 4 |
| 6. B takes P | 6. Kt to K B 3 |
| 7. Kt to Q B 3 | 7. Kt takes B |
| 8. Kt takes Kt | 8. Castles |
| 9. Kt takes doubled P | 9. P to K B 4 |
| 10. P to K 5 | 10. Kt to Q B 3 |
| 11. P to Q 4 | 11. P to K Kt 4 |
| 12. Kt to K R 5 | 12. P to K Kt 5 |
| 13. Kt takes B | 13. Q takes Kt |
| 14. Kt to K B 6 (ch) | 14. K to R sq |
| 15. B to K B 4 | 15. B to K 3 |
| 16. Q to Q 2 | 16. P to K Kt 6 (a) |
| 17. P to Q B 3 | 17. R takes Kt |
| 18. B to K Kt 5 | 18. B to Q B 5 (ch) |
| 19. K to Kt sq | 19. P takes P (ch) |
| 20. R takes P | 20. Q takes R (ch) |
| 21. K takes Q | 21. R to K Kt 3 |
| 22. B to K B 6 (ch) | 22. K to Kt sq |
| 23. P to Q Kt 3 | 23. B to Q 4 |
| 24. Q R to K Kt sq | 24. K to B 2 |
| 25. P to K Kt 4 | 25. Q R to K Kt sq |
| 26. P to K Kt 5 | 26. P to K R 3 |
| 27. Q to K B 4 | 27. B to K 5 |
| 28. P to Q Kt 4 | 28. Kt to K 2 |
| 29. P to K 6 (ch) | 29. K to K sq |
| 30. Q takes Q B P | 30. Resigns |

Note by the Editor of the “Illustrated London News.”

(a) Black has a bad game now—a game which no skill can retrieve, if his adversary conduct the attack with ordinary prudence.

GAME VIII.

(From "Ponziani.")

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. B to K 2
4. B to Q B 4	4. B to K R 5 (ch)
5. P to K Kt 3	5. P takes P
6. Castles (K to R sq) (u) and (R to B sq)	6. P to Q 4
7. B takes P	7. B to K R 6
8. Kt takes B (b)	8. B takes R
9. Q takes B	9. Q takes Kt
10. Q takes K B P (c')	10. K to Q sq
11. Q to K B 8 (ch)	11. K to Q 2
12. Q takes P (ch)	12. Kt to K 2
13. Q takes K Kt P	13. Q takes Q
14. P takes Q (c)	

Notes by the Author.

(a) We offer the present game as an illustration of the Italian method of Castling, and of the force of the attack obtainable by that system of play. Ercole del Rio was of opinion that the attack in the three pawns variation of the Cunningham Gambit would be irresistible if the Italian mode of Castling were allowed. Ponziani, however, has tried to show in the present *partie*, that even in that case, with the best play, the result should be a draw.

(b) If 8. B takes Q Kt P
P to Kt 7 (ch)

9. K to Kt sq
P takes R, remaining a Pawn.

10. B takes R
B to B 7 (ch), and Black, by declaring the suspended Pawn a Rook, mates. (This note is from Ponziani, and further exemplifies the Italian rules of play which clash completely with ours.)

(c) Ponziani now declares the game equal. *Chi lo sa?*

CHAPTER XV.

THE MUZIO GAMBIT

Is the most brilliant and instructive of all the openings.* It consists in the sacrifice of a Knight on the first player's fifth move, the attack thus obtained being so strong and enduring that it must lead to speedy victory, unless opposed with the greatest care and exactitude, and even against the very best defence ought to result in a drawn game, in the opinion of many authorities. Salvio is the oldest author who mentions it, in his treatise published at Naples in 1604. Jaenisch says:—"Le Gambit Muzio prouve qu'aux Echecs les sacrifices sont souvent les coups justes, et que la supériorité de la position ne dépend pas du nombre des pièces qu'on a sur l'échiquier, mais du nombre de celles qui sont en activité. Aussi pour apprendre l'art si difficile de bien attaquer, c'est le début qu'il faut étudier de préférence."

* For this magnificent variation we are indebted to the Italian masters.

"Yet, still the loss of wealth is here supplied
By arts, the splendid wrecks of former pride,
Could nature's bounty satisfy the breast,
The sons of Italy were surely blest."

The numerous fertile inventions of the Italian chess-masters are characterised by the same "brio" which is the distinguishing feature of Italian music. Without doubt there is a certain analogy between chess and music, and the same distinction which exists between the compositions of the most celebrated Italian and German musicians, may be recognised in those of Italian and German chess-masters; the former full of the brilliancy, fire, and energy of the sunny south; the latter profound and "*savant*," but lacking that "*verve*" and genius so conspicuous in the Italians. Morphy, indisputably the greatest chess-player that ever lived, was a child of the sunny south, and his combinations on the chess-board were as far superior to those of his German opponents as the military combinations of a Napoleon to those of a Von Moltke.

No similar sacrifice can be made so early in the game in any other opening. Why it should be called the Muzio Gambit is inexplicable, for Salvio, who first mentions it, states that it had originated with Don Geronimo Cascio, in casual encounters with another player. Salvio says :—“ Dirò un’altro modo di Gambitto, il quale mai fu pensato, e per quanto mi venne riferito dal Signòr Muzio d’Alessandro, gentiluomo di molto garbo, e del giuoco molto intendente ; *sucedè col Signor Don Geronimo Cascio così gran giuatore, con un’ altro giuatore casualmente.*”

We agree with Walker in thinking it difficult to imagine how such an extraordinary construction can have been put upon the above words. Carrera also speaks of a Doctor Girolamo Cascio, a Sicilian priest, as an excellent player, whereas Muzio is only described as a third-rate practitioner. The attack would be irresistible if the Italian method of Castling were permitted. The chief authorities upon this opening are Sarratt, Lewis, Walker, Jaenisch, Staunton, “ La Stratégie,” and the “ Handbuch.”

GAME THE FIRST.

(THE MUZIO-CASCIO ATTACK.)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. B to Q B 4	4. P to K Kt 5
5. Castles	

This is White’s strongest move. For the consequences of his playing 5. P to Q 4, 5. Q Kt to B 3, or 5. B takes P (ch), see Games the Second, Third, and Fourth.

5. P takes Kt (best), or
(A.), (B.)
6. Q takes P (best), or
(C.), (D.)
6. Q to K B 3 (best), or
(E.), (F.), (G.) (H.)
7. P to K 5

White may here play also 7. P to Q B 3, or 7. P to Q 3, but they are not considered so forcible as the move in the text; *e. g.* :—

If firstly: 7. $\frac{P \text{ to } Q \text{ B } 3}{Kt \text{ to } Q \text{ B } 3}$ (best)

{In lieu of this move, Lewis gives for Black 7. $\frac{B \text{ to } K \text{ R } 3}{}$, which is inferior thus: 7. $\frac{B \text{ to } K \text{ R } 3}{}$

8. $\frac{P \text{ to } Q 4}{Q \text{ Kt to B } 3}$ 9. $\frac{P \text{ to } K \text{ 5}}{Q \text{ to } K \text{ B } 4}$

10. $\frac{Kt \text{ to } Q \text{ 2}}{K \text{ Kt to } K \text{ 2}}$ 11. $\frac{Kt \text{ to } K \text{ 4}}{\text{Castles}}$ 12. $\frac{Kt \text{ to } B \text{ 6 (ch)}}{K \text{ to } Kt \text{ 2}}$

13. $\frac{B \text{ to } Q \text{ 3}}{Q \text{ to } K \text{ 3}}$ 14. $\frac{Q \text{ to } K \text{ R } 5}{Kt \text{ to } K \text{ Kt } 3}$ 15. $\frac{R \text{ takes } P}{Kt \text{ takes } R}$

16. Q B takes Kt, and wins. }

8. $\frac{P \text{ to } Q \text{ 4}}{Kt \text{ takes } Q \text{ P}}$, and Black has the better game.

If secondly: 7. $\frac{P \text{ to } Q \text{ 3}}{B \text{ to } K \text{ R } 3}$ 8. $\frac{Kt \text{ to } B \text{ 3}}{Kt \text{ to } K}$ 9. $\frac{B \text{ to } Q \text{ 2}}{Q \text{ Kt to } B \text{ 3}}$

10. $\frac{Q \text{ R to } K \text{ sq}}{Kt \text{ to } K \text{ 4}}$ 11. $\frac{Q \text{ to } Q \text{ sq}}{P \text{ to } Q \text{ 3}}$ 12. $\frac{Kt \text{ to } Q \text{ 5}}{Kt \text{ takes } Kt}$

13. $\frac{P \text{ takes } Kt}{K \text{ to } Q \text{ sq}}$ 14. $\frac{B \text{ to } Q \text{ Kt } 3}{R \text{ to } K \text{ Kt sq}}$ 15. $\frac{K \text{ to } R \text{ sq}}{B \text{ to } K \text{ Kt } 5}$

and Black has a winning position. The above moves occur in a game between Herren Mayet and Zukertort.

7. Q takes P
8. B to K R 3 (best)
9. Kt to K 2
10. Q Kt to B 3 (best), or
Variations (I.), (II.)
8. P to Q 3
9. B to Q 2
10. Kt to Q B 3

Black has two other moves at this point—*viz.*, 10. P to Q B 3

a move advised by Kling and Horwitz, and 10. Castles; but they are both inferior. (See Variations (I.), (II.)) The move in the text is indicated by Labourdonnais.

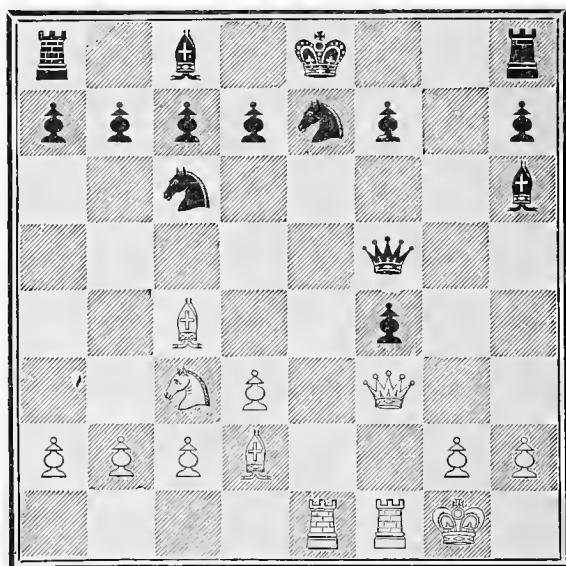
11. Q R to K sq

11. Q to K B 4 (best)

DIAGRAM

Showing the position after Black's eleventh move.

BLACK.



WHITE.

This move was first introduced by Paulsen, in his match with Kolisch (see Illustrative Game I. at the end of this chapter), and is preferable to the old course of checking with Queen at Q B 4, which leads to the following train of play:—

- | | | |
|---|--|---|
| Suppose 11. $\frac{\text{Q to Q B 4 (ch)}}{\text{Q to Q B 4 (ch)}}$ | 12. $\frac{\text{K to R sq}}{\text{Kt to Q 5}}$ | 13. $\frac{\text{Q to K R 3 or (a)}}{\text{B to Kt 4}}$ |
| 14. $\frac{\text{Q to K R 5}}{\text{Q to K B 4 (best) or (b)}}$ | 15. $\frac{\text{Kt to K 4}}{\text{P to K R 3}}$ | 16. $\frac{\text{B to Q B 3}}{\text{Kt takes Q B P}}$ |

17. $\frac{\text{Kt to K B 6 (ch)}}{\text{K to Q sq}}$ 18. $\frac{\text{Q takes K B P}}{\text{Kt takes R}}$ 19. $\frac{\text{R takes Kt}}{\text{Q to Q B 4}}$
 20. $\frac{\text{P to Q Kt 4}}{\text{Q to Q 3}}$ 21. $\frac{\text{Kt to K 4}}{\text{Q to K Kt 3}}$ 22. $\frac{\text{Kt takes B, and}}$

wins, because Black must take Kt with Queen, and White will then play Q B to K B 6, attacking the Queen.

(a)

13. $\frac{\text{Q.R takes Kt (ch)}}{\text{K takes R}}$ } if 13. $\frac{\text{Q takes R}}$ 14. $\frac{\text{Q to K R 5}}{\text{Kt to K 3}}$
 15. $\frac{\text{Q takes B}}{\text{Q to Kt 4}}$ 16. $\frac{\text{Q takes Q}}{\text{Kt takes Q}}$ 17. $\frac{\text{Kt to Q Kt 5}}{\text{K to Q sq}}$
 18. $\frac{\text{B to Q B 3, \&c.}}{\text{}}$ 14. $\frac{\text{Kt to Q 5 (ch)}}{\text{K to Q sq}}$ 15. $\frac{\text{Q to K R 5}}{\text{Q to K B sq}}$
 16. $\frac{\text{Q to K R 4 (ch)}}{\text{P to K B 3}}$ 17. $\frac{\text{B takes P}}{\text{B takes B}}$ 18. $\frac{\text{R takes B}}{\text{Kt to Q B 3}}$
 19. $\frac{\text{R takes B P}}{\text{Q to K sq}}$ 20. $\frac{\text{R to K B 8 (dis ch)}}{\text{Kt to K 2}}$ 21. $\frac{\text{Q mates}}$

We owe this fine variation to Mr. Staunton. The German "Handbuch" makes White play Q B takes P on his 16th move, which only leads to a drawn game.

(b)

14. $\frac{\text{Kt to K 3}}$ 15. $\frac{\text{Kt to K 4}}{\text{Q to K B 4}}$ 16. $\frac{\text{B takes Kt}}$
 followed by 17. $\frac{\text{Kt takes K B}}$, and White wins. Checking, therefore, with Queen at B 4 on his eleventh move, is clearly unsatisfactory for Black.

To resume the main Variation :

12. R to K 4 (best)

- (If 12. $\frac{\text{Kt to Q 5}}{\text{K to Q sq}}$ 13. $\frac{\text{B to Q B 3}}{\text{R to K sq.}}$ This move is given by the
 "Handbuch" as Black's best, but we prefer 11. R to K Kt sq, as played
 by Paulsen (see Illustrative Game I.), which gives Black the advantage.
 14. $\frac{\text{P to K Kt 4}}{\text{Q to K Kt 3}}$ 15. $\frac{\text{P to K R 4}}{\text{Kt takes Kt}}$ 16. $\frac{\text{R takes R (ch)}}{\text{K takes R}}$
 17. $\frac{\text{B takes Kt}}{\text{Kt to K 2}}$ 18. $\frac{\text{R to K sq}}{\text{P to Q 3}}$ 19. $\frac{\text{P to Kt 5}}{\text{B takes P}}$

and White has not so strong a position as that which he obtains by playing R to K 4 on his twelfth move. It is worth notice that, on his fourteenth move in the preceding variation, White, in lieu of P to K Kt 4, a move adopted by Neumann, may play 14. $\frac{\text{B to K B 6}}$, or 14. $\frac{\text{Kt to B 6}}$, with a

very strong attack. The consequences of the latter mode of play will be found in the "Handbuch," p. 454. (White's twelfth move, R to K 4, was, we believe, first played by Herr Hirschfeld.)

12. Kt to K 4

(If 12. $\frac{P \text{ to } Q 3}{\text{---}}$

13. $\frac{Q \text{ B takes P}}{B \text{ takes B}}$

{ Lange suggests for Black here 13. $\frac{B \text{ to } B \text{ sq}}{\text{---}}$, which he thinks should give him the advantage, but this is very questionable. }

14. $\frac{R \text{ takes B}}{Q \text{ to } Q \text{ B } 4 \text{ (ch)}}$

15. $\frac{K \text{ to } R \text{ sq}}{Kt \text{ to } K 4}$

16. $\frac{Q \text{ to } K \text{ R } 5}{K \text{ Kt to } K \text{ Kt } 3}$

17. $\frac{R \text{ takes B P}}{Kt \text{ takes R}}$

18. $\frac{B \text{ takes Kt (ch)}}{K \text{ to } Q \text{ sq}}$

19. $\frac{Kt \text{ to } Q 5}{Kt \text{ to } K 2}$

20. $\frac{Q \text{ to } K \text{ R } 4, \text{ with the better game.}}$

13. Q to K 2

13. P to Q 3 (best)

(If 13. $\frac{P \text{ to } B 6}{\text{---}}$

14. $\frac{B \text{ takes B}}{P \text{ takes Q}}$

15. $\frac{R \text{ takes Q}}{Kt \text{ takes R}}$

16. $\frac{R \text{ takes Kt (ch), and White has a winning position.}}$

Again, if 13. $\frac{Kt \text{ takes B}}{\text{---}}$

14. $\frac{P \text{ takes Kt}}{K \text{ to } Q \text{ sq}}$

15. $\frac{B \text{ takes P}}{B \text{ takes B}}$

16. $\frac{K \text{ R takes B}}{Q \text{ to } B 4 \text{ (ch)}}$

17. $\frac{K \text{ to } R \text{ sq}}{P \text{ to } K \text{ B } 4}$

18. $\frac{R \text{ to } K 5}{Q \text{ to } Q \text{ Kt } 5}$

{ If 18. $\frac{Q \text{ to } Q 3}{\text{---}}$

19. $\frac{Kt \text{ to } Q \text{ Kt } 5}{Q \text{ to } K \text{ B } 3}$

20. $\frac{P \text{ to } B 5}{P \text{ to } Q \text{ R } 3}$

21. $\frac{Kt \text{ takes Q B P}}{K \text{ takes Kt}}$

22. $\frac{R \text{ takes Kt}}{Q \text{ takes Kt P}}$

23. $\frac{R \text{ takes K B P}}{K \text{ to } Kt \text{ sq}}$

24. $\frac{P \text{ to } K \text{ R } 3}{K \text{ to } R 2}$

25. $\frac{Q \text{ to } K 3, \text{ and wins } \}$

19. $\frac{Q \text{ to } K \text{ R } 5}{Q \text{ takes } Q \text{ Kt P (best)}}$

20. $\frac{Q \text{ to } K \text{ R } 4}{R \text{ to } K \text{ sq}}$

21. $\frac{R \text{ to } B 3}{P \text{ to } B 3}$

22. $\frac{P \text{ to } K \text{ R } 3}{P \text{ to } Q 3}$

23. $\frac{R \text{ to } K \text{ sq}}{B \text{ to } Q 2}$

24. $\frac{P \text{ to } B 5, \text{ and the}}$

"Handbuch" considers the game even.)

To resume the main Variation :

14. Q B takes P

14. B takes B

15. K R takes B

15. Q to K Kt 4

16. P to K R 4

16. Q to Kt 2

17. R takes B P

17. Kt takes R

18. R takes Kt (ch)

18. K to Q sq

19. B takes K^s

19. Q to Q 5 (ch)

20. Q to K 3, and the "Handbuch" pronounces the game to be about equal. We prefer Black's game.

(A.)

Variation on Black's fifth move:—

5. Q to K 2

This defence, recommended by Kling and Horwitz, is condemned by most authorities, but, for all that, may be ventured.

6. P to Q 4 (best)

6. P takes Kt

7. Kt to Q B 3

7. P to Q 3 (best)

(If 7. P takes P)8. R takes P, &c.)

8. Kt to Q 5

8. Q to Q sq

(If 8. Q to Q 2)9. Q takes P
Kt to Q B 310. Q takes P
B to K Kt 211. Kt takes P (ch)
Q takes Kt12. B takes P (ch)
K to B sq13. B to Q Kt 3 (dis ch)
Kt to K B 314. Q to K R 4
K to K sq15. B to K Kt 5
R to K B sq16. B takes Kt
B takes B17. R takes B
R takes R18. Q takes R
Q to K 219. Q to K R 8 (ch)
K to Q 2

20. P to K 5, and White has three Pawns for the Knight, with a very strong position.)

9. Q takes P

9. Kt to Q B 3

10. Q takes P

10. B to K 3

11. Kt takes Q B P (ch)

11. Q takes Kt

12. B takes B

12. B to K R 3

The above moves occur in a game between Messrs. Anderssen and Zukertort. If now White take P with B checking, and Black replies with K to Q sq, White checks at K R 4.

(B.)

Another Variation on Black's fifth move :—

- | | |
|---|-------------------|
| | 5. P to Q 4 |
| 6. B takes P | 6. P to Q B 3 |
| 7. B to Q Kt 3 | 7. P takes Kt |
| 8. Q takes P | 8. B to K R 3 |
| 9. P to Q 4 | 9. Q takes P (ch) |
| 10. K to R sq | 10. Kt to K B 3 |
| 11. Q B takes P | 11. B to K Kt 5 |
| 12. Q to K Kt 3 | 12. Kt takes K P |
| 13. R to K sq, and White has the better game. | |

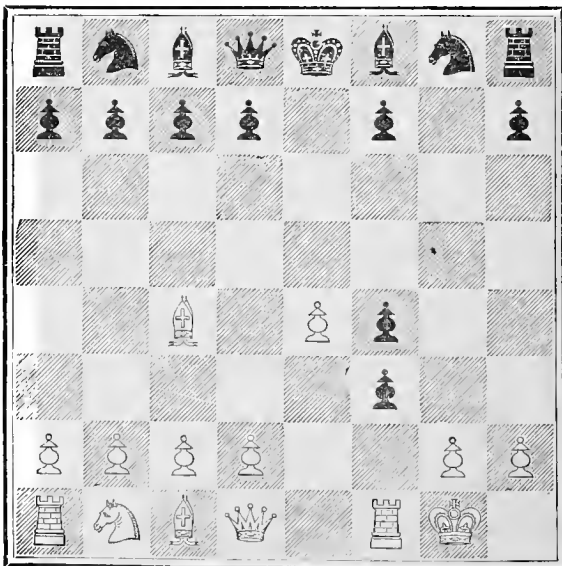
(C.)

Variation on White's sixth move :—

DIAGRAM

Showing the position after Black's fifth move.

BLACK.



WHITE.

Let the student refer to the above diagram for the following Variation (D.).

6. P to Q 4

6. P to Q 4 (best)

Black would lose by capturing the P here, *e. g.* :—

- | | | |
|--------------------------------|--------------------------------|-------------------------|
| 6. <u>P takes P</u> | 7. <u>B takes P (ch)</u> | } if 7. <u>K to K 2</u> |
| 8. <u>R takes P, &c.</u> } | 8. <u>R takes P (ch)</u> | |
| 10. <u>Q to R 5 (ch)</u> | 8. <u>Kt to B 3</u> | 9. <u>P to K 5</u> |
| 10. <u>K to Kt sq</u> | 11. <u>P takes Kt, &c.</u> | 9. <u>B to Kt 2</u> |

7. B takes P

The “Handbuch” gives 7. P takes P for White, as follows :—

- | | | |
|-----------------------|-----------------------|-----------------------|
| 7. <u>P takes P</u> | 8. <u>R to B 2</u> | 9. <u>Kt to Q 2</u> |
| 7. <u>B to K Kt 5</u> | 8. <u>B to Q 3</u> | 9. <u>Kt to K B 3</u> |
| 10. <u>Kt takes P</u> | 11. <u>Q to K sq</u> | 12. <u>Kt to Q 2</u> |
| 10. <u>Kt to K 5</u> | 11. <u>P to K B 4</u> | 12. <u>Q to K 2</u> |

with the better game.

- | | |
|-----------------|----------------|
| | 7. B to K Kt 5 |
| 8. R to B 2 | 8. P to Q B 3 |
| 9. B to Q Kt 3 | 9. B to K Kt 2 |
| 10. P to Q B 3 | 10. B to K R 3 |
| 11. Q Kt to Q 2 | 11. Kt to K 2 |

And Black has the advantage.

(D.)

Another Variation on White's sixth move :—

- | | |
|----------------|---------------------|
| 6. R takes P | 6. B to K R 3 |
| 7. P to Q 4 | 7. P to Q 4 |
| 8. B takes Q P | 8. Kt to K B 3 |
| 9. Q B takes P | 9. B takes B |
| 10. R takes B | 10. Kt takes B, &c. |

(E.)

Variation on Black's sixth move :—

6. Q to K 2

This defence is first mentioned by Salvio, and, in our opinion, is as good as any other, although Q to K B 3 is declared to be Black's best move by most modern authorities on this opening.

7. Q takes P (best)

This move was first introduced by Hirschfeld. White gets a bad game by 7. P to Q 4, the move recommended by Lewis, who erroneously supposes P to Q 4 to be White's correct play, because, he says, Black can check with Q at B 4, winning the K B : and although White might then check with Q at K 5, winning the Rook, yet his game would be inferior. This opinion, however, is fallacious, as will be shown.

7. Q to B 4 (ch)

(If 7. $\overline{\text{Kt to Q B 3}}$ 8. $\overline{\text{B takes P (ch)}}$
 $\overline{\text{K to Q sq}}$ 9. $\overline{\text{Kt to B 3}}$
 $\overline{\text{Q to K 4}}$ 10. $\overline{\text{Q takes Q}}$
 $\overline{\text{Kt takes Q}}$ 11. $\overline{\text{P to Q 4}}$
 $\overline{\text{Kt takes B}}$ 12. $\overline{\text{R takes Kt}}$

and White has two Pawns for the piece, with a much better position.

8. P to Q 4 (best)

(If 8. $\overline{\text{K to R sq}}$
 $\overline{\text{Q takes B}}$ 9. $\overline{\text{Q to K 5 (ch)}}$
 $\overline{\text{Q to K 3}}$ 10. $\overline{\text{Q takes R}}$
 $\overline{\text{Q to K Kt 3}}$ 11. $\overline{\text{Q to K 5 (ch)}}$
 $\overline{\text{K to Q sq}}$ 12. $\overline{\text{Q to B 4}}$
 $\overline{\text{Kt to K R 3}}$ 13. $\overline{\text{P to Q 4}}$

with a good game.,

8. Q takes P (ch)

9. B to K 3

9. Q takes K B

10. Q to K 5 (ch)

10. Q to K 3

(If 10. $\overline{\text{Kt to K 2}}$ 11. $\overline{\text{Q takes R}}$
 $\overline{\text{P to Q 3}}$

- { if 11. Q takes K P 12. B to K R 6, with the advantage }
 12. Kt to Q 2 or Q takes R P, with the better game.)

11. Q takes R

11. Q to K Kt 3

12. Kt to Q B 3, or R to B 3, and White's game is to be preferred.

As remarked above, Lewis thinks 7. P to Q 4 is better than 7. Q takes P in the preceding main Variation. Lewis continues the game thus:—

- | | | |
|--|--|--|
| 7. <u>P to Q 4</u>
<u>Kt to Q B 3</u> | 8. <u>P to B 3</u>
<u>Kt to K 4</u> | 9. <u>P takes Kt</u>
<u>Q to B 4 (ch)</u> |
| 10. <u>K to R sq</u>
<u>Q takes B</u> | 11. <u>B takes P</u> | |

Lewis now makes Black play the inferior move of 11. P to Q 3, and Sarratt gives Q to K 3. The best play, however, which ultimately yields Black the advantage is, 11. P to Q Kt 3, as indicated by the "Handbuch," followed by Q to K 3 and P to Q B 4.

(F.)

Another Variation on Black's sixth move:—

- | | |
|--------------------|---------------|
| | 6. P to Q 3 |
| 7. P to Q 4 | 7. B to K R 3 |
| 8. Q B takes P | 8. B takes B |
| 9. Q takes B | 9. Q to K 2 |
| 10. B takes P (ch) | 10. K to Q sq |

11. P to K 5, and most authorities consider White has the advantage, although the "Handbuch" thinks Black should draw. White, however, on his seventh move in the above Variation may take P with Queen, in lieu of 7. P to Q 4, and get the better position.

(G.)

Another Variation on Black's sixth move :—

- | | |
|-------------|---------------|
| | 6. B to K R 3 |
| 7. P to Q 4 | 7. Q to K B 3 |

Instead of this move, Staunton makes Black play 7. Q Kt to B 3, which is inferior, as White gets a winning position in half a dozen moves. Should Black, however, play 7. P to Q 3, or 7. Q to K 2, White's rejoinder should be 8. Q B takes P, in either case with the better game.

- | | |
|----------------|------------------|
| 8. P to K 5 | 8. Q to K B 4 |
| 9. Kt to Q B 3 | 9. Kt to Q B 3 |
| 10. Kt to K 2 | 10. K Kt to K 2 |
| 11. B to Q 3 | 11. Q to K 3 |
| 12. P to Q B 3 | 12. Kt to K Kt 3 |
| 13. Q to R 5 | 13. B to K Kt 2 |
| 14. B takes P | 14. Castles |

And although Black's position is cramped, he maintains his piece, and, we think, ought to draw.

(H.)

Another Variation on Black's sixth move :—

- | | |
|-----------------------|-------------------|
| | 6. Kt to Q B 3 |
| 7. Q takes P | 7. P to K B 3 |
| 8. Kt to Q B 3 (best) | 8. Q to K 2 |
| 9. B takes Kt | 9. R takes B |
| 10. Kt to Q 5 | 10. Q to B 4 (ch) |
| 11. K to R sq | 11. B to Q 3 |

12. Q to K R 4, and White has much the better game.

We extract this Variation from Suhle and Neumann's Treatise, pp. 246, 247.

VARIATION (I.)

On Black's tenth move :—

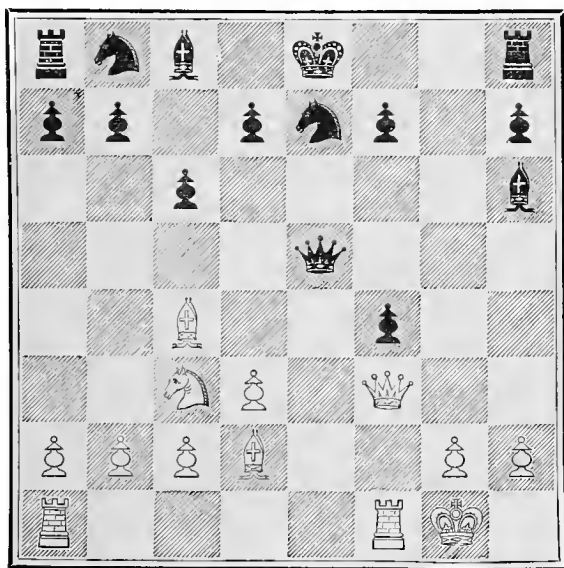
10. P to Q B 3

11. Q R to K sq (best)

DIAGRAM

Showing the position after Black's tenth move.

BLACK.



WHITE.

Sarratt makes White play 11. Kt to K 4, which is weak, on account of the following continuation :—

11. $\frac{\text{Kt to K 4}}{\text{P to Q 4}}$ 12. $\frac{\text{B to Q B 3}}{\text{P takes Kt}}$ 13. $\frac{\text{B takes Q}}{\text{P takes Q}}$ 14. $\frac{\text{B takes R}}{\text{P takes P}}$
 15. $\frac{\text{K takes P}}{\text{B to K 3}}$, and Black has the advantage.

11. Q to Q B 4 (ch)

12. K to R sq

Staunton suggests 12. R to B 2 as a stronger move here for White, but, as far as we are aware, the move in question has not yet been subjected to rigorous analysis.

- | | |
|------------------------|---------------|
| | 12. P to Q 4 |
| 13. Q to K R 5 | 13. Q to Q 3 |
| 14. K B takes P (best) | 14. P takes B |

- | | | |
|--|--|--|
| (If 14. <u>Castles</u> | 15. <u>B to Q Kt 3, &c.</u> | |
| If 14. <u>Q to K Kt 3</u> | 15. <u>R takes Kt (ch)</u>
<u>K takes R</u> | |
| 16. <u>Q to K 5 (ch)</u>
<u>B to K 3</u> | } if 16. <u>K to Q 2</u> | 17. <u>R to K sq</u> } |
| 17. <u>B takes B</u>
<u>Kt to Q 2</u> | | 18. <u>Kt to Q 5 (ch)</u>
<u>P takes Kt</u> |
| 20. <u>Q takes R (ch)</u>
<u>Kt to B sq</u> | 21. <u>B takes Kt, and wins.</u>) | |

- | | |
|---|---------------------|
| 15. Kt takes P | 15. Kt to Q B 3 |
| 16. B to Q B 3 | 16. B to Q 2 (best) |
| 17. B takes R | 17. Castles |
| 18. Kt takes Kt (ch) | 18. Kt takes Kt |
| 19. Q takes P | 19. R takes B |
| 20. R takes Kt | 20. B to Q B 3 |
| 21. Q to K 6 (ch) | 21. Q takes Q |
| 22. R takes Q | 22. B to K Kt 4 |
| 23. P to K R 4 | 23. K B takes P |
| 24. R takes P | 24. B to K Kt 6 |
| 25. R to K Kt 4 | 25. B to Q 2 |
| 26. R to Q B 4 (ch) | 26. K to Q sq |
| 27. R to K 3, and the game is about even. | |

VARIATION (II.)

On Black's tenth move :—

10. Castles.

The German authorities consider that Black can obtain an even

game by this move. The authors of "La Stratégie" condemn it.

11. Q R to K sq

11. Q to B 4 (ch)

12. K to R sq

12. Kt to Q B 3

(If 12. P to Q B 3

13. Kt to K 4
Q to K B 4

14. B to Q B 3
B to K Kt 2

15. Kt to Q 6
Q to K Kt 4

16. R takes Kt
B takes B

17. R takes B P
R takes R

18. Kt takes R, and White has the better game.

13. Q B takes P

13. B to K Kt 2

14. B to K 3

14. Kt to Q 5

15. B takes P (ch)

15. K to R sq

16. Q B takes Kt

16. B takes B

17. Q to K 4

17. Kt to Q B 3

18. R to K B 5

18. Kt to K 4

19. Q R to K B sq

19. P to Q 4

20. Q to K R 4

20. Kt takes K B

21. K R takes Q P

For this novelty we are indebted to Mr. Staunton. It certainly seems better than the move given in the "Handbuch"—viz., 21. R takes Kt, which merely leads to a drawn game.

22. Kt takes Q

21. Q takes R (best)

22. B to K Kt 2

23. Kt to K B 6

23. P to K R 3

24. Q to K 4

24. Kt to K Kt 4

25. Q to K Kt 6

25. R takes Kt

26. R takes R

26. B takes R

27. Q takes B (ch), followed by P to K R 4, and White should win. We extract this fine Variation from the "Praxis."

GAME THE SECOND.

(THE DONOP, OR GHULAM KASSIM ATTACK.)

WHITE.

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. B to Q B 4
5. P to Q 4

BLACK.

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to K Kt 5

This move constitutes the Donop attack, so named from its having been communicated by Colonel Donop, of Brussels, to Koch, a German author. It was afterwards analysed by Ghulam Kassim at Madras. It is not so strong a move as 5. Castles.

5. P takes Kt

Lewis gives 5. P to Q 4 for Black, when the following continuation may ensue :—

- | | | |
|---|--|---|
| 6. $\frac{B \text{ takes } Q \ P}{P \text{ to } Q \ B \ 3}$ | 7. $\frac{B \text{ to } Q \ Kt \ 3}{P \text{ takes } Kt}$ | 8. $\frac{Q \text{ takes } P}{Q \text{ takes } P}$ |
| 9. $\frac{Q \ B \text{ takes } P}{Kt \text{ to } K \ B \ 3}$ | { if 9. | 10. $\frac{Q \text{ to } R \ 5, \ \&c.}{}$ |
| 10. $\frac{Kt \text{ to } Q \ 2}{B \text{ to } K \ Kt \ 5}$ | 11. $\frac{Q \text{ to } Kt \ 3}{R \text{ to } K \ Kt \ sq}$ | 12. $\frac{P \text{ to } B \ 3}{Q \text{ to } Q \ 2}$ |
| 13. $\frac{B \text{ takes } Q \ Kt}{Q \text{ takes } Kt \ (ch)}$ | 14. $\frac{K \text{ takes } Q}{Kt \text{ takes } P \ (ch)}$ | 15. $\frac{K \text{ to } Q \ 3}{Kt \text{ takes } Q}$ |
| 16. $\frac{B \text{ takes } Kt}{Castles \ (ch), \text{ with the advantage.}}$ | | |

6. Q takes P

6. P to Q 4 (best)

Black has several other moves here—*viz.*, 6. P to Q 3, 6. Q to R 5 (ch), 6. Q to B 3, and 6. B to K R 3.

- | | | |
|---|---|---|
| If, firstly : 6. $\frac{P \text{ to } Q \ 3}{}$ | 7. $\frac{Castles \ (best)}{Q \text{ to } B \ 3}$ | 8. $\frac{Kt \text{ to } R \ 3}{Q \text{ takes } P \ (ch)}$ |
| 9. $\frac{K \text{ to } R \ sq}{B \text{ to } K \ R \ 3}$ | 10. Q B takes P, with the better game. | |

If, secondly : 6. $\frac{\text{Q to R 5 (ch)}}{\text{Q to R 5 (ch)}}$ 7. $\frac{\text{P to Kt 3}}{\text{Q to K R 6}}$ 8. $\frac{\text{Q B takes P}}{\text{P to K B 3}}$
 9. $\frac{\text{Kt to Q B 3, with the advantage.}}$

If, thirdly : 6. $\frac{\text{Q to B 3}}{\text{Q to B 3}}$ 7. $\frac{\text{P to K 5, and again White has the superiority.}}{\text{P to K 5, and again White has the superiority.}}$

If, fourthly : 6. $\frac{\text{B to K R 3}}{\text{B to K R 3}}$ 7. $\frac{\text{Castles, \&c.}}{\text{Castles, \&c.}}$

7. B takes Q P

7. Kt to K B 3

8. Castles

White may here play 8 Q B takes P with the following continuation :—

8. $\frac{\text{Q B takes P}}{\text{P to Q B 3}}$ 9. $\frac{\text{B to Q Kt 3}}{\text{Q takes P}}$ 10. $\frac{\text{Kt to Q 2}}{\text{B to K Kt 5}}$ 11. $\frac{\text{Q to Kt 3}}{\text{R to K Kt sq}}$
 12. $\frac{\text{P to Q B 3}}{\text{Q to Q 2}}$ 13. $\frac{\text{B takes Kt}}{\text{Q takes Kt (ch)}}$ 14. $\frac{\text{K takes Q}}{\text{Kt takes P (ch)}}$
 15. $\frac{\text{K to Q 3}}{\text{Kt takes Q}}$ 16. $\frac{\text{B takes Kt}}{\text{Castles (ch)}}$ 17. $\frac{\text{K to K 3}}{\text{B to R 3 (ch), and wins.}}$

This variation by Mr. Cochrane we extract from "Land and Water."

8. Kt takes B

9. P takes Kt.

9. B to K Kt 2

Instead of this move, which gives Black the advantage, the "Handbuch" makes him play the weak move of 9. Q to K B 3, which speedily loses him the game, instead of winning it, *e.g.*—

9. $\frac{\text{Q to K B 3}}{\text{Q to K B 3}}$ 10. $\frac{\text{B takes P}}{\text{Q takes P (ch)}}$ 11. $\frac{\text{B to K 3}}{\text{Q to K R 5}}$
 12. $\frac{\text{Kt to Q 2}}{\text{B to Q 3}}$ 13. $\frac{\text{Q takes P (ch)}}{\text{K to Q sq}}$ 14. $\frac{\text{Kt to K B 3, with a winning position.}}{\text{Kt to K B 3, with a winning position.}}$

10. R to K sq (ch)

10. K to B sq

11. P to Q B 3

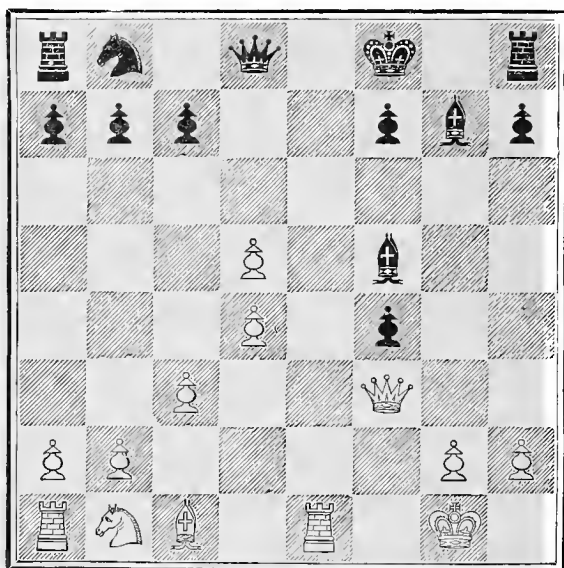
11. Q B to K B 4

And Black has the advantage.

DIAGRAM

Showing the position after Black's eleventh move.

BLACK.



WHITE.

GAME THE THIRD.

(MACDONNELL'S ATTACK.)

WHITE.

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. B to Q B 4
5. Q Kt to B 3

BLACK.

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to K Kt 5

This move was first introduced by the late Mr. MacDonnell, the celebrated opponent of Labourdonnais. It is much inferior to 5. Castles.

6. Q takes P

5. P takes Kt

6. P to Q 4

Black may also play, without danger, 6. P to Q 3, as recommended by Von der Lasa, but any other move is bad for him.

7. B takes P

7. P to Q B 3

8. B to Q Kt 3

8. B to K 3

9. B takes B

9. P takes B

10. Q to R 5 (ch)

10. K to Q 2

11. P to Q 4

11. Q to B 3

12. Castles

12. Q to Kt 3

13. Q to Q R 5

13. Kt to Q R 3

14. B takes P

14. B to Q Kt 5

15. Q to Q R 4

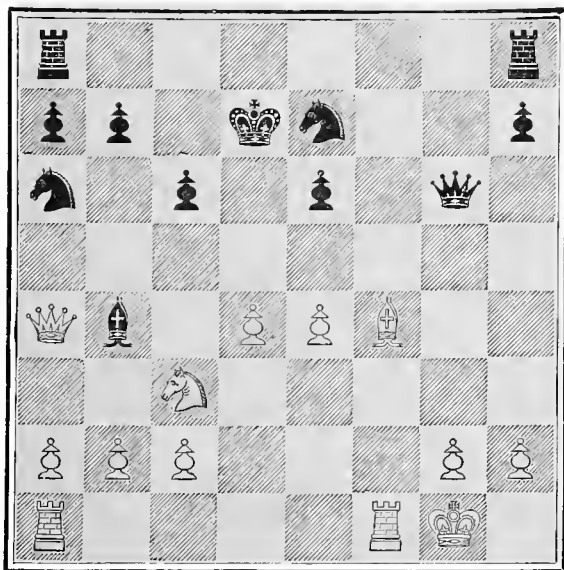
15. Kt to K 2

And Black has the better game.

DIAGRAM

Showing the closing position.

BLACK.



WHITE.

GAME THE FOURTH.

(LOLLI'S ATTACK.)

WHITE.

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. B to Q B 4
5. B takes P (ch)

BLACK.

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to K Kt 5

This sacrifice is not advisable.

6. Kt to K 5 (ch)

5. K takes B
6. K to K sq (best)

(If 6. $\frac{\text{K to K 3}}$ 7. $\frac{\text{Q takes Kt P (ch)}}{\text{K takes Kt}}$ 8. $\frac{\text{Q to K B 5 (ch)}}{\text{K to Q 3}}$ 9. $\frac{\text{P to Q 4}}{\text{B to Kt 2}}$ 10. $\frac{\text{B takes P (ch)}}{\text{K to K 2}}$ 11. $\frac{\text{B to Kt 5 (ch)}}{\text{B to B 3}}$ 12. $\frac{\text{Castles}}{\text{Q to B sq}}$ 13. $\frac{\text{Q to K 5 (ch), and wins.}}$

7. Q takes P

7. Kt to K B 3 (best)

Ponziani advises 7. Q to K B 3 for Black here, but that move, although ingenious, ought to give White the advantage, according to the authorities, *e. g.*—

7. $\frac{\text{Q to K B 3}}$ 8. $\frac{\text{Q to R 5 (ch)}}{\text{K to K 2}}$ 9. $\frac{\text{Kt to B 7}}{\text{Q takes Kt}}$ 10. $\frac{\text{Q to K 5 (ch)}}{\text{Q to K 3}}$ 11. $\frac{\text{Q takes R}}{\text{Kt to K B 3}}$

} We would prefer our-

selves 11. $\frac{\text{Q takes K P (ch)}}{\text{Q takes K P (ch)}}$
 securing a draw.

for Black, followed by 12. $\frac{\text{P to K B 6}}$ }

12. $\frac{\text{Castles}}{\text{P to Q 3}}$ 13. $\frac{\text{Q Kt to B 3}}{\text{P to Q B 3}}$ 14. $\frac{\text{R takes K B P}}{\text{Q Kt to Q 2}}$ 15. $\frac{\text{P to Q 4}}{\text{Q to K B 2}}$ 16. $\frac{\text{P to K 5}}{\text{P takes P}}$ 17. $\frac{\text{P takes P}}{\text{Q Kt takes P}}$

18. $\frac{P \text{ to } Q \text{ Kt } 3}{Q \text{ Kt to } K \text{ K}^3 3}$ 19. $\frac{B \text{ to } R 3 \text{ (ch)}}{K \text{ to } K \text{ sq}}$ 20. $\frac{R \text{ takes } K \text{ Kt}}{Kt \text{ takes } Q}$
21. $\frac{R \text{ takes } Q}{Kt \text{ takes } R}$ 22. $\frac{R \text{ to } K \text{ sq (ch), with the advantage.}}{}$

It has, however, apparently escaped the notice of all the eminent authorities who have treated on this opening, that Black, on his eleventh move in the above Variation, can easily force a drawn game, if, instead of idly attempting to win the adverse Queen, he simply play 11. Q takes K P (ch), thus :—

- Suppose : 11. $\frac{Q \text{ takes } K \text{ P (ch)}}{}$ 12. $\frac{K \text{ to } B \text{ sq}}{P \text{ to } K \text{ B } 6, \&c.}$
- or if 12. $\frac{K \text{ to } Q \text{ sq}}{Q \text{ takes } K \text{ Kt } P}$
13. $\frac{R \text{ to } K \text{ sq (ch)}}{K \text{ to } Q \text{ sq}}$ 14. $\frac{Q \text{ to } K 5}{Q \text{ to } B 6 \text{ (ch), \&c.}}$

To resume the original game :

- | | |
|------------------|-----------------|
| 8. Q takes K B P | 8. P to Q 3 |
| 9. Kt to Q B 4 | 9. Q Kt to B 3 |
| 10. Castles. | 10. B to K Kt 2 |
| 11. P to Q 3 | 11. B to K 3 |
| 12. Q to K Kt 3 | 12. Q to K 2 |

And Black should win.

GAMES ILLUSTRATIVE OF THE MUZIO GAMBIT.

GAME I.—*Between Messrs. KOLISCH and PAULSEN.*

(From "La Nouvelle Régence.")

- | WHITE (Mr. Kolisch). | BLACK (Mr. Paulsen). |
|----------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to Q B 4 | 4. P to K Kt 5 |
| 5. Castles | 5. P takes Kt |
| 6. Q takes P | 6. Q to K B 3 |
| 7. P to K 5 | 7. Q takes K P |

- | | |
|----------------------|---------------------|
| 8. P to Q 3 | 8. B to K R 3 |
| 9. B to Q 2 | 9. K Kt to K 2 |
| 10. Q Kt to B 3 | 10. Q Kt to B 3 |
| 11. Q R to K sq | 11. Q to K B 4 (a) |
| 12. Kt to Q 5 (b) | 12. K to Q sq |
| 13. B to Q B 3 | 13. R to K Kt sq |
| 14. B to K B 6 | 14. B to K Kt 4 (c) |
| 15. R takes Kt | 15. B takes B (d) |
| 16. R to K 4 | 16. B to K Kt 4 |
| 17. P to K Kt 4 | 17. Q to K Kt 3 |
| 18. P to K R 4 | 18. B takes P |
| 19. Q takes B P | 19. P to Q 3 |
| 20. Q takes K B P | 20. Q takes Q |
| 21. R takes Q | 21. Kt to K 4 |
| 22. R takes K R P | 22. Kt takes B |
| 23. Q R takes Kt | 23. P to Q B 3 |
| 24. Kt to Q B 7 | 24. R to Q Kt sq |
| 25. Q R to K B 4 | 25. B to K 2 |
| 26. Q R to K B 7 | 26. K takes Kt |
| 27. Q R takes B (ch) | 27. K to Kt 3 |
| 28. K R to Kt 7 | 28. R takes R |
| 29. R takes R | 29. B to K 3 |
| 30. R to K Kt 6 | 30. B takes Q R P |
| 31. R takes Q P | 31. R to K Kt sq |
| 32. K to B 2 | 32. R takes P |

And Black won the game (e).

GAME II.—*Between Messrs. MACDONNELL and BIRD.*

WHITE (Mr. Macdonnell).

1. P to K 4
2. P to K B 4

BLACK (Mr. Bird).

1. P to K 4
2. P takes P

Notes by the Author.

(a) This move is, we believe, the invention of Mr. Paulsen, and appears preferable to checking with Q at B 4, as advised by the books.

(b) R to K 4 is more forcible, although the move made leads to a very strong attack.

(c) The best resource.

(d) If 15.
Kt takes R

16. Kt takes Kt
Q takes B

17. Kt takes R
Q to Kt 2

18. P to K R 4, &c.

(e) This game exemplifies the validity of Mr. Paulsen's defence of 11. Q to K B 4, instead of the customary move checking at Q B 4.

- | | |
|---------------------|-------------------------|
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to B 4 | 4. P to Kt 5 |
| 5. Castles | 5. P takes Kt |
| 6. Q takes P | 6. Q to B 3 |
| 7. P to K 5 | 7. Q takes K P |
| 8. P to Q 3 | 8. B to K R 3 |
| 9. Kt to Q B 3 | 9. Kt to K 2 |
| 10. B to Q 2 | 10. Q Kt to B 3 |
| 11. Q R to K sq | 11. Q to Q B 4 (ch) (a) |
| 12. K to R sq | 12. Kt to K 4 |
| 13. Q to K R 5 | 13. B to Kt 2 |
| 14. Q B takes P | 14. P to Q 3 |
| 15. B takes Kt | 15. B takes B |
| 16. R takes K B P | 16. K to Q sq |
| 17. R takes Kt (b) | 17. K takes R |
| 18. Q to K B 7 (ch) | 18. K to Q sq |
| 19. Kt to Q 5 | 19. R to K sq |
| 20. B to Q Kt 5 | |

And Black resigned (c).

GAME III.—*Between Messrs. McDONNELL and LABOURDONNAIS.*

- | WHITE (Mr. McDonnell). | BLACK (M. Labourdonnais). |
|------------------------|---------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to B 4 | 4. P to Kt 5 |
| 5. Kt to Q B 3 (a) | 5. P takes Kt |
| 6. Q takes P | 6. B to K R 3 (b) |
| 7. P to Q 4 | 7. Kt to Q B 3 |
| 8. Castles (c) | 8. Kt takes Q P |
| 9. B takes K B P (ch) | 9. K takes B |
| 10. Q to K R 5 (ch) | 10. K to Kt 2 |

(a) Bad. Q to K B 4 is the proper play. (See Game I.)

(b) Well played.

(c) A pretty termination.

(a) This is weaker than Castling or P to Q 4.

(b) Not so strong as P to Q 4, which is recommended by Labourdonnais himself, and gives Black the advantage.

(c) Finely played!

- | | |
|--|-----------------|
| 11. Q B takes P (<i>d</i>) | 11. B takes B |
| 12. R takes B | 12. Kt to K B 3 |
| 13. Q to Kt 5 (ch) | 13. K to B 2 |
| 14. Q R to K B sq (<i>e</i>) | 14. K to K sq |
| 15. R takes Kt | 15. Q to K 2 |
| 16. Kt to Q 5 | 16. Q to B 4 |
| 17. K to R sq | 17. Kt to K 3 |
| 18. R takes Kt | 18. P takes R |
| 19. Kt to B 6 (ch) and wins (<i>f</i>) | |
-

GAME IV.—*Between MR. MORPHY and AN AMATEUR, the former giving the odds of the Queen's Knight.*

WHITE (Mr. Morphy).

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

BLACK (Amateur).

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

And White won the game.

(*d*) Q to K 5 (ch) would have been answered by Q to K B 3.

(*e*) After this Black's game is hopeless.

(*f*) The Mr. McDonnell who played this game is the celebrated player, and must not be confounded with his namesake in the preceding game.

(*a*) A novelty, but P to Q 3 is stronger.

(*b*) The correct move here would have been K to Q sq.

CHAPTER XVI.

THE SALVIO AND COCHRANE GAMBITS.

THE Salvio Gambit is so named from having first been brought into vogue by Salvio, in 1634, although he was not the inventor, since he admits finding it in the work of a Portuguese writer whose name is unknown. This opening gives birth to many interesting Variations, but is now seldom played, because it allows the first player to adopt the Muzio attack. This is, perhaps, to be regretted, inasmuch as the combinations springing from the different forms of the "Salvio" are singularly beautiful and instructive.

GAME THE FIRST.

WHITE.

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. B to Q B 4
5. Kt to K 5

BLACK.

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to K Kt 5

If, instead of this move, White play 5. P to Q 4, or 5. Castles, the game becomes the famous Muzio Gambit, which has been analysed in the preceding chapter.

5. Q to K R 5 (ch) (best)

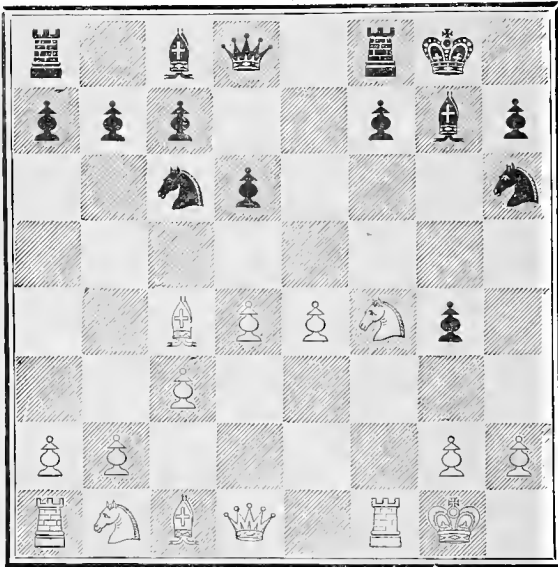
This is Black's best move. If he play instead 5. Kt to KR 3, White should obtain a slight advantage, thus:—

5. Castles
Kt to KR 3
6. Castles
P to Q 3
7. Kt to Q 3
B to K Kt 2
8. Kt takes B P
Castles
9. P to Q 4
Kt to Q B 3
10. P to Q B 3, and White

has regained the Gambit Pawn, with a slightly better position. We append a diagram showing the position of the forces in this important sub-variation.

DIAGRAM.

BLACK.



WHITE.

6. K to B sq (best)

[According to all the authorities, White could not play here

6. P to K Kt 3, on account of 6. P takes P
7. Q takes P
P to K Kt 7 (dis ch)
8. Q takes Q
P takes R, becoming a Queen and checking. This is the line of play

given by the books, but the following Variations are not given by any of the leading writers :—

Suppose White play now 9. K to B 2, Black must play

9. B to Q B 4 (ch) or 9. Kt to K R 3 or, lastly, 9. P to Q 4

If, firstly : 9. B to Q B 4 (ch) 10. K to K 2
Q to Kt 7 (ch) 11. K to Q 3,

and although White's King is so much exposed and he is minus a Rook, he has yet considerable resource.

If, secondly : 9. Kt to K R 3 10. Q Kt to B 3
R to K Kt 5 11. Kt to Q 5,

and the position is extremely critical for both players, Black being threatened with immediate mate, whilst his adversary is menaced with several dangerous checks.

If, thirdly and lastly : 9. P to Q 4 10. B takes P
B to B 4 (ch)

11. K to K 2 12. K to Q 3, and again Black's position is exceed-

ingly dangerous.]

6. Kt to K B 3

This move constitutes the Salvio defence. The best move, however, for Black here is 6. Kt to K R 3, a line of play equally indicated by Salvio, although erroneously attributed to Silberschmidt by some writers. (*See Game the Second.*)

7. Q to K sq (best)

White cannot take the K B P with either Bishop or Kt without getting a bad game, as shown by Philidor, thus :—

Firstly, if 7. B takes K B P (ch) 8. B to Q Kt 3
K to K 2 (best) P to Q 3 9. Kt to Q 3
Kt to K R 4

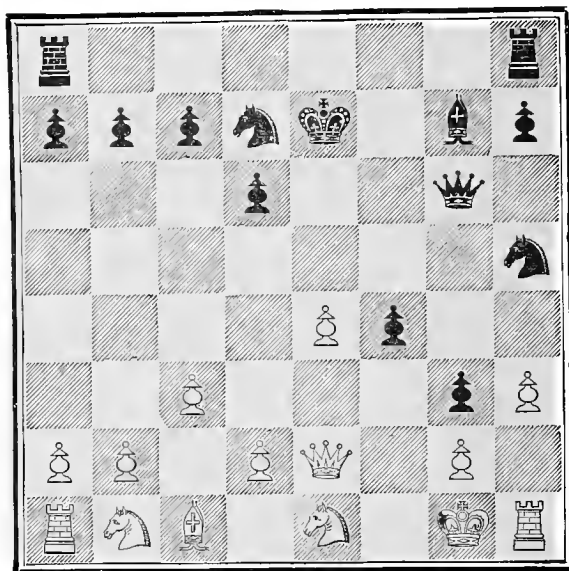
10. Q to K sq 11. K to Kt sq 12. P to Q B 3
P to Kt 6 B to K Kt 2 Q to K Kt 4 13. B to Q sq
B to K Kt 5

14. $\frac{B \text{ takes } B}{Q \text{ takes } B}$ 15. $\frac{P \text{ to } K R 3}{Q \text{ to } K Kt 3}$ 16. $\frac{Q \text{ to } K 2}{Kt \text{ to } Q 2}$ 17. $\frac{Kt \text{ to } K sq, \text{ and}}$

Philidor declares White's game to be inferior. The following diagram shows the position after White's seventeenth move in the above interesting Variation.

DIAGRAM.

BLACK.



WHITE.

- Secondly, if: 7. $\frac{Kt \text{ takes } K B P}{P \text{ to } Q 4}$ 8. $\frac{Kt \text{ takes } R}{P \text{ takes } B}$ 9. $\frac{Q \text{ to } K 2}{B \text{ to } K 3}$
10. $\frac{P \text{ to } Q 3}{Kt \text{ to } K R 4}$ 11. $\frac{Q \text{ to } K B 2}{Q \text{ takes } Q (ch)}$ 12. $\frac{K \text{ takes } Q}{B \text{ to } K Kt 2}$

And Black gets two pieces—*viz.*, a Bishop and Knight for his Rook, with a better position, in addition to his numerical superiority.

There is, however, a third move for White at this point, which must not be passed by without notice, although not given by the "Handbook." The move to which we refer is due to Polerio, an Italian writer, and appears to equalise the game. It is 7. Kt to Q B 3, and as our analysis

of this opening could not be considered complete without a notice of it, we will now show the consequences of this third line of play.

- Thirdly, if : 7. $\frac{\text{Kt to Q B 3}}{\text{Kt to Q B 3}}$ 8. $\frac{\text{P to Q 4}}{\text{Kt takes Kt}}$ { if 8. $\frac{\text{Kt to Q Kt 5}}{\text{Kt takes K P}}$ }
9. $\frac{\text{P takes Kt}}{\text{Kt to K R 4}}$ 10. $\frac{\text{Q to Q 5}}{\text{Kt to K Kt 6 (ch)}}$ 11. $\frac{\text{K to Kt sq}}{\text{Kt takes R}}$
12. $\frac{\text{Q takes B P (ch)}}{\text{K to Q sq}}$ 13. $\frac{\text{Q B takes P}}{\text{B to Q B 4 (ch)}}$ 14. $\frac{\text{K takes Kt}}{\text{R to K B sq}}$
15. $\frac{\text{B to K Kt 3}}{\text{Q to K R 3}}$ 16. Q to Q 5, and the game is declared to be about even.

To resume the chief Variation :

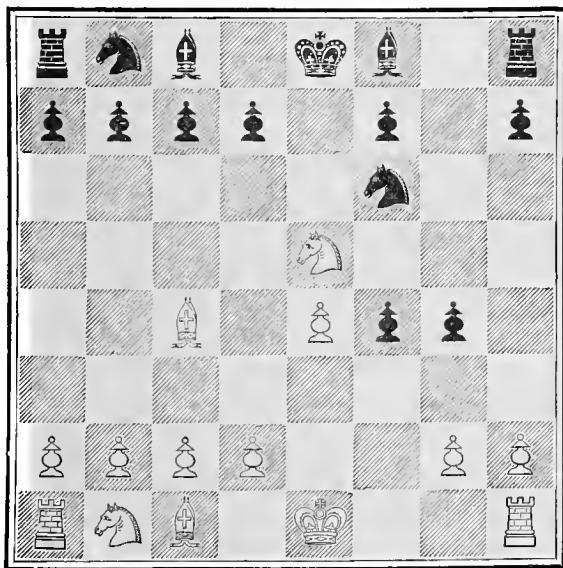
7. Q takes Q (ch)

8. K takes Q

DIAGRAM

Showing the position after White's eighth move.

BLACK.



WHITE.

We have given the above diagram, because the authorities

now differ as to Black's best move at this juncture. Jaenisch and Staunton both make Black play 8. Kt takes K P, whereas the authors of "La Stratégie" think 8. P to Q 3 is his best move.

- | | |
|-----------------------|-------------------------|
| | 8. Kt takes K P or (A.) |
| 9. B takes K B P (ch) | 9. K to K 2 |
| 10. B to K R 5 (best) | |

This move is acknowledged by Staunton to be better than the move recommended by Philidor—*viz.*, 10. B to Q Kt 3, which would lead to the following continuation:—

Suppose : 10. $\frac{B \text{ to } Q \text{ Kt } 3}{Kt \text{ to } K \text{ B } 3}$ 11. $\frac{P \text{ to } Q \text{ 4}}{P \text{ to } Q \text{ 3}}$ 12. $\frac{Kt \text{ to } Q \text{ 3}}{P \text{ to } K \text{ B } 6}$

13. $\frac{P \text{ takes } P}{P \text{ takes } P}$ 14. $\frac{K \text{ to } B \text{ 2}}{B \text{ to } K \text{ Kt } 5}$ 15. $\frac{B \text{ to } K \text{ Kt } 5}{Q \text{ Kt to } Q \text{ 2}}$

16. $\frac{Q \text{ Kt to } Q \text{ 2}}{Q \text{ R to } K \text{ sq.}}$

and Philidor concludes as follows: "The White Queen's Rook must check, and take off the opposite Rook. The first player will have the better position: the offer to exchange Queens at the seventh move has foiled the ingenious defence. This preparation to meet the Gambit carries a spear as well as a shield, and is extremely adapted to take the attack out of the hands of the assailant; yet, after so much promise, it will fail to sustain a perfectly equal game, if the first player be armed by instruction and exercise against the trains of stratagem springing from it. When the defence receives a piece, Salvio's counter move becomes highly eligible, as the giver of that odds cannot propose the exchange of Queens.

The move in the text is the invention of Ponziani.

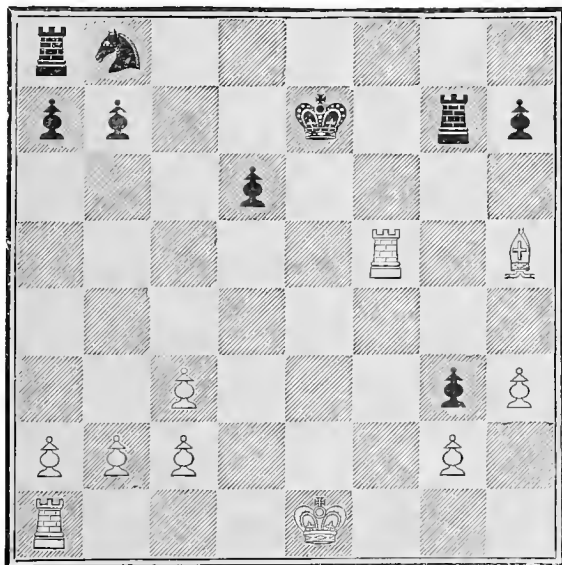
- | | |
|-----------------|-----------------|
| | 10. P to K Kt 6 |
| 11. P to K R 3 | 11. P to Q 3 |
| 12. Kt to Q 3 | 12. B to K R 3 |
| 13. Q Kt to B 3 | 13. Kt takes Kt |

(If 13. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 14. $\frac{\text{B to K B 3}}{\text{P to Q B 3}}$ 15. $\frac{\text{Q Kt to K 2}}{\text{Q Kt to K 2}}$
and Walker likes White's game.)

- | | |
|----------------------|--------------------|
| 14. Q P takes Kt | 14. R to K B sq |
| 15. R to K B sq | 15. B to K B 4 |
| 16. Kt takes P | 16. B takes Kt |
| 17. B takes B | 17. K R to K Kt sq |
| 18. B takes Q P (ch) | 18. P takes B |
| 19. R takes B | 19. K R to Kt 2 |

And White has a Pawn more and a better position, as exemplified in the diagram below.

BLACK.



WHITE.

(A.)

8. P to Q 3

We concur in the opinion of the authors of "La Stratégie," who prefer this move to 8. Kt takes K P, for the reason that it compels White to give up two pieces in exchange for a Rook and Pawn, and thus gives Black the better chance, as follows :—

9. Kt takes K B P

9. P to Q 4

10. B takes P

10. Kt takes B

11. Kt takes R

11. Kt to K B 3

12. P to Q 3

12. B to K Kt 2

13. P to Q B 3

13. B takes Kt

14. B takes P

14. P to Q B 3

15. Kt to Q 2, and Staunton considers the game to be about equal. We would take Black's game for choice.

GAME THE SECOND.

WHITE.

BLACK.

1. P to K 4

1. P to K 4

2. P to K B 4

2. P takes P

3. Kt to K B 3

3. P to K Kt 4

4. B to Q B 4

4. P to K Kt 5

5. Kt to K 5

5. Q to K R 5 (ch)

6. K to B sq

6. Kt to K R 3 (best)

This move is unanimously admitted to be Black's best play by all the authorities.

7. P to Q 4

7. P to K B 6 (best),
or (A.)8. P to K Kt 3, or (B.),
(C.), (D.), (E.).

8. Q to K R 6 (ch)

9. K to B 2

9. Q to K Kt 7 (ch)

10. K to K 3

10. P to K B 4 (best)

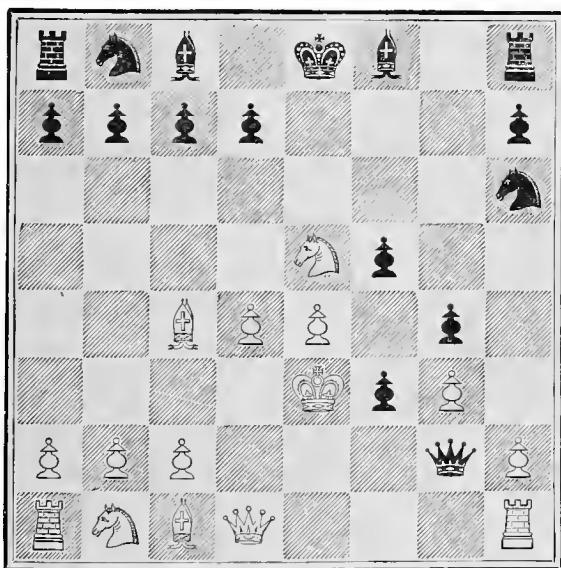
(If 10. \overline{P} to $\overline{K B 3}$, White gets the advantage, thus :—11. $\frac{Kt\ to\ Q\ 3}{Kt\ to\ B\ 2}$ 12. $\frac{Kt\ to\ K\ B\ 4}{B\ to\ K\ R\ 3}$ 13. $\frac{K\ to\ Q\ 3}{B\ takes\ Kt}$ 14. \underline{B} takes \underline{B} , and White has a good game.)

Walker thinks after Black plays 10. P to K B 4, White has a lost game. (See diagram.)

DIAGRAM

Showing the position after Black's tenth move in the main Variation.

BLACK.



WHITE

In the above position White has a lost game by its nature. He has only two moves worth noticing—*viz.*, 11. Kt to Q B 3, or 11. K to Q 3. 11. P takes K B P is bad play.

- | | |
|--|-----------------------------|
| 11. Kt to Q B 3, or <i>see</i>
Variations (I.), (II.). | 11. P to Q B 3 |
| 12. B to Q 3 | 12. P to Q 3 |
| 13. Kt to Q B 4 | 13. P takes P |
| 14. Kt takes K P (best) | 14. Kt to K B 4 (ch) |
| 15. K to B 4 | 15. B to R 3 (ch) |
| 16. Kt to K Kt 5 | 16. Castles |

And Black must win.

(A.)

Variation on Black's seventh move :—

7. P to Q 3

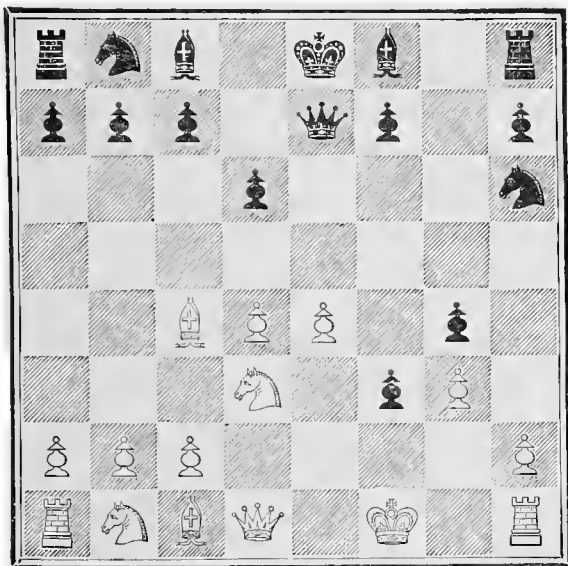
This move is much inferior to 7. P to K B 6, because it allows the first player too much liberty, and gives him the choice of several different lines of play, some of which leave him with a perfectly satisfactory game; whereas the move 7. P to K B 6 restricts him to five moves, all of which are bad, and give Black a winning advantage.

- | | |
|------------------------|----------------------|
| 8. Kt to Q 3 | 8. P to K B 6 |
| 9. P to K Kt 3 | 9. Q to K 2 |
| 10. Q Kt to B 3 | |

White may also play here 10. K to B 2, or 10. Kt to K B 2, and get at least as good a game as Black—*e.g.* (*see* diagram below, showing the position after Black's ninth move).

DIAGRAM.

BLACK.



WHITE.

Firstly : if 10. $\frac{K \text{ to } B 2}{B \text{ to } K 3}$ 11. B takes B, even game.

Secondly : if 10. $\frac{Kt \text{ to } K B 2}{B \text{ to } K 3}$ 11. $\frac{Kt \text{ to } Q R 3}{B \text{ takes } B}$ 12. $\frac{Kt \text{ takes } B}{Q \text{ to } K 3}$

13. $\frac{P \text{ to } Q 5}{Q \text{ to } Kt 3}$ 14. $\frac{P \text{ to } K R 3, \text{ and again the game is equal.}}$

To return to the main Variation :

10. B to K 3

This is far better for Black than the move given by Mr. Staunton in the "Handbook," p. 264—*viz.*, 10. P to Q B 3, which gives White a winning position, thus :—

10. $\frac{\quad}{P \text{ to } Q B 3}$ 11. $\frac{P \text{ to } K R 3}{P \text{ to } K B 4}$ 12. $\frac{Q B \text{ takes } Kt}{B \text{ takes } B}$
o o 2

13. $\frac{P \text{ takes } K}{Q \text{ B takes } P}$ B P

14. $\frac{P \text{ takes } Kt}{Q \text{ B takes } Kt}$ P

15. $\frac{Q \text{ takes } B}{\text{and}}$

White wins.

11. P to Q 5

11. B to B sq

And Black has a perfectly safe game.

The above Variations establish conclusively the inferiority of 7. P to Q 3 to 7. P to K B 6 for the second player in this form of the Salvio opening.

(B.)

Variation on White's eighth move :—

8. P takes P

8. P to Q 3

9. Kt to Q 3

9. P takes P

And Black must win.

(C.)

Another Variation on White's eighth move :—

8. B to K B 4

8. P takes P (ch)

9. K takes P

9. Q to R 6 (ch)

10. K to B 2

10. P to Q 3

And Black has the better game.

(D.)

Another Variation on White's eighth move :—

8. Q to K sq

8. Q takes Q (ch)

9. K takes Q

9. P to Q 3

10. Kt to Q 3

10. P takes P

And again Black has the advantage.

(E.)

Another Variation on White's eighth move :—

- | | |
|--------------------|-------------------|
| 8. B takes Kt | 8. P takes P (ch) |
| 9. K takes P | 9. B takes B |
| 10. Kt takes K B P | 10. R to K B sq |

And Black once more ought to win.

VARIATION (I.)

On White's eleventh move (*see* diagram, p. 561) :—

- | | |
|-----------------|-----------------------|
| 11. K to Q 3 | 11. P takes P (ch) |
| 12. K takes P | 12. P to Q 4 (ch) |
| 13. B takes Q P | 13. P to B 7 (dis ch) |

With the better game.

VARIATION (II.)

On White's eleventh move :—

- | | |
|-------------------|-----------------------|
| 11. P takes K B P | 11. P to Q 3 |
| 12. Kt to Q 3 | 12. Kt takes P (ch) |
| 13. K to K 4 | 13. P to B 7 (dis ch) |

And wins.

The preceding analysis demonstrates the superiority of the defence in every Variation after Black's seventh move, P to K B 6. The opening is difficult, and requires some care in mastering. For other Variations *see* Illustrative Games at the end of the chapter.

GAME THE THIRD.

(THE COCHRANE GAMBIT.)

WHITE.

1. P to K 4
2. P to K B 4

BLACK.

1. P to K 4
2. P takes P

- | | |
|----------------|------------------|
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to Q B 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Q to R 5 (ch) |
| 6. K to B sq | 6. P to K B 6 |

This move constitutes the Cochrane Gambit. Jaenisch says :—“ The advance of this Pawn on second player's sixth move constitutes the game known as the Cochrane Gambit. Salvio played this Pawn forwards only on the following move ; yet all the merit of the discovery reverts to that celebrated author, who had already indicated the sole good method of continuing the attack, while the writers of our own time have erred on this point. In truth, Salvio had already given the combination—

- | | | |
|--|--|--|
| 6. $\frac{\text{K to B sq}}{\text{Kt to K R 3}}$ | 7. $\frac{\text{P to Q 4}}{\text{P to K B 6}}$ | 8. $\frac{\text{P to K Kt 3}}{\text{Q to K R 6 (ch)}}$ |
|--|--|--|

which, by a simple transposition of moves, becomes

- | | | |
|---|---|--|
| 6. $\frac{\text{K to B sq}}{\text{P to K B 6}}$ | 7. $\frac{\text{P to Q 4}}{\text{Kt to K R 3}}$ | 8. $\frac{\text{P to K Kt 3}}{\text{Q to K R 6 (ch)}}$ |
|---|---|--|

etc., being the best continuation of Cochrane Gambit for second player.”

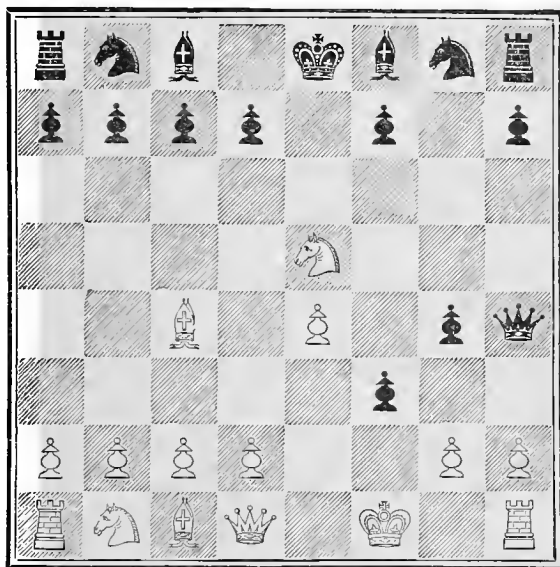
The Cochrane Gambit, therefore, consisting as it does in a mere transposition of moves, cannot be considered in the light of a discovery or an invention. Moreover, this transposition of moves had doubtless been often made by other Chess players long before it was brought into prominent notice by Mr. Cochrane. Consequently, with all due deference to this celebrated player, he cannot be said to have made an important or even an original discovery in this opening ; because, as we will show, the so-called Cochrane Gambit is not only much inferior to the Salvio defence, which has been examined in the preceding chapter, but can be resolved into the Salvio defence by the simple process of playing 7. Kt to K R 3 for Black's seventh move, as pointed out by Jaenisch.

7. P to Q 4 (best), or (A.), (B.), (C.), (D.), (E.).

As White has the choice of no less than five other moves at this point, we append a diagram showing the position after Black's sixth move.

DIAGRAM.

BLACK.



WHITE.

In the above position White may play, instead of 7. P to Q 4, the move we have indicated as best, 7. B takes P (ch), 7. Kt takes K B P, 7. P takes P, 7. Q to K sq, and 7. P to K Kt 3, for the results of which *see* (A.), (B.), (C.), (D.), (E.).

7. Kt to K R 3 (best)

This move reduces the game to the Salvio Gambit, Black's sixth and seventh moves being simply transposed, and is recommended by Jaenisch, who rightly considers it to be

Black's best play, in opposition to Walker, Staunton, Lewis, and Labourdonnais, who advise 7. P takes P instead. For the consequences of Black playing 7. P takes P, or 7. Kt to K B 3, see Games the Fourth and Fifth. For the proper continuation of the present game after Black's move 7. Kt to K R 3, in the text, see preceding analysis (Game the Second), in which this Variation occurs in the Salvio Gambit, Black having the better game.

Let the student refer now to the diagram showing the position after Black's sixth move.

(A.)

VARIATION

On White's seventh move :—

7. B takes P (ch) 7. K to K 2 (best)
8. P to K Kt 3

White has here three other moves at his disposal, which must be noticed in turn—*viz.*, firstly, 8. B takes Kt; secondly, 8. P takes P; and, thirdly, 8. Q to K sq

- If firstly : 8. $\frac{B \text{ takes } Kt}{R \text{ takes } B \text{ or } (a)}$ 9. $\frac{P \text{ takes } P}{P \text{ to } Q 3}$ 10. $\frac{Kt \text{ takes } P}{R \text{ takes } Kt}$
11. $\frac{P \text{ takes } R}{B \text{ takes } P}$ 12. $\frac{Q \text{ to } K \text{ sq}}{Q \text{ to } R 6 \text{ (ch)}}$ 13. $\frac{K \text{ to } Kt \text{ sq.}}{B \text{ to } K \text{ Kt } 2}$
14. $\frac{Q \text{ to } K 3}{B \text{ to } K \text{ B } 6}$
- (If 14. $\frac{P \text{ to } Q \text{ B } 3}{Kt \text{ to } Q \text{ B } 3}$ 15. $\frac{Q \text{ to } Kt 3}{R \text{ to } K \text{ B sq. \&c.}}$)
15. $\frac{Q \text{ to } Kt 5 \text{ (ch)}}{K \text{ to } B \text{ sq}}$ 16. $\frac{Q \text{ to } Q 8 \text{ (ch)}}{K \text{ to } B 2}$ 17. $\frac{Q \text{ takes } P \text{ (ch)}}{Kt \text{ to } Q 2}$

and Black has much the better game.

(a)

8. P takes P (ch). This move is advised by Jaenisch. Staunton and other authors prefer 8. R takes B.

9. $\frac{K \text{ takes } P}{Q \text{ to } K \text{ R } 6}$ (ch) 10. $\frac{K \text{ to } Kt \text{ sq}}{R \text{ takes } B}$ 11. $\frac{Q \text{ to } K \text{ B sq}}{Q \text{ to } R \text{ 4}}$
12. $\frac{Q \text{ to } K \text{ B } 4}{B \text{ to } R \text{ 3}}$ 13. $\frac{Q \text{ to } Kt \text{ 3}}{P \text{ to } Q \text{ 3}}$, with the advantage.
- If, secondly : 8. $\frac{P \text{ takes } P}{P \text{ to } Q \text{ 3}}$ 9. $\frac{B \text{ takes } Kt}{P \text{ takes } Kt}$ 10. $\frac{B \text{ to } Q \text{ B } 4}{P \text{ takes } P}$
- and Black ought to win.
- If, thirdly : 8. $\frac{Q \text{ to } K \text{ sq}}{P \text{ takes } P}$ (ch) 9. $\frac{K \text{ takes } P \text{ (best)}}{Q \text{ to } R \text{ 6}}$ (ch) 10. $\frac{K \text{ to } B \text{ 2}}{P \text{ to } Q \text{ 3}}$
11. $\frac{B \text{ takes } Kt}{R \text{ takes } B}$ 12. $\frac{Kt \text{ to } Q \text{ 3}}{P \text{ to } K \text{ Kt } 6}$ (ch), and Black again should win.

To return to the main Variation :

8. $Q \text{ to } K \text{ R } 6$ (ch)
9. $K \text{ to } B \text{ 2}$ 9. $Kt \text{ to } K \text{ B } 3$
10. $B \text{ to } Q \text{ B } 4$ 10. $P \text{ to } Q \text{ 3}$
11. $Kt \text{ to } K \text{ B } 7$
- (If 11. $\frac{B \text{ to } B \text{ sq}}{Q \text{ to } K \text{ R } 4}$ and if 11. $\frac{Kt \text{ to } Q \text{ 3}}{Kt \text{ takes } K \text{ P}}$ (ch), &c.)
11. $Kt \text{ takes } P$ (ch)
12. $K \text{ to } K \text{ 3}$ 12. $B \text{ to } K \text{ B } 4$
13. $K \text{ to } B \text{ 4}$ 13. $K \text{ to } B \text{ 3}$

And Black must win.

(B.)

Another Variation on White's seventh move :—

7. $Kt \text{ takes } K \text{ B } P$ 7. $Kt \text{ to } K \text{ B } 3$
8. $Kt \text{ takes } R$
- (If 8. $\frac{P \text{ takes } P}{P \text{ to } Q \text{ 4}}$, &c.)
8. $Kt \text{ takes } K \text{ P}$
9. $Q \text{ to } K \text{ sq}$ 9. $P \text{ takes } P$ (ch)
10. $K \text{ takes } P$ 10. $Q \text{ to } R \text{ 6}$ (ch)
11. $K \text{ to } Kt \text{ sq}$ 11. $B \text{ to } B \text{ 4}$ (ch)

And wins.

(C.)

Another Variation on White's seventh move:—

7. P takes P

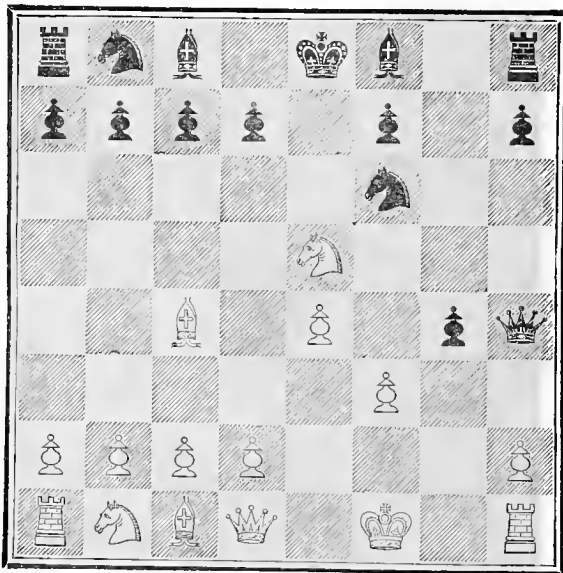
7. Kt to K B 3

8. Q to K sq

White has here the choice of six other moves; but this is merely tantamount to a choice of evils, since Black ought to win in every Variation. Still, as his road to victory is not by any means so clear as might be supposed, we give the correct modes of play in each Variation. The subjoined diagram illustrates the position of the forces after Black's seventh move, White having now to play.

DIAGRAM.

BLACK.



WHITE.

The six other moves at White's disposal, besides 8. Q to K sq in the above position, are—8. Q to K 2, 8. P to K R 3, 8. Kt

takes B P, 8. Kt takes Kt P, 8. B takes P (ch), and 8. P to Q 4.

If firstly : 8. $\frac{Q \text{ to } K \ 2}{P \text{ to } Q \ 3}$

9. $\frac{Kt \text{ takes } B \ P}{}$

(If 9. $\frac{Kt \text{ takes } Kt \ P}{Kt \text{ takes } Kt}$ 10. $\frac{P \text{ takes } Kt}{B \text{ takes } P}$ 11. $\frac{Q \text{ to } K \ 3}{B \text{ to } R \ 6}$ (ch)
 12. $\frac{K \text{ to } K \ 2}{R \text{ to } K \ Kt \ sq, \ \&c.}$)

9. $\frac{P \text{ takes } P}{}$ 10. $\frac{Q \text{ to } B \ 2}{B \text{ to } R \ 6}$ (ch). 11. $\frac{K \text{ to } K \ sq}{Q \text{ takes } K \ P}$ (ch)
 12. K to Q sq
 Q takes B, and Black must win.

If secondly : 8. $\frac{P \text{ to } K \ R \ 3}{P \text{ takes } R \ P}$ 9. $\frac{P \text{ to } Q \ 4}{P \text{ to } Q \ 3}$ 10. $\frac{Kt \text{ to } Q \ 3}{Kt \text{ to } R \ 4}$
 11. $\frac{Q \text{ to } K \ sq}{Kt \text{ to } Kt \ 6}$ (ch) 12. $\frac{K \text{ to } Kt \ sq}{R \text{ to } Kt \ sq}$ 13. $\frac{K \text{ to } R \ 2}{Kt \text{ to } K \ 7}$
 and Black again must win.

If thirdly : 8. $\frac{Kt \text{ takes } B \ P}{P \text{ to } Q \ 4}$ 9. $\frac{Kt \text{ takes } R}{Kt \ P \text{ takes } B \ P}$
 10. $\frac{Q \text{ takes } P}{B \text{ to } K \ R \ 6}$ (ch) 11. $\frac{K \text{ to } Kt \ sq}{B \text{ to } B \ 4}$ (ch) 12. $\frac{P \text{ to } Q \ 4}{B \text{ takes } P}$ (ch)
 13. B to K 3
 Q to K 8 (ch), and wins.

If fourthly : 8. $\frac{Kt \text{ takes } Kt \ P}{Kt \text{ takes } Kt}$ 9. $\frac{P \text{ takes } Kt}{Q \text{ to } R \ 6}$ (ch) 10. $\frac{K \text{ to } K \ sq}{P \text{ to } Q \ 4}$
 11. $\frac{B \text{ to } K \ 2}{Q \text{ to } R \ 5}$ (ch) 12. $\frac{K \text{ to } B \ sq}{P \text{ to } K \ R \ 4}$, with a capital game.

If fifthly : 8. $\frac{B \text{ takes } P}{K \text{ to } K \ 2}$ (ch) 9. $\frac{B \text{ to } Q \ B \ 4}{P \text{ to } Q \ 3}$ 10. $\frac{Kt \text{ takes } Kt \ P}{Kt \text{ takes } Kt}$
 11. $\frac{P \text{ takes } Kt}{B \text{ to } K \ Kt \ 2}$ 12. $\frac{P \text{ to } K \ R \ 3}{R \text{ to } K \ B \ sq}$ (ch) 13. $\frac{K \text{ to } K \ 2}{R \text{ to } K \ B \ 7}$ (ch)
 and wins.

If sixthly : 8. $\frac{P \text{ to } Q \ 4}{P \text{ to } Q \ 3}$ 9. $\frac{Kt \text{ takes } Kt \ P}{Kt \text{ takes } Kt}$ 10. $\frac{P \text{ takes } Kt}{Q \ B \text{ takes } P}$
 11. $\frac{Q \text{ to } Q \ 3}{B \text{ to } R \ 6}$ (ch) 12. $\frac{K \text{ to } K \ 2}{B \text{ to } K \ Kt \ 7}$ 13. $\frac{R \text{ to } K \ sq}{B \text{ takes } K \ P}$
 14. $\frac{Q \text{ to } Q \ Kt \ 3}{B \text{ to } K \ 2}$, with a winning position.

To resume the main Variation (C.) after White's eighth move, Q to K sq :

- | | |
|-------------------|---------------------|
| | 8. Q to K R 6 (ch) |
| 9. K to K 2 | 9. P to Q 3 |
| 10. Kt takes Kt P | 10. Kt takes Kt |
| 11. P takes Kt | 11. B takes P (ch) |
| 12. K to B 2 | 12. B to K 2 |
| 13. Q to K 3 | 13. B to K R 5 (ch) |
| 14. K to Kt sq | 14. B to K B 6 |

And Black wins.

(D.)

Another Variation on White's seventh move :—

- | | |
|--|--------------------|
| 7. Q to K sq | 7. P takes P (ch) |
| 8. K takes P | |
| (If 8. $\frac{K \text{ to } K 2}{Q \text{ to } R 6}$ 9. $\frac{R \text{ to } Kt \text{ sq}}{P \text{ to } Q 3, \&c.}$) | |
| 9. K to B 2 | 8. Q to K R 6 (ch) |
| 10. P to Q 4 | 9. B to K Kt 2 |
| 11. B takes P (ch) | 10. P to Q 3 |
| 12. B takes Kt | 11. K to K 2 |

(If 12. $\frac{B \text{ to } Kt 5 \text{ (ch)}}{B \text{ to } K B 3, \&c.}$)

- | | |
|-----------------|--------------------|
| | 12. R takes B |
| 13. Kt to Q B 4 | 13. Q to B 6 (ch) |
| 14. K to Kt sq | 14. B takes P (ch) |
| 15. B to K 3 | 15. P to Kt 6 |
| 16. P to K R 3 | 16. P to Kt 7 |
| 17. R to R 2 | 17. B takes R P |

And Black must win.

(E.)

Fifth and last Variation on White's seventh move :—

7. P to K Kt 3

Let our readers refer for this and the preceding Variations on White's seventh move to the key diagram which we have given on page 567, showing the position of the game after Black's sixth move—*viz.*, P to K B 6, which constitutes the Cochrane Gambit. By so doing they can set up the pieces according to the diagram, and will be thus spared the trouble of playing the game over up to this point.

- | | |
|--------------------|------------------|
| | 7. Q to R 6 (ch) |
| 8. K to B 2 (best) | 8. Kt to K B 3 |
| 9. P to Q 3 (best) | |

White may also play here, instead of the move we have given above in the text as his best—9. B takes P (ch), 9. K to K 3, and 9. Kt to Q B 3; and as Black's road to victory in these three sub-Variations is by no means clear, we give the proper continuation in each case:—

- | | | |
|--|---|--|
| <p>If firstly : 9. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ to } K 2}$</p> <p>12. $\frac{K \text{ to } Q 3}{R \text{ to } K B \text{ sq. \&c.}}$</p> | <p>10. $\frac{B \text{ to } Q \text{ Kt } 3}{Q \text{ to } Kt 7 \text{ (ch)}}$</p> | <p>11. $\frac{K \text{ to } K 3}{B \text{ to } R 3 \text{ (ch)}}$</p> |
| <p>If secondly : 9. $\frac{K \text{ to his } 3}{B \text{ to } R 3 \text{ (ch)}}$</p> <p>12. $\frac{B \text{ takes } P}{Kt \text{ takes } B}$</p> | <p>10. $\frac{K \text{ to } Q 3}{P \text{ to } Q 3}$</p> <p>13. $\frac{Kt \text{ takes } R}{Q \text{ to } K R 4, \&c.}$</p> | <p>11. $\frac{Kt \text{ takes } B P}{P \text{ to } Q 4}$</p> |
| <p>If thirdly : 9. $\frac{Kt \text{ to } Q B 3}{Q \text{ to } Kt 7 \text{ (ch)}}$</p> <p>ought to win.</p> | <p>10. $\frac{K \text{ to } K 3}{B \text{ to } R 3 \text{ (ch)}}$, and Black</p> | |

- | | |
|--------------------|---------------------|
| | 9. P to Q 3 |
| 10. Kt takes B P | 10. P to Q 4 |
| 11. Kt takes R | 11. Q to Kt 7 (ch) |
| 12. K to K 3 | 12. Kt to Q B 3 |
| 13. Kt to B 7 | 13. K takes Kt |
| 14. B takes P (ch) | 14. Kt takes B (ch) |

15. P takes Kt

15. B to R 3 (ch)

16. K to K 4

16. P to B 7 (dis ch)

And mate next move.

GAME THE FOURTH.

WHITE.

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

BLACK.

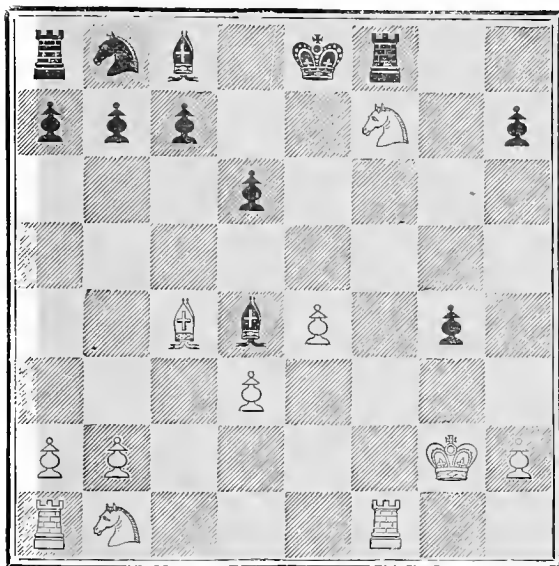
1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to Kt 5
5. Q to R 5 (ch)
6. P to B 6
7. P takes P (ch)
8. Q to R 6 (ch)
9. Kt to K R 3 (best)
10. Q takes Q
11. P to Q 3
12. B takes B
13. B to K 6 (ch)
14. R to B sq
15. B takes Q P

And Black ought to win.

DIAGRAM

Showing the position after Black's fifteenth move.

BLACK.



WHITE.

Although Black ought to win with the best play on account of his extra Pawn, the contest is by no means over, as a glance at the diagram will show.

GAME THE FIFTH.

WHITE.

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. B to B 4
5. Kt to K 5

BLACK.

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to Kt 5
5. Q to R 5 (ch)

6. K to B sq

6. P to B 6

7. P to Q 4

7. Kt to K B 3

8. Q Kt to B 3

8. P to Q 3

9. Kt takes K B P, and White has little, if any, inferiority.

All the complications and uncertainties arising from the numerous Variations that occur through Black's playing P to K B 6 on his sixth move, may be simply avoided by the second player moving 6. Kt to K R 3, which, as we have already shown, is a much stronger defence than the so-called Cochrane Gambit. With regard to the Variations and sub-Variations in Game the Third in this chapter, we would advise the student to play over first the main Variations in large type: he can then advantageously study afterwards the other Variations at his leisure.

GAMES ILLUSTRATIVE OF THE SALVIO AND COCHRANE GAMBITS.

GAME I.—*Between Messrs. STEINITZ and ANDERSSEN.*

(From the "Book of Transactions of the British Chess Association, 1866-67.")

WHITE (Mr. Steinitz).

1. P to K 4
2. P to K B 4
3. Kt to K B 3
4. B to Q B 4
5. Kt to K 5
6. K to B sq
7. P to Q 4
8. Kt to Q 3

BLACK (Mr. Anderssen).

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to Kt 5
5. Q to R 5 (ch)
6. Kt to K R 3
7. P to Q 3 (a)
8. P to K B 6 (b)

(a) This is a very inferior move, and ought to give White the advantage. The proper play here is 7. P to K B 6, and it is surprising that a player of Mr. Anderssen's well-known experience should systematically adopt a move that is pronounced by all the authorities, without exception, to be bad.

(b) Black's seventh and eighth moves should have been transposed. This simple transposition of moves makes all the difference in the world, trifling and unimportant though it may appear at first sight.

- | | |
|---------------------|---------------------|
| 9. P to K Kt 3 | 9. Q to K 2 |
| 10. Q Kt to B 3 | 10. B to K 3 (c) |
| 11. B to Q Kt 3 | 11. B to K Kt 2 |
| 12. B to K 3 | 12. B takes B |
| 13. R P takes P | 13. P to Q B 3 |
| 14. Q to Q 2 | 14. K Kt to K Kt sq |
| 15. P to K 5 | 15. P to Q 4 |
| 16. B to K Kt 5 | 16. Q to K 3 |
| 17. Q Kt to R 4 | 17. Q Kt to R 3 |
| 18. Q Kt to Q B 5 | 18. Kt takes Kt |
| 19. Kt takes Kt | 19. Q to K Kt 3 |
| 20. Kt takes Q Kt P | 20. K Kt to R 6 |
| 21. Kt to Q 6 (ch) | 21. K to Q 2 |
| 22. P to K R 3 | 22. P to K B 3 |
| 23. K P takes P | 23. K B to K B sq |
| 24. Kt to Q Kt 7 | 24. Kt to B 4 |
| 25. B to K B 4 | 25. P takes R P |
| 26. K to B 2 | 26. Q takes B P |
| 27. B to K 5 | 27. Q to Kt 3 |
| 28. K R takes P | 28. B to R 3 |
| 29. Kt to B 5 (ch) | 29. K to K sq (d) |
| 30. R takes B | 30. Kt takes R |
| 31. B takes R | 31. K to B 2 |
| 32. B to K 5 | 32. Q to R 4 |
| 33. Q to B 4 (ch) | 33. K to Kt sq (e) |
| 34. R to K R sq | 34. Kt to Kt 5 (ch) |
| 35. K to Kt sq (f) | |

And White won the game.

(c) This is better than the move given by Mr. Staunton in the "Handbook" for Black at this point—viz., P to Q B 3.

(d) This move loses the game: anything else almost would have been better.

34. R to K R sq.

(e) If 33. K to K 2

(f) If 35. P to B 7 (ch)

36. K to Kt 2
P Queens (ch)

37. R takes Q
Q to R 7 (ch)

38. K to B 3
Kt takes B (ch)

{ if 38. R to B sq

39. Q takes R (ch), &c. }

39. K to K 3, with a winning position.

GAME III.—*Between Messrs. STEINITZ and ANDERSSEN.*

(From the "Transactions of the British Chess Association.")

WHITE (Mr. Steinitz).	BLACK (Mr. Anderssen).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. B to Q B 4	4. P to Kt 5 (a)
5. Kt to K 5 (b)	5. Q to R 5 (ch)
6. K to B sq	6. Kt to K R 3
7. P to Q 4	7. P to Q 3 (c)
8. Kt to Q 3	8. P to B 6
9. P to K Kt 3	9. Q to K 2
10. Q Kt to B 3 (d)	10. B to K 3
11. P to Q 5	11. B to B sq
12. P to K 5 (e)	12. P takes P
13. Kt takes P	13. Q takes Kt
14. B to K B 4	14. Q to K Kt 2 (f)
15. Kt to Q Kt 5	15. B to Q 3 (g)
16. Q to K sq (ch)	16. K to Q sq
17. B takes B	17. P takes B
18. Q to Q Kt 4	18. Kt to K B 4
19. B to Q 3	19. Q Kt to Q R 3
20. Q to Q R 3	20. Kt to Q B 4
21. B takes K Kt	21. Q to K R 3 (h)
22. B to Q 3	22. R to K sq
23. P to K R 4	23. Q to Q 7
24. R to K Kt sq	24. R to K 7, and wins

(a) The systematic adoption of this move by Mr. Anderssen, shows that he at any rate has no fear of the much-dreaded Muzio Gambit.

(b) And the fact of his opponent invariably playing Kt to K 5 throughout the match at this stage of the game, proves that he also dare not venture to play the Muzio. "Ergo," the Muzio is unsound!

(c) The proper move here is 7. P to B. 6. In other words, Black's seventh and eighth moves should be transposed.

(d) This move is given by Staunton.—Some authorities prefer K to B 2 at this juncture.

(e) The commencement of an ingenious but unsound combination.

(f) Good, but Q to K R 4 is even stronger.

(g) Black offers the exchange, foreseeing that he must get the advantage, for suppose 16. $\frac{B \text{ takes } B}{P \text{ takes } B}$ 17. $\frac{Kt \text{ to } Q \text{ B } 7 \text{ (ch)}}{K \text{ to } Q \text{ sq}}$ 18. $\frac{Kt \text{ takes } R}{Kt \text{ to } K \text{ B } 4}$, with a terrible attack.

(h) Artistically finished. Black disdains to take the Bishop.

GAME IV.—Between Messrs. HANSTEIN and HEYDEBRAND.

WHITE (Mr. Hanstein).	BLACK (Mr. Heydebrand).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. Kt to K B 3	3. P to K Kt 4
4. B to B 4	4. P to Kt 5
5. Kt to K 5	5. Q to R 5 (ch)
6. K to B sq	6. P to K B 6
7. P to Q 4	7. Kt to K R 3 (a)
8. P to K Kt 3	8. Q to R 6 (ch)
9. K to B 2	9. Q to Kt 7 (ch)
10. K to K 3	10. P to K B 3 (b)
11. K Kt to Q 3	11. K Kt to K B 2 (c)
12. K Kt to K B 4	12. B to K R 3
13. K to Q 3	13. B takes Kt
14. Q B takes B	14. P to Q B 3
15. Kt to Q B 3	15. P to Q Kt 4 (d)
16. B takes Kt (ch)	16. K takes B
17. B to Q 6	17. Kt to Q R 3
18. P to K R 4 (e)	18. P to Q Kt 5
19. K R to K Kt sq	19. Q to K B 7
20. R to K B sq	20. Kt to Q B 4 (ch)
21. K to Q B 4 (f)	21. B to Q R 3 (ch)
22. K takes Q Kt P	22. B takes R
23. K takes Kt	23. B to Q R 3
24. Q to Q B sq	24. P to K R 4

(a) Although, strictly speaking, a Cochrane Gambit, the game is now resolved into the Salvio Gambit by Black's last move, the position in the Salvio being identically the same as that which now occurs, Black's sixth and seventh moves being merely transposed. Jaenisch recommends the move made in this game, viz., 7 Kt to K R 3; but the correct play is 7. P takes P (ch).

(b) P to K B 4 is the proper move here, giving Black an immediate advantage.

(c) Necessary to prevent the loss of the Queen through Kt to K B 4.

(d) Better than 15. Castles which could be answered as follows:—Suppose.

15. <u>Castles</u>	16. <u>B to Q 6</u> P to Q Kt 4	17. <u>B takes Kt (ch)</u> R takes B	18. <u>P to K R 3</u> P to Q Kt 5
19. <u>B takes P</u> B checks	20. <u>K to K 3</u> Q takes Kt P	21. <u>Q to K Kt sq</u> Q to Q B 2	22. <u>Q takes P (ch)</u> R to K Kt 2

23. Q takes K B P, &c. We extract this interesting variation from "Walker's Chess Studies," p. 187.

(e) The "Schachzeitung" suggests 18. P to Q Kt 4 as a better move here.

(f) If 21. P or B takes Kt, 21. B to Q R 3 (ch), &c.

- | | |
|---------------------|----------------------|
| 25. P to K 5 | 25. Q R to K sq |
| 26. Q to K B 4 | 26. Q R to K 3 |
| 27. R to Q B sq | 27. K R to K sq |
| 28. P to Q Kt 3 (g) | 28. Q R takes P (ch) |
| 29. B takes R | 29. R takes B (ch) |
| 30. K to Q 6 | 30. R to K 2 |
| 31. P to Q 5 | 31. Q to Q Kt 3 |

And White resigned.

GAME V.—*Between the same opponents*
(From the “Schachzeitung.”)

- | WHITE (Mr. Hanstein). | BLACK (Mr. Heydebrand.) |
|-----------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. B to B 4 | 4. P to K Kt 5 |
| 5. Kt to K 5 | 5. Q to K R 5 (ch) |
| 6. K to B sq | 6. P to B 6 |
| 7. P takes P (a) | 7. P to Q 4 (b) |
| 8. B takes P | 8. Kt to K B 3 |
| 9. B takes K B P (ch) | 9. K to K 2 |
| 10. P to Q 4 | 10. Q Kt to B 3 |
| 11. B to Q B 4 | 11. P to K Kt 6 (c) |
| 12. K to K 2 | 12. Kt takes K P |
| 13. Q Kt to B 3 (d) | 13. Kt to K B 7 |

(g) To prevent the impending mate should the Black Queen be played to K on White's moving his Kt to K 4.

The following Notes are from the “Schachzeitung,” 1843.

(a) P to Q 4 is the move indicated by modern authorities. The consequences of the moves Kt takes K B P, B takes P (ch), and P to K Kt 3 will be found in the works of Lewis, Walker, and Staunton.

(b) Kt to K B 3 is more theoretically correct. The treatises above named give a searching analysis of it. The move adopted by Mr. Heydebrand allows the Q R to be brought into play.

(c) P takes P would perhaps have been stronger ; in that case White would have retaken P with Kt.

(d) Evidently the Kt cannot be taken.

- | | |
|--|---------------------------------|
| 14. R P takes P | 14. Q takes K Kt P (<i>e</i>) |
| 15. R to K Kt sq | 15. Q takes Kt (<i>ch</i>) |
| 16. P takes Q | 16. Kt takes Q |
| 17. B to Kt 5 (<i>ch</i>) (<i>f</i>) | 17. K to Q 2 |
| 18. Q R takes Kt (<i>ch</i>) | |

And Black resigned.

(*e*) If Q takes R, White gives check with Q B at Kt 5, and mate next move.

(*f*) This move, long held in reserve by White, was a powerful resource, well dissimulated, during this short but brilliant game.

CHAPTER XVII.

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

THIS *début* consists in the first player throwing forward his Rook's Pawn at the third move, instead of bringing out his Knight or Bishop. In the opinion of Calvi, the Rook's Pawn's Gambit does not deserve the bad reputation it has acquired, although it is condemned by most writers. Von der Lasa says that, "practically speaking, experience proves Black's defence to be possible, although naturally laborious;" while Staunton considers "White's attack, if properly met, is speedily foiled or turned against him."

GAME THE FIRST.

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. P to K R 4	3. B to K 2

This is given as Black's best move by Jaenisch.

4. Kt to K B 3	4. P to Q 3
----------------	-------------

The "Handbuch" and Jaenisch give also 4. Kt to K B 3 for Black, as follows :—

4. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$	5. $\frac{\text{P to Q 3}}{\text{P to Q 4}}$	6. $\frac{\text{P takes P}}{\text{Kt takes P}}$
7. $\frac{\text{P to Q B 4}}{\text{Kt to K 6}}$	8. $\frac{\text{Q B takes Kt}}{\text{P takes B}}$	9. $\frac{\text{P to Q 4}}{\text{B to K Kt 5}}$

and Black has the better game.

5. P to Q 4

6. Q B takes P

7. R takes B

5. B to K Kt 5

6. B takes P (ch)

Instead of this move, Lewis makes White play 7. P to K Kt 3, thus :—

7. $\frac{\text{P to K Kt 3}}{\text{B to K Kt 4}}$

8. $\frac{\text{B takes B}}{\text{B takes Kt}}$

and considers Black has the best of the game.

7. B takes Kt

8. Q takes B

8. Q takes R (ch)

9. P to K Kt 3, and Black, although he has won the exchange and a Pawn, has a difficult defence.

CHAPTER XVIII.

THE KING'S BISHOP'S GAMBIT.

THIS is, perhaps, the strongest of all the Gambits on the King's side. It certainly leads to a more enduring attack than the "Greco-Philidor," or King's Knight's Gambit. Staunton says, "that, instead of being regarded as a brilliant but hazardous *début*, the legitimate result of which is a lost game for the first player, the Bishop's Gambit now takes rank as a perfectly sound and safe opening, in which, with the very best play, the defence cannot do more than draw the game."

Jaenisch speaks enthusiastically of it, as follows:—"We even think we do not exaggerate in looking upon the Bishop's Gambit, with certain other Chess openings, as an imperishable monument of human wisdom; for it has required centuries to its erection, and to the completion of it in its actual state: while who can foresee how many new forms of attack and defence may yet thereto be added by generations to come?"

The Bishop's Gambit was much in vogue in the sixteenth century, and although considered inferior to the Knight's Gambit by Ponziani and other Italian authors, that was chiefly owing to the Italian mode of Castling, and it again became much practised in both France and England in the eighteenth century, being favoured by the immortal Philidor. It was the favourite opening of MacDonnell, who adopted it successfully against Labourdonnais, and has finally been played by Morphy and the best players of our own time.

The superiority of the Bishop's Gambit over the Knight's Gambit consists in the fact, that, whereas in the former it is

impossible (according to Von der Lasa and other eminent authorities) for Black to maintain the Gambit Pawn, in the latter, the Pawn can be preserved by the second player with certainty: this proves the soundness of the Bishop's Gambit for the first player—"ergo" the Knight's Gambit must be inferior for White.

Labourdonnais and Stamma, in opposition to Philidor, pronounced erroneously in favour of the defence, being of opinion that Black's extra Pawn should ultimately give him the advantage. Recent discoveries, however, have demonstrated this opinion to be fallacious.

GAME THE FIRST.

(BILGUER'S COUNTER GAMBIT.)

WHITE.

1. P to K 4
2. P to K B 4
3. B to Q B 4

BLACK.

1. P to K 4
2. P takes P
3. P to Q 4

This is now generally played for the defence, and may be considered Black's best reply, as it at once gives him a free open game, and avoids the tedious and difficult task of maintaining the Pawn by the old classical defence, Q to K R 5 (ch). Black's third move, P to Q 4, is styled "Bilguer's Counter-Gambit," having been first adopted by Bilguer against Bledow. (See "Chess Chronicle," 1841, p. 337.) Black has four other defences, which shall be examined in turn—*viz.*, 3. Kt to K B 3, 3. P to Q Kt 4, 3. P to K B 4, and 3. Q to K R 5. (See Games the Second, Third, Fourth and Fifth.)

P to K Kt 4, P to Q B 3, B to B 4, Q to K B 3, B to K 2, and P to Q 3 are all more or less untenable defences, and unworthy of notice.

4. P takes P (best), or Variation (I.)

Some authorities prefer B takes P here, but we agree with Mr. Löwenthal in giving the preference to P takes P. For the result of 4. B takes P *see* Variation (I.).

4. B to Q 3, or (A.)

Checking with Q would be bad for Black, *e. g.* :—

- | | | |
|---|---|--|
| 4. $\overline{\text{Q to K R 5 (ch)}}$ | 5. $\frac{\text{K to B sq}}{\text{P to B 6}}$ | 6. $\frac{\text{B to Kt 5 (ch)}}{\text{P to Q B 3}}$ |
| 7. $\frac{\text{Kt takes P}}{\text{Q to Q Kt 5}}$ | 8. $\underline{\text{Q to K 2 (ch)}}$, followed by 9. $\underline{\text{P takes P}}$, with
a Pawn ahead and a fine attack. | |

It is worthy of notice that if on his seventh move in the above Variation Black should withdraw his Q to K B 3, White should still gain the advantage, as follows :—

- | | | |
|--|--|--|
| Suppose : 7. $\overline{\text{Q to K B 3}}$ | 8. $\frac{\text{P takes P}}{\text{P takes P}}$ | 9. $\frac{\text{B to K 2}}{\text{B to Q 3}}$ |
| 10. $\frac{\text{P to Q 4}}{\text{Kt to K 2}}$ | 11. $\underline{\text{B to K Kt 5}}$, followed by P to Q B 4, with a
splendid game. (<i>See</i> Illustrative Game I. at the end of this Chapter.) | |

Black may, however, play 4. Kt to K B 3, in reply to 4. P takes P, without any disadvantage. (*See* (A.))

5. Kt to K B 3

5. B to K Kt 5

If Black play here Kt to K 2, *see* Illustrative Game II.

6. Castles

6. Kt to K 2

7. P to Q 4

7. Kt to Q 2

8. B to Q Kt 3

8. P to K Kt 4

9. P to Q B 4

9. P to Q Kt 3

10. Kt to Q B 3

10. Castles

11. Kt to K 4

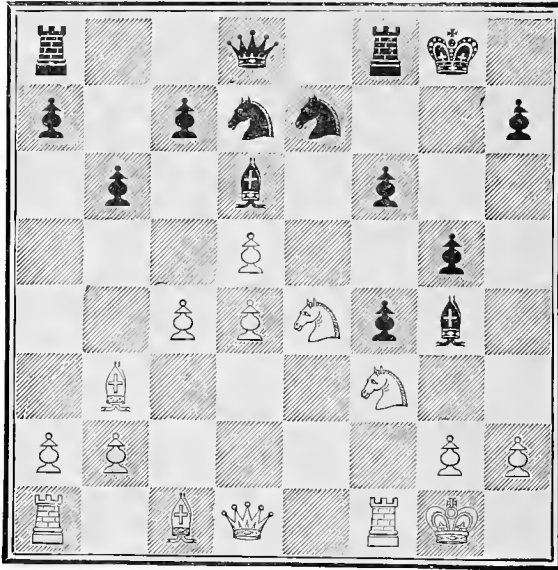
11. P to K B 3

And the game is declared even by the German "Handbuch" and "La Stratégie Raisonnée," p. 41.

DIAGRAM

Showing the position.

BLACK.



WHITE.

(A.)

Variation on Black's fourth move :—

- | | |
|---|----------------|
| | 4. Kt to K B 3 |
| 5. Kt to Q B 3 | 5. B to Q 3 |
| 6. P to Q 4 | 6. Castles |
| 7. Kt to K B 3, and the game is about even. | |

Instead of this move the "Handbuch" makes White play
7. Kt to K 2, and continues the game as follows :—

- | | | | |
|--|--|---|--|
| 7. $\frac{\text{Kt to K 2}}{\text{P to B 6}}$ | 8. $\frac{\text{P takes P}}{\text{Kt to R 4}}$ | 9. $\frac{\text{P to K R 4}}{\text{R to K sq}}$ | 10. $\frac{\text{Kt to K 4}}{\text{B to Kt 6 (ch)}}$ |
| 11. $\frac{\text{K to Q 2}}{\text{B to Q 3, Black having the better game.}}$ | | | |

VARIATION (I.)

On White's fourth move:—

4. B takes P

This move is recommended by the French authorities, but Mr Löwenthal prefers P takes P. (See "Book of the Congress," p. 85.)

4. Kt to K B 3 or (B.)

5. Kt to K B 3 (best)

White has two other moves at his disposal here—*viz.*, Kt to Q B 3, and Q to K 2.

- If firstly :
- | | | |
|--|---|---|
| 5. $\frac{\text{Kt to Q B 3}}{\text{B to Q Kt 5}}$ | 6. $\frac{\text{Kt to K B 3}}{\text{B takes Kt}}$ | 7. $\frac{\text{Q P takes B}}{\text{P to Q B 3}}$ |
| 8. $\frac{\text{B to Q B 4}}{\text{Q takes Q (ch)}}$ | 9. $\frac{\text{K takes Q}}{\text{Castles}}$ | 10. $\frac{\text{B takes P}}{\text{Kt takes P}}$ |
| 11. R to K sq, even game. | | |
- If secondly :
- | | | |
|--|---|--|
| 5. $\frac{\text{Q to K 2}}{\text{Kt takes B}}$ | 6. $\frac{\text{P takes Kt (dis ch)}}{\text{B to K 2}}$ | 7. $\frac{\text{Q to K B 3}}{\text{B checks}}$ |
| 8. $\frac{\text{P to Kt 3}}{\text{Castles}}$ | 9. $\frac{\text{P takes B (best)}}{\text{}}$ | |
- { If 9. $\frac{\text{Q takes P}}{\text{Q takes P}}$ 10. $\frac{\text{Kt to K B 3}}{\text{B to K Kt 4}}$ 11. $\frac{\text{Kt to Q B 3}}{\text{Q to Q B 3, and wins}}$ }
- | | | |
|---|---|--|
| 9. $\frac{\text{Q takes P (ch)}}{\text{}}$ | 10. $\frac{\text{Q to B 2}}{\text{R checks}}$ | 11. $\frac{\text{Kt to K 2}}{\text{Q to R 4}}$ |
| 12. $\frac{\text{Kt to Q B 3}}{\text{P to K B 6, and wins.}}$ | | |

To return to the main Variation :

- | | |
|----------------|---------------|
| | 5. Kt takes B |
| 6. P takes Kt | 6. Q takes P |
| 7. Kt to Q B 3 | 7. Q to K R 4 |

Checking at K 3 would be bad play. (See Illustrative Game III., between the Author and Mr. Longman.)

- | | |
|------------------|-----------------|
| 8. P to Q 4 | 8. B to Q 3 |
| 9. Q to K 2 (ch) | 9. K to Q sq |
| 10. Castles | 10. P to K Kt 4 |
| 11. Q to Q Kt 5 | 11. P to K B 4 |
| 12. Q to Q 5 | 12. Kt to B 3 |
| 13. Kt to K 5 | 13. R to B sq |
| 14. B to Q 2 | 14. Kt to K 2 |
| 15. Q to B 4 | 15. R to B 3 |
| 16. Q R to K sq | 16. P to B 3 |
| 17. Kt to R 4 | |

The "Handbuch" declares the game to be in Black's favour.

The above moves occur in a consultation game between Messrs. Morphy, Walker, and Greenaway, against Messrs. Löwenthal, Medley, and Mongredien. The game in question was continued a few moves further and left unfinished, but, in Mr. Löwenthal's opinion, slightly in favour of Black.

(B.)

- | | |
|----------------|------------------|
| 5. K to B sq | 4. Q to R 5 (ch) |
| 6. Kt to Q B 3 | 5. P to K Kt 4 |
| 7. P to Q 4 | 6. B to K Kt 2 |
| 8. Kt to K B 3 | 7. Kt to K 2 |
| 9. P to K R 4 | 8. Q to R 4 |
| 10. K to Kt sq | 9. P to K R 3 |
| 11. Kt to K sq | 10. P to K Kt 5 |

White may play here 11. Kt to K 5, a move invented by Zukertort, for which *see* Illustrative Game VII. at the end of the present chapter.

- | | |
|---------------|-----------------|
| 12. P takes P | 11. P to B 6 |
| 13. K to B 2 | 12. P takes P |
| | 13. Q Kt to B 3 |

- | | |
|--------------------|-------------------|
| 14. P to K 5 | 14. B to K B |
| 15. K B takes P | 15. Q to Kt 3 |
| 16. R to K Kt sq | 16. Q to R 2 |
| 17. B to K 3 | 17. Castles (Q R) |
| 18. B takes Kt | 18. Kt takes B |
| 19. Q to B 3 | 19. K R to Kt sq |
| 20. Kt to K 2 | 20. Q B takes P |
| 21. R to Q B sq | 21. B to K 5 |
| 22. Q to Kt 4 (ch) | 22. K to Kt sq |

And Black has no disadvantage.

The Bilguer Counter-Gambit may, therefore, be considered a safe and sound defence.

GAME THE SECOND.

(THE PRUSSIAN DEFENCE.)

WHITE.

1. P to K 4
2. P to K B 4
3. B to Q B 4

BLACK.

1. P to K 4
2. P takes P
3. Kt to K B 3

This move, which was noticed by Lopez three centuries ago, was brought again into vogue in modern times in the "Schachzeitung," by Colonel Hanneken, a Prussian officer: hence its denomination. It was played with success by Morphy against Anderssen, is recommended by Jaenisch and other authorities, and may be safely adopted.

4. Kt to Q B 3, or *see* Variations (I.), (II.), (III.)

White has the choice of several other moves here—*viz.*, P to Q 3, as advised by "La Stratégie;" P to K 5; and P to Q 4, for the result of which *see* Variations (I.), (II.), and

(III.). The move of 4. Kt to Q B 3 is given by Heydebrand as best, but is condemned by "La Stratégie."

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

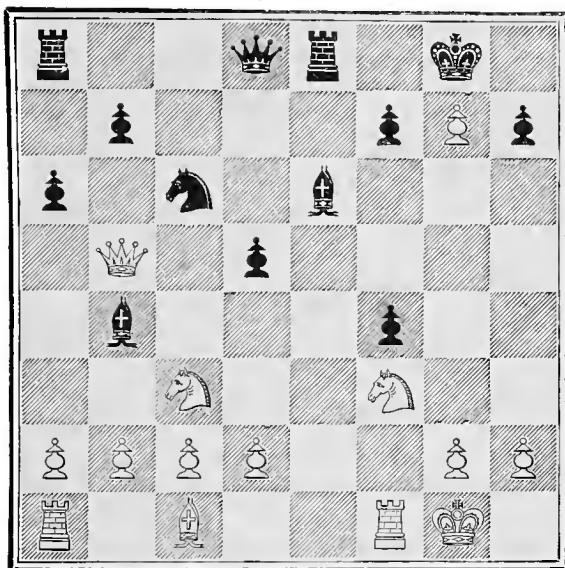
- | | | |
|---|--|---------------------------------------|
| (If 10. <u>Q takes P</u>) | 11. <u>Q takes Kt P</u>
R to Q B sq | 12. <u>Kt takes Q P</u>
Q to K B 4 |
| 13. <u>Kt to B 7 (ch)</u>
R takes Kt | 14. <u>Q takes R</u>
Q to K 5 (ch) | 15. <u>K to Q sq</u>
Castles |
| 16. <u>P to Q 3</u>
Q to Kt 3 | 17. <u>Q takes P at B 5</u> , with the advantage.) | |

11. P takes P
12. Castles

11. R to K sq
12. P to Q R 3

And Black has the better game, in the opinion of Mr. Löwenthal. (See "Book of the Congress," p. 98.) The subjoined diagram illustrates the position after Black's twelfth move.

BLACK.



WHITE.

VARIATION (I.)

On White's fourth move:—

4. P to Q 3

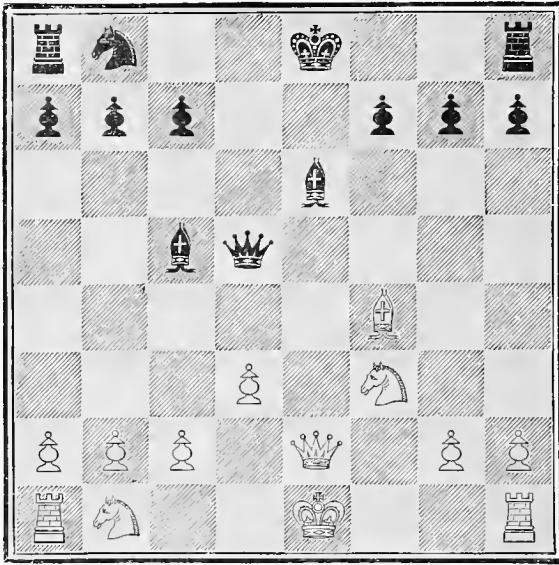
Lopez makes White play the inferior move 4. Q to K B 3, to which Black can advantageously reply with Kt to Q B 3, as pointed out in the "Handbuch," p. 474 (5th ed.).

- | | |
|------------------|---------------|
| 5. P takes P | 4. P to Q 4 |
| 6. Q to K 2 (ch) | 5. Kt takes P |
| 7. B takes Kt | 6. B to K 3 |
| 8. B takes P | 7. Q takes B |
| 9. Kt to K B 3 | 8. B to Q B 4 |

And Black has slightly the better position. The above is from Jaenisch.

DIAGRAM.

BLACK.



WHITE.

VARIATION (II.)

On White's fourth move :—

4. P to K 5

This move is justly condemned by the "Handbuch."

4. Kt to K 5

Black may also play 4. P to Q 4 with advantage. (See Illustrative Game IV., between Anderssen and Morphy.)

5. Kt to K B 3

5. P to Q 4

6. B to Kt 3

6. Kt to Kt 4

7. P to Q 4

7. Kt to K 3

And Black maintains his Pawn.

VARIATION (III.)

On White's fourth move :—

- | | |
|----------------|---------------|
| 4. P to Q 4 | 4. Kt takes P |
| 5. Q B takes P | 5. P to Q 4 |

With a Pawn ahead and a fine attack.

The above analysis shows 3. Kt to K B 3 to be a strong and sound defence to the Bishop's Gambit. In fact, "theoretically" speaking, it is perhaps even stronger than the Bilguer Counter-Attack, although, "practically," we think the latter will be found most effective. White has apparently no more moves worth mentioning in reply to the Hanneken defence besides those we have already examined; for 4. Q to K 2, given by Cozio, is obviously bad, and the move advised by Lopez, *viz.*, Q to K B 3, merely facilitates the development of Black's game.

GAME THE THIRD.

- | WHITE. | BLACK. |
|---------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to Q B 4 | 3. P to Q Kt 4 |

This Counter-Gambit, by some authors attributed to Kieseritzki, by others to Brien, although generally considered inferior, may be safely ventured.

- | | |
|-------------------------------------|------------------|
| 4. B takes Q Kt P, or
(A.), (B.) | 4. Q to R 5 (ch) |
| 5. K to B sq | 5. B to Q Kt 2 |

(If 5. $\overline{\text{Kt to K B 3}}$, see Illustrative Game V. between Anderssen and Kieseritzki)

6. Kt to K B 3

(White may also get a good game by

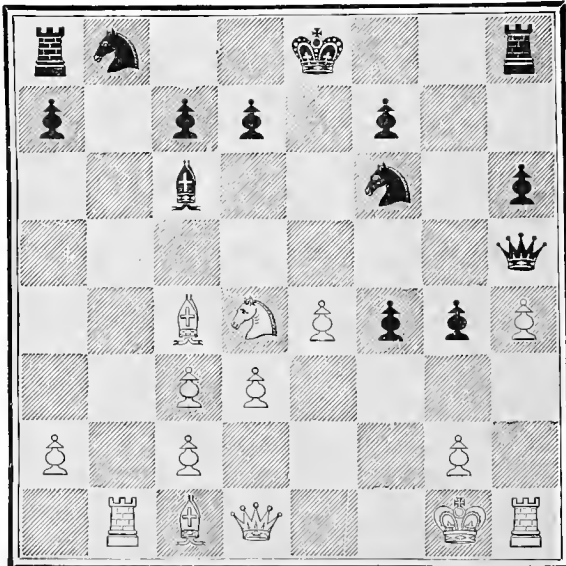
6. $\overline{\text{Kt to Q B 3}}$
 $\overline{\text{Kt to Q B 3}}$
 Q Q 2

- | | | | | | |
|---------|--------------------------------|--------------------------------|---|------------------------------|--|
| } if 6. | <u>B to Q Kt 5</u> | 7. | <u>P to Q 3</u>
B takes Kt | 8. | <u>P takes B</u>
Kt to K B 3, &c. } |
| | 7. | <u>P to Q 4</u>
Kt to K B 3 | 8. | <u>P to Q 5</u>
Kt to K 4 | 9. |
| 10. | <u>Q takes Kt</u>
Kt to R 4 | 11. | <u>P to K Kt 4</u>
P takes P <i>en passant</i> | 12. | <u>K to Kt 2</u>
B to Q 3 |
| 13. | <u>P to K 5</u>
B takes K P | 14. | <u>B takes P (ch)</u> , with the advantage.) | | |

- | | | | |
|-----|---|-----|-------------|
| 7. | B to Q B 4 | 6. | Q to R 4 |
| 8. | Q Kt to B 3 | 7. | Kt to K B 3 |
| 9. | P to Q 3 | 8. | B to Q Kt 5 |
| 10. | P takes B | 9. | B takes Kt |
| 11. | R to Q Kt sq | 10. | P to Kt 4 |
| 12. | P to K R 4 | 11. | B to B 3 |
| 13. | K to Kt sq | 12. | P to K R 3 |
| 14. | Kt to Q 4, and White has the advantage in position. | 13. | P to Kt 5 |

DIAGRAM.

BLACK.



WHITE.

The "Handbuch" now continues the game thus:—

- | | |
|-----------------------|-----------------------|
| | 14. Q to K 4 |
| 15. P to Kt 3 | 15. P to B 6 |
| 16. B to K B 4 | 16. Q to Q R 4 |

and declares the game even. We prefer White's position.

(A.)

- 4.** B takes K B P (ch)

This sacrifice, although highly ingenious, is unsound.

- | | |
|------------------------------|-----------------------|
| | 4. K takes B |
| 5. Q to R 5 (ch) | 5. P to Kt 3 |
| 6. Q to Q 5 (ch) | 6. K to Kt 2 |
| 7. Q takes R | 7. Q Kt to B 3 |
| 8. Kt to Q B 3 (best) | |

White has two other moves at this stage, the consequences of which it will be well to show:—

- If 1stly : **8.** $\frac{\text{Kt to K B 3}}{\text{B to Q B 4}}$ **9.** $\frac{\text{P to Q 4}}{\text{Kt to K B 3}}$ **10.** $\frac{\text{P takes B}}{\text{Q to K 2}}$

- 11.** $\frac{\text{Castles}}{\text{Q takes P (ch)}}$ **12.** $\frac{\text{K to R sq}}{\text{B to Q R 3}}$, and Black has the better game, as White must now take R with Q, and be left exposed to a terrific attack from the hostile pieces.

- If 2ndly : **8.** $\frac{\text{P to Q 4}}{\text{Q to R 5 (ch)}}$ **9.** $\frac{\text{K to Q sq}}{\text{B to Q R 3}}$ **10.** $\frac{\text{P to Q 5}}{\text{B to Q B 4}}$
with a very superior game.

- | | |
|-----------------------|-------------------------|
| | 8. Q to R 5 (ch) |
| 9. K to Q sq | 9. B to Q R 3 |
| 10. P to Q R 4 | 10. P to Kt 5 |

11. Kt to Q 5

11. B to Q 3

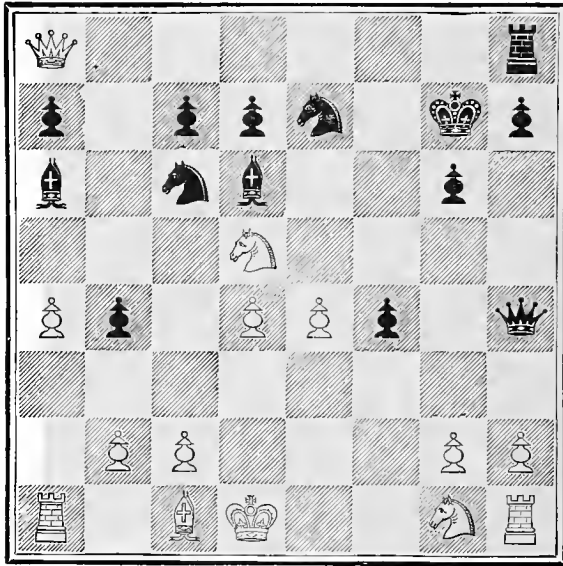
12. P to Q 4

12. K Kt to K 2

And Black has the better game.

DIAGRAM.

BLACK.



WHITE.

(B.)

4. B to Q Kt 3

This is also inferior to taking the Q Kt P.

4. P to Q R 4

Checking with Q is not so good for Black. (See Illustrative Game VI.)

5. P to Q R 4

5. Q to R 5 (ch)

6. K to B sq

6. P to Kt 5

- | | |
|----------------|------------------|
| 7. Kt to K B 3 | 7. B to R 3 (ch) |
| 8. P to Q 3 | 8. Q to B 3 |

With the better game.

From the above analysis it will be seen that the Brien-Kieseritzki Counter-Gambit, with the best play, should yield the first player an advantage in position.

GAME THE FOURTH.

(THE LOPEZ-GIANUTIO COUNTER-GAMBIT.)

- | WHITE. | BLACK. |
|---------------|---------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to Q B 4 | 3. P to K B 4 |

This move is noticed by Lopez and Gianutio, and has the recommendation of having been favoured by Philidor and Ercole del Rio. Von der Lasa and Jaenisch consider that it may be safely adopted. In fact, the former prefers it to the Hennecken Defence of 3. Kt to K B 3, but perhaps this estimate is overrated.

4. Q to K 2, or Variations (I.), (II.)

This is White's best move, according to Philidor. Labourdonnais advises Kt to Q B 3, while Max Lange suggests Kt to K R 3 at this juncture. For the result of these modes play of, *see* Variations (I.) and (II.) White would do badly to play 4. P takes P, 4. B takes Kt, or 4. P to Q 3, *e. g.*—

- | | | |
|--|---|--|
| Suppose, 1stly : | 4. $\frac{P \text{ takes } P}{Q \text{ to R } 5 \text{ (ch)}}$ | 5. $\frac{K \text{ to B sq}}{P \text{ to B } 6}$ |
| 6. $\frac{B \text{ takes Kt}}{P \text{ takes P (ch)}}$ | 7. $\frac{K \text{ takes P}}{Q \text{ to Kt } 4 \text{ (ch)}}$, with much the better game. | |

- 2ndly : 4. $\frac{B \text{ takes } Kt}{R \text{ takes } B}$ 5. $\frac{Q \text{ to } R 5 \text{ (ch)}}{P \text{ to } Kt 3}$ 6. $\frac{Q \text{ takes } R P}{R \text{ to } Kt 2}$
- followed by P takes P, &c.
- 3rdly : 4. $\frac{P \text{ to } Q 3}{Q \text{ checks}}$ 5. $\frac{K \text{ to } B \text{ sq}}{P \text{ takes } P}$ 6. $\frac{P \text{ takes } P}{B \text{ to } Q B 4}$
7. $\frac{Q \text{ to } K 2}{P \text{ to } Q 3}$, with a Pawn more and a better position.

To resume the main Variation :

- | | |
|-------------------|--------------|
| | 4. Q checks |
| 5. K to Q sq | 5. P takes P |
| 6. Q takes P (ch) | 6. B to K 2 |

Neumann recommends Kt to Q B 3 here for White, which may lead to the following continuation : 6. $\frac{Kt \text{ to } Q B 3}{B \text{ to } K 2}$ 7. $\frac{B \text{ takes } Kt}{R \text{ takes } B}$ 8. $\frac{Kt \text{ to } Q 5}{K \text{ to } Q \text{ sq}}$

9. $\frac{Q \text{ takes } K P}{R \text{ to } K \text{ sq}}$ 10. $\frac{Kt \text{ to } K B 3}{Q \text{ to } R 4}$ 11. $\frac{Q \text{ Kt takes } K B P, \&c.}{}$

- | | |
|---------------------------------------|-----------------|
| 7. P to Q 4 (best), or
(A.), (B.) | 7. Kt to K B 3 |
| 8. Q takes P | 8. Q takes Q |
| 9. B takes Q | 9. P to Q 4 |
| 10. B to Q 3 | 10. Q B checks |
| 11. Kt to K 2 | 11. Q Kt to B 3 |
| 12. P to Q B 3, and the game is even. | |

(A.)

7. B takes Kt

In the "Handbuch," p. 332, Mr. Staunton remarks "that White would appear to have a better game by taking off the Kt here." This we doubt, for suppose :

- | | |
|----------------|---------------|
| | 7. R takes B |
| 8. Kt to K B 3 | 8. Q to B 3 |
| 9. Kt to Q B 3 | 9. P to Q B 3 |
| 10. R to K sq | |

This is the move suggested by Mr. Staunton, but suppose now :

10. P to Q 4

And we cannot see that White has any advantage. "La Stratégie" gives 10. P to Q 4 for White, instead of R to K sq, as follows :—

10. P to Q 4

10. P to Q 4

11. Q takes B P

11. Q takes Q

12. B takes Q

12. B to K Kt 5

Even game.

(B.)

7. Kt to K B 3

7. Q to K R 4

Q to Kt 5 seems also good play for Black.

8. R to K sq

8. Q Kt to B 3

9. B takes Kt

9. R takes B

10. Kt to Q B 3

10. K to Q sq

And Black has a slight advantage.

VARIATION (I.)

On White's fourth move :—

4. Kt to Q B 3

This move is considered weak by Jaenisch.

4. Q to R 5 (ch)

5. K to B sq

5. P takes P (best), or

(C.)

6. Kt takes P

6. P to Q B 3

7. Q to K 2

7. K to Q sq

8. B takes Kt

8. R takes B

9. Kt to K B 3

9. Q to K 2

10. P to Q 4

10. P to Q 4

11. Q Kt to K Kt 5

11. P to K R 3

12. Q takes Q (ch)

12. B takes Q

13. Kt to B 7 (ch)

13. K to K sq

14. Q Kt to K 5

14. P to K Kt 4

And Black maintains the Pawn. The above able analysis is by Jaenisch, the greatest of all theoreticians.

(C.)

5. Kt to K B 3

This is the move recommended by Lewis and Walker, and given also by Staunton ("Handbuch," p. 332), but condemned justly by Jaenisch, who proves conclusively its inferiority to 5. P takes P.

6. Kt to K B 3

6. Q to K R 4

7. P to K 5

7. Kt to K 5

8. Kt to Q 5

8. Kt to Kt 6 (ch)

9. K to Kt sq

9. Kt takes R

10. Kt takes P (ch)

10. K to Q sq

11. Kt takes R

11. Kt to Kt 6

12. P takes Kt

12. P takes P

13. P to Q 4

13. B to K 2

14. B to K B 4

14. Q to Kt 5

15. Kt to Kt 5

15. Q takes B

16. Kt to B 7 (ch)

16. K to K sq

17. Q to Q 3

17. B to Q sq

18. Kt to Q 6 (ch), followed by R to K B sq, and White wins.

VARIATION (II.)

On White's fourth move :—

4. Kt to K R 3

Recommended by Lange, but weak.

- | | |
|--------------------|--------------------------------|
| | 4. Q to K R 5 (ch), or
(D.) |
| 5. Kt to B 2 | 5. P takes P |
| 6. B takes Kt | 6. R takes B |
| 7. Q to K 2 | 7. P to Q 4 |
| 8. P to Q B 4 | 8. Kt to Q B 3 |
| 9. B P takes P | 9. Kt to Q 5 |
| 10. Q takes P (ch) | 10. Q to K 2 |
| 11. Q takes Q (ch) | 11. B takes Q |
| 12. K to Q sq | 12. B to K R 5 |

And Black has much the better game.

(D.)

- | | |
|----------------|------------------|
| | 4. Q to K 2 |
| 5. Kt to Q B 3 | 5. Kt to K B 3 |
| 6. Kt takes P | 6. P to Q B 3 |
| 7. P to Q 4 | 7. P to Q 4 |
| 8. B to Q Kt 3 | 8. B P takes K P |
| 9. Castles | 9. B to K Kt 5 |

With the advantage.

From the preceding Variations it will be seen that the old defence to the Bishop's Gambit of 3. P to K B 4 is quite sound, and leads to numerous positions of interest and difficulty.

GAME THE FIFTH.

- | WHITE. | BLACK. |
|---------------|------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to Q B 4 | 3. Q to R 5 (ch) |

We now arrive at the old classical defence to this Gambit.

Although modern experience goes a long way to prove that its merits have been considerably overrated, and despite the fact that it is now rarely adopted, it leads to most intricate and complicated Variations, and abounds with interesting positions.

4. K to B sq

4. P to K Kt 4

5. Q Kt to B 3

As observed by Staunton (*see* "Praxis," p. 346), it makes but little difference whether White play 5. Q Kt to B 3, or 5. K Kt to B 3, or 5. P to Q 4, since all three moves will be played in succession, and the order is immaterial. Q Kt to B 3 is given as best by Jaenisch; 5. Q to K B 3—the move indicated by Cozio—is bad.

5. B to Kt 2

6. P to Q 4, or *see* Variation (I.)

White may also play here 6. P to K Kt 3, for which *see* Variation (I.).

6. P to Q 3

7. Kt to K B 3, or *see*
Variation (II.)

7. Q to R 4

8. P to K R 4

8. P to K R 3

9. P to K 5

9. Q to K Kt 3, or (A.)

10. Q to K 2

10. K to Q sq

Staunton pronounces this to be Black's best move, and gives the following Variation:—

If 10. Kt to K 2

11. $\frac{\text{Kt to Q Kt 5}}{\text{Kt to Q R 3}}$

12. $\frac{\text{P to K R 5}}{\text{Q to B 4}}$

13. K P takes P, &c.

11. B to Q 3

11. B to K B 4

12. B takes B

12. Q takes B

13. K P takes P

13. Q B P takes P

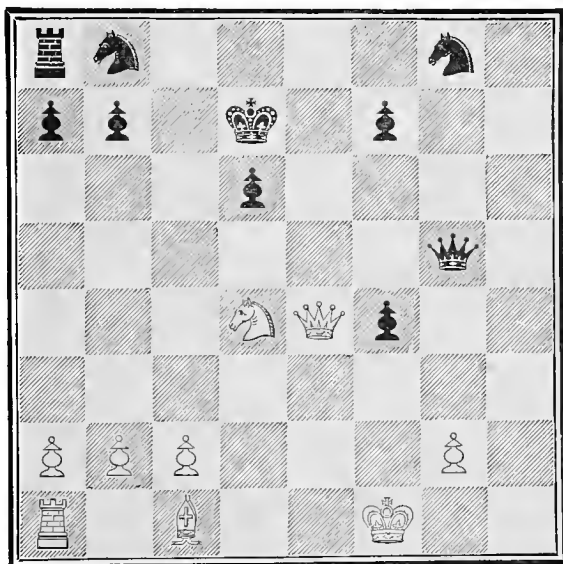
14. R P takes P

14. P takes P

- | | |
|-----------------------|-----------------|
| 15. R takes R | 15. B takes R |
| 16. Kt to K 4 | 16. K to Q 2 |
| 17. Q Kt takes K Kt P | 17. B takes Q P |
| 18. Kt takes B | 18. Q takes Kt |

19. Q to K 4, and Staunton says White has the better game, remarking that the "Leitfaden" and "Handbuch" give 19. Q to K B 3, which seems inferior to Q to K 4.

BLACK.



WHITE.

We do not think it much matters to which square the Queen is played, except that, as a rule, it is more advantageous in general positions to occupy a fourth than a third square, and this may be a case in which the rule may hold good. This position being interesting, we continue the analysis a little further.

19. P to Q 4

(If 19.
Kt to Q B 3
with a strong game.)

20. Q B takes P or 20. Kt takes Kt

- | | |
|---------------------|-----------------|
| 20. Q takes K B P | 20. Q takes Q |
| 21. B takes Q | 21. Q Kt to B 3 |
| 22. Kt to Q Kt 5 | 22. K Kt to B 3 |
| 23. R to Q sq | 23. P to R 3 |
| 24. Kt to B 7 | 24. R to Q B sq |
| 25. Kt takes Q P | 25. Kt takes Kt |
| 26. R takes Kt (ch) | 26. K to K 3 |
| 27. R to Q 6 (ch) | 27. K to B 4 |
| 28. B to Q 2, &c. | |

(A.)

- | | |
|--|--------------------|
| | 9. P takes K P |
| 10. K Kt takes K P | 10. Q takes Q (ch) |
| 11. Q Kt takes Q | 11. B to K 3 |
| 12. B takes B | 12. P takes B |
| 13. Kt to K Kt 6 | 13. R to K R 2 |
| 14. R P takes P | 14. B takes Q P |
| 15. P takes K R P. Even game, White having recovered the Pawn. | |

VARIATION (I.)

On White's sixth move :—

6. P to K Kt 3

This move is the invention of MacDonnell, and requires the greatest care in answering on the part of Black.

- | | |
|--------------|---------------------|
| 7. K to Kt 2 | 6. P takes P (best) |
| | 7. Q to K R 3 |

- | | | |
|----------------------------------|----------------|----------------|
| (If 7. P to Q 3 | 8. R P takes P | 9. Q to K B sq |
| 10. Kt to K B 3 | Q to K Kt 5 | Q to Q 2 |
| P to K R 3 | 11. Q to K B 2 | 12. P to Q 4 |
| 13. B to Q 2 | P to Q B 3 | Q to B 2 |
| B to K 3, with the better game.) | | |

8. P takes P

8. Q to K Kt 3 (best)

And Black is considered to have the advantage, on account of the exposed position of the White King.

VARIATION (II.)

Beginning at White's seventh move :—

7. P to K 5

Given by Jaenisch, but Staunton prefers 7. Kt to K B 3.

7. P takes P

8. Kt to Q 5

8. K to Q sq

9. P takes P

9. B to Q 2

10. K Kt to B 3

10. Q to K R 4

11. B to Q 2

This is the Schulten attack. For Grimm's and Petroff's attacks, see Games the Sixth and Seventh.

11. Kt to K 2 (best)

Black has four other apparently plausible moves here—*viz.*, Q Kt to B 3, P to Q B 3, P to K R 3, and K to Q B sq; but they are all really bad. (See "Handbuch," p. 446.)

12. B to Q B 3

12. K R to K sq

13. Kt takes Kt

13. R takes Kt

14. Q to Q 5, and the game is even.

GAME THE SIXTH.

(GRIMM'S ATTACK.)

As no analysis of the Bishop's Gambit can be considered complete without noticing these two interesting branches of the opening, we extract the following important Variations from the "Praxis."

WHITE.

1. P to K 4
2. P to K B 4
3. B to B 4
4. K to B sq
5. Q Kt to B 3
6. P to Q 4
7. P to K 5

BLACK.

1. P to K 4
2. P takes P
3. Q checks
4. P to K Kt 4
5. B to Kt 2
6. P to Q 3

We think 7. Kt to K B 3, as advised by Staunton, is a stronger move here.

- | | |
|--|---|
| <ol style="list-style-type: none"> 8. Kt to Q 5 9. Kt to K B 3 10. P to K R 4 | <ol style="list-style-type: none"> 7. P takes P 8. K to Q sq 9. Q to K R 4 10. P to K R 3 |
|--|---|

Black can obtain the advantage here by playing 10. Kt to K 2, according to the "Praxis."

- | | |
|--|---|
| <ol style="list-style-type: none"> 11. K to Kt sq 12. Kt takes K P 13. Q to K R 5 | <ol style="list-style-type: none"> 11. Q to Kt 3 12. Q to B 4 13. B takes Kt |
|--|---|

- | | | |
|--|--|---|
| (If 13. <u>B to K 3</u>
16. <u>R takes B</u>
P to K B 3
19. <u>B takes K B P</u>
P takes B | 14. <u>P takes P</u>
P takes P
17. <u>B to Q 3</u>
Q takes B
20. <u>Kt takes P</u>
B to K B 2 | 15. <u>Q takes R</u>
B takes Q
18. <u>Kt takes Q</u>
B takes Kt
21. <u>Q R to K sq, and</u> |
|--|--|---|
- wins.

- | | |
|--|--|
| <ol style="list-style-type: none"> 14. P takes B 15. B to Q 2 16. B takes Q P 17. P takes P 18. B takes B 19. Q R to K B sq 20. B takes P 21. K to R 2 22. P to Kt 6, and wins. | <ol style="list-style-type: none"> 14. P to Q B 3 15. P takes Kt 16. Q Kt to B 3 17. B to K 3 18. P takes B 19. Q takes Q B P 20. Q to B 4 (ch) 21. Kt takes K P |
|--|--|

GAME THE SEVENTH.

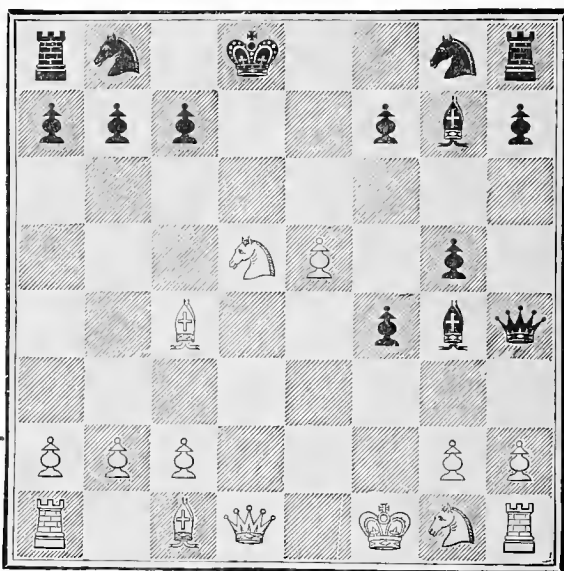
(PETROFF'S ATTACK.)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. Q checks
4. K to B sq	4. P to K Kt 4
5. Q Kt to B 3	5. B to Kt 2
6. P to Q 4	6. P to Q 3
7. P to K 5	7. P takes P
8. Kt to Q 5	8. K to Q sq
9. Q P takes P	9. B to Q 2
10. Kt to K B 3	10. Q to K R 4
11. P to K R 4	11. P to K R 3
12. K to Kt sq	12. Q to K Kt 3
13. R P takes P	13. R P takes P
14. R takes R	14. B takes R
15. K Kt takes K Kt P	

This move constitutes the "Petroff" attack, which is well nigh irresistible. Walker considers it "one of the finest things in Chess," and Staunton says "it deprives Black of all chance of doing more than draw the game. Black, however, may avoid all this trouble by simply playing on his ninth move B to K Kt 5—a move that not only relieves him from all apprehension of this terrible attack, but also actually gives him a strong attacking game. The subjoined diagram shows the position to which we refer.

DIAGRAM.

BLACK.



WHITE.

16. Q B takes P
 17. P to K 6
 18. Kt takes Q B P
 19. K to R sq
 20. Q to Q 6
 21. Q R to Q sq
 22. Kt takes R
 23. Q takes Q Kt (ch), and Petroff thinks the game

15. Q takes Kt
 16. Q to K B 4
 17. P takes P
 18. Q to B 4 (ch)
 19. Q takes B
 20. P to K 4
 21. P takes B
 22. Kt to K 2

should ultimately be drawn. Suppose now—

24. Q takes Kt P
 25. Q to B 7 (ch)
 26. R to K sq (ch)
 27. Q to Q B 5 (ch)

23. Kt to B sq
 24. Q to K B 2
 25. K to K sq
 26. K to B sq

R to K B sq would be unavailing, on account of Q to R 4 (ch), followed by B to Q 5, &c.

27. Kt to K 2

And the result would probably be a draw—

For if 28. $\frac{Q \text{ takes R P}}{Q \text{ to K R 4 (ch)}}$ 29. $\frac{K \text{ to Kt sq, \&c.}}$

And if 28. $\frac{Kt \text{ to B 7}}{P \text{ to B 6, \&c.}}$

Of the several defences which we have examined to the Bishop's Gambit the last is the least advisable, since Black can only obtain at most a drawn game, with the greatest nicety of play. The following Illustrative Games well exemplify the various defences to this fine opening. We must not omit to notice a new system of attack introduced by Mr. Zukertort, which will be found in Illustrative Game VII.

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

GAME I.—*Between Messrs. ANDERSSEN and DUBOIS.*

(From the "Book of the Congress.")

WHITE (Mr. Anderssen).

1. P to K 4
2. P to K B 4
3. B to Q B 4
4. P takes P
5. K to B sq
6. B to Q Kt 5 (ch)
7. K Kt takes P

BLACK (Mr. Dubois).

1. P to K 4
2. P takes P
3. P to Q 4
4. Q to K R 5 (ch) (a)
5. P to B 6 (b)
6. P to B 3
7. Q to B 3 (c)

The following Notes are by the Author.

(a) Very bad play, although suggested by Falkbeer. (See Paul Morphy, by Max Lange. Translated by Falkbeer, p. 323.)

(b) See preceding note.

(c) Q to Q Kt 5 might perhaps yield Black more resource, although he would even then get a bad game from the following continuation:—7. Q to Q Kt 5
8. Q to K 2 (ch) followed by 9. P takes P, &c.

- | | |
|---------------------------|----------------------------|
| 8. P takes P | 8. P takes P |
| 9. B to K 2 | 9. B to Q 3 |
| 10. P to Q 4 | 10. Kt to K 2 |
| 11. B to K Kt 5 | 11. Q to Kt 3 |
| 12. P to Q B 4 | 12. P to K B 3 |
| 13. B to Q 2 | 13. Castles |
| 14. Kt to Q B 3 | 14. B to K B 4(<i>d</i>) |
| 15. P to Q B 5 | 15. B to Q B 2 |
| 16. Q to Kt 3 (ch) | 16. K to R sq |
| 17. Q to Kt 7 | 17. B to Q 6 |
| 18. Q takes B | 18. Kt to Q 4 |
| 19. Q to K Kt 3 | 19. Kt takes Kt |
| 20. P takes Kt | 20. Q to K 5 |
| 21. B takes B | 21. Q takes B (ch) |
| 22. K to B 2 | 22. Kt to Q 2 |
| 23. K R to K sq | 23. Kt to K 4 (<i>e</i>) |
| 24. P takes Kt | 24. P takes P |
| 25. K to Kt sq | 25. P to K 5 |
| 26. B to R 6 (<i>f</i>) | 26. P takes B |
| 27. Q to K 5 (ch) | 27. K to Kt sq |
| 28. R takes P | 28. R to B 3 |
| 29. Q takes R | 29. Q takes R |
| 30. R to K sq | 30. Q to K Kt 3 |
| 31. Q takes Q (ch) | 31. P takes Q |
| 32. R to K 6 | |

And Black resigned.

GAME II.—*Between Messrs. MONGREDIEN and DEACON.*
(From the "Book of the Congress.")

WHITE (Mr. Mongredien).

1. P to K 4
2. P to K B 4
3. B to Q B 4
4. P takes P (*a*)

BLACK (Mr. Deacon).

1. P to K 4
2. P takes P
3. P to Q 4
4. B to Q 3 (*b*)

(*d*) Evidently a mistake, since it involves the loss of a piece.

(*e*) Black struggles hard to recover himself; but it is of no use against White's accurate as well as brilliant play.

(*f*) Played in masterly style, and leading to an artistic finish.

The subjoined Notes are by the Author.

(*a*) We concur in the opinion of Mr. Löwenthal, who prefers this move to B takes P, as advised by many other authorities.

(*b*) Kt to K B 3 here leads also to an equal game.

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

And Black resigned.

GAME III.—*Between Messrs. GOSSIP and LONGMAN*

Played by Correspondence.

- | WHITE (Mr. Gossip). | BLACK (Mr. Longman). |
|---------------------|----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to B 4 | 3. P to Q 4 |
| 4. B takes P | 4. Kt to K B 3 |
| 5. Kt to K B 3 | 5. Kt takes B |
| 6. P takes Kt | 6. Q takes P |
| 7. Q Kt to B 3 | 7. Q to K 3 (ch) |
| 8. K to B 2 | 8. K to Q sq |
| 9. P to Q 4 | 9. B to Q 3 |

(c) The correct move at this point is B to K Kt 5.

(d) A misconception that loses a game which should have been drawn in a probability.

(e) The best move.

- | | |
|----------------------|----------------|
| 10. K R to K sq | 10. Q to K B 3 |
| 11. Kt to Q 5 | 11. Q to K B 4 |
| 12. R to K 5 | 12. B takes R |
| 13. P takes B | 13. B to Q 2 |
| 14. Q B takes P | 14. P to Q B 3 |
| 15. B to K Kt 5 (ch) | |

And Black resigned.

GAME IV.—*Between Messrs. MORPHY and ANDERSSEN.*

- | WHITE (Mr. Anderssen). | BLACK (Mr. Morphy). |
|------------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to Q B 4 | 3. Kt to K B 3 |
| 4. P to K 5 | 4. P to Q 4 |
| 5. B to Kt 3 | 5. Kt to K 5 |
| 6. Kt to K B 3 | 6. B to K Kt 5 |
| 7. Castles | 7. Kt to Q B 3 |
| 8. B to R 4 | 8. P to K Kt 4 |
| 9. B takes Kt (ch) | 9. P takes B |
| 10. P to Q 4 | 10. P to Q B 4 |
| 11. P to B 3 | 11. B to K 2 |
| 12. P to Q Kt 4 | 12. P takes Kt P |
| 13. P takes P | 13. Castles |
| 14. Q to Kt 3 | 14. R to Q Kt sq |
| 15. P to Q R 3 | 15. P to Q B 4 |
| 16. Kt to B 3 | 16. Kt takes Kt |
| 17. Q takes Kt | 17. P takes Kt P |
| 18. P takes P | 18. B takes P |
| 19. Q to Q 3 | 19. P to Q R 4 |
| 20. P to R 4 | 20. P to R 3 |
| 21. P takes P | 21. P takes P |
| 22. P to Kt 3 | 22. R to Kt 3 |
| 23. R to R 2 | 23. R to K Kt 3 |
| 24. R to K Kt 2 | 24. B to K R 6 |
| 25. P to K 6 | 25. B takes R |
| 26. P takes P (ch) | 26. K to Kt 2 |
| 27. K takes B | 27. Q to Q B sq |
| 28. Kt to K 5 | 28. R to K R 3 |
| 29. P takes P | 29. K R to R sq |
| 30. P takes P | 30. R to R 7 (ch) |

- | | |
|----------------|---------------------|
| 31. K to Kt sq | 31. R to R 8 (ch) |
| 32. K to B 2 | 32. K R to R 7 (ch) |
| 33. K to K 3 | 33. R to R 6 (ch) |
| 34. Kt to B 3 | 34. R takes Kt (ch) |
| 35. R takes R | 35. Q takes B (ch) |

And mates in two moves.

GAME V.—*Between Messrs. ANDERSSEN and KIESERITZKI.*

- | WHITE (Mr. Anderssen). | BLACK (Mr. Kieseritzki). |
|------------------------|--------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to Q B 4 | 3. P to Q Kt 4 (a) |
| 4. B takes Q Kt P | 4. Q to R 5 (ch) |
| 5. K to B sq | 5. Kt to K B 3 (b) |
| 6. Kt to K B 3 | 6. Q to K R 3 |
| 7. P to Q 3 | 7. Kt to K R 4 |
| 8. Kt to K R 4 | 8. P to Q B 3 |
| 9. Kt to K B 5 | 9. Q to K Kt 4 |
| 10. P to K Kt 4 | 10. Kt to K B 3 |
| 11. R to K Kt sq (c) | 11. P takes B |
| 12. P to K R 4 | 12. Q to Kt 3 |
| 13. P to K R 5 | 13. Q to Kt 4 |
| 14. Q to K B 3 | 14. Kt to K Kt sq (d) |
| 15. B takes P | 15. Q to K B 3 |
| 16. Kt to Q B 3 | 16. B to Q B 4 |
| 17. Kt to Q 5 (e) | 17. Q takes Q Kt P |
| 18. B to Q 6 (f) | 18. B takes R |
| 19. P to K 5 | 19. Q takes R (ch) |
| 20. K to K 2 | 20. Kt to Q R 3 |
| 21. Kt takes Kt P (ch) | 21. K to Q sq |
| 22. Q to K B 6 (ch) | 22. Kt takes Q |
| 23. B to K 7—mate | |

(a) This was a favourite counter-gambit of Kieseritzki's, and may be safely ventured.

(b) The proper move here would have been B to Q Kt 2.

(c) Quite sound, as will be seen by the sequel.

(d) The only move to save the Queen.

(e) The attack is carried on in charming style.

(f) A "*coup de maître.*" If now 18. Q takes R (ch)

19. K to K 2
Q takes R

20. Kt takes P (ch), and mates next move.

GAME VI.—*Between Messrs. ANDERSSSEN and MONGREDIEN.*

WHITE (Mr. Mongredien).	BLACK (Mr. Anderssen).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. P to Q Kt 4
4. B to Kt 3 (a)	4. Q to R 5 (ch)
5. K to B sq	5. B to Q B 4
6. P to Q 4	6. B to Kt 3
7. P to Q B 3 (b)	7. Kt to K 2
8. Kt to K B 3	8. Q to R 4
9. B takes P	9. P to K B 4
10. Q Kt to Q 2	10. K R to B sq
11. P to K 5	11. B to Q Kt 2
12. Q to K sq	12. P to K R 3
13. B to Q sq	13. Q to B 2
14. B to Q Kt 3	14. Kt to Q 4
15. P to K R 4	15. Q to K R 4
16. B takes Kt	16. B takes B
17. R to R 3	17. Kt to Q B 3
18. P to Q R 4	18. P takes P
19. R takes P	19. B to K 5
20. Kt takes B	20. P takes Kt
21. Q takes P	21. Q to K Kt 5
22. P to Q 5	22. Kt to Q 5
23. P to Q 6	23. P to B 3
24. P takes Kt (c)	24. R takes B
25. Q to Q 3	25. K to B sq
26. K to Kt sq	26. K to Kt sq
27. K to R 2	27. R to K 5
28. P to Q Kt 3	28. Q R to K B sq
29. R to Kt 3	29. Q to B 4
30. Q to Q 2	30. Q to K 3
31. R to Q B 4	31. Q R to K B 5
32. Q to Q 3	32. Q to Q 4
33. P to R 5	33. Q to K B 2
34. R to R 3	34. Q R to K Kt 5

And the game was drawn after a few more moves.

(a) Weak play! The correct move is 4. B takes Kt P. B takes K B P is unsound.

(b) Again weak. Why not 7. Kt to K B 3 at once?

(c) Once more inefficient play on the part of White. R takes Kt must have secured the victory.

GAME VII.—*Between Messrs. STEINITZ and ZUKERTORT.*

WHITE (Mr. Zukertort).	BLACK (Mr. Steinitz).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to Q B 4	3. P to Q 4
4. B takes P	4. Q to R 5 (ch)
5. K to B sq	5. P to K Kt 4
6. Kt to Q B 3	6. B to K Kt 2
7. P to Q 4	7. K Kt to K 2
8. Kt to K B 3	8. Q to R 4
9. P to K R 4	9. P to K R 3
10. K to Kt sq	10. P to K Kt 5
11. Kt to K 5 (a)	11. B takes Kt
12. P takes B	12. Q takes P (b)
13. Q to K B sq	13. P to K B 6 (c)
14. P takes P	14. Q to K Kt 6 (ch)
15. Q to Kt 2	15. Q to K 8 (ch)
16. Q to K B sq (d)	

And the game was drawn.

GAME VIII.—*Between Messrs. MACDONNELL and LABOURDONNAIS.*

WHITE (Mr. Macdonnell).	BLACK (M. Labourdonnais).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to B 4	3. Q to R 5 (ch)
4. K to B sq	4. P to Q 3
5. P to Q 4	5. B to K Kt 5
6. Q to Q 3	6. Kt to Q B 3
7. B takes P (ch)	7. K takes B

(a) This is a novelty. In similar positions it is usual to retreat the Kt.

(b) If 12. $\frac{\text{B to Q Kt 3}}{\text{P to Q B 3}}$ 13. $\frac{\text{B to Q Kt 3}}{\text{Q takes P}}$ 14. $\frac{\text{Q to B sq}}{\text{Kt to K Kt 3}}$, with the advantage.

(c) Black's best play, ensuring a draw. He would have gained nothing by checking with Q: *e.g.*,—Suppose 13. $\frac{\text{Q to Q 5 (ch)}}{\text{Q to Q 5 (ch)}}$ 14. $\frac{\text{Q to K B 2}}{\text{Q takes Q (ch)}}$

15. $\frac{\text{K takes Q}}{\text{P checks}}$ 16. $\frac{\text{K to B 3, and White regains the Pawn, and will win}}{\text{another.}}$

(d) This game is another instance of the difficulty for Black of doing more than draw after checking with Q at R 5.

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

GAME IX.—*Between Messrs. GELBFUHS and ROSENTHAL.*

Played at the Vienna Tourney.

(From the "Westminster Papers.")

- | WHITE (Herr Gelbfuhs). | BLACK (Mr. Rosenthal). |
|------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to B 4 | 3. P to Q 4 |
| 4. B takes Q P | 4. Q to R 5 (ch) |
| 5. K to B sq | 5. P to K Kt 4 |
| 6. Kt to Q B 3 | 6. B to Kt 2 |
| 7. Kt to K B 3 | 7. Q to R 4 |
| 8. P to Q 4 | 8. Kt to K 2 |
| 9. P to K R 4 | 9. P to K R 3 |
| 10. P to K 5 | 10. Kt takes B (a) |
| 11. Kt takes Kt | 11. Kt to R 3 (b) |
| 12. Q to K 2 | 12. P to Q B 3 |
| 13. Kt to B 6 (ch) | 13. B takes Kt |
| 14. P takes B (dis ch) | 14. B to K 3 |
| 15. P to Q 5 (c) | 15. P takes Q P |

Notes by Mr. Wisker.

(a) These moves for the defence are now considered the best that can be adopted. In this view I concur. But here Mr. Rosenthal deviates from the accepted course, and gets into trouble. 10. Q Kt to B 3 is the best play at this point. The Bishop at Q 5 then remains weak, and Black threatens B to K Kt 5, and Castles on Q side.

(b) This piece is now out of play.

(c) Well played, with the immediate result of winning the game.

- | | |
|--------------------|--------------------|
| 16. Q to Kt 5 (ch) | 16. K to Q sq |
| 17. Q takes Kt P | 17. Kt to B 2 |
| 18. B to Q 2 | 18. R to Q B sq |
| 19. Q to Kt 4 | 19. R to K sq |
| 20. Q to Q 6 (ch) | 20. B to Q 2 |
| 21. Kt to K 5 | 21. R takes Kt |
| 22. Q takes R | 22. Kt to K 3 |
| 23. B to R 5 (ch) | 23. R to B 2 |
| 24. Q takes Q P | 24. K to K sq |
| 25. B takes R | 25. Kt takes B |
| 26. Q to Q 6 | 26. B to Kt 4 (ch) |
| 27. K to Kt sq | 27. Q to K 7 |
| 28. K to R 2 | 28. Q to K 6 |
| 29. K R to K sq | 29. B to K 7 |
| 30. R takes B | 30. Q takes R |
| 31. Q takes Kt | 31. Resigns |

GAME X.—*Between Messrs. BURN and GOSSIP.*

(From the "Illustrated London News.")

- | WHITE (Mr. Burn). | BLACK (Mr. Gossip). |
|-------------------|---------------------|
| 1. P to K 4 (a) | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. B to B 4 | 3. P to Q 4 |
| 4. P takes P | 4. Q to K R 5 (ch) |
| 5. K to B sq | 5. B to Q 3 |
| 6. Kt to K B 3 | 6. Q to K R 4 |
| 7. K to B 2 (b) | 7. P to K Kt 4 |
| 8. R to K sq (ch) | 8. Kt to K 2 |
| 9. K to Kt sq | 9. P to K Kt 5 |
| 10. Kt to Q 4 | 10. B to Q B 4 (c) |

Notes by Mr. Staunton.

(a) The following game has many critical and interesting points.

(b) This is an unusual, but by no means a bad, move.

(c) What was the objection to advancing the Pawn to B 6? That move looks

- terribly menacing. Suppose, 10. $\overline{\text{P to K B 6}}$ 11. $\overline{\text{P to K Kt 3}}$
- { if 11. $\overline{\text{P takes P}}$ 12. $\overline{\text{K to B sq}}$ }
 $\overline{\text{Q takes P (ch)}}$ $\overline{\text{P takes P, and Black ought to win, we think}}$
11. $\overline{\text{P to B 7 (ch)}}$ 12. $\overline{\text{K takes P}}$
 $\overline{\text{Q takes P (ch), and the second player appears to have}}$
 a winning advantage.

- | | |
|-------------------------|---------------------------|
| 11. P to Q B 3 | 11. P to K B 6 |
| 12. P to Q 3 | 12. P to K Kt 6 |
| 13. Q takes P | 13. Q takes P (ch) |
| 14. K to B sq | 14. Castles |
| 15. B to K 3 | 15. Kt to K Kt 3 |
| 16. Kt to Q 2 | 16. Kt to K 4 (d) |
| 17. Q to K 4 | 17. Kt to K Kt 5 |
| 18. B to K Kt sq | 18. Q to K R 4 |
| 19. Q to K B 3 | 19. Kt to K R 7 (ch) |
| 20. B takes Kt | 20. B to K Kt 5 |
| 21. Q takes K Kt P | 21. B to Q 3 |
| 22. Kt to K 4 | 22. B takes Q |
| 23. Kt to B 6 (ch) | 23. K to R sq |
| 24. B takes B | 24. B to K 7 (ch) (e) (E) |
| 25. R takes B | 25. Q to K R 8 (ch) |
| 26. K to B 2 | 26. Q takes Q R |
| 27. B to K 5 | 27. P to K R 4 |
| 28. Kt to K B 5 | 28. Kt to Q R 3 |
| 29. R to K sq | 29. Q takes P (ch) |
| 30. K to B 3 | 30. R to K Kt sq |
| 31. Kt takes P (dis ch) | 31. K to R 2 |
| 32. Kt to K B 4 | 32. R takes P |
| 33. Kt takes R | 33. P to K B 3 |
| 34. R to K R sq (ch) | 34. K to Kt 3 |
| 35. Kt to K B 4 (ch) | 35. K to B 2 |
| 36. R to R 7 (ch) | 36. K to K sq |
| 37. B takes K B P | 37. Q to Q R 6 |
| 38. Kt to K 6 | 38. R to Q B sq |
| 39. P to Q 6 | |

And Black resigned.

(d) Kt to K R 4, followed by B to K R 6, looks threatening; but Mr. Burn had a satisfactory rejoinder in B to K Kt sq. we believe.

(e) Mr. Gossip marks this move as "bad." It is not easy, however, to see what he could do that would have saved him.

(E.)

Note by the Author.

We believe Black could have now not only extricated himself from his difficulties, but obtained the better game by playing here Q to K Kt 3 instead of the move made. The position will well repay examination. Suppose—

- | | | |
|-------------------------------|-----------------------|----------------------------------|
| 24. <u>Q to K Kt 3</u> | 25. <u>B to K 5</u> | 26. <u>Kt takes B (dis ch)</u> |
| | <u>P to K R 4</u> | <u>P to B 3, &c., and if</u> |
| 26. <u>Kt to Q 7 (dis ch)</u> | 27. <u>Kt takes R</u> | |
| <u>P to B 3</u> | <u>Q to K B 2</u> | |

CHAPTER XIX.

THE GAMBIT DECLINED.

GAME THE FIRST.

WHITE.

1. P to K 4
2. P to K B 4

BLACK.

1. P to K 4
2. P to Q 4

This may be considered Black's best move, inasmuch as it usually leads to a very strong counter-attack, which requires great care in answering. The "Handbuch" declares it to be Black's best reply. The second player can also move 2. B to Q B 4, which is often played (*see* Game the Third); or he may refuse the Gambit, with perfect safety, by playing 2. Kt to K B 3—a move advised by Ercole de Rio, and recommended by Boden, but condemned by "La Stratégie." (*See* Game the Fourth.)

3. Kt to K B 3

3. P takes Q P is usually played here, for the consequences of which *see* Game the Second and Illustrative Games. 3. P takes K P is obviously bad.

3. Q P takes P (best)

(If 3. $\frac{\text{B to K 2}}{\text{B to K Kt 5}}$ 4. $\frac{\text{P takes K P or (a)}}{\text{P takes K P or (a)}}$ 5. $\frac{\text{Kt takes P}}{\text{B takes B}}$ 6. $\frac{\text{Q takes B}}{\text{Kt to K B 3}}$
7. Q Kt to B 3, with a fine game.)

(a)

4. $\frac{\text{B takes Kt}}{\text{B takes Kt}}$ 5. $\frac{\text{B takes B}}{\text{Kt to K B 3}}$ 6. $\frac{\text{P takes K P}}{\text{Kt takes P}}$
7. Castles, with a good game.)

4. Kt takes P.

4. Q B to K 3 (best)

This is considered by Max Lange to be Black's best move.

If 4.
Kt to K B 3

5. B to Q B 4, and White has the supe-

rriority.

Again,

If 4.
B to Q B 4

κ Q to K R 5, followed by Kt takes B P or

Kt P, if advanced, with the advantage.

5. Q Kt to B 3

5. Kt to K B 3

(If 5.
P to K B 3

6. Q to K R 5 (ch)
P to K Kt 37. Kt takes K Kt P
B to K B 28. Q to Q Kt 5 (ch), with a winning attack.

And if 5.
P to K B 4

6. Q checks
P to K Kt 37. Kt takes K Kt P
B to K B 28. Q takes K B P
B takes Kt9. Q to K 5 (ch)
Q to K 210. Q takes R
Kt to K B 311. P to K Kt 4
Kt to Q 212. P to B 5
Castles13. P takes B
B to Kt 214. Q takes R (ch)

K takes Q, and the "Handbuch" prefers Black's game.

6. Q to K 2

6. B to K B 4

7. Q to Q Kt 5 (ch)

7. Q Kt to Q 2

8. B to Q B 4

8. B to K 3

9. Kt takes Q Kt

9. B takes Kt

10. Q takes Q Kt P, with a pawn ahead, and the better game. The above moves occurred in a game between Messrs. Max Lange and Rinne. If Black now plays 10. P to Q B 3, White replies with 11. Q to Q Kt 3, maintaining the attack; and if he moves 10. R to Q Kt sq, White can capture the Q R P; and if then 11. R to Q Kt 3, 12. Kt to Q R 4, &c.

GAME THE SECOND.

WHITE.

1. P to K 4
2. P to K B 4
3. P takes Q P

BLACK.

1. P to K 4
2. P to Q 4
3. P to K 5

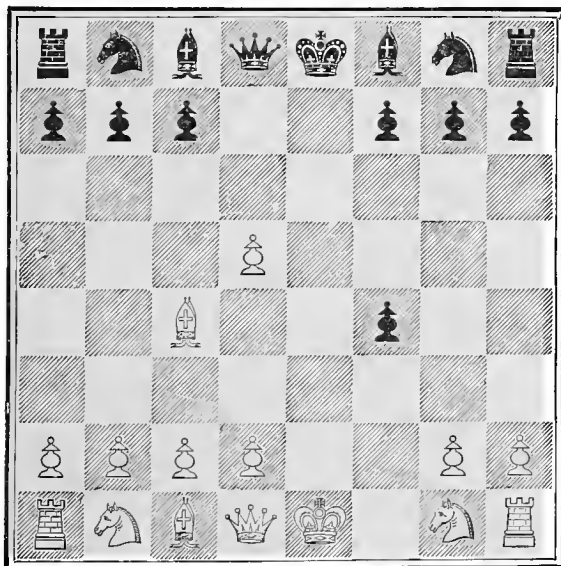
(If firstly : 3. P takes K B P, White can turn the game into a Bishop's Gambit by playing 4. B to Q B 4, the same position occurring in that opening by the following transposition of moves :—

- | | | | |
|--|---|--|---------------------|
| 1. $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ | 2. $\frac{P \text{ to } K B 4}{P \text{ takes } P}$ | 3. $\frac{B \text{ to } Q B 4}{P \text{ to } Q 4}$ | 4. <u>P takes P</u> |
|--|---|--|---------------------|

and we arrive at the position in the subjoined diagram :—

DIAGRAM.

BLACK.



WHITE.

In this Variation of the Bishop's Gambit, White can obtain a winning

position should Black now venture to check with his Queen at K R 5, as follows :—

- Suppose : 4. $\overline{\text{Q to R 5 (ch)}}$ 5. $\frac{\text{K to B sq}}{\text{P to K B 6}}$ 6. $\frac{\text{B to Q Kt 5 (ch)}}{\text{P to Q B 3}}$
 7. $\frac{\text{Kt takes P}}{\text{Q to Q Kt 5}}$ 8. $\overline{\text{Q to K 2 (ch)}}$, followed by P takes P, and

White has a Pawn ahead and a good position. The best move for Black in this situation appears to be 4. $\overline{\text{B to Q 3}}$, and the following continuation is given in the German "Handbuch" :—

5. $\frac{\text{Kt to K B 3}}{\text{B to K Kt 5}}$ 6. $\frac{\text{Castles}}{\text{Kt to K 2}}$ 7. $\frac{\text{P to Q 4}}{\text{Q Kt to Q 2}}$
 8. $\frac{\text{B to Q Kt 3}}{\text{P to K Kt 4}}$ 9. $\frac{\text{P to Q B 4}}{\text{P to Q Kt 3}}$ 10. $\frac{\text{Kt to Q B 3}}{\text{Castles}}$

11. $\frac{\text{Kt to K 4}}{\text{P to K B 3}}$, and the game is pronounced to be even. We would take White's game for choice.

White can also play on his fourth move in answer to 3. $\overline{\text{P takes K B P}}$
 4. $\overline{\text{Kt to K B 3}}$, but to us 4. $\overline{\text{B to Q B 4}}$, which, as explained above, resolves the game into a Bishop's Gambit, seems stronger play (*see* preceding variations). Staunton gives the following continuation :—

4. $\frac{\text{Kt to K B 3}}{\text{Q takes P}}$ 5. $\overline{\text{P to Q 4}}$, followed by P to Q B 4 or
 5. Q Kt to B 3, with the advantage. Black is not, however, compelled to capture Pawn with Queen on his fourth move, and can apparently equalise the game by moving 4. $\overline{\text{B to Q 3}}$.

If secondly : 3. $\overline{\text{Q takes P}}$ 4. $\frac{\text{Q Kt to B 3}}{\text{Q to K 3 or Q sq}}$, and Black has lost time.

To return to the main Variation :

4. P to Q 3

This move is recommended by Heydebrand, but White has also no less than four other moves at his disposal at this juncture—*viz.*, Kt to Q B 3, Q to K 2, B to Q Kt 5 (ch), or B to Q B 4, for the result of which *see* Variations (I.), (II.), (III.), and (IV.).

4. Q takes P

- If 4. $\overline{\text{B to Q B 4}}$ 5. $\overline{\text{Q to K 2}}$, with a good game.

- | | |
|--|-------------------|
| 5. Q Kt to B 3 | 5. B to Q Kt 5 |
| 6. Q to Q 2 | 6. Q to K 3 |
| 7. P takes P | 7. B takes Kt |
| 8. Q takes B | 8. Q takes P (ch) |
| 9. K to B 2 | 9. Kt to K B 3 |
| 10. B to Q 3 | 10. Q to Q B 3 |
| 11. Q takes Q | 11. Kt takes Q |
| 12. Kt to K B 3, and the game is quite even. | |

VARIATION (I.)

On White's fourth move :—

- | | |
|----------------|----------------|
| 4. Kt to Q B 3 | 4. Kt to K B 3 |
| 5. P to Q 3 | |

White may also play here Q to K 2. (See Illustrative Game IX.)

5. B to Q Kt 5

6. B to Q 2

6. P takes K P is not so good : *e. g.*—

Suppose : 6. $\frac{P \text{ takes } K P}{Kt \text{ takes } K P}$ 7. $\frac{Q \text{ to } Q 4}{B \text{ takes } Kt (ch)}$ 8. $\frac{P \text{ takes } B}{Castles}$

9. $\frac{Kt \text{ to } K B 3}{R \text{ to } K sq}$ 10. $\frac{B \text{ to } K 2}{P \text{ to } Q B 4}$, with the advantage, since White is now compelled to capture the Pawn in passing, his Queen having otherwise no safe retreat, upon which Black can exchange Queens, and then post his Knight at Q B 6.

3. P to K 6

7. B takes P

7. Castles

8. K Kt to K 2

(If 8. $\frac{B \text{ to } Q 2}{B \text{ takes } Kt}$ 9. $\frac{P \text{ takes } B}{R \text{ to } K sq (ch)}$ 10. $\frac{B \text{ to } K 2}{B \text{ to } K Kt 5}$

11. $\frac{P \text{ to } Q B 4}{P \text{ to } Q B 3}$ 12. $\frac{P \text{ to } K R 3}{B \text{ takes } B}$ 13. $\frac{Kt \text{ takes } B}{P \text{ takes } P}$ 14. $\frac{P \text{ takes } P}{Q \text{ takes } P}$
 15. Castles, even game.)

- | | |
|----------------|-----------------|
| | 8. R to K sq |
| 9. B to Q 2 | 9. B takes Kt |
| 10. B takes B | 10. Kt takes P |
| 11. Q to Q 2 | 11. Kt to K 6 |
| 12. B to K 5 | 12. Kt takes B |
| 13. R takes Kt | 13. P to K B 3 |
| 14. B to Q B 3 | 14. B to K Kt 5 |
| 15. R to K B 2 | 15. Q to Q 4 |
| 16. K to B sq | 16. Kt to Q B 3 |
17. Kt to K Kt 3. Even game, White's extra Pawn compensating him for his inferiority of position.

VARIATION (II.)

On White's fourth move :—

- | | |
|------------------|-----------------|
| 4. Q to K 2 | 4. Kt to K B 3 |
| 5. Q Kt to Q B 3 | 5. Kt takes Q P |

(If 5.
B to K Kt 5
the advantage.)

6. Q to Q Kt 5 (ch) or Kt to K B 3, with

- | | |
|---------------------|---------------|
| 6. Q takes K P (ch) | 6. Q to K 2 |
| 7. Q takes Q | 7. Kt takes Q |
8. Kt to Q Kt 5, or B to Q B 4, and White has the better game.

VARIATION (III.)

On White's fourth move :—

4. B to Q Kt 5 (ch)

According to the Berlin "Schachzeitung" this is White's best move, and Mr. Staunton recommends it in the "Praxis," p. 302. The following, however, appears bad for White :

- | | |
|--------------|---------------|
| | 4. P to Q B 3 |
| 5. P takes P | 5. P takes P |

6. B to Q B 4

6. Kt to K B 3

7. P to Q 4

The above moves occur in a game between Messrs. Horwitz and Kolisch. "La Régence," p. 363, thinks White's game is now to be preferred, making the following note:—"Bien que les Blancs aient un Pion de plus, le jeu de leur adversaire est préférable."

7. K B to Q 3

This move is advised by Falkbeer, and was adopted with success by Kolisch. Black can also play here 7. Q Kt to Q 2, which is given as best by Staunton and the "Schachzeitung," or 7. Q to Q Kt 3.

(If 7. $\frac{\text{Q Kt to Q 2}}{\text{Q Kt to Q 2}}$ 8. $\frac{\text{K Kt to K 2}}{\text{Kt to Q Kt 3}}$ 9. $\frac{\text{B to Q Kt 3}}{\text{B to Q R 3}}$ 10. $\frac{\text{Q Kt to Q B 3}}{\text{B to Q Kt 5}}$ 11. Castles
K B takes Q Kt12. $\frac{\text{P takes B}}{\text{K Kt to Q 4}}$ 13. $\frac{\text{R to K sq}}{\text{Castles}}$

or 13.

 $\frac{\text{P to K B 4, and the "Handbuch" considers}}{\text{the game in White's favour if Black adopts the latter move. If, however,}}$

he Castles, as suggested by Staunton, White's advantage appears very trifling. It may be noticed in this variation that White on his eighth move can play 8. Q B to K 3 instead of Kt to K 2, as played by Max Lange.

8. Kt to K 2

8. Castles

9. Castles

9. B to K Kt 5

Black may also play here 9. Q Kt to Q 2, thus:—

9. $\frac{\text{Q Kt to Q 2}}{\text{Q Kt to Q 2}}$ 10. $\frac{\text{P to B 3}}{\text{Kt to Q Kt 3}}$ 11. $\frac{\text{B to Kt 3}}{\text{P to Q B 4}}$

with a good game.

10. Q Kt to B 3

10. Q Kt to Q 2

11. P to K R 3

11. B takes Kt

12. Kt takes B

12. Kt to Q Kt 3

13. B to Q Kt 3

13. P to Q B 4

14. P takes P

14. B takes P (ch)

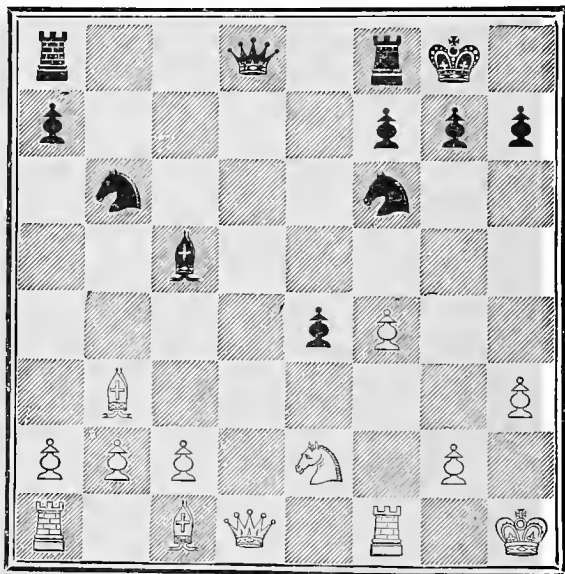
The above moves actually occurred in a game between Messrs. Horwitz and Kolisch. The former, who played the White men, now moved 15. K to R 2—a gross blunder—and of course, lost the game. The correct play here is—

15. K to R sq; but still Black has a strong attack.

DIAGRAM

Showing the position after White's fifteenth move.

BLACK.



WHITE.

VARIATION (IV.)

On White's fourth move :—

- | | |
|----------------|-----------------------|
| 4. B to Q B 4 | 4. Kt to K B 3 |
| 5. Q Kt to B 3 | 5. B to Q Kt 5 (best) |

In a game between the Author and Mr. Mocatta, in the match played between the City of London and Westminster

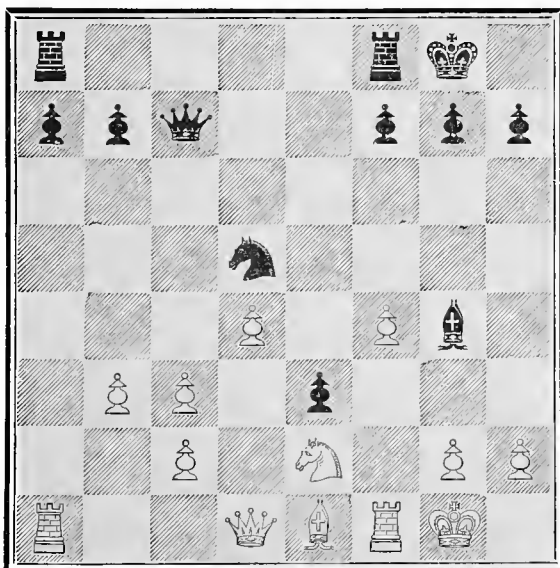
Chess Club, in 1870, the latter gentleman, who had the Black men, moved here 5. B to Q 3, which is also a good move, and was played by Mr. Burn—the well-known amateur—in a game against the Author. (See Illustrative Game XIV.)

- | | |
|------------------|--------------------|
| 6. K Kt to K 2 | 6. B to K Kt 5 |
| 7. Castles | 7. Castles |
| 8. P to Q 4 | 8. P to Q B 3 |
| 9. P takes Q B P | 9. Q Kt takes P |
| 10. B to K 3 | 10. Kt to Q R 4 |
| 11. B to Q Kt 3 | 11. Q Kt takes B |
| 12. R P takes Kt | 12. K B takes Q Kt |
| 13. P takes B | 13. Kt to Q 4 |
| 14. B to Q 2 | 14. P to K 6 |
| 15. B to K sq | 15. Q to Q B 2 |

And Black regains the Pawn, with a much superior position. (See diagram below.)

DIAGRAM.

BLACK.



WHITE.

GAME THE THIRD.

WHITE.

1. P to K 4
2. P to K B 4

BLACK.

1. P to K 4
2. B to Q B 4

This move we consider inferior to P to Q 4. White can now advantageously turn the game into a Variation of Hampe's opening, by bringing out his Queen's Knight, thus :—

- | | | |
|---|---|--|
| <ol style="list-style-type: none"> 3. $\frac{Q \text{ Kt to B 3}}{P \text{ to Q 3 (best)}}$ 6. $\frac{B \text{ to Q Kt 5 (ch)}}{P \text{ to Q B 3}}$ 9. $\frac{P \text{ to K R 3}}{B \text{ takes Kt}}$ | <ol style="list-style-type: none"> 4. $\frac{Kt \text{ to K B 3}}{B \text{ to K Kt 5}}$ 7. $\frac{B \text{ to Q B 4}}{Q \text{ Kt to Q 2}}$ 10. $\frac{O \text{ takes B, with a fine game.}}$ | <ol style="list-style-type: none"> 5. $\frac{P \text{ takes P}}{P \text{ takes P}}$ 8. $\frac{R \text{ to K B sq}}{Kt \text{ to K B 3}}$ |
|---|---|--|

This Variation occurred in a game in the match between the Author and Mr. J. Gocher. (See "The Queen's Knight's Opening," Chapter XXVII.)

- | | |
|---|---|
| <ol style="list-style-type: none"> 3. Kt to K B 3 4. P to Q B 3 5. B to K 2 (bes) 6. B takes B 7. P to Q Kt 4 8. P to Q Kt 5 9. P to Q 4 | <ol style="list-style-type: none"> 3. P to Q 3 or (A.) 4. B to K Kt 5 5. B takes Kt 6. Kt to Q B 3 7. B to Q Kt 3 8. Q Kt to K 2 9. P takes Q P (best) |
|---|---|

10. P takes P, and White is said to have the better game, but it is not easy for him to maintain his centre Pawns. At his ninth move in the above Variation, Black can play 9. P takes K B P, without any marked disadvantage. (See Illustrative Game XI.)

(A.)

- | | |
|---|---|
| <ol style="list-style-type: none"> 4. P takes P 5. P to Q 4 | <ol style="list-style-type: none"> 3. Kt to Q B 3 4. Kt takes P |
|---|---|

This move was first played by Zukertort.

- | | | |
|--|--|--|
| <ol style="list-style-type: none"> If 5. $\frac{Kt \text{ takes Kt}}{Q \text{ to R 5 (ch)}}$ | <ol style="list-style-type: none"> 6. $\frac{P \text{ to Kt 3}}{Q \text{ takes K P (ch)}}$ | <ol style="list-style-type: none"> 7. $\frac{Q \text{ to K 2}}{Q \text{ takes R}}$ |
|--|--|--|

8. $\frac{P \text{ to } Q 4}{B \text{ to } K 2}$

9. $\frac{Kt \text{ to } K B 3}{P \text{ to } Q 3}$

10. $\frac{B \text{ to } K 3}{B \text{ to } K Kt 5}$

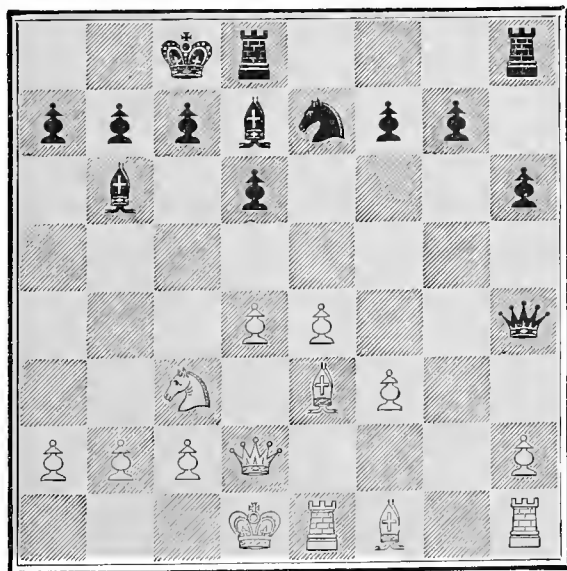
11. Q Kt to Q 2, and White has the better game.

- 6. P takes Kt
- 7. K to K 2
- 8. Kt to B 3
- 9. B to K 3
- 10. Q to Q 2
- 11. R to K sq
- 12. K to Q sq

- 5. Kt takes Kt (ch)
- 6. Q to R 5 (ch)
- 7. B to Q Kt 3
- 8. P to Q 3
- 9. Kt to K 2
- 10. P to K R 3
- 11. B to Q 2
- 12. Castles (Q R)

The "Handbuch" now declares the game even, but the Editor of the "Westminster Papers" considers that White has a far superior game, on account of his strong centre, his well-developed pieces, and the open file for his Rooks. We append a diagram, to enable the student to study the position.

BLACK.



WHITE.

GAME THE FOURTH.

WHITE.

1. P to K 4
2. P to K B 4

BLACK.

1. P to K 4
2. Kt to K B 3

This move is quite sound, and gives the second player a perfectly even game, but it is seldom adopted. If White play 3. P takes P, the Black Knight gets well established at K's 5 by 3. Kt takes K P.

3. P takes P

White can turn the game here into a Variation of the Queen's Knight's Opening, by playing 3. Q Kt to B 3 (for which see Queen's Knight's Opening), instead of 3. P takes P, as recommended in the Books.

3. Kt takes K P
4. Kt to K B 3 (best)
4. P to Q 4

And the game appears to be even.

GAMES ILLUSTRATIVE OF THE GAMBIT DECLINED.

GAME I.—Between Messrs. ANDERSSEN and DUBOIS.

WHITE (Mr. Anderssen).

1. P to K 4
2. P to K B 4

BLACK (Mr. Dubois).

1. P to K 4
2. P to Q 4 (a)

(a) The actual game as played was a Bishop's Gambit; but since the position after White's seventh move is exactly the same as that which occurs in the Gambit declined, the transposition of moves being merely 1. $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2. $\frac{P \text{ to } K B 4}{P \text{ takes } P}$

3. $\frac{B \text{ to } Q B 4}{P \text{ to } Q 4}$ 4. $\frac{P \text{ takes } P}{Q \text{ to } R 5 \text{ (ch)}}$ 5. $\frac{K \text{ to } B \text{ sq}}{P \text{ to } B 6}$ 6. $\frac{B \text{ to } Q \text{ Kt } 5 \text{ (ch)}}{P \text{ to } Q B 3}$

7. Kt takes P we have transposed the moves as an exemplification of the opening.

- | | |
|----------------------|--------------------|
| 3. P takes Q P | 3. P takes K B P |
| 4. B to Q B 4 | 4. Q to K R 5 (ch) |
| 5. K to B sq | 5. P to K B 6 (b) |
| 6. B to Q Kt 5 (ch) | 6. P to Q B 3 |
| 7. Kt takes P | 7. Q to K B 3 (c) |
| 8. P takes P | 8. P takes P |
| 9. B to K 2 | 9. B to Q 3 |
| 10. P to Q 4 | 10. Kt to K 2 |
| 11. B to K Kt 5 | 11. Q to K Kt 3 |
| 12. P to Q B 4 | 12. P to K B 3 |
| 13. B to Q 2 | 13. Castles |
| 14. Kt to Q B 3 | 14. B to K B 4 (d) |
| 15. P to Q B 5 | 15. B to Q B 2 |
| 16. Q to Q Kt 3 (ch) | 16. K to R sq |
| 17. Q to Q Kt 7 | 17. B to Q 6 |
| 18. Q takes B | 18. Kt to Q 4 |
| 19. Q to K Kt 3 | 19. Kt takes Kt |
| 20. P takes Kt | 20. Q to K 5 |
| 21. B takes B | 21. Q takes B (ch) |
| 22. K to B 2 | 22. Kt to Q 2 |
| 23. K R to K sq | 23. Kt to K 4 (e) |
| 24. P takes Kt | 24. P takes P |
| 25. K to Kt sq | 25. P to K 5 |
| 26. B to R 6 (f) | 26. P takes B |
| 27. Q to K 5 (ch) | 27. K to Kt sq |
| 28. R takes P | 28. R to K B 3 |
| 29. Q takes R | 29. Q takes R |
| 30. R to K sq | 30. Q to K Kt 3 |
| 31. Q takes Q (ch) | 31. P takes Q |
| 32. R to K 6 | |

And Black resigned.

(b) This is a weak move, although recommended by Falkbeer. (See "Morphy's Games," Max Lange's edition, p. 323.)

(c) If 7. Q to Q Kt 5 then 8. Q to K 2 (ch), followed by P takes P with a Pawn ahead, and a capital game.

(d) A mistake that loses a piece.

(e) This is merely desperate.

(f) Leading to a brilliant termination.

GAME II.—*Between Messrs. MONGREDIEN and DEACON.*

WHITE (Mr. Mongredien).	BLACK (Mr. Deacon).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P to Q 4
3. P takes Q P	3. P takes K B P
4. B to Q B 4	4. B to Q 3 (a)
5. Kt to K B 3	5. Kt to K 2
6. Kt to Q B 3	6. Castles
7. Castles	7. Q Kt to Q 2
8. P to Q 4	8. Kt to Q Kt 3
9. B to Q Kt 3	9. B to K Kt 5
10. Q Kt to K 2	10. Q Kt takes Q P (b)
11. P to Q B 4	11. Q B takes Kt
12. R takes B	12. Kt to K 6
13. B takes Kt	13. P takes B
14. P to Q B 5	14. B takes P (ch)
15. K takes B	15. Kt to K Kt 3
16. K R takes K P	16. P to Q B 3
17. Q to Q 3	17. Q to B 2 (ch)
18. K to R sq	18. Q R to K sq
19. Q R to K B sq	19. R takes R
20. Q takes R	20. K to R sq
21. B to Q B 2	21. Kt to K 2
22. Kt to K B 4	22. Q to Q 2
23. Kt to K 6	23. R to K Kt sq
24. R takes K B P	24. Kt to Q 4
25. Q to K R 3	

And Black resigned.

GAME III.—*Between Messrs. SCHULTEN and KOLISCH.*

WHITE (Mr. Schulten).	BLACK (Mr. Kolisch).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P to Q 4
3. P takes Q P	3. P to K 5 (a)
4. Q Kt to B 3	4. K Kt to B 3
5. P to Q 3	5. B to Q Kt 5
6. B to Q 2	6. P to K 6

(a) Far better play than checking with the Queen at R 5, as in the preceding game.

(b) K Kt to K Kt 3 would have been preferable.

(a) This move is now considered preferable to taking Pawn with Queen.

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

GAME IV.—*Between Messrs. SCHULTEN and MORPHY.*

WHITE (Mr. Schulten).

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

BLACK (Mr. Morphy).

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

(b) In a game between Messrs. Schulten and Morphy, the former played here 8 B to Q 2, which is hardly so good as the move in the text, *vide* next game.

(c) Up to this point Mr. Schulten has conducted the game with great care. Here, however, he relaxes in vigilance. Kt to K Kt 3, followed by P to K R 3 afterwards, would have given him a good game.

(d) If Queen or Rook takes R, then Q to K R 8 (ch), &c. Still, we believe 19. R takes R would have been better than the move made, *e.g.* : Suppose—

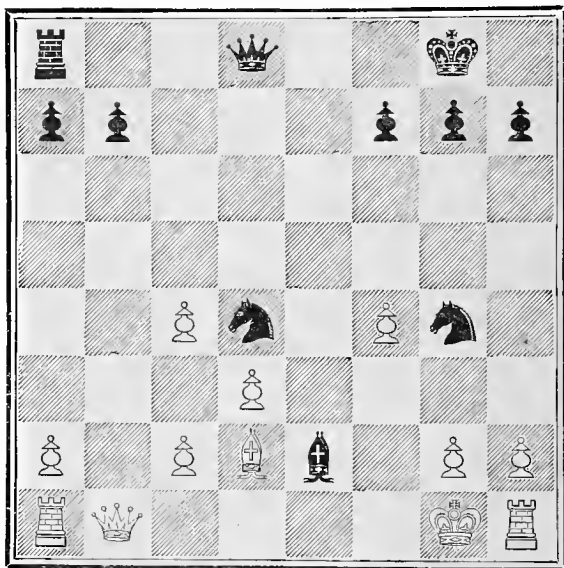
19. R takes R 20. K to B 2 (for if 20. Q to R 7 (ch), White may draw) 21. Q to K 3, and White has resource left.
- Q to K R 8 (ch) Q takes R (best)

- | | |
|--------------------|---------------------|
| 9. P takes B | 9. R to K sq (ch) |
| 10. B to K 2 | 10. B to K Kt 5 |
| 11. P to Q B 4 (a) | 11. P to Q B 3 |
| 12. P takes P (b) | 12. Q Kt takes P |
| 13. K to B sq | 13. R takes B |
| 14. Kt takes R | 14. Kt to Q 5 |
| 15. Q to Q Kt sq | 15. B takes Kt (ch) |
| 16. K to B 2 | 16. Kt to Kt 5 (ch) |
| 17. K to Kt sq (c) | |

And Black forced mate in seven moves.

DIAGRAM.

BLACK.



WHITE.

(a) If 11. P to K R 3 Black replies by 11. Q takes P.

(b) Bad! Suppose 12. $\frac{P \text{ to } K R 3}{B \text{ takes } B}$ 13. $\frac{Kt \text{ takes } B}{P \text{ takes } P}$ 14. $\frac{P \text{ takes } P}{Q \text{ takes } P}$

15. Castles. Even game.

(c) Thus: 17. $\frac{\quad}{Kt \text{ to } B 6 \text{ (ch)}}$ 18. $\frac{P \text{ takes } Kt}{Q \text{ to } Q 5 \text{ (ch)}}$ 19. $\frac{K \text{ to } Kt 2 \text{ (best)}}{Q \text{ to } B 7 \text{ (ch)}}$

20. $\frac{K \text{ to } R 3}{Q \text{ takes } P \text{ (ch)}}$ 21. $\frac{K \text{ to } R 4}{Kt \text{ to } K 6}$ 22. $\frac{Q \text{ or } R \text{ to } K Kt \text{ sq}}{Kt \text{ to } B 4 \text{ (ch), and mates next move.}}$

- | | |
|--------------------|-----------------|
| 35. R takes Q Kt P | 35. R to Q sq |
| 36. R to Q B 7 | 36. R to Q 3 |
| 37. K to B 2 | 37. R to K 3 |
| 38. R to Q 7 | 38. K to Kt sq |
| 39. B to B 5 | 39. P to K Kt 3 |
| 40. R to Q 6 | 40. R takes R |
| 41. B takes R | 41. K to B 2 |
| 42. K to K 3 | 42. K to K 3 |
| 43. B to B 5 | 43. K to Q 4 |
| 44. B to Q 4 | 44. K to K 3 |
| 45. K to Q 3 | 45. P to K B 4 |
| 46. B to B 2 | 46. K to Q 4 |
| 47. P to B 4 (ch) | 47. K to Q 3 |
| 48. K to Q 4 | 48. K to K 3 |
| 49. P to Q Kt 5 | 49. P takes P |
| 50. P takes P | |

And Black resigns.

GAME VI.—*Between Messrs. STEINITZ and MACDONNELL.*

- | WHITE (Mr. Steinitz). | BLACK (Mr. MacDonnell). |
|-----------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P to Q 4 |
| 3. P takes Q P | 3. P to K 5 |
| 4. Q Kt to B 3 | 4. K Kt to B 3 |
| 5. P to Q 3 | 5. B to Q Kt 5 |
| 6. P takes K P | 6. Kt takes K P |
| 7. Q to Q 4 | 7. B takes Kt (ch) |
| 8. P takes B | 8. Castles |
| 9. Kt to K B 3 | 9. R to K sq |
| 10. B to K 2 | 10. Kt to K B 3 (a) |
| 11. P to Q B 4 | 11. B to K Kt 5 |
| 12. Q to Q 3 | 12. P to Q B 3 |
| 13. Castles | 13. P takes P |
| 14. P takes P | 14. Kt takes Q P |
| 15. P to K R 3 | 15. B to Q 2 |
| 16. Q takes Kt | 16. R takes B |
| 17. Kt to K 5 | 17. Q to K B 3 (b) |
| 18. Q to Q 3 | 18. R takes Kt |
| 19. P takes R | 19. Q takes P |

(a) P to Q B 4 instead would have given Black the day. His failing to perceive this denotes either great want of perception or great carelessness.

(b) Q to Kt 3 (ch) might have been played here more advantageously perhaps.

- | | |
|-----------------------|--------------------|
| 20. B to Q R 3 | 20. Q to Q B 2 |
| 21. R takes K B P (c) | 21. Q to Kt 3 (ch) |
| 22. K to R sq | 22. K takes R |
| 23. R to K B sq (ch) | 23. Q to K B 3 |
| 24. Q to Q 5 (ch) | 24. K to Kt 3 |
| 25. R takes Q (ch) | 25. P takes R |
| 26. Q to K Kt 8 (ch) | 26. K to B 4 |
| 27. B to Q 6 | |

And Black resigned.

GAME VII.—*Between Messrs. DE RIVIÈRE and JOURNOUD.*

- | WHITE (Mr. de Rivière). | BLACK (Mr. Journoud). |
|-------------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P to Q 4 |
| 3. K P takes Q P | 3. P takes K B P |
| 4. Kt to K B 3 (a) | 4. Q takes P |
| 5. Kt to Q B 3 | 5. Q to Q sq |
| 6. P to Q 4 | 6. B to Q 3 |
| 7. B to Q B 4 | 7. Kt to K B 3 |
| 8. Castles | 8. Castles |
| 9. Kt to K 5 | 9. B takes Kt |
| 10. P takes B | 10. Q takes Q |
| 11. R takes Q | 11. Kt to K Kt 5 |
| 12. Q B takes P | 12. Q Kt to B 3 |
| 13. Q Kt to Q 5 (b) | 13. Q B to K 3 |
| 14. K R to K sq | 14. K R to K sq |
| 15. P to K R 3 | 15. K Kt takes K P |
| 16. B takes Kt | 16. B takes Kt |
| 17. B takes B | 17. Kt takes B |
| 18. B takes Q Kt P | 18. Q R to Kt sq |
| 19. B to Q 5 | 19. Q R takes P |
| 20. B to Q Kt 3 | 20. P to Q B 4 |
| 21. Q R to Q sq | 21. K to B sq |
| 22. B to Q R 4 | 22. R to K 3 |
| 23. Q R to Q 8 (ch) | 23. K to K 2 |

(c) This leads to a pretty termination.

(a) Instead of this move the first player can advantageously turn the game into a Bishop's Gambit by playing here B to Q B 4.

(b) In the notes to this game by Mr. Journoud, he remarks that K R to K sq would have been the best move at this juncture.

- | | |
|----------------------|----------------------|
| 24. Q R to K 8 (ch) | 24. K to B 3 |
| 25. K R to B sq (ch) | 25. K to Kt 3 |
| 26. Q R to Q B 8 | 26. P to Q B 5 |
| 27. Q R to Q B 7 | 27. P to Q R 3 |
| 28. K R to Q R sq | 28. Q R to Q Kt 5 |
| 29. B to Q 7 | 29. K R to Q 3 |
| 30. B to Q B 8 | 30. Q R to Q Kt 7 |
| 31. P to K Kt 4 | 31. K to K Kt 4 |
| 32. Q R to Q B 5 | 32. P to K B 3 |
| 33. Q R to Q B 7 | 33. Q R takes Q B P |
| 34. Q R takes P (ch) | 34. K to B 5 |
| 35. B to Q Kt 7 | 35. Kt to K B 6 (ch) |
| 36. B takes Kt | 36. K takes B |
| 37. Q R to K B 7 | 37. K to Kt 6 |
| 38. P to Q R 4 | 38. P to Q B 6 |
| 39. Q R to Q B 7 | 39. K R to Q 7 |

And White resigned.

GAME VIII.—*Between Messrs. BLACKBURNE and STEINITZ, played at the Baden Tourney.*

- | WHITE (Mr. Steinitz). | BLACK (Mr. Blackburne). |
|-----------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. B to Q B 4 (a) |
| 3. Kt to K B 3 (b) | 3. P to Q 3 |
| 4. B to Q B 4 | 4. Kt to K B 3 |
| 5. P to Q 3 | 5. Kt to Q B 3 |
| 6. P to Q B 3 | 6. Castles |
| 7. B to Q Kt 3 | 7. B to K Kt 5 |
| 8. P to K B 5 | 8. P to Q 4 |
| 9. P to K R 3 | 9. B takes Kt |
| 10. Q takes B | 10. P takes P |
| 11. P takes P | 11. Q to Q 3 |
| 12. B to K Kt 5 | 12. Q R to Q sq |
| 13. B to Q B 2 | 13. P to K R 3 |
| 14. B to Q B sq | 14. K to R 2 (c) |

(a) This is hardly so good a way of refusing the Gambit as 2. P to Q 4, since the first player can now turn the game into a variation of the Queen's Knight's opening, which is unfavourable to Black, by bringing out his Queen's Knight on the next move.

(b) See the preceding note.

(c) The commencement of a clever combination.

- | | |
|-------------------|----------------------|
| 15. P to K Kt 4 | 15. K R to R sq |
| 16. Kt to Q 2 | 16. P to Q Kt 4 |
| 17. Kt to Q Kt 3 | 17. P to Kt 5 |
| 18. B to Q 2 | 18. P takes P |
| 19. P takes P | 19. Kt to Q R 4 |
| 20. Castles (Q R) | 20. Kt to Q B 5 |
| 21. K to Kt sq | 21. Q to Q R 3 |
| 22. B to B sq | 22. B to Q R 6 |
| 23. K to R sq | 23. B takes B |
| 24. R takes B | 24. Q to R 6 |
| 25. R to Q Kt sq | 25. R to Q 3 |
| 26. R to R 2 | 26. R to Q Kt sq (d) |
| 27. B to Q 3 | 27. Kt to R 4 |
| 28. Kt takes Kt | 28. Q takes B P (ch) |
| 29. K R to Kt 2 | 29. R takes R |
| 30. R takes R | 30. R takes B |
| 31. Q to K 2 | 31. R to K 6 |

And White resigned.

GAME IX.—*Between* MESSRS. STEINITZ, MEDLEY, RANKEN, *and* FORSTER
consulting against MESSRS. LOWENTHAL, DE VERE, *and* KENNEDY.

WHITE (MESSRS. S. M. R. & F.)

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

BLACK (MESSRS. L. D. V. & K.)

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

(d) The whole of this game is conducted with great ability by Mr. Blackburne.

- | | |
|--------------------|-------------------|
| 17. Q to K B 3 | 17. P to Q B 3 |
| 18. R to K sq | 18. Q to Q 3 |
| 19. P to Q R 3 | 19. Kt to Q 4 (a) |
| 20. R takes B (b) | 20. Q takes R |
| 21. Kt takes Kt | 21. P takes Kt |
| 22. P to Q B 3 | 22. B to B 3 |
| 23. Q takes P | 23. Q R to Q sq |
| 24. Q takes Q (ch) | 24. R takes Q |
| 25. P to Q 4 | 25. P to Q Kt 4 |

Drawn game.

GAME X.—Between Messrs. MORPHY and LOWENTHAL.

- | WHITE (Mr. Morphy). | BLACK (Mr. Lowenthal). |
|---------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. B to Q B 4 |
| 3. Kt to K B 3 | 3. P to Q 3 |
| 4. P to Q B 3 | 4. B to K Kt 5 |
| 5. B to Q B 4 (a) | 5. B takes Kt |
| 6. Q takes B | 6. Kt to K B 3 |
| 7. P to Q Kt 4 (b) | 7. B to Q Kt 3 |
| 8. P to Q 3 | 8. Q Kt to Q 2 |
| 9. P to K B 5 | 9. Q to K 2 |
| 10. P to K Kt 4 | 10. P to K R 3 |
| 11. K to K 2 | 11. P to Q B 3 |
| 12. P to K Kt 5 | 12. P takes P |
| 13. Q B takes P | 13. P to Q 4 |
| 14. B to Q Kt 3 | 14. Q to Q 3 |
| 15. Kt to Q 2 | 15. P to Q R 4 |
| 16. P takes R P | 16. Q R takes P (c) |
| 17. P to K R 4 | 17. Kt to K R 4 |
| 18. Kt to K B sq | 18. Kt to Q B 4 |
| 19. B to Q B 2 | 19. Q R to Kt 4 (d) |

(a) B takes Kt is also a good move here.

(b) By giving up the exchange, White relieve themselves from their difficulties.

(a) B to K 2 is a better move here.

(b) This is not a good move, and ought to give Black the advantage, as in fact it does in the present game.

(c) Black has up to this point conducted his game with great energy, and has now a decided advantage in position.

(d) Q R to Q R 6 would also have been a good move here.

- | | |
|------------------|----------------------|
| 20. B to Q B sq | 20. Q P takes P |
| 21. Q P takes P | 21. Q R to Kt 7 (e) |
| 22. Q B takes R | 22. Kt to B 5 (ch) |
| 23. K to K sq | 23. Q Kt to Q 6 (ch) |
| 24. K B takes Kt | 24. Kt takes B (ch) |
| 25. K to Q 2 | 25. Kt takes B (ch) |
| 26. K to Q B 2 | 26. Q to Q R 6 |
| 27. Kt to Q 2 | 27. B to Q B 2 (f) |
| 28. Kt to Kt sq | |

And Black resigned.

GAME XI.—*Between the same opponents.*

- | WHITE (Mr. Morphy). | BLACK (Mr. Lowenthal). |
|---------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. B to Q B 4 |
| 3. Kt to K B 3 | 3. P to Q 3 |
| 4. P to Q B 3 | 4. B to K Kt 5 |
| 5. B to K 2 (a) | 5. B takes Kt |
| 6. B takes B | 6. Kt to Q B 3 |
| 7. P to Q Kt 4 | 7. B to Q Kt 3 |
| 8. P to Q Kt 5 | 8. Q Kt to K 2 |
| 9. P to Q 4 | 9. P takes B P (b) |
| 10. Q B takes P | 10. Q Kt to K Kt 3 |
| 11. Q B to K 3 | 11. K Kt to B 3 |
| 12. Q Kt to Q 2 | 12. Castles. |
| 13. Castles | 13. P to K R 3 |
| 14. P to Q R 4 | 14. P to Q B 3 |
| 15. Q to K 2 | 15. K R to K sq |
| 16. Q to Q 3 | 16. P to Q 4 |
| 17. P to K 5 | 17. K Kt to Q 2 |
| 18. B to K R 5 | 18. R to K 3 |
| 19. P to Q R 5 | 19. B to Q B 2 |
| 20. R takes K B P | 20. K takes R |
| 21. Q to K B 5 (ch) | 21. K to K 2 |
| 22. B takes Kt | 22. Q to K Kt sq |
| 23. B to K B 2 | 23. Kt takes K P (c) |

(e) This combination does not turn out well.

(f) Evidently a gross blunder !

(a) The best move !

(b) P takes Q P is the correct play here.

(c) An unnecessary sacrifice. Kt to K B sq was the proper play.

- | | |
|---------------------|-------------------|
| 24. Q P takes Kt | 24. Q R to K B sq |
| 25. B to Q B 5 (ch) | 25. K to Q sq |
| 26. B takes Q R | 26. R takes P |
| 27. Q to K B 2 | 27. Q to K 3 |
| 28. P to Q Kt 6 | 28. P takes P |
| 29. P takes P | 29. Q takes K B |
| 30. P takes B (ch) | 30. K takes P |
| 31. R to Q Kt sq | |

And Black resigned.

GAME XII.—*Between Messrs. MORPHY and BORNEMANN, Mr. Morphy playing seven other games at the same time without sight of board or men.*

WHITE (Mr. Morphy).

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

BLACK (Mr. Bornemann).

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

- | | |
|-------------------------|-----------------|
| 29. P to Q 5 | 29. Q Kt to B 3 |
| 30. P takes Kt | 30. K R takes Q |
| 31. P takes Q R (check) | |

And Black resigned.

GAME XIII.—*Between Messrs. MORPHY and BODEN.*

WHITE (Mr. Morphy).

BLACK (Mr. Boden).

- | | |
|------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. B to Q B 4 |
| 3. Kt to K B 3 | 3. P to Q 3 |
| 4. P to Q B 3 | 4. B to K Kt 5 |
| 5. B to K 2 | 5. Q Kt to B 3 (a) |
| 6. P to Q Kt 4 | 6. B to Q Kt 3 |
| 7. P to Kt 5 | 7. Kt to Q R 4 (b) |
| 8. P to Q 4 | 8. B takes Kt |
| 9. B takes B | 9. P takes Q P |
| 10. P takes P | 10. Q to K B 3 |
| 11. B to K 3 | 11. Kt to B 5 |
| 12. B to B 2 | 12. Q takes B P |
| 13. Castles | 13. Kt to B 3 |
| 14. Q to Q 3 | 14. Kt to Q R 4 |
| 15. Kt to B 3 | 15. Castles (K. R.) |
| 16. P to Kt 3 | 16. Q to R 3 |
| 17. K to Kt 2 | 17. Q R to K sq |
| 18. Q R to K sq | 18. K to R sq |
| 19. B to K 3 | 19. Q to Kt 3 |
| 20. Kt to K 2 | 20. P to K R 3 |
| 21. B to Q 2 | 21. P to Q 4 |
| 22. Kt to B 4 | 22. Q to R 2 |
| 23. P to K 5 (c) | 23. Q takes Q |
| 24. Kt takes Q | 24. Kt to Q B 5 |
| 25. B to Q Kt 4 | 25. Kt to K 5 |
| 26. B takes R | 26. R takes B |
| 27. Kt to B 4 | 27. K Kt to Q 7 |
| 28. B takes P | 28. Kt takes R |
| 29. B takes Kt | 29. Kt to Q 7 |
| 30. B to Q 5 | 30. B takes P |

(a) The usual move here is B takes Kt.

(b) Kt to K 2 is considered a better move here by Max Lange.

(c) White has now a fine position, and avails himself thoroughly of it.

- | | |
|-------------------------|-----------------|
| 31. P to K 6 | 31. P to K Kt 4 |
| 32. P to K 7 | 32. R to K sq |
| 33. B takes K B P | 33. P takes Kt |
| 34. P takes P | 34. R takes P |
| 35. R takes R, and wins | |

GAME XIV.—*Between Messrs. GOSSIP and BURN.*

(From the "Illustrated London News.")

- | WHITE (Mr. Gossip). | BLACK (Mr. Burn). |
|------------------------|-------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P to Q 4 |
| 3. P takes Q P | 3. P to K 5 |
| 4. Kt to Q B 3 | 4. Kt to K B 3 |
| 5. B to Q B 4 | 5. B to Q 3 (a) |
| 6. K Kt to K 2 | 6. Castles |
| 7. P to Q 3 | 7. P takes P |
| 8. Q takes P. | 8. Q Kt to Q 2 |
| 9. B to Q 2 | 9. Kt to Q B 4 |
| 10. Q to K B 3 | 10. B to K Kt 5 |
| 11. Q to K Kt 3 | 11. R to K sq |
| 12. Castles (Q. R.) | 12. B takes Kt |
| 13. B takes B | 13. K Kt to K 5 |
| 14. Q to K B 3 | 14. Kt takes Kt (b) (A) |
| 15. B takes Kt | 15. Kt to K 5 |
| 16. B to Q Kt 5 | 16. Kt takes B |
| 17. P takes Kt (c) (B) | 17. B to Q R 6 (ch) |
| 18. K to Kt sq | 18. P to Q B 3 |
| 19. P takes P | 19. Q to Q Kt 3 |
| 20. P to Q B 4 | 20. R to K 6 |
| 21. P takes Q Kt P | 21. R to Q Kt sq |
| 22. Q to Q B 6 | 22. Q takes Q |
| 23. B takes Q | 23. R to K 3 |
| 24. R to Q 3 | 24. R takes B |
| 25. R takes B | 25. R takes Q B P |

(a) B to Q Kt 5 can also be played here. (See Game XVII.)

(b) This capture was unadvisable.

(c) If 17. B takes R
B takes K B P (ch), &c.

- | | |
|--------------------------|---------------------------|
| 26. R takes Q R P | 26. R takes K B P (d) (C) |
| 27. R to Q sq | 27. K to B sq |
| 28. P to Q B 3 (e) (D) | 28. K to K 2 |
| 29. P to Q R 4 | 29. R to Q B 5 |
| 30. K to Q B 2, and wins | |

GAME XV.—*Between Messrs. HORWITZ and KOLISCH.*

WHITE (Mr. Horwitz).

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

BLACK (Mr. Kolisch).

1. P to K 4
2. P to Q 4
3. P to K 5
4. P to Q B 3
5. P takes P
6. Kt to K B 3
7. B to Q 3 (b)
8. Castles
9. B to K Kt 5
10. Q Kt to Q 2
11. B takes Kt
12. Q Kt to Kt 3
13. P to Q B 4 (c)
14. B takes P (ch)

- (d) If 26. 27. $\frac{K \text{ to } B \text{ sq}}{R \text{ takes } Q \text{ Kt } P}$ 28. $\frac{R \text{ takes } R}{R \text{ takes } R}$
 29. R to Q sq, and wins.
 (e) Intending R to Q R 8, &c.

Notes by Mr. Staunton.

(A) By this imprudent capture, Mr. Burn transferred the adverse Q B from a post where he was comparatively harmless, to one where, unless he is dislodged at a sacrifice, he might operate very injuriously upon Mr. B.'s game.

(B) He would have done no better by taking the Rook with his Bishop.

(C) This is incomprehensible, seeing that he could have won the much more important Q Kt P.

(D) Intending to play R to Q R 8, which he could never do with advantage while his adversary had in reserve the check of his Rook at Q Kt 5.

(a) Although "the Praxis" says this is considered to be White's best move, we consider it much inferior to either Kt to Q B 3 or P to Q 3, as it gives Black time to develop his game, and acquire far the better position.

(b) The "Praxis" gives Q Kt to Q 2 as best for Black here. The move in the text, however, which is recommended by Falkbeer, ensures Black a very superior game.

(c) Beautifully played!

- | | |
|---------------------------|-----------------------|
| 15. K to R 2 (<i>d</i>) | 15. K Kt to Kt 5 (ch) |
| 16. K to Kt 3 | 16. B to K B 7 (ch) |
| 17. R takes B | 17. Q takes Q |
| 18. P takes Kt | 18. P to K 6 |
| 19. R to K B 3 | 19. Q to K 8 (ch) |
| 20. K to R 3 | 20. Q takes Kt |
| 21. Q B takes P | 21. K R to K sq |

And, after a few more moves, White resigned.

GAME XVI.

WHITE (Messrs. Steinitz, Medley, and Hampton), BLACK (Messrs. Lowenthal, Ranken and Kennedy).

- | | |
|----------------------------|-----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. B to Q B 4 |
| 3. Kt to K B 3 | 3. P to Q 3 |
| 4. B to Q B 4 (<i>a</i>) | 4. Kt to K B 3 |
| 5. P to Q 3 | 5. Kt to Q B 3 |
| 6. P to Q B 3 | 6. B to Q Kt 3 |
| 7. Q to K 2 | 7. B to K Kt 5 |
| 8. Kt to R 3 (<i>b</i>) | 8. P takes P |
| 9. B takes P | 9. Kt to K R 4 |
| 10. B to Q 2 | 10. Q Kt to K 4 |
| 11. Castles (Q. R.) | 11. Q to K B 3 |
| 12. K R to B sq | 12. B takes Kt |
| 13. P takes B | 13. Kt to B 5 (<i>c</i>) |
| 14. B takes Kt | 14. Q takes B (ch) |
| 15. K to Kt sq | 15. Castles (Q. R.) |
| 16. B to Kt 3 | 16. K R to K sq |
| 17. P to Q 4 | 17. Kt to K Kt 3 |
| 18. Q to K Kt 2 | 18. K to Kt sq (<i>d</i>) |

(*d*) A gross mistake, which loses the game off-hand. K to R sq was the proper play, but would not extricate him from his difficulties, since Black could then move Q to B 2 or K 2, with the advantage.

NOTES.

- (*a*) This move is decidedly inferior to P to Q B 3.
 (*b*) Another weak move. P to K R 3 was the correct play.
 (*c*) Black has already acquired a very superior game.
 (*d*) To avoid the exchange of Queens.

- | | |
|----------------------------|--------------------|
| 19. Q to K Kt 3 | 19. K R to K 2 |
| 20. Kt to Q B 2 | 20. P to Q B 3 |
| 21. Kt to Q Kt 4 | 21. B to Q B 2 |
| 22. Kt to Q 3 | 22. Q to K R 3 |
| 23. Q R to K sq | 23. Q R to K sq |
| 24. B to B 2 | 24. P to K B 3 (e) |
| 25. Q R to K 2 | 25. P to Q 4 |
| 26. Q to Kt 2 | 26. Kt to R 5 |
| 27. Q to K R sq | 27. Q to K R 4 |
| 28. Kt to B sq | 28. Kt to Kt 3 |
| 29. R from K 2 to K sq (f) | 29. Q takes R P |
| 30. Q takes Q | 30. B takes Q |
| 31. R to K R sq | 31. B to B 5 |
| 32. R takes P | 32. B to K R 3 |
| 33. Kt to K 2 | 33. Kt to R 5 |
| 34. R to K B sq | 34. Kt to B 4 |
| 35. B to Q 3 | 35. Kt to Q 3 |
| 36. Kt to Kt 3 | 36. P takes P |
| 37. P takes P | 37. Kt takes P |
| 38. Kt takes Kt | 38. R takes Kt |
| 39. B takes R | 39. R takes B |
| 40. R to B 2 | 40. K to B sq (g) |
| 41. K to B 2 | 41. K to Q sq |
| 42. K to Q 3 | 42. R to K sq |
| 43. R to K 2 | 43. R to B sq |
| 44. K to K 4 | 44. K to K 2 |
| 45. K to B 5 (dis ch) | 45. K to B 2 |
| 46. R to K 6 | 46. B to Kt 4 |
| 47. P to Q 5 | 47. P takes P |
| 48. R to Q 6 | 48. K to K 2 |
| 49. R takes Q P | 49. B to R 3 |
| 50. P to Q B 4 | 50. R to Q B sq |
| 51. P to B 5 | 51. P to R 4 |
| 52. P to Kt 3 | 52. R to B 2 |
| 53. R to R 8 | 53. B to K 6 |
| 54. P to B 6 | 54. R takes P |
| 55. R takes P | 55. K to B 2 |
| 56. R to Q Kt 8 | 56. R to B 2 |
| 57. R to Kt 5 | 57. P to Q Kt 3 |

(e) Preparatory to the advance of the Q P.

(f) By this sacrifice the White allies were enabled to free their game considerably.

(g) R to K sq would have retained the advantage.

- | | |
|--------------------------------|----------------------------|
| 58. P to R 4 | 58. R to K 2 |
| 59. P to Kt 4 | 59. P to Kt 3 (ch) |
| 60. K to Kt 4 | 60. P to B 4 (ch) |
| 61. K to B 3 | 61. R to K 3 (<i>h</i>) |
| 62. P to R 5 | 62. P takes P |
| 63. R takes P | 63. B to Q 5 |
| 64. P to Kt 5 | 64. R to K 6 (ch) |
| 65. K to Kt 2 | 65. P to B 5 |
| 66. R to R 6 | 66. R to Kt 6 (ch) |
| 67. K to R 2 | 67. K to Kt 2 (<i>i</i>) |
| 68. P to Kt 6 | 68. B to Kt 8 (ch) |
| 69. K to R sq | 69. P to B 6 |
| 70. P to Kt 7 | 70. B to Q 5 |
| 71. R to Kt 8 (ch) | 71. K to R 2 |
| 72. R to R 8 (ch) (<i>j</i>) | 72. B takes R |
| 73. P Queens | 73. R to R 6 (ch) |
| 74. Q to K R 2 (<i>k</i>) | 74. R takes Q (ch) |
| 75. K takes R | 75. B to K 4 (ch) |
| 76. K to R 3 | 76. P to Kt 4 (<i>l</i>) |
| 77. R to R 3 | 77. P to B 7 |
| 78. K to Kt 2 | |

And the game was drawn.

GAME XVII.—*Between Messrs. STAUNTON and LOWENTHAL.*

- | WHITE (Mr. Lowenthal). | BLACK (Mr. Staunton). |
|------------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P to Q 4 |
| 3. P takes Q P | 3. P to K 5 |
| 4. B to Q B 4 | 4. Kt to K B 3 |
| 5. Q Kt to B 3 | 5. B to Q Kt 5 |
| 6. K Kt to K 2 | 6. B to K Kt 5 |
| 7. Castles | 7. Castles |
| 8. P to Q 4 | 8. P to Q B 3 |
| 9. P takes Q B P | 9. Q Kt takes P |

(*h*) A capital move, as will be seen.

(*i*) Compulsory to avoid the mate.

(*j*) Curiously enough if P Queens Black mates.

(*k*) If K to Kt sq Black mates in two moves.

(*l*) K to R 3 would have given Black a better chance of winning.

- | | |
|--------------------|-----------------------|
| 10. B to K 3 | 10. Q Kt to R 4 (a) |
| 11. B to Q Kt 3 | 11. Q R to Q B sq (b) |
| 12. Q to Q B sq | 12. Kt to B 5 |
| 13. P to K R 3 | 13. Q B takes Kt |
| 14. Kt takes B | 14. Kt to Q 4 |
| 15. B takes Q Kt | 15. Q R takes B |
| 16. P to Q B 3 | 16. B to Q R 4 |
| 17. Q to Q 2 | 17. P to Q Kt 4 |
| 18. P to Q R 3 | 18. P to K B 4 |
| 19. Q R to B sq | 19. R to K B 2 |
| 20. Kt to K Kt 3 | 20. B to Q Kt 3 |
| 21. P to Q Kt 3 | 21. Kt takes B |
| 22. P takes R | 22. Kt takes K R |
| 23. Kt takes Kt | 23. P takes P |
| 24. Kt to K 3 | 24. Q to Q B sq |
| 25. Q to K 2 | 25. R to Q B 2 |
| 26. Kt to Q 5 | 26. R to Q 2 |
| 27. Kt to K 3 | 27. R to Q B 2 |
| 28. R to Q Kt sq | 28. P to K Kt 3 |
| 29. R to Q Kt 4 | 29. B to R 4 |
| 30. R takes Q B P | 30. R takes R |
| 31. Q takes R (ch) | 31. Q takes Q |
| 32. Kt takes Q | 32. B takes P |
| 33. P to Q 5 | 33. K to B 2 |
| 34. K to B sq | 34. B to Q 5 |
| 35. K to K 2 | 35. K to K 2 |
| 36. P to Q R 4 | 36. P to K R 3 |
| 37. Kt to K 5 | 37. K to B 3 |
| 38. P to Q 6 | 38. K to K 3 |
| 39. Kt takes P | 39. K takes P |
| 40. P to K Kt 4 | 40. K to K 3 |
| 41. Kt to R 4 | 41. P takes P |
| 42. P takes P | |

And the game was drawn.

(a) Black has now much the better position.

(b) Q Kt takes B would have secured the advantage: thus 11. Q Kt takes B

- | | | | |
|-----------------------|-------------------------|---------------------|----------------------|
| 12. <u>P takes Kt</u> | 13. <u>Kt P takes B</u> | 14. <u>B to Q 2</u> | 15. <u>B to K sq</u> |
| B takes Q Kt | Kt to Q 4 | P to K 6 | Q to Q B 2, &c. |

GAME XVIII.—*Between Messrs. BLACKBURNE and ANDERSSSEN.**Played at the Vienna Tourney.*

WHITE (Mr. Blackburne).	BLACK (Herr Anderssen).
1. P to K 4	1. P to K 4
2. P to K B 4	2. B to B 4
3. Kt to K B 3	3. P to Q 3
4. Kt to Q B 3	4. Kt to K B 3
5. B to B 4	5. P to Q R 3
6. P to Q 3	6. Kt to Q B 3
7. P to Q R 3	7. B to K Kt 5
8. P to K R 3	8. B takes Kt
9. Q takes B	9. Kt to Q 5
10. Q to Kt 3 (a)	10. Q to K 2

Notes by the Author.

(a) Mr. Wisker rightly observes in his notes to this game in the "Westminster Papers," that Black dare not accept the gratuity of the exchange now offered him on account of 10. _____ Kt takes Q B P (ch) 11. K to Q sq Kt takes R 12. Q takes Kt P R to K B sq

13. P takes P, with an overwhelming attack, for if 13. P takes P, White rejoins with 14. B to K Kt 5. Herr Zukertort, however, thinks that if Black had played 14. B to K 2, White would have had no recompense for the sacrificed exchange; but the author cannot concur in this opinion, because White would still retain the advantage by 15. R to K B sq, a move evidently overlooked by Herr Zukertort. In support of this view, the author submits the following variations which cannot fail to be interesting, since they prove the extraordinary depth and accuracy of Mr. Blackburne's play, which Herr Zukertort appears to have somewhat underrated in his notes to this game.

Suppose, then, 13. _____ P takes P 14. B to K Kt 5 B to K 2 15. R to K B sq. This move appears to decide the game in White's favour. If, now, 15. Kt to K R 4, if 15. Kt to Q 2 16. B takes P (ch), and mate next move;

(if 15. _____ R to K Kt sq 16. Q takes P (ch) K to Q 2 17. Q to K 6 (ch), followed by 18. B takes Kt, winning.)

16. B takes P (ch) K to Q 2

if 16. _____ R takes B
 18. B takes B Q takes B
 with a Pawn ahead, and a better position.

17. Q takes R (ch) K to Q 2
 19. Q takes K,

17. Q takes K P R takes B { if 17. _____ P to B 3 18. Q to K 6, and wins }

18. R takes R, and White must win easily.

- | | |
|---------------------|---------------------|
| 11. K to Q sq | 11. P to Q B 3 |
| 12. P takes P | 12. P takes P |
| 13. R to B sq | 13. R to K Kt sq |
| 14. B to K Kt 5 (b) | 14. Castles |
| 15. P to Q Kt 4 | 15. B to R 2 |
| 16. P to Q R 4 | 16. Q takes P |
| 17. B to Q 2 | 17. Q to K 2 |
| 18. Q R to Kt sq | 18. P to K Kt 4 |
| 19. Q to B 2 | 19. R to Kt 3 |
| 20. P to K Kt 4 | 20. P to K R 3 |
| 21. Kt to K 2 | 21. P to Q Kt 4 (c) |
| 22. P takes P | 22. R P takes P |
| 23. B to R 2 | 23. R to Q 2 |
| 24. B to Kt 4 | 24. Q to Q sq |
| 25. Kt takes Kt | 25. P takes Kt |
| 26. Q to B 5 | 26. Kt to K sq |
| 27. K to K 2 | 27. R to B 3 |
| 28. Q to R 4 | 28. P to B 3 |
| 29. B to Q 2 | 29. P to Kt 5 |
| 30. R takes R | 30. Q takes R |
| 31. R to K B sq | 31. Q to Q 3 |
| 32. Q to Kt 8 | 32. R to K 2 |
| 33. R takes P | 33. K to Q sq |
| 34. R to B 8 | 34. K to Q 2 |
| 35. B to B 4 | 35. Q to Q Kt 3 |
| 36. Q to Q 5 (ch) | 36. K to B 2 |

In answer to 15. R to K B sq Black has only one more move worth noticing besides the three we have examined, viz., 15. P to Q Kt 4, and we believe this to be his best resource. The position is exceedingly critical and difficult. If 15. P to Q Kt 4 16. Kt takes Q Kt P

- | | | |
|-------------------------------------|--|---|
| if 16. B takes Kt
P takes K B | 17. Kt to Q 5
B takes B | 18. Kt takes B (ch) or (a)
K to K 2, and we believe Black will escape. |
| | | |
| 18. R takes B
Q to Q 2 | 19. R to K 6 (ch)
P takes R | 20. Kt takes Q B P (ch)
K to Q sq |
| | | |
| 21. Kt takes K P (ch)
Q takes Kt | 22. Q takes R (ch)
Q to K sq, and Black wins. | 18. Q takes K P
P to K B 3 |
| | | |
| 16. P takes Kt | 17. B takes Q Kt P (ch)
Kt to Q 2 | |
| 19. R takes K B P
R takes R | 20. B takes R, and White will at least draw. | |

(b) Here again Mr. Wisker justly remarks that White has the superiority.

(c) Herr Zukertort suggests B to B 4 as a better move here.

- | | |
|---------------------|---------------|
| 37. Q to R 8 | 37. K to Q 2 |
| 38. B to Kt 3 | 38. Kt to B 3 |
| 39. B to R 4 (ch) | 39. K to K 3 |
| 40. Q to B 8 (ch) | 40. Kt to Q 2 |
| 41. B takes Kt (ch) | 41. R takes B |
| 42. Q to K 8 (ch) | 42. Resigns |

PART III.

(THE KING'S BISHOP'S OPENING.)

CHAPTER XX.

THE KING'S BISHOP'S OPENING.

THIS opening, although preferred by the immortal Philidor to all others, is now rarely adopted, for the reason that Black can usually obtain an advantage by playing 2. K Kt to B 3. White must then play 3. Q Kt to B 3, reducing the opening to a Variation of the Vienna Game, or he at once gets an inferior position.

Jaenisch says :—“ This opening is placed by Philidor at the head of all others, doubtless from that great master's having considered the King's Knight's opening defective by its nature. In the present day, Chess players hold a different opinion upon this point, and agree in pronouncing the Knight's opening to be even stronger than that of the Bishop. Still, in order to vary the game, the latter may be occasionally adopted, although presenting certain grave theoretical difficulties. The chief ground of these difficulties consists in the fact that the Bishop's opening being less attacking than that of the Knight, its defence has larger scope, and its counter attacks are proportionately strong and dangerous. Moreover, this *début* is complicated with a prodigious number of relative Gambits and Counter-Gambits of all sorts, the analysis of which is harsh and difficult.”

We extract the above from Walker's translation of Jaenisch's “ Chess Preceptor,” published so far back as 1847. Recent analysis tends to confirm the opinion of Jaenisch respecting this opening. Mr. Staunton says (*see* “ Handbook,” p. 195) :—“ Later authors differ materially from Philidor in his estimate of the King's Bishop's opening, and general opinion now is in

favour of beginning with the King's Knight, as the stronger and more lasting manner of attack." Mr. Staunton's "Handbook" was also published, in 1847, and yet the same eminent authority appears since to have completely changed his opinion; for in the "Praxis," published in 1871 (*see* "Praxis," p. 253), he writes as follows:—"The move of 2. K B to B 4 is, perhaps, the very best that the first player can adopt: Black is almost compelled to reply with 2. K B to Q B 4, or 2. K Kt to B 3, for any other gives him an inferior opening, and White can then always ensure either the "Evans" attack or that resulting from the "Petroff Defence," both of which are favourable to the player who begins."

We differ from Mr. Staunton in thinking the attack resulting from the "Petroff Defence" favourable to the player who begins. On the contrary, Black ought to obtain the advantage, as we have already demonstrated. (*See* "Petroff's Defence," Part I., Chapter III., of the present volume.)

GAME THE FIRST.

(THE KING'S KNIGHT'S DEFENCE OR BERLIN GAME.)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. B to Q B 4	2. Kt to K B 3 (best)

This is pronounced to be Black's best reply by Jaenisch, the "Handbuch," the "Chess Player's Magazine," "La Stratégie," and the German authorities generally; but Walker prefers B to Q B 4 for the defence.

3. Kt to K B 3

This is the move recommended by Lewis and Allgaier, and which Messrs. Staunton and Boden conceive ought to give White the advantage; but Mr. Löwenthal entertains a diametrically opposite opinion. (*See* "Book of the Congress," p. 45.) Jaenisch and Walker also condemn it. White can also play

here 3. P to Q 4, 3. P to K B 4, 3. P to Q 3, and 3. Kt to Q B 3. For the result of these different lines of play, *see* Games the Second, Third, Fourth, and Fifth respectively. We concur entirely in the opinion of Mr. Löwenthal—*viz.*, that the defence, with correct play, ought to obtain ultimately the better game. The game is now reduced to a variation of the “Petroff Defence,” by the following transposition of moves:—

- | | | |
|--|--|--|
| 1. $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ | 2. $\frac{Kt \text{ to } K B 3}{Kt \text{ to } K B 3}$ | 3. $\frac{B \text{ to } Q B 4}{B \text{ to } Q B 4}$ |
|--|--|--|

and we arrive at the identical position that occurs in the present game.

- | | |
|---|--|
| 4. Q Kt to B 3, or Variations (I.), (II.), (III.) | 3. Kt takes K P (best)
4. Kt takes Kt (best), or (A.), (B.) |
|---|--|

Black has two other moves here—*viz.*, 4. Kt to K B 3, and 4. P to Q 4, a move first introduced by Mr. Lichtenstein. For the consequences of these two moves, *see* (A.), (B.).

- | | |
|-----------------|----------------------|
| 5. Q P takes Kt | 5. P to K B 3 (best) |
|-----------------|----------------------|

This is the only move to secure Black the advantage. “La Stratégie” is completely in error in giving B to K 2 as Black’s best move here, *e.g.*:—

- | | | |
|--|---|---|
| Suppose 5. $\frac{\text{B to K 2}}{\text{B to K 2}}$ | 6. $\frac{Kt \text{ takes } P}{\text{Castles}}$ | 7. $\frac{\text{Castles, and}}{\text{Castles}}$ |
|--|---|---|

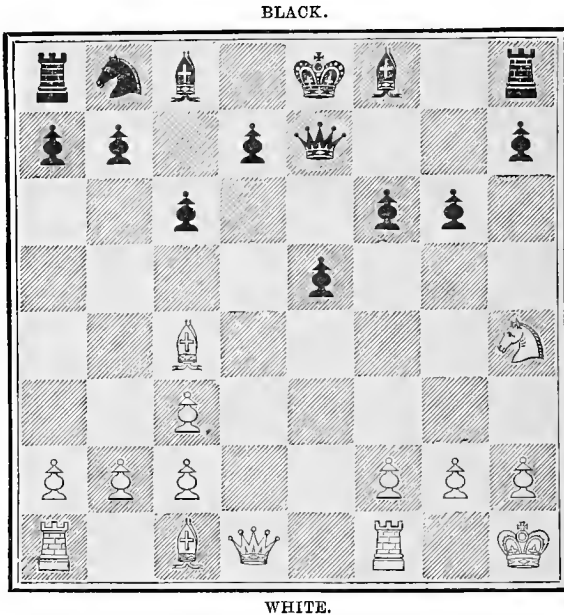
White has much the better position.

- | | |
|-------------------------------|--------------------|
| 6. Castles, or (C.) | 6. Q to K 2 (best) |
| 7. Kt to K R 4, or (D.), (E.) | |

Mr. Staunton recommends here for White 7. Kt to Q 4, but Löwenthal indicates 7. Q to Q B 4 as a satisfactory answer to that move. We believe 7. R to K sq—a move adopted by Mr. Gocher against ourselves to be more effective.

7. P to K Kt 3
8. K to R sq
8. P to Q B 3

And Black has a Pawn more and a safe game. The subjoined diagram shows the position.



(A.)

4. Kt to K B 3

Staunton considers this to be Black's best move. We are of opinion that it is decidedly inferior to 4. Kt takes Kt. Retreating the Knight to Q 3 is, of course, out of the question, *e. g.* :—

4. $\frac{\text{Kt to Q 3}}{\text{Kt to Q 3}}$ 5. $\frac{\text{B to Kt 3}}{\text{P to K 5}}$ 6. $\frac{\text{Q to K 2}}{\text{Q to K 2}}$ 7. $\frac{\text{Kt to Q 4, \&c.}}{\text{Kt to Q 4, \&c.}}$

5. Kt takes P

5. P to Q 4

6. B to Kt 3

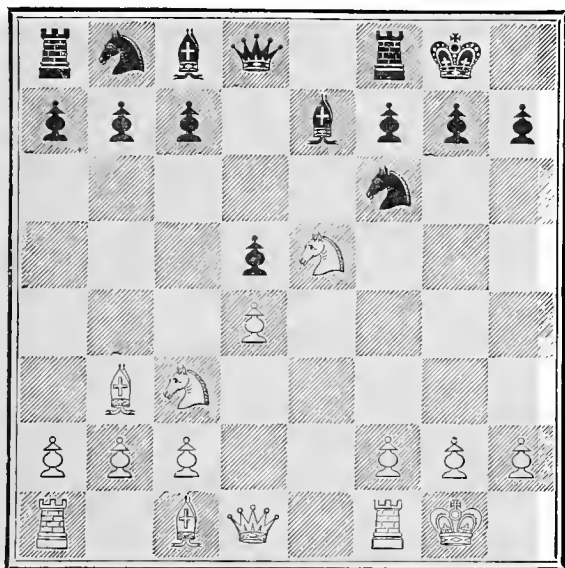
6. B to K 2

This is given as Black's best move by Löwenthal. Staunton gives B to Q 3 and 7. P to Q 4 for White, and prefers White's position. Löwenthal continues the game as follows :—

- | | |
|--|------------|
| 7. P to Q 4 | 7. Castles |
| 8. Castles, and considers the game even. | |

DIAGRAM.

BLACK.



WHITE.

(B.)

- | | |
|---|----------------|
| 5. B takes P | 4. P to Q 4 |
| 6. B to Kt 3 | 5. Kt to K B 3 |
| 7. P to Q 3 | 6. B to Q 3 |
| 8. P to K R 3 | 7. Castles |
| 9. B to K 3. Even game. This Variation is not noticed | 8. P to K R 3 |

in the "Praxis."

(C.)

6. Kt to K R 4
 7. Castles
 P to Q B 3, and White's attack is exhausted, in the opinion of Mr. Löwenthal.

6. P to K Kt 3 (best
 7. Q to K 2, followed by

(D.)

7. Kt to Q 4
 8. Q to K 2

7. Q to B 4
 8. P to Q 4

And we prefer Black's game. White, in this position, has apparently only three feasible moves. As the position is highly interesting, we submit the following original Variations:—

If firstly : 9. $\frac{B \text{ to Kt } 5 \text{ (ch)}}{P \text{ to B } 3}$

10. $\frac{P \text{ to Q Kt } 4 \text{ or (a)}}{Q \text{ takes B P, and wins.}}$

(a)

10. $\frac{B \text{ to Q } 3}{P \text{ to K Kt } 3}$, and Black, although somewhat cramped, has a perfectly safe game.

If secondly : 9. $\frac{B \text{ to Q } 3}{P \text{ to K Kt } 3 \text{ or (b)}}$

10. $\frac{Kt \text{ to Kt } 5}{Kt \text{ to Q R } 3}$

11. $\frac{B \text{ to K B } 4}{P \text{ to K } 5, \text{ \&c.}}$

(b)

9. P to K 5, and again we prefer Black's position.

If thirdly : 9. $\frac{B \text{ to Kt } 3}{B \text{ to K } 2}$

10. $\frac{Kt \text{ to Q Kt } 5}{P \text{ to Q R } 3, \text{ \&c.}}$

(E.)

7. R to K sq

This move was first adopted, we believe, in actual play by Mr. Gocher in a match against ourselves. It appears more forcible than the move suggested by Mr. Löwenthal—*viz.*, 7. Kt to K R 4 (*see* "Games of the Chess Congress," p. 45),

the consequences of which have been already noticed and shown to be unfavourable to White.

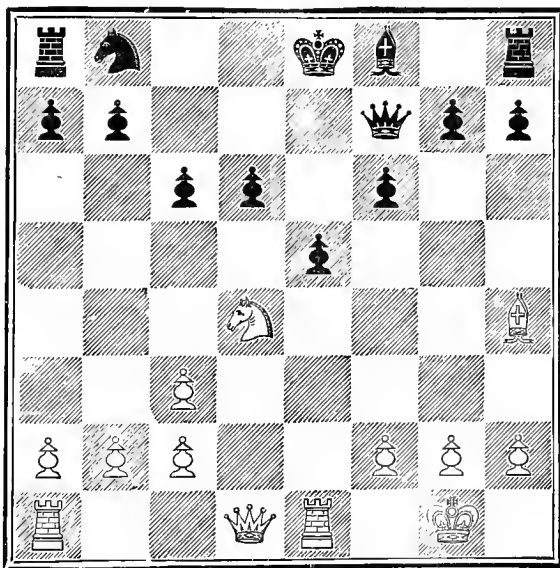
- | | |
|----------------|----------------|
| | 7. P to Q B 3 |
| 8. B to K Kt 5 | 8. P to Q 3 |
| 9. B to K R 4 | 9. B to K 3 |
| 10. B takes B | 10. Q takes B |
| 11. Kt to Q 4 | 11. Q to K B 2 |

With a Pawn ahead and a safe game. For further analysis of this Variation, see "Petroff's Defence," Part I., Chapter III. of the Present volume—Illustrative Game V. between Mr. Gocher and the Author.

The foregoing analysis clearly demonstrates White's fourth move, Q Kt to B 3, to be unsound, although recommended by Smiegielski in the "Schachzeitung" (1856, p. 153), and favoured by Staunton and Boden. The authorship of this move is attributed by some writers to Kieseritzki.

DIAGRAM.

BLACK.



VARIATION (I.)

Beginning at White's fourth move :—

4. Kt takes P (weak) 4. P to Q 4, or (a)
 5. Q to K 2

This move is recommended by Jaenisch. “The “Handbuch” does not notice it, but gives instead B to Q Kt 3, a move favoured by Allgaier, but which appears to us not so good, *e. g.* :—

5. $\frac{B \text{ to Kt } 3}{Q \text{ to K Kt } 4}$ 6. $\frac{Q \text{ to K } 2}{Q \text{ takes Kt}}$ or $\frac{Q \text{ takes Kt P}}$, and Black wins a Pawn, and ought, with common care, to win the game easily.
 5. P to Q 3 is, of course, out of the question for White, and if

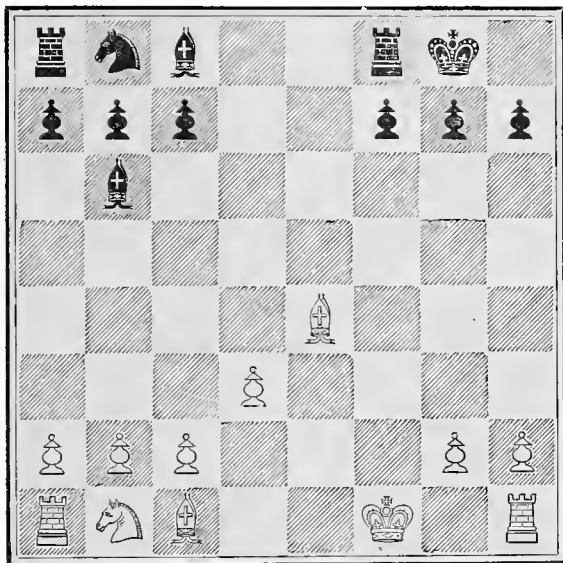
5. $\frac{Kt \text{ takes K B P}}{Q \text{ to K } 2}$ 6. $\frac{Q \text{ to K } 2}{Q \text{ takes Kt}}$ 7. $\frac{B \text{ takes Q P}}{Q \text{ takes B, \&c.}}$

- | | |
|----------------|--------------------|
| 6. P to Q 3 | 5. B to Q B 4 |
| 7. K to B sq | 6. B takes P (ch) |
| 8. B to Kt 3 | 7. B to Kt 3 |
| 9. B takes Q P | 8. Q to K 2 (best) |
| 10. Q takes Kt | 9. Q takes Kt |
| 11. B takes Q | 10. Q takes Q |
| | 11. Castles |

And Black's game is preferable.

DIAGRAM.

BLACK.



WHITE.

(a.)

4. Q to K 2

This move, played by Bledow, appears also to give Black the advantage.

- | | |
|-----------------------|-----------------|
| 5. P to Q 4 | 5. P to Q 3 |
| 6. B takes P (ch) | 6. K to Q sq |
| 7. Castles | 7. P takes Kt |
| 8. P takes P (dis ch) | 8. B to Q 2 |
| 9. B to Q 5 | 9. Kt to Q B 4 |
| 10. P to Q Kt 4 | 10. P to Q B 3 |
| 11. P takes Kt | 11. P takes B |
| 12. Q takes P | 12. Kt to Q B 3 |

With the better game.

VARIATION (II.)

Beginning at White's fourth move:—

- | | |
|---------------|----------------|
| 4. P to Q 3 | 4. Kt to K B 3 |
| 5. Kt takes P | 5. P to Q 4 |
| 6. B to Kt 3 | 6. B to Q 3 |
| 7. P to Q 4 | 7. Castles |
| 8. Castles | 8. P to B 4 |
| 9. P to B 3 | 9. Kt to B 3 |

And the game is even.

VARIATION (III.)

Beginning at White's fourth move:—

- | | |
|---------------|---------------|
| 4. Q to K 2 | 4. P to Q 4 |
| 5. Kt takes P | 5. K B to B 4 |
| 6. P to Q 3 | |

This is justly preferred to Castling by Staunton. (*See* "Handbook," p. 82.)

(If 6. $\frac{\text{Castles}}{\text{Castles}}$ 7. $\frac{\text{B to Kt 3}}{\text{R to K sq}}$ 8. $\frac{\text{P to Q 3}}{\text{Kt takes K B P}}$, with
the advantage.)

6. B takes P (ch)

(If 6. $\frac{\text{Kt takes B P}}{\text{Kt takes B P}}$ 7. $\frac{\text{Kt to B 6 (dis ch), \&c.})}{\text{Kt to B 6 (dis ch), \&c.})$

Black may, however, get a good game by playing 6. P takes B, as pointed out by Mr. Staunton in his elaborate analysis, into which we have not space to enter (*see* "Handbook," pp. 84, 85), where he indicates the correct mode of play for Black, which the German authorities had failed to perceive.

- | | |
|-------------------|-------------------|
| 7. K to Q sq | 7. B to Kt 3 |
| 8. Kt takes K B P | 8. B to K Kt 5 |
| 9. Kt takes Q | 9. B takes Q (ch) |
| 10. K takes B | 10. Kt to B 7 |

- | | |
|-------------------|--------------------|
| 11. R to B sq | 11. P takes B |
| 12. Kt to K 6 | 12. P takes P (ch) |
| 13. P takes P | 13. K to K 2 |
| 14. Kt takes Kt P | 14. R to Kt sq |

And the game is about even.

GAME THE SECOND.

(PONZIANI'S ATTACK IN THE KNIGHT'S DEFENCE TO THE KING'S BISHOP'S OPENING.)

WHITE.

1. P to K 4
2. B to B 4
3. P to Q 4

BLACK.

1. P to K 4
2. Kt to K B 3

This Gambit, the invention of Ponziani, is generally considered unsound. Staunton is of opinion "that it may be adopted with perfect security, if not with any striking advantage." Calvi also recommends it in the "Palamede" of 1842. Jaenisch, on the contrary, condemns it, and Walker also considers it inferior. (See "Art of Chess Play," 1846, p. 111, 4th edition.)

3. P takes P (best)

(If 3. $\frac{\text{Kt takes P}}{\text{Kt takes P}}$ 4. $\frac{\text{P takes P}}{\text{B to B 4}}$ 5. $\frac{\text{B takes P (ch)}}{\text{K to B sq}}$)

6. Q to B 3, with the advantage. If, in this Variation, Black play 4. Kt to Q B 4 to avoid 5. $\frac{\text{B takes P (ch)}}{\text{B takes P (ch)}}$, he gets a bad position, as pointed out by Jaenisch.)

4. P to K 5 (best), or (A.)

4. P to Q 4 (best)

5. B to Kt 3

The "Handbuch" gives also—

5. $\frac{\text{B to Q Kt 5 (ch)}}{\text{B to Q 2}}$

6. $\frac{\text{B takes B (ch)}}{\text{K Kt takes B}}$

7. $\frac{\text{Q takes P}}{\text{Kt to Q B 3}}$

and Black has the advantage.

5. Kt to K 5

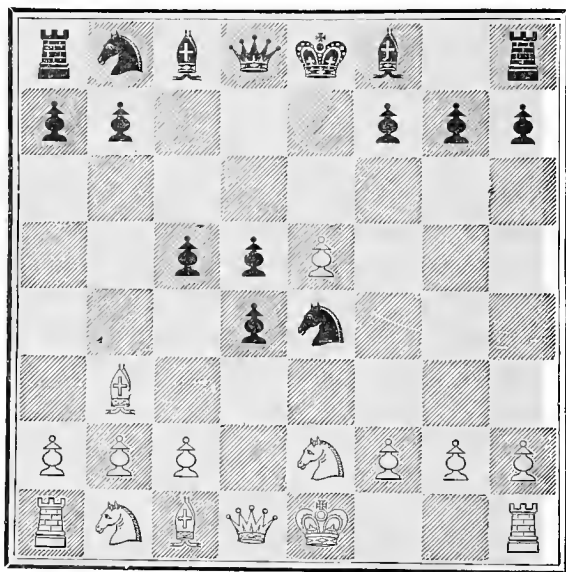
6. Kt to K 2 (best)

(If 6. $\frac{\text{Kt to K B 3}}{\text{B to Kt 5 (ch)}}$)7. $\frac{\text{P to B 3}}{\text{P takes P}}$ 8. $\frac{\text{Castles}}{\text{P takes P}}$ 9. $\frac{\text{Q B takes P}}{\text{B to K 3, \&c.}}$

6. P to Q B 4

DIAGRAM

BLACK.



WHITE.

Staunton considers, rightly enough, Black to have now much the better game. (See "Praxis," p. 272. Game between Messrs. Heydebrand and Staunton.)

7. P to K B 3

This is given by the "Handbuch," the "Handbook," and

Jaenisch ; but we prefer Castling, as played by Von der Lasa in the game above alluded to.

- | | |
|---------------------|-----------------|
| | 7. Kt to K Kt 4 |
| 8. Kt to K B 4 | 8. P to Q B 5 |
| 9. B to R 4 (ch) | 9. Kt to B 3 |
| 10. B takes Kt (ch) | 10. P takes B |
| 11. Q takes P | 11. Kt to K 3 |
| 12. Kt takes Kt | 12. P takes Kt |
| 13. Castles | 13. P to Q B 4 |

Jaenisch now makes White play 14. Q to B 2, as follows :—

- | | |
|---|---|
| 14. $\frac{Q \text{ to B } 2}{P \text{ to Q } 5}$ | 15. $\frac{P \text{ to B } 4}{Q \text{ to Q } 4}$ |
|---|---|

and considers Black has the better game. Staunton, however, suggests 14. Q to K Kt 4 as a better move for White, and there can be little doubt of this from a glance at the position. Let the student play out the moves from the above diagram.

(A.)

- | | |
|--------------|----------------|
| 4. Q takes P | 4. Kt to Q B 3 |
| 5. Q to K 3 | |

- | | | |
|---|---|---|
| (If 5. $\frac{Q \text{ to her sq}}{Kt \text{ takes K P}}$ | 6. $\frac{B \text{ takes P (ch)}}{K \text{ takes B}}$ | 7. $\frac{Q \text{ to Q } 5 \text{ (ch)}}{K \text{ to B } 3}$ |
| 8. $\frac{Q \text{ takes Kt}}{B \text{ to Kt } 5 \text{ (ch)}}$ | 9. $\frac{K \text{ to B sq}}{R \text{ to K sq}}$ | 10. $\frac{Q \text{ to B } 4 \text{ (ch)}}{K \text{ to Kt } 3}$ |
| 11. $\frac{Kt \text{ to K B } 3}{P \text{ to K R } 3, \text{ with the better game.}}$ | | |

5. B checks

6. B to Q 2 (best)

- | | | | |
|---|--|---|---|
| (If 6. $\frac{P \text{ to B } 3}{B \text{ to R } 4}$ | 7. $\frac{Kt \text{ to K B } 3}{B \text{ to Kt } 3}$ | 8. $\frac{Q \text{ to B } 4}{\text{Castles}}$ | 9. $\frac{\text{Castles}}{P \text{ to Q } 3}$ |
| 10. <u>B to K 3</u> , and White has an uncomfortably cramped game.) | | | |

6. Castles

Mr. Staunton remarks here (*see* "Handbook," p. 223), that White has no disadvantage. This is very questionable. For our own part, we vastly prefer Black's position. The following continuation is from "La Stratégie":—

- | | |
|----------------|----------------|
| 7. Kt to K 2 | 7. P to Q 4 |
| 8. B takes P | 8. Kt takes B |
| 9. P takes Kt | 9. R to K sq |
| 10. P takes Kt | 10. R takes Q |
| 11. P takes R | 11. B to Q B 4 |

With a winning position.

The Ponziani attack must, therefore, be dismissed as unsound, inasmuch as in every Variation Black ought, with correct play, to obtain the advantage.

GAME THE THIRD.

(THE GRECO GAMBIT IN THE KNIGHT'S DEFENCE TO THE KING'S BISHOP'S OPENING.)

WHITE.

1. P to K 4
2. B to B 4
3. P to K B 4

BLACK.

1. P to K 4
2. Kt to K B 3

This move, although censured by Calvi—"le Calabrois"—may be safely made, and leads to an even game.

3. P to Q 4 (best)

- (If 3. $\overline{\text{Kt takes P}}$ 4. $\overline{\text{P to Q 3 or (a)}}$ 5. $\overline{\text{P to Kt 3}}$
 $\overline{\text{Q to R 4}}$ $\overline{\text{Q to R 5 (ch)}}$ $\overline{\text{Kt takes P}}$
 6. $\overline{\text{Kt to K B 3}}$ 7. $\overline{\text{R to Kt sq}}$ 8. $\overline{\text{R to Kt 5}}$ 9. $\overline{\text{B takes P (ch)}}$
 $\overline{\text{Q to R 4}}$ $\overline{\text{Kt to B 4}}$ $\overline{\text{Q to R 6}}$ $\overline{\text{K takes B}}$
 10. $\overline{\text{R to K R 5}}$ 11. $\overline{\text{R takes Kt (ch)}}$ 12. $\overline{\text{R to Kt 5, with}}$
 $\overline{\text{Q to Kt 7}}$ $\overline{\text{K to K sq}}$
 the better game.)

(a)

4. Q to K B 3. This is given by Jaenisch, but is obviously inferior.

4. P to Q 4 5. P to Q 3 6. Q takes Kt 7. Q takes P (ch)
P takes B P takes Q P B to K 2

and Black has the advantage.

4. P takes Q P

4. P takes B P

The same position occurs in the Bishop's Gambit. (See our Analysis of that opening, Part II., Chapter XVIII.)

5. P to Q 4

5. B to K Kt 3

6. Kt to K B 3. Even game.

GAME THE FOURTH.

WHITE.

BLACK.

1. P to K 4

1. P to K 4

2. B to Q B 4

2. Kt to K B 3

3. P to Q 3

This is considered weak by Jaenisch. We think it should lead to an even game.

3. P to Q 4

Instead of this, Staunton gives the following continuation for Black:—

3. B to Q B 4

4. Kt to K B 3
P to Q 3

5. P to Q B 3
Castles

6. P to Q R 4
P to Q R 4, even game.

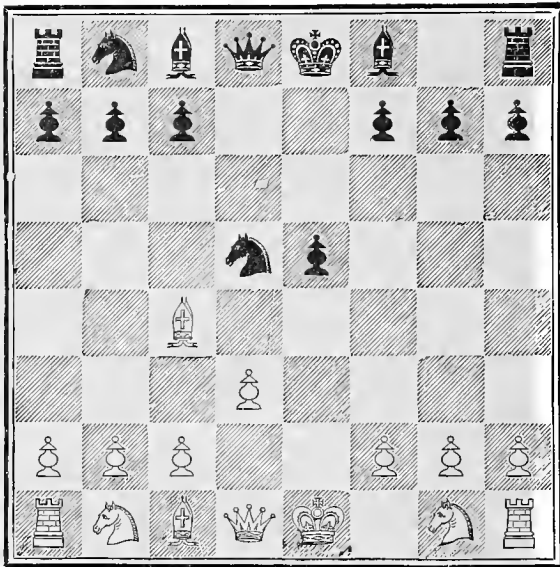
4. P takes P

4. Kt takes P

Followed by P to K B 4, with a good game.

DIAGRAM.

BLACK.



WHITE.

GAME THE FIFTH.

WHITE.

1. P to K 4
2. B to Q B 4
3. Q Kt to B 3

BLACK.

1. P to K 4
2. Kt to Q K B 3

This move is wrongly condemned by "La Stratégie." In our opinion, it is, perhaps, the very best move at White's disposal, inasmuch as it reduces the opening to a Variation of the Vienna Game, or Queen's Knight's Opening, in which the first player, with correct play, should always obtain a very strong position. The game is resolved into the Queen's Knight's or

“Hampe's” Opening by the following transposition of moves:—

1. $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ 2. $\frac{Q \text{ Kt to } B 3}{K \text{ Kt to } B 3}$ 3. $\frac{B \text{ to } Q B 4}{B \text{ to } Q B 4}$, Black cannot
 now play 3. $\frac{Kt \text{ takes } P}{Kt \text{ takes } P}$ on account of 4. $\frac{B \text{ takes } P \text{ (ch)}}{K \text{ takes } B}$
 5. $\frac{Kt \text{ takes } Kt}{Kt \text{ takes } Kt}$ or 5. $\frac{Q \text{ to } R 5 \text{ (ch)}}{Q \text{ to } R 5 \text{ (ch)}}$.
-

GAMES ILLUSTRATIVE OF THE KING'S KNIGHT'S DEFENCE.

GAME I.—*Between Messrs. BODEN and HARRWITZ.*

WHITE (Mr. Boden).

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

BLACK (Herr Harrwitz).

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

- | | |
|--------------------|----------------------|
| 28. Q to Kt 2 | 28. Kt takes R |
| 29. B to B 2 | 29. R to K B 4 |
| 30. B takes Kt | 30. P takes B |
| 31. Kt to Q 4 | 31. P to K 6 |
| 32. R to B 3 | 32. R to B 2 |
| 33. Q to K 2 | 33. Q to Q Kt 3 |
| 34. P to Q Kt 4 | 34. P to Q R 3 |
| 35. P to Q R 3 | 35. P to B 4 |
| 36. P takes P | 36. Q to K Kt 3 (ch) |
| 37. K to B sq | 37. Q to K 5 |
| 38. Q takes P | 38. R takes K P |
| 39. Q takes Q (ch) | 39. R takes Q |

And Black won the game.

GAME II.—*Between PHILIDOR and CAPTAIN SMITH, Philidor playing "blindfold," and giving the odds of the move, and conducting two other games at the same time.*

- | WHITE (Captain Smith). | BLACK (Philidor). |
|------------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. B to B 4 | 2. Kt to K B 3 |
| 3. P to Q 3 | 3. P to Q B 3 |
| 4. B to K Kt 5 | 4. P to K R 3 |
| 5. B takes Kt | 5. Q takes B |
| 6. Kt to Q B 3 | 6. P to Q Kt 4 |
| 7. B to Q Kt 3 | 7. P to Q R 4 |
| 8. P to Q R 3 | 8. B to Q B 4 |
| 9. Kt to K B 3 | 9. P to Q 3 |
| 10. Q to Q 2 | 10. B to K 3 |
| 11. B takes B | 11. P takes B |
| 12. Castles (K R) | 12. P to K Kt 4 |
| 13. P to K R 3 | 13. Kt to Q 2 |
| 14. Kt to K R 2 | 14. P to K R 4 |
| 15. P to K Kt 3 (a) | 15. K to K 2 |
| 16. K to Kt 2 | 16. P to Q 4 |
| 17. P to B 3 | 17. Kt to B sq |
| 18. Kt to K 2 | 18. Kt to Kt 3 |
| 19. P to Q B 3 | 19. Q R to K Kt sq |
| 20. P to Q 4 | 20. B to Kt 3 |

(a) White has already a very inferior game.

- | | |
|----------------------------|------------------------------|
| 21. Q P takes P | 21. Q takes K P (<i>b</i>) |
| 22. Kt to Q 4 | 22. K to Q 2 |
| 23. Q R to K sq | 23. P to K R 5 |
| 24. Q to K B 2 | 24. B to B 2 |
| 25. Kt to K 2 (<i>c</i>) | 25. R P takes P |
| 26. Q takes P | 26. Q takes Q |
| 27. Kt takes Q | 27. Kt to B 5 (ch) |
| 28. K to R sq | 28. R takes P |
| 29. R to K Kt sq | 29. R takes Kt (ch) |
| 30. K takes R | 30. R to R sq (ch) |
| 31. Kt to R 5 | 31. R takes Kt (ch) |
| 32. K to Kt 3 | 32. Kt to R 6 (dis ch) |
| 33. K to Kt 4 | 33. R mates (<i>d</i>) |

(*b*) Black's centre Pawns are now so strong that the end is only a question of time.

(*c*) What a hopeless situation !

(*d*) Blindfold chess is by no means a modern accomplishment. Twiss, in his quotations on chess, relates that a Saracen named Buzecca visited Florence in 1266, and played three games at chess against the best players in Florence, conducting two of the games without sight of board or men, winning two games, and drawing the third. This performance took place in the palace Del Popolo, in the presence of Count Guido Novello. Carrera says that Paolo Boi, the Syracusan, used to play blindfold on horseback with the Turks. Again, the following lines relate to a player mentioned by Salivo, who neither saw nor heard what was moved, and played only by the touch :

“ Vi sarà dopo quel che oltre il vedere,
 E con l'udite sol, come già l'altri,
 Nuovo modo farà unqua no inteso :
 Che col tatto giocando, e non vedendo
 Ne udendo l'inimico, che si faccia,
 Li starà à fronte, e quanto quelle adopra
 Co 'l tatto sol conosce,
 Come udito l'havesse, ó pur veduto ;
 Costui con versi, e prose
 Farà di Scacchi un libro.”

CHAPTER XXI.

THE GAME OF THE TWO BISHOPS

(COMPRISING PHILIDOR'S ATTACK, THE LOPEZ GAMBIT, MACDONNELL'S DOUBLE GAMBIT, THE ITALIAN DEFENCE, ETC. ETC.).

GAME THE FIRST.

- | WHITE. | BLACK. |
|---------------|---------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. B to Q B 4 | 2. B to Q B 4 |

This defence is inferior to 2. Kt to K B 3. Although preferred by Walker, and considered unexceptionable by Staunton (*see* "Handbook," p. 196), it is condemned by Jaenisch.

3. Kt to K B 3

The game is now resolved into the "Giuoco Piano" Opening, for which *see* Chapter X. (Part I.) of this volume.

GAME THE SECOND.

- | WHITE. | BLACK. |
|---------------|---------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. B to Q B 4 | 2. B to Q B 4 |
| 3. P to Q B 3 | |

This is the classical move advised by Philidor.

3. Kt to K B 3

Jaenisch pronounces this defence incorrect, and "La Stratégie" remarks as follows: "Ce coup adopté par Philidor, a l'inconvénient de favoriser l'attaque et le développement des Blancs, et de leur laisser finalement une position un peu plus avantageuse."

We differ entirely from both these authorities, and consider 3. Kt to K B 3, on the contrary, to be not only a perfectly correct defence, but also to give Black the advantage.

4. P to Q 4

4. P takes P (best)

(If 4. B to Kt 3

5. P takes P
Kt takes P

6. Q to Q 5, or

6. B takes P (ch), &c.)

5. P to K 5 or (A.)

5. P to Q 4 (best)

(If 5. Q to K 2

6. P takes P
B to Kt 5 (ch)

7. K to B sq
Kt to K 5

8. Q to K Kt 4
P to K B 4

9. Q to R 5 (ch)
P to Kt 3

10. Q to R 6
P to B 3

11. P to K B 3
P to Q 4

12. B to K 2, winning the Knight.

If 5. Kt to K 5

6. Q to K 2 or (a)
P to Q 4 or (b)

7. P takes P en passant
Castles

8. P takes Q B P
Q takes P

9. Q takes Kt

(a)

6. B takes P (ch) This move is given by Lewis.
K takes B

7. Q to B 3 (ch)
Kt to B 3

8. P takes Kt
R to K sq (ch)

9. K to Q sq
Q takes P

10. Q to R 5 (ch)
Q to Kt 3

11. Q takes B
Q takes Kt P

12. Q to B 5 (ch)
K to Kt sq

13. Q to B 3
Q to B 8 (ch)

14. K to B 2, with the advantage.

(b)

6. Kt to K Kt 4

7. P to B 4
Kt to K 3

8. P to B 5
Kt to B sq

9. Kt to B 3
P takes B P

10. Kt to Kt 5, &c.)

To resume the main Variation :

6. B to Q Kt 5 (ch), or (B.), (C.)

Jaenisch advises the move in the text, which Staunton also considers White's best play ("Praxis," p. 253); whilst "La Stratégie" prefers retreating the Bishop to Kt 3. White can

also play 6. P takes Kt, but this move is justly condemned by the German "Handbuch." For the consequences of the two latter lines of play, see (B.), (C.)

6. B to Q 2 (best)

- | | | |
|---|---|---|
| (If 6. <u>P to B 3</u> | 7. <u>P takes Kt</u>
<u>P takes B</u> | 8. <u>P takes Kt P</u>
<u>R to Kt sq</u> |
| 9. <u>P takes P</u>
<u>B checks</u> | 10. <u>Kt to B 3</u>
<u>R takes P</u> | 11. <u>Q to K 2 (ch)</u>
<u>Q to K 2</u> |
| 12. <u>Q takes Q (ch)</u>
<u>K takes Q</u> | 13. <u>K to B sq</u>
<u>B takes Kt</u> | 14. <u>P takes B, &c.)</u> |

7. B takes B (ch)

7. K Kt takes B

8. P takes P

Jaenisch now pronounces White to have the better game. The following continuation from "La Stratégie," p. 110, is favourable to Black :—

- | | |
|----------------------|--------------------|
| 9. Kt to B 3 | 8. B checks |
| 10. Kt to K 2 | 9. Castles |

Here we prefer Kt to B 3.

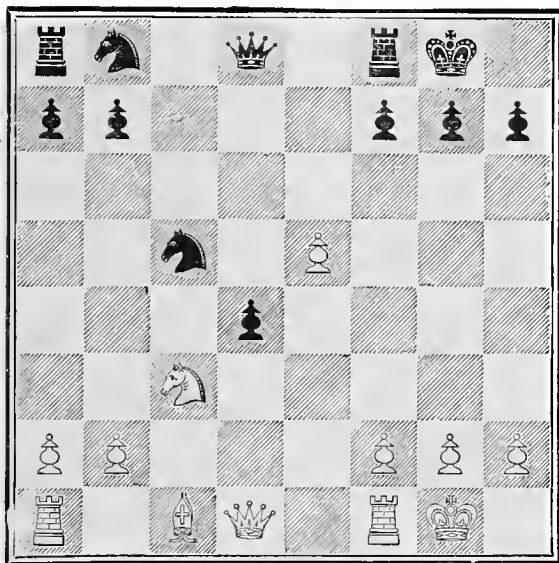
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|-----------------------|-----------------------|
| 11. P takes P | 10. P to Q B 4 |
| 12. Castles | 11. Kt takes P |
| 13. Kt takes B | 12. B takes Kt |
| | 13. P to Q 5 |

And "La Stratégie" prefers Black's game.

The following diagram shows the position :—

DIAGRAM.

BLACK.



WHITE.

We suggest now the following as a likely continuation :—

14. Kt to Kt 5

14. Kt to Q B 3

(If 14. P to Q 6 15. B to K 3 followed by 16. R to Q B sq. &c.)

15. P to B 4

15. P to Q R 3

(If 15. P to K B 3 16. P to Q Kt 4)

16. Kt to Q 6, followed by 17. Q to K Kt 4, or 17. P to Q Kt 4, and we do not dislike White's game, as the Black P at Q 5 is weak.

We submit the above original Variations to the examination of our readers.

(A.)

Variation on White's fifth move :—

5. P takes P

Jaenisch condemns this as weak play, but White appears to get at least as good a game thus as by playing P to K 5.

	5. B to Kt 5 (ch)
6. B to Q 2	6. B takes B (ch)
7. Kt takes B	7. P to Q 4

(If 7. <u> </u>	8. <u>B takes K B P</u> (ch), &c.)
Kt takes K P	

8. P takes P	8. Kt takes P
9. Q to Kt 3	9. P to Q B 3
10. Kt to K B 3	10. Castles
11. Castles	11. Kt to Q Kt 3

And the game is declared to be even by Jaenisch.

(B.)

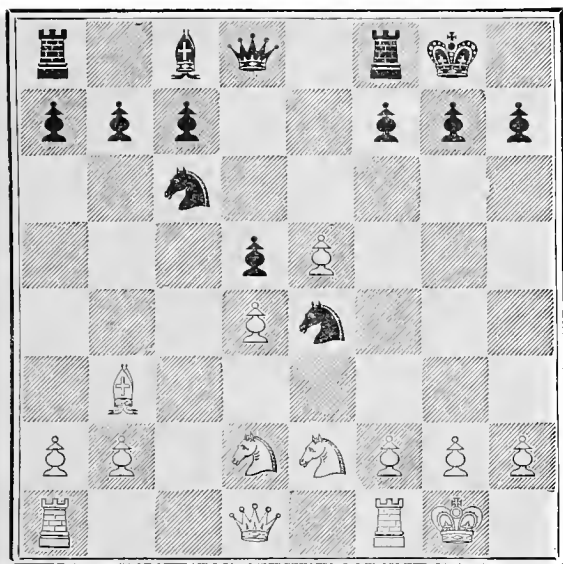
Variation on White's sixth move :—

6. B to Q Kt 3	6. Kt to K 5
7. P takes P	7. B checks
8. B to Q 2	8. B takes B (ch)
9. Kt takes B	9. Q Kt to B 3
10. Kt to K 2	10. Castles

11. Castles, and, contrary to the opinion of many authorities, who now declare the game equal, we prefer Black's position. (*See diagram.*)

DIAGRAM.

BLACK.



WHITE.

Suppose now : 11. B to K Kt 5

If 12. P to K B 3

12. B to K R 4

13. P takes Kt

(If 13. $\frac{P \text{ to } K \text{ Kt } 4}{Q \text{ to } K \text{ Kt } 4, \&c.}$)

13. Q Kt takes Q P

14. R to B 2

14. Q to K Kt 4

15. Kt to K B sq

15. Kt to B 6 (ch)

16. K to R sq

16. Kt takes K P

And Black has still some attack.

(C.)

Another Variation on White's sixth move :—

6. P takes Kt

This move is justly condemned by the German "Handbuch," and although recommended in the "Handbook" by Mr. Staunton, that authority changes his opinion in the "Praxis," p. 253.

6. P takes B

7. P takes K Kt P

(If 7. $\frac{Q \text{ to } K \text{ R } 5}{\text{Castles}}$

8. $\frac{Q \text{ takes } B}{R \text{ to } K \text{ sq (ch)}}$

9. $\frac{Kt \text{ to } K \ 2}{P \text{ to } Q \ 6}$

10. $\frac{B \text{ to } K \ 3}{P \text{ takes } Kt}$

11. $\frac{Kt \text{ to } Q \ 2}{Kt \text{ to } R \ 3}$

12. $\frac{Q \text{ takes } P}{Q \text{ takes } P}$

13. $\frac{Q \text{ takes } K \ P}{}$

and Black has a good position of attack, on account of the situation of White's Queen.)

7. R to K Kt sq

8. Q to R 5

8. Q to K 2 (ch)

9. K to Q sq

9. R takes P

10. K Kt to B 3

10. Q Kt to B 3

11. K R to K sq

11. B to K 3

12. R takes B

12. Q takes R

13. Q takes B

13. P to Kt 3

14. Q to Q Kt 5

14. R takes Kt P

And the German "Handbuch" considers Black has the better game, and Mr. Staunton concurs in this opinion in the "Praxis," p. 254, giving the following Variations in support of this view:—

15. P takes P

15. P to Q R 3

16. Q to Q R 4

(If 16. $\frac{Q \text{ to } K \ R \ 5}{R \text{ takes } K \ B \ P}$

17. $\frac{Q \ Kt \ \text{to } B \ 3}{\text{Castles, \&c.}}$

17. Kt to K 5

16. R takes K B P

17. P to Kt 4

And Black must win.

GAME THE THIRD.

(THE LOPEZ DEFENCE.)

WHITE.	BLACK.
1. P to K 4	1. P to K 4
2. B to Q B 4	2. B to Q B 4
3. P to Q B 3	3. Q to K 2

This defence is due to Lopez. It is played with the object of preventing White from playing 4. P to Q 4; but Mr. Boden is of opinion that White may play P to Q 4, as follows:—

4. P to Q 4, or (A.)	4. P takes P
5. P takes P	5. Q takes K P (ch)
6. Kt to K 2	6. B checks

7. B to Q 2, and Mr. Boden thinks “that the freedom of White’s game, and the weak position of the Black Queen, should give White the better game.” Staunton gives the sub-joined continuation from this point:—

8. Kt takes B	7. B takes B (ch)
9. Castles	8. Q to K 2 (best)
10. K R to K sq	9. Q to Q sq
	10. Kt to K 2

Followed by Castles and P to Q 4, and Staunton doubts whether White has sufficient advantage to compensate the loss of one Pawn and the isolated position of another. The “Handbuch,” too, considers Black *has* the superiority.

(A.)

4. Kt to K B 3	4. P to Q 3 (best)
5. P to Q 4, or (Varn.)	5. P takes P
6. Castles	6. P takes B P
7. P to Q Kt 4	7. B to Kt 3 (best)
8. Kt takes P	8. Kt to K B 3

- | | |
|-----------------|----------------|
| 9. Kt to Q 5 | 9. Kt takes Kt |
| 10. P takes Kt | 10. Castles |
| 11. B to Kt 2 | 11. B to Kt 5 |
| 12. K R to K sq | 12. Q to Q sq |

And Staunton slightly prefers Black's position.

Variation on White's fifth move:—

- | | |
|---------------|-----------------|
| 5. Castles | 5. B to K 3 |
| 6. Q to Kt 3 | 6. B to Kt 3 |
| 7. B takes B | 7. Q takes B |
| 8. Q takes Q | 8. P takes Q |
| 9. P to Q 4 | 9. P takes P |
| 10. P takes P | 10. Kt to K B 3 |

Even game.

GAME THE FOURTH.

(LEWIS'S COUNTER GAMBIT.)

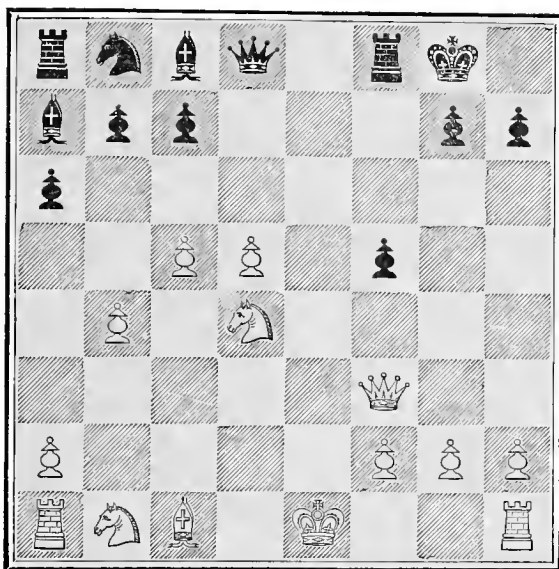
- | WHITE. | BLACK. |
|---------------|---------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. B to Q B 4 | 2. B to Q B 4 |
| 3. P to Q B 3 | 3. P to Q 4 |

This move is due to Lewis, and leads, in most Variations, to an even game.

- | | |
|---|------------------------|
| 4. B takes P | 4. Kt to K B 3 |
| 5. Q to K B 3, or <i>see</i> Variations (I.), (II.) | 5. Kt takes B, or (A.) |
| 6. P takes Kt | 6. Castles |
| 7. Kt to K 2 | 7. P to K B 4 |
| 8. P to Q 4 | 8. P takes P |
| 9. P to Q Kt 4 | 9. B to Kt 3 |
| 10. P to Q B 4 | 10. P to Q R 3 |
| 11. P to Q B 5 | 11. B to R 2 |
| 12. Kt takes P, and White has gained a Pawn. | |

DIAGRAM.

BLACK.



WHITE.

VARIATION (I.)

On White's fifth move :—

5. Q to Kt 3

5. Kt takes B

(If 5. Castles

6. B takes Q Kt P
B takes B

7. Q takes B
Q to Q 6

8. Q takes R
Q to Q R 3

9. P to Q 4
Q Kt to Q 2

10. Q takes R (ch)
B takes Q, and

Black has the advantage.)

6. Q takes Kt (best)

6. Q takes Q

7. P takes Q

7. B to K B 4

8. Kt to K B 3

8. P to K B 3

9. Castles

9. B to Q 6

10. R to K sq

10. Castles

11. P to Q Kt 3

11. P to K 5

12. Kt to K R 4, and the game is about even.

VARIATION (II.)

On White's fifth move :—

- | | |
|---------------------|-----------------|
| 5. Q to R 4 (ch) | 5. P to B 3 |
| 6. B takes B P (ch) | 6. K to B sq |
| 7. Q to Kt 3 | 7. Kt takes K P |

And Black has the better game.

(A.)

Variation on Black's fifth move :—

- | | |
|-----------------|----------------|
| | 5. Castles |
| 6. P to Q 4 | 6. P takes P |
| 7. B to K Kt 5 | 7. P takes P |
| 8. Q Kt takes P | 8. Q Kt to Q 2 |
| 9. Castles | 9. P to Q B 3 |
| 10. B to Q Kt 3 | 10. Q to K 2 |

Even game.

Lewis's Counter Gambit may, therefore, be safely adopted, and is an additional proof of the intrinsic weakness of the King's Bishop's opening. Black, in reply to 3. P to Q B 3, may also play 3. Q Kt to B 3, and obtain an even game.

GAME THE FIFTH.

(THE ITALIAN'S DEFENCE.)

- | WHITE. | BLACK. |
|---------------|-----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. B to Q B 4 | 2. B to Q B 4 |
| 3. P to Q B 3 | 3. Q. to K Kt 4 |

This defence is so named from having been favoured by Ponziani, De Rio, and Lolli, and is recommended by Jaenisch and most other leading authorities.

4. Q to K B 3

Petroff suggests 4. K to B sq, but this move is unsound ;
e. g. :—

4. $\frac{\text{K to B sq}}{\text{Q to Q 2 (best)}}$

5. $\frac{\text{P to Q 4}}{\text{B to Kt 3}}$

6. $\frac{\text{Kt to K B 3}}{\text{P to Q 3}}$

and Black has the preferable game.

5. Kt to K 2

4. Q to K Kt 3

5. P to Q 3

Black may also play 5. $\overline{\text{Kt to Q B 3}}$, and equalise matters,
 thus :—

5. $\overline{\text{Q Kt to B 3}}$

6. $\frac{\text{P to Q 3}}{\text{P to Q 3}}$

7. $\frac{\text{B to K 3}}{\text{B to Kt 3}}$

8. $\frac{\text{Kt to Q 2}}{\text{K Kt to K 2}}$

9. $\frac{\text{P to K R 3}}{\text{B to K 3}}$

10. $\overline{\text{B to Kt 3}}$, even game.

6. P to Q 4

6. B to Kt 3

7. P takes P

7. P takes P

8. Kt to K Kt 3

8. Kt to K B 3

9. P to K R 3. Even game.

GAME THE SIXTH.

(THE LOPEZ GAMBIT.)

WHITE.

BLACK.

1. P to K 4

1. P to K 4

2. B to Q B 4

2. B to Q B 4

3. Q to K 2

This move constitutes the “Lopez” Gambit, so named after its inventor, Ruy Lopez, who gives it in his “Libro de la Invencion liberal y Arte del Juego del Ajedrez,” published more than three centuries ago.—*Ars longa, vita brevis!!*—In point of fact, most of the numerous forms of attack that have been already examined, and which yet remain to be considered in the King’s Bishop’s opening, have now fallen completely into

disuse, and become, practically speaking, obsolete. The mere fact of the second player having so many different defences at his disposal, proves the weakness of 2. K B to B 4 for White, inasmuch as the principal object of the first player in Chess should always be to restrict as much as possible his adversary's choice of moves, whereas the King's Bishop's Opening not only permits Black to obtain, in nearly every Variation, a perfectly even game, but also allows him, in the majority of instances, to get up a number of harassing counter attacks, in which White is thrown upon the defensive, and necessarily has a difficult game. For all these reasons, we propose merely to notice briefly the remaining lines of defence in this opening, as they are now seldom or never adopted, owing to recent discoveries, which prove decisively the inferiority of Philidor's favourite move.

3. Q Kt to B 3 (best)

Black may also play, with perfect safety, B Q to K 2. or 3. P to Q 3, for which *see* Variations (I.), (II.).

4. P to Q B 3 (best)

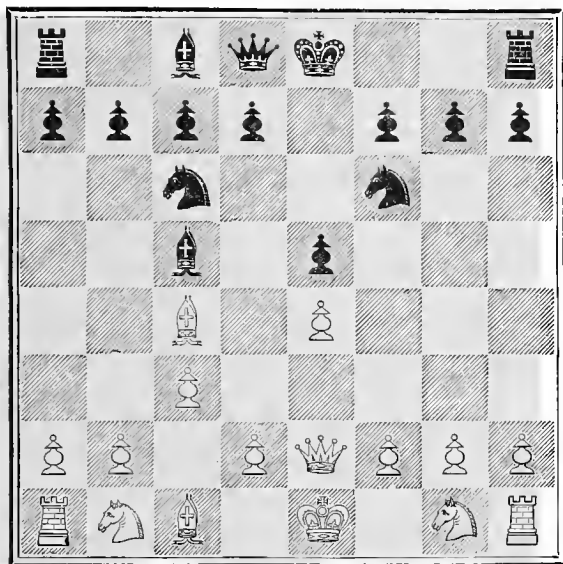
4. Kt to K B 3

5. Kt to K B 3 (best), or *see* Variation (III.)

This is White's correct move, and not 5. P to K B 4, as given by Mr. Staunton in the "Handbook," which gives Black a winning advantage. (*Vide* diagram, showing the position of the forces after Black's fourth move.)

DIAGRAM.

BLACK.



WHITE.

- | | |
|----------------|----------------|
| | 5. P to Q 3 |
| 6. Castles | 6. Castles |
| 7. P to Q 3 | 7. B to K Kt 5 |
| 8. B to K Kt 5 | 8. P to Q R 4 |

And Black has, at least, as good a game as White, having regained the advantage of the move, from which it is evident that White's third move, Q to K 2, is radically weak.

VARIATION (I.)

On Black's third move :—

3. Q to K 2

This is inferior to Kt to Q B 3.

- | | |
|---------------|----------------|
| 4. P to K B 4 | 4. Kt to K B 3 |
|---------------|----------------|

- | | |
|----------------|----------------|
| 5. Kt to K B 3 | 5. P to Q 3 |
| 6. Kt to Q B 3 | 6. P to Q B 3 |
| 7. P to Q 3 | 7. B to K Kt 5 |

Even game.

VARIATION (II.)

On Black's third move :—

- | | |
|---------------|-----------------------|
| | 3. P to Q 3 |
| 4. P to K B 4 | 4. Kt to K B 3 (best) |

(If 4. $\overline{B \text{ takes Kt}}$ or 4. $\overline{P \text{ takes B P}}$, White gets the advantage.

- | | | |
|---|--------------------------------------|---|
| Firstly : if 4. $\overline{B \text{ takes Kt}}$ | 5. $\overline{R \text{ takes B}}$ | 6. $\overline{P \text{ to Q 3}}$ |
| | $\overline{Kt \text{ to K B 3}}$ | $\overline{Q \text{ to K 2}}$ |
| 7. $\overline{Kt \text{ to Q B 3}}$ | 8. $\overline{B \text{ to K 3}}$ | 9. $\overline{B \text{ takes P}}$ |
| $\overline{Kt \text{ to Q B 3}}$ | $\overline{P \text{ takes P}}$ | $\overline{Kt \text{ to Q 5}}$ |
| 10. $\overline{Q \text{ to K B 2}}$ | | $\overline{Kt \text{ to K 3}}$ |
| 11. $\overline{P \text{ to K Kt 4}}$, and White has the better game. | | |
| If 4. $\overline{P \text{ takes B P}}$ | 5. $\overline{Kt \text{ to K B 3}}$ | 6. $\overline{P \text{ to Q 4}}$ |
| | $\overline{P \text{ to K Kt 4}}$ | $\overline{B \text{ to Kt 3}}$ |
| 7. $\overline{P \text{ to K R 4}}$ | 8. $\overline{Kt \text{ to K Kt 5}}$ | 9. $\overline{P \text{ to Q B 3}}$ (ch) |
| $\overline{P \text{ to Kt 5}}$ | $\overline{Kt \text{ to R 3}}$ | |

- | | |
|-------------------------------|------------------|
| 5. Kt to K B 3 | 5. Q to K 2 |
| 6. P to Q 3 | 6. B to K Kt 5 |
| 7. P takes P | 7. P takes P |
| 8. B to K 3 | 8. Q Kt to Q 2 |
| 9. Q Kt to Q 2 | 9. Castles (Q R) |
| 10. Castles (Q R). Even game. | |

VARIATION (III.)

On White's fifth move :—

- | | |
|---------------|---------------|
| 5. P to K B 4 | 5. B takes Kt |
| 6. R takes B | 6. Castles |
| 7. P to Q 3 | 7. P to Q 4 |
| 8. B takes P | 8. Kt takes B |
| 9. P takes Kt | 9. P takes P |

- | | |
|----------------|----------------|
| 10. B takes P | 10. R to K sq |
| 11. B to K 3 | 11. Kt to K 4 |
| 12. P to K R 3 | 12. B to K B 4 |
| 13. P to Q 4 | 13. B to Q 6 |

(MACDONNELL'S DOUBLE GAMBIT.)

- | WHITE. | BLACK. |
|----------------|---------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. B to Q B 4 | 2. B to Q B 4 |
| 3. P to Q Kt 4 | 3. B takes P |
| 4. P to K B 4 | |

This move is the invention of the late Mr. MacDonnell, the talented opponent of Labourdonnais, who must not be confounded with the Rev. G. A. MacDonnell, some of whose games appear in the present work. This double Gambit is quite unsound. Should Black, however, capture the second Pawn, he gets into trouble. The best move for White at this point is P to Q B 3, followed by Kt to K B 3, resolving the game into an Evans Gambit, as pointed out by Mr. Staunton.

4. P to Q 4, or Variation (I.)

This move—one of Labourdonnais's sparks of genius—completely repels the attack.

- | | |
|------------------------------------|--------------------------------|
| 5. P takes Q P, or Variation (II.) | 5. P to K 5 |
| 6. P to Q B 3 | 6. B to Q B 4 |
| 7. P to Q 4 | 7. P takes P <i>en passant</i> |
| 8. Q takes P | 8. Kt to K B 3 |
| 9. B to Q R 3 | 9. Q to Q 3 |
| 10. B takes B | 10. Q takes B |

And Black's game is preferable. We must confess, however, we like better the continuation given in the "Handbuch," in the above Variation, where White, on his sixth move, plays

his King's Knight to King's second, instead of 6. P to Q B 3, as in the text, as follows :—

- | | |
|----------------|----------------|
| 6. K Kt to K 2 | 6. Kt to K B 3 |
| 7. Castles | 7. Castles |
| 8. Q Kt to B 3 | 8. P to B 3 |
| 9. P takes P | 9. Kt takes P |
| 10. K to R sq | 10. B to Kt 5 |

VARIATION (I.)

Beginning at Black's fourth move :—

4. P takes B P

This is inferior to P to Q 4.

5. Kt to K B 3 5. B to K 2, or (A.)

This move is due to Mr. Mongredien.

6. P to Q 4

- | | | |
|---|--|--|
| (If 6. $\frac{\text{Castles}}{\text{P to Q 4}}$ | 7. $\frac{\text{B takes P}}{\text{Kt to K B 3}}$ | 8. $\frac{\text{Kt to Q B 3}}{\text{Castles}}$ |
|---|--|--|

- | | |
|--|--|
| 9. $\frac{\text{B to Kt 3}}{\text{B to K Kt 5}}$ | 10. $\frac{\text{K to R sq}}{\text{Kt to Q B 3}}$, with the better game.) |
|--|--|

- | | |
|--------------|-------------------|
| | 6. B checks |
| 7. P to Kt 3 | 7. P takes P |
| 8. Castles | 8. P takes P (ch) |
| 9. K to R sq | 9. P to Q 4 |

Horwitz and Kling recommend 9. P to K B 4 for Black here, with the following continuation, which is, however, hardly so strong as the move in the text, *e.g.* :—

- | | | |
|--|--|---|
| 9. $\frac{\text{P to K B 4}}{\text{P to K B 4}}$ | 10. $\frac{\text{Kt to K 5}}{\text{P to Q 4}}$ | 11. $\frac{\text{Q to R 5 (ch)}}{\text{P to Kt 3}}$ |
| 12. $\frac{\text{Kt takes P}}{\text{Kt to K B 3}}$ | 13. $\frac{\text{Q takes B}}{\text{R to K Kt sq}}$ | 14. $\frac{\text{B to K Kt 5}}{\text{R takes Kt}}$ |

15. $\frac{B \text{ takes } P}{P \text{ to } K R 3}$ 16. $\frac{B \text{ takes } R P}{R \text{ to } Kt 8 \text{ (ch)}}$ 17. $\frac{R \text{ takes } R}{P \text{ takes } R \text{ (Queens) (ch)}}$
18. $\frac{K \text{ takes } Q}{Kt \text{ takes } K B}$ 19. $\frac{Q \text{ to } R 5 \text{ (ch)}}{K \text{ to } Q 2}$ 20. $\frac{Q \text{ takes } P \text{ (ch)}}{K \text{ to } B 3}$
21. $\frac{P \text{ takes } Kt \text{ (ch)}}{Q \text{ takes } P}$ 22. $\frac{Q \text{ takes } Q \text{ (ch)}}{K \text{ takes } Q}$, and the game appears about equal.

- | | |
|--------------------|-----------------|
| 10. B takes P | 10. Kt to K B 3 |
| 11. B takes P (ch) | 11. K takes B |
| 12. Kt takes B | 12. R to K B sq |
| 13. Kt to Q B 3 | 13. K to Kt sq |
| 14. B to K Kt 5 | 14. B to Kt 5 |
| 15. Q to Q 3 | 15. Q to K sq |

And Black is declared to have the advantage, on account of his numerical superiority. If in the above Variation White played 13. Q to R 5 (ch), the game would be probably continued thus :—

13. $\frac{Q \text{ to } R 5 \text{ (ch)}}{K \text{ to } Kt sq}$ 14. $\frac{Q \text{ to } K 5}{Kt \text{ to } Kt 5, \&c.}$

(A.)

- | | |
|--|----------------|
| 6. Q to K 2 | 5. Q to K 2 |
| 7. P to K 5 | 6. Kt to K B 3 |
| 8. P to Q B 3 | 7. Kt to K R 4 |
| 9. P to Q 4 | 8. B to Q R 4 |
| 10. P to K Kt 4, or B to Q R 3, and White has a fine game. | 9. B to Q Kt 3 |

VARIATION (II.)

Beginning at White's fifth move :—

- | | |
|----------------|----------------|
| 5. B takes Q P | 5. P to Q B 3 |
| 6. P to Q B 3 | 6. P takes B |
| 7. P takes B | 7. Q P takes P |

- | | |
|--------------|---------------|
| 8. P takes P | 8. Q to Q 5 |
| 9. Q to B 2 | 9. B to K B 4 |

And Black has the better game.

(THE ITALIAN'S DEFENCE.)

- | WHITE. | BLACK. |
|---------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. B to B 4 | 2. B to B 4 |
| 3. P to Q B 3 | 3. Q to K Kt 4 |

This move was considered to be the best at the second player's disposal by Ponziani, Del Rio, and Lolli. Jaenisch is also of the same opinion

- | | |
|--|-------------------------------|
| 4. Q to K B 3, or Variations (I.), (II.), (III.) | 4. Q to Kt 3 |
| 5. Kt to K 2 | 5. Kt to Q B 3, or (A.), (B.) |
| 6. P to Q 3 | 6. P to Q 3 |
| 7. B to K 3 | 7. B to Q Kt 3 |
| 8. Kt to Q 2 | 8. K Kt to K 2 |
| 9. P to K R 3 | 9. B to K 3 |

And the game is equal.

(A.)

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

9. P to K R 3, and the game is pronounced equal by Mr. Staunton. Some authorities think White has slightly the advantage, on account of the position of the Black Queen.

(B.)

- | | |
|---|---------------------|
| | 5. Kt to K B 3 |
| 6. P to Q 4 | 6. P takes P |
| 7. P to K 5 | ∴ Kt to K 5 |
| 8. P takes P | 8. B to Q Kt 5 (ch) |
| 9. Kt to Q B 3, and White has the upper hand. | |

VARIATION (I.)

Beginning at White's fourth move :—

4. K to B sq

This move, invented by Petroff, is inferior to 4. Q to K B 3, thus :—

- | | |
|----------------|--------------------|
| | 4. Q to K 2 (best) |
| 5. P to Q 4 | 5. B to Q Kt 3 |
| 6. Kt to K B 3 | 6. P to Q 3 |

And Black has the better position.

VARIATION (II.)

On White's fourth move :—

- | | |
|---------------|-----------------|
| 4. P to Q 4 | 4. Q takes Kt P |
| 5. Q to B 3 | 5. Q takes Q |
| 6. Kt takes Q | 6. P takes P |
| 7. P takes P | 7. B checks |
| 8. Kt to B 3 | 8. Kt to Q B 3 |

And Black has the preferable position.

VARIATION (III.)

On White's fourth move :—

- | | |
|----------------|------------------|
| 4. P to K Kt 3 | 4. Q to Kt 3 |
| 5. P to Q 3 | 5. P to Q 3, &c. |

CHAPTER XXII.

THE COUNTER GAMBIT.

WHITE.

1. P to K 4
2. B to Q B 4

BLACK.

1. P to K 4
2. P to K B 4

This ingenious move was first suggested by Greco, and was considered to give Black the advantage by Allgaier, Walker, and others, until Jaenisch demonstrated it to be unsound.

3. P to Q 3 (best)

White may, however, play here P to Q 4, Q Kt to B 3, or K Kt to B 3, and obtain an equal game. 3. B takes Kt is bad. (*See Illustrative Game II.*)

4. P to K B 4 (best)

5. B takes P

6. P takes P

7. P to K 5

8. Q to K 2

9. B takes P

3. Kt to K B 3

4. K P takes P

5. P takes P

6. Q to K 2

7. P to Q 3

8. P takes P

9. P to B 3

10. B takes K Kt, and White has the advantage. The "Handbuch" gives 10. Kt to K B 3 for White, but we prefer the move in the text.

GAMES ILLUSTRATIVE OF THE COUNTER GAMBIT IN THE
KING'S BISHOP'S OPENING.GAME I.—*Between* HERREN BILGUER *and* VON DER LASA.
(From the "Handbuch.")

WHITE (Herr Bilguer).	BLACK (Herr Von der Lasa).
1. P to K 4	1. P to K 4
2. B to B 4	2. P to K B 4
3. P to Q 3	3. Kt to K B 3
4. Kt to K B 3 (a)	4. Kt to Q B 3
5. Kt to K Kt 5	5. P to Q 4
6. P takes Q P	6. Kt takes P
7. Castles	7. B to K 2
8. R to K sq	8. Q to Q 3
9. Q to B 3	9. B takes Kt
10. B takes Kt	10. Kt to Q 5
11. Q to R 5 (ch)	11. P to Kt 3
12. Q takes B	12. Q takes B
13. Q to B 6	13. R to B sq
14. R takes P (ch)	14. B to K 3
15. R takes Q	15. Kt to K 7 (ch)
16. K to B sq	16. R takes Q
17. B to Kt 5	17. B takes R
18. B takes R	18. Kt to K B 4
19. P to K Kt 3	19. K to B 2
20. B to K 5	20. Kt to K 3
21. Kt to B 3	21. R to Q sq
22. Kt takes B	22. R takes Kt
23. P to B 4	23. P to B 3
24. K to B 2, and wins.	

GAME II.—*Between* Messrs. VON DER LASA *and* M——T.
(From "Jaenisch's Chess Preceptor.")

WHITE (Mr. M——t).	BLACK (Von der Lasa)
1. P to K 4	1. P to K 4
2. B to B 4	2. P to K B 4
3. B takes Kt	3. R takes B

Note by the Author.

(a) P to K B 4 is advised here by Jaenisch.

- | | |
|--------------------|-------------------------|
| 4. P takes P | 4. P to Q 4 |
| 5. Q to R 5 (ch) | 5. P to Kt 3 |
| 6. P takes P | 6. R takes P |
| 7. P to K R 3 | 7. Q to K B 3 |
| 8. Kt to K B 3 | 8. Kt to Q B 3 |
| 9. Q Kt to B 3 | 9. B to K 3 |
| 10. Kt to K R 4 | 10. Kt to Q 5 |
| 11. Kt takes R | 11. Kt takes Q B P (ch) |
| 12. K to Q sq | 12. P takes Kt |
| 13. Q to K R 7 | 13. Kt takes Q R |
| 14. Q takes Q B P | 14. Q to K B 4 |
| 15. Q takes Q Kt P | 15. R to Q sq |
| 16. Kt to Q Kt 5 | 16. Q to B 7 (ch) |
| 17. K to K 2 | 17. Q to K 5 (ch) |
| 18. K to Q sq | 18. R to Q 2 |
| 19. Q to Q B 6 | 19. B to K B 4 |
| 20. Kt to B 7 (ch) | 20. K to B 2 |
| 21. Kt to Q Kt 5 | 21. Q takes K Kt P |
| 22. R to K sq | 22. B to B 7 |
| 23. K to K 2 | 23. Q to K 5 (ch) |
| 24. K to ♖ sq | 24. B checks, and wins. |

CHAPTER XXIII.

THE QUEEN'S BISHOP'S PAWN'S DEFENCE.

WHITE.

1. P to K 4
2. B to B 4

BLACK.

1. P to K 4
2. P to Q B 3

This defence is unanimously condemned by modern authorities.

3. Q to K 2 (best)

Philidor advised 3. P to Q 4 for the first player, but that move only leads to an even game, *e.g.*—

- | | | |
|--|--|---|
| 3. $\frac{\text{P to Q 4}}{\text{Kt to K B 3 (best)}}$ | 4. $\frac{\text{Kt to K B 3 or (a)}}{\text{P to Q 4}}$ | 5. $\frac{\text{P takes K P}}{\text{Kt takes K P}}$ |
| 6. $\frac{\text{B to Q 3}}{\text{P to K B 4, even game.}}$ | | |

(a)

4. P takes K P. This move is due to Mr. Staunton.

- | | | | |
|--|---|--|-------------------|
| 4. $\frac{\text{Q to R 4 (ch)}}{\text{Q to R 4 (ch)}}$ | 5. $\frac{\text{P to B 3}}{\text{Q takes K P}}$ | 6. $\frac{\text{B to Q 3}}{\text{P to Q 4}}$ | 7. <u>Kt to B</u> |
|--|---|--|-------------------|
- and White has a slight superiority.

- | | |
|---|--|
| <ol style="list-style-type: none"> 4. P to K B 4 5. P takes P 6. Kt to K B 3 7. P to Q 4 8. P to K 5 9. Castles 10. Q to Q 3 | <ol style="list-style-type: none"> 3. Kt to K B 3 4. P to Q 3 5. P takes P 6. B to Q 3 7. P takes P 8. Castles 9. B to Q B 4 10. Kt to Q 4 |
|---|--|

- | | |
|---|-----------------|
| 11. Kt to Kt 5 | 11. P to K Kt 3 |
| 12. Kt to K 4 | 12. B to K 2 |
| 13. B takes Kt | 13. P takes B |
| 14. Kt to B 6 (ch) | 14. B takes Kt |
| 15. P takes B, and White has a fine attack. | |
-

GAMES ILLUSTRATIVE OF THE QUEEN'S BISHOP'S PAWN'S
DEFENCE IN THE KING'S BISHOP'S OPENING.

GAME I.—*Between the HON. H. S. CONWAY and PHILIDOR, the latter playing two other games at the same time without seeing the board or men.*

WHITE (Hon. H. S. Conway).

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

BLACK (Philidor).

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

- | | |
|--------------------|------------------------|
| 29. Kt to K 2 | 29. P to K 4 |
| 30. Q R to K B 3 | 30. K R to Kt 2 |
| 31. R to B 6 | 31. B to Q 3 |
| 32. R to K R 6 | 32. K R to Kt 3 |
| 33. R takes R | 33. R takes R |
| 34. R to K B 5 | 34. P to K 5 |
| 35. R takes R P | 35. B takes P |
| 36. Kt takes B | 36. R takes Kt |
| 37. K to Q 2 | 37. K to Q 3 |
| 38. R to R 8 | 38. K to B 4 |
| 39. P to B 3 | 39. P to Kt 5 |
| 40. P takes P (ch) | 40. K to Q 5 |
| 41. R to K R 6 | 41. R to Kt 7 (ch) |
| 42. K to B sq | 42. P to K 6 |
| 43. R takes P | 43. R to Kt 8 (ch) |
| 44. K to Kt 2 | 44. P to K 7 |
| 45. R to K 6 | 45. P Queens, and wins |

CHAPTER XXIV.

THE QUEEN'S BISHOP'S PAWN'S OPENING.

- WHITE.
1. P to K 4
 2. P to Q B 3

- BLACK.
1. P to K 4

This mode of opening has long fallen into disuse. It was much cultivated three hundred years ago, Ruy Lopez having given it much attention in his treatise. It is condemned by Philidor, who thought Black could obtain at once an advantage by playing 2. P to Q 4; but this opinion was proved to be fallacious by Del Rio.

- | | |
|---|--|
| <ol style="list-style-type: none"> 3. Kt to K B 3 (best) | <ol style="list-style-type: none"> 2. P to Q 4 (best) 3. P takes P |
|---|--|

Black may also equalise matters by 3. Kt to K B 3.

- | | |
|--|---|
| <ol style="list-style-type: none"> 4. Kt takes K P, or (A.) 5. Kt to Q B 4 | <ol style="list-style-type: none"> 4. B to Q 3 |
|--|---|

And the positions are equal. Del Rio, instead of the move in the text, makes White play 4. Q to R 4 (ch), as follows:—

(A.)

- | | |
|---|--|
| <ol style="list-style-type: none"> 4. Q to R 4 (ch) 5. Q takes K P 6. B to Q B 4 | <ol style="list-style-type: none"> 4. P to B 3 5. B to Q 3 |
|---|--|

(If 6. $\frac{P \text{ to } Q 4}{P \text{ to } K B 4}$)

7. $\frac{Q \text{ to } B 2}{P \text{ to } K 5, \&c.}$

- | | |
|--|--|
| <ol style="list-style-type: none"> 7. Q to K 2 8. P to Q 3 9. P takes P 10. B to K 3 | <ol style="list-style-type: none"> 6. Kt to K B 3 7. P to K 5 8. Castles 9. Kt takes P |
|--|--|

Here Staunton makes Black play 10. B to K B 4, and pronounces the game even. The following continuation is from Heydebrand:—

- | | |
|---|--|
| <ol style="list-style-type: none"> 11. Q Kt to Q 2 12. Q takes Kt 13. P takes B, and Heydebrand thinks White may afterwards play R to K Kt sq, with good effect. | <ol style="list-style-type: none"> 10. B to K Kt 5 11. Kt takes Kt 12. B takes Kt |
|---|--|

PART IV.

(CLOSE OPENINGS.)

CHAPTER XXV.

THE QUEEN'S GAMBIT ACCEPTED AND DECLINED.

THE Queen's Gambit, once a very popular opening, is now rarely played. Like the other close openings, it usually leads to dull games, comparatively devoid of interest to those who are acquainted with the brilliant Gambits on the King's side. Jaenisch, however, says: "The openings on Queen's side hold the first rank among all openings, strictly speaking; since they are those which for both parties are the most rigidly correct when each side plays the best moves. The advantage, indeed, of first move, may cease immediately." Jaenisch wrote thus in 1847; but in 1859 Morphy scattered to the winds this notion by his defeats of Harrwitz, who invariably adopted the Queen's Gambit, and lost nearly all the games. The idea that the close style of opening was to be preferred to the open mode of play has long since been exploded. Nothing, however, is risked in the Queen's Gambit, inasmuch as the Gambit Pawn can always be recovered. Damiano, Stamma, and numerous other early writers, notice this opening, for which the student may profitably consult "Le Palamède," 1844, containing the games between Labourdonnais and MacDonnell, with notes by M. St. Amant.

GAME THE FIRST.

(THE GAMBIT ACCEPTED.)

WHITE.

1. P to Q 4

2. P to Q B 4

BLACK.

1. P to Q 4

2. P takes P

The acceptance of the Gambit is decried by the best authorities. Black's best play is said to be 2. P to K 3, for which *see*

Game the Second ; but he may also move 2. P to Q B 4, a line of play advised by Salvio, but denounced by Jaenisch. (See Game the Third.)

3. Q Kt to B 3, or Variations (I.), (II.), (III.) 3. P to K 4 .

(If 3. $\overline{\text{Kt to K B 3}}$ 4. $\overline{\text{P to K 3}}$, even game.)

If 3. $\overline{\text{P to Q B 4}}$ 4. $\overline{\text{P to Q 5}}$, even game.)

If 3. $\overline{\text{P to Q B 3}}$ 4. $\overline{\text{P to Q R 4}}$, even game.)

4. P to Q 5

(If 4. $\overline{\text{P takes P}}$
 $\overline{\text{Q takes Q (ch)}}$)

5. $\overline{\text{Kt takes Q}}$
 $\overline{\text{Kt to Q B 3}}$

6. $\overline{\text{P to K 4}}$
 $\overline{\text{Kt takes P}}$

7. $\overline{\text{B to K B 4}}$, even game.)

4. P to K B 4

The "Handbuch" gives for Black 4. P to Q B 3, and 4. Kt to K B 3, and just alludes to the move in the text, as occurring in a game by correspondence in Walker's Chess Studies.

5. P to K 4

5. Kt to K B 3

6. P to K B 3, and White is declared to have a good game by the authors of "La Stratégie."

VARIATION (I.)

On White's third move :—

3. P to K 3

The "Handbuch" remarks that the games of Labourdonnais and MacDonnell show this to be a good move, although blamed by earlier writers. It is objected to by Philidor, who says :— "A certain author, otherwise a very good player, who chiefly delights in the Queen's Gambit, teaches to push this Pawn only one square. I will agree, that by pushing it only one square you may sometimes deceive a bad player, but that does not justify the move."

3. P to K 4

(If 3. $\frac{P \text{ to } Q \text{ B } 4}{P \text{ to } Q \text{ B } 4}$ 4. $\frac{P \text{ to } Q \text{ 5}}{P \text{ to } K \text{ 3}}$ 5. $\frac{B \text{ takes } P}{P \text{ takes } P}$ 6. $\frac{B \text{ takes } P}{B \text{ to } K \text{ 3}}$
 even game.

If 3. $\frac{P \text{ to } Q \text{ Kt } 4}{P \text{ to } Q \text{ Kt } 4}$ 4. $\frac{P \text{ to } Q \text{ R } 4}{B \text{ to } Q \text{ 2}}$ 5. $\frac{P \text{ takes } P}{B \text{ takes } P}$
 6. $\frac{P \text{ to } Q \text{ Kt } 3}{Q \text{ to } Q \text{ 4}}$ 7. $\frac{P \text{ takes } P, \text{ winning.}}{P \text{ takes } P, \text{ winning.}}$

4. B takes P

4. P takes P

5. P takes P

5. B to Q 3

And Jaenisch considers White retains the advantage of position. "La Stratégie" continues the game thus:—

6. Kt to K B 3

6. Kt to K B 3

7. Castles

7. Castles

and thinks the positions equal, although slightly preferring White's game, on account of his centre Pawn.

VARIATION (II.)

On White's third move:—

3. Kt to K B 3

This move, although unnoticed by the Books, gives White, in our opinion, at least as good a game as 3. P to K 3

3. P to K 3

It would be bad for Black to attempt to support the Gambit Pawn.

4. P to K 3

4. Kt to K B 3

5. B takes P

5. B to K 2

6. Kt to Q B 3

6. Castles

7. Castles

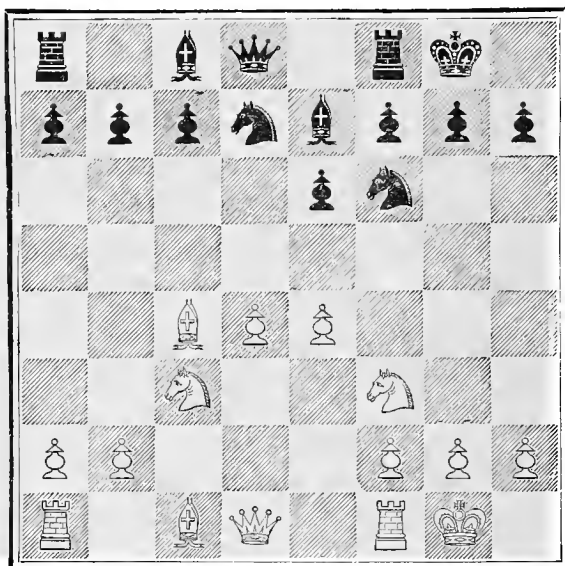
7. Q Kt to Q 2

8. P to K 4, and Messrs. Wisker and Zukertort prefer White's game. For further exemplification of this form of the opening, see Illustrative Game IV., between Messrs. Blackburne and Rosenthal, at the end of this chapter.

DIAGRAM

Showing the position after White's eighth move in the above Variation :—

BLACK.



WHITE.

VARIATION (III.)

On White's third move :—

3. P to K 4

Although preferred by Philidor, this move should yield Black the attack, thus :—

3. P to K 4, or (A.), (B.), (C.)

Black has three other moves at this point—*viz.*, 3. P to K B 4, 3. P to Q Kt 4, and 3. P to Q B 4, for which *see* (A.), (B.), (C.).

4. P to Q 5

4. P to K B 4

- | | |
|----------------|----------------|
| 5. B takes P | 5. Kt to K B 3 |
| 6. Kt to K B 3 | 6. B to Q 3 |
| 7. P takes P | 7. B takes P |
| 8. Castles | 8. Castles |
| 9. Kt to Q B 3 | 9. Q Kt to Q 2 |

And Von der Lasa pronounces the positions equal. In the 5th edition of the "Handbuch" White is made to play 4. P takes P, in lieu of 4. P to Q 5, as in the above Variation, and the game is continued thus :—

- | | | |
|---|---|---|
| 4. $\frac{P \text{ takes } P}{Q \text{ takes } Q \text{ (ch)}}$ | 5. $\frac{K \text{ takes } Q}{B \text{ to } K 3}$ | 6. $\frac{P \text{ to } K B 4}{P \text{ to } K Kt 3}$ |
|---|---|---|
7. Kt to Q 2. The "Handbuch" now makes Black play the bad move of P to Q Kt 4, whereas the correct move is—
- | | | |
|---|--|---|
| 7. $\frac{Kt \text{ to } Q 2}{K \text{ to } B 2}$ | 8. $\frac{B \text{ takes } P}{B \text{ takes } B}$ | 9. $\frac{Kt \text{ takes } B}{\text{Castles}}$ |
|---|--|---|
10. $\frac{Kt \text{ to } B 4, \text{ and Black regains the Pawn with a better position, for if}}{Kt \text{ to } Q 2}$
 now $\frac{R \text{ to } Q 5, \&c.}{R \text{ to } Q 5, \&c.}$

True, the "Handbuch" notices this line of play in a footnote, which had escaped our observation.

(A.)

3. P to K B 4

4. B takes P

- | | | |
|--|--|---|
| (If 4. $\frac{P \text{ to } K 5}{B \text{ to } K 3}$ | 5. $\frac{Kt \text{ to } Q R 3}{Kt \text{ to } Q B 3}$ | 6. $\frac{B \text{ to } K 3}{Kt \text{ to } Q R 4}$ |
|--|--|---|
7. $\frac{Q \text{ to } R 4 \text{ (ch)}}{P \text{ to } B 3}$
8. Castles, with a fine game. The move
4. P to K 5 is the invention of Schwartz.)

- | | |
|-----------------------------------|--------------|
| 5. Q to Q Kt 3 | 4. P takes P |
| 6. B takes P | 5. P to K 3 |
| 7. Q takes B (ch) | 6. B takes B |
| 8. Q takes P, with the advantage. | 7. B to K 2 |

(B.)

3. P to Q Kt 4

This is a better defence than the preceding one, as it obtains Black two passed Pawns.

4. P to Q R 4

4. P to Q B 3

(If 4. \overline{B} to Q R 3, Black loses a piece, thus—

- | | | |
|---------------------------|-------------------------------------|---------------------------|
| 5. \overline{P} takes P | 6. \overline{P} to Q Kt 3 | 7. \overline{P} takes P |
| \overline{B} takes P | \overline{P} to K 3 | \overline{B} to Q R 3 |
| 8. \overline{R} takes B | 9. \overline{Q} to R 4 (ch), &c.) | |
| Kt takes R | | |

5. P takes P

5. P takes P

6. P to Q Kt 3

6. P to Q R 4

7. P takes P

7. P to Q Kt 5

And the game is about equal. On his sixth move in the above main Variation, Black may play P to K 4, as advised by Schwarz, and which the "Handbuch" considers his best play, thus :—

- | | | |
|--------------------------------------|----------------------------------|--------------------------|
| 6. \overline{P} to K 4 | 7. \overline{P} takes P (best) | 8. \overline{K} to K 2 |
| | \overline{B} checks | \overline{Q} takes Q |
| 9. \overline{K} takes Q | | |
| \overline{B} to Q Kt 2, even game. | | |

(C.)

3. P to Q B 4

4. P to Q 5

4. P to K 3

5. B takes P

5. P takes P

6. B takes P

6. B to Q 3

7. Kt to K B 3

7. Kt to K 2

Even game.

GAME THE SECOND.

(THE GAMBIT REFUSED.)

WHITE.

1. P to Q 4
2. P to Q B 4

BLACK.

1. P to Q 4
2. P to K 3

This is pronounced to be Black's best move by the authorities, but he may with safety accept the Gambit, as we have shown in the preceding analysis.

3. Kt to Q B 3

3. P to Q B 4

Black may also obtain an even game by 3. Kt to K B 3, although this mode of play is condemned by some writers, *e. g.* :—

- | | | |
|---|--|---|
| 3. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ | 4. $\frac{\text{B to K B 4}}{\text{P to Q B 4}}$ | 5. $\frac{\text{P to K 3}}{\text{Q Kt to B 3}}$ |
| 6. $\frac{\text{Kt to K B 3}}{\text{B to K 2, \&c.}}$ | | |

4. P to K 3

4. Kt to K B 3

5. Kt to K B 3

5. Kt to Q B 3

6. P to Q R 3, and the positions are even. The above moves occur in a game between Anderssen and Szen.

GAME THE THIRD.

WHITE.

1. P to Q 4
2. P to Q B 4
3. P takes Q P, or (A.)
4. P to K 3
5. Kt to Q B 3
6. P takes P

BLACK.

1. P to Q 4
2. P to Q B 4, or Variation (I.)
3. Q takes P
4. P takes P
5. Q to Q sq
6. P to K 3

And White has slightly the better game, in the opinion of Jaenisch, Preti, and Durand. Staunton shapes the *début* as follows :—

(A.)

- | | |
|------------------|----------------------|
| 3. P takes Q B P | 3. P to Q 5 |
| 4. P to Q Kt 4 | 4. P to Q R 4 |
| 5. P to Q Kt 5 | 5. P to K 4 |
| 6. Kt to K B 3 | 6. P to K B 3 |
| 7. P to K 3 | 7. B takes doubled P |
| 8. P takes Q P | 8. P takes P |

9. B to Q Kt 2, and declares White to have the advantage. The student may determine for himself which mode of play is to be preferred. Black has yet another line of defence on his second move, for he can play 2. P to Q B 3, in lieu of P to Q B 4, the consequences of which it will be well to examine under Variation (I.).

VARIATION (I.)

On Black's second move :—

2. P to Q B 3

3. Kt to Q B 3

Staunton makes White play here P to K B 3 (" Handbook," p. 362), with the following continuation :—

- | | | |
|---|---|---|
| 3. $\frac{P \text{ to } K B 3}{Kt \text{ to } K B 3}$ | 4. $\frac{Q \text{ Kt to } B 3}{B \text{ to } K B 4}$ | 5. $\frac{P \text{ to } K 3}{P \text{ to } K 3}$ |
| 6. $\frac{B \text{ to } Q 3}{B \text{ takes } B}$ | 7. $\frac{Q \text{ takes } B}{B \text{ to } Q Kt 5}$ | 8. $\frac{P \text{ to } K 4}{B \text{ takes } Kt (ch)}$ |
| 9. $\frac{P \text{ takes } B}{Q Kt \text{ to } Q 2}$ | 10. $\frac{Q B P \text{ takes } Q P}{Q B P \text{ takes } P}$ | 11. $\frac{P \text{ to } K 5}{Kt \text{ to } K R 4}$ |
12. K Kt to K 2, and declares the game to be in White's favour.

- | | |
|----------------|----------------|
| 3. Kt to K B 3 | 3. Kt to K B 3 |
| 4. P to K 3 | 4. B to K B 4 |
| 5. P takes P | 5. P takes P |

- | | |
|------------------------------------|---------------|
| 6. Q to Q Kt 3 | 6. Q to Q 2 |
| 7. Kt to K B 3 | 7. P to K 3 |
| 8. Kt to K 5 | 8. Q to Q B 2 |
| 9. B to Q 2, with the better game. | |

The subjoined games, played by Messrs. Anderssen, Boden, Blackburne, Harrwitz, Labourdonnais, MacDonnell, Morphy, Owen, Rosenthal, St. Amant, Staunton, and Steinitz, are excellent illustrations of the Queen's Gambit.

GAMES ILLUSTRATIVE OF THE QUEEN'S GAMBIT.

GAME I—*Between Messrs. OWEN and BODEN.*

(From the "Chess Player's Chronicle, 1873.")

WHITE (Mr. Owen).	BLACK (Mr. Boden).
1. P to Q 4	1. P to Q 4
2. P to Q B 4	2. P takes P
3. P to K 4	3. P to K 4
4. P to Q 5	4. P to K B 4
5. B takes P	5. Kt to K B 3
6. Kt to Q B 3	6. B to Q 3
7. Kt to K B 3	7. P takes P
8. Kt to K Kt 5	8. B to K B 4
9. Q to Q R 4 (ch)	9. Q Kt to Q 2
10. Kt to K 6	10. Q to K 2
11. Castles	11. P to Q R 3
12. B to K Kt 5	12. R to Q B sq (a)
13. P to K B 4 (b)	13. P to K R 3
14. B takes Kt	14. Q takes B
15. P takes P	15. B takes P
16. R takes B	16. Q takes R
17. R to K B sq	17. Q to K Kt 5
18. B to K 2	18. Q to K R 5
19. P to K Kt 3	19. B takes P
20. B to R 5 (ch), and wins (c)	

Notes by the Author.

- (a) If P to Q Kt 4, White takes it with Bishop.
 (b) Very well played!
 (c) The most brilliant game of Mr. Owen's which we have ever seen.

GAME II.—*Between Messrs. HARRWITZ and MORPHY.*

WHITE (Mr. Harrwitz).	BLACK (Mr. Morphy).
1. P to Q 4	1. P to Q 4
2. P to Q B 4	2. P to K 3
3. Kt to Q B 3	3. Kt to K B 3
4. B to K B 4	4. P to Q R 3
5. P to K 3	5. P to Q B 4
6. Kt to K B 3	6. Kt to Q B 3
7. P to Q R 3	7. P takes Q P
8. K P takes P	8. P takes P
9. K B takes P	9. P to Q Kt 4
10. B to Q 3	10. B to Q Kt 2
11. Castles	11. B to K 2
12. B to K 5	12. Castles
13. Q to K 2	13. Kt to Q 4
14. B to K Kt 3	14. K to R sq
15. K R to K sq	15. B to K B 3
16. Q to K 4	16. P to K Kt 3
17. Kt takes Kt	17. Q takes Kt
18. Q takes Q	18. P takes Q
19. Kt to K 5	19. Q R to Q sq
20. Kt takes Kt	20. B takes Kt
21. Q R to Q B sq	21. Q R to Q B sq
22. B to Q 6	22. R to K Kt sq
23. B to K 5	23. K to Kt 2
24. P to K B 4	24. B to Q 2
25. K to B 2	25. P to K R 3
26. K to K 3	26. R takes R
27. R takes R	27. R to Q B sq
28. R to Q B 5	28. B takes B
29. B P takes P	29. B to K 3
30. P to Q R 4	30. P takes P
31. B takes Q R P	31. R to Q Kt sq
32. R to Q Kt 5	32. R to Q sq
33. R to Q Kt 6	33. R to Q R sq
34. K to Q 2	34. B to Q B sq
35. B takes B	35. R takes B
36. R to Q Kt 5	36. R to Q R sq
37. R takes Q P	37. P to Q R 6
38. P takes P	38. R takes P
39. R to Q B 5	39. K to B sq
40. K to K 2	40. K to K 2
41. P to Q 5	41. K to Q 2
42. R to Q B 6	42. P to K R 4
43. R to K B 6	43. K to K 2

- | | |
|--------------------------|-------------------|
| 44. P to Q 6 (ch) | 44. K to K sq |
| 45. P to K 6 | 45. P takes P |
| 46. R takes P (ch) | 46. K to B 2 |
| 47. P to Q 7 | 47. R to Q R sq |
| 48. R to Q 6 | 48. K to K 2 |
| 49. R takes P | 49. K takes P |
| 50. R to K Kt 5 | 50. R to K R sq |
| 51. K to B 3 | 51. K to K 3 |
| 52. K to Kt 3 | 52. P to R 5 (ch) |
| 53. K to Kt 4 | 53. P to K R 6 |
| 54. P to K Kt 3 | 54. K to B 3 |
| 55. R to K R 5, and wins | |
-

GAME III.—*Between Messrs. STEINITZ and ANDERSSSEN.*

(*Played at the Vienna Tourney.*)

- | WHITE (Herr Steinitz). | BLACK (Herr Anderssen). |
|------------------------|-------------------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. P to Q B 4 | 2. P to K 3 |
| 3. Kt to Q B 3 (a) | 3. Kt to K B 3 |
| 4. B to K Kt 5 | 4. B to K 2 |
| 5. P to K 3 | 5. Castles |
| 6. Kt to K B 3 | 6. P to Q Kt 3 |
| 7. B to Q 3 | 7. B to Kt 2 |
| 8. Castles | 8. Q Kt to Q 2 |
| 9. P takes P | 9. P takes P |
| 10. R to Q B sq | 10. P to Q B 4 |
| 11. P takes P | 11. P takes P |
| 12. Q to R 4 | 12. Kt to K 5 (b) |
| 13. B takes Kt | 13. P takes B |
| 14. K R to Q sq | 14. B takes B |
| 15. Kt takes B | 15. Q takes Kt |
| 16. R takes Kt | 16. K R to Kt sq |
| 17. Q to Kt 3 | 17. B to B 3 |
| 18. Q takes P (ch) | 18. K to R sq |
-

(a) The Editor of the "Westminster Papers" condemns this move on the ground of the White Knight being liable to be pinned by the adverse Bishop, and recommends P to K 3 instead. We cannot see that Black would get any advantage worth mentioning by pinning the Knight.

(b) This was evidently a miscalculation.

- | | |
|-----------------|----------------|
| 19. P to K R 4 | 19. Q to Kt 5 |
| 20. R takes P | 20. R takes R |
| 21. Q takes R | 21. R takes P |
| 22. Q takes B P | 22. Q to K 3 |
| 23. R to Q sq | 23. P to R 3 |
| 24. R to Q 6 | 24. Q to K B 2 |
| 25. Kt to Q sq | 25. R to K 7 |
| 26. K to B sq | |

And Black resigned (c).

GAME IV.—*Between Messrs. BLACKBURNE and ROSENTHAL.*

(From the "Westminster Papers.")

- | WHITE (Mr. Blackburne). | BLACK (Mr. Rosenthal). |
|-------------------------|------------------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. P to Q B 4 | 2. P takes P |
| 3. Kt to K B 3 (a) | 3. P to K 3 |
| 4. P to K 3 | 4. Kt to K B 3 |
| 5. B takes P | 5. B to K 2 |
| 6. Kt to Q B 3 | 6. Castles |
| 7. Castles | 7. Q Kt to Q 2 |
| 8. B to Q 3 (b) | 8. Kt to Kt 3 |
| 9. B to Q 3 | 9. P to B 4 |
| 10. Kt to K 2 | 10. P takes P |
| 11. Q Kt takes P | 11. B to Q 3 |
| 12. Kt to Q Kt 5 | 12. B to K 2 |
| 13. Q to K 2 | 13. P to Q R 3 |
| 14. Kt to Q B 3 | 14. B to Q 3 |
| 15. K R to Q sq | 15. Q to K 2 |
| 16. P to K 4 | 16. P to K 4 |
| 17. Q R to B sq | 17. B to K Kt 5 |
| 18. B to K 3 | 18. Q Kt to Q 2 |
| 19. B to K Kt 5. | 19. P to K R 3 |
| 20. Kt to Q 5 | 20. Q to K 3 |
| 21. B takes Kt | 21. Kt takes B |
| 22. B to B 4 | 22. Q R to Q sq |

(c) The game is finished in Mr. Steinitz's usual masterly style.

(a) This is an innovation, and to all appearance preferable to the usual move P to K 3.

(b) Perhaps P to K 4 might here have been stronger play for White.

- | | |
|----------------------|---------------------|
| 23. Kt to B 4 | 23. B takes Kt |
| 24. P takes B | 24. Q to Q 2 |
| 25. Kt to Kt 6 | 25. K R to K sq |
| 26. P to B 4 | 26. P takes P |
| 27. P to K 5 | 27. Q to B 4 |
| 28. Q to Q 3 | 28. Kt to K 5 |
| 29. Kt to R 4 | 29. Q to Kt 5 (ch) |
| 30. K to B sq | 30. R takes P |
| 31. Kt to B 3 | 31. Q to R 6 (ch) |
| 32. K to Kt sq | 32. Kt takes P |
| 33. B takes B P (ch) | 33. K to R sq |
| 34. Kt takes R | 34. Kt takes Q |
| 35. R takes Kt | 35. P to B 6 |
| 36. Kt takes P (c) | 36. B takes P (ch) |
| 37. Kt takes B | 37. Q takes R |
| 38. R to K B sq | 38. Q to K 6 (ch) |
| 39. K to R sq | 39. R to Q 7 |
| 40. B to Kt 6 | 40. R takes Kt (ch) |
| 41. K takes R | 41. Q to K 7 (ch) |

And White resigned.

GAME V.—*Between Messrs. LABOURDONNAIS and MACDONNELL.*

WHITE (Mr. Labourdonnais).

1. P to Q 4
2. P to Q B 4
3. Kt to Q B 3
4. P to K 3
5. B takes P
6. Kt to K B 3
7. P to K 4

BLACK (Mr. MacDonnell).

1. P to Q 4
2. P takes P
3. P to K B 4
4. P to K 3
5. P to Q B 3
6. B to Q 3
7. P to Q Kt 4

(c) Mr. Blackburne was unwell when he played this game, otherwise he would have won off-hand now by playing 36. R takes P, thus : Suppose

- | | | | |
|----------------------|----------------------|------------------------|----------------------------|
| 36. <u>R takes P</u> | 37. <u>K to R sq</u> | 38. <u>P to Q Kt 4</u> | 39. <u>Kt to Kt 6 (ch)</u> |
| B to B 4 (ch) | Q to B sq | Q to B 2 | K to R 2 |

40. P takes B, &c. Upon the issue of this game depended the chief prize in the Grand Vienna Tourney, which would have been secured by Mr. Blackburne had he only played in his usual form. It was extremely unfortunate for him to have been taken ill so suddenly in the last round of the Tournament, and have consequently fallen an easy victim to the antagonist whom he had previously vanquished.

- | | |
|-----------------------|------------------|
| 8. B to Q Kt 3 | 8. P to Q R 4 |
| 9. K P takes P | 9. K P takes P |
| 10. Castles | 10. P to Q R 5 |
| 11. B takes K Kt | 11. R takes B |
| 12. B to K Kt 5 | 12. Q to Q B 2 |
| 13. Q to K 2 (ch) | 13. K to B sq |
| 14. K R to K sq | 14. K to B 2 |
| 15. Q R to Q B sq | 15. Q to Q Kt 2 |
| 16. P to Q 5 | 16. P to K R 3 |
| 17. Q P takes P | 17. Q to Q R 3 |
| 18. Kt takes Q Kt P | 18. R P takes B |
| 19. Q Kt takes B (ch) | 19. K to Kt 3 |
| 20. Kt to K 5 (ch) | 20. K to B 3 |
| 21. Q to K R 5 | 21. P to K Kt 3 |
| 22. Q to K R 7 | 22. Q B to K 3 |
| 23. Kt takes K Kt P | 23. Q Kt takes P |
| 24. Q R takes Kt | 24. Q to Q 6 |
| 25. Q to K 7 (ch) | 25. K takes Kt |
| 26. K R takes B (ch) | 26. K to R 4 |
| 27. Q to K R 7 (ch) | 27. K to Kt 5 |
| 28. Q R to Q B 4 (ch) | 28. P to K B 5 |
| 29. P to K R 3 (ch) | 29. Q takes P |
| 30. Q takes Q—mates | |

VI.—*Between the same opponents.*

WHITE (M. Labourdonnais).

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

BLACK (Mr. MacDonnell).

1. P to Q 4
2. P takes P
3. P to K 4
4. P takes P
5. K Kt to B 3
6. B to K 2
7. Castles
8. Q Kt to Q 2
9. Q Kt to Kt 3
10. P to Q B 3
11. K Kt to Q 4
12. P to K B 4
13. P to K B 5
14. P to K Kt 4
15. K to Kt 2

- | | |
|----------------------|-------------------|
| 16. Q Kt takes Kt | 16. Kt takes Kt |
| 17. K Kt takes Q B P | 17. P takes Kt |
| 18. B takes Kt | 18. Q takes B |
| 19. Q takes B (ch) | 19. R to B 2 |
| 20. Q to Q Kt 4 | 20. B to K B 4 |
| 21. R to K 5 | 21. Q to Q 2 |
| 22. P to Q 5 | 22. P takes P |
| 23. Q to her 4 | 23. K to R 3 |
| 24. P to K R 4 | 24. Q B to K 3 |
| 25. K R to K sq | 25. Q R to K sq |
| 26. Q R takes Kt P | 26. Q R to K B sq |
| 27. Q to K 5 | 27. Q B to K Kt 5 |
| 28. R to K R 5 (ch) | 28. B takes R |
| 29. Q mates | |
-

GAME VII.—*Between M. St. Amant and Mr. Staunton.*

- | WHITE (M. St. Amant). | BLACK (Mr. Staunton). |
|-----------------------|-----------------------|
| 1. P to Q 4 | 1. P to Q 4 |
| 2. P to Q B 4 | 2. P to K 3 |
| 3. Q Kt to B 3 | 3. K Kt to B 3 |
| 4. K Kt to B 3 | 4. P to Q R 3 |
| 5. P to Q B 5 | 5. K B to K 2 |
| 6. Q B to K Kt 5 | 6. Castles |
| 7. P to K 3 | 7. P to Q Kt 3 |
| 8. P to Q Kt 4 | 8. Q B to Q Kt 2 |
| 9. Q B takes Kt | 9. B takes B |
| 10. K R to Q 3 | 10. P to Q R 4 |
| 11. P to Q R 3 | 11. Kt to Q 2 |
| 12. Q B P takes P | 12. P takes P |
| 13. Castles | 13. Q to K 2 |
| 14. Q to Q Kt 3 | 14. P takes P |
| 15. P takes P | 15. K R to Q B sq |
| 16. B to Q Kt 5 | 16. Kt to K B sq |
| 17. K R to Q B sq | 17. Kt to K Kt 3 |
| 18. B to K 2 | 18. Q to Q sq |
| 19. Kt to Q Kt 5 | 19. B to K 2 |
| 20. K Kt to K sq | 20. B to Q R 3 |
| 21. P to K B 4 | 21. Kt to R 5 |
| 22. K to B 2 | 22. Kt to K B 4 |
| 23. K Kt to B 3 | 23. B takes Q Kt |

- | | |
|----------------------|----------------------|
| 24. Q R takes R | 24. R takes Q R |
| 25. B takes B | 25. Kt to Q 3 |
| 26. B to Q 3 | 26. P to Q Kt 4 |
| 27. Kt to K 5 | 27. Kt to Q B 5 |
| 28. Kt to Q B 6 | 28. Q to Q 3 |
| 29. Kt takes B (ch) | 29. Q takes Kt |
| 30. B takes Kt | 30. Q P takes B |
| 31. Q to Kt 2 | 31. R to Q R 5 |
| 32. R to Q Kt sq | 32. Q to Q R 2 |
| 33. Q to Q B 2 | 33. P to K Kt 3 |
| 34. P to K R 4 | 34. Q to K 2 |
| 35. R to K R sq | 35. Q takes Q Kt P |
| 36. Q to K 4 | 36. Q to Q Kt 7 (ch) |
| 37. K to Kt 3 | 37. R to Q R 7 |
| 38. R to K B sq | 38. P to Q Kt 5 |
| 39. Q to Q Kt 7 | 39. P to K R 4 |
| 40. K to R 3 | 40. P to Q B 6 |
| 41. R to K Kt sq | 41. Q to K B 7 |
| 42. Q to Q Kt 8 (ch) | 42. K to R 2 |
| 43. Q to K B 8 | 43. Q takes K P (ch) |
| 44. P to K Kt 3 | 44. R to Q R 2 |
| 45. R to Q R sq | 45. Q takes Q P |
| 46. R takes R | 46. Q takes R |
| 47. Q takes Q Kt P | 47. Q to K Kt 8 |
| 48. Q to Q Kt 7 | 48. K to Kt 2 |
| 49. Q to K 4 | 49. Q to Q B 4 |
| 50. Q to K sq | 50. P to Q B 7 |
| 51. Q to Q R sq (ch) | 51. K to R 2 |
| 52. Q to Q B sq | 52. Q to K B 4 (ch) |
| 53. K to R 2 | 53. Q to Q 6 |
| 54. P to K B 5 | 54. Q to K 7 (ch) |
| 55. K to R 3 | 55. Q to Q 8 |
| 56. P takes P (ch) | 56. P takes P |

And White surrendered.

CHAPTER XXVI.

THE FRENCH GAME.

GAME THE FIRST.

WHITE.

1. P to K 4

BLACK.

1. P to K 3

THIS move is made with the object of evading the Ruy Lopez, and other harassing attacks to which the second player is exposed if he play 1. P to K 4. With correct play, it should lead to an even game. The opening is so designated, we presume, from its having been adopted by Labourdonnais, in 1834, in the ninth game of his match with MacDonnell; but Lucena's treatise, published in 1495, mentions it, so that it is by no means a modern discovery. Although occasionally adopted by some magnates of the game, it was never played by Morphy, and is generally considered a very tame mode of defence.

2. P to Q 4 (best), or *see* 2. P to Q 4

(A.), (B.), (C.), (D.)

3. P takes P

Instead of this move, White may play 3. Q Kt to B 3, or 3. P to K 5, for which *see* Games the Second and Third.

3. P takes P

4. Kt to K B 3 (best)

(If 4. $\frac{P \text{ to } Q \ B \ 4}{B \text{ to } Q \ Kt \ 5 \ (ch)}$

5. $\frac{B \text{ to } Q \ 2}{Q \text{ to } K \ 2 \ (ch)}$

6. $\frac{Q \text{ to } K \ 2}{B \text{ to } K \ 3}$

7. $\frac{P \text{ takes } P}{B \text{ takes } B \ (ch)}$

8. $\frac{Q \ Kt \ \text{takes } B}{B \ \text{takes } Q \ P}$

9. $\frac{Q \ \text{takes } Q \ (ch) \ \text{or } (a.)}{K \ Kt \ \text{takes } Q}$

10. Kt to K B 3, and it is questionable whether White can maintain his isolated Pawn.

(a.)

9. $\frac{K \ Kt \ \text{to } K \ B \ 3}{Q \ Kt \ \text{to } B \ 3}$

10. $\frac{Q \ \text{to } K \ 3}{Q \ B \ \text{takes } Kt}$

11. $\frac{Kt \ \text{takes } B}{Castles}$

12. $\frac{Q R \text{ to } Q \text{ sq}}{Q \text{ to } Kt 5 \text{ (ch)}}$

and Black has the better game.)

13. $\frac{Q \text{ to } Q 2}{Kt \text{ takes } Q P}$

14. $\frac{Kt \text{ takes } Kt}{R \text{ takes } Kt,}$

4. Kt to K B 3

(If 4. $\frac{P \text{ to } Q B 4}$

7. B takes Kt (ch)
P takes B

preferable game.)

5. $\frac{B \text{ to } Q \text{ Kt } 5 \text{ (ch)}}{Kt \text{ to } B 3}$

8. $\frac{P \text{ takes } Q P}{P \text{ takes } P \text{ at } Q 5}$

6. $\frac{P \text{ to } Q B 4}{P \text{ to } Q R 3}$

9. Kt to B 3, with the

5. B to K 3

6. B to Q 3

7. Castles

5. B to K 3

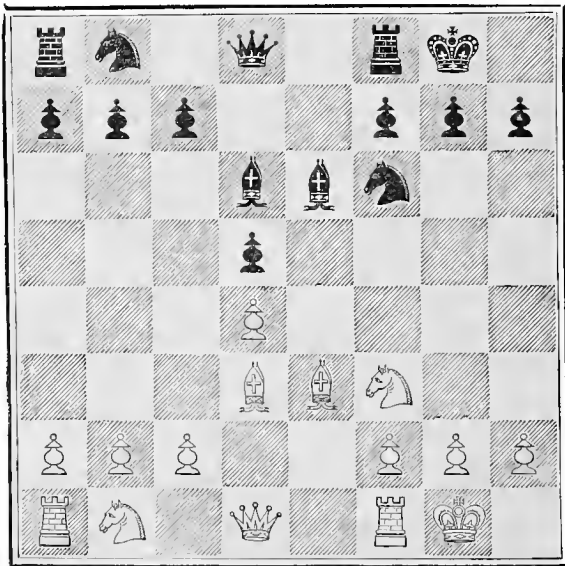
6. B to Q 3

7. Castles

Even game.

DIAGRAM.

BLACK.



WHITE.

(A.)

2. Kt to K B 3

2. P to Q 4

3. P takes P

4. P to Q 4

5. B to Q 3

3. P takes P

4. Kt to K B 3

5. B to Q 3

Even game.

(B.)

2. P to K B 4

3. P takes P

2. P to Q 4

3. P takes P

(If 3. $\frac{P \text{ to } K 5}{P \text{ to } Q B 4}$ 4. $\frac{P \text{ to } Q B 3}{Kt \text{ to } Q B 3}$ 5. $\frac{Kt \text{ to } K B 3}{P \text{ to } K B 3}$ 6. $\frac{Kt \text{ to } Q R 3}{Kt \text{ to } K R 3}$ 7. $\frac{Kt \text{ to } Q B 2}{B \text{ to } Q 2}$ 8. $\frac{P \text{ to } Q 4}{Q \text{ to } Q Kt 3}$ 9. $\frac{P \text{ to } Q Kt 3}{R \text{ to } Q B sq}$ 10. $\frac{B \text{ to } Q 3}{Kt \text{ to } K B 2}$ 11. $\frac{B \text{ to } K 3}{P \text{ takes } Q P}$ 12. $\frac{Q B P \text{ takes } P}{P \text{ takes } P}$ 13. $\frac{B P \text{ takes } P}{B \text{ to } Kt 5 (ch)}$ 14. $\frac{B \text{ to } Q 2}{\text{Castles, and Black has the superiority.}}$

4. Kt to K B 3

5. P to Q 4

6. P to Q B 3

7. B to K 3

8. P to Q Kt 3

9. B to Q 3

4. P to Q B 4

5. Kt to Q B 3

6. Kt to K B 3

7. Q to Kt 3

8. B to Q 2

9. R to Q B sq

And Black has somewhat the better position. If White, on his eighth move in the above Variation, should play 8. Q to Kt 3, Black's rejoinder ought to be 8. Q Kt to R 4, with a slight superiority.

(C.)

2. P to Q B 4

3. P to Q 4

4. Q takes P

5. Q to Q sq

6. Kt to Q B 3

2. P to Q B 4

3. P takes P

4. Kt to Q B 3

5. B to Q B 4

6. Kt to K 2

And again Black's game is to be preferred, on account of White having lost time with his Queen on his fourth and fifth moves.

(D.)

- | | |
|----------------|----------------|
| 2. P to K 5 | 2. P to Q B 4 |
| 3. Kt to K B 3 | 3. P to K B 3 |
| 4. P to Q B 3 | 4. P takes P |
| 5. Kt takes P | 5. Kt to K B 3 |
| 6. P to Q 4 | 6. P to Q 4 |
| 7. B to K 3 | 7. Q to Q Kt 3 |
| 8. P to Q Kt 3 | 8. Kt to Q B 3 |

With the better game.

Of the three preceding moves, 2. P to K B 4, 2. P to Q B 4, and 2. P to K 5, the first is the least objectionable, and has the recommendation of being favoured by Labourdonnais, who erroneously preferred it to 2. P to Q 4.

GAME THE SECOND.

WHITE.

1. P to K 4
2. P to Q 4
3. Kt to Q B 3

BLACK.

1. P to K 3
2. P to Q 4

This move, which is not noticed in the "Handbook" or "Praxis," has come into vogue within the last three years. It was adopted with success by Herr Steinitz at the Great International Tournament at Vienna in 1873, and also by Mr. Blackburne in the London Tournament in 1869; and it certainly has the merit of imparting somewhat more vivacity to the game than the usual move, 3. P takes P.

- | | |
|-----------------------------|----------------------------------|
| | 3. B to Q Kt 5, or
(E.), (F.) |
| 4. B to Q 3 (best), or (G.) | 4. P to Q B 4 |
| 5. P takes Q P | |

White may also play here 3. P to Q R 3, *e.g.* :—

- | | | | |
|---|---|---|------------------------------------|
| 5. $\frac{P \text{ to } Q \ R \ 3}{B \text{ takes } Kt \ (ch)}$ | 6. $\frac{P \text{ takes } B}{P \text{ to } Q \ B \ 5}$ | 7. $\frac{B \text{ to } K \ 2}{Kt \text{ to } Q \ B \ 3}$ | 8. $\frac{P \text{ to } K \ 5,}{}$ |
|---|---|---|------------------------------------|

with a tolerably good game.

5. K P takes P

- If 5. _____ 6. B to Kt 5 (ch) 7. Kt to B 3 8. B takes Kt (ch)
 Q takes P Kt to B 3 P takes P P takes B
 9. Q takes P 10. P takes B 11. Castles or B to K Kt 5, and
 B takes Kt (ch) Kt to B 3

the game is perfectly even.

6. P takes P

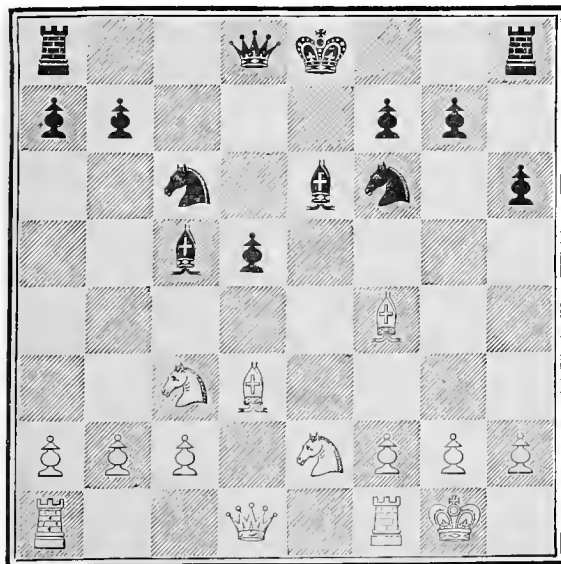
- If 6. B to Kt 5 (ch) 7. Kt to K 2 8. Castles
 Kt to B 3 Kt to B 3 P to Q R 3
 9. B takes Kt (ch) 10. Kt to R 4 11. P to Q Kt 3, and Black
 P takes B P to B 5

retains his Pawn.

- | | |
|----------------|----------------|
| 7. B to Q 2 | 6. Kt to Q B 3 |
| 8. K Kt to K 2 | 7. B takes P |
| 9. Castles | 8. Kt to K B 3 |
| 10. B to K B 4 | 9. P to K R 3 |
| | 10. B to K 3 |

Even game.

BLACK.



WHITE.

(E.)

- | | |
|---|----------------|
| | 3. P to Q B 4 |
| 4. P takes Q P | 4. Q P takes P |
| 5. P takes Q B P | 5. P to Q 5 |
| 6. Kt to Q Kt 5 | 6. B takes P |
| 7. Kt to K B 3 | 7. Kt to Q B 3 |
| 8. B to K B 4, and White has the advantage. | |

(F.)

- | | |
|----------------|----------------|
| | 3. Kt to K B 3 |
| 4. P to K 5 | 4. K Kt to Q 2 |
| 5. Q Kt to K 2 | |

This move was played by Herr Steinitz in the Great International Tournament at Vienna with marked success. We extract the following note by Mr. Wisker from the "Westminster Papers":—"This mode of playing the French opening I consider good. Whatever may be said about the weakness of White's advanced Pawn, he gets a well-developed game, and often a fine attack. Usually the opening is brought about by

- | | | |
|--|--|--|
| 1. $\frac{P \text{ to } K 4}{P \text{ to } K 3}$ | 2. $\frac{P \text{ to } Q 4}{P \text{ to } Q 4}$ | 3. $\frac{P \text{ to } K 5}{P \text{ to } Q B 4}$ |
|--|--|--|

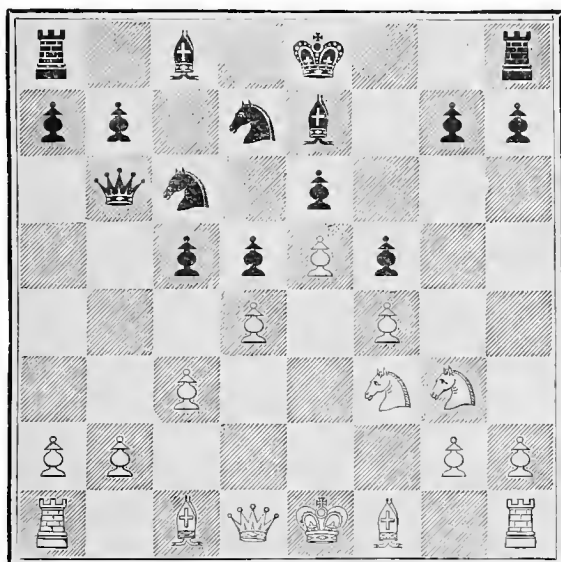
and White experiences difficulty in bringing out his pieces on the Queen's side. In this case, however, White has deployed his Queen's Knight already, and gets a very good position. Herr Zukertort, however, differs from this opinion, holding that Black ought to get the better game."

- | | |
|-----------------|----------------|
| | 5. P to Q B 4 |
| 6. P to Q B 3 | 6. Q Kt to B 3 |
| 7. P to K B 4 | 7. Q to Kt 3 |
| 8. Kt to K B 3 | 8. B to K 2 |
| 9. Kt to K Kt 3 | 9. P to K B 4 |

Followed by Castles, and we think Black has slightly the better position.

DIAGRAM.

BLACK.



WHITE.

(G.)

Variation on White's fourth move :—

- | | |
|----------------|----------------|
| 4. P takes Q P | 4. P takes P |
| 5. Kt to K B 3 | 5. Kt to K B 3 |
| 6. B to Q 3 | 6. Castles |
| 7. Castles | |

Even game.

The above moves occur in a game between Messrs. Paulsen and Kolisch.

GAME THE THIRD.

WHITE.	BLACK.
1. P to K 4	1. P to K 3
2. P to Q 4	2. P to Q 4
3. P to K 5	

This is a weak move, and if properly met should give Black a very superior game.

	3. P to Q B 4
4. B to Kt 5 (ch)	4. Kt to Q B 3
5. B takes Kt (ch)	5. P takes B
6. P to Q B 3	6. Q to Q Kt 3
7. Kt to K B 3	7. Q B to Q R 3

And Black has the better position, on account of the weakness of White's centre Pawns.

GAMES ILLUSTRATIVE OF THE FRENCH OPENING.

GAME I.—Between Messrs. STEINITZ and MEITNER, played at the Vienna Tournament, 1873.

(From the "Westminster Papers.")

WHITE (Mr. Steinitz).	BLACK (Dr. Meitner).
1. P to K 4	1. P to K 3
2. P to Q 4	2. P to Q 4
3. Q Kt to B 3 (a)	3. Kt to K B 3
4. P to K 5	4. K Kt to Q 2
5. Q Kt to K 2 (b)	5. P to Q B 4
6. P to Q B 3	6. Q Kt to B 3
7. P to K B 4	7. P takes P (c)
8. P takes P	8. P to K Kt 3
9. K Kt to B 3	9. Q to Q Kt 3

Notes by the Author.

(a) We do not think this quite so strong as 3. P takes P.

(b) Mr. Wisker approves of this move, but Herr Zukertort differs from this opinion, and considers that Black ought to get the better game. We agree entirely with Herr Zukertort.

(c) Q to Q Kt 3 would have been stronger play. (See Game III. Illustrative of this Opening.)

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

And Black resigned.

(d) We cannot divine the object of this move, the effect of which is merely to allow White valuable time to develop his game. B to K 2 or Kt 2 appears far more to the purpose.

(e) White has now an overwhelming superiority in position.

GAME II.—*Between Messrs. BLACKBURNE and DE VERE in the Challenge Cup Tourney.*

(From the "Book of the Transactions of the British Chess Association," 1868-69).

WHITE (Mr. De Vere).	BLACK (Mr. Blackburne).
1. P to K 4	1. P to K 3
2. P to Q 4	2. P to Q 4
3. Kt to Q B 3	3. B to Q Kt 5 (a)
4. B to Q 3 (b)	4. P to Q B 4
5. P takes Q P	5. K P takes P
6. P takes P	6. Kt to Q B 3
7. B to Q 2	7. B takes P
8. K Kt to K 2	8. Kt to K B 3
9. Castles	9. P to K R 3
10. B to K B 4	10. B to K 3
11. Q to Q 2	11. P to K Kt 4
12. B to K Kt 3	12. P to Q R 3
13. K to R sq	13. Kt to K R 4
14. Q R to K sq	14. Q to R 4
15. Q to Q sq	15. Castles (Q R)
16. P to Q R 3	16. B to R 2
17. Kt to Q B sq	17. Kt takes B (ch)
18. B P takes Kt	18. P to K R 4
19. B to K B 5	19. Kt to Q 5
20. Kt to Q Kt 3	20. Kt takes Kt
21. P takes Kt	21. P to Q 5
22. P to Q Kt 4	22. Q to B 2
23. Kt to K 4	23. R to Q 4 (c)
24. B takes B (ch)	24. P takes B
25. Kt to K B 6	25. R to K 4
26. Q to Q Kt 3 (d)	26. R takes R
27. R takes R	27. Q to Q B 3
28. P to K R 3	28. P to K 4
29. Kt to Q 5	29. R to K sq

Notes by the Author.

(a) This is the best move in the opinion of the authors of "La Stratégie," and is to be preferred to Kt to K B 3. (*See* Games I. and III.)

(b) Better than P takes P, which would liberate Black's Queen's Bishop.

(c) This is Black's only move to avoid loss.

(d) Here we should have preferred playing Kt takes K R P, when the following would have been a probable continuation:—Suppose

26. $\frac{\text{Kt takes K R P}}{\text{R takes R}}$ 27. $\frac{\text{Q takes R}}{\text{P to K 4 (best)}}$ 28. Kt to K B 6, and in spite of

Black's two passed Pawns, White has the attack.

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

Notes by the Author.

- (a) B to Q Kt 5 is considered stronger. (See Game II.)
- (b) As we have before remarked, we think this move ought to give the second player a superior game. Herr Znkertort is also of this opinion.
- (c) P to K B 4 might have been better play here.
- (d) Black has now obtained a very superior position, and his numerical advantage of a Bishop against two Pawns ought, with proper care, to have secured him ultimately the victory. He relaxes, however, on his next move, and throws away his advantage.
- (e) R to Kt 4 instead must have won in the long run.

- | | |
|--------------------|-----------------------|
| 37. R to Kt 3 | 37. Kt to Q 2 |
| 38. R to Q 3 | 38. B to Kt sq |
| 39. R takes Kt | 39. R takes Kt P (ch) |
| 40. B takes R | 40. K takes R |
| 41. K to Kt 5 | 41. R to R sq |
| 42. P to R 6 | 42. B to R 2 |
| 43. R to Q sq (ch) | 43. K to K sq |
| 44. K to B 6 | 44. B to K 6 |
| 45. R to R sq | 45. K to Q sq |
| 46. B to R 5 (ch) | 46. K to B sq |
| 47. B to Kt 6 | 47. B takes P |
| 48. R to Q sq | 48. B to Kt 4 |
| 49. P to R 7 | 49. P to B 4 |
| 50. R to Q 7 | 50. Resigns |

GAME IV.—*Between Messrs. LORD and BLACKBURNE.*

(From the "Transactions of the British Chess Association," 1868-69.)

- | WHITE (Mr. Lord). | BLACK (Mr. Blackburne). |
|-------------------|-------------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. Kt to Q B 3 | 3. B to Q Kt 5 |
| 4. B to Q 3 | 4. P to Q B 4 |
| 5. P to Q R 3 | 5. B takes Kt (ch) |
| 6. P takes B | 6. P to Q B 5 |
| 7. B to K 2 | 7. Kt to Q B 3 |
| 8. P takes P (a) | 8. P takes P |
| 9. B to K B 3 | 9. Kt to K B 3 |
| 10. Q B to Kt 5 | 10. B to K 3 |
| 11. Kt to K 2 | 11. P to K R 3 |
| 12. B to K 3 | 12. Castles |
| 13. R to Q Kt sq | 13. P to Q Kt 3 |
| 14. P to K R 3 | 14. Q to Q 3 |
| 15. Q to Q B sq | 15. Q R to K sq |
| 16. Castles | 16. Kt to K 2 |
| 17. B to K B 4 | 17. Q to Q 2 |
| 18. Kt to Kt 3 | 18. Kt to K Kt 3 |
| 19. B to K R 5 | 19. Kt takes K B |
| 20. Kt takes Kt | 20. B takes K R P |

Notes by the Author.

(a) P to K 5 would have cramped Black's game, whereas the move in the text at once liberates the Queen's Bishop.

- | | |
|--------------------|--------------------------|
| 21. B takes K R P | 21. Q to K Kt 5 |
| 22. Q to K Kt 5 | 22. Q takes Q |
| 23. B takes Q | 23. Q B to K B 4 |
| 24. R to Q Kt 5 | 24. P to K B 3 |
| 25. B to K B 4 (b) | 25. B to Kt 5 |
| 26. B to Q 6 | 26. B takes Kt |
| 27. B takes R | 27. Kt takes B |
| 28. R takes Q P | 28. B to K B 2 |
| 29. R to Q 6 | 29. B to K Kt 3 |
| 30. R to Q B sq | 30. R to Q B sq |
| 31. R to K sq | 31. K to B 2 |
| 32. R to K 2 | 32. B to B 4 |
| 33. P to K B 3 | 33. B to Q 2 |
| 34. P to K Kt 4 | 34. R to K sq |
| 35. R to K 4 | 35. R to K 2 |
| 36. P to K Kt 5 | 36. P takes P |
| 37. P to Q 5 | 37. R to K sq |
| 38. K to B 2 | 38. P to K Kt 5 |
| 39. R takes B (ch) | 39. Kt takes R |
| 40. R takes Q B P | 40. Kt to K B 3 |
| 41. R to B 7 (ch) | 41. R to K 2 |
| 42. P to Q 6 | 42. R to Q 2 |
| 43. P takes P | 43. Kt takes P (ch) |
| 44. K to Kt 3 | 44. Kt to B 3 |
| 45. K to R 4 | 45. K to K 3 |
| 46. R to Q B 4 | 46. K to B 4 |
| 47. R to Q R 4 | 47. P to K Kt 4 (ch) |
| 48. K to Kt 3 | 48. Kt to K 5 (ch) |
| 49. K to Kt 2 | 49. P to Q R 4 |
| 50. R to Q B 4 | 50. R takes P, and wins. |

GAME V.—*Between Messrs. PAULSEN and MEITNER.*
Played at the Vienna Tournament.

WHITE (Dr. Meitner).

1. P to K 4
2. P to Q 4
3. P takes P
4. B to Q 3
5. Kt to K B 3

BLACK (Mr. Paulsen).

1. P to K 3
2. P to Q 4
3. P takes P
4. Kt to K B 3
5. B to Q 3

(b) An error which loses a piece. B to K 3 would have been better.

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

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

And White resigned.

GAME VI.—Between Messrs. BIRD and FLEISSIG.

(From the "Westminster Papers.")

WHITE (Mr. Bird).

1. P to K 4
2. B to Q Kt 5 (a)
3. B to K B sq
4. Kt to K B 3
5. P takes Q P
6. P to Q 4
7. Kt to K 5
8. B to K 3
9. Kt takes Kt
10. Q to Q 2

BLACK (Dr. Fleissig).

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

Notes by Mr. Wisler.

(a) The object of this move was doubtless to vary the monotonous routine of the safe and dreary French opening. Any change in the mode of conducting that miserable business is welcome, but Mr. Bird's variation seems to be destroyed by :

- | | | | |
|----------------------------------|-----------------------------------|-----------------------------------|-------------------------------------|
| 2. <u> </u>
P to Q R 3 | 3. <u>B to R 4</u>
P to Q Kt 4 | 4. <u>B to Kt 3</u>
P to Q B 4 | 5. <u>P to Q 3</u>
P to Q 4, &c. |
|----------------------------------|-----------------------------------|-----------------------------------|-------------------------------------|

(b) The position of his Queen, after this sally, is always a trouble to Black.

11. B to Q 3
12. Castles
13. Kt to Q B 3
14. Q R to K sq (c)
15. B to K B 4
16. B takes B
17. P to K B 4
18. R to K 5
19. P to K Kt 4
20. P to K B 5
21. P to K B 6
22. B takes B
23. P to B 7 (ch)

11. B to Q 3
12. Castles
13. P to Q B 3
14. Q to Q 2
15. B to K R 4
16. Q takes B
17. P to K B 4
18. B to K Kt 3
19. P takes P
20. B to K B 2
21. B to K Kt 3
22. P takes B
23. Resigns (d)

GAME VII.—*Between Messrs. PAULSEN and SCHWARZ.*

(From the "Westminster Papers.")

WHITE (Herr L. Paulsen).

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

BLACK (Herr A. Schwarz).

1. P to K 3
2. P to Q 4
3. P takes P
4. Kt to K B 3
5. B to Q 3
6. P takes P
7. Castles
8. Kt to Q B 3
9. B to Q 2 (a)
10. P to K R 3
11. Kt to K 2 (b)
12. B to Q B 3
13. B takes Kt
14. Kt to R 2

(c) In this case the result of the opening is very favourable to White. He gains a much more fully developed game.

(d) If he take the Pawn his Rook is lost : if he play his King, Q to K Kt 5 is decisive.

Notes by Mr. Wisker.

(a) Cramping his game. This Bishop should have gone to B 4.

(b) Giving White the very opportunity he wanted of planting his Kt at K 5.

- | | |
|-----------------------|--------------------|
| 15. Q R to Q sq (c) | 15. Q to K sq |
| 16. P to K B 4 | 16. K to R sq |
| 17. P to B 5 | 17. P to Q Kt 3 |
| 18. P to B 6 | 18. Kt to Kt 3 |
| 19. P takes P (ch) | 19. K takes P |
| 20. Kt to Q 5 | 20. B takes Kt |
| 21. B takes B | 21. P to Q B 3 (d) |
| 22. B takes K B P (e) | 22. R takes B |
| 23. R takes R (ch) | 23. Q takes R |
| 24. B takes R P (ch) | 24. K to Kt sq |
| 25. P to K 6 | 25. Q to K 2 |
| 26. R to Q 7 | 26. Q to B 4 (ch) |
| 27. K to R sq | 27. Q to K 4 |
| 28. P to K 7 (ch) | 28. Resigns |

(c) It is seldom the first player obtains a decisive advantage so early in this the most disagreeable of openings. Black might almost as well resign now.

(d) This is immediately fatal. He should have moved 21. R to Q sq. If White then captured K B P with B, Black could play Q R takes R, and the first player, it is evident, cannot take the Queen. But with proper play 21. R to Q sq could only have prolonged the game.

(e) A very good combination.

CHAPTER XXVII.

THE QUEEN'S KNIGHT'S OPENING.

THIS opening, also known as "Hampe's Opening," or "The Vienna Game," has come a good deal into vogue within the last ten years. Although Jaenisch and the authors of "La Stratégie" consider it inferior, Heydebrand, Staunton, and Löwenthal think it a safe and strong *début*.*

GAME THE FIRST.

WHITE.

1. P to K 4
2. Q Kt to B 3

BLACK.

1. P to K 4
2. Kt to K B 3

Black has four other defences here—*viz.*, 2. B to Q B 4, 2. Kt to Q B 3, 2. P to K B 4, and 2. B to Q Kt 5, which shall be examined seriatim. (See Games the Second, Third, Fourth, and Fifth.) Heydebrand considers 2. Kt to K B 3 to be Black's best reply.

3. P to K B 4

This move is given as best by Staunton (*vide* "Praxis,"

* "La Stratégie," speaking of White's second move in this opening, says, "It appears to belong to the Italian school, which considers the play of the pieces to be the most powerful means of successful strategy. Considering the central action of this piece, at the very commencement of the game, it has been reasonably supposed that the adversary could not derive sufficient advantage from it to win the game; but the French school, or that of Philidor, cannot approve of a manœuvre that from the very outset renounces the attack, and the prospect of creating a centre by the advantage of the move."

We cannot agree with "La Stratégie" on this point, inasmuch as Morphy, Steinitz, and Anderssen, and all the greatest players since Philidor's time, have adopted the Anglo-Italian style of play.

p. 423) and Löwenthal (*vide* "Games of the Chess Congress," p. 7). With all due deference to their opinion, we prefer 3. B to Q B 4, for which *see* (A.)

4. K B P takes P, or
Variations (I.), (II.)

5. Kt to K B 3

3. P to Q 4 (best)

4. Kt takes P

5. K B to Q Kt 5 (best)

(If 5. Q B to K Kt 5 then 6. B to K 2 or 6. P to Q 3
and the game is even. *See* Illustrative Games.)

6. Q to K 2

6. B takes Kt

7. Q P takes B

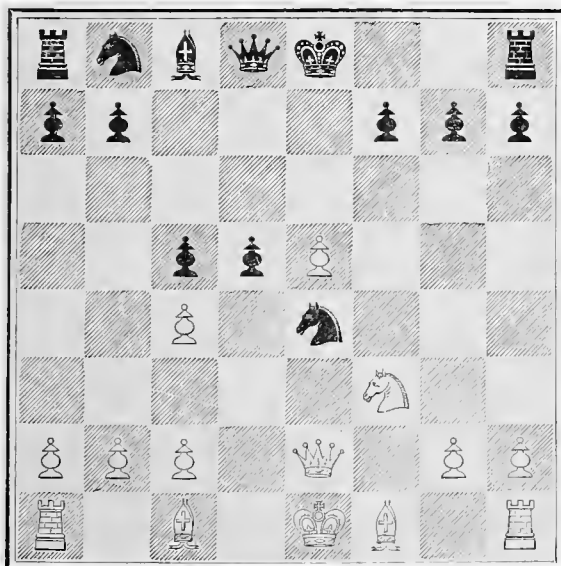
7. P to Q B 4

8. P to Q B 4

DIAGRAM

Showing the position after White's eighth move.

BLACK.



WHITE.

Black, on his seventh move in the preceding Variation, may, however, play 7. Castles, with a good game, instead of 7. P to Q B 4.

Löwenthal considers, in opposition to the "Schachzeitung," that White has now the better position. To us the superiority appears very slight indeed. If, however, Black play now

8. Q Kt to Q B 3

9. P takes P

9. Q takes P

10. P to Q B 4, and Black cannot save the piece. Black's best play in this position seems to be 8. B to K 3, with an even game.

Suppose : 8. B to K 3

9. P takes P
B takes P

10. P to K 6
Castles

If 10. B to K 3
Q to K 2, &c.

(A.)

3. B to Q B 4

3. B to Q B 4

Black may also play here 3. P to Q B 3 with perfect safety. (See Game I., illustrative of this opening.)

4. P to Q 3 (best)

White can turn the game into an ordinary Guioco Piano, by playing here 4. Kt to K B 3.

5. B to K Kt 5

4. P to Q 3

6. Kt to Q 5

5. B to K 3

7. B takes B

6. B takes Kt

8. B to Kt 3

7. P to B 3

9. Kt to K B 3

8. Q Kt to Q 2

9. Castles

10. Castles, and the game is quite even.

VARIATION (I.)

On White's fourth move :—

4. P to Q 3

This move is recommended by Max Lange, but condemned by Löwenthal. (*Games of the Congress*, p. 7.)

5. B P takes K P

4. Q P takes K P

6. P to Q 4

5. Kt to K Kt 5

(If 6. Kt takes P, see Illustrative Game VII. between Mr. Burn and the Author in the Challenge Cup Tourney, with the notes thereto by the Author.)

6. P to K 6

7. B to Q B 4

(If 7. Kt to K R 3
Kt to Q B 3. Löwenthal now makes White play.)

8. B to Q Kt 5, with the following continuation :8. B to Q Kt 59. K to B sq

Q to K R 5 (ch)

B to Q 2, and declares Black has the

better game. Instead of 8. B to Q Kt 5, White may play in this variation 8. Q Kt to K 2, which move, although considered objectionable by Löwenthal, was adopted by Zukertort against the Author (*see* Illustrative Game XVIII.), and we believe is, in reality, better play than checking with the Bishop.)

7. Kt takes K P

8. B to Q Kt 3

8. B to K Kt 5

9. Q Kt to K 2

9. Q to R 5 (ch)

10. P to Kt 3

10. Q to B 3

(If 10. B takes Kt11. Q takes B
Q takes Q P12. Q B takes P, &c.

11. Q B takes P

11. Kt to B 6 (ch)

12. Kt takes Kt

12. Q takes Kt

13. K to Q 2, and the game is even.

VARIATION (II.)

On White's fourth move :—

- | | |
|----------------|------------------------|
| 4. P takes Q P | 4. Kt takes P, or (B.) |
| 5. Kt takes Kt | 5. Q takes Kt |
| 6. P takes P | 6. Kt to Q B 3 |
| 7. Kt to B 3 | 7. B to K Kt 5 |
| 8. B to K 2 | 8. Kt takes P |

Even game.

(B.)

- | | |
|-------------|----------------|
| 5. P to Q 3 | 4. P to K 5 |
| | 5. B to Q Kt 5 |

The position is now the same as one which occurs in the King's Gambit Declined, being brought about by the following transposition of moves :—

- | | | |
|--|--|---|
| 1. $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ | 2. $\frac{P \text{ to } K B 4}{P \text{ to } Q 4}$ | 3. $\frac{P \text{ takes } Q P}{P \text{ to } K 5}$ |
| 4. $\frac{Kt \text{ to } Q B 3}{Kt \text{ to } K B 3}$ | 5. $\frac{P \text{ to } Q 3}{B \text{ to } Q Kt 5}$ (<i>see</i> Chapter XIX.) | |

6. P takes P

(If 6. $\frac{B \text{ to } Q 2}{P \text{ to } K 6}$, followed by Castles, with a strong but by no means an irresistible attack.)

- | | |
|----------------|-----------------|
| 7. Q to Q 4 | 6. Kt takes K P |
| 8. B to K 2 | 7. Q to K 2 |
| 9. B to Q 2 | 8. Castles |
| 10. Q takes Kt | 9. Kt takes B |
| 11. Castles | 10. B to Kt 5 |
| 12. Q takes B | 11. B takes Kt |
| 13. R to K sq | 12. B takes B |
| 14. Kt takes B | 13. Q to K 5 |

The above Variation is from a game between Messrs. Hampe and Pitschel, from the "Schachzeitung." After a few more moves, the "Handbuch" pronounces the game equal. We prefer White's game.

GAME THE SECOND.

WHITE.

1. P to K 4
2. Q Kt to B 3

BLACK.

1. P to K 4
2. B to Q B 4

Löwenthal considers this defence inferior.

3. P to K B 4 (best)

The position is now the same as that which occurs in the King's Gambit Declined, where it is arrived at by the following moves:—

- | | | |
|--|--|---|
| 1. $\frac{P \text{ to } K \ 4}{P \text{ to } K \ 4}$ | 2. $\frac{P \text{ to } K \ B \ 4}{B \text{ to } Q \ B \ 4}$ | 3. $\frac{Q \ Kt \ \text{to } B \ 3}{}$ |
|--|--|---|

And White ought in any case, we think, to obtain a superior game. This transposition of moves, and the correct continuation, do not appear to be generally known, for when Black refuses the Gambit by bringing out his Bisl.op to B 4, White usually plays 3. Kt to K B 3, which is not so strong a move as 3. Kt to Q B 3, as we will endeavour to show.

3. P to Q 3 (best)

- | | | |
|--|---|--|
| (If 3. $\frac{B \ \text{takes } K \ Kt}{}$ | 4. $\frac{R \ \text{takes } B}{Q \ \text{to } K \ R \ 5 \ \text{(ch)}}$ | 5. $\frac{P \ \text{to } K \ Kt \ 3}{Q \ \text{takes } K \ R \ P}$ |
| 6. $\frac{R \ \text{to } K \ Kt \ 2}{Q \ \text{to } K \ R \ 8.}$ | 7. $\frac{Q \ \text{to } K \ Kt \ 4. \ \text{better game.}}{}$ | |

Again, if in the above Variation Black should play

4. P takes K B P, instead of checking with the Queen, White still maintains the advantage, as follows:—

5. P to Q 4
Q checks
6. P to Kt 3
P takes P
7. R takes P
Q takes K R P (best)

{ If: 8. B to K Kt 5, &c. }
 { If: 8. Q to K B 3 }
 { 7. P to K Kt 3 }
 { 7. Kt to K B 3 }

8. Q to K B 3
Kt to Q B 3 (best)
9. B to Q B 4
Kt to Q sq
10. R takes Kt P

and White ought to win. (See Illustrative Games.)

4. Kt to K I 3

4. Kt to K B 3 (best)

(If 4. B to K Kt 5, a move often made in this position, White gets the advantage, thus :

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

11. P to Q 3, and White has a very strong position. See also Illustrative Games IV. and V.

(If 4. Q Kt to B 3 5. B to Q Kt 5 or P takes P

and White's game is to be preferred.)

5. B to Q B 4

5. P to Q B 3

6. P takes P

If 6. P to Q 3
Q to K 2, &c.

6. P takes P

7. Q to K 2

7. Q Kt to Q 2

8. P to Q 3

8. P to Q Kt 4

9. B to Q Kt 3

9. P to Q R 4

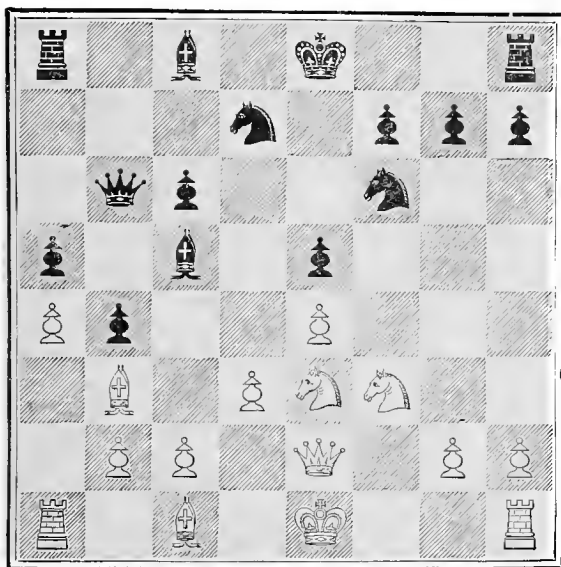
10. P to Q R 4

Instead of this move, the "Handbuch" gives P to Q R 3, which it admits to be weak, but does not indicate any better move. The line of play in the text is far preferable.

10. P to Q Kt 5
 11. Kt to Q sq
 11. Q to Q Kt 3
 12. Kt to K 3, and we much prefer White's game.

DIAGRAM.

BLACK.



WHITE.

The above Variation is from a game between Blackburne and Anderssen, played at the Baden Tourney.

GAME THE THIRD.

WHITE.

1. P to K 4
2. Q Kt to B 3

BLACK.

1. P to K 4
2. Kt to Q B 3

This defence is quite sound, and may be safely adopted.

3. P to K B 4 (best)

In "The Book of the Transactions of the British Chess Association, 1866-67," p. 92, it is said that Black has now a strong attack. Suppose, however,

- | | |
|---|-------------------|
| 7. Kt to Q 5 | 7. K to Q sq |
| 8. K to K sq | 8. B to R 3 |
| 9. B to K 2 | 9. P to K Kt 5 |
| 10. Kt to K Kt sq, with a good game, for if now | 10. P to B 6 |
| 11. P takes P | 11. Q to R 5 (ch) |
| 12. K to B sq | 12. P to Kt 6 |
| 13. K to Kt 2, and White's game seems preferable. | |

GAME THE FOURTH.

WHITE.

1. P to K 4
2. Q Kt to B 3

BLACK.

1. P to K 4
2. P to K B 4

This defence is inferior, inasmuch as the first player can turn the game into the ordinary King's Knight's Gambit by playing 3. P takes P, with the advantage of having his Queen's Knight already in action.

- | | |
|---|----------------|
| 3. P takes K B P | 3. Kt to K B 3 |
| 4. P to K Kt 4, and White's game is superior. | |

GAME THE FIFTH.

WHITE.

1. P to K 4
2. Q Kt to B 4!

BLACK.

1. P to K 4
2. B to Q Kt 5

This defence is also bad, because White can either turn the game into a Gambit, by playing 3. P to K B 4, or by bringing out his King's Knight, convert the game into a kind of Ruy

Lopez defence, Black being a move behindhand, which must of necessity be disadvantageous to him.

- | | |
|---|----------------|
| 3. P to K B 4 (best), or
<i>see</i> (A.) | 3. P takes P |
| 4. Kt to K B 3 | 4. P to K Kt 4 |
| 5. B to B 4 | 5. P to K Kt 5 |
| 6. Castles | 6. B takes Kt |
| 7. Kt P takes B | 7. P takes Kt |
| 8. Q takes P | 8. Q to K 2 |
| 9. P to Q 4 | 9. P to Q 3 |
| 10. Q B takes P | 10. B to K 3 |
| 11. P to Q 5 | 11. B to Q 2 |
| 12. P to K 5, with the advantage. | |

The above interesting Variation we extract from Mr. Löwenthal's excellent notes in "The Book of the Congress, 1862," p. 7. Mr. Löwenthal there remarks that it is not good for White to play 3. Kt to K B 3, as recommended in the "Praxis;" but we cannot see that Kt to K B 3 is a bad move.

(A.)

- | | |
|--|---------------|
| 3. Kt to K B 3 | 3. B takes Kt |
| 4. Kt P takes B, and we prefer White's game. | |

GAMES ILLUSTRATIVE OF THE QUEEN'S KNIGHT'S OPENING.

GAME I.—*Between Messrs. STANLEY and KOLISCH.*

(From the "Chess Player's Chronicle.")

- | | |
|----------------------|----------------------|
| WHITE (Mr. Stanley). | BLACK (Mr. Kolisch). |
| 1. P to K 4 | 1. P to K 4 |
| 2. Q Kt to B 3 | 2. K Kt to B 3 (a) |

Notes by the Author.

(a) This is considered the best defence by most authorities.

- | | |
|------------------------|---------------------|
| 3. B to Q B 4 (b) | 3. P to Q B 3 (c) |
| 4. Q to K 2 | 4. P to Q Kt 4 |
| 5. B to Q Kt 3 | 5. P to Q R 4 |
| 6. P to Q R 4 | 6. P to Q Kt 5 |
| 7. Kt to Q sq | 7. B to Q B 4 |
| 8. Kt to K B 3 | 8. P to Q 3 |
| 9. Castles | 9. Castles |
| 10. P to Q 3 | 10. B to Q R 3 |
| 11. B to K Kt 5 | 11. Q Kt to Q 2 |
| 12. Q Kt to K 3 | 12. Q to B 2 |
| 13. Kt to K B 5 | 13. P to Q 4 |
| 14. Q to Q 2 | 14. P takes P |
| 15. B takes Kt | 15. Kt takes B |
| 16. Q to K Kt 5 | 16. Kt to K sq |
| 17. K Kt takes K P | 17. K to R sq |
| 18. Kt to K R 4 | 18. B to K 2 |
| 19. Q to K R 5 | 19. B takes Kt |
| 20. B takes K B P | 20. R takes B |
| 21. Kt takes R (ch) | 21. K to Kt sq |
| 22. Kt to R 6 (ch) (d) | 22. P takes Kt |
| 23. Q takes B | 23. P takes P |
| 24. P takes P | 24. B takes P |
| 25. K R to K sq | 25. B to K Kt 3 |
| 26. R to K 7 | 26. Q to Q 3 |
| 27. Q R to K sq | 27. Kt to K Kt 2 |
| 28. Q to K Kt 4 | 28. R to Q sq |
| 29. P to K R 3 | 29. Kt to B 4 |
| 30. K R to K 6 | 30. Q to Q 5 |
| 31. Q to K B 3 | 31. Q takes Q Kt P |
| 32. Q takes Q B P | 32. Q to Q 5 |
| 33. Q to Q R 6 | 33. Kt to K Kt 2 |
| 34. K R to K 5 | 34. P to Kt 6 |
| 35. Q takes P | 35. P to Kt 7 |
| 36. K R to Q Kt 5 | 36. R to Q B sq |
| 37. K R to Q 5 | 37. Q to K B 3 |
| 38. K R to Q sq | 38. R to Q Kt sq |
| 39. Q to Q 5 (ch) | 39. Q to K B 2 |
| 40. Q to K 5 | 40. Q to Q Kt 6 (e) |

(b) We consider this move stronger than 3. P to K B 4.

(c) The correct move here is B to Q B 4.

(d) Q takes B instead would have given White the victory.

(e) Black could not play here P Queens on account of

41. R takes Q
R takes R

42. R takes R
B takes R

43. Q to Q Kt 8 (ch), &c.

- | | |
|--------------------|-----------------|
| 41. K R to Q 7 | 41. Kt to K sq |
| 42. K to R 2 | 42. P Queens |
| 43. R takes Q | 43. B takes R |
| 44. P to R 5 | 44. R to R sq |
| 45. P to K Kt 3 | 45. Q to Q R 7 |
| 46. Q to K 3 | 46. Kt to K B 3 |
| 47. R to Q 2 | 47. Q takes P |
| 48. Q to Kt 3 (ch) | 48. K to R sq |
| 49. Q to Kt 2 | 49. R to K B sq |
| 50. R to Q 6 | 50. Q to K B 4 |
| 51. K to Kt sq | 51. B to K 5 |

And White resigned.

GAME II.—*Between Messrs. BLACKBURNE and ANDERSSSEN.*

- | WHITE (Mr. Blackburne). | BLACK (Mr. Anderssen). |
|-------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to Q B 3 | 2. B to Q B 4 (a) |
| 3. P to K B 4 | 3. P to Q 3 |
| 4. Kt to K B 3 | 4. Kt to K B 3 |
| 5. B to Q B 4 | 5. P to Q B 3 |
| 6. P takes P | 6. P takes P |
| 7. Q to K 2 | 7. Q Kt to Q 2 |
| 8. P to Q 3 | 8. P to Q Kt 4 |
| 9. B to Q Kt 3 | 9. P to Q R 4 |
| 10. P to Q R 4 | 10. P to Q Kt 5 |
| 11. Kt to Q sq | 11. Q to Q Kt 3 |
| 12. Kt to K 3 | 12. B to Q R 3 |
| 13. Kt to Q B 4 | 13. B takes Kt |
| 14. B takes B | 14. Castles (K R) |
| 15. Kt to K R 4 | 15. Q to Q R 2 |
| 16. R to K B sq | 16. B to Q 5 |
| 17. Kt to K B 5 | 17. Q R to K sq |
| 18. R to K B 3 | 18. Kt to K R 4 |
| 19. Kt to Q 6 (b) | 19. Kt to K B 5 |

(a) This is far inferior to 2. Kt to K B 3.

(b) If 19. $\frac{\text{Kt to K R 6 (ch)}}{\text{P takes Kt}}$ 20. $\frac{\text{R takes K B P or (A.)}}{\text{R takes R}}$ 21. $\frac{\text{B takes R (ch)}}{\text{K takes B}}$

22. Q takes Kt (ch)
K to K 2, and Black escapes.

(A.) 20. $\frac{\text{B takes R P}}{\text{Kt to K B 5}}$ 21. $\frac{\text{R to Kt 3 (ch)}}{\text{Black has now only two moves at}}$

- | | |
|---------------------|----------------------|
| 20. B takes Kt | 20. P takes B |
| 21. Kt takes R | 21. R takes Kt |
| 22. R takes P | 22. Kt to K 4 |
| 23. B to Q Kt 3 | 23. B takes P |
| 24. R to Q Kt sq | 24. Q to K Kt 8 (ch) |
| 25. Q to K B sq | 25. B to B 6 (ch) |
| 26. K to K 2 | 26. Q to Q R 2 |
| 27. Q to K B 2 | 27. B to Q 5 |
| 28. Q to K Kt 3 | 28. K to R sq |
| 29. Q R to K B sq | 29. P to K B 3 |
| 30. Q to K R 3 | 30. Kt to K B 2 |
| 31. P to K Kt 4 (c) | 31. Kt to K Kt 4 |
| 32. Q to Kt 2 | 32. B to K 4 |
| 33. K R to B 2 | 33. Q to Q B 4 |
| 34. P to K R 4 | 34. Kt to K 3 |
| 35. K to Q sq | 35. Kt to Q 5 |
| 36. P to Kt 5 | 36. Q to B 6 |
| 37. P takes P | 37. P takes P |
| 38. R to K Kt sq | 38. Q to R 8 (ch) |
| 39. K to Q 2 | 39. Kt takes B (ch) |
| 40. P takes Kt | 40. Q to B 6 (ch) |
| 41. K to K 2 | 41. Q to B 7 (ch) |
| 42. K to K 3 | 42. Q to B 4 (ch) |
| 43. K to K 2 | 43. Q to B 7 (ch) |
| 44. K to K 3 | 44. B to Q 5 (ch) |
| 45. K takes B | 45. R to Q sq (ch) |
| 46. K to K 3 | 46. Q takes P (ch) |
| 47. K to B 4 | 47. Q to Q 3 (ch) |

And the game was drawn.

disposal, viz, $\overline{Kt\ to\ Kt\ 3}$ or $\overline{K\ to\ R\ sq}$, and as the position is extremely interesting, we subjoin the following variations :—Firstly :

- | | | |
|---|--|---|
| | | 21. $\overline{R\ to\ Kt\ 3\ (ch)}$
$\overline{Kt\ to\ Kt\ 3}$ |
| 22. $\overline{R\ takes\ Kt\ (ch)}$
$\overline{P\ takes\ R}$ | 23. $\overline{Q\ to\ K\ Kt\ 4}$
$\overline{B\ to\ B\ 7\ (ch)}$ | 24. $\overline{K\ to\ K\ 2}$
$\overline{K\ to\ R\ sq\ or\ R\ 2}$ |
| 25. $\overline{Q\ to\ K\ R\ 3}$ | | |

K to Kt sq, and Black again escapes.

- | | | |
|---|--|---|
| Secondly: 21. $\overline{K\ to\ R\ sq}$ | 22. $\overline{B\ to\ Kt\ 7\ (ch)}$
$\overline{K\ to\ Kt\ sq}$ | 23. $\overline{B\ to\ R\ 6\ (dis\ ch)}$
$\overline{Kt\ to\ Kt\ 3}$ |
| 27. $\overline{P\ to\ K\ R\ 4}$
$\overline{B\ takes\ Kt\ P}$ | 28. $\overline{R\ to\ Kt\ sq}$
$\overline{B\ to\ B\ 6\ (ch)}$, and again Black escapes, for if | |
| 29. $\overline{B\ to\ Q\ 2}$
$\overline{B\ takes\ B\ (ch)}$ | 30. $\overline{K\ takes\ B}$
$\overline{K\ to\ R\ sq}$ | 31. $\overline{P\ to\ R\ 5}$
$\overline{Kt\ to\ B\ 5}$ |
| | | 32. $\overline{Q\ to\ B\ 3}$
$\overline{Kt\ to\ K\ B\ 3}$ |
- again having the best of the game.

(c) If 31. B takes Kt, Black retakes with Queen, and then pushes on the Q Kt P.

GAME III.—*Between Messrs. GOSSIP and GOCHER.*

(From the "Westminster Papers.")

WHITE (Mr. Gossip).	BLACK (Mr. Gocher).
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. B to Q B 4
3. P to K B 4	3. P to Q 3
4. Kt to K B 3	4. B to K Kt 5
5. P takes K P	5. P takes P
6. B to Q Kt 5 (ch)	6. P to Q B 3
7. B to Q B 4	7. B takes Kt
8. Q takes B	8. Kt to K B 3
9. P to Q 3	9. P to Q Kt 4 (a)
10. B to Q Kt 3	10. P to Q R 4
11. P to Q R 4	11. P to Q Kt 5
12. Kt to K 2	12. Q Kt to Q 2
13. R to K B sq	13. Q to Q Kt 3
14. Kt to K Kt 3	14. P to K Kt 3
15. B to K R 6	15. B to K 2
16. P to K R 4	16. R to K Kt sq
17. P to K R 5	17. Q to Q 5
18. Kt to K 2	18. Q to Q 3 (A.)
19. P to K Kt 4	19. Kt to Q B 4
20. B to Q B 4	20. P to K Kt 4
21. Kt to K Kt 3	21. Q Kt to Q 2
22. Kt to K B 5 (b)	22. Q to B 4
23. Kt to K Kt 7 (ch)	23. K to Q sq
24. B takes K B P	24. Q takes Q B P
25. R to K B 2 (c)	25. Q to Q B 4
26. Kt to K 6 (ch)	26. K to Q B sq
27. Kt takes Q	27. B takes Kt
28. R to Q B 2	28. P to Q Kt 6
29. R takes B	29. Kt takes R

Notes by the Editor of the "Westminster Papers."

(a) This attack on the Queen's side appears to us to waste time. The effect, as will be seen, is to drive the adverse Knight to a point where his services will be most useful.

(b) Stronger than Q to K B 5, which, however, also leads to a fine attack.

(c) Mr. Gossip plays in this game with a good deal of his old precision and care. The Queen is now trapped, but Black's game has been hopeless for some time.

Note by the Author.

(A.)

If 18. <u> </u>	19. <u>R to Q R 2</u>	20. <u>K moves</u> , and the
Q takes Q Kt P	Q to Kt 8 (ch)	

Black Queen has no escape.

- | | |
|-----------------------|-----------------|
| 30. B takes R | 30. Kt takes B |
| 31. Q to B 8 (ch) | 31. K to Q Kt 2 |
| 32. Q takes Kt at B 4 | 32. Kt takes B |
| 33. Q to K 7 (ch) | |

And after a few more moves Black resigned.

GAME IV.—*Between Messrs. MAX LANGE and GURETZKI-COMITZ.*

- | WHITE (Mr. Max Lange). | BLACK (Mr. G. Comitz). |
|------------------------|------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to Q B 3 | 2. B to Q B 4 |
| 3. P to K B 4 | 3. B takes Kt |
| 4. R takes B | 4. K P takes P (a) |
| 5. P to Q 4 | 5. Q to R 5 (ch) |
| 6. P to K Kt 3 | 6. P takes P |
| 7. R takes P | 7. Q takes K R P (b) |
| 8. Q to K B 3 | 8. P to K Kt 3 (c) |
| 9. B to Q B 4 | 9. P to K B 3 |
| 10. Kt to Q 5 | 10. K to Q sq |
| 11. Q B to K Kt 5 | 11. P to Q B 3 |
| 12. B takes B P (ch) | 12. K to K sq |
| 13. Kt to Q B 7 (ch) | 13. K to B sq |
| 14. Q to Q R 3 (ch) | 14. P to Q B 4 |
| 15. Q takes Q B P (ch) | 15. P to Q 3 |
| 16. Q takes Q P (ch) | 16. Kt to K 2 |
| 17. Q mates | |

- (a) If 4. Q to K R 5 (ch) 5. P to K Kt 3 6. R to K Kt 2
 7. Q to K Kt 4, and White has the advantage. Q takes K R P Q to K R 8
- If 4. P to Q 3 5. Q to K 2.
- If 4. Q Kt to B 3 5. Q to K Kt 4.
- (b) If 7. P to K R 3 or 7. Kt to K B 3, White moves 8. Q to K B 3.
 If 7. P to K Kt 3 8. B to K Kt 5, and White again has the advantage.
- (c) If 8. Q Kt to B 3 9. B to Q B 4 10. R takes Kt P
 Q to K 2 Q Kt to Q sq Q to K R 5 (ch)
 11. K to Q sq 12. Kt to Q 5 13. Kt takes Q B P (ch), and wins.
 Q to K 2 Q to K B sq

The above game with notes is from the "Schachpartien."

GAME V.—*Between Mr. DE VÈRE and Dr. FRASER.*

WHITE (Mr. De Vere).	BLACK (Dr. Fraser).
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. B to Q B 4
3. P to K B 4	3. P to Q 3
4. Kt to K B 3	4. B to K Kt 5
5. P takes P	5. P takes P
6. B to Q Kt 5 (ch)	6. P to Q B 3
7. B to Q B 4	7. Q Kt to Q 2 (a)
8. R to K B sq	8. K Kt to K B 3
9. P to K R 3	9. B takes Kt
10. Q takes B	10. Castles
11. P to Q 3	11. P to Q Kt 4
12. B to Q Kt 3	12. P to Q R 4
13. P to Q R	13. P takes Q R P
14. Kt takes P	14. B to Q Kt 5 (ch)
15. K to K 2	15. Q to K 2
16. P to K Kt 4	16. Q R to Q R 2 (b)
17. P to K R 4	17. Kt to K sq
18. B to K Kt 5	18. Q Kt to K B 3
19. B to K 3	19. R to Kt 2
20. P to K Kt 5 (c)	20. Q Kt to Q 2
21. P to K R 5 (d)	21. P to K Kt 3
22. P takes P	22. R P takes P
23. Q to K R 3	23. K Kt to Kt 2
24. Q to K R 6	24. Kt to K R 4
25. Q takes Kt P (ch)	25. Kt to Kt 2
26. K R to K R sq, and wins	

GAME VI.—*Between Messrs. FALKBEER and LOWENTHAL.*

WHITE (Mr. Falkbeer).	BLACK (Mr. Lowenthal).
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. Kt to K B 3
3. B to Q B 4	3. B to Q B 4

(a) In Game III., illustrative of this opening, Black played here 7. B takes Kt, which appears at least as good as the move in the text.

(b) A very weak move, which permits White to push on his Pawns with fatal effect.

(c) All this is very cleverly played by Mr. De Vere.

(d) Decisive! The Pawns cannot now be arrested.

- | | |
|-----------------------|-------------------|
| 4. P to Q 3 | 4. P to K R 3 (a) |
| 5. P to K B 4 | 5. P to Q 3 |
| 6. Kt to K B 3 | 6. Castles |
| 7. Kt to Q R 4 | 7. P to Q B 3 |
| 8. P takes K P | 8. P takes P |
| 9. Kt takes B | 9. Q to R 4 (ch) |
| 10. B to Q 2 | 10. Q takes Kt |
| 11. P to Q R 3 | 11. P to Q Kt 4 |
| 12. B to Q Kt 3 | 12. P to Q R 4 |
| 13. Q to K 2 | 13. Kt to Q R 3 |
| 14. B to K 3 | 14. Q to K 2 |
| 15. Castles (K R) | 15. Kt to K Kt 5 |
| 16. B to Q 2 | 16. Kt to Q B 4 |
| 17. B to Q R 2 (b) | 17. Kt to K 3 |
| 18. P to Q B 3 | 18. Q to Q 3 |
| 19. P to K R 3 | 19. Kt to K B 3 |
| 20. P to Q 4 | 20. Kt to Q 2 |
| 21. B to K 3 | 21. K to R 2 |
| 22. Q R to Q sq | 22. Q to B 2 |
| 23. Kt to K R 4 | 23. Kt to K B 3 |
| 24. B takes K R P (c) | 24. K takes B |
| 25. R takes Kt (ch) | 25. P takes R |
| 26. Kt to B 5 (ch) | 26. K to Kt 3 |
| 27. B takes Kt | 27. P takes B |
| 28. Q to Kt 4 (ch) | 28. K to R 2 |
| 29. Q to R 5 (ch) | 29. K to Kt sq |
| 30. Q to Kt 6 (ch) | 30. K to R sq |
| 31. Q to R 6 (ch) | 31. K to Kt sq |
| 32. R to Q 3 | 32. P takes P |
| 33. P to K 5 | 33. P takes Kt |
| 34. R to Kt 3 (ch) | 34. K to B 2 |
| 35. Q to Kt 7 (ch) | 35. K to K sq |
| 36. Q takes Q | 36. B to K 3 |
| 37. R to Kt 7 | 37. R to K B 2 |
| 38. R takes R | 38. B takes R |
| 39. Q takes P (ch) | |

And Black resigned.

(a) Apparently a weak move. P to Q 3 would be stronger.

(b) In the King's Bishop's Defence to the Queen's Knight's Game, the first player is often able, as in the present game, to retain two Bishops against two Knights, which is incontestably advantageous to him.

(c) Capital play! The whole of this game is ably conducted by Mr. Falkbeer

GAME VII.—*Between Messrs. BURN and GOSSIP.**(Played in the Challenge Cup Tourney, 1870.)*

WHITE (Mr. Burn).	BLACK (Mr. Gossip).
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. Kt to K B 3
3. P to K B 4	3. P to Q 4
4. P to Q 3 (a)	4. P takes K P
5. B P takes K P	5. Kt to K Kt 5
6. Kt takes K P (b)	6. Kt takes K P
7. Kt to K B 3	7. B to K Kt 5
8. B to K 2	8. B to Q Kt 5 (ch) (c)
9. P to Q B 3	9. Q B takes Kt
10. P takes Q B	10. Q to K R 5 (ch)
11. K to Q 2	11. B to K 2 (d)
12. K to Q B 2	12. Q Kt to B 3
13. B to K 3	13. P to K B 4
14. B to K B 2	14. Q to K R 4
15. P to K B 4	15. Q to K B 2
16. Kt to K Kt 3	16. Kt to Q 2
17. B to K B 3	17. Castles (K R)
18. R to K Kt sq	18. Kt to Q B 4
19. Q to K B sq	19. Q R to Q sq
20. B to K 2	20. P to Q R 3
21. Q B takes Kt	21. B takes B
22. P to Q 4	22. Kt takes P (ch) (e)
23. P takes Kt	23. R takes P
24. P to Q Kt 3	24. P to Q Kt 4
25. B to Q 3	25. K R to Q sq
26. Kt takes K B P	26. R takes B
27. Kt to K R 6 (ch) (f)	27. K to B sq

(a) This move is advised by Max Lange, and is given in the "Handbuch."

(b) The usual move here is 6. P to Q 4. The following continuation occurred in a game between Messrs. Steinitz and Neumann:—

6. $\frac{\text{Kt takes K P}}{\text{Kt takes K P}}$	7. $\frac{\text{P to Q 4}}{\text{Kt to K Kt 3}}$	8. $\frac{\text{Kt to K B 3.}}$
--	--	---------------------------------

(c) Black has already completely wrested the attack from his opponent.

(d) Best. If 11. B to Q R 4, White checks with Queen at Q R 4, winning a piece.

(e) Forced on account of the terrible threatened move B to Q B 4

(f) Here an interesting variation would have occurred by White playing

27. $\frac{\text{Q takes Q}}{\text{R takes Q}}$	28. $\frac{\text{R takes P (ch)}}{\text{Q takes R}}$	29. $\frac{\text{Kt takes Q}}{\text{R to K R 6}}$	30. $\frac{\text{Kt to K 6}}{\text{R takes P (ch), \&c.}}$
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- | | |
|---------------------|---------------------------------|
| 28. Kt takes Q (g) | 28. R to Q 7 (ch) |
| 29. K to Kt sq (h) | 29. K takes Kt |
| 30. R to K Kt 2 (i) | 30. R to Q 8 (ch) |
| 31. K to Q B 2 | 31. R takes Q |
| 32. R takes R | 32. B to K 6 |
| 33. R to K 2 | 33. B to B 4 |
| 34. Q R to Q sq | 34. B to Q 3 |
| 35. Q R to Q 5 | 35. K to B 3 |
| 36. K R to K 5 (j) | 36. B takes R |
| 37. R takes R | 37. B takes P |
| 38. P to K R 3 | 38. B to Q 3 |
| 39. R to Q R 8 | 39. K to Kt 4 |
| 40. R takes Q R P | 40. P to Q Kt 5 |
| 41. R to Q B 6 | 41. K to R 5 |
| 42. R takes B (k) | 42. P takes R |
| 43. P to Q R 4 | 43. P takes P <i>en passant</i> |
| 44. P to Q Kt 4 | 44. P to Q 4 |
| 45. K to Kt 3 | 45. P to Q 5 |
| 46. K takes P | 46. K to Kt 6 |
| 47. P to Q Kt 5 | 47. P to Q 6 |
| 48. P to Kt 6 | 48. P to Q 7 |
| 49. P to Kt 7 | 49. P Queens |
| 50. P Queens (ch) | 50. K takes P, and wins |

If, in this variation, White, on his 28th move, had played 28. Kt to K R 6 (ch) in lieu of taking P with R, then the following continuation occurs :

28. Kt to R 6 (ch) 29. Kt takes Q 30. Kt to K 5
 K to B sq R to K R 6 R takes P (ch), followed by
 B takes R, and Black has two Pawns for his lost piece.

(g) White should have now played 28. Q takes R, if, then, 28. R takes Q
 29. Kt takes Q, with the advantage, for if 29. R to K R 6 30. R to Kt 2.

(h) If White had played 29. K to Q B 3, the following continuation would have occurred :

- | | |
|-----------------------|----------------------------------|
| 29. <u>K to Q B 3</u> | 29. <u>P to Kt 5</u> (ch) |
| 30. <u>K to Q B 4</u> | 30. <u>R to Q B 7</u> (ch) mate. |

(i) There was nothing better.

(j) Evidently a miscalculation.

(k) This loses the game, but it required the most exact play on Black's part even now to win. The end game is a study. But for the loss of this game Mr. Burn would have secured the honours of the British Chess championship, which ultimately fell to Mr. Wisker. It was protracted for over seventy more moves, and we believe was the longest game ever played. Duration, twelve hours.

GAME VIII.—*Between Messrs. HOFFER and MINCHIN.*

WHITE (Mr. Hoffer).	BLACK (Mr. Minchin).
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. Kt to K B 3
3. P to K B 4	3. P to Q 4
4. P takes K P	4. Kt takes P
5. Kt to K B 3	5. B to Q Kt 5
6. B to Q 3 (a)	6. P to K B 4
7. P takes P <i>en passant</i>	7. Kt takes K B P
8. Q to K 2 (ch)	8. B to K 2
9. Castles	9. Castles
10. Kt to Q sq	10. B to Q B 4 (ch)
11. K to R sq	11. R to K sq
12. Kt to K 3	12. B to K Kt 5 (b)
13. P to Q B 3	13. K to R sq
14. B to Q B 2	14. P to Q 5
15. P takes P	15. B to Q 3
16. Q to Q 3	16. B to K R 4
17. Kt to K Kt 5	17. Q Kt to Q 2
18. Kt to K Kt 4	18. B to K Kt 3
19. Kt takes Kt	19. Q takes Kt (c)
20. Kt to B 7 (ch)	20. K to Kt sq
21. R takes Q	21. B takes Q
22. Kt to R 6 (ch)	22. P takes Kt
23. B to Kt 3 (ch)	23. K to Kt 2
24. R to K 6	24. R takes R, and wins (d)

GAME IX.—*Between Messrs. GOSSIP and JANSON.*

WHITE (Mr. Gossip).	BLACK (Mr. Janson).
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. Kt to K B 3
3. P to K B 4	3. Kt to Q B 3
4. Kt to K B 3	4. P to Q 3

(a) B to K 2 would have been a better move.

(b) This is preferable to the obvious move of P to Q 5, which might have resulted in a draw, thus: 12. $\frac{\text{P to Q 5}}{\text{P to Q 5}}$ 13. $\frac{\text{B to Q B 4 (ch)}}{\text{K to B sq}}$ 14. $\frac{\text{Kt to K Kt 5}}{\text{P takes Kt}}$
 15. $\frac{\text{Q to R 5}}{\text{K to K 2}}$ 16. $\frac{\text{Q to B 7 (ch)}}{\text{K to Q 3}}$ 17. $\frac{\text{R takes Kt (ch)}}{\text{P takes R}}$ 18. $\frac{\text{Q to Q 5 (ch)}}{\text{Q to Q 5 (ch)}}$

perpetual check.

(c) Of course the Queen cannot be captured without immediate mate.

(d) The latter part of this game is capitally played on both sides.

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

And Black resigned.

GAME X.—*Between Messrs. BODEN and MINCHIN.*

- | WHITE (Mr. Minchin). | BLACK (Mr. Boden). |
|----------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to Q B 3 | 2. B to B 4 |
| 3. P to K B 4 | 3. P to Q 3 |
| 4. Kt to K B 3 | 4. Kt to Q B 3 (a) |

(a) If 17. _____ then follows 18. Q takes Q B P with a decisive superiority. The sacrifice of the Knight was consequently quite sound on White part, although Mr. Staunton, in his notes to this game in the "Illustrated London News," doubted its soundness.

(b) The advance of the Pawns must win the day.

(a) B to K Kt 5 or Kt to K B 3 are usually played here.

- | | |
|--------------------|------------------------|
| 5. P to K R 3 (b) | 5. P to Q R 3 (e) |
| 6. B to Q B 4 | 6. Kt to K B 3 |
| 7. P to Q 3 | 7. Kt to K B 4 |
| 8. Kt to K 2 | 8. Q to K 2 |
| 9. P to K B 5 | 9. P to K Kt 3 |
| 10. P to K Kt 4 | 10. Kt to K Kt 2 |
| 11. P to K B 6 (d) | 11. Q takes P |
| 12. B to K Kt 5 | 12. Q takes Kt |
| 13. R to K B sq | 13. Q takes R (ch) (e) |
| 14. K takes Q | 14. P to K B 3 |
| 15. B to R 6 | 15. Kt to K 3 |
| 16. B takes Kt | 16. B takes B |
| 17. Kt to Kt 3 | 17. R to K Kt sq |
| 18. Q to K B 3 | 18. K to K 2 |
| 19. B to K 3 | 19. Q R to K B sq |
| 20. B takes B | 20. P takes B |
| 21. P to Q B 3 | 21. B to Q 2 |
| 22. K to K 2 | 22. Kt to Q sq |
| 23. Q to K 3 | 23. Kt to K 3 |
| 24. K to Q 2 | 24. P to Q Kt 3 |
| 25. P to Q Kt 4 | 25. P takes P |
| 26. P takes P | 26. R to Q sq |
| 27. R to Q B sq | 27. R to K Kt 2 |
| 28. R to Q B 3 | 28. B to Q Kt 4 |
| 29. K to Q B 2 | 29. K to B sq |
| 30. Kt to K 2 | 30. K R to Q 2 |
| 31. Q to K B 2 | 31. K to Kt 2 |
| 32. K to Q Kt 3 | 32. B takes P |
| 33. Kt to Kt 3 | 33. B to Kt 4 |
| 34. P to Q R 4 | 34. R to Q 7 |
| 35. Q to K 3 | 35. Q R to Q 6 |
| 36. P takes B | 36. R takes Q |
| 37. R takes R | 37. P takes P |
| 38. K to B 3 | 38. R to Q 2, and wins |

(b) We should much have preferred 5. B to Q Kt 5. The move made seems very weak.

(c) Preventing the move mentioned in the preceding note.

(d) Ingeniously played!

e) If 13. _____ 14. B takes P (ch), followed by B to B 6, &c.
Q takes P

GAME XI.—*Between Messrs. STEINITZ and NEUMANN.*

WHITE (Mr. Steinitz).	BLACK (Mr. Neumann).
1. P to K 4	1. P to K 4
2. Q Kt to B 3	2. Kt to Q B 3
3. P to K B 4	3. P takes P
4. P to Q 4 (a)	4. Q to K R 5 (ch)
5. K to K 2	5. P to Q 3
6. Kt to K B 3	6. B to K Kt 5
7. Q B takes P	7. B takes Kt (ch)
8. K takes B	8. K Kt to K 2
9. B to K 2	9. Castles
10. B to K 3	10. Q to B 3 (ch)
11. K to Kt 3	11. P to Q 4
12. B to Kt 4 (ch)	12. K to Kt sq
13. P to K 5	13. Q to Kt 3.
14. K to B 2	14. P to K R 4
15. B to R 3	15. P to K B 3
16. P takes P	16. Q takes K B P (ch)
17. Q to B 3	17. Q takes Q (ch)
18. P takes Q	18. P to K Kt 3
19. Kt to K 2	19. Kt to B 4
20. B takes Kt	20. P takes B
21. P to Q B 3	21. B to Q 3
22. B to B 4	22. K to Q B sq
23. K R to K Kt sq	23. K to Q 2
24. R to Kt 7 (ch)	24. Kt to K 2
25. Q R to K Kt sq	25. K to K 3
26. B takes B	26. R takes B
27. Kt to B 4 (ch) (b)	27. K to B 3
28. Kt to Q 3	28. R to Q Kt 3
29. P to Q Kt 3	29. R to K R 3
30. Kt to K 5	30. Q R to Q Kt 4
31. P to Q R 4	31. Q R to Q R 4
32. P to Q Kt 4	32. Q R to Q R 3
33. Kt to Q 7 (ch)	

And Black resigned.

(a) A novelty, for which chess-players are indebted to the ingenuity of Mr. Steinitz. The usual move which gives Black the advantage is 4. Kt to K B 3.

(b) The winning move, followed up by Mr. Steinitz with his wonted accuracy.

GAME XII.—*Between Messrs. ROSENTHAL and STEINITZ.**(Played at the Vienna Tourney.)*

WHITE (M. Rosenthal).	BLACK (Herr Steinitz).
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. Kt to Q B 3
3. Kt to K B 3	3. P to K Kt 3
4. P to Q 4	4. P takes P
5. Kt takes P	5. B to Kt 2
6. B to K 3	6. K Kt to K 2
7. B to Q B 4	7. P to Q 3
8. Castles	8. Castles
9. P to K B 4	9. Kt to R 4
10. B to Q 3	10. P to Q 4
11. P takes P	11. Kt takes P
12. Kt takes Kt	12. Q takes Kt
13. P to Q B 3	13. R to Q sq
14. Q to B 2	14. Kt to B 5
15. B takes Kt	15. Q takes B
16. Q to K B 2	16. P to Q B 4
17. Kt to B 3	17. P to Q Kt 3
18. Kt to K 5	18. Q to K 3
19. Q to B 3	19. B to Q R 3
20. K R to K sq	20. P to K B 3
21. Kt to Kt 4	21. P to K R 4
22. Kt to B 2	22. Q to B 2
23. P to K B 5	23. P to K Kt 4
24. Q R to Q sq	24. B to Kt 2
25. Q to Kt 3	25. R to Q 4
26. R takes R	26. Q takes R
27. R to Q sq	27. Q takes B P
28. Q to B 7	28. B to Q 4
29. P to Q Kt 3	29. R to K sq
30. P to Q B 4	30. B to B 2
31. B to B sq	31. R to K 7
32. R to B sq	32. Q to B 7
33. Q to Kt 3	33. Q takes R P
34. Q to Kt 8 (ch)	34. K to R 2
35. Q to Kt 3	35. B to Kt 3
36. P to K R 4	36. P to K Kt 5
37. Kt to Q 3	37. Q takes Kt P
38. Q to B 7	38. Q takes Kt

And White resigned.

GAME XIII.—*Between Messrs. PAULSEN and MEITNER.**(Played at the Vienna Tourney.)*

WHITE (Herr Paulsen).

BLACK (Herr Meitner).

- | | |
|--------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Q Kt to B 3 | 2. Q Kt to B 3 |
| 3. P to K Kt 3 | 3. B to B 4 |
| 4. B to Kt 2 | 4. P to Q 3 |
| 5. P to Q 3 | 5. B to K 3 |
| 6. K Kt to K 2 | 6. Q to Q 2 |
| 7. P to K R 3 | 7. P to Q R 3 |
| 8. Kt to Q 5 | 8. B takes Kt |
| 9. P takes B | 9. Q to B 4 |
| 10. Castles | 10. Q Kt to K 2 |
| 11. P to Q 4 | 11. P takes P |
| 12. Kt takes P | 12. B takes Kt |
| 13. Q takes B | 13. Kt to B 3 |
| 14. R to K sq | 14. K to B sq |
| 15. P to Q B 4 | 15. P to Q Kt 3 |
| 16. B to Q 2 | 16. Kt to Q 2 |
| 17. B to B 3 | 17. P to K B 3 |
| 18. P to K B 4 | 18. P to K R 4 |
| 19. K to R 2 | 19. Q to Kt 3 |
| 20. P to Q Kt 4 | 20. Q R to Q sq |
| 21. R to K 6 | 21. Q to B 7 |
| 22. Q R to K sq | 22. Q Kt to K Kt sq |
| 23. K R to K 4 | 23. Kt to R 3 |
| 24. Q R to K 2 | 24. Q to Kt 8 |
| 25. R to K sq | 25. Q to B 7 |
| 26. K R to K 2 | 26. Q to Kt 3 |
| 27. B to K 4 | 27. Q to B 2 |
| 28. Q to Q 3 | 28. P to K B 4 |
| 29. B to Kt 2 | 29. Kt to K Kt sq |
| 30. P to K R 4 | 30. R to R 2 |
| 31. R to K 6 | 31. P to K Kt 3 |
| 32. Q to Q 4 | 32. Kt to R 3 |
| 33. B to K B 3 | 33. Kt to K Kt sq |
| 34. K to Kt 2 | 34. Kt to R 3 |
| 35. B to Q sq | 35. Kt to K Kt sq |
| 36. B to R 4 | 36. Kt to R 3 |
| 37. B takes Kt | 37. R takes B |
| 38. R to B 6 | 38. Kt to Kt 5 |
| 39. R takes Q (ch) | 39. R takes R |
| 40. R to K 6 | |

And Black abandoned the game.

GAME XIV.—*Between Messrs. PAULSEN and STEINITZ.*

(From the "Westminster Papers.")

WHITE (Herr Paulsen).	BLACK (Herr Steinitz).
1. P to K 4	1. P to K 4
2. Kt to Q B 3	2. Kt to Q B 3
3. P to K Kt 3	3. B to B 4
4. B to Kt 2	4. Kt to K B 3
5. P to Q 3	5. P to Q R 3
6. Kt to K B 3	6. P to Q 3
7. Castles	7. P to K R 3
8. B to K 3	8. B takes B
9. P takes B	9. Kt to K R 2
10. Kt to Q 5	10. Kt to K 2
11. Kt to Q 2	11. B to K 3
12. P to Q B 4	12. P to Q B 3
13. Kt takes Kt	13. Q takes Kt
14. P to Q 4	14. Castles (K R)
15. P to Q 5 (a)	15. B to Q 2
16. Kt to B 3	16. P to Q B 4
17. Q to Q 2	17. P to Q Kt 4 (b)
18. P to Q Kt 3	18. K R to Kt sq
19. Q R to Kt sq	19. Kt to B 3
20. Kt to R 4	20. P to K Kt 3
21. P to K R 3	21. R to Kt 3
22. K to R 2	22. Q R to Kt sq
23. P takes P	23. P takes P
24. R to B 2	24. B to K sq
25. Q R to K B sq	25. Kt to Q 2
26. Q to K 2	26. R to R sq
27. B to B 3	27. Kt to B 3
28. B to Kt 2	28. Kt to R 2
29. Q to Kt 4	29. Kt to Kt 4
30. Kt to B 5 (c)	30. P takes Kt
31. P takes P	31. P to K B 3
32. P to K R 4	32. P to K R 4 (d)
33. Q to K 2	33. Kt to R 2

Notes by Mr. Wisker.

(a) The position of White's Pawns in the centre is not advantageous.

(b) One of the great points in Herr Steinitz's play is always to direct the attack according to the position. White's weakness is on the Queen's side: any attack against his King's side would be only in his favour.

(c) Hitherto White's play has been of a very ordinary character. This move is a spark of genius, but unfortunately a brief spark. The combination is unsound.

(d) White probably overlooked this reply, which is decisive.

- | | |
|--------------------|------------------|
| 34. B to B 3 | 34. K R to R 3 |
| 35. R to R sq | 35. P to K 5 |
| 36. B takes R P | 36. Q to K 4 |
| 37. B takes B | 37. Q takes R |
| 38. B takes P | 38. R takes P |
| 39. Q to Kt 4 (ch) | 39. K to R sq |
| 40. B to K 2 (e) | 40. Q to K 8 |
| 41. K to Kt 2 | 41. R to K Kt sq |
| 42. Q to R 5 | 42. Q to Q 7 |
| 43. Q to R 6 | 43. Q takes Q P |
| 44. P to K Kt 4 | 44. R takes B |
| 45. R takes R | 45. Q takes B P |
| 46. Resigns | |

GAME XV.—*Between Messrs. BLACKBURNE and BIRD.*

(From the "Westminster Papers.")

- | WHITE (Mr. Blackburne). | BLACK (Mr. Bird). |
|-------------------------|---------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Q Kt to B 3 | 2. B to B 4 |
| 3. K Kt to B 3 (a) | 3. P to Q 3 |
| 4. B to B 4 | 4. B to K Kt 5 |
| 5. P to Q 3 | 5. P to Q B 3 |
| 6. Kt to K 2 | 6. B takes Kt |
| 7. P takes B | 7. Kt to K 2 |
| 8. Kt to Kt 3 | 8. Kt to Q 2 |
| 9. B to K Kt 5 | 9. P to K B 3 |
| 10. B to Q 2 | 10. P to Q 4 |
| 11. B to Kt 3 | 11. P to Q R 4 |
| 12. P to Q R 4 | 12. Q to Kt 3 |
| 13. Q to K 2 | 13. P to K Kt 3 |
| 14. P to K B 4 | 14. B to Q 5 |
| 15. Castles (K R) | 15. P to K R 4 |
| 16. Q to Q sq | 16. Kt to Q B 4 (b) |
| 17. P takes Q P | 17. P takes Q P |
| 18. B to R 2 | 18. P to K R 5 (c) |

(e) White is in the pleasing position of being a Rook behind, and of acting at the same time on the defensive.

Notes by Mr. Wisker.

(a) 3. P to K B 4 or 3. B to Q B 4, and 4. P to K B 4 is here the preferable course.

(b) Well played: giving Black a decided advantage.

(c) Very injudicious: if Black had simply taken Q Kt P with Q, which he played for, it would have secured for him a winning advantage, as White must lose a Pawn, and the exchange, or two Pawns, with a broken-up game. Castling

- | | |
|-----------------------------|-----------------------------|
| 19. Kt to K 2 | 19. B takes Kt P |
| 20. R to Q Kt sq | 20. Q to K 3 |
| 21. P to K B 3 (<i>d</i>) | 21. B to R 6 |
| 22. P to Q 4 (<i>e</i>) | 22. Kt to Q 2 |
| 23. Kt to B 3 | 23. Kt to Kt 3 (<i>f</i>) |
| 24. Kt to Kt 5 | 24. B to Q 3 |
| 25. R to K sq | 25. R to R 4 |
| 26. Q P takes P | 26. P takes P |
| 27. B to K 3 | 27. R to Q R 3 |
| 28. B to Q 4 | 28. Kt to Q 2 |
| 29. P takes P | 29. B to Kt sq |
| 30. Q to K 2 | 30. R to Kt 4 (<i>ch</i>) |
| 31. K to R sq | 31. R to Q B 3 |
| 32. P to K B 4 | 32. R to Kt 5 (<i>g</i>) |
| 33. Kt to Q 6 (<i>ch</i>) | 33. K to B sq |
| 34. R takes P | 34. Kt to K B 4 |
| 35. Kt takes Kt | 35. P takes Kt |
| 36. Q to Q Kt 5 | 36. R to Kt 2 |
| 37. B takes P | 37. Resigns |

GAME XVI.

(From the "Westminster Papers.")

WHITE (Herr Paulsen).

1. P to K 4
2. Kt to Q B 3
3. Kt to K B 3
4. Kt to R 4
5. Kt takes B
6. B to K 2

BLACK (Mr. Bird).

1. P to K 4
2. B to B 4
3. P to Q 3
4. Q B to Kt 5 (*a*)
5. P takes Kt
6. Q to Q 3

on Queen's side would also have been good, for if White played P to Q B 3, Black could then play B takes P (*ch*), giving up Kt and B for R and two Pawns, with a good game.

(*d*) If R takes B, then Q to Kt 5 (*ch*); Kt interposes. Q takes Q, and P takes Kt, with a slight advantage for White.

(*e*) White having escaped his troubles, now plays extremely well.

(*f*) P to Q Kt 3 would have been better.

(*g*) This hasty move loses the game. R to R 4 might possibly yet have led to a drawn game. Each player's time had nearly expired, five minutes remaining to make seven moves.

Notes by Mr. Wisker.

(*a*) 4. Kt to Q 2, 4. Kt to K B 3 or 4. Q to K 2 would be better. The move in the text results in the exchange of both the Black Bishops for Knights.

- | | |
|----------------------|-----------------------|
| 7. P to K R 3 | 7. B takes Kt |
| 8. B takes B | 8. Kt to Q B 3 |
| 9. P to K Kt 3 | 9. K Kt to K 2 |
| 10. P to Q 3 | 10. Castles (Q R) (o) |
| 11. B to K 3 | 11. Kt to Q 5 |
| 12. B to Kt 2 | 12. P to K R 4 |
| 13. Q to Q 2 | 13. Q to Q R 3 |
| 14. Castles (K R) | 14. P to R 5 (c) |
| 15. P to K Kt 4 | 15. Kt to Kt 3 |
| 16. P to K B 4 | 16. P takes P |
| 17. B takes P | 17. Kt takes B |
| 18. R takes Kt | 18. P to K B 3 |
| 19. R to B 2 | 19. Kt to K 3 |
| 20. Q to B 3 | 20. K R to K sq |
| 21. P to Q Kt 4 | 21. P to Q B 5 |
| 22. P takes P | 22. R to Q 5 |
| 23. P to B 5 | 23. K R to Q sq |
| 24. P to R 4 | 24. Kt to Kt 4 |
| 25. P to K 5 | 25. P takes P |
| 26. Q to K 3 | 26. Q to K R 3 |
| 27. Q takes P | 27. R takes Q Kt P |
| 28. P to B 3 | 28. R to Kt 6 |
| 29. Q R to K B sq | 29. Q to K Kt 3 |
| 30. R to B 5 | 30. Kt to K 3 |
| 31. R to B 6 | 31. P takes R |
| 32. Q takes Kt (ch) | 32. K to Kt sq |
| 33. Q takes R | 33. Q to Q 6 |
| 34. Q takes P (mate) | |

GAME XVII.—*Between Messrs. PAULSEN and ROSENTHAL.*

(From the "Westminster Papers.")

- | WHITE (Herr Paulsen). | BLACK (M. Rosenthal). |
|-----------------------|-----------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Q Kt to B 3 | 2. Q Kt to B 3 |
| 3. P to K Kt 3 | 3. B to B 4 |
| 4. B to Kt 2 | 4. P to Q 3 |

(b) Castling on the King's side, followed by P to K B 4, would have given Black a fine position: in my opinion, a finer one than that enjoyed by White, despite his Bishops. Black might also have played R to Q sq with advantage. If White, on his part, had castled on the Queen's side, the Black Pawns could have been thrown up with great facility.

(c) Black's play for the last two or three moves has not improved his game. This last move deprives him of all chance of making an impression on the King's side.

- | | |
|----------------------|-----------------------|
| 5. P to Q 3 | 5. K Kt to B 3 |
| 6. K Kt to K 2 | 6. B to K Kt 5 |
| 7. P to K R 3 (a) | 7. B to Q 2 (b) |
| 8. Kt to R 4 | 8. B to Kt 3 |
| 9. Kt takes B (c) | 9. R P takes Kt |
| 10. P to K B 4 | 10. P takes P |
| 11. Kt takes P | 11. Q to K 2 |
| 12. P to Q B 4 | 12. Q to K 4 |
| 13. Castles | 13. Castles (Q R) (d) |
| 14. Kt to K 2 | 14. Kt to Q 5 |
| 15. B to B 4 | 15. Kt takes Kt (ch) |
| 16. Q takes Kt | 16. Q to K R 4 |
| 17. P to K Kt 4 | 17. Q to Kt 3 |
| 18. P to Q R 4 | 18. P to K R 4 (e) |
| 19. P to K Kt 5 | 19. Kt to R 2 |
| 20. Q to K 3 | 20. P to K B 3 |
| 21. P to R 5 (f) | 21. Kt takes P |
| 22. K to R 2 | 22. P takes P |
| 23. R takes P | 23. P to Q Kt 3 |
| 24. R to R 7 | 24. B to B 3 |
| 25. P to B 5 | 25. Kt P takes P |
| 26. Q takes P | 26. Q to K sq (g) (A) |
| 27. Q to R 5 | 27. Kt to K 3 |
| 28. R to B sq | 28. P to Kt 4 |
| 29. Q to R 6 (ch) | 29. K to Q 2 |
| 30. R takes B | 30. P takes B |
| 31. R takes Q P (ch) | 31. Resigns |

Notes by Mr. Wisker.

- (a) Herr Paulsen is never loth to exchange a Knight for a Bishop.
- (b) If Black did not intend to take the Knight, his sixth move was very bad : he lost time, whilst White improved his position on the King's side.
- (c) Again the favourite manœuvre is repeated, but this time with the object of being able to Castle K R after pushing the K B P.
- (d) Very injudicious. The King can be easily attacked on this side, whilst Black's assault on his left wing is a mere figment.
- (e) A perfectly useless movement. White advances his Pawn one square, and is free from danger. He can afterwards pursue his own assault at will.
- (f) White acts vigorously in pushing on his attack, regardless of the loss of the K Kt P. The rest of the game is very well played by him.
- (g) Had he taken the Queen, White would of course have captured the Q B P (ch), and afterwards the K Kt P (dis ch), coming out of the skirmish with a winning preponderance.

Note by the Author.

- (A) In our opinion P takes Q would have been better, e.g :
- | | | |
|---------------------|---------------------------|-----------------------------|
| 26. <u> </u> | 27. <u>R takes P (ch)</u> | 28. R takes K Kt P (dis ch) |
| P takes Q | <u>K to Q Kt sq</u> | K to B sq |
| R takes Q | | |
29.
Q R takes Q P, with considerable resource.

GAME XVIII.—*Between Messrs. ZUKERTORT and GOSSIP.*

WHITE (Herr Zukertort).

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

BLACK (Mr. Gossip).

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

(a) Although this move is considered objectionable by Mr. Löwenthal (Games of the Congress, p. 7), we prefer it to checking with Bishop.

(b) This was a serious mistake, and one which ought to have cost Herr Zukertort the game, had not his opponent made an astounding oversight on his forty-fourth move.

(c) Merely desperate !

(d) K R to K R 7 would have also won the game.

- | | |
|--------------------------|-----------------------|
| 37. K to Q sq | 37. K R to K R 7 |
| 38. B to K B 4 | 38. K R to K Kt 7 |
| 39. R takes R | 39. R takes R |
| 40. B takes Q P | 40. R takes Q Kt P |
| 41. P to Q B 4 | 41. K to R 5 |
| 42. P to Q B 5 | 42. P to K Kt 6 |
| 43. P to Q B 6 | 43. P to K Kt 7 |
| 44. B to K R 2 | 44. P Queens (ch) (e) |
| 45. B takes Q | 45. R to Kt 8 (ch) |
| 46. K to B 2 | 46. R takes B |
| 47. P to B 7 | 47. R to K Kt sq |
| 48. P to Q 5 | 48. R to Q B sq |
| 49. P to Q 6 | 49. K to Kt 4 |
| 50. K to Kt 3 | 50. K to B 3 |
| 51. P to Q 7 | 51. R takes Q B P |
| 52. P Queens (ch) | 52. R to K 2 |
| 53. P to Q R 4, and wins | |
-

(e) An amazing oversight caused by over confidence in victory. K to R 6 must have won easily, *e.g.* :

44. $\frac{\text{K to R 6}}{\text{K to R 6}}$	45. $\frac{\text{B to K Kt sq}}{\text{R to Q Kt 8 (ch)}}$	46. $\frac{\text{K to Q B 4}}{\text{R takes B}}$
47. $\frac{\text{P to B 7}}{\text{R to Q B 8 (ch)}}$	48. $\frac{\text{K takes R}}{\text{P Queens (ch)}}$	49. $\frac{\text{K to Q B 2}}{\text{Q to K Kt sq, and wins.}}$

CHAPTER XXVIII.

THE FIANCHETTO.

THIS opening may be divided into three branches—*viz.*, the Fianchetto proper, called by the Italians “Il Fianchetto di Donna,” and known in France as “La partie des Petites Chapelles;” the Fianchetto on the King’s side, or “Fianchetto di Re;” and lastly, the Fianchetto adopted by the first player. These modes of defence and attack are justly condemned by the authorities. Speaking of the “Fianchetto di Donna,” or Fianchetto proper, Lolli says:—“L’errore del nero consiste nella apertura che egli fa del suo Giuoco, la quale non è da imitarsi, perchè non è sicura.”

Jaenisch says: “It is, in general, dangerous to advance the Knight’s Pawns one square before the close of the game; for the wings become necessarily weakened, and Castling is thereby rendered dangerous. Moreover, two squares are opened to attack, which the Bishops cannot always continue to defend, by occupying the intervals as surely even as the Pawns themselves.”

Staunton is of opinion “that the ‘Fianchetto di Donna,’ although disapproved of by the earlier writers, may be made by the second player without much harm, if followed speedily by P to K 3 and P to Q B 4.”

The Fianchetto has been brought somewhat conspicuously into vogue of late years by Mr. Owen, the provincial champion, who invariably adopts it, and, generally speaking, with tolerable success; but, in our opinion, all the Fianchettos are inferior, and should give the opposing player a decided advantage of position.

GAME THE FIRST.

(THE FIANCHETTO PROPER, OR "FIANCHETTO DI DONNA.")

WHITE.	BLACK.
1. P to K 4	1. P to Q Kt 3
2. P to Q 4, or Variation (I.)	2. B to Q Kt 2
3. B to Q 3	3. P to K 3, or (A.), (B.)
4. P to Q B 4, or (C.)	

This move is preferred by Jaenisch to playing 4. Kt to K B 3, and is given by Staunton (*see* "Handbook," p. 379). We, however, concur in the opinion of the authors of "La Stratégie," who consider playing the King's Bishop's Pawn two squares on White's fourth move cramps the Queen's Bishop, and is an inferior move.

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

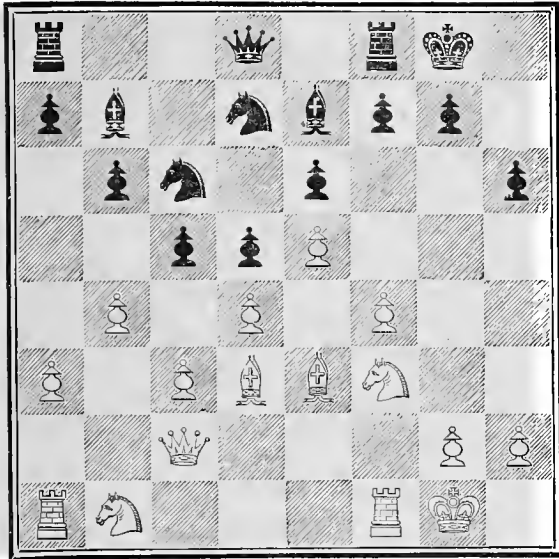
Instead of this move, given by Jaenisch, Staunton makes Black play the Knight to K R 3, and declares the game to be equal; but White has a fine free position. Jaenisch continues the game as follows:—

7. B to K 3	7. K Kt to Q B 3
8. K Kt to B 3	8. B to K 2
9. P to Q R 3	9. Castles
10. Q to B 2	10. P to K R 3
11. Castles	11. Q Kt to Q 2

12. P to Q Kt 4, and thinks White can now commence a strong attack on Black's left flank.

DIAGRAM.

BLACK.



WHITE.

(A.)

3. P to K Kt 3

Jaenisch declares this to be a bad move.

4. P to K B 4

5. Kt to K B 3

6. P to Q B 3

7. B to K 3

8. Q Kt to Q 2

9. Castles, with a good game.

4. B to K Kt 2

5. P to K 3

6. P to Q B 4

7. P to Q 3

8. K Kt to K 2

(B.)

4. K P takes P

5. Q checks

3. P to K B 4

4. B takes Kt P

5. P to K Kt 3

- | | |
|--|----------------|
| 6. P takes P | 6. B to K Kt 2 |
| 7. P takes P (ch) | 7. K to B sq |
| 8. P takes Kt (Queens) (ch) | 8. K takes Q |
| 9. Q to K Kt 4 | 9. B takes R |
| 10. P to K R 4 | 10. P to K 3 |
| 11. P to K R 3, with the better game. The above Variation is from Lolli. | |

(C.)

- | | |
|----------------|---------------|
| 4. Kt to K B 3 | 4. P to Q 4 |
| 5. P takes P | 5. P takes P |
| 6. Castles | 6. P to Q B 4 |

White is now compelled to play P to Q B 3, but, in spite of that, has the preferable position.

VARIATION (I.)

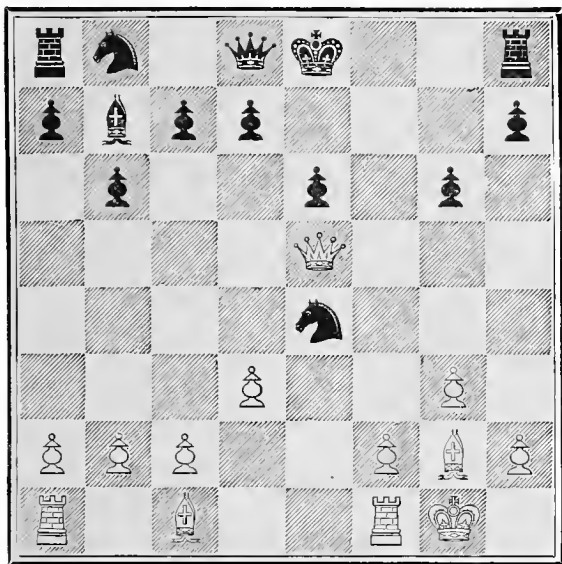
On White's second move :—

- | | |
|---------------------|-----------------|
| 2. P to K Kt 3 | 2. P to K 3 |
| 3. B to K Kt 2 | 3. B to Q Kt 2 |
| 4. Kt to Q B 3 | 4. P to K B 4 |
| 5. K Kt to K 2 | 5. Kt to K B 3 |
| 6. P to Q 3 | 6. B to Q Kt 5 |
| 7. Castles | 7. B takes Q Kt |
| 8. Kt takes B | 8. P takes K P |
| 9. Kt takes P | 9. Kt takes Kt |
| 10. Q to K R 5 (ch) | 10. P to K Kt 3 |
| 11. Q to K 5 | |

The above moves occur in a game between Messrs. Paulsen and Owen, the latter playing the defence (*see* Illustrative Game III., at the end of this Chapter), and there can be no doubt that White has much the better game. (*Vide* subjoined diagram.)

DIAGRAM.

BLACK.



WHITE.

GAME THE SECOND.

(THE FIANCHETTO ON KING'S SIDE, OR "FIANCHETTO DI RE.")

WHITE.

1. P to K 4

BLACK.

1. P to K Kt 3

This defence is less advisable than P to Q Kt 3.

2. P to Q 4

White may also play P to K B 4, with equal, if not greater, advantage.

3. P to K B 4

2. B to K Kt 2

4. Kt to K B 3

3. P to K 3

4. P to Q Kt 3

- | | |
|----------------|----------------|
| 5. P to B 4 | 5. B to Q Kt 2 |
| 6. Kt to Q B 3 | 6. Kt to K 2 |
7. B to Q 3, followed by 8. Castles, and White has a superior position.

GAME THE THIRD.

(THE FIANCHETTO ADOPTED BY THE FIRST PLAYER.)

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

The above moves form the commencement of a game between Messrs. Skipworth and Ranken, played at the Counties Chess Association Meeting at Clifton, in 1873. The "Chess Player's Chronicle" advises now for Black 17. B to Q Kt sq, followed by P to Q R 3, and then B to Q R 2, or Q to Q 3, when Black would obtain a fine attacking position. When the first player adopts the Fianchetto, he cannot legitimately aspire to more than an even game.

GAMES ILLUSTRATIVE OF THE FIANCHETTO.

GAME I.—Between Messrs. OWEN and SKIPWORTH.

(From the "Chess Player's Chronicle.")

WHITE (Mr. Skipworth).	BLACK (Mr. Owen).
1. P to K 4	1. P to Q Kt 3
2. P to Q 4	2. B to Q Kt 2
3. B to Q 3	3. P to K 3
4. Kt to K B 3	4. Kt to K B 3
5. P to K 5	5. Kt to Q 4
6. P to Q B 4 (a)	6. Kt to Q Kt 5
7. Kt to Q B 3	7. Kt takes B (ch)
8. Q takes K ⁺	8. B to Q Kt 5
9. Castles	9. Kt to Q R 3
10. Kt to K 2	10. B to K 2
11. P to Q R 3	11. Castles
12. P to Q Kt 4	12. P to Q 4
13. P to Q B 5	13. P to Q B 3
14. B to K 3	14. Kt to Q B 2
15. K R to Q B sq	15. B to Q R 3
16. Q to Q 2	16. B to Q B 5
17. Kt to K Kt 3	17. P to Q Kt 4 (b)
18. Kt to K R 5 (c)	18. Kt to K sq
19. Kt to K sq	19. P to Q R 3
20. Q to Q sq	20. K to R sq
21. Q to K Kt 4	21. P to K Kt 3
22. Kt to K Kt 3	22. R to Q R 2
23. R to Q B 3 (d)	23. P to Q R 4 (e)
24. Kt to Q B 2	24. Q to Q 2
25. B to K B 4	25. P takes P
26. Kt takes P	26. B to Q sq (f)

(Notes from the "Chess Player's Chronicle.")

(a) If, in reply,

7. K to B sq

8. P to Q R 3

6. B to Q Kt 5 (ch)

7. Kt to K 2 (only sq)

And Black cannot save the Bishop.

(b) Though the Bishop is well posted, and now strongly supported at Q B 5, the position was obtained at the cost of valuable time.

(c) This move was the result of long deliberation, and it presently affords White some slight advantage.

(d) Preventing Black's Bishop from coming to the rescue, if the Kt is played to K B 3, and occupying itself a threatening position.

(e) The commencement of a counter-attack, for which, as the after play proves, there was just too little time for success.

(f) Better probably to play P to K B 4 than continue the attack on the Queen's side.

- | | |
|-----------------------------|-------------------------------|
| 27. R to K sq | 27. B to Q R 4 |
| 28. Kt to K B sq | 28. B takes Kt |
| 29. P takes B | 29. R to Q R 7 |
| 30. R to K R 3 | 30. B takes Kt |
| 31. K takes B | 31. Kt to K Kt 2 (<i>g</i>) |
| 32. Q to K R 4 | 32. Kt to K R 4 (<i>h</i>) |
| 33. P to K Kt 4 | 33. P to K B 3 |
| 34. B to K R 6 (<i>i</i>) | 34. R to K B 2 |
| 35. R to K B 3 (<i>k</i>) | 35. Kt to K B 5 |
| 36. B takes Kt | 36. P to K Kt 4 |
| 37. Q to K R 6 | 37. P takes B |
| 38. P takes P | 38. P to K 4 |
| 39. P takes P | 39. Q takes P |
| 40. Q takes B P | 40. Q takes Q |
| 41. R takes Q | |

And Black resigns (*l*).

GAME II.

(From the "Chess Player's Chronicle.")

Between the same opponents.

- | WHITE (Mr. Skipworth). | BLACK (Mr. Owen). |
|------------------------|-------------------|
| 1. P to K 4 | 1. P to Q Kt 3 |
| 2. P to Q 4 | 2. B to Q Kt 2 |
| 3. B to Q 3 | 3. P to K 3 |
| 4. Kt to K B 3 | 4. Kt to K B 3 |
| 5. Q to K 2 | 5. P to Q 4 |
| 6. P to K 5 | 6. Kt to K 5 |
| 7. Castles | 7. B to K 2 |
| 8. Q Kt to Q 2 | 8. Kt takes Kt |
| 9. B takes Kt | 9. Kt to Q 2 |

(*g*) This is scarcely his best move, though it may be that bad is the best.

(*h*) An ingenious defence in spite of appearances all against the move.

- | | |
|--------------------------------|-----------------------|
| (<i>i</i>) If 34. P takes Kt | 34. P to K Kt 4 |
| 35. B takes P | 35. P takes B |
| 36. Q takes P | 36. K R takes P (ch) |
| 37. K to Kt sq | 37. R to K Kt 7 (ch). |

And Black wins the Queen for two Rooks, though White has, perhaps, rather the best game.

(*k*) White might now have safely taken the Kt.

(*l*) Being unable to prevent the advance of the Pawns.

- | | |
|-------------------------------|--------------------------------|
| 10. Kt to K sq (<i>a</i>) | 10. P to Q B 4 |
| 11. P to Q B 3 | 11. P to Q R 4 |
| 12. P to Q R 3 (<i>b</i>) | 12. Q to Q B sq |
| 13. P to K B 4 | 13. P to K Kt 3 |
| 14. Kt to K B 3 | 14. B to Q R 3 |
| 15. Q R to Q B sq | 15. Q to Q Kt 2 |
| 16. B to K sq (<i>c</i>) | 16. Castles (K R) |
| 17. B to K R 4 | 17. B takes B |
| 18. Kt takes B | 18. K R to Q B sq |
| 19. B takes B | 19. Q takes B |
| 20. Q takes Q | 20. R takes Q |
| 21. P to Q R 4 | 21. R to Q R 2 |
| 22. K to B 2 | 22. Q R to Q B 2 |
| 23. Kt to K B 3 | 23. P takes P |
| 24. Kt takes P | 24. R to Q B 5 |
| 25. R to Q R sq | 25. Kt to Q B 4 |
| 26. K R to Q sq | 26. R takes R P |
| 27. R takes R | 27. Kt takes R |
| 28. R to Q Kt sq | 28. Kt to Q B 4 |
| 29. K to K 3 | 29. Kt to K 5 |
| 30. R to Q R sq | 30. R to Q B 5 |
| 31. Kt to Q Kt 5 | 31. K to Kt 2 |
| 32. P to K Kt 4 | 32. P to K B 3 (<i>d</i>) |
| 33. P takes P (<i>ch</i>) | 33. K takes P |
| 34. P to K Kt 5 (<i>ch</i>) | 34. K to K 2 |
| 35. Kt to Q R 3 | 35. R to Q B 4 |
| 36. Kt to Q B 2 (<i>e</i>) | 36. P to K 4 |
| 37. P to K R 4 | 37. Kt to Q 3 |
| 38. P takes P | 38. Kt to Q B 5 (<i>ch</i>) |
| 39. K to Q 4 | 39. Kt takes Kt P (<i>f</i>) |

(Notes from the "Chess Player's Chronicle.")

(*a*) This is, perhaps, rather premature, though it is difficult to say what is the best move. Something, if possible, should have been done to prevent Black's Bishop coming afterwards into that strong position at Q R 3.

(*b*) This move was made with the view of preventing Black's King's Bishop coming into the field. It would have been better to have played P to Q B 4 at once.

(*c*) White, by four or five moves here, not only throws away all the advantage of a strong position, but he loses a Pawn, and brings about for himself a most uncomfortable game.

(*d*) Mr. Owen was doubtful if this was his best move.

(*e*) Mr. Skipworth has been in some way making up for his careless play by a most skilful defence.

(*f*) In this combination, Black had apparently overlooked White's next move; he expected R to move to Q Kt sq at once.

- | | |
|-------------------------------|------------------|
| 40. Kt to K 3 (<i>g</i>) | 40. K to K sq |
| 41. R to Q Kt sq | 41. Kt to Q R 5 |
| 42. R takes P | 42. Kt takes R |
| 43. K takes R | 43. Kt to Q R 5 |
| 44. K to Q 4 | 44. K to Q 2 |
| 45. Kt takes P | 45. Kt to Q Kt 7 |
| 46. P to Q B 4 | 46. P to Q R 5 |
| 47. Kt to Q Kt 4 (<i>h</i>) | 47. P to Q R 6 |
| 48. P to Q B 5 | 48. Kt to Q R 5 |
| 49. P to Q B 6 (<i>ch</i>) | 49. K to K 3 |
| 50. Kt to Q R 2 | 50. Kt to Q Kt 3 |
| 51. Kt to Q Kt 4 | 51. Kt to Q B sq |
| 52. K to B 3 | 52. K takes P |
| 53. K to Kt 3 | 53. K to B 5 |
| 54. Kt to K 5 (<i>ch</i>) | 54. K to K 4 |
| 55. Kt to Q Kt 4 | 55. Kt to K 2 |
| 56. K takes P | 56. K to Q 3 |
| 57. K to Kt 3 (<i>i</i>) | |

And the game was given up as drawn (*j*).

GAME III.—*Between Messrs. PAULSEN and OWEN.*

(From the "Games of the Chess Congress.")

- | WHITE (Mr. Paulsen). | BLACK (Mr. Owen). |
|----------------------|-------------------|
| 1. P to K 4 | 1. P to Q Kt 3 |
| 2. P to K Kt 3 | 2. P to K 3 |
| 3. B to Kt 2 | 3. B to Kt 2 |
| 4. Kt to Q B 3 | 4. P to K B 4 |
| 5. K Kt to K 2 | 5. K Kt to B 3 |
| 6. P to Q 3 | 6. B to Kt 5 |

(*g*) White must now gain something.

(*h*) White is a Pawn ahead, but there does not seem to be any mode of winning. The position is critical for both parties.

- | | |
|-------------------------------|----------------|
| If 47. K to B 3 | 47. P to Q R 6 |
| If 48. K to Kt 3 | 48. Kt takes P |
| If 49. K takes Kt Black wins. | |

- | | |
|------------------------------|----------------|
| (<i>i</i>) If 57. K to R 4 | 57. Kt takes P |
| 58. Kt takes Kt | 58. K takes Kt |
| 59. K to Kt 4 | 59. K to Q 4. |

And Black must win the Pawns and the game.

(*j*) This difficult and critical end game may be studied with advantage.

- | | |
|---------------------|-------------------|
| 7. Castles | 7. B takes Kt |
| 8. Kt takes B | 8. P takes P |
| 9. Kt takes P | 9. Kt takes Kt |
| 10. Q to K R 5 (ch) | 10. P to Kt 3 |
| 11. Q to K 5 | 11. Castles |
| 12. P takes Kt | 12. Kt to B 3 |
| 13. Q to B 3 | 13. P to K 4 |
| 14. B to R 6 | 14. R to B 2 |
| 15. P to K B 4 | 15. B to R 3 |
| 16. P takes P | 16. B takes R |
| 17. R takes B | 17. Q to K 2 |
| 18. R takes R | 18. Q takes R |
| 19. P to K 6 | 19. Q to K 2 |
| 20. P takes P | 20. Kt to K 4 (a) |
| 21. B to R 3 | 21. P to Kt 4 |
| 22. Q takes P | 22. P to Kt 5 |
| 23. P Queens (ch) | 23. Q takes Q |
| 24. Q (mates) | |

GAME IV.—*Between Messrs. BLACKBURNE and HAMEL.*
(From the "Illustrated London News.")

- | WHITE (Mr. Blackburne). | BLACK (Mr. Hamel). |
|-------------------------|-----------------------|
| 1. P to K 4 | 1. P to Q Kt 3 |
| 2. P to Q 4 | 2. B to Q Kt 2 |
| 3. P to K B 3 | 3. P to K 3 |
| 4. B to Q 3 | 4. P to Q B 4 |
| 5. P to Q B 3 | 5. P takes P |
| 6. P takes P | 6. B to Q Kt 5 (ch) |
| 7. Kt to Q B 3 | 7. Kt to K 2 |
| 8. Kt to K 2 | 8. Castles |
| 9. Castles | 9. B takes Kt |
| 10. P takes B | 10. Kt to K Kt 3 |
| 11. Kt to K Kt 3 | 11. B to Q R 3 |
| 12. P to K B 4 | 12. Q to Q B 2 |
| 13. P to K B 5 (a) | 13. Q takes Q B P (b) |

(a) If Q takes P, then P to K 5, &c.

Notes by Mr. Staunton.

(a) The advance of this Pawn was evidently the result of a profound calculation, and leads presently to positions of singular interest.

(b) This, though dangerous, was compulsory; for the retreat of the Kt would have been followed by the still further advance of White's daring Pawn, to the utter ruin of Black's game.

- | | |
|----------------------|----------------------|
| 14. B takes B | 14. Kt takes B |
| 15. P takes Kt | 15. Q takes R |
| 16. P takes R P (ch) | 16. K to R sq |
| 17. Kt to K R 5 | 17. P to K B 4 |
| 18. Kt to K B 4 | 18. K takes P |
| 19. Q to K R 5 (ch) | 19. K to Kt sq |
| 20. Kt to K Kt 6 | 20. Q takes Q P (ch) |
| 21. K to R sq | 21. K R to K sq |
| 22. R to Q sq | 22. Q to Q B 5 |
| 23. P to K 5 (c) | 23. Kt to Q B 4 |
| 24. B to K Kt 5 | 24. Kt to Q 6 (d) |
| 25. B to K B 6 (e) | 25. Kt to B 7 (ch) |
| 26. K to Kt sq | 26. Resigns. |

(c) This and the two succeeding moves of Mr. Blackburne are very fine.

(d) Unconscious, quite, of the subtle purpose for which his adversary played the Bishop to Kt 5.

(e) Admirably played. Black has no means whatever, after this, to avert defeat.

CHAPTER XXIX.

THE CENTRE COUNTER GAMBIT,

ALTHOUGH seldom played, presents many features of interest, and unless opposed with great care, will often give the second player the advantage ; but, strictly speaking, it is an incorrect “*début*,” inasmuch as Black is obliged to lose time by retreating his Queen, and his adversary ought thereby to acquire a superior position.

GAME THE FIRST.

WHITE.

1. P to K 4
2. P takes P

BLACK.

1. P to Q 4
2. Q takes P

Black may play here Kt to K B 3, for which *see* Game the Second.

- | | |
|---|---|
| <ol style="list-style-type: none"> 3. Q Kt to B 3, or Variation (I.) | <ol style="list-style-type: none"> 3. Q to Q sq, or (A.), (B.) |
|---|---|

Staunton considers this best, but the authors of “*La Stratégie Raisonnée*” prefer playing the Queen to Q R 4, considering that time is lost by retreating the Queen to her square. The student will best judge for himself after playing over this analysis, and the accompanying Illustrative Games at the end of the Chapter.

4. P to Q 4

4. B to K B 4

(If 4. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$

5. $\frac{\text{B to Q 3}}{\text{Kt to Q B 3}}$

6. $\frac{\text{B to K 3}}{\text{P to K 3}}$

7. $\frac{\text{Kt to K B 3}}{\text{B to Q 3}}$

8. Castles, with a marked advantage.)

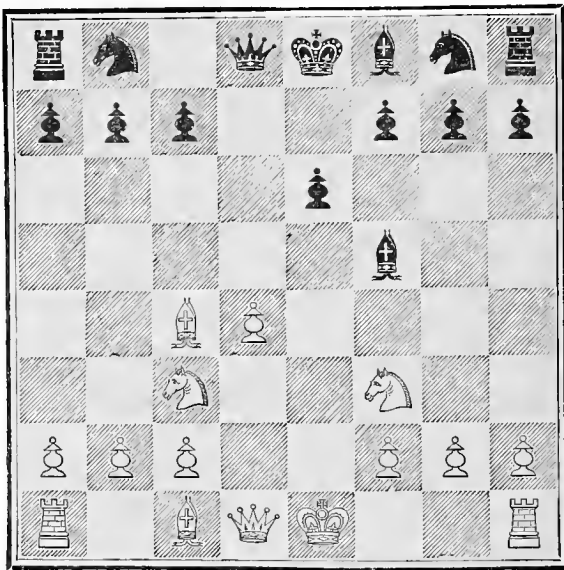
5. Kt to K B 3

5. P to K 3

6. B to Q B 4, with the better position, White's game being more fully developed than that of his opponent. (*Vide* diagram below.)

DIAGRAM.

BLACK.



WHITE.

VARIATION (I.)

Beginning at White's third move :—

3. P to Q 4

This move was adopted by Morphy. It sacrifices a Pawn with the object of getting up a strong attack ; but Black, in the opinion of the German "Handbuch," can equalise matters by playing 3. P to K 4, or 3. Q Kt to B 3. If, however, he

play 3. Q to K 5 (ch), the following continuation is given by the "Praxis":—

- | | |
|--|-------------------------|
| | 3. Q to K 5 (ch) |
| 4. B to K 3 | 4. B to K B 4 |
| 5. Kt to Q B 3 | 5. Q takes Q B P |
| 6. Q takes Q | 6. B takes Q |
| 7. R to Q B sq | 7. B to B 4 |
| 8. Kt to Q 5, with a fine attacking position. | |

(A.)

- | | |
|-------------------------|---------------------------|
| | 3. Q to Q R 4 |
| 4. P to Q 4 | 4. P to K 4 |
| 5. P takes P | 5. Q takes P (ch) |
| 6. B to K 2 | 6. B to Q Kt 5 |
| 7. Kt to K B 3 | 7. B takes Kt (ch) |
| 8. P takes B | 8. Q takes P (ch) |
| 9. B to Q 2 | 9. Q to B 4 |
| 10. R to Q Kt sq | 10. Q Kt to B 3 |
| 11. Castles | 11. Kt to K B 3 |
| 12. B to K B 4 | 12. Castles (best) |

(If 12. Kt to K 2

13. B to Q Kt 5 (ch)
P to K B 3

14. B to Q 6
Q to K R 4

15. B takes Kt
K takes B

16. R to K sq (ch), and White has a decided

advantage.)

13. B takes P

13. Kt to Q 5

14. Q takes Kt

14. Q takes B

15. B to Q 3

15. P to K R 3

And the game is pronounced even by "La Stratégie." We prefer White's position.

(B.)

3. Q to K 4 (ch)

This move is not to be commended, on account of the following continuation :—

- | | |
|--|----------------------------------|
| 4. B to K 2 | 4. B to K Kt 5, or (a.),
(b.) |
| 5. P to Q 4 | 5. Q to K 3 |
| 6. P to Q 5 | 6. Q to K 4 |
| 7. P to K B 4 | 7. B takes B |
| 8. K Kt takes B | 8. Q to Q 3 |
| 9. Kt to K 4 | 9. Q to Kt 5 (ch) |
| 10. K Kt to B 3 | 10. P to K 3 |
| 11. Castles, and White should win. The above Variation is from the "Praxis." | |

(a.)

- | | |
|--------------------------|-------------------|
| 5. Kt to K B 3 | 4. Kt to K B 3 |
| 6. P to Q 4 | 5. Q to Q 3 |
| 7. Kt to Q Kt 5 | 6. B to Kt 5 |
| 8. B to K B 4 | 7. Q to Q 2 |
| 9. Castles | 8. Kt to Q R 3 |
| 10. Kt to Q B 3 | 9. P to Q B 3 |
| 11. P to Q R 3 | 10. Kt to Q Kt 5 |
| 12. Kt takes Kt | 11. Q Kt to Q 4 |
| 13. B to K Kt 3 | 12. Kt takes Kt |
| 14. P to Q B 4 | 13. Castles (Q R) |
| 15. Kt to K 5 | 14. Kt to Q Kt 3 |
| 16. Q takes B | 15. B takes B |
| 17. P to Q 5 | 16. Q to K sq |
| 18. P to Q Kt 4 | 17. P to Q B 4 |
| 19. P takes P | 18. P to K B 3 |
| 20. P takes Kt | 19. P takes Kt |
| 21. Q takes P, and wins. | 20. P takes P |

We extract the above analysis from "La Stratégie."

(b.)

- | | |
|-------------------------|-------------------|
| 5. K Kt to B 3 | 4. Kt to Q B 3 |
| 6. Q Kt to Q Kt 5 | 5. Q to K B 3 |
| 7. Castles | 6. K to Q sq |
| 8. P to Q 4 | 7. B to K Kt 5 |
| 9. P to Q 5 | 8. P to Q R 3 |
| 10. Q Kt to B 3 | 9. Q Kt to Q Kt 5 |
| 11. K Kt to Q 4 | 10. B to K B 4 |
| 12. P to Q R 3 | 11. Q to K Kt 3 |
| 13. K Kt takes B | 12. B takes Q B P |
| 14. B to Q 3, and wins. | 13. Q Kt takes Kt |

GAME THE SECOND.

WHITE.

1. P to K 4
2. P takes P

BLACK.

1. P to Q 4
2. Kt to K B 3

Although this move is theoretically unsound, it gives birth to many interesting Variations.

3. B to Q Kt 5 (ch), or
Variations (I.), (II.)

3. B to Q 2

4. B to Q B 4

4. P to Q Kt 4

(If 4. $\frac{\text{P to Q 3}}{\text{B to K B 4}}$

5. $\frac{\text{Kt to Q B 3}}{\text{P to Q B 3}}$

6. $\frac{\text{P takes B}}{\text{Kt takes P}}$

7. $\frac{\text{P to Q 3}}{\text{P to K 4}}$

8. $\frac{\text{B to K Kt 5}}{\text{B to Q B 4, and White maintains his pawn.}}$

5. B to Kt 3

5. B to K Kt 5

(If 5. $\frac{\text{P to Q R 4}}$

6. $\frac{\text{P to Q R 3, \&c.}}$

6. P to K B 3 (best)

6. B to B sq

7. Q to K 2

7. P to Q R 3

8. P to Q R 4

8. P to Kt 5

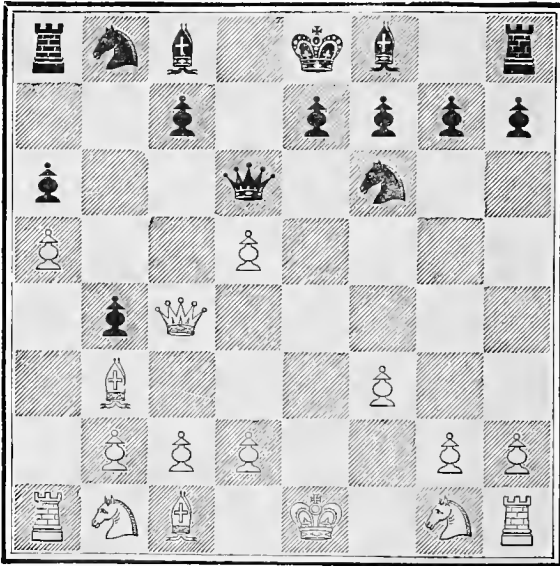
9. Q to B 4

9. Q to Q 3

10. P to R 5, and White has a Pawn ahead, with no inferiority in position. We append a diagram showing the state of the game.

DIAGRAM.

BLACK.



WHITE.

VARIATION (I.)

Beginning at White's third move :—

3. B to Q B 4

This move was played by Mr. Löwenthal against Mr. Staunton, at the Birmingham Tourney, in 1859, and it appears to give White a good game, although it relinquishes the Pawn.

3. Kt takes P

- | | |
|---|----------------|
| 4. P to Q 4 | 4. P to K 3 |
| 5. Kt to K B 3 | 5. B to Q 3 |
| 6. Castles | 6. Castles |
| 7. B to Q 3 | 7. B to B 5 |
| 8. Q Kt to Q 2 | 8. Kt to Q B 3 |
| 9. P to Q R 3 | 9. Kt to K B 3 |
| 10. Kt to K 4 | 10. B takes B |
| 11. R takes B, and White has the better game. | |

The preceding Variation occurs in the game alluded to above, and which, it may be added, was won by White.

VARIATION (II.)

Beginning at White's third move :—

3. P to Q 4

By this mode of play White abandons the Pawn, but preserves his centre. Morphy adopted it against Anderssen.

- | | |
|----------------|--------------------|
| | 3. Kt takes P |
| 4. P to Q B 4 | 4. Kt to K B 3 |
| 5. Kt to Q B 3 | 5. B to K B 4 |
| 6. Kt to K B 3 | 6. P to K 3 |
| 7. B to K 3 | 7. B to Q Kt 5 |
| 8. Q to Kt 3 | 8. B takes Kt (ch) |
| 9. P takes B | 9. B to K 5 |
| 10. Kt to Q 2 | 10. B to Q B 3 |
| 11. B to Q 3 | 11. Q Kt to Q 2 |
| 12. Q to B 2 | 12. P to K R 3 |

And again White's game is to be preferred.

GAMES ILLUSTRATIVE OF THE CENTRE COUNTER
GAMBIT.

GAME I.—*Between Messrs. ANDERSSSEN and HERAL.*
(*Played at the Vienna Tourney.*)

WHITE (Mr. Anderssen).	BLACK (Dr. Heral).
1. P to K 4	1. P to Q 4
2. P takes P	2. Q takes P
3. Q Kt to B 3	3. Q to Q R 4
4. P to Q 4	4. P to Q B 3
5. B to Q 3 (<i>a</i>)	5. Kt to K B 3
6. P to K R 3	6. P to K R 3
7. K Kt to B 3	7. P to K Kt 4
8. Q to K 2	8. Q Kt to Q 2
9. B to Q 2	9. Q to B 2
10. Kt to K 5	10. Kt takes Kt
11. P takes Kt	11. Kt to Q 4
12. Kt takes Kt	12. P takes Kt
13. B to Kt 5 (<i>ch</i>)	13. B to Q 2
14. P to K 6 (<i>b</i>)	14. P takes P
15. B to B 3	15. P to Q 5
16. B takes B (<i>ch</i>)	16. Q takes B
17. B takes P	17. K R to R 2 (<i>c</i>)
18. Castles (Q R)	18. Q to Q 4
19. B to Kt 7	19. Q to K B 4
20. B to K 5	20. B to Kt 2
21. Q to Kt 5 (<i>ch</i>)	21. K to B 2
22. K R to K sq	22. R to Q B sq
23. P to Q B 3	23. P to Q R 3
24. Q takes Kt P	24. B takes B
25. Q takes R	25. R to R sq
26. Q takes R P	26. B to B 5 (<i>ch</i>)
27. R to K 3 (<i>d</i>)	27. R to Q Kt sq
28. P to K Kt 4	28. Q to K 4
29. Q R to K sq	29. Q to Q 4
30. K to B 2	30. B takes R
31. R takes B	31. R to Q R sq
32. Q to Q 3	32. R takes P

(*a*) The Editor of the "Westminster Papers" thinks B to K 2 would have been better than the move made.

(*b*) Finely played!

(*c*) It is obvious that the Bishop could not have been taken without involving the loss of the Queen.

(*d*) All his is very lively and interesting.

- | | |
|------------------------|---------------------|
| 33. Q to R 7 (ch) | 33. K to K sq |
| 34. Q to Kt 8 (ch) (e) | 34. K to Q 2 |
| 35. Q to Q Kt 8 | 35. R to R 8 |
| 36. R to Q 3 | 36. R to B 8 (ch) |
| 37. K takes R | 37. Q takes R |
| 38. Q to R 7 (ch) | 38. K to B 3 |
| 39. Q to K 3 | 39. Q to K Kt 3 |
| 40. P to Q Kt 4 | 40. Q to B 3 |
| 41. Q to B 5 (ch) | 41. K to Kt 2 |
| 42. K to Kt 2 | 42. P to K 4 |
| 43. P to Kt 5 | 43. Q to K 3 |
| 44. K to R 3 | 44. Q to Q 3 |
| 45. Q to Kt 4 (f) | 45. K to Kt 3 |
| 46. P to Q B 4 | 46. P to K 5 |
| 47. K to R 4 | 47. Q to Q 8 (ch) |
| 48. Q to Kt 3 | 48. Q to Q R 8 (ch) |
| 49. K to Kt 4 (g) | 49. Q mates |

GAME II.—Between MESSRS. MORPHY and BARNES in consultation against
MESSRS. STAUNTON and OWEN.

WHITE (Messrs. Morphy
and Barnes).

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

BLACK (Messrs. Staunton
and Owen).

1. P to Q 4
2. Q takes P
3. Q to Q sq
4. Kt to K B 3
5. Kt to Q B 3
6. P to K 3 (a)
7. B to Q 3
8. Castles
9. P to Q Kt 3
10. B to Kt 2 (b)
11. B to K 2
12. B takes Kt
13. P to Kt 3

(e) Here Mr. Anderssen allowed an easy victory to slip from his grasp. He need only have played R to Q 3, and the game was over.

(f) Again Q takes Q would have given White the better chance.

(g) An astounding blunder!!! "*Facilis descensus Averni.*"

(a) Mr. Löwenthal condemns this move.

(b) White has already obtained a somewhat superior position.

- | | |
|------------------------|------------------|
| 14. Q to R 4 | 14. B takes B |
| 15. Kt takes B | 15. P to K R 4 |
| 16. P to Q B 3 | 16. Q to B 3 |
| 17. Q R to K sq | 17. Kt to K 2 |
| 18. P to K B 4 | 18. Kt to B 4 |
| 19. Q to R 3 | 19. K R to K sq |
| 20. R to K 5 | 20. Q R to Q sq |
| 21. K R to K sq | 21. Kt to Kt 2 |
| 22. P to K Kt 4 | 22. P to B 4 (c) |
| 23. B to K 4 | 23. B to R 3 |
| 24. P takes R P | 24. Kt takes P |
| 25. B to B 3 | 25. P takes P |
| 26. B takes Kt | 26. P takes B |
| 27. Q takes R P | 27. Q to Kt 2 |
| 28. K to B 2 | 28. Q to B 3 |
| 29. Q to R 4 | 29. B to Q 6 |
| 30. Q to Kt 3 | 30. B to Kt 3 |
| 31. P to B 5 | 31. B takes P |
| 32. Kt to K 4 (dis ch) | 32. Q to Kt 3 |
| 33. Kt to B 6 (ch) | 33. K to B sq |
| 34. Q takes Q | 34. B takes Q |
| 35. Kt takes R | 35. K takes Kt |
| 36. P to K R 4 | 36. P to Q 6 |
| 37. K to K 3 | 37. K to K 2 |
| 38. K to Q 2 | 38. R to Q 3 (d) |
| 39. R to K Kt 5 | 39. K to B 3 |
| 40. R to B sq (ch) | 40. B to B 4 |
| 41. R to Kt 8 | 41. R to Q 4 |
| 42. P to R 5 | 42. R to K 4 |
| 43. R to B 2 | 43. R to K 5 |
| 44. R to R 2 | 44. B to R 2 |
| 45. R to K R 8 | 45. K to Kt 2 |
| 46. R to Q R 8 | 46. K to R 3 |
| 47. R takes P | 47. R to B 5 |
| 48. R to Kt 7 | 48. P to K 4 |
| 49. R takes P (ch) | 49. P to B 3 |
| 50. P to R 4 | 50. P to K 5 |
| 51. R to K 6 | 51. R to B 6 |
| 52. P to R 5, and wins | |

(c) The game is now highly interesting. Mr. Staunton is of opinion that the Black allies should have played here Q R to Q 4 instead of the move actually adopted (*see* "Praxis," p. 555); but Mr. Löwenthal considers that would be bad play on account of White's rejoinder, 23. Kt to K 4, followed by P to Kt 5, if the hostile Queen were withdrawn to K 2 or by R to K B sq, if Black ventured to capture P with Queen. (*See* Morphy's Games, Bohn's ed., pp. 222, 223.)

(d) R to K R sq at this point might have secured a draw.

GAME III.—*Between Messrs. MORPHY and ANDERSSSEN.*

WHITE (Mr. Morphy).

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

BLACK (Mr. Anderssen).

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

(*a*) Löwenthal is of opinion that this is much better than checking with the Bishop.

(*b*) B takes K Kt P would have been successfully answered by R to K Kt sq followed, on the Bishop retreating, by R takes K Kt P with the advantage.

(*c*) Staunton thinks this poor play, but, as pointed out by Löwenthal, Black could not have played Q to K 2 here on account of B to K B 4 threatening P to Q 5, &c. It is difficult to suggest a good move for Black at this juncture, his cramped position being a logical sequence of the opening.

(*d*) Well played, for if P takes Kt, Black gets the advantage by P takes P (*dis ch*), &c.

- | | |
|-------------------------------------|---------------------------------|
| 32. R to Q sq | 32. R takes R (ch) (<i>e</i>) |
| 33. Q takes R | 33. Q takes P (ch) |
| 34. Q to Q 3 | 34. Q takes R P |
| 35. R to Kt 3 | 35. Q to B 5 |
| 36. Q takes Q | 36. R takes Q |
| 37. R to Kt 6 | 37. R to B 3 |
| 38. P to Q B 4 | 38. P to R 4 |
| 39. K to K 2 | 39. R takes P |
| 40. R takes P | 40. R to B 7 (ch) |
| 41. K to B 3 | 41. P to R 5 |
| 42. R to K Kt 6 | 42. R to B 5 |
| 43. R to Kt sq | 43. P to R 6 |
| 44. P to K 6 | 44. P to R 7 |
| 45. R to Q R sq | 45. R to K 5 |
| 46. R takes P | 46. R takes P |
| 47. K to B 4 | 47. R to Q 3 |
| 48. K takes P | 48. R to Q 4 (ch) |
| 49. K to Kt 4 | 49. P to Kt 4 |
| 50. R to R 8 (ch) | 50. K to R 2 |
| 51. R to R 7 | 51. R to Q 2 |
| 52. B to Kt 3 | 52. R to Kt 2 (ch) |
| 53. K to R 4, and wins (<i>f</i>) | |

GAME IV.—*Between the same opponents.*

WHITE (Morphy).

1. P to K 4
2. P takes P
3. Kt to Q B 3
4. P to Q 4
5. P takes P

BLACK (Mr. Anderssen).

1. P to Q 4
2. Q takes P (*a*)
3. Q to Q R 4 (*b*)
4. P to K 4
5. Q takes P (ch)

(*e*) Staunton suggests Q R to K Kt sq here, instead of the move made, and there can be little doubt that would have been a better course than the line of play adopted by Mr. Anderssen.

(*f*) Because after the exchange of Rooks, White's Bishop not only can stop the hostile Pawns, but also commands the Queening square of his own Pawn.

(*a*) This move is decidedly preferable to Kt to K B 3.

(*b*) In the "Handbook" Staunton gives Q to Q sq here as Black's best move, but in his notes to the present game in the "Praxis," he appears to have altered his opinion (*see* "Praxis," p. 494), and to give the preference to the move in the text.

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

GAME V.—*Between Messrs. STEINITZ and MONGREDIEN.*

(From the "Games of the Chess Congress.")

- | WHITE (Mr. Steinitz). | BLACK (Mr. Mongredien). |
|-----------------------|-------------------------|
| 1. P to K 4 | 1. P to Q 4 |
| 2. P takes P | 2. Q takes P |
| 3. Kt to Q B 3 | 3. Q to Q sq |
| 4. P to Q 4 | 4. P to K 3 |
| 5. Kt to K B 3 | 5. Kt to K B 3 |
| 6. B to Q 3 | 6. B to K 2 |
| 7. Castles | 7. Castles |
| 8. B to K 3 | 8. P to Q Kt 3 |
| 9. Kt to K 5 | 9. B to Q Kt 2 |
| 10. P to K B 4 | 10. Q Kt to Q 2 |
| 11. Q to K 2 | 11. K Kt to Q 4 |
| 12. Kt takes Kt | 12. P takes Kt |
| 13. R to K B 3 (z) | 13. P to K B 4 |
| 14. R to K R 3 | 14. P to K Kt 3 |
| 15. P to K Kt 4 | 15. P takes P |
-

(z) The commencement of a beautiful combination.

- | | |
|------------------------|--------------------|
| 16. R takes K R P (b) | 16. Kt takes Kt |
| 17. B P takes Kt | 17. K takes R |
| 18. Q takes P | 18. K R to K Kt sq |
| 19. Q to K R 5 (ch) | 19. K to Kt 2 |
| 20. Q to R 6 (ch) | 20. K to B 2 |
| 21. Q to R 7 (ch) | 21. K to K 3 |
| 22. Q to R 3 (ch) | 22. K to B 2 |
| 23. R to K B sq (ch) | 23. K to K sq |
| 24. Q to K 6 | 24. R to K Kt 2 |
| 25. B to K Kt 5 | 25. Q to Q 2 |
| 26. B takes Kt P (ch) | 26. R takes B |
| 27. Q takes R (ch) | 27. K to Q sq |
| 28. R to B 8 (ch) | 28. Q to K sq |
| 29. Q takes Q mate (c) | |

GAME VI.—*Between Messrs. MACKENZIE and DEACON.*

(From the "Games of the Congress.")

- | WHITE (Mr. Mackenzie). | BLACK (Mr. Deacon). |
|------------------------|---------------------|
| 1. P to K 4 | 1. P to Q 4 |
| 2. P takes P | 2. Q takes P |
| 3. Kt to Q B 3 | 3. Q to Q sq |
| 4. P to Q 4 | 4. P to K 3 |
| 5. Kt to K B 3 | 5. B to Q 3 |
| 6. B to Q 3 | 6. P to K B 4 |
| 7. Castles | 7. Kt to K B 3 |
| 8. Q to K 2 | 8. Castles |
| 9. B to K Kt 5 | 9. K to R sq |
| 10. Q R to Q sq | 10. Q to K sq |
| 11. B to Q B 4 | 11. Q to Kt 3 |
| 12. K R to K sq | 12. K R to K sq |
| 13. B to Q B sq | 13. Kt to Q B 3 |
| 14. Kt to K 5 | 14. B takes Kt |
| 15. P takes B | 15. K Kt to Q 2 |
| 16. B to K B 4 | 16. Kt to Q Kt 3 |
| 17. B to Q Kt 3 | 17. B to Q 2 |
| 18. R to Q 3 | 18. Kt to K 2 |
| 19. R to Kt 3 | 19. Q to B 2 |
| 20. R to R 3 | 20. B to B 3 |

(b) The sacrifice is quite sound, as will be seen by the sequel.

(c) Mr. Steinitz's play in this game could not possibly be excelled.

- | | |
|-----------------|-----------------|
| 21. Q to K 3 | 21. Q R to Q sq |
| 22. B to K Kt 5 | 22. R to Q 2 |
| 23. B takes Kt | 23. Q takes B |
| 24. Kt to K 2 | 24. P to Q R 4 |
| 25. Kt to K B 4 | 25. Q to B 2 |
| 26. P to Q R 3 | 26. B to Q 4 |
| 27. Kt takes B | 27. Kt takes Kt |
| 28. B takes Kt | 28. R takes B |
| 29. Q to Q Kt 3 | 29. P to Q Kt 3 |
| 30. R to Q 3 | 30. K R to Q sq |
| 31. K R to Q sq | 31. R takes R |
| 32. R takes R | 32. R takes R |
| 33. Q takes R | 33. P to K R 3 |

And the game was drawn.

GAME VII.—*Between Messrs. BLACKBURNE and MONGREDIEN.*)

- | WHITE (Mr. Blackburne). | BLACK (Mr. Mongredien). |
|-------------------------|-------------------------|
| 1. P to K 4 | 1. P to Q 4 |
| 2. P takes P | 2. Q takes P |
| 3. Kt to Q B 3 | 3. Q to Q sq |
| 4. P to Q 4 | 4. P to K 3 |
| 5. Kt to B 3 | 5. Kt to K B 3 |
| 6. B to Q 3 | 6. B to K 3 |
| 7. Castles | 7. Castles |
| 8. B to K 3 | 8. P to Q R 3 |
| 9. Kt to K 5 | 9. P to Q Kt 4 |
| 10. P to K B 4 | 10. B to Kt 2 |
| 11. P to B 5 | 11. Q Kt to Q 2 |
| 12. Kt to K 2 | 12. Kt to Q 4 |
| 13. B to K B 4 | 13. P to Q B 4 |
| 14. Kt to Kt 3 | 14. Q Kt to K B 3 |
| 15. Kt to K R 5 | 15. P to Q B 5 |
| 16. B to K 2 | 16. P takes K B P |
| 17. Q to K sq | 17. Kt takes Kt |
| 18. B takes Kt | 18. Kt to K B 3 |
| 19. B to K B 3 | 19. Q takes P (ch) |
| 20. B to K 3 | 20. Q takes Kt |
| 21. B takes B | 21. Q R to Q sq |
| 22. K to R sq | 22. Kt to K Kt 5 |
| 23. B to K B 4 | 23. Q takes Q |
| 24. Q R takes Q | 24. B to Q B 4 |
| 25. P to K R 3 | 25. Kt to K B 7 (ch) |

- | | |
|----------------------|---------------------|
| 26. K to R 2 | 26. P to Q R 4 |
| 27. B to Q R 6 | 27. Kt to K 5 |
| 28. B takes Q Kt P | 28. P to K Kt 4 |
| 29. B to Q B 7 | 29. B to Q 3 (ch) |
| 30. B takes B | 30. Kt takes B |
| 31. R to K 5 | 31. P to B 3 |
| 32. R to Q 5 | 32. Kt takes B |
| 33. R takes Kt | 33. R to Q 7 |
| 34. K R takes K B F | 34. R takes Q B P |
| 35. R to Q Kt 7 | 35. R to B 2 |
| 36. R to Kt 8 (ch) | 36. K to Kt 2 |
| 37. R to Kt 6 | 37. K to Kt 3 |
| 38. R takes R P | 38. R to Q 2 |
| 39. R to R 3 | 39. K R to Q 7 |
| 40. R to K Kt 3 | 40. P to K R 4 |
| 41. P to Q Kt 4 | 41. R takes R P |
| 42. R to B 6 | 42. K R to Q B 7 |
| 43. P to Kt 5 | 43. Q R to Kt 7 |
| 44. P to Kt 6 | 44. P to R 5 |
| 45. R to K B 3 | 45. R takes P (ch) |
| 46. K to R sq | 46. K R to Q 7 |
| 47. K R takes P (ch) | 47. K to Kt 2 |
| 48. R to Kt 6 (ch) | 48. K to B 2 |
| 49. R takes Kt P | 49. K R to Q 8 (ch) |
| 50. R to Kt sq | 50. R takes R (ch) |
| 51. K takes R | 51. P to B 6 |
| 52. R takes P | |

Drawn game.

CHAPTER XXX.

THE SICILIAN GAME.

STAUNTON and Jaenisch pronounce this to be the best possible defence for the second player in reply to the move 1. P to K 4. Of late years, however, discoveries have been made which have the effect of considerably strengthening the attack, and the " Sicilian " is now considered by most modern authorities to be a comparatively weak mode of play. In fact, Mr. Wisker, in " The Westminster Papers " (February, 1873, p. 154), writing on the Knight's defence to the Allgaier Gambit, says: " That defence is now as completely exploded as the Sicilian opening ; " but in our analysis of the Allgaier Gambit, Chapter XII. (Part II.) of the present volume, we have endeavoured to show, on the contrary, that the defence in question is sound, and we are supported in our opinion by the Editors of " The Chess Player's Chronicle " (see " Chess Player's Chronicle," June, 1873, p. 263), who hold the same view as ourselves : and we are of opinion that the Sicilian defence is not so bad as it has been represented. The mere fact of its being so frequently adopted at the late Vienna Tournament, by some of the finest players in Europe, proves that they, at any rate, regard it "*practically*" as a safe defence, whatever may be their opinion of it from a theoretical point of view. (See the Illustrative Games at the end of the present Chapter.)

Mention is made of this opening by Salvio and Carrera. Sarratt also alludes to it, and an analysis of it was written by Philidor, in his treatise published in 1777.

GAME THE FIRST.

WHITE.

1. P to K 4

2. P to Q 4

BLACK.

1. P to Q B 4

This move was first noticed, we believe, in the "Chess Player's Chronicle" for 1843. Jaenisch considers it White's best possible move. In the "Leitfaden," p. 39, Von der Lasa writes as follows:—"The correctness of this Variation is questionable, since White exchanges one of his centre Pawns for the hostile Queen's Bishop's Pawn, and is exposed further to lose time by prematurely bringing out his Queen; but he is compensated for this disadvantage by the opening of the Queen's file, and the easy development of his game."

White has, however, many other moves to choose from, thus early in the game. He may play 2. Kt to K B 3, which brings about nearly the same result as the move in the text, and for which see Game the Second, or he may move 2. Kt to Q B 3, as recommended by Herr Zukertort. Again, he may play 2. B to Q B 4, as advised by Anderssen, though condemned by Löwenthal. Besides these three moves, he may also play 2. P to K B 4, 2. P to Q B 4, 2. P to K Kt 3, 2. P to Q Kt 4, or 2. P to Q Kt 3. For the result of these different lines of attack, see Games the Second, Third, Fourth, Fifth, Sixth, Seventh, Eighth, and Ninth.

2. P takes P

3. Kt to K B 3, or Vari-
ations (I.), (II.)

3. P to K 3

(If 3. $\frac{\text{P to K 4}}{\text{P to K 4}}$ 4. $\frac{\text{B to Q B 4}}{\text{Q to Q B 2}}$ 5. $\frac{\text{Q to K 2}}{\text{Kt to Q B 3}}$ 6. $\frac{\text{Kt to Kt 5}}{\text{Kt to K R 3}}$ 7. $\frac{\text{P to B 4}}{\text{P to Q 3}}$, and the game is about even.)

4. Kt takes P

4. Kt to K B 3, or (A.),
(B.), (C.)

This move is considered to be Black's best by Herr Zukertort and the "Handbuch," and, we believe, was first adopted by Anderssen, who played it with success in the Great Tournament in 1862. Zukertort is of opinion that it gives Black at least an even game. Black may also play 4. P to Q R 3. (See Illustrative Games.)

5. B to Q 3

5. Kt to Q B 3

6. B to K 3

6. P to Q 4

Instead of this move, the "Handbuch" gives B to K 2, as follows :—

6. B to K 27. Castles, even game.

7. P takes P

7. P takes P

If, in lieu of taking P with P on his seventh move, White should play 7. Kt takes Kt, Black would ultimately secure the better game, thus :—

7. Kt takes Kt
P takes Kt8. P to K 5
Kt to Q 29. P to K B 4
P to K B 410. Castles
B to Q B 411. Q to K 211. Castles, and Black has the better position. (See Illustrative Game I.)

8. Castles

8. B to Q 3

9. P to K R 3

9. P to K R 3

10. Kt to Q B 3

10. Castles

And the game is even.

The above Variation occurs in a game between Messrs. Kölich and Anderssen. Possibly White might do better by playing 10. P to Q B 4, instead of bringing out the Queen's Knight, *e.g.* :—

10. P to Q B 4
Castles11. Kt to Q B 3
B to K 412. Kt to K B 3

or B to Q B 2, even game.

We believe the above to be the very best defence, and are of

opinion that Black, far from having any inferiority, has a slightly superior position.

(A.)

4. P to Q R 3

This move, played by Anderssen against Schwarz in the Vienna Tourney, may be safely adopted; but Zukertort thinks it inferior to 4. Kt to K B 3. (See "Westminster Papers," December, 1873, p. 163.)

5. B to K 2 (best)

(If 5. $\frac{B \text{ to } Q 3}{Kt \text{ to } K B 3}$

6. $\frac{\text{Castles}}{B \text{ to } K 2}$

7. $\frac{Kt \text{ to } Q B 3, \text{ and}}$

White has slightly the better game.)

6. Q to Q 3

7. Kt takes Kt

8. Castles

9. P takes P

10. B to B 4

11. Kt to Q 2

5. Kt to K B 3

6. Q Kt to B 3

7. Kt P takes Kt

8. P to Q 4

9. B P takes P

10. B to K 2

11. Castles

The above moves occur in a game between Messrs. Meitner and Anderssen. We prefer Black's position.

(B.)

4. Kt to Q B 3

5. Kt to Q Kt 5

This move first occurs in a game between Anderssen and Szen. If White play, instead,

5. $\frac{B \text{ to } K 3}{Kt \text{ to } K B 3}$

6. $\frac{B \text{ to } Q 3}{B \text{ to } K 2}$

7. $\frac{\text{Castles}}{\text{Castles, and Black has}}$

certainly no inferiority.

5. P to Q R 3 (best)

(If 5. $\frac{\text{Castles}}{P \text{ to } Q 3}$

6. $\frac{B \text{ to } K B 4}{P \text{ to } K 4}$

7. $\frac{B \text{ to } K 3}{B \text{ to } K 3 \text{ or } (a)}$

8. $\frac{Q \text{ Kt to B 3}}{P \text{ to Q R 3}}$ 9. $\frac{Kt \text{ to Q R 3}}{Kt \text{ to K B 3}}$ 10. $\frac{B \text{ to K Kt 5}}{P \text{ to K 2}}$ 11. $\frac{Kt \text{ to Q B 4}}{B \text{ takes Kt}}$
 12. $\frac{B \text{ takes B}}{\text{Castles, even game.}}$

For Black's seventh move in the above Variation we are indebted to Herr Hirschfeld. His usual play is P to Q R 3, as follows:—

(a)

7. $\frac{P \text{ to Q R 3}}{P \text{ to Q R 3}}$ 8. $\frac{K \text{ Kt to Q B 3}}{K \text{ Kt to Q B 3}}$

Instead of this, Harrwitz played the ingenious move of 8. Q Kt to Q B 3, which leads to the following train of play:—

- { 8. $\frac{Q \text{ Kt to Q B 3}}{P \text{ takes Kt}}$ 9. $\frac{Kt \text{ to Q 5}}{B \text{ to K 3}}$ 10. $\frac{B \text{ to Q Kt 6}}{Q \text{ to Q B sq}}$
 11. $\frac{Kt \text{ to Q B 7 (ch)}}{K \text{ to Q 2}}$ 12. $\frac{B \text{ takes P}}{Kt \text{ to K B 3}}$ 13. $\frac{Kt \text{ takes Q R}}{Q \text{ takes Kt}}$
 14. $\frac{Q \text{ to Q 3}}{B \text{ to K 2}}$ 15. $\frac{\text{Castles}}{R \text{ to Q B sq, and Black has two pieces for a Rook and Pawn.}}$

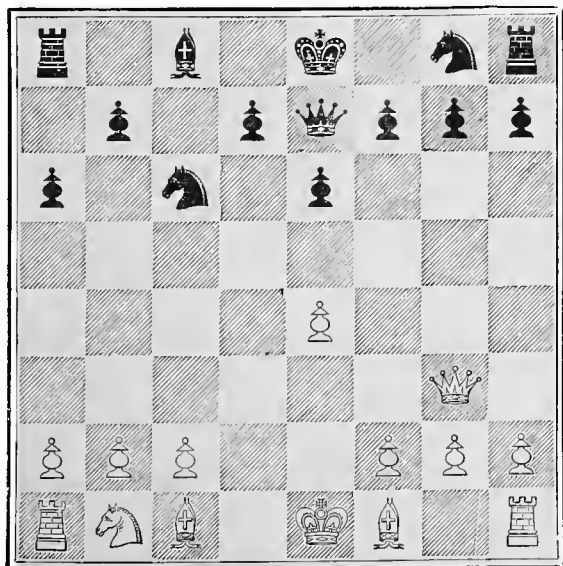
8. $\frac{P \text{ to Q Kt 4}}{P \text{ to Q Kt 4}}$ 9. $\frac{K \text{ Kt to Q 5}}{R \text{ to Q Kt sq, even game.}}$

6. Kt to Q 6 (ch) 6. B takes Kt

7. Q takes B 7. Q to K 2

8. Q to K Kt 3, and White has the better position. We append a diagram.

BLACK.



(C.)

- | | |
|----------------|------------------|
| | 4. B to Q B 4 |
| 5. Q Kt to B 3 | 5. Q to Q Kt 3 |
| 6. Kt to Q R 4 | 6. Q to R 4 (ch) |
7. P to Q B 3, and the game is even. The above is

from the "Praxis."

VARIATION (I.)

On White's third move :—

- | WHITE. | BLACK. |
|--------------|----------------|
| 3. Q takes P | 3. Kt to Q B 3 |
| 4. Q to Q sq | 4. Kt to K B 3 |

Black has several other moves here, which it is well to examine in turn. He may play 4. P to K B 4, 4. P to K 3, or 4. P to Q 3.

If, firstly : 4. $\overline{\text{P to K B 4}}$ 5. $\overline{\text{P to K 5, \&c}}$

If, secondly : 4. $\overline{\text{P to K 3}}$ 5. $\overline{\text{Kt to K B 3}}$ 6. $\overline{\text{B to Q B 4}}$
 5. $\overline{\text{Kt to K B 3}}$
 and White has a good game.

If, thirdly : 4. $\overline{\text{P to Q 3}}$ 5. $\overline{\text{B to Q B 4}}$ 6. $\overline{\text{B takes Kt, \&c.}}$
 5. $\overline{\text{P to K B 4}}$

5. Kt to Q B 3

5. P to K 3

6. B to K Kt 5

6. B to K 2

Followed by P to Q 4, with a good game.

VARIATION (II.)

On White's third move :—

- | WHITE. | BLACK. |
|---------------|-------------|
| 3. B to Q B 4 | 3. P to K 3 |

The "Handbook" gives 3. P to K 4 for Black, as follows :—

3. $\overline{\text{P to K 4}}$ 4. $\overline{\text{P to K B 4}}$ 5. $\overline{\text{K Kt to B 3}}$ 6. $\overline{\text{Q to K 2}}$
 4. $\overline{\text{Q Kt to B 3}}$ 5. $\overline{\text{K Kt to B 3}}$ 6. $\overline{\text{B to K 2}}$

7. Castles
 P to Q 3, and considers Black has far the better game.

- | | |
|----------------|---------------------|
| 4. Q takes P | 4. Kt to Q B 3 |
| 5. Q to Q sq | 5. B to Q Kt 5 (ch) |
| 6. B to Q 2 | 6. B takes B (ch) |
| 7. Q takes B | 7. Kt to K B 3 |
| 8. Kt to Q B 3 | 8. Kt takes P |
| 9. Kt takes Kt | 9. P to Q 4 |

With the better game.

GAME THE SECOND.

WHITE.

1. P to K 4
2. Kt to K B 3
3. Q Kt to B 3

BLACK.

1. P to Q B 4
2. P to K 3, or *see*
Variation

If 3. P to Q 4, Black replies with 3. P takes P, and we arrive at the same position as that which occurs in Game the First, the second and third moves on both sides being transposed.

- | | |
|----------------|----------------|
| 4. B to Q Kt 5 | 3. Q Kt to B 3 |
| | 4. P to Q R 3 |

The above is given by Max Lange and the "Praxis." Herr Zukertort prefers for White's fourth move P to Q 4, instead of B to Q Kt 5, and shapes the *début* as follows (*see* "Westminster Papers," December, 1873, p. 163):—

WHITE.

1. P to K 4
2. Kt to K B 3
3. Kt to Q B 3

BLACK.

1. P to Q B 4
2. P to K 3
3. Kt to Q B 3

Herr Zukertort transposes the moves thus:—

- | | |
|--|---|
| 2. $\frac{\text{Kt to Q B 3}}{\text{Kt to Q B 3}}$ | 3. $\frac{\text{Kt to K B 3, but the position is the same}}{\text{P to K 3}}$ |
|--|---|

4. P to Q 4

4. P takes P

5. Kt takes P

5. P to Q R 3

And considers White has the better position.

Variation on Black's second move :—

2. Kt to Q B 3

3. P to Q 4

3. P takes P

4. Kt takes P

4. P to K 4

If 4. $\frac{\text{P to K 3}}{\text{P to K 3}}$ 5. $\frac{\text{Kt to Q Kt 5}}{\text{P to Q 3}}$ 6. $\frac{\text{B to K B 4}}{\text{P to K 4}}$

7. $\frac{\text{B to K 3}}{\text{B to K 3}}$, with a good game.

5. Kt to Q Kt 5

If 5. $\frac{\text{Kt to K B 3}}{\text{Kt to K B 3}}$ 6. $\frac{\text{B to Q 3}}{\text{B to Q B 4}}$, even game.Or if 5. $\frac{\text{Kt takes Kt}}{\text{Kt P takes Kt}}$ 6. $\frac{\text{B to Q B 4}}{\text{B to Q B 4}}$, and Black has slightly

the preferable position.

5. P to Q 3

6. B to K 3

Staunton now prefers White's position. ("Praxis," p. 401.)

6. P to Q R 3

And Black has no inferiority. If White now play 7. Q Kt to B 3, sacrificing the Knight, *see* Illustrative Game III.

GAME THE THIRD.

WHITE.

BLACK.

1. P to K 4

1. P to Q B 4

2. Kt to Q B 3

It little matters whether White brings out this Knight on his second or third move, the same position being ultimately brought about. If Black play 2. P to K 3, White brings out his King's Knight, and we arrive at the identical position that

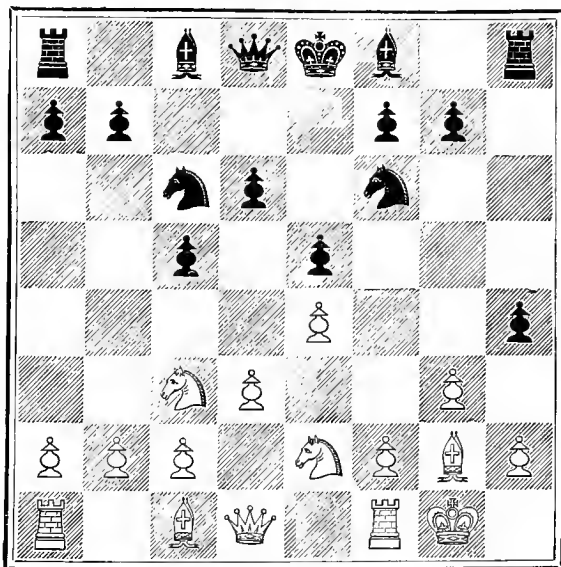
has been analysed in the preceding game. (See Game the Second.) Black may, however, play 2. Q Kt to B 3, when the following continuation may ensue :—

- | | |
|----------------|----------------|
| 3. P to K Kt 3 | 2. Q Kt to B 3 |
| 4. B to Kt 2 | 3. P to Q 3 |
| 5. Kt to K 2 | 4. P to K 4 |
| 6. Castles | 5. Kt to K B 3 |
| 7. P to Q 3 | 6. P to K R 4 |
| | 7. P to K R 5 |

The above Variation occurs in a game between Messrs. Paulsen and Neumann. The "Stratégie" remarks that the game is difficult. We prefer Black's game. (See Diagram.)

DIAGRAM.

BLACK.



WHITE.

The following also deserves notice :—

WHITE.	BLACK.
1. P to K 4	1. P to Q B 4
2. Q Kt to B 3	2. P to K 3
3. P to K Kt 3	

This is a favourite move with Herr Paulsen, the celebrated blindfold player, but we cannot think it so effective as the move of 3. Kt to K B 3, the consequences of which we have already examined.

	3. Kt to K 2
4. B to Kt 2	4. P to Q 3
5. P to Q 3	5. Kt to Q B 3
6. Kt to K B 3	6. P to Q R 3

And Black has no inferiority.

GAME THE FOURTH.

WHITE.	BLACK.
1. P to K 4	1. P to Q B 4
2. B to Q B 4	

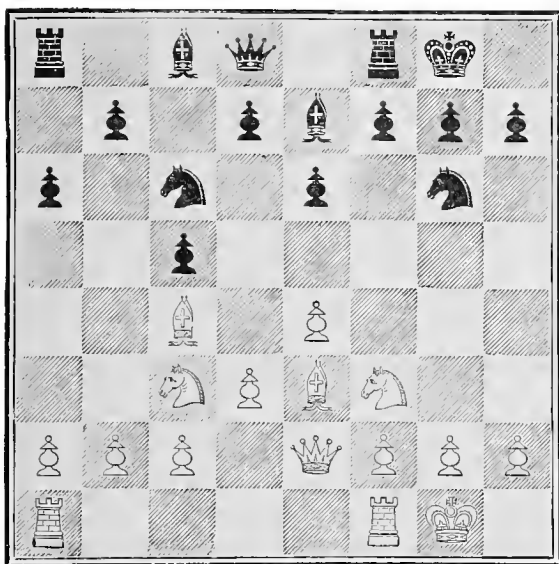
Although this move is patronised by Anderssen, it is justly condemned by most authorities, on account of the following :—

	2. P to K 3
3. Kt to Q B 3	3. Kt to K 2, or <i>see</i> Variation
4. Q to K 2	4. Kt to Q B 3
5. Kt to K B 3	5. P to Q R 3
6. P to Q 3	6. Kt to K Kt 3
7. Castles	7. B to K 2
8. B to K 3	8. Castles

With a capital game. (*Vide* subjoined Diagram.)

DIAGRAM.

BLACK.



WHITE.

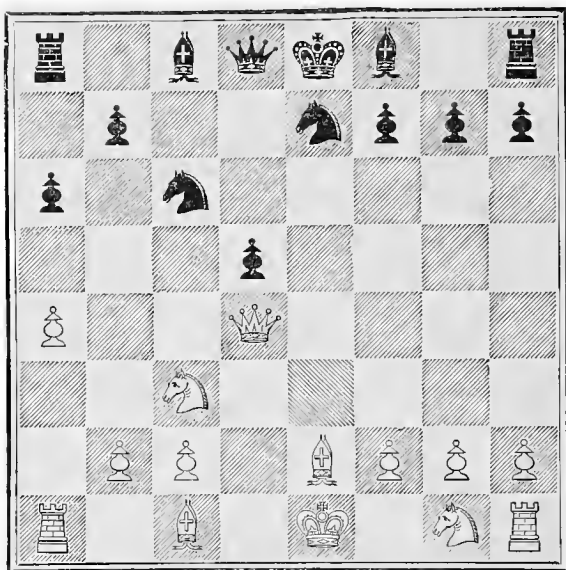
Variation on Black's third move :—

- | | |
|----------------|----------------|
| 4. P to Q R 4 | 3. P to Q R 3 |
| 5. P to Q 4 | 4. Kt to K 2 |
| 6. K P takes P | 5. P to Q 4 |
| 7. B to K 2 | 6. K P takes P |
| 8. Q takes P | 7. P takes Q P |
| | 8. Q Kt to B 3 |

And again Black has the advantage in position. The above is from the German "Handbuch." Let the student compare the following diagram with the preceding one. He can then judge for himself whether 3. Kt to K 2 or 3. P to Q R 3 is preferable for the second player.

DIAGRAM.

BLACK.



WHITE.

GAME THE FIFTH.

WHITE.

1. P to K 4
2. P to K B 4

BLACK.

1. P to Q B 4

This move is unadvisable, because it enables Black to prevent his opponent from establishing his centre. Although it was sometimes adopted by Morphy, it is unsound play.

3. Kt to K B 3
4. P takes P
5. P to Q 4

2. P to K 3 (best), or
see Variation
3. P to Q 4
4. P takes P
5. Kt to Q B 3

And Black has the better game.

Variation on Black's second move :—

- | | |
|--|--|
| <p>3. Kt to K B 3</p> <p>4. P to Q 4</p> | <p>2. Q Kt to B 3</p> <p>3. P to K 3</p> <p>4. P to Q 4</p> |
|--|--|

With the better position. Instead of P to Q 4, which is suggested by Philidor, White may play 4. P to Q B 3, or 4. B to K 2, as advised by the German "Handbuch."

- | | | |
|--|---|---|
| <p>If 1stly : 4. $\frac{P \text{ to } Q \text{ B } 3}{P \text{ to } Q \text{ 4}}$</p> | <p>5. $\frac{P \text{ to } K \text{ 5}}{P \text{ to } K \text{ B } 3}$</p> | <p>6. $\frac{Q \text{ Kt to } R \text{ 3}}{Kt to } K \text{ R } 3$</p> |
| <p>7. $\frac{Kt \text{ to } Q \text{ B } 2}{Q \text{ to } Kt \text{ 3}}$</p> | <p>8. $\frac{P \text{ to } Q \text{ 4}}{B \text{ to } Q \text{ 2}}$, with a fine game.</p> | |
| <p>If 2ndly : 4. $\frac{B \text{ to } K \text{ 2}}{P \text{ to } Q \text{ 4}}$</p> | <p>5. $\frac{P \text{ to } Q \text{ 3}}{P \text{ to } K \text{ Kt } 3}$ followed by B to Kt 2, with the advantage.</p> | |

Black's fifth move is suggested by Mr. Staunton.

GAME THE SIXTH.

WHITE.

1. P to K 4
2. P to Q B 4

BLACK.

1. P to Q B 4

This mode of play is condemned by Jaenisch and Staunton, on the ground of unnecessarily confining the King's Bishop, and preventing White from establishing his centre Pawns. It has, however, been played of late years by Suhle against Anderssen, and, although not perhaps a strong move, does not by any means appear so disadvantageous as those writers consider it.

2. Kt to Q B 3

(If 2. $\frac{\quad}{P \text{ to } K \text{ 3}}$ 3. $\frac{Kt \text{ to } K \text{ B } 3}{Kt \text{ to } Q \text{ B } 3}$ 4. $\frac{Kt \text{ to } Q \text{ B } 3}{P \text{ to } K \text{ Kt } 3}$ followed by 5. B to Kt 2, with the superior position.)

3. Kt to Q B 3

3. P to Q R 3

- | | |
|--------------------------------------|--------------|
| 4. Kt to K B 3 | 4. P to K 3 |
| 5. B to K 2 | 5. Kt to K 2 |
| 6. P to Q 4 | 6. P takes P |
| 7. Kt takes P, and the game is even. | |

GAME THE SEVENTH.

WHITE.

1. P to K 4
2. P to K Kt 3

BLACK.

1. P to Q B 4

This mode of attack has come a good deal into vogue of late years, and the fact of its having been played by Herren Steinitz, Rosenthal, and other distinguished players, entitles it to consideration. Mr. Wisker thinks it hardly so good as the usual play of 2. P to Q 4, or 2. Kt to K B 3.

- | | |
|--------------|----------------|
| | 2. Q Kt to B 3 |
| 3. B to Kt 2 | 3. P to K 4 |
| 4. Kt to K 2 | 4. Kt to K B 3 |

Black may play 4. P to Q 3, with a good game.

- | | |
|----------------|---------------|
| 5. Q Kt to B 3 | 5. P to Q 3 |
| 6. Castles | 6. B to K 2 |
| 7. P to K B 4 | 7. P to K R 4 |

And Black has, in our opinion, the preferable position, his pieces having more freedom of action than those of his opponent. For further examples of this form of the opening, see Illustrative Games.

GAME THE EIGHTH.

WHITE.

1. P to K 4
2. P to Q Kt 4

BLACK.

1. P to Q B 4
2. P takes P

- | | |
|----------------|----------------------|
| 3. P to Q 4 | 3. P to K 3, or (A.) |
| 4. P to Q R 3 | 4. P takes P |
| 5. Q B takes P | 5. B takes B |
| 6. Q R takes B | 6. Kt to Q B 3 |
| 7. P to K B 4 | 7. P to Q 4 |
| 8. P to K 5 | 8. Kt to K R 3 |

And Black keeps his Pawn, without any inferiority in position.

(A.)

- | | |
|----------------|----------------|
| | 3. P to Q 4 |
| 4. P to K 5 | 4. B to K B 4 |
| 5. P to Q R 3 | 5. P takes P |
| 6. Q B takes P | 6. Q Kt to B 3 |

And again Black has the advantage.

GAME THE NINTH.

WHITE.

1. P to K 4
2. P to Q Kt 3

BLACK.

1. P to Q B 4

Kieseritzki, we believe, first introduced this move, which is merely weak and eccentric.

- | | |
|----------------|----------------|
| | 2. Kt to Q B 3 |
| 3. B to Q Kt 2 | 3. P to Q R 3 |
| 4. P to Q R 4 | 4. P to K 3 |

And the game is about even.

GAMES ILLUSTRATIVE OF THE SICILIAN OPENING.

GAME I.—Between Messrs. ANDERSSEN and MACDONNELL.

Played in the London Tourney of 1862.

(From the "Games of the Chess Congress")

WHITE (Mr. Macdonnell).	BLACK (Herr Anderssen)
1. P to K 4	1. P to Q B 4
2. P to Q 4	2. P takes P
3. Kt to K B 3	3. P to K 3
4. Kt takes P	4. Kt to K B 3
5. B to Q 3	5. Kt to Q B 3
6. B to K 3	6. P to Q 4
7. Kt takes Kt	7. P takes Kt
8. P to K 5 (a)	8. Kt to Q 2
9. P to K B 4	9. P to K B 4
10. Castles	10. B to Q B 4
11. Q to K 2	11. Castles
12. R to B 3	12. B takes B (ch)
13. R takes B	13. Kt to B 4 (b)
14. Kt to Q 2	14. Kt to K 5
15. Q R to K B sq	15. P to Q R 4
16. Q R to K B 3	16. R to Q R 2
17. R to K R 3 (c)	17. Q to Kt 3
18. Kt to K B sq	18. P to K Kt 3
19. P to K Kt 4 (d)	19. R to K Kt 2
20. K to Kt 2 (e)	20. P to Q B 4 (f)
21. B takes Kt	21. B P takes B
22. R to Q Kt 3	22. Q to B 2
23. K to Kt 3	23. P to Q B 5
24. R to Q R 3	24. P to K Kt 4
25. P takes P	25. Q takes P (ch)
26. K to Kt 2	26. P to Q 5
27. R to K R 5	27. P to K 6

Notes by the Author

(a) This attack is superficial, and, as will be seen, enables Black speedily to acquire a superior game.

(b) Already Black has much the better position.

(c) A mere "*brutum fulmen*."

(d) Very bad play! As pointed out by Mr. Löwenthal in his notes to the present game, White should have now played the defensive move of P to Q B 3; but even then he would have had a bad game.

(e) Making bad worse, "*quem Deus vult perdere prius dementat*." White's game is now hopelessly broken up.

(f) The "*coup juste*."

- | | |
|----------------|-----------------------------|
| 28. Kt to Kt 3 | 28. Q to Q 4 (ch) |
| 29. K to Kt sq | 29. R to B 7 |
| 30. Q takes R | 30. P takes Q (ch) |
| 31. K takes P | 31. R to B 2 (ch), and wins |

GAME II.—*Between Messrs. ROSENTHAL and HERAL.*

(From the "Westminster Papers.")

- | WHITE (Mr. Rosenthal). | BLACK (Dr. Heral). |
|------------------------|--------------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. Kt to Q B 3 | 2. Kt to Q B 3 |
| 3. P to K Kt 3 (a) | 3. P to K 3 |
| 4. B to Kt 2 | 4. P to Q Kt 3 |
| 5. K Kt to K 2 | 5. B to Kt 2 |
| 6. Castles | 6. R to B sq |
| 7. P to Q 3 | 7. B to Q 3 |
| 8. P to B 4 | 8. B to Kt sq |
| 9. P to B 5 | 9. P to K R 4 (b) |
| 10. P to K R 3 | 10. P to R 5 |
| 11. P to K Kt 4 | 11. Kt to K B 3 |
| 12. B to Kt 5 (c) | 12. Kt to Q 5 |
| 13. Kt to B 4 | 13. Q to B 2 |
| 14. Q to Q 2 | 14. Kt to Kt sq |
| 15. K Kt to K 2 | 15. Q to R 7 (ch) |
| 16. K to B 2 | 16. P takes P |
| 17. R to R sq | 17. Q to Q 3 |
| 18. Kt P takes P | 18. R to R 4 |
| 19. B to B 4 | 19. Q to Q B 3 |
| 20. B takes B (d) | 20. R takes B |
| 21. Kt to B 4 | 21. R to Kt 4 |
| 22. Q Kt to Q 5 | 22. Q to R 3 |
| 23. P to B 3 (e) | 23. Kt takes P |

Not s by Mr. Wisker.

(a) This style of attack, though good, is scarcely equal to the old course of 3 K Kt to B 3, followed by 4. P to Q 4.

(b) In positions like the present, this Pawn should not be advanced without ample force at hand to support the attack, otherwise the Pawn is liable to be lost, without compensation.

(c) White has now the preferable position, as Black cannot Castle with safety.

(d) I should have preferred 20. R to K Kt sq.

(e) Overlooking Black's clever reply, which gives him a winning advantage. Again, the Rook should have gone to K Kt sq.

- | | |
|-----------------------------|-----------------------------|
| 24. K to K sq (<i>f</i>) | 24. Kt to Kt 6 |
| 25. K R to Kt sq | 25. K to B sq |
| 26. K to Q sq | 26. B takes Kt |
| 27. Kt takes B | 27. Q to R 4 (ch) |
| 28. K to B 2 | 28. Q to K 7 |
| 29. Q R to K sq | 29. Q takes Q (ch) |
| 30. K takes Q | 30. Kt to K 2 |
| 31. Kt to B 4 | 31. Kt to B 3 |
| 32. B to B 3 | 32. Kt to K 4 |
| 33. B to Q sq | 33. P to K B 4 (<i>g</i>) |
| 34. P takes P | 34. R takes P |
| 35. Q R takes Kt | 35. R takes Kt |
| 36. K to K 3 | 36. R to B 3 |
| 37. B to Kt 4 | 37. P to Q 3 |
| 38. R to Q 5 (<i>h</i>) | 38. R to K sq (ch) |
| 39. K to Q 2 | 39. Kt to B 8 (ch) |
| 40. R takes Kt (<i>i</i>) | 40. R takes R |
| 41. K to B 2 | 41. R to B 3 |
| 42. K to Kt 3 | 42. R to K 4 |
| 43. P to B 4 | 43. K to K 2 |
| 44. K to R 4 | 44. R takes R |
| 45. P takes R | 45. R to B 5 (ch) |
| 46. K K to Kt 5 | 46. R takes B |
| 47. Resigns. | |

GAME III.—*Between Messrs. WALKER and LOWE.*

(From the "Chess Player's Chronicle.")

- | WHITE (Mr. Walker). | BLACK (Mr. Lowe). |
|---------------------|-------------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to Q 4 | 3. P takes P |

- | | |
|--------------------------------|---------------------|
| (<i>f</i>) If 24. P takes Kt | 24. R takes B (ch) |
| 25. K takes R (must) | 25. B takes Kt (ch) |

And Black wins.

(*g*) The game is well finished off by Black.

(*h*) This unfortunate position of the Rook brings the game to a speedy termination.

(*i*) The loss of the exchange could not be averted. If 40. K to B sq, then follows 40. R to K 8 (ch) on the part of Black. If the Bishop then be interposed, Black simply takes it off with the Rook, and wins the unhappy solitary Rook at Q 5.

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

The game was continued for many more moves, and was finally won by
White.

Notes from the "Chess Player's Chronicle."

(a) See p. 74 of vol. i. of the C. P. C., where the same opening occurred between the same players.

(b) Perhaps R to Q R 5 is the best move at this point.

(c) The Q evidently is lost if she takes the B.

(d) Black had better have left this Pawn alone.

(e) P to K B 3 would have been better.

(f) He would have lost a piece by taking the B.

(g) He seems to have nothing better.

(h) From this point it is only a question of time, for if Black attempts to win the Q R P, the White King cuts him off from the Pawns on the other side of the board.

GAME IV.—*Between Messrs. SCHWARZ and ANDERSSSEN.*

Played at the Vienna Tourney.

(From the "Westminster Papers.")

WHITE (Herr Schwarz).	BLACK (Herr Anderssen).
1. P to K 4	1. P to Q B 4
2. Kt to K B 3	2. P to K 3
3. P to Q 4	3. P takes P
4. Kt takes P	4. P to Q R 3 (a)
5. B to Q 3 (b)	5. Kt to K B 3
6. Castles	6. B to K 2
7. K to R sq	7. Q Kt to B 3
8. P to Q B 3	8. Castles
9. P to K B 4	9. P to Q 4
10. P to K 5	10. Kt to Q 2
11. Kt to Q 2	11. Kt to B 4
12. B to B 2	12. P to B 4
13. Q Kt to B 3 (c)	13. Kt to K 5
14. B to K 3	14. B to Q 2
15. Q to K 2	15. Q to K sq
16. Kt to Kt sq	16. Kt to R 4
17. B to Q 3	17. P to Q Kt 4
18. Kt to R 3	18. Kt to B 5
19. Q B to Kt sq	19. R to Q B sq
20. Q R to B sq	20. Q to Kt 3
21. R to B 3	21. Q to R 3
22. B to K 3	22. B to K sq
23. K R to B sq	23. B to R 4
24. Kt to B 3	24. B to K Kt 5
25. R to Q B 2	25. B takes Kt at K R 3
26. P takes B	26. Q takes P at R 6
27. R to Kt sq	27. Kt takes B
28. Q takes Kt	28. B to B 4

Notes by Herr Zukertort.

(a) Black's best move in this position is 4 Kt to K B 3, giving him at least an even game; but White can maintain the better position against the Sicilian defence, playing the opening as follows:—

1.	$\frac{P \text{ to } K \ 4}{P \text{ to } Q \ B \ 4}$	2.	$\frac{Kt \text{ to } Q \ B \ 3}{Kt \text{ to } Q \ B \ 3}$
3.	$\frac{Kt \text{ to } K \ B \ 3}{P \text{ to } K \ 3}$	4.	$\frac{P \text{ to } Q \ 4}{P \text{ takes } P}$
		5.	$\frac{Kt \text{ takes } P}{P \text{ to } Q \ R \ 3}$

(This is now forced).

(b) The weakness of Black's game is on the Queen's side. By playing B to Q 3, White shut up his Queen from his opponent's weakest points Q 6 and Q 7. B to K 2 was first played in some German Tournaments, and in two correspondence matches by Zukertort, six years ago.

(c) Black has now in any case the better game; better, however, for White was P takes P *en passant*.

- | | |
|---------------------------|----------------------------|
| 29. Q to K 2 | 29. B takes R (<i>d</i>) |
| 30. B takes Kt | 30. B P takes B |
| 31. Kt takes B | 31. Q to R 3 |
| 32. Q to K 3 | 32. K R takes P |
| 33. R to Kt 2 | 33. Q R to K B sq |
| 34. Q to R 7 | 34. R to B 8 |
| 35. Q takes R P | 35. Q to R 6 |
| 36. Q to R 7 | 36. P to Kt 3 |
| 37. Q to Q 7 | 37. P to K 6 |
| 38. Q takes Kt P | 38. Q to B 4 |
| 39. Q to K 2 | 39. Q to K 5 |
| 40. Q to R 6 (<i>e</i>) | |

And Black announced mate in three moves.

GAME V.—*Between Messrs. ANDERSSEN and GUIBERT.*
(From "La Nouvelle Régence.")

WHITE (Herr Anderssen).

BLACK (M. Guibert).

- | | |
|--------------------------------|--------------------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. Kt to K B 3 | 2. P to K 3 |
| 3. P to Q 4 | 3. P to Q 4 (<i>a</i>) |
| 4. K P takes Q P | 4. K P takes P |
| 5. B to Kt 5 (ch) (<i>b</i>) | 5. Kt to B 3 |
| 6. Castles | 6. B to Q 3 |
| 7. Q Kt to B 3 | 7. K Kt to K 2 |
| 8. B to K Kt 5 | 8. P to K B 3 |
| 9. P takes P | 9. B takes P |
| 10. B to K B 4 | 10. Castles |
| 11. Q to Q 2 | 11. B to K 3 |
| 12. K R to K sq | 12. B to K B 2 |
| 13. P to Q R 3 | 13. Kt to Kt 3 |
| 14. B to Kt 3 | 14. Q Kt to K 2 |

(*d*) Why not Kt to B 7, winning the Queen for Kt and B ?

(*e*) There is no escape, if 40. P to K R 3 Black wins by Q R to B 7, 41. Q to Kt 4, R takes R, 42. Q takes R, P to K 7.

Notes by the Author.

(*a*) This way of playing the defence in the Sicilian opening has of late years fallen quite into disuse. Still we think it is sound, and may be safely adopted. Staunton is of opinion that it leads to an even game.

(*b*) Instead of this move White can play P to Q B 4. (See "Handbook," p. 372.)

- | | |
|-----------------------|----------------------|
| 15. B to Q 2 | 15. P to Q R 3 |
| 16. P to K R 4 | 16. Q to Q 2 (c) |
| 17. P to K R 5 | 17. Kt to K R sq (d) |
| 18. P to R 6 | 18. P to K Kt 4 |
| 19. Kt to K 2 | 19. B to K R 4 |
| 20. Q Kt to Q 4 | 20. B takes K Kt |
| 21. Kt takes B | 21. Kt to K B 4 |
| 22. B takes Kt | 22. Q takes B |
| 23. P to Q Kt 4 | 23. B to Kt 3 |
| 24. R to K 7 | 24. R to B 2 |
| 25. Q R to K sq | 25. Q R to K B sq |
| 26. K R to K 6 | 26. B to Q R 2 (e) |
| 27. B to Q 6 | 27. Kt to K Kt 3 |
| 28. B takes R | 28. R takes B |
| 29. P to Q B 4 | 29. P to K Kt 5 |
| 30. Kt to Q 4 | 30. Q to K R 4 |
| 31. P to B 5 | 31. B to Q Kt sq |
| 32. P to K Kt 3 | 32. B to K 4 |
| 33. P to Q B 6 | 33. Q to K R 6 |
| 34. Kt to B 5 | 34. P takes P |
| 35. Q R takes B | 35. P takes R |
| 36. Q to K Kt 5 | 36. K to R sq |
| 37. R takes Kt | 37. P takes R |
| 38. Q takes P at Kt 6 | 38. R to K Kt sq |
| 39. Q to B 6 (ch) | 39. K to R 2 |
| 40. Q to B 7 (ch) | 40. K to R sq |
| 41. Kt to K R 4 | |

And Black abandoned the game.

GAME VI.—*Between HERREN STEINITZ and HERAL*

Played at the Vienna Tourney.

(From the "Westminster Papers.")

- | WHITE (Herr Steinitz). | BLACK (Herr Heral). |
|------------------------|---------------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. Kt to Q B 3 | 3. P to K 3 |

(c) We concur in the opinion of the Editor of "La Régence," who points out that P to K R 4 would have been preferable here.

(d) Black has now a bad position, but he struggles in an able manner to retrieve his late disadvantageous "coup."

(e) A blunder. B to B 2 was the correct play, and would have left Black a tolerably even game.

- | | |
|--------------------|---------------------------|
| 4. P to Q 4 | 4. P takes P |
| 5. Kt takes P | 5. Kt to K B 3 (a) |
| 6. K Kt to Kt 5 | 6. P to Q R 3 |
| 7. Kt to Q 6 (ch) | 7. B takes Kt |
| 8. Q takes B | 8. Q to K 2 |
| 9. B to K B 4 | 9. Q takes Q (b) |
| 10. B takes Q | 10. K to Q sq |
| 11. Castles | 11. Kt to K sq |
| 12. B to Kt 3 | 12. K to K 2 |
| 13. P to K 5 (c) | 13. P to B 3 |
| 14. P to B 4 | 14. P to B 4 |
| 15. B to R 4 (ch) | 15. K to B 2 |
| 16. Kt to R 4 | 16. P to K R 3 |
| 17. Kt to Kt 6 | 17. R to Q Kt sq |
| 18. Kt takes B | 18. R takes Kt |
| 19. R takes P (ch) | 19. K to Kt 3 |
| 20. R takes Q Kt P | 20. Kt to B 2 |
| 21. P to K R 3 | 21. Kt to Q 4 (d) |
| 22. B to Kt 3 | 22. Kt to Kt 5 from B 3 |
| 23. P to B 3 | 23. Kt takes R P (ch) (e) |
| 24. K to Kt sq | 24. Kt takes Q B P (ch) |
| 25. P takes Kt | 25. Kt takes P (ch) |
| 26. K to Kt 2 | 26. Kt to Q 8 (ch) |
| 27. K to R 3 | 27. R to B 8 |
| 28. B to B 4 | 28. K R to Q B sq |
| 29. B takes K P | 29. R to R 8 (ch) |
| 30. K to Kt 4 | 30. P to Q R 4 (ch) |
| 31. K to Kt 5 | 31. R to Kt 8 (ch) |
| 32. K to R 6 | 32. R to Q R sq (ch) |
| 33. R to R 7 | 33. K R to Q Kt sq |
| 34. B to B 7 (ch) | 34. K to R 2 |
| 35. B to B 2 (f) | 35. Kt takes B |
| 36. R takes R | 36. R takes R |
| 37. B to K 6 (g) | 37. K to Kt 3 |

Notes by Mr. Wisker.

(a) 5. P to Q R 3 is the usual and better move.

(b) 9. Castling was the only way to develop the game; but the miserable position of Black's Q P makes his game hopeless.

(c) Blocking up the Q P for ever.

(d) 21. Kt to K sq was the safest way to prevent any counter-attack.

(e) Being two Pawns short, Black tries his only chance by the sacrifice of a piece, and he conducts the attack with great ingenuity.

(f) The counter sacrifice brings "White" out of trouble, and secures him at the same time the victory.

(g) 37. P to K 6 gains the Knight for the K P; this wins the Knight, keeping the precious Pawn.

- | | |
|--------------------|---------------------------|
| 38. P to Kt 4 | 38. P takes P |
| 39. P takes P | 39. Kt takes P <i>h</i>) |
| 40. B takes Kt | 40. P to R 5 |
| 41. P to B 5 (ch) | 41. K to Kt 4 |
| 42. R takes P (ch) | 42. K to B 5 |
| 43. P to B 6 | 43. K takes P |
| 44. P to B 7 | 44. R to K B 8 |
| 45. B to R 5 | 45. R to B 7 |
| 46. R to Kt 3 | 46. K to K 3 |
| 47. R to K 3 (ch) | 47. Resigns |
-

GAME VII.—*Between M. S. ROSENTHAL and Professor ANDERSSSEN.
Played at the Vienna Tourney.*

(From the "Turf, Field and Farm.")

- | WHITE (M. Rosenthal). | BLACK (Professor Anderssen). |
|-----------------------|------------------------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. Q Kt to B 3 | 2. P to K 3 |
| 3. P to K Kt 3 | 3. P to Q Kt 3 |
| 4. B to Kt 2 | 4. B to Kt 2 |
| 5. K Kt to K 2 | 5. P to K R 4 (<i>a</i>) |
| 6. P to K R 4 | 6. P to K B 4 |
| 7. Kt to B 4 | 7. K Kt to B 3 |
| 8. P to Q 3 | 8. P takes P |
| 9. P takes P | 9. Kt to Q B 3 |
| 10. P to K 5 | 10. K Kt to Kt 5 |
| 11. Kt takes R P | • 11. K Kt takes K P |
| 12. Kt to B 4 | 12. Q to K 2 |
| 13. Kt to K R 3 | 13. Kt to B 2 |
| 14. Castles | 14. Castles |
| 15. R to K sq | 15. Q to B 3 |
| 16. Kt to K 4 | 16. Q to B 4 |
| 17. Q Kt to Kt 5 | 17. Kt to Q 5 |
| 18. B takes B (ch) | 18. K takes B |
| 19. R to K 4 | 19. Kt to Q 3 |
| 20. R to B 4 | 20. Q to Kt 3 |
-

(*h*) There is no other escape from the mate. The middle and end of this game is one of the most interesting in the "Tournament."

Notes by the Editor of the "Turf, Field and Farm."

(*a*) Had the first player already Castled on the King's side, this would be a very good move. As it is, however, it only results to Black's disadvantage.

- | | |
|-----------------------|---------------------------------|
| 21. R takes Kt (b) | 21. P takes R |
| 22. Q to B 3 (ch) | 22. K to Kt sq |
| 23. B to B 4 | 23. P to K 4 (c) |
| 24. B takes P | 24. R to K sq |
| 25. Kt to B 7 | 25. R to K Kt sq |
| 26. P to R 5 (d) | 26. Q to K 3 |
| 27. K Kt to Kt 5 | 27. Q takes B (e) |
| 28. Kt takes Q | 28. R takes Kt |
| 29. Q to Kt 3 | 29. R to K R sq |
| 30. Kt to B 7 | 30. Kt takes Kt |
| 31. Q takes Kt | 31. Q R takes P |
| 32. Q to K 8 (ch) (f) | 32. K to B 2 |
| 33. Q to K 4 | 33. B to Q B 4 |
| 34. R to Q sq | 34. P to R 4 |
| 35. R to Q 3 | 35. P to K Kt 4 |
| 36. P to R 3 | 36. P to R 5 |
| 37. P to Q Kt 4 | 37. P takes P <i>en passant</i> |
| 38. P takes P | 38. B takes P |
| 39. Q takes P | 39. R to R 8 (ch) |
| 40. K to Kt 2 | 40. Q R to R 7 (ch) |
| 41. K to B 3 | 41. R to B sq (ch) |
| 42. K to Kt 4 | 42. Q R takes P |
| 43. P to Kt 4 | 43. B to Kt 7 |
| 44. Q takes Q P (ch) | 44. K to Kt sq |
| 45. Q to Q 6 (ch) | 45. K to Kt 2 |
| 46. P to Kt 5 | 46. Q R to B 3 |
| 47. Q to K 7 (ch) | 47. K to B sq |
| 48. R to Q 7 | 48. B to K 4 |
| 49. R to R 7 | 49. Q R to B 2 |
| 50. Q to K 6 (ch) | 50. Resigns |

GAME VIII.—*Between Messrs. STEINITZ and MACDONNELL.*

(From the "Transactions of the British Chess Association, 1866–1867.")

WHITE (Mr. Steinitz).

BLACK (Mr. MacDonnell).

1. P to K 4

1. P to Q B 4

2. Q Kt to B 3

2. Q Kt to B 3

(b) Admirably conceived! The combination of which this is the initiatory move is one of the finest things in chess we have seen for a long time.

(c) Apparently the only defence against the deadly move of Kt to K B 7.

(d) Taken in conjunction with the sacrifice of the exchange, M. Rosenthal's conception is a masterpiece of chess strategy.

(e) There is nothing better left.

(f) Even now White has by no means an easy game to win.

- | | |
|--------------------|-------------------|
| 3. K Kt to B 3 | 3. P to K 3 |
| 4. P to Q 4 | 4. P takes P |
| 5. Kt takes P | 5. P to Q R 3 |
| 6. P to K Kt 3 | 6. B to Q B 4 |
| 7. Kt takes Kt | 7. Kt P takes Kt |
| 8. P to K 5 | 8. Q to Q Kt 3 |
| 9. Q to Q 2 | 9. Kt to K 2 |
| 10. Kt to K 4 | 10. Castles |
| 11. B to Q 3 | 11. Kt to Kt 3 |
| 12. P to K B 4 | 12. P to Q 3 |
| 13. P takes P | 13. P to K B 4 |
| 14. Kt takes B | 14. Q takes Kt |
| 15. Q to Q B 3 (a) | 15. Q takes P |
| 16. P to Q Kt 3 | 16. P to Q R 4 |
| 17. P to Q R 3 | 17. Q to Q 4 |
| 18. K R to B sq | 18. Q R to R 2 |
| 19. Q B to Kt 2 | 19. P to Q B 4 |
| 20. Castles | 20. Q to Q B 3 |
| 21. P to K R 4 | 21. K R to K B 2 |
| 22. P to K R 5 | 22. Kt to K 2 (b) |
| 23. K B to Q B 4 | 23. Kt to Q 4 |
| 24. Q to K 5 (c) | 24. Q to Q B 2 |
| 25. R takes Kt (e) | 25. P takes R |
| 26. Q to K 8 (ch) | 26. R to K B sq |
| 27. B takes P (ch) | 27. Q to K B 2 |
| 28. B takes Q (ch) | 28. Q R takes B |
| 29. Q to K 5 | 29. R to K B 3 |
| 30. P to K R 6 | 30. Resigns |

GAME IX.—*Between Mr. STEINITZ and Mr. ANDERSSSEN.*

(From the "Transactions of the British Chess Association, 1866-1867.")

WHITE (Mr. Steinitz).

BLACK (Mr. Anderssen).

1. P to K 4

1. P to Q B 4

2. P to K Kt 3

2. Q Kt to B 3

Notes by Messrs. Löwenthal and Medley.

(a) A good move, as if the Queens are changed he will maintain his passed Pawn.

(b) Although the Knight by this means reaches the centre more speedily, his retreat to K B square is safer.

(c) A powerful mode of continuing the attack.

(d) Under the circumstances Q R to Q 2 would be a better resource, but Black would still be under considerable pressure.

(e) The most skilful method of terminating the game.

- | | |
|----------------------|---------------------|
| 3. B to K Kt 2 | 3. P to K 4 |
| 4. K Kt to K 2 | 4. Kt to K B 3 |
| 5. Q Kt to B 3 | 5. P to Q 3 |
| 6. Castles | 6. B to K 2 |
| 7. P to K B 4 | 7. P to K R 4 |
| 8. P to K R 3 | 8. B to Q 2 |
| 9. Kt to Q 5 | 9. Q to her B sq |
| 10. Kt takes Kt (ch) | 10. B takes Kt |
| 11. P to K B 5 | 11. Kt to K 2 |
| 12. P to Q B 4 | 12. Q to her sq |
| 13. Kt to Q B 3 | 13. Q B to his 3 |
| 14. P to Q 3 | 14. Q to her 2 |
| 15. P to Q R 3 | 15. P to Q R 4 |
| 16. P to Q Kt 3 | 16. P to Q Kt 4 |
| 17. B to K 3 | 17. P to Q Kt 5 |
| 18. P takes P | 18. B P takes P |
| 19. Kt to Q R 4 | 19. B takes Kt |
| 20. R takes B | 20. Kt to Q B 3 |
| 21. Q to her 2 | 21. B to Q sq |
| 22. P to Q 4 | 22. B to Q Kt 3 |
| 23. P to Q 5 | 23. Q to R 2 |
| 24. B takes B | 24. Q takes B (ch) |
| 25. K to R sq | 25. Kt to Q sq (a) |
| 26. Q to K Kt 5 | 26. K to B sq |
| 27. P to K B 6 | 27. P to K Kt 3 |
| 28. P. to K R 4 | 28. Kt to Q Kt 2 |
| 29. B to K R 3 | 29. Q R to Q sq (b) |
| 30. Q R to his 2 | 30. K to his sq |
| 31. R to Q sq | 31. R to Q R sq |
| 32. Q to her 2 | 32. Kt to Q B 4 |
| 33. Q to K 3 | 33. K to Q sq |
| 34. B to K 6 (c) | 34. Q to Q Kt 2 (d) |

Notes by Messrs. Löwenthal and Medley.

(a) The plausible move of Kt to Q 5 would not be so effective. Black now threatens to occupy Q B 4 sq at the right moment, attacking both the left wing and the centre of the enemy's position.

(b) Mr. Anderssen might have played without delay Kt to Q B 4 as the reply if B to K B 5 and B to K 6 do not appear to gain White any advantage.

(c) Ingeniously conceived, but not critically sound, for though B cannot be taken at once without danger to the second player, that piece will be subsequently in jeopardy, and also be unable to aid in the defence of his own King's beleaguered quarters until it is too late.

(d) Not only relieving his Q, but threatening also to capture the hostile Bishop, and then the King's Pawn with the Knight, having every way the best game.

- | | |
|------------------------|-------------------------------|
| 35. K to Kt sq | 35. P to Q R 5 (e) |
| 36. P takes P | 36. P to Kt 6 |
| 37. Q R to his sq | 37. P to Kt 7 |
| 38. Q R to Kt sq | 38. R takes Q R P |
| 39. B to K R 3 (f) | 39. K to Q B 2 (g) |
| 40. B to K B sq | 40. K R to Q R sq |
| 41. R to Q 2 | 41. Q R to Q Kt 5 |
| 42. K to R 2 | 42. K R to Q R 8 |
| 43. K R to Q sq | 43. R to Kt 6 |
| 44. Q to K R 6 | 44. R takes R |
| 45. R takes R | 45. Q to Q Kt 5 |
| 46. Q to K B 8 (h) | 46. Q to her 7 (ch) |
| 47. B to Kt 2 | 47. Q to Q 6 |
| 48. Q takes K B P (ch) | 48. Kt to Q 2 |
| 49. P to Q B 5 | 49. Q takes K Kt P (ch) |
| 50. K to Kt sq | 50. R to K B 6 |
| 51. P takes P (ch) | 51. K to Kt 3 |
| 52. R takes P (ch) | 52. K to B 4 |
| 53. R to Q Kt sq | 53. R to Q B 7 |
| 54. R to Q Kt 5 (ch) | 54. K to Q B 5 (i), and wins. |

GAME X.—*Between the same Opponents.*

(From the "Transactions of the British Chess Association, 1866-1867.")

- | WHITE (Mr. Steinitz). | BLACK (Mr. Anderssen). |
|-----------------------|------------------------|
| 1. P to K 4 | 1. P to Q B 4 |
| 2. P to K Kt 3 | 2. Q Kt to B 3 |
| 3. K B to Kt 2 | 3. P to K 4 |
| 4. K Kt to K 2 | 4. P to Q 3 |
| 5. Castles | 5. K Kt to B 3 |
| 6. P to Q B 3 | 6. Q to her B 2 |

(e) A careful examination will show that P takes B, followed by Q or Kt takes K P, would have been very dangerous.

(f) The B must retreat now to avoid a worse fate.

(g) Better than the simple capture of the Q B R. After this move Black is in no peril of losing his passed Pawn, but all his pieces are brought into co-operation at the point of the attack.

(h) Under the circumstances, Mr. Steinitz plays quite properly in persevering in his counter-attack, as he has thereby a chance of saving or winning the game, unless his opponent is watchful. He could not attempt to defend himself, none of his pieces being able to quit their present positions for that purpose without immediate loss, whilst Black on his side threatens to occupy Q B 6 with his Kt.

(i) Mr. Anderssen conducts the whole of this game in his best style.

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

Notes by Messrs. Löwenthal and Medley.

(a) We suspect that some of Black's moves with his Queen at an earlier period lost a little time. At this point Kt to K 6 would, perhaps, have been a better resource, for although, by the move in the text, the second player wins a Pawn for the moment, he is placed immediately in difficulties.

(b) Kt to Q 5 looks promising, but careful examination will show he is wanted to guard his own K 2.

(c) This appears to be the primary cause of the loss of White's passed Pawn ; it is difficult, however, to suggest a really good move for him at this juncture.

(d) An excellent mode of putting White directly on the defence.

- | | |
|--------------------|---------------------|
| 42. P to Kt 4 | 42. Kt to B 6 (ch) |
| 43. K to Kt 2 | 43. Kt to Kt 4 |
| 44. B to Q 5 | 44. R to Q 6 |
| 45. R to Q R 6 (e) | 45. Kt takes R P |
| 46. R takes P | 46. K to Kt 4 |
| 47. R to Q 6 | 47. Kt to B 5 (ch) |
| 48. K to R 2 | 48. R to Q 7 |
| 49. K to Kt sq | 49. P to R 6 |
| 50. R to R 6 | 50. K to R 5 |
| 51. B to Q B 4 | 51. R to Q 5 |
| 52. B to Kt 5 | 52. K takes P |
| 53. R to Q R 3 | 53. K to R 5 |
| 54. R to Q R 8 | 54. P to Kt 4 |
| 55. R to K 8 | 55. R to Q 8 (ch) |
| 56. K to R 2 | 56. R to Q 7 |
| 57. K to Kt sq | 57. P to R 7 (ch) |
| 58. K takes P | 58. R takes P (ch) |
| 59. K to R sq | 59. P to Kt 5 |
| 60. R takes P | 60. P to Kt 6 |
| 61. R to K 8 | 61. R to K R 7 (ch) |

And White resigned.

GAME XI.—*Between HERR ZUKERTORT and MR. DE VERE.*

Played in the Grand Tournament, July 3rd, 1872.

(From the "Westminster Papers.")

WHITE (Herr Zukertort).

BLACK (Mr. De Vere).

1. P to K 4
2. Kt to K B 3
3. Kt to Q B 3
4. P to Q 4
5. Kt takes P
6. B to K 2 (a)
7. Castles
8. K Kt to Kt 5 (c)
9. Kt takes P

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

(e) R to K R sq does not appear to be stronger.

Notes by Herr Zukertort.

(a) Stronger than 6. B to K 3 and 7. B to Q 3. The weakness of Black's position is on the Queen's side.

(b) Black overlooks the dangerous position of his Queen.

(c) A perfectly sound sacrifice.

(d) Q to Kt sq was perhaps the best, but this only prolongs the game.

- | | |
|-----------------------|-------------------|
| 10. B to Q 2 | 10. Q to Kt 3 (e) |
| 11. B to K 3 | 11. Q to R 4 |
| 12. Kt to Q 6 (ch) | 12. K to Q sq |
| 13. Kt takes B P (ch) | 13. K to K sq |
| 14. Kt to Q 6 (ch) | 14. K to Q sq |
| 15. Kt to B 4 (f) | 15. Q to Kt 5 (g) |
| 16. P to Q R 3 | 16. Q takes Kt |
| 17. B takes Q | 17. Resigns |
-

(e) If Q to R 5, White wins the Queen by P to Q Kt 3.

(f) Winning the Queen or mating in two moves.

(g) Intending to win three pieces for the Queen by

- | | |
|--------------------|----------------|
| 16. B to Kt 6 (ch) | 16. K to K sq |
| 17. Kt to Q 6 (ch) | 17. Q takes Kt |
| 18. Q takes Q | 18. Kt to Q 4 |

Black's moves being forced.

CHAPTER XXXI.

ON SOME OTHER LESS PRACTISED DÉBUTS.

GAME THE FIRST.

WHITE.

1. P to K B 4

BLACK.

This way of opening is noticed by Stein, a Dutch writer, but is not so advantageous as either P to K 4 or P to Q 4.

1. P to Q 4, or Varns
(I.), (II.), (III.)

2. P to K 3, or (A.)

2. P to Q B 4

3. Kt to K B 3

3. Kt to Q B 3

4. P to Q 4

4. P to K 3

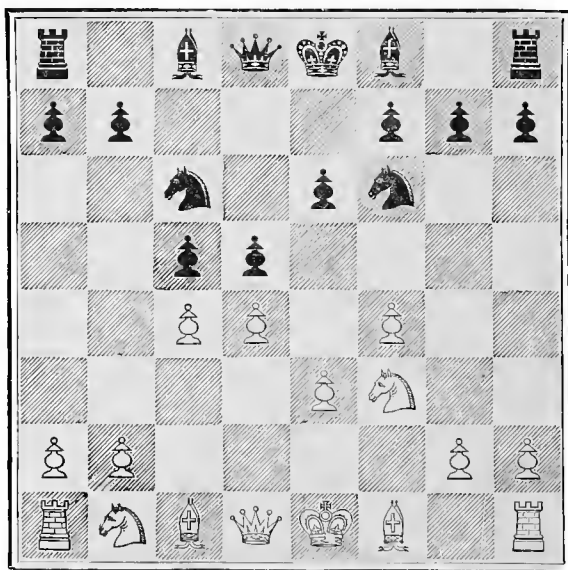
5. P to Q B 4

5. Kt to K B 3

And Black has slightly the better position. (*Vide* Diagram.)

DIAGRAM.

BLACK.



WHITE.

VARIATION (I.)

On Black's first move :—

- | | |
|----------------|----------------|
| | 1. P to K B 4 |
| 2. Kt to K B 3 | 2. Kt to K B 3 |
| 3. P to Q 4 | 3. P to Q 4 |

And the game is strictly equal.

VARIATION (II.)

On Black's first move :—

- | | |
|--|---------------|
| | 1. P to K 3 |
| 2. Kt to K B 3 | |
| (If 2. $\frac{P \text{ to } K 4}{P \text{ to } Q 4}$, and Black has the advantage). | |
| | 2. P to Q 4 |
| 3. P to K 3 | 3. P to Q B 4 |
| 4. B to Kt 5 (ch) | 4. Kt to B 3 |
| 5. B takes Kt (ch) | 5. P takes B |
| 6. P to Q B 4 | 6. B to R 3 |
| 7. Kt to R 3 | 7. B to Q 3 |

And we prefer Black's game. The above Variation is to be found in a game between Messrs. Anderssen and Kolisch.

VARIATION (III.)

On Black's first move :—

- | | |
|----------------|-------------------|
| | 1. P to K 4 |
| 2. P takes P | 2. P to Q 3 |
| 3. P takes P | 3. B takes P |
| 4. Kt to K B 3 | 4. Kt to K R 3 |
| 5. P to K 4 | 5. Kt to Kt 5 |
| 6. P to K Kt 3 | 6. Kt takes K R P |
| 7. R takes Kt | |

(If 7. $\frac{Kt \text{ takes } Kt}{B \text{ takes } P}$ (ch)8. $\frac{K \text{ to } K 2}{B \text{ takes } Kt}$, and Black wins).

7. B takes P (ch)

8. K to K 2

8. B takes R

9. Kt takes B, and "La Stratégie" declares White has the advantage; but suppose Black now plays 9. Q to K R 5, he must gain another Pawn, *e.g.* :—

9. Q to R 5

10. Kt to K B 3

10. Q takes P (ch)

11. K to B 2, and White has two minor pieces against a Rook and two Pawns, which, all things considered, does not constitute any great superiority.

(A.)

2. Kt to K B 3

2. B to K Kt 5, or (B.)

Black can also play 2. P to Q B 4, with a good game, for which *see* (B.).

3. Kt to K 5

3. B to K B 4

4. P to K Kt 4

4. P to K 3

5. P to K Kt 5

5. P to K B 3

6. Kt to K B 3

6. P takes P

7. Kt takes P

7. B to K 2

And Black has gained time.

(B.)

3. P to K 3

2. P to Q B 4

4. B to Kt 5

3. Q Kt to B 3

5. B takes Kt (ch)

4. P to Q R 3

6. Castles. Even game.

5. P takes B

GAME THE SECOND.

WHITE.

1. P to Q B 4

BLACK.

1. P to K B 4, or Vars.
(I.), (II.), (III.)

Black may also play 1. P to Q B 4, or 1. P to K 3, and secure an even game. If, however, he play 1. P to K 4, he will get a bad position ultimately. For these three different modes of defence, see Variations (I.), (II.), (III.). Black's move of 1. P to K B 4, in answer to 1. P to Q B 4 on the part of the first player, is not noticed by Mr. Staunton in the "Handbook."

2. P to K 3

Instead of this move, Black may play 2. P to K Kt 3, as adopted by Mr. Wisker in one of the games of his third match with Mr. Bird, with the following continuation:—

- | | | | |
|--|---|--|---|
| 2. $\frac{P \text{ to } K \text{ Kt } 3}{P \text{ to } K 3}$ | 3. $\frac{B \text{ to } Kt 2}{Kt \text{ to } K B 3}$ | 4. $\frac{P \text{ to } Q R 3}{P \text{ to } Q 4}$ | 5. $\frac{P \text{ to } Q 4}{Kt \text{ to } Q B 3}$ |
| 6. $\frac{Kt \text{ to } B 3}{P \text{ to } K Kt 3}$ | 7. <u>Kt to K B 3</u> , and the game is about even. See | | |

Illustrative Game I.

- | | |
|---|-----------------------|
| | 2. P to K 3 |
| 3. P to Q R 3 | 3. Kt to K B 3 |
| 4. Kt to Q B 3 | 4. B to K 2 |
| 5. Kt to K B 3 | 5. Castles |
| 6. P to Q 4, and the positions are about even. | |

VARIATION (I.)

On Black's first move:—

1. P to K 4
2. Q Kt to B 3, or (A.)

We cannot agree with some authorities who make White play 2. P to K 3 here, and consider Black gets the better game. On the contrary, we are of opinion that White should at least obtain an even game. Mr. Staunton shows the absurdity of this notion ("Handbook," p. 384), and points out that when Black plays 1. P to K 4, in answer to 1. P to Q B 4, the position is the same as that which occurs in the Sicilian

opening, with this difference, that "White has the advantage of the move."

2. P to K B 4

This move is given by Staunton, Lewis, and the "Handbuch;" but we would suggest 2. Kt to K B 3 as a safer defence, with the following continuation:—

- | | | |
|---|--|-----------------------------|
| 2. <u> </u>
Kt to K B 3 | 3. $\frac{P \text{ to } Q 4}{B \text{ to } Q B}$ | 4. <u>P to Q 3, &c.</u> |
|---|--|-----------------------------|

To resume the main Variation :

- | | |
|---------------|----------------|
| 3. P to K 3 | 3. Kt to K B 3 |
| 4. P to Q 4 | 4. P to K 5 |
| 5. P to Q R 3 | |

Staunton makes White play 5. Kt to K R 3 here, and considers he has a fine position.

- | | |
|--------------------------------------|---------------|
| | 5. P to Q 4 |
| 6. P takes P | 6. Kt takes P |
| 7. B to Q B 4 | 7. Kt to Kt 3 |
| 8. P to K B 3, with the better game. | |

(A.)

- | | |
|----------------|----------------|
| 2. P to K 3 | 2. Kt to K B 3 |
| 3. Kt to Q B 3 | 3. P to Q 4 |
| 4. P to Q 4 | 4. P takes Q P |
| 5. K P takes P | 5. B to Q Kt 5 |

And Black has at least an equal position. Some authorities prefer his game.

VARIATION (II.)

On Black's first move:—

1. P to Q B 4

White has three moves here—*viz.*, 2. P to K 4, 2. Kt to Q B 3, and 2. P to K B 4.

If, firstly :

- | | |
|----------------|----------------|
| 2. P to K 4 | 2. P to K 4 |
| 3. P to Q 3 | 3. P to Q 3 |
| 4. P to K B 4 | 4. Kt to K B 3 |
| 5. Kt to K B 3 | 5. Kt to Q B 3 |

Even game, according to Jaenisch.

Secondly :

- | | |
|----------------|----------------|
| 2. Kt to Q B 3 | 2. Kt to Q B 3 |
| 3. P to K 4 | 3. P to K 4 |
| 4. P to Q 3 | 4. P to Q 3 |
| 5. P to K B 4 | 5. P to K B 4 |
| 6. Kt to B 3 | 6. Kt to B 3 |

And again the positions are equal.

Thirdly :

- | | |
|----------------|----------------|
| 2. P to K B 4 | 2. P to K B 4 |
| 3. Q Kt to B 3 | 3. Kt to K B 3 |
| 4. P to Q 3 | 4. P to Q 3 |
| 5. P to K 4 | 5. Kt to B 3 |
| 6. Kt to B 3 | 6. P to K 4 |

And the position is the same as in the preceding Variation. Staunton prefers 2. P to K 3 for White, but no great advantage would accrue to the first player by that line of play.

VARIATION (III.)

On Black's first move :—

- | | |
|-------------|---------------|
| | 1. P to K 3 |
| 2. P to K 4 | 2. P to Q B 3 |
| 3. P to Q 4 | 3. P to Q 4 |

Even game.

GAME THE THIRD.

WHITE.

1. P to Q 4

BLACK.

1. P to K B 4

This move, first noticed by Stein, in 1789, in his "Nouvel Essai sur le Jeu des Echecs," is considered a safe defence by Von der Lasa, and was successfully adopted by Morphy against Harrwitz.

2. P to K 4

This move was first played by Staunton against Horwitz, and is considered by the former authority a recommendable mode of carrying on the attack ("Handbook," p. 381); but the following analysis shows its weakness.

2. P takes P (best)

If Black play 2. P to Q 3, White gets the better game.

3. Kt to Q B 3

3. Kt to K B 3

Black may also play here 3. P to K 3, and get a good game, as follows :—

- | | | | |
|--|--|---|--|
| 3. $\frac{\text{P to K 3}}$ | 4. $\frac{\text{Q to R 5 (ch)}}{\text{P to Kt 3}}$ | 5. $\frac{\text{Q to K 5}}{\text{Kt to K B 3}}$ | 6. $\frac{\text{B to K Kt 5}}{\text{B to K 2}}$ |
| 7. $\frac{\text{P to Q 5}}{\text{Castles}}$ | 8. $\frac{\text{B to K R 6}}{\text{P to Q 3}}$ | 9. $\frac{\text{Q to Q 4}}{\text{P to K 4}}$ | 10. $\frac{\text{Q to Q 2}}{\text{R to B 2}}$ |
| 11. $\frac{\text{P to K R 3}}{\text{Q Kt to Q 2}}$ | 12. $\frac{\text{Castles}}{\text{Kt to Q B 4}}$ | 13. $\frac{\text{B to Q B 4}}{\text{B to Q 2}}$ | 14. $\frac{\text{K Kt to K 2}}{\text{P to Q R 4}}$ |
| 15. $\frac{\text{P to K Kt 4}}{\text{Q to K sq}}$ | 16. $\frac{\text{Kt to Kt 3}}{\text{P to Q Kt 4}}$ | | |

and the "Handbuch," from which we extract this variation, prefers Black's game.

These moves occur in a game between Messrs. Owen and Anderssen.

4. B to K Kt 5

4. P to Q B 3 (best)

Black may also play here 4. P to K 3 and P to Q 4. The first move is safe, but the latter loses the game, *e.g.* :—

- If, firstly : 4. $\frac{\text{P to K 3}}{\text{P to K 3}}$ 5. $\frac{\text{B takes Kt}}{\text{Q takes B}}$ 6. $\frac{\text{Kt takes P}}{\text{Q to Kt 3}}$
 7. $\frac{\text{B to Q 3}}{\text{Q takes Kt P}}$ 8. $\frac{\text{Q to R 5 (ch)}}{\text{P to Kt 3}}$ 9. $\frac{\text{Q to K 5}}{\text{Q takes R}}$ 10. $\frac{\text{Q takes R}}{\text{Q takes Kt (ch)}}$
 11. $\frac{\text{K to Q 2}}{\text{Q takes R}}$ 12. $\frac{\text{Kt to B 6 (ch)}}{\text{K to B 2}}$ 13. $\frac{\text{Q to Kt 8 (ch)}}{\text{K to K 2 (best)}}$
 14. $\frac{\text{Q takes R P (ch)}}{\text{K takes Kt (best)}}$ 15. $\frac{\text{Q takes P (ch)}}{\text{K to K 2}}$ 16. $\frac{\text{Q to Kt 5 (ch)}}{\text{K to B 2}}$
 17. Q to Kt 6 (ch), and White draws by perpetual check.

- If, secondly : 4. $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ 5. $\frac{\text{B takes Kt}}{\text{P takes B}}$ 6. $\frac{\text{Q to R 5 (ch)}}{\text{P to Kt 3}}$
 7. $\frac{\text{Q takes Q P}}{\text{B to R 3}}$ 8. Kt takes P, White winning a Pawn with the better
 game. There is yet another move at Black's disposal at this point, viz.,
 4. P to K Kt 3, the consequences of which it is well to show.

- If, then, thirdly : 4. $\frac{\text{P to K Kt 3}}{\text{P to K Kt 3}}$ 5. $\frac{\text{B takes Kt}}{\text{P takes B}}$ 6. $\frac{\text{Kt takes P}}{\text{B to K Kt 2}}$,
 even game.

5. B takes Kt

5. K P takes B

6. Kt takes P

Staunton, "La Stratégie," and the "Handbuch," all make Black play now 6. P to Q 4, which merely leads to an even game, e.g. :—

6. $\frac{\text{P to Q 4}}{\text{P to Q 4}}$ 7. $\frac{\text{Kt to K Kt 3}}{\text{B to Q 3 or (a)}}$ 8. $\frac{\text{B to Q 3}}{\text{Castles}}$ 9. $\frac{\text{K Kt to K 2}}{\text{P to K B 4}}$
 10. $\frac{\text{P to K B 4}}{\text{P to Q B 4}}$ 11. $\frac{\text{P to Q B 3}}{\text{P takes P}}$ 12. $\frac{\text{P takes P}}{\text{B to Kt 5 (ch)}}$ 13. $\frac{\text{Kt to Q B 3}}{\text{Kt to Q B 3}}$
 and the game is equal.

(a)

7. Q to Q Kt 3. This move was successfully adopted by Steinitz against Neumann, with the following continuation :

8. $\frac{\text{Q to K 2 (ch)}}{\text{K to B 2}}$ 9. $\frac{\text{Castles}}{\text{Kt to R 3}}$ 10. $\frac{\text{Q to B 3}}{\text{P to K Kt 3}}$, even game.

6. Q to Q Kt 3

This move was communicated to the author by Mr. Blackburne, as the invention of Herr Steinitz. It appears to give Black a decided advantage.

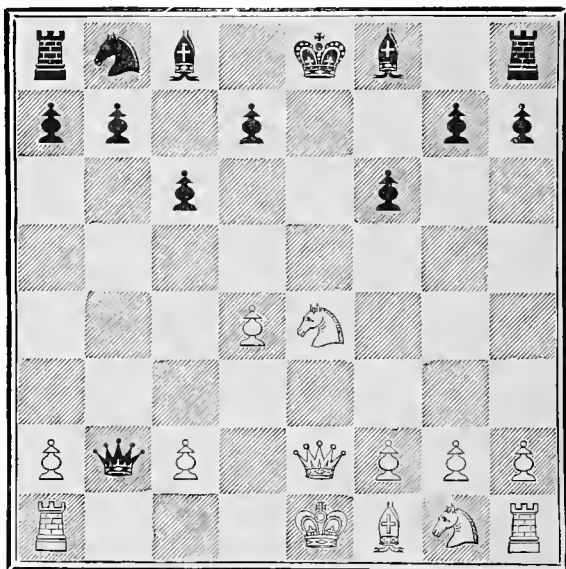
7. Q to K 2

7. Q takes Kt P

The position is now so interesting that we give a diagram.

DIAGRAM.

BLACK.



WHITE.

The following original Variations have been worked out from this point by the author :—

8. Kt to Q 6 (dis ch),
or (A.)

8. K to Q sq

9. Q to K 8 (ch)

If 9. Kt to K B 7 (ch)
K to Q B 2, with the advantage.

9. K to Q B 2

10. Q takes B (ch)

10. K takes Kt

11. R to Q sq

11. Kt to Q R 3

12. Q takes R

12. K to Q B 2

13. Q takes Q R P

- If 13. $\frac{P \text{ to } Q \text{ B } 3}{Q \text{ takes } P \text{ (ch)}}$ 14. $\frac{K \text{ to } K \text{ 2}}{\quad}$ { If 14. $\frac{R \text{ to } Q \text{ 2}}{B \text{ to } Q \text{ Kt } 5, \text{ \&c.}}$ }
14. $\frac{Q \text{ to } Q \text{ B } 7 \text{ (ch)}}{\quad}$ 15. $\frac{R \text{ to } Q \text{ 2}}{Q \text{ to } K \text{ 5 (ch), \&c.}}$ { If 15. $\frac{K \text{ to } K \text{ 3}}{Q \text{ takes } B}$ }
16. $\frac{B \text{ takes } Kt}{P \text{ takes } B \text{ or } Q \text{ to } B \text{ 8 (ch), \&c.}}$ }

13. B to Q Kt 5 (ch)

14. K to K 2

Interposing with Rook or Pawn would be obviously fatal.

14. Q takes B P (ch)

15. K to B 3

If 15. $\frac{K \text{ to } K \text{ 3}}{R \text{ to } K \text{ sq (ch), winning easily.}}$

15. Q to K B 4 (ch)

16. K to Kt 3

16. B to Q 3 (ch)

17. P to B 4

If 17. $\frac{K \text{ to } R \text{ 4}}{P \text{ to } Kt \text{ 4 (ch)}}$

18. $\frac{K \text{ to } R \text{ 5}}{P \text{ to } Kt \text{ 5 (dis ch)}}$

19. $\frac{K \text{ to } R \text{ 4}}{Q \text{ mates.}}$

17. Q takes P (ch)

18. K to R 3

18. Q to K R 3 (ch)

19. K to Kt 4

19. P to B 4 (ch)

20. K to B 3

20. Q to K B 5 (ch)

21. K to K 2

21. R to K sq (ch)

22. K to Q 3

22. R to K 6 (ch)

And White cannot save the game.

(A.)

8. Kt takes P (dis ch)

8. K to Q sq

9. Q to K 8 (ch)

9. K to B 2

10. Q to K 5 (ch)

10. B to Q 3

And Black has a winning position.

GAME THE FOURTH.

WHITE.	BLACK.
1. P to Q 4	1. P to K B 4
2. P to Q B 4	2. P to K 3
If 2. <u> </u>	3. <u>Q Kt to B 3</u>
Kt to K B 3	P to K 3, even game.
3. Kt to Q B 3	3. Kt to K B 3
4. B to K Kt 5	

This move, adopted by Harrwitz against Morphy, appears preferable to P to Q R 3.

	4. B to K 2
5. P to K 3	5. Castles
6. B to Q 3	6. P to Q Kt 3

And again the game is equal.

GAMES ILLUSTRATIVE OF THE IRREGULAR OPENINGS.

GAME I.—*Between Messrs. WISKER and BIRD.*

(From the "Westminster Papers.")

WHITE (Mr. Wisker).	BLACK (Mr. Bird).
1. P to Q B 4	1. P to K B 4
2. P to K Kt 3	2. P to K 3
3. B to Kt 2	3. Kt to K B 3
4. P to Q R 3	4. P to Q 4
5. P to Q 4	5. Kt to B 3
6. Kt to Q B 3	6. P to K Kt 3 (a)
7. Kt to K B 3	7. B to K 2 (b)
8. Castles	8. Castles

Notes by Herr Zukertort.

- (a) If 6. 7. B takes Kt (ch) 8. Kt to K B 3, with the
 P takes P P takes B

superior game.

(b) If Black takes the Pawn in this or the next move, White regains it by Q to R 4.

- | | |
|----------------------|--------------------|
| 9. B to K R 6 | 9. R to K sq |
| 10. P to Q B 5 | 10. Kt to K 5 |
| 11. P to K 3° | 11. B to K B 3 (c) |
| 12. P to K R 4 | 12. Q to K 2 |
| 13. Q R to B sq | 13. Kt to Q sq |
| 14. B to K B 4 | 14. Kt to K B 2 |
| 15. Kt to Q Kt 5 | 15. P to K 4 |
| 16. P takes P | 16. Q to Q 2 (d) |
| 17. P to Q B 6 | 17. P takes P |
| 18. P to K 6 | 18. R takes P |
| 19. Kt takes B P | 19. B to Q Kt 2 |
| 20. Kt takes K R (e) | 20. Q takes Kt |
| 21. Kt to Q 4 | 21. Q to Q 2 |
| 22. P to K B 3 (f) | 22. K Kt to Q 3 |
| 23. B takes Kt | 23. Q takes B |
| 24. P to K B 4 | 24. P to Q B 4 |
| 25. Kt to Q Kt 5 | 25. Q to Q Kt 3 |
| 26. Kt to Q B 3 | 26. P to Q B 5 |

(c) Black's game is not sufficiently developed to play the attacking move, *e.g.* :

- | | |
|---------------------------------------|-----------------------|
| | 11. P to K Kt 4 |
| 12. Kt takes Kt | 12. Q P takes Kt |
| (if 12. <u> </u> | 13. <u>Kt takes P</u> |
| B P takes Kt | B takes Kt |
| 13. Kt to Q 2 | 14. <u>Q to Kt 4</u> |
| 14. P to K R 3, with the better game. | 13. P to Kt 5 |

- (d) If
- | | |
|--|----------------|
| 17. Kt takes Kt | 16. Kt takes P |
| 18. Q takes P (ch) | 17. B takes Kt |
| 19. B takes B (ch) | 18. K to Kt 2 |
| 20. Q takes Q (ch) | 19. Q takes B |
| 21. Kt takes B P | 20. R takes Q |
| 22. B takes Kt | 21. R to Kt sq |
| 23. K R to Q sq, and White has an easy won game. | 22. R takes B |

(e) Carelessly played. The proper course was—

- | | |
|------------------|-----------------|
| 20. Q to Kt 3 | 20. K Kt to Q 3 |
| 21. B takes Kt | 21. Kt takes B |
| 22. Kt takes Q R | 22. B takes Kt |
| 23. Kt to Q 4 | 23. B takes Kt |

(If 23. 24. P to K B 4. If 23.
 R to K 4

- | | |
|---------------------------|----------------------|
| 24. <u>Kt takes Q B P</u> | 25. <u>R takes B</u> |
| B takes Kt | |

24. P takes B 24. Kt to B 5

25. K R to K sq, and White has the exchange ahead, and has the better position.

(f) Much better was 22. B takes Kt, the move in the text weakens considerably his own position.

- | | |
|--------------------------|--------------------|
| 27. Q to K 2 | 27. R to K sq |
| 28. Kt takes Q P | 28. B takes Kt |
| 29. B takes B | 29. R takes P |
| 30. B takes Kt (ch) | 30. K takes B (g) |
| 31. Q takes P (ch) | 31. K to Kt 2 |
| 32. Q to B 7 (ch) | 32. K to R 3 |
| 33. Q takes Q | 33. P takes Q |
| 34. R to K B 2 (h) | 34. R takes P (ch) |
| 35. K to R 2 | 35. R to Q Kt 6 |
| 36. R to K 2 | 36. K to R 4 |
| 37. R to Q B 6 | 37. B takes K R P |
| 38. R to Q B 3 | 38. R to Q Kt 4 |
| 39. P to Q Kt 4 | 39. R to Q 4 |
| 40. P to Q R 4 | 40. R to Q 5 |
| 41. P to Q R 5 | 41. R takes Q Kt P |
| 42. P to R 6 | 42. R to R 5 |
| 43. R to Q B 7 | 43. P to K R 3 |
| 44. P to Q R 7, and wins | |

GAME II.—*Between the same opponents.*

(From the "Westminster Papers.")

- | WHITE (Mr. Wisker). | BLACK (Mr. Bird). |
|---------------------|-------------------|
| 1. P to Q B 4 | 1. P to K B 4 |
| 2. P to K 3 | 2. P to K 3 |
| 3. P to K Kt 3 | 3. Kt to K B 3 |
| 4. B to K Kt 2 | 4. P to Q B 3 |
| 5. P to Q 4 | 5. B to Q 3 |
| 6. Q Kt to B 3 | 6. B to Q B 2 |
| 7. P to Q Kt 4 | 7. P to Q R 4 |
| 8. P to Q Kt 5 | 8. P to Q 4 |
| 9. Q to Q R 4 | 9. Castles |
| 10. B to Q R 3 | 10. R to K sq |
| 11. K Kt to K 2 | 11. Q Kt to Q 2 |
| 12. P to Q B 5 | 12. P takes P |
| 13. Kt takes P | 13. Kt to K B sq |

- | | |
|--|------------------|
| (g) If | 30. K to Kt 2 |
| 31. Q to K B 2 | 31. B to Q 5 |
| 32. K to R 2 | 32. R to Q Kt 6 |
| 33. Q to K 2 | 33. R takes Kt P |
| 34. Q R to B 2 | 34. R takes R |
| 35. Q takes R | 35. K takes B |
| 36. Q takes Q B P (ch) | 36. K to Kt 2 |
| 37. Q to Kt 4, and wins after the forced exchange of Queens. | |
| (h) 34. K to Kt 2 has the better move. | |

- | | |
|-------------------------|------------------------------|
| 14. Castles (K R) | 14. B to Q 2 |
| 15. K Kt to Q B 3 | 15. Q B to B 3 |
| 16. Q R to Kt sq | 16. Q Kt to Kt 3 |
| 17. Q to B 2 | 17. P to K R 4 |
| 18. Kt takes B | 18. Q takes Kt |
| 19. Kt to Kt 5 (a) | 19. Q to Q 2 |
| 20. Kt to Q 6 | 20. K R to Kt sq |
| 21. Q to K 2 | 21. Q Kt to K 2 |
| 22. P to K B 3 (b) | 22. Q Kt to Q B sq |
| 23. Kt takes Kt | 23. R takes Kt |
| 24. R to Kt 6 | 24. Q to K 2 |
| 25. K R to Q Kt sq | 25. R to Q B 2 |
| 26. Q to Q 3 (c) | 26. P to Kt 3 |
| 27. B to K B sq | 27. Kt to Q 2 (d) |
| 28. R takes Kt P | 28. R from B 2 to B sq (e) |
| 29. Q to Q B 3 | 29. Q to K Kt 4 |
| 30. P to K B 4 | 30. Q to Q sq |
| 31. R from Kt 7 to Kt 2 | 31. Kt to K B 3 |
| 32. B to Q 3 | 32. Kt to Kt 5 |
| 33. P to K R 3 (f) | 33. Kt to K B 3 |
| 34. R to K Kt 2 | 34. R from Q R sq to Q Kt sq |
| 35. R takes R | 35. R takes R |
| 36. R to Q Kt 2 | 36. R to Q B sq |
| 37. R to Q Kt 6 | 37. P to K R 5 |
| 38. Q takes R P (g) | 38. P takes P |
| 39. R to R 6 | 39. Q to K sq |
| 40. R to R 7 (h) | 40. P to K Kt 4 |
| 41. P takes P | 41. Kt to K R 2 |
| 42. Q to K sq | 42. Q to K R 4 |
| 43. Q takes P | 43. Q to Q 8 (ch) |
| 44. B interposes | 44. B to Q Kt 4 |

(a) White now attains a superior position. Mr. Bird has again given insufficient attention to the play on the Queen's side.

(b) This was hardly necessary, and somewhat weakens White's situation on the King's side, the more so as it is his intention shortly to remove his K B to B sq.

(c) An important element in the attack White meditates on the Black Q Kt P.

(d) Black saw the possibility of capturing the Q Kt P, but decided it would be unsound.

(e) It is not so however. Were Black to seize the Rook the advance of the Q B P would win.

(f) The Black Knight cannot take the K P, and might therefore have been left where he was. If the K P is taken, White replies with Q to K sq.

(g) An ill-advised move. White underrated Black's chances on the K side as much as Black previously underrated his opponent's game on the opposite wing.

(h) All this is much too slow. White at move 33, or afterwards should have seized the opportunity of playing his B to Q Kt 5, a point which, as Mr. Bird observed, was the weak point in the Black game.

- | | |
|--------------------|-------------------------|
| 45. Q to K B 2 | 45. Kt takes P |
| 46. Q to K Kt 2 | 46. K to R sq |
| 47. P to K R 4 | 47. Kt to B 6 (ch) |
| 48. K to B 2 | 48. R to K Kt sq |
| 49. Q takes R (ch) | 49. K takes Q |
| 50. B takes B | 50. Kt takes R P |
| 51. B to K 2 | 51. Q to Q B 7 |
| 52. R to Q Kt 7 | 52. P to B 5 |
| 53. P takes P | 53. Kt to B 4 |
| 54. B to Kt 2 | 54. Q to Q 7 |
| 55. P to B 6 | 55. Q takes B P (ch) |
| 56. K to K sq | 56. Q to Kt 6 (ch) |
| 57. K to Q sq | 57. Q to Kt 8 (ch) |
| 58. K to Q 2 | 58. Q to K 6 (ch) |
| 59. K to Q sq | 59. Kt takes P |
| 60. B takes Kt | 60. Q takes B (ch) |
| 61. K to B 2 | 61. Q to B 4 (ch) |
| 62. K to Kt 3 | 62. Q takes P, and wins |

GAME III.—*Between Messrs. LAROCHE and MORPHY.*

(From "Morphy's Games," Löwenthal's Edition.)

WHITE (Mr. Laroche).

1. P to K B 4
2. P to K 4
3. P to K 5
4. Kt to K B 3
5. P to B 4
6. P to Q 3
7. B to K 2
8. Q Kt to Q 2
9. Kt to K 4
10. Q Kt to Kt 5 (a)
11. Kt takes Kt
12. Castles
13. B to Q 2
14. P to K R 3
15. Kt to R 2

BLACK (Mr. Morphy).

1. P to K 3
2. P to Q 4
3. P to Q B 4
4. Kt to Q B 3
5. P to Q 5
6. Kt to R 3
7. B to K 2
8. Castles
9. P to B 4
10. Kt to B 2
11. R takes Kt
12. P to Q Kt 3
13. B to Kt 2 (b)
14. P to K R 3
15. P to K Kt 4 (c)

(a) Pawn takes Pawn (*en passant*) would not have been so good, as Black would have retaken with his Bishop, and White dare not then capture the Queen B P with Knight on account of Q to R 4 (ch), &c.

(b) The B thus posted commands an important diagonal, and during the progress of the game his power becomes manifest.

(c) A very good move. Black is now enabled to take and maintain the attack.

- | | |
|------------------------------|-------------------------------------|
| 16. B to K B 3 | 16. R to Kt 2 |
| 17. P to R 3 | 17. Q to B 2 |
| 18. Q to K 2 (<i>d</i>) | 18. P takes P |
| 19. B takes P | 19. B to Kt 4 |
| 20. B takes B | 20. R takes B |
| 21. Q R to K sq | 21. K to R 2 |
| 22. K to R sq | 22. Q R to K Kt sq |
| 23. R to B 2 | 23. Kt to K 2 |
| 24. B takes B | 24. Q takes B |
| 25. Q to B 3 | 25. Q to B 2 |
| 26. P to K Kt 4 (<i>e</i>) | 26. Kt to Kt 3 |
| 27. Q to K 2 | 27. Kt to R 5 |
| 28. Kt to B 3 | 28. Q to Q Kt 2 |
| 29. K to R 2 | 29. Kt takes Kt (<i>ch</i>) |
| 30. Q takes Kt | 30. Q takes Q |
| 31. R takes Q | 31. P takes P (<i>f</i>) |
| 32. R to B 6 | 32. R to R 4 |
| 33. R takes K P | 33. R takes P (<i>ch</i>) |
| 34. K to Kt 2 | 34. R takes P |
| 35. R to K B sq | 35. P to Kt 6 |
| 36. Q R to B 6 | 36. R to Q 7 (<i>ch</i>) |
| 37. K to Kt sq | 37. R to R 7 |
| 38. R to B 7 (<i>ch</i>) | 38. R to Kt 2 |
| 39. R takes R (<i>ch</i>) | 39. K takes R |
| 40. R to K B 6 | 40. R to K 7 |
| 41. R to B 3 | 41. R to K 6 |
| 42. R to B sq | 42. P to Q 6 |
| 43. K to Kt 2 | 43. P to Q 7 |
| 44. R to Q sq | 44. R to Q 6 |
| 45. K to B sq | 45. K to B 2 |
| 46. K to K 2 | 46. R to Q 5 |
| 47. K to B 3 | 47. K to K 3 |
| 48. K takes P | 48. K takes P |
| 49. K to B 3 | 49. R to Q 6 (<i>ch</i>) and wins |

(*d*) This was perhaps best, and was played in evident anticipation of Black's next move.

(*e*) Hazardous play, plunging White's game into immediate difficulty.

(*f*) This reduces the game to an ending of a very simple nature.

GAME IV.—*Between Messrs. HERAL and PAULSEN.*

(From "Vienna Tourney Games"—"Westminster Papers.")

WHITE (Dr. Herald).

BLACK (Mr. Paulsen).

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

(a) By 4. P takes P Black would gain a move, but weaken his position.

(b) Weak. White should develop his game instead of wasting time by preposterous attacks.

(c) Injudicious; the move gives to the first player the opportunity to bring his King's Rook with advantage into play.

(d) If White tries to preserve the Pawn by

- | | |
|----------------------|--------------------|
| 23. Kt takes Kt (ch) | 23. B takes Kt |
| 24. P takes Kt | 24. R takes R |
| 25. R takes R | 25. P to Q 6 |
| 26. Q to R 2 (or X) | 26. Q to Q 5 |
| 27. R to Q B sq | 27. R to K sq. |
| 28. Q to R sq | 28. P to Q 7 |
| 29. R to Q sq | 29. Q takes Q |
| 30. R takes Q | 30. R to K 8 (ch) |
| | (X) |
| 26. Q to Kt 3 | 26. Q to Kt 4 (ch) |
| 27. K to R sq | |
| (27. K to B sq | 27. Q to K 4) |
| | 27. Q to B 3 |
| 28. R to Q 2 sq | 28. Q takes P (ch) |
| 29. K to Kt sq | 29. R to K sq |

And wins by force.

- | | |
|-------------------|----------------------|
| 24. R takes R | 24. Kt takes Kt |
| 25. P takes Kt | 25. B takes P |
| 26. Q to Q 3 | 26. B to B 4 |
| 27. K to R sq | 27. Q to B 3 |
| 28. P to B 3 | 28. B to Kt 3 |
| 29. R to Kt 5 | 29. Q to B 5 |
| 30. B takes P | 30. B takes B |
| 31. Q takes B | 31. Q takes B P (ch) |
| 32. K to Kt sq | 32. Q to Kt 5 (ch) |
| 33. K to B 2 | 33. Q to B 5 (ch) |
| 34. K to Kt 2 | 34. R to K sq |
| 35. R to Q 5 | 35. Q takes K P (ch) |
| 36. Q takes Q | 36. R takes Q |
| 37. P to B 5 | 37. R to Q B 5 (e) |
| 38. K to B 3 | 38. K to B sq |
| 39. K to K 3 | 39. K to K 2 |
| 40. K to Q 3 | 40. R to B 8 |
| 41. K to Q 2 | 41. R to Q Kt 8 |
| 42. K to B 3 | 42. R to Kt 2 |
| 43. K to B 4 | 43. R to B 2 (f) |
| 44. K to Kt 5 | 44. P to B 4 |
| 45. P to B 6 | 45. P to B 5 |
| 46. K to B 5 | 46. P to K R 3 |
| 47. R to Q 6 | 47. K to B 2 |
| 48. R to Q 4 | 48. P to Kt 4 |
| 49. K to Q 6 | 49. R to B sq |
| 50. K to Q 7 | 50. R to K R sq |
| 51. P to B 7 | 51. K to B 3 |
| 52. R to Q 6 (ch) | 52. K to B 4 |
| 53. R to K 6 | 53. P to B 6 |
| 54. R to K 8 | 54. R to R 2 (ch) |
| 55. R to K 7 (g) | |

Drawn.

(e) Black's Q R P is of course on the board ; but it seems not to exist, for Hcrr Paulsen advancing the Pawn at once wins off-hand (e.g.) :

- | | |
|--------------|----------------|
| 38. K to B 3 | 37. P to Q R 4 |
| 39. P to B 6 | 38. R to K R 5 |
| 40. R to Q 6 | 39. R to Q B 5 |
| 41. K to K 3 | 40. P to R 5 |
| | 41. P to R 6 |

(f) Quite incomprehensible. 43. R to Q 2 wins the game on the move.

Note by the Author.

(g) Herr Paulsen is a remarkably slow player, and the time limit of twenty moves to the hour being too rapid for him, accounts for his eccentric play in this game and other games in this Tournament. In note (d) to this game Herr Zukertort makes Black play 26. Q to Q 5 putting her *en prise*. We cannot understand why White should not capture her next move.

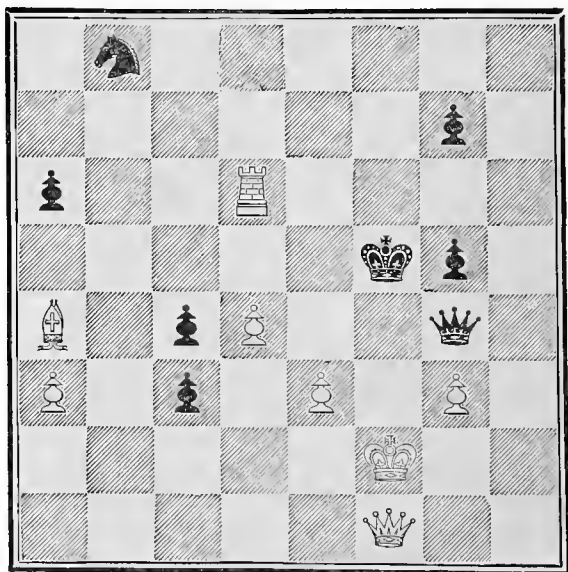
PROBLEMS

FOR the following selection of Problems the Author is mainly indebted to the kindness of Messrs. J. and W. T. Pierce. It includes some of the prize problems by Dr. Conrad Bayer—the prince of problem composers. The solutions are given at the end of the volume.

No. 1.

BY JAMES PIERCE, ESQ., M.A.

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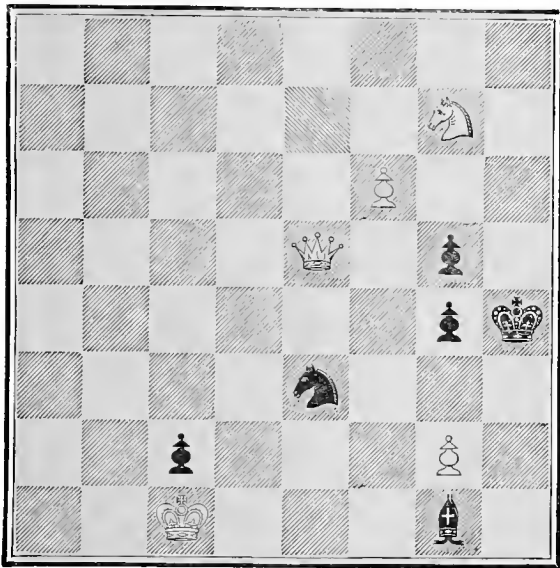
WHITE.

White to play and mate in three moves.

No. 2.

BY W. S. PAVITT, ESQ.

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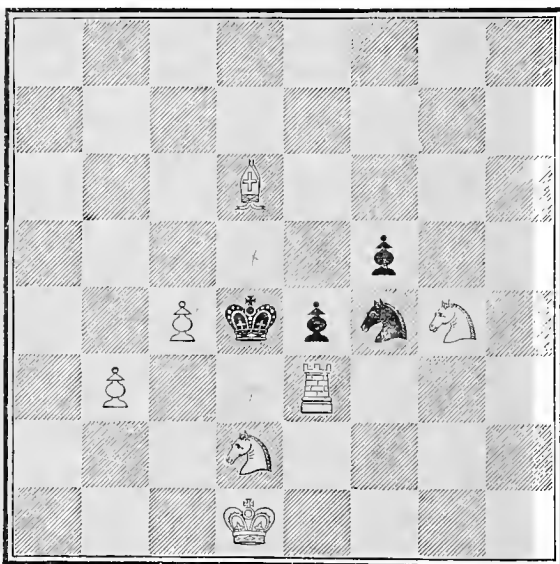
WHITE.

White to play and mate in three moves.

No. 3.

BY JAMES PIERCE, ESQ., M.A.

BLACK.



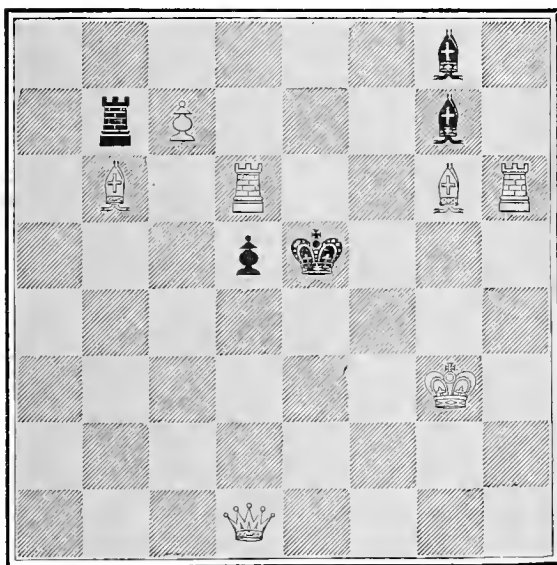
WHITE.

White to play and mate in three moves.

No. 4.

BY MESSRS. JAS. PIERCE AND VICTOR GORGIAS.

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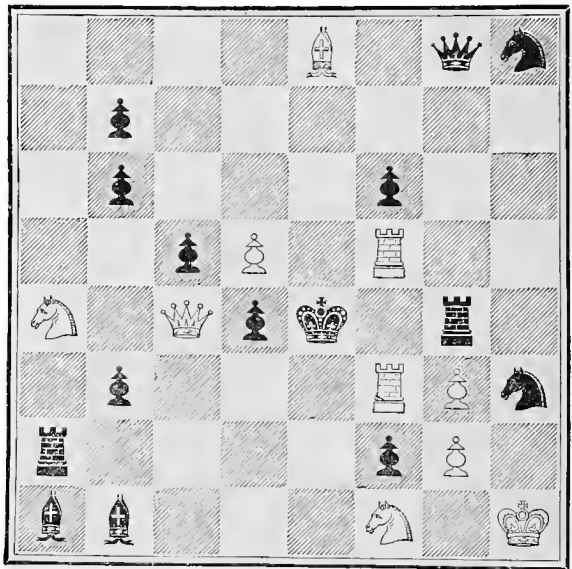
WHITE.

White to play and mate in three moves.

No. 5.

BY MR. LOYD, OF NEW YORK.

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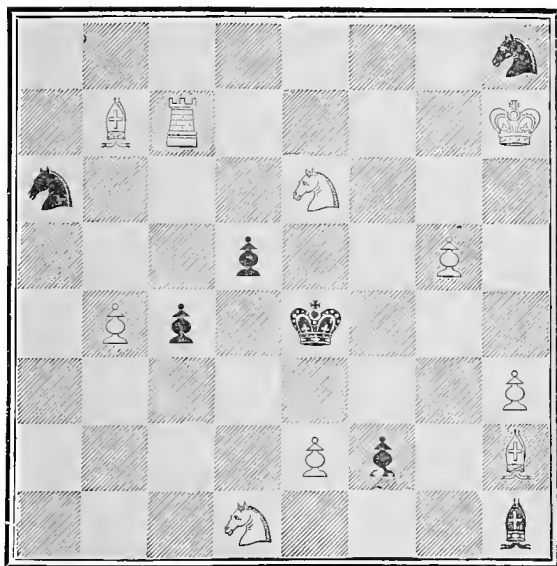
WHITE.

White to play and mate in three moves.

No. 6.

BY HERR H. LANDESMANN.

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WHITE.

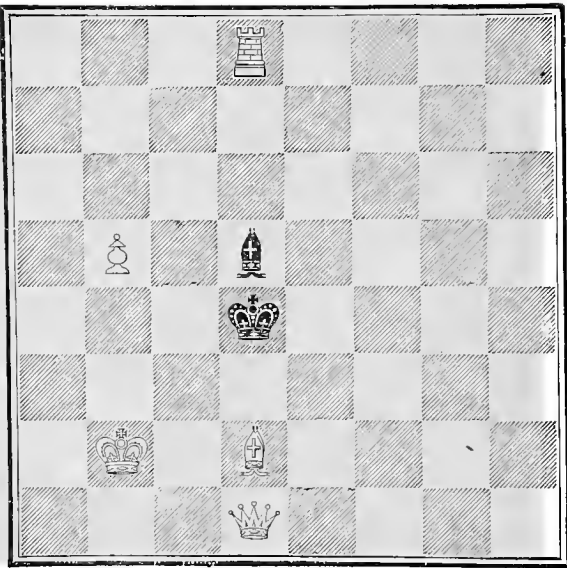
White to play and mate in three moves.

The above Problem is one of a set which gained a prize in a Problem
Tourney of the "British Chess Association."

No. 7.

BY W. T. PIERCE, Esq.

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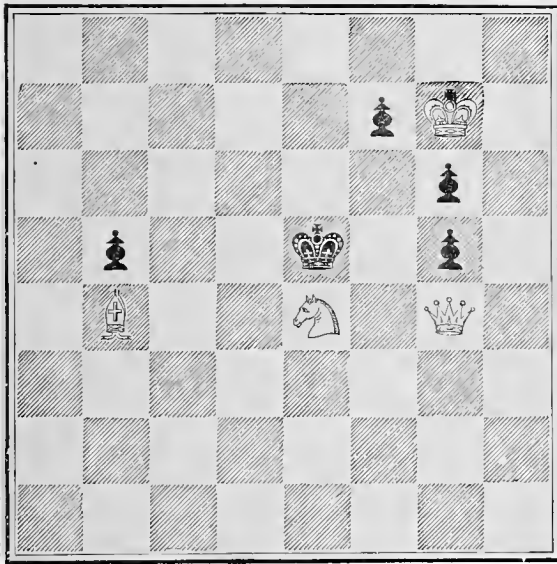
WHITE.

White to play and mate in three moves.

No. 8.

BY J. B., OF BRIDPORT.

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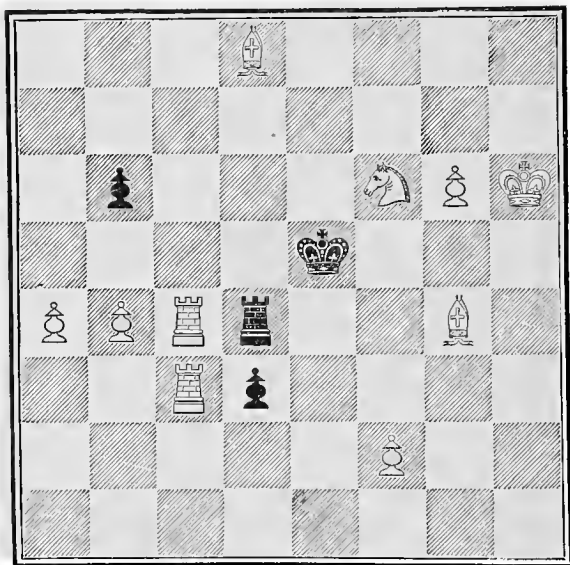
WHITE.

White to play and mate in three moves.

No. 9.

BY J. PIERCE, ESQ., M.A.

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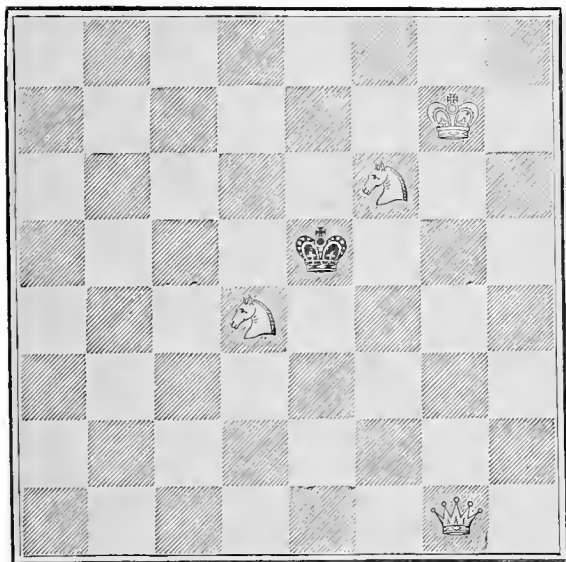
WHITE.

White to play and mate in three moves.

No. 10.

(From "Land and Water.")

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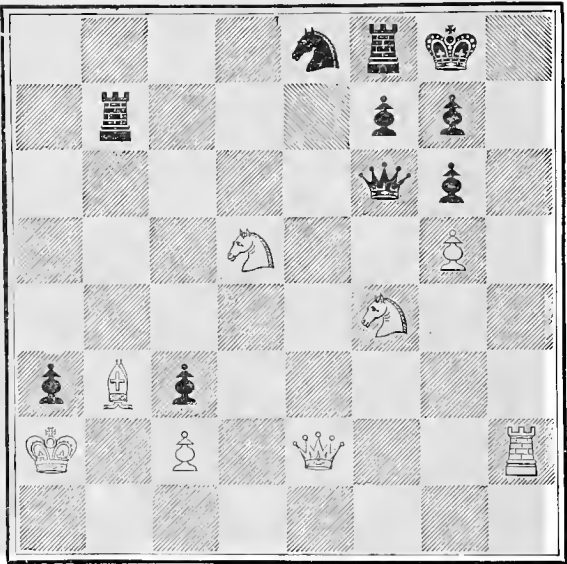
WHITE.

White to play and mate in three moves.

No. 11.

By SHERIFF SPENS, OF HAMILTON.

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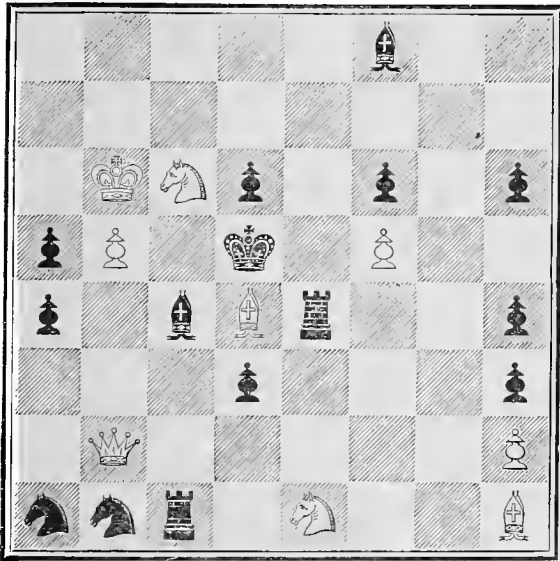
WHITE.

White to play and mate in three moves.

No. 12.

By J. PIERCE, ESQ., M.A.

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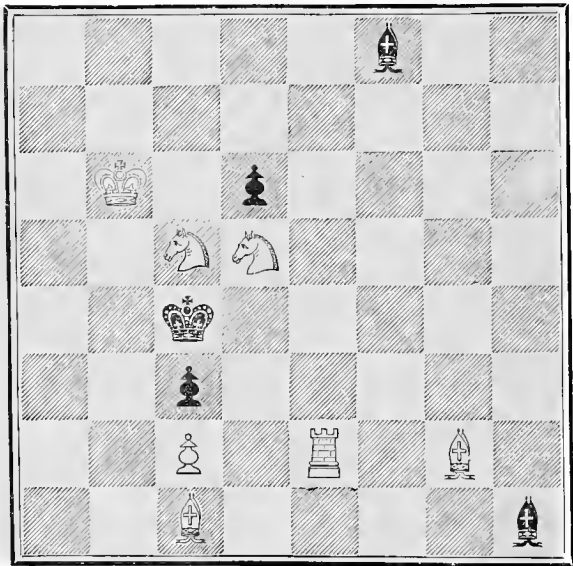
WHITE.

White to play and mate in four moves.

No. 13.

BY W. T. PIERCE, ESQ., AND H. MEYER, ESQ.

BLACK.



WHITE.

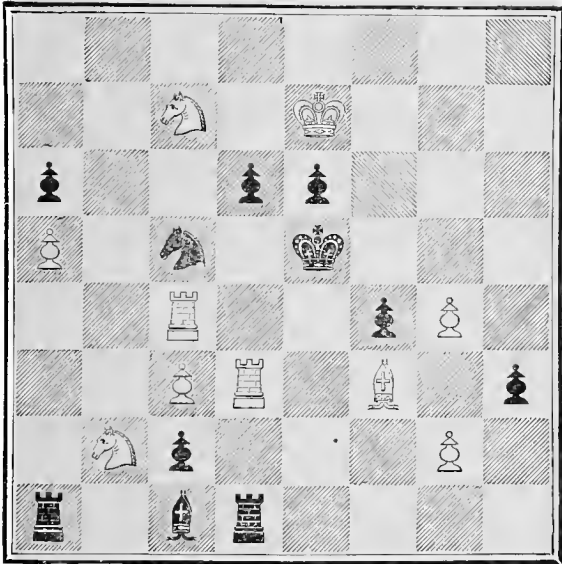
White to play and mate in four moves.

No. 14.

BY HERR E. VORWERK.

(From the "Schachzeitung.")

BLACK.



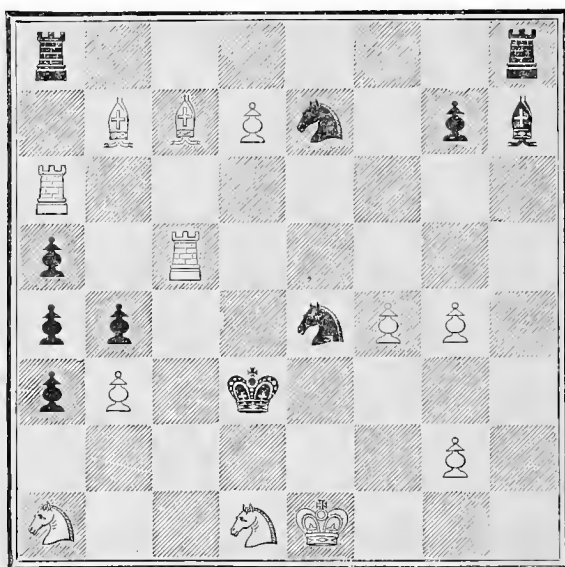
WHITE.

White to play and mate in four moves.

No. 15.

BY W. T. PIERCE, Esq.

BLACK.



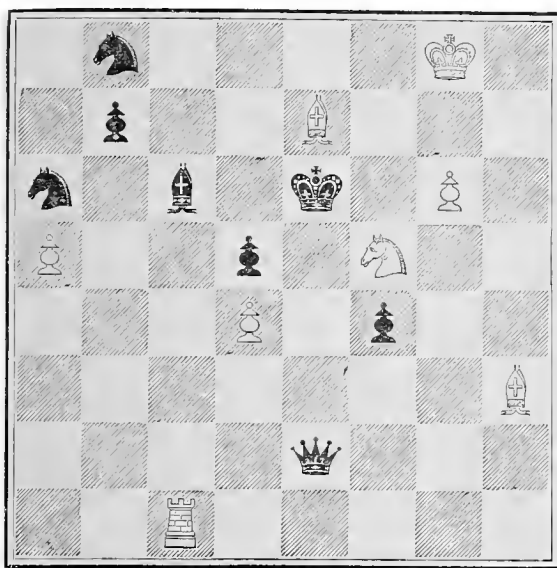
WHITE.

White to play and mate in four moves.

No. 16.

BY MESSRS. MEYER AND PIERCE.

BLACK.



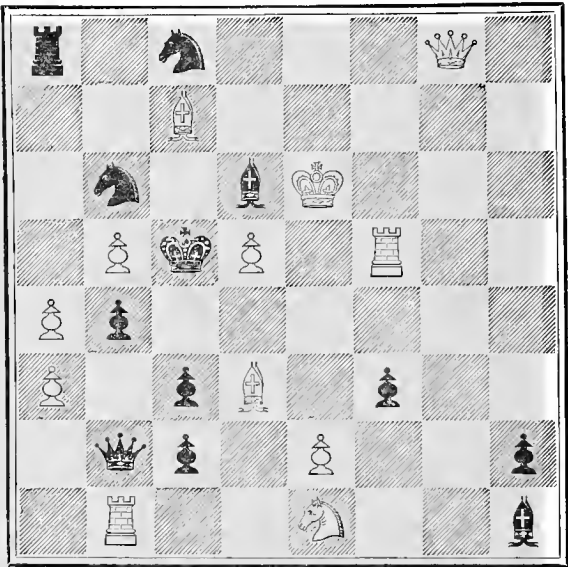
WHITE.

White to play and mate in four moves.

No. 17.

BY W. T. PIERCE, ESQ.

BLACK.



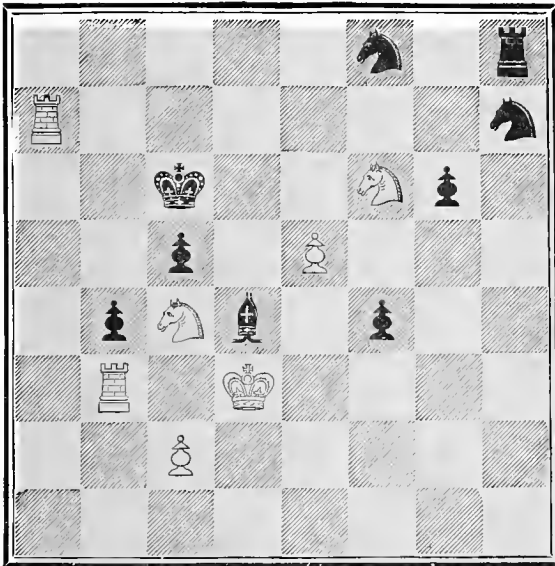
WHITE.

White to play and mate in five moves.

No. 18.

BY DR. CONRAD BAYER.

BLACK.



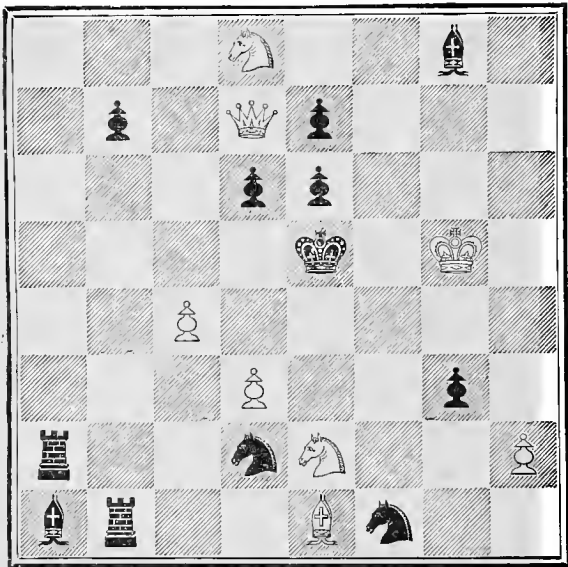
WHITE.

White to play and mate in five moves.

No. 19.

BY DR. CONRAD BAYER.

BLACK.



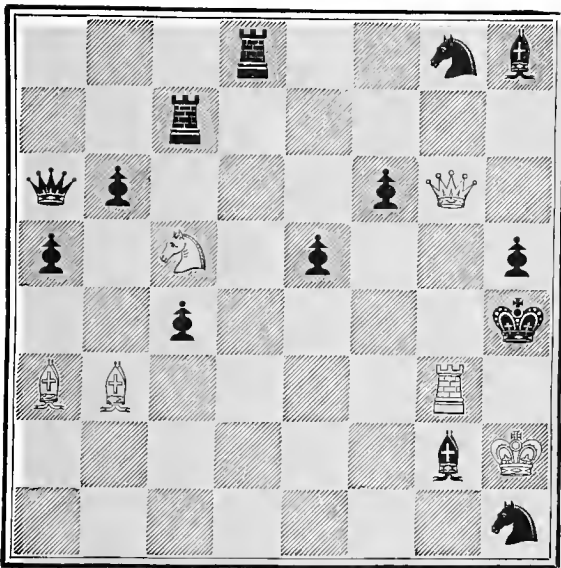
WHITE.

White to play and mate in five moves.

No. 20.

BY SIGNOR PLACHUTTA.

BLACK.



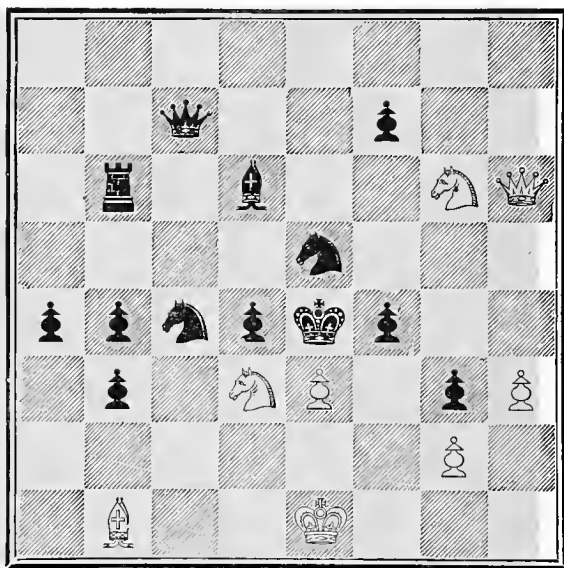
WHITE.

White to play and mate in five moves.

No. 21.

BY DR. CONRAD BAYER.

BLACK.



WHITE.

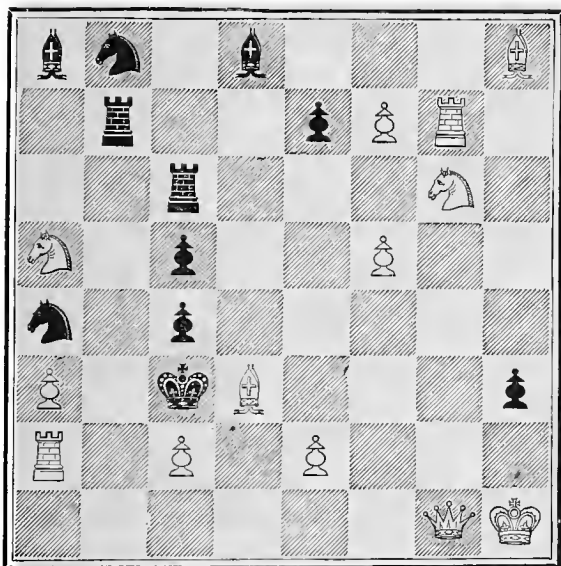
White to play and mate in five moves.

The above was the best of the Prize Problems in the Problem Tourney of the Congress in 1862, to which was awarded a prize of £10.

No. 22.

BY JAMES PIERCE, ESQ., M.A.

BLACK.

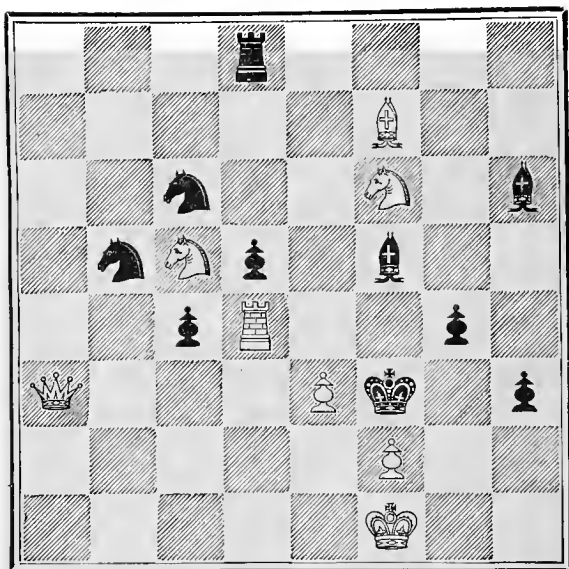


WHITE.

White to play and mate in four moves.

No. 23.

BY HERR KLING.



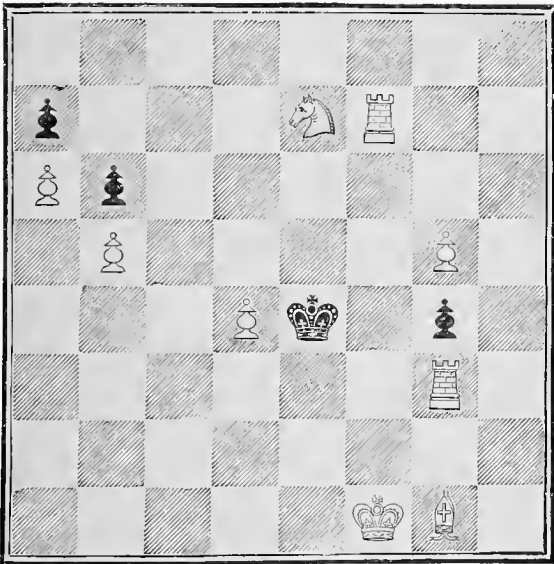
BLACK.

White to play and mate in four moves.

No. 24.

By M. LAMOUREUX.

BLACK.



WHITE.

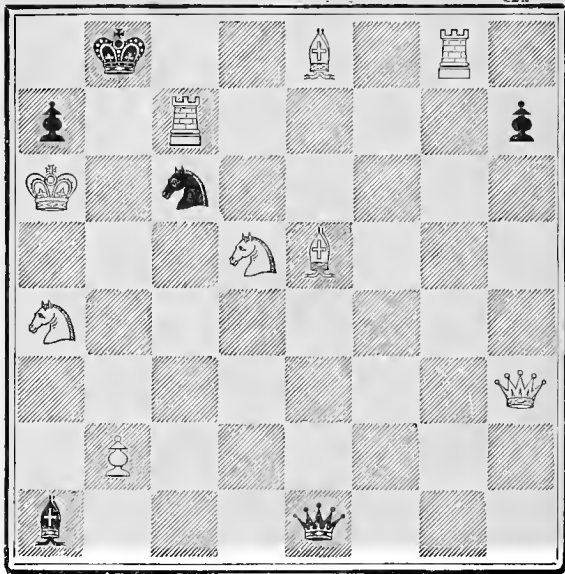
White to play and mate in four moves.

No. 25.

BY H. F. L. MEYER, ESQ.

(From the "Westminster Papers.")

BLACK.



WHITE.

White to play and compel Black to checkmate him in
nine moves.

SOLUTIONS OF PROBLEMS.

No. I.

WHITE.

1. Q to R 3
2. P to K 4 (ch)
3. B mates

BLACK.

1. Q takes Q (best)
2. K takes P, or moves

No. II.

1. Q to Q Kt 8
2. Kt checks
3. Q mates

1. Kt takes P, or (a)
2. Anything

(a)

2. Q to K 8
3. Q mates

1. P to Kt 6
2. Anything

No. III.

1. Kt to B 3 (ch)
2. Kt to B 2
3. B mates

1. P takes Kt
2. K takes R

No. IV.

1. Q to Q R 4
2. Q to Q B 6 (ch)
3. Mates

1. K takes R (a)
2. Anything

(a)

2. Q to K 8 (ch)
3. P becomes a Kt mate

1. B takes R
2. K takes R

No. V.

1. B to Q 7
2. R takes Q
3. R to K 3, mate

1. Q to K Kt 4 (a)
2. R, Kt, or P takes R (b)

(b)

WHITE.

3. Kt takes R, mate

BLACK.

2. R takes P at K Kt 6

(a)

2. P to Q 6

1. R takes P at K Kt 6

Black has now no less than "thirty-eight" different moves, and whatever he plays, he is mated by one of the white pieces, or by the Pawn retaking the Rook.

No. VI.

1. P to K R 4
2. Kt to Q B 5 (ch),

(If: 2. $\overline{\text{K}}$ to Q 5

3. Kt to K 3, mate

1. Kt takes R (a)

2. K to B 4

3. P mates)

(a)

2. Kt takes K B P
3. B mates

1. K to B 4 (b)

2. K takes Kt (c)

(c)

3. Kt mates

2. Anything

(b)

2. R takes P (ch)
3. Kt mates

1. Anything

2. K to B 4

No. VII.

1. R to Q 7
2. Q to R 4 or Kt 4
3. B or R mates

1. K to B 4, K 4, or 5 (a)

2. K or B moves

(a)

2. R takes B (ch)
3. Q mates

1. K to Q 6 (b)

2. K moves

(b)

WHITE.

2. Q to Kt 3 (ch)
3. Q or B mates

BLACK.

1. K to B 5
2. K moves

No. VIII.

1. Kt takes P
2. Q to K Kt sq
3. Q or B mates

1. P to K B 4 (best)
2. Anything

No. IX.

1. R takes P
2. R to K 4 (ch)
3. R mates

1. R takes R at Q 6, or
R takes B at Q sq, or (a)
2. K moves

(a)

2. R to Q 5 (ch)
3. R mates

1. R takes R at B 5, or
R takes B at Kt 5, or (b)
2. K moves

(b)

2. R at Q 3 takes R (ch)
3. R to Q 5, mate

1. K to Q 3, or (c)
2. K moves

(c)

2. R at Q B 4 takes R
3. R mates

1. P to Q Kt 4
2. P takes P

No. X.

1. Q to Q R sq
2. Q to K sq
3. Q mates at K Kt 3

1. K to B 5, or (a)
2. K to Kt 4

(a)

2. Q to Q R 5
3. Q to B 7, mate

1. K to Q 3
2. K to K 2

No. XI.

WHITE.

1. Q to K 7
2. Kt takes Kt P
3. Kt takes R, double check and mate, or single check and mate.

BLACK.

1. R takes Q, or (A), (B), (C), (D).
2. P or Q takes Kt

(A)

2. Kt takes Kt P

1. Q takes Q
2. P takes Kt, or
P to K B 3

3. Kt takes Q, or B P double check and mate

(B)

2. Q takes R (ch)
3. R mates

1. Q takes Kt
2. K takes Q

(C)

2. Q takes R (ch)
3. R mates

1. R takes B
2. K takes Q

(D)

2. Q takes R (ch)
3. R mates

1. Kt moves
2. K takes Q

No. XII.

1. B to K Kt sq
2. Q to K Kt 2
3. Kt takes Kt P
4. Kt mates

1. Kt to B 6 (a)
2. P takes Q
3. Anything

(a)

2. Q to Kt 2
3. Kt takes Kt P
4. Kt mates

1. Kt to Kt 6
2. P takes Q
3. Anything

No. XIII.

1. R to Q 2
2. B to Kt 2
3. K to R 5
4. Kt mates

1. P takes R
2. P takes Kt (a)
3. Anything

(a)

WHITE.

3. B to B sq (ch)
4. P mates

BLACK.

2. P Knights (b)
3. K moves

(b)

3. Kt to K 3 (ch)
4. P mates

2. P Queens
3. K moves

No. XIV.

1. R from Q 3 to Q 4
2. R takes Kt
3. R takes P (ch)
4. R takes P, mate

1. P to Q 4 (a)
2. R to K 8, best
3. P takes R

(a)

1. R to K 8
2. R takes Q P, and mate follows at once

No. XV.

1. R to R 6
2. B takes Kt (ch)
3. Kt to Q B 2
4. Kt mates

1. P takes R, or B moves,
or (a)
2. K or B takes B
3. Anything

(a)

2. R to Q 5 (ch)
3. B to K 5
4. R takes Kt, mate

1. Kt to K B 4, or Q B 3,
or (b)
2. Kt covers
3. Anything

(b)

2. R to B 4 (ch)
3. R to R 3 (ch)
4. R takes Kt, mate

1. K to Q 5, or (c)
2. K to Q 6
3. Kt covers

(c)

WHITE.

2. R to R 3 (ch)
3. B mates

BLACK.

1. Kt takes R
2. Anything

No. XVI.

1. K to B 8
2. K to K 8
3. K to Q 8
4. Kt to Kt 7, mate

1. Kt to Q 2 (ch) (a)
2. Kt to B 3, or B 7 (b)
3. Anything

(b)

3. R takes B (ch)
4. Kt mates

2. Kt to K 4 (dis. ch) or (c)
3. Anything

(a)

2. Kt to K 3 (dis. ch)
3. B takes Q (ch)
4. Kt takes P, mate

1. K to Q 2
2. Q to Kt 5
3. K to B 2

(c)

3. K to Q 8
4. Kt mates

2. Kt to B 4 (dis. ch)
3. Anything

No. XVII.

1. Q to Q 8
2. Q to R 4
3. R takes Kt
4. Q to B 2 (ch)
5. Q takes B, mate

1. Kt to Q 2 (a)
2. Kt to B sq (ch), best
3. B to B 5, best
4. B covers

(a)

2. B takes Kt (ch)
3. Q to R 4 (ch)
4. Q takes B (ch)
5. Q to B 4, mate

1. P takes Q R P (b)
2. K to Kt 5 (c)
3. B covers
4. K to Kt 6

(c)

3. Q takes B (ch)
4. Q takes Kt, mate

2. Kt takes B
3. K to Q 5

(b)

WHITE.

2. Q to R 4
3. P to Q 6 (dis. ch)
4. R takes Kt, or
Q to B 2 (ch)
5. Q mates

BLACK.

1. Kt to B 5 (*d*)
2. B to B 5, best (*e*)
3. Kt covers
4. Anything

(e)

3. P takes P (ch)
4. Q takes Q, mate

2. Kt to K 6
3. Q takes P

(d)

2. Q to R 4
3. Kt takes Q B P
4. Q to B 2 (ch)
5. Q takes R, or B mates

1. R to R 3 (*f*)
2. P takes Q R P, best
3. R takes P, or B to B 5
4. R or B covers

(f)

2. B takes Kt (ch)
3. Q takes B (ch)
4. Q takes Kt, mate

1. P to B 7, or P Queens (*g*)
2. Kt takes B
3. K to Q 5

(g)

2. Q takes B
3. Q to B 5 (ch)
4. Q or B mates

1. K to Q 5
2. K to K 6 (*i*)
3. K to Q 7

(i)

3. Q to B 4 (ch)
4. P discovers mate, or Q to B 4, mate

2. Kt takes Q R P (*k*)
3. K to B 4

(k)

3. Q to K 5 (ch)
4. Q takes Kt, mate

2. Kt takes Q P
3. K to B 4

No. XVIII.

1. R from Q Kt 3 to Q R 3
2. Kt to Q 5

1. P takes R (forced)
2. K to Kt, or (*a*)

WHITE.

3. R to R 6
4. Kt to K 3 (ch)
5. P to Q B 4, mate

(a)

3. Kt to K 7
4. R to R 5
5. Kt to Q B 6, mate

(b)

4. K takes B and mates next move

BLACK.

3. B takes P (forced)
4. P takes Kt

2. K to Q Kt 4
3. K to Q Kt 5, or (b)
4. Anything

3. B to Q B 6

No. XIX.

1. Q takes Q Kt P
2. Q to K Kt 2
3. Q to Q R 8
4. Kt to Q B 6 (ch)
5. Q takes K B, mate

(a)

4. Kt to K B 7 (ch)
5. Q to K R 8, mate

(b)

4. Q to Q Kt 8 (ch)
5. Kt, mates

(c)

4. Q takes Kt, and mates next move

1. R to Q R 3 (best)
2. R takes B (forced)
3. R takes Kt, or (a) (b)
4. R takes Kt (c)

3. P to K Kt 7
4. B takes Kt

3. P to Q 4
4. R covers

3. Kt to K B 6 (ch)

No. XX.

1. Kt to Q 7
2. B to Q sq
3. B to K 7
4. R to Kt 4 (ch)
5. Q mates

(a)

2. B to K 7
3. B to Q sq
4. R to Kt 4 (ch), and mates
next move

1. R from B 2 takes Kt, or (a)
2. R takes B
3. Kt takes B
4. P takes R

1. R from Q sq takes Kt
2. R takes B (best)
3. R to K R 2 (best)

No. XXI.

WHITE.

1. Kt from K Kt 6 takes P
2. Q to K 6
3. Kt to Q B 5 (double ch)
4. Kt from K B 4 takes P (ch)
5. B to K 4, or Kt takes R P,
mate

(1)

3. Kt to Q Kt 2 (dis ch)
4. Kt takes K P
5. Kt to Q sq, or Q to R 6,
mate

(a)

4. Q to Q 5 (ch)
5. Kt takes R P, or Q to K 4,
mate

(2)

3. Kt to K B 2 (double ch)
4. Q to Q 5 (ch)
5. Kt to Q sq, mate

(3)

3. Kt to B 5 (double ch)
4. Q to Q 5 (ch)
5. Kt takes R P, mate

(4)

3. Kt takes Kt (dis ch)
4. Kt to K 2 (ch)
5. Q takes Kt, mate

(5)

3. Kt to B 5 (double ch)
4. Q to Q 5 (ch)
5. Kt to K 2, mate

BLACK.

1. P takes P (A. B. C.)
2. P takes Q (1. 2. 3. 4. 5.)
3. K to Q 5 (best)
4. K to Q 4, or B 6

2. P to K 7
3. K to K 6 (a)
4. P takes Q, or Kt takes Kt

3. K to Q 5
4. K to B 6, or K 6

2. R to R 3
3. K to Q 5 (best)
4. K to B 6

2. R to Q Kt 4
3. K to Q 5
4. K to B 6

2. Q to Q Kt 2
3. K to Q 5 (best)
4. K to Q B 4

2. P to Q Kt 7
3. K to Q 5 (best)
4. K to B 6

(A.)

WHITE.

2. P takes Kt (ch)
3. Kt to K 5
4. Kt to K Kt 2 (double ch)
5. K to K R 4, mate

(6)

3. Q to R 5 (ch)
4. Q to Q 5 (ch), or Kt dis double check, and mates next move

BLACK.

1. Kt to K B 6 (ch)
2. K takes K P (6)
3. B takes Kt (best)
4. K takes P

2. K takes B P
3. K to K 5 (best)

(B.)

2. B takes Kt (ch)
3. Kt to Q 5 (dis ch)
4. Q to R 7 (ch)
5. Q takes P, mate

1. Kt takes Kt (ch)
2. K takes P (best)
3. K takes B
4. P to K B 4

(C.)

2. Q to K R 5
3. Kt takes Kt
4. Q mates accordingly

1. K takes P
2. Kt takes Kt (ch), or (7) (8)
3. Anything

(7)

3. Kt to K B 2, or Q to B 5 (dis ch)
4. Q to R 6, or Kt to Q 5, mate

2. K to K 5
3. K takes Kt, or to K 6

(8)

3. Kt to Q 5 (ch)
4. Kt dis double ch, mate

2. Kt to K Kt 5
3. K to K 5

No. XXII.

1. Kt to K B 4
2. Q to K 3
3. R covers (dis ch)
4. B covers, discovers, mate

1. B takes Kt, or (a) (b) (c) (d) (e) (f)
2. R to Q Kt 8 (ch) best (i)
3. R covers (dis ch)

(a)

WHITE.

2. Kt to Q 5 (ch)
3. R to K Kt 4 (dis ch)
4. Q or Kt mates

BLACK.

1. R to Q 2, or 3
2. R takes Kt (best)
3. Anything

(b)

2. Kt to Q 5 (ch)
3. Q to K 3 (ch)
4. R mates

1. Kt to Q Kt 7
2. K to Q 7 (2)
3. K moves

(c)

2. R to K Kt 4 (ch)
3. Kt to Q 5 (ch)
4. Kt or Q mates

1. P to K 3
2. B covers
3. Anything

NOTES.

- (1.) If 2. Kt to Q 5 (ch)
 3. Q to K 3
 4. R to K Kt sq

2. K to Q 7
3. K to Q 8
4. B interposes

2. If 2. B to K 4

2. Kt to Q 6, and there is no mate

(d)

2. Kt to Q 5 (ch)
3. R to R sq
4. R, Q, or Kt mates accordingly

1. R to Q Kt 5
2. K to Q 7
3. Anything

(e)

2. Q to K 3
3. B takes P (dis ch)
4. Q takes R, mate

1. Kt to Q Kt 3
2. R to Q 3 (best)
3. R covers

(f)

2. R to K Kt 3 (dis ch)
3. R mates

1. P takes B
2. Anything

No. XXIII.

WHITE.

1. Kt takes K Kt P
2. Kt to Q Kt 3
3. Q to K B 8
4. B, or R mates accordingly

BLACK.

1. B takes Kt
2. P takes Kt
3. Anything

No. XXIV.

1. R to K R 3
2. K to K 2
3. B to K 3
4. R mates

1. P takes R, or (a)
2. P to R 7
3. P Queens

(a)

2. K to K 2
3. R to R 4, mate

1. P to Kt 6
2. P to Kt 7

No. XXV.

1. R to Kt 7 (double ch)
2. Kt fr. Q 5 to Kt 6 (ch)
3. R to Q R 7 (ch)
4. B to Q Kt 5 (dis ch)
5. Q to Q 3
6. R takes Kt (ch)
7. Q takes K R P
8. Kt takes B
9. Q to Kt 7 (ch)

1. K to R sq
2. P takes Kt
3. Kt takes R
4. Kt to Q B sq
5. Q takes B (best)
6. Q to Kt sq
7. B takes P
8. Anything
9. Q takes Q, mate

THE END.

APPENDIX
TO
GOSSIP'S
CHESS PLAYER'S MANUAL

CONTAINING

REVISIONS, AMENDMENTS, SPECIMEN GAMES
AND PROBLEMS



BY

S. LIPSCHÜTZ

PREFACE.

In submitting this "Appendix" to the judgment of the public I feel satisfied that intelligent readers will fully understand the difficulty of the task which devolved upon me and will therefore grant me their indulgence. Mr. Gossip's "Manual" presents an excellent study to a multitude of devotees to the game, of different degrees of strength. It is distinguished by the correctness of its proof-reading and the avoidance of clerical errors, which are so irritating to the learner. In his analytical treatment of the openings he has confined himself chiefly to compilations and selections from celebrated authors, and it is noteworthy that he has paid greater attention to the researches of French, German and Italian writers than any other English Chess analyst, while his illustrative examples of games comprise the most extensive and best English collection of the kind, and is only surpassed in any language by that of

Salvioli's "Teoria e Pratica." But it is scarcely necessary to point out that enormous changes have been made in the theoretical and practical treatment of the game since the first appearance of Mr. Gossip's Chess work, and a large number of fine additional illustrations could be added from the different matches and tournaments that have taken place since that time. Quite a new book, of the same dimensions as the present one, might have to be compiled in order to mark all the changes of style in practice and of new inventions in theory. It was, therefore, impossible for me to do more within the scope of the present "Appendix" than to confine myself to such alterations, additions and amendments as I thought most important, while carefully examining the analytical part. Nor could I be expected to compare most of the variations with all the authorities, who are on record, and especially as regards the change of style which is known as the outcome of the modern school of Chess. I thought it best to select such principles as were in my opinion beyond dispute from the most recent researches of the *International Chess Magazine*, whose editor, Mr. Steinitz, is universally recognized as the chief founder of the new theories on the game. As regards the few additional games, I have consulted various modern works and periodicals, and I must also express my obligation for the advice and assistance given to me by Mr. Steinitz in framing this "Appendix." The new problem department consists of a selection from recent first-prize compositions

only, for which I am indebted to Dr. O. F. Jentz, of New York. It may only be necessary to add that I have chosen the present form of revision after careful deliberation, in the first place in justice to the author of this book, and in order to separate entirely his responsibility from my own. In the second place, it would have caused a great deal of labor and inconvenience, which I thought quite unnecessary, if I had made my alterations and additions in the body of the book, as the original issue had been preserved in plates, the arrangement of which would have had to be greatly disturbed.

In conclusion, I may perhaps express the hope that this work, with its "Appendix," will be satisfactory to experts as well as students.

S. LIPSCHÜTZ.

January, 1888.

APPENDIX.

INTRODUCTION.

*Page 16, 15th line from the top.**—There is no checkmate, even if White play K to R 5 instead of K to Kt 3, which the author considers compulsory. For should Black answer K to Kt 2, then White would play P to K 4, with a great many winning chances, without danger of losing. No doubt, in reply to K to R 5 Black can continue checking by Q to B 2 ch, and ensure a draw by perpetual check, but he has no time for a waiting move. The position on the diagram referred to occurred in a game between Morphy (White) and Harrwitz (Black).

PHILIDOR'S DEFENSE.

Page 39, 12th line from the top.—It should be added that if

10. P to B 4

11. P takes P in passing ch

11. K takes P

12. Kt to B 3, and Black cannot save the game. Should he continue, for instance, with

12. B to Q 3, then

13. B to Kt 5 ch

13. P takes B

* In counting the lines on the page, each move on both sides, like $\frac{P \text{ to } K 4}{P \text{ to } K 4}$ is reckoned as one line.

14. Q takes Kt P ch 14. K to B 2

15. Kt to Q 5 mate.

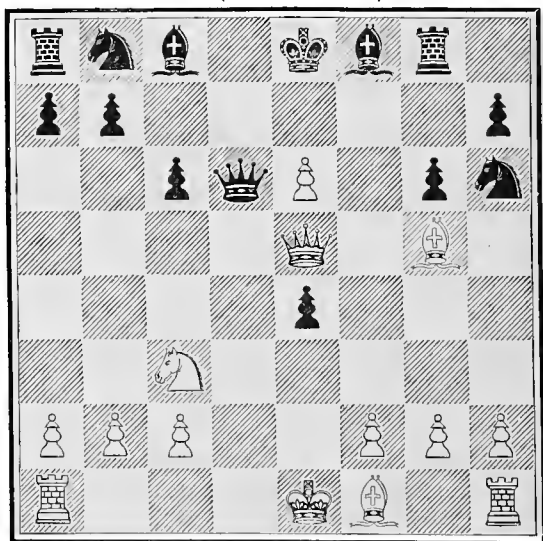
Again if 12. Q to Q 3, then 13. Q takes K P ch, followed by B to B 4 or R to Q sq, winning the Queen.

Page 42, bottom line.—White's position is difficult, no doubt, but there is no immediate danger, and as he is two Pawns ahead, and Black's Q B is blocked in, he ought to be able to extricate himself.

Page 43, 13th and 14th lines from the top.—We do not see that Black has an equivalent for the piece sacrificed if White proceed with 13. P to Q B 4.

Page 45, 16th line from the top.—Instead of 12. Q takes Q, White ought to proceed with 12. R to Q sq, as played by Mr. Steinitz at Vienna, about 1859, in a game against Herr Reiner. (See diagram.)

BLACK (Herr Reiner).



WHITE (Mr. Steinitz).

The game then proceeded :

- | | |
|--------------------------|---------------|
| | 12. Q takes P |
| 13. K B to Q B 4 | 13. Kt to B 2 |
| 14. B takes Q, and wins. | |

Page 46, 12th line from the bottom.—We prefer 6. P to QB3 for White.

In the position arrived at in Variation I, at the end of the same page, we consider that White will obtain the advantage by 9. Castles, followed by Kt to Q B 3 and P to K B 3.

Page 47.—The sub-variations commencing at line 10 are repetitions of the analysis given on page 39. Compare our comments to that page.

Page 49, 2d line from the bottom.—10. Q to B 4 is much stronger than 10. Q to K 5, for if Black then castles, White may safely reply B takes P.

Page 52, 6th line from the top.—We believe that 4. B to B 4 is not to be recommended for White. The author's demonstration in the main line is contradictory to his proposition that the move in question is safe, for Black comes out with a Pawn ahead and a safe game.

GAME ILLUSTRATIVE OF THE PHILIDOR'S DEFENSE.

Played in the Vienna Congress of 1882, between Messrs
Blackburne and Winawer.

WHITE (Mr. Winawer).

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

BLACK (Mr. Blackburne).

1. P to K 4
2. P to Q 3
3. Kt to K B 3
4. P takes P
5. B to K 2
6. Castles
7. Kt to B 3
8. B to K 3
9. P to Q R 3
10. P to Q Kt 4
11. B takes B
12. B takes Kt
13. Kt to K 2
14. Kt to Kt 3
15. R to K sq
16. Kt to K 4
17. P to Q Kt 5 (*c*)
18. R to Kt sq
19. Kt to B 6 (*e*)

(*a*) Signor Salvioli, in "Teoria e Pratica," gives the following defense as the best against 4. B to Q B 4: 4...P takes P; 5. Kt to K Kt 5, 5. B to K 3; 6. B takes B, 6. P takes B; 7. Kt takes KP, 7. Q to K 2; 8. Kt takes Q P, 8. Q takes P ch; 9. Q to K 2, 9. Q takes Q ch, with an even game. The following variation, which we also extract from the above-quoted Italian work, occurred between Professor Berger and Herr Kampmiller: 4. B to B 4, 4. Kt to Q B 3; 5. Castles, 5. B to Kt 5; 6. P to B 3, 6. P takes P; 7. P takes P, 7. B takes Kt; 8. P takes B, 8. B to K 2; 9. Kt to B 3, 9. Castles; 10. K to R sq, 10. P to K R 3; 11. R to K Kt sq, 11. K to R 2; 12. P to B 4, 12. Kt to K Kt sq? 13. Q to Kt 4, 13. P to K Kt 4; 14. P takes P, 14. Kt takes P; 15. P takes P, 15. B to B 3; 16. P to K 5, 16. B takes P; 17. P to B 4, 17. B to B 3; 18. B to Q 3 ch, and wins; for if 18...K to R sq; 19. Q to Kt 7 ch, and mates next move. Or if 18...K takes P; 19. Q to R 3 ch wins easily in a few moves.

(*b*) This gives the opponent an opportunity of forming a wing attack with his Pawns on the side on which White has castled.

(*c*) This sacrifice of a Pawn for the attack leads to complications which give the opponent great difficulties, but we believe that with a patient and circumspective defense White might have repelled the assault and safely retained the material advantage.

(*d*) We would have preferred 18. P takes P, with the following probable continuation: 18...P to R 4; 19. P to Kt 5 (better than 19. P takes P, in which case Black would reply 19...P to Q B 4, etc.), 19...P to R 5; 20. Q to Kt 4, and should Black now proceed with 20...Kt to Kt 5, then would follow 21. Kt to B 6, 21. Q to B sq; 22. B to R 3, and wins.

(*e*) A beautiful move.

- | | |
|-----------------------------|-------------------------------|
| 20. Kt to Kt 3 (<i>f</i>) | 20. Q to K 2 |
| 21. B to Q 3 (<i>g</i>) | 21. R to Kt 3 |
| 22. P to Q B 3 (<i>h</i>) | 22. K R to Kt sq |
| 23. B to B 2 | 23. Q to K 7 |
| 24. K R to K B sq | 24. B to Kt 4 ch |
| 25. K to Kt sq | 25. Kt to Q 7 ch |
| 26. R takes Kt | 26. B takes R |
| 27. R to Q sq | 27. R takes Kt |
| 28. B takes R | 28. B takes P (<i>i</i>) |
| 29. B to B 2 (<i>j</i>) | 29. R takes P ch |
| 30. K to B sq | 30. R to Kt sq |
| 31. Q to K 4 (<i>k</i>) | 31. R to Kt 8 ch (<i>l</i>) |
| 32. K takes R | 32. Q to Kt 4 ch |
| 33. Q to Kt 4 | 33. B takes Q |
| 34. P takes B | 34. Q takes P ch |
| 35. K to B sq | 35. P to R 4 |
| 36. R to Q 2 | 36. P to R 5 |
| 37. B to Kt sq | 37. P to R 6 |
| 38. B to R 2 | 38. P to K B 4 |
| 39. K to Q sq | 39. Q to K Kt 5 ch |
| 40. K to K sq | 40. Q takes R P |
| 41. R to B 2 | 41. Q to R 8 ch |
| 42. K to Q 2 | 42. Q to B 6 |
| 43. K to K sq | 43. Q to K 5 ch |
| 44. K to Q sq | 44. P to B 5 |
| 45. P takes P | 45. Q takes B P |
| 46. K to K sq | 46. Q to K 5 ch |
| 47. K to Q sq | 47. P to K R 4 |
| 48. Resigns. | |

(*f*) If 20. Kt takes Kt, 20. B takes P ch; 21. K to Q 2 (best) (or 21. K to Kt sq, 21. Q to B 3 threatening B takes R P dis. ch, etc.), 21...Q to B 3, menacing mate at Q B 6 and recovering the Kt with an overwhelming attack.

(*g*) If 21. B to Kt 2, 21. Q to K 4; 22. P to Q B 3 (or 22. B takes Kt, 22. Q takes P ch; 23. K to Q 2, 23. Q to B 6 ch; 24. K to B sq, 24. Q takes B with a fine attack), 22...Q to B 4; 23. B takes Kt, 23. B to Kt 4 ch; 24. Kt to Q 2, 24. Q takes B; with an excellent attack.

(*h*) This weakens White's position still more. After 22. Q to B 4, 22. Kt to K 4; 23. Q to R 4 (best) White had some fair prospects of drawing, whereas the text moves enable Black to force the powerful entrance of his Queen at K 7.

(*i*) Black has conducted the whole attack with consummate skill. As will be seen anon, this capital capture forms part of a further beautiful and deep-laid scheme.

(*j*) Obviously, if P takes R, 29...Q takes B wins with ease.

(*k*) Immediately fatal, but the game could not be saved. If, for instance, 31. Q to B 6, 31. B to Kt 7 ch; 32. K to Kt sq; 32. B takes P dis. ch; 33. K to R 2, 33. B to B 4; 34. Q to R 4, 34. R to Kt 5, and wins.

(*l*) A splendid master-stroke, which wins the Q and finishes the game in a most elegant style.

THE TWO KNIGHT'S DEFENSE.

Page 97, 2d line from the top.—After the opening moves :

- | | |
|-----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to B 4 | 3. Kt to B 3 |
| 4. Kt to Kt 5 | 4. P to Q 4 |
| 5. P takes P | 5. Kt takes P |
| 6. Kt takes B P | 6. K takes Kt |
| 7. Q to B 3 ch | 7. K to K 3 |
| 8. Kt to B 3 | 8. Kt to Kt 5 |
| 9. Q to K 4 | |

Mr. Steinitz suggests the following new line of play in the *International Chess Magazine*, p. 309, vol. I. :

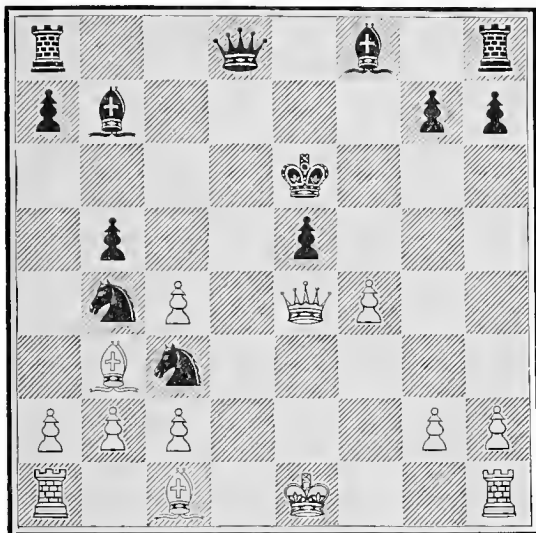
- | | |
|-----------------|-----------------|
| | 9. P to Q Kt 4 |
| 10. B to Kt 3 | 10. P to B 4 |
| 11. P to Q 3 | 11. B to Q Kt 2 |
| 12. P to K B 4 | 12. P to B 5 |
| 13. Q P takes P | 13. Kt takes Kt |

We append a diagram of this most instructive position.

DIAGRAM

Showing the position after Black's 13th move.

BLACK.



WHITE.

And now two lines of play may spring from this position. If, in the first place, White play 14. P takes Kt P dis. ch, then might follow 14. Kt from B 6 to Q 4; 15. P to Q R 3, 15. Kt takes B P ch, with a piece ahead and a good game. If, however, White proceeds with 14. Q takes K P ch, then the following continuation might arise :

- | | |
|--------------------|------------------|
| 14. Q takes K P ch | 14. K to Q 2 |
| 15. P takes Kt | 15. B takes Kt P |
| 16. Q to Q 4 ch | 16. K to B 2 |
| 17. Q takes Q ch | 17. R takes Q |
| 18. R to K Kt sq | 18. P takes P |
| 19. R takes B | |

(If 19. $\frac{B \text{ to } Q R 4}{B \text{ to } B 3}$ and wins.)

- | | |
|----------------|-------------------------|
| | 19. P takes B |
| 20. P takes Kt | 20. B takes P ch |
| 21. K to B sq | 21. B to B 6, and wins. |

Page 99, 3d line from the bottom.—There is no need for White to play 20. P to K R 3, and he may proceed at once with P to K Kt 4.

Page 102, 9th line from the bottom.—We believe that 10 K Kt to Q 2 is quite safe. In the illustrative game, p. 119, Game VII, referred to by the author, White should have played 13. Kt takes P instead 13. P to K R 3.

Page 105, 5th line from the top.—8. Q to B 5 is inferior to 8. Q to K R 4, for on the 12th move of that variation White might win at least a piece by 12. P to Q B 4, since if Black answer 12. Q to B 4, then follows 13. Kt to R 4, 13. Q to K 4; 14. Kt to B 6 ch, etc. And if 12. P takes P in passing, then 13. Kt to B 6 ch, 13. P takes Kt; 14. Q takes Q, and wins.

Page 107, 10th line from the top.—If White play

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|--|--|--|
| 12. $\frac{Q \text{ to B 3}}$ | then 12. $\frac{\text{Kt takes Kt}}$ | 13. $\frac{R \text{ takes Kt}}{R \text{ takes R}}$ |
| 14. $\frac{Q \text{ to Kt 5 ch}}{Q \text{ to Kt 4}}$ | 15. $\frac{Q \text{ takes Q ch}}{R \text{ takes Q}}$ | |

with a Pawn ahead and a superior game.

On the same page, 9th line from the bottom.—The variations given by the author are of a dubious character, for in reply 17. Q to K R 5 (6th line from the bottom) Black may answer 17. B to Kt 2, with a piece ahead and a safe game. We would, however, recommend, in lieu of 13. Kt to K R 4, proposed by the author, the attack by 12. Q to Q 2 suggested by Mr. Steinitz in the *City of London Chess Magazine*, Review of “Wormald’s Chess Openings.”

Page 109, at the end of the variation, 9th line from the top.—White has, we believe, the worst of the game after 14. Kt to Kt 5 ch, for Black answers 14. K to Kt sq, and if 15. Kt takes K P, then 15. R to K sq, with a Pawn ahead and a fine game. But the attack could be previously amended on the 12th move by :

- | | |
|-----------------|----------------|
| 12. P to K Kt 4 | 12. Q to Kt 3 |
| 13. P to K B 4 | 13. P takes P |
| 14. P to B 5 | 14. Q to Kt 2 |
| 15. P takes B | 15. P takes Kt |

16. B takes P, etc. If, in the meanwhile, Black play P to Q 6 dis. ch, followed by P takes P, White would first move K to Kt 2, and ultimately would have a good answer by Q to Q R 4 ch, if Black should attack by Kt to Q 5.

Page 109, 6th line from the bottom.—White's 9th move should be B takes Q P. In the author's variation Black could obtain the best of the game on the 10th move by 10 Kt to K Kt 3.

Page 111, 9th line from the bottom.—White, on the 14th move instead of 14. Castles or 14. Q to B 3, might retain the advantage by

- | | |
|----------------|-----------------|
| 14. Kt to B sq | 14. Q to R 5 ch |
| 15. P to Kt 3 | 15. Kt takes P |
| 16. Q to B 2 | 16. Kt to B 4 |

(If 16. Q to K 5, then 17. Kt takes Kt, and wins.)

17. Q takes Q, with a Pawn ahead.

GAMES ILLUSTRATIVE OF THE TWO KNIGHTS' DEFENSE.

GAME I.—Played in the London International Tournament, 1883, between Messrs. H. E. Bird and M. Tschigorin.

(Score from the "Book of the London Chess Congress.")

WHITE (Mr. Bird).	BLACK (Mr. Tschigorin).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. Kt to B 3
4. Kt to Kt 5	4. P to Q 4
5. P takes P	5. Kt to Q R 4
6. B to Kt 5 ch	6. P to Q B 3
7. P takes P	7. P takes P
8. B to K 2	8. P to K R 3
9. Kt to K B 3	9. P to K 5
10. Kt to K 5	10. Q to B 2 (a)
11. Kt to Kt 4 (b)	11. B takes Kt
12. B takes B	12. B to Q 3
13. P to K R 3	13. Castles
14. Kt to B 3	14. Kt to B 5
15. P to Q Kt 3	15. Kt to K 4
16. B to Q Kt 2	16. K R to K sq
17. Castles (c)	17. Q Kt takes B
18. P takes Kt	18. Q to Q 2
19. Q to K 2 (d)	19. Kt takes P
20. P to K Kt 3 (e)	20. Q to B 4
21. K to Kt 2	21. R to K 3

(a) One of the strongest continuations for the counter-attack in this opening, which is greatly favored by Mr. Tschigorin.

(b) 11. P to Q 4, 11. P takes P in passing; 12. Kt takes P (Q 3), 12. B to Q 3; 13. Kt to Q 2, followed by Kt to K B 3, gives White an excellent game, with a Pawn ahead. For should Black attempt 13. B takes P, then would follow 14. P to K Kt 3, 14. B takes P; 15. P takes B, 15. Q takes P ch; 16. Kt to B 2, and should win.

(c) 17. B to K 2, 17. Kt to Q 6 (or 17...Kt to B 6 ch; 18. K to B sq, etc.); 18. P takes Kt, 18. P takes P; 19. Castles was far more favorable for White than the move in the text.

(d) If 19. P to K B 3, 19. B to B 4 ch; 20. K to R sq, 20. Q to K 2, with a winning attack.

(e) 20. Kt takes P, 20. Q to B 4; 21. P to K B 3, 21. Q to R 4; 22. P takes Kt, 22. Q to R 7 ch; 23. K to B 2, 23. Q to B 5 ch (if 23...Q to R 5 ch; 24. P to Kt 3, 24. B takes P ch—or 24. Q to R 7 ch; 25. K to B 3, 25. Q takes Q ch; 26. K takes Q; 27. R takes Kt ch; 27. K to B 3, with a Pawn ahead—25. K to Kt 2, and White should win). 24. K to Kt sq was, anyhow, far better play, for Black's best play would be now to draw by perpetual check.

- | | |
|------------------------------|-----------------------------|
| 22. Q R to K sq (<i>f</i>) | 22. Q R to K sq |
| 23. R to KR sq | 23. P to KR 4 |
| 24. KR to KB sq | 24. Q to Kt 3 |
| 25. Kt to Q sq (<i>g</i>) | 25. P to K 6 (<i>h</i>) |
| 26. B to Q 4 (<i>i</i>) | 26. Kt takes P |
| 27. R takes Kt | 27. Q takes P ch |
| 28. K to B sq | 28. P takes R |
| 29. Kt to K 3 | 29. P to Q B 4 |
| 30. B to B 3 | 30. R takes Kt (<i>j</i>) |
| 31. P takes R | 31. R takes P |
| 32. Q to Q sq | 32. P to R 5 (<i>k</i>) |
| 33. B to Q 2 | 33. P to R 6 and wins. |

GAME II.—Played between Messrs. X. and L. Paulsen.

(From Salvioi's "Teoria e Pratica.")

- | WHITE (X.). | BLACK (L. Paulsen). |
|---------------------------|-------------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. K Kt to B 3 | 2. Q Kt to B 3 |
| 3. B to B 4 | 3. Kt to B 3 |
| 4. Kt to Kt 5 | 4. P to Q 4 |
| 5. P takes P | 6. P to B 3 |
| 6. B to Kt 5 ch | 7. P takes P |
| 7. P takes P | 5. Q Kt to R 4 |
| 8. Q to B 3 | 8. Q to Kt 3 |
| 9. B to R 4 | 9. B to K Kt 5 |
| 10. Q to K 3 (<i>a</i>) | 10. B to Q B 4 |
| 11. Q takes P ch | 11. K to Q 2 |
| 12. Castles | 12. B takes P ch (<i>b</i>) |

(*f*) Ill-judged. R to KR sq, followed by Q R to KB sq, was much better.

(*g*) Premature. R to R 3 was necessary for the defense.

(*h*) A real master *coup*, which forces the victory in an elegant style.

(*i*) If 26. Q P takes P, 26. Kt takes K P ch; 27. Kt takes Kt, 27. R takes Kt, threatening R takes P, and wins.

(*j*) Beautiful play.

(*k*) 32 . . . R takes B, followed by K to B sq, in reply to Q takes P, was also safe.

(*a*) If 10. Q to Kt 3, 10. P to KR 3; 11. Kt to KB 3 (or 11. Q takes P ch, 11. K to Q 2, and wins). 11. P to K 5; 12. Kt to K 5, 12. B to Q 3, with the superior game.—(Salvioi.)

(*b*) Excellent play.

- | | |
|---|-----------------|
| 13. K to R sq (c) | 13. Q R to K sq |
| 14. Q to B 4 | 14. K B to B 4 |
| 15. Kt takes P (d) | 15. K R to B sq |
| 16. Kt to K 5 ch | 16. K to Q sq |
| 17. Kt takes B | 17. Kt takes Kt |
| 18. Q to Kt 5 ch | 18. B to K 2 |
| 19. R takes R, and Black mates in four moves. (e) | |
-

(c) Obviously, if 13. R takes B, the answer Q R to K sq wins at once.

(d) Not good. Kt to K B 3 was better.

(e) Mate is effected in four moves, thus: 19. R takes R; 20. P to Kt 3, 20. Q to B 7, etc.

THE SCOTCH GAMBIT.

Page 126, 8th line from the top.—In order to demonstrate the inferiority of the defense 5. \overline{Q} to $\overline{K B 3}$, we would substitute the following variation, which we consider more clear and direct than that of the author :

5. \overline{Q} to $\overline{K B 3}$ 6. \overline{P} to $\overline{K 5}$ (or 6. \overline{Q} to $\overline{K 2}$ 7. \overline{P} to $\overline{Q B 3}$ with a strong attack.) 7. \overline{Kt} to $\overline{Kt 5}$ (or 7. \overline{Kt} takes \overline{P} 8. \overline{R} to $\overline{K sq.}$ 9. \overline{B} to $\overline{B 7 ch.}$ and wins.) 8. \overline{B} to $\overline{Q 3}$ (if 8. \overline{Kt} to $\overline{B 4}$ 9. \overline{P} to $\overline{K Kt 4.}$ and wins.) 9. \overline{P} takes \overline{P} in passing 10. \overline{Q} to $\overline{R 5 ch.}$ followed by \overline{Kt} to $\overline{K 4}$, winning a piece.

On the same page, 7th line from the bottom.—In the variation commencing with the words “Firstly, 6. \overline{Q} to $\overline{K B 3}$,” Black may obtain the best of the game by 8. \overline{B} to $\overline{Kt 5}$ instead of 8. \overline{Kt} to $\overline{K 4}$, as proposed.

Page 128.—In the position given on the diagram which on the previous page the author declares to be won for Black, White has still excellent attacking resources, thus: 13. \overline{P} to $\overline{K 5}$. If now 13. \overline{Kt} takes \overline{P} , then, obviously, \overline{Q} to $\overline{Kt 2}$ breaks the whole attack, with the exchange ahead for White; and if 13. \overline{P} to $\overline{Q 4}$, then 14. \overline{R} to $\overline{K sq.}$ with a winning game. Again, if

13. \overline{Kt} to $\overline{K B 3}$ or \overline{Kt} to $\overline{R 3}$ then 14. \overline{P} to $\overline{K 6 ch.}$ 15. \overline{Q} takes \overline{R} \overline{Q} takes \overline{P} (best) and wins.

Finally, if

13. \overline{P} takes \overline{P} 14. \overline{Kt} to $\overline{K 4}$ \overline{Q} to $\overline{Kt 5 ch}$ 15. \overline{Kt} to $\overline{Kt 3}$ \overline{P} to $\overline{K R 4}$ (or 15. \overline{P} takes \overline{P})

16. B to K 3 etc.) 16. $\frac{P \text{ to } K \ B \ 3}{P \text{ takes } P \text{ dis. ch}}$ 17. K to R sq. and should win.

Page 129, 11th line from the bottom.—After 5. Kt to Kt 5, 5. P to Q 4; 6. P takes P, the move given for Black, 6. Q to K 2 ch, is much inferior to 6. Kt takes P, in which case White obviously cannot proceed with 7. Kt takes B P on account of the reply 7. Q to K 2 ch, winning a piece without being subjected to the least danger. The other variations on this and on the next page are repetitions of demonstrations already given by the author in the Petroff's Defense, and we have also already commented thereon.

Page 131.—In the first variation on the top of the page White will obtain a very good game simply by 8. Q takes Kt, whereas 8. Q to K B 3, which is proposed, can be well answered by 8. B to Kt 5 ch, followed by 9. Q to K 2.

Page 132.—At the end of the first variation (A) we do not think that White has sufficient attack for the two Pawns sacrificed, and we would, therefore, recommend in preference the next variation (a) for the attack.

Page 136, 3d line from the top.—7. B to K 2 has been justly discarded as less aggressive than 7. Q to Q 2 or 7. B to Kt 5, or else 7. Kt to Q B 2.

GAMES ILLUSTRATIVE OF THE SCOTCH GAMBIT.

GAME I.—Second game of the Steinitz-Zukertort match,
played in New York, January 13th, 1886.

(Score and notes from the *International Chess Magazine*.)

WHITE (Mr. W. Steinitz).

BLACK (Mr. J. H. Zukertort).

- | | |
|-------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. K Kt to B 3 | 2. Q Kt to B 3 |
| 3. P to Q 4 | 3. P takes P |
| 4. Kt takes P | 4. Kt to B 3 (a) |
| 5. Q Kt to B 3 | 5. B to Kt 5 |
| 6. Kt takes Kt | 6. Kt P takes Kt |
| 7. B to Q 3 (b) | 7. P to Q 4 |
| 8. P takes P | 8. P takes P (c) |
| 9. Castles | 9. Castles |
| 10. Q B to K Kt 5 | 10. P to B 3 (d) |
| 11. Kt to K 2 | 11. B to Q 3 (e) |
| 12. Kt to Kt 3 | 12. P to K R 3 |
| 13. B to Q 2 | 13. Kt to Kt 5 (f) |
| 14. B to K 2 (g) | 14. Q to R 5 |
| 15. B takes Kt | 15. B takes B |
| 16. Q to B sq | 16. B to K 7 (h) |
| 17. R to K sq | 17. B to R 3 |

(a) Professor Berger and, it seems, Mr. Zukertort, who also adopted it against Blackburne, consider this the best defense.

(b) The usual move adopted at this juncture by Paulsen and other German masters is Q to Q 4. It generally leads to the following continuation: 7. Q to Q 4, 7. Q to K 2; 8. P to K B 3, 8 P to Q 4; 9. B to K Kt 5, 9. P to B 4; 10. B to Kt 5 ch, 10. K to B sq; 11. Q to Q 2 (if [11. B takes Kt, 11. P takes Q, winning a piece), 11. P to Q 5; 12. Castles (Q R), 12. B to Kt 2, and ought to win.

(c) If 8... Kt takes P; 9. Castles, 9. Kt takes Kt; 10. Q to K sq ch, etc.

(d) The Q P had to be defended or the Knight exchanged. In the latter case White's disadvantage of a doubled Pawn was fully compensated by his having two Bishops and a prospect of an attack by P to Q B 4 or R to Kt sq.

(e) Threatening B takes P ch, followed by Kt to Kt 5 ch.

(f) An excellent move, which gives the second player a slight advantage.

(g) The only defense, for Q to R 5 was threatened, and if 14. P to K R 3, 14. Kt takes P; 15. K takes Kt, 15. Q to R 5, followed by P to K B 4 and P to K B 5, recovering the piece by force, with a Pawn ahead.

(h) By this ill-advised *sortie* and the subsequent posting of that Bishop at R 3 Black throws away the advantage he had gained. B to B 2 was superior. Had he, however, advanced P to K B 4 now, White, by answering P to K B 4, would have broken the attack, and the adverse Q B would have been badly posted.

- | | |
|-----------------------------|-----------------------------|
| 18. B to B 3 (<i>i</i>) | 18. P to K B 4 |
| 19. R to K 6 | 19. Q R to Q sq |
| 20. Q to Q 2 | 20. P to Q 5 (<i>j</i>) |
| 21. B to R 5 (<i>k</i>) | 21. R to Q 2 |
| 22. R takes B | 22. R takes R |
| 23. B to Kt 4 | 23. Q to B 3 |
| 24. R to Q sq (<i>l</i>) | 24. R to Q 4 |
| 25. B takes R | 25. Q takes B |
| 26. Kt to R 5 | 26. Q to K sq |
| 27. Kt to B 4 | 27. R to K 4 (<i>m</i>) |
| 28. P to K R 4 | 28. P to B 4 (<i>n</i>) |
| 29. P to R 5 (<i>o</i>) | 29. R to K 5 |
| 30. P to Q B 3 | 30. Q to Kt sq (<i>p</i>) |
| 31. P to K Kt 3 | 31. Q to K 4 |
| 32. Kt to Kt 6 (<i>q</i>) | 32. Q to Q 3 |
| 33. Kt to B 4 | 33. P to Q 6 (<i>r</i>) |
| 34. P to Q Kt 3 | 34. P to Q B 5 |
| 35. R to Q Kt sq | 35. K to R 2 |

(*i*) White has now assumed the offensive. He threatens B takes Kt P, which cannot be captured on account of Kt to B 5 ch, and Black dare not advance P to Q 5 on account of the reply R to K 4.

(*j*) Though the Pawn is only defended by the Queen it is obvious that White cannot take it, on pain of losing a piece by B takes Kt accordingly before or after the exchange of Queens.

(*k*) Better than R takes B at once, for in that case Black would first take the Bishop and would then advance P to B 5 and B 6.

(*l*) R to K sq was much superior; but if 24. Kt takes P, 24. R to Q 2; 25. B takes R, 25. Q takes Kt, and though White is a Pawn ahead, Black has a good game and almost a sure draw with Bishops of opposite colors.

(*m*) Black has finely taken advantage of the opponent's omission on the 24th move, and has taken indisputable possession of the King's file.

(*n*) If P to K Kt 4, White would win by P takes P, followed by Kt to Q 3.

(*o*) A weak move. Contrary to his usual style, Mr. Steinitz pursues a prospective attack on the King's side and neglects a positive and, we believe, a decisive advantage, which he could have obtained in the centre and on Queen's side by P to Q Kt 4 at this point. The number of the move in the text and White's desire to save time, so close on the 30th move, may, perhaps, account for the omission.

(*p*) The design of placing the Queen on this diagonal is excellent, as it compels White to weaken his King's side, but we see no reason for not playing Q to K 4 at once.

(*q*) Total waste of time, as the retreat on the next move shows. He could have gained a fair advantage of position by 32. P to B 3, 32. R to K 6; 33. P takes P, 33. P takes P; 34. Q takes P, 34. Q takes Q; 35. R takes Q, 35. R takes P; 36. K to Kt 2, 36. B to Kt 2; 37. Kt to Q 5, 37. R to K 6; 38. K to B 2, etc.

(*r*) A fine move, which greatly hampers White's game, but which would not have presented any real danger by proper precautions on the other side. It will be noticed that White cannot take the Pawn on account of B takes Kt, followed by R to K 8 ch and R takes R.

- | | |
|---------------------|----------------------|
| 36. K to R 2 (s) | 36. Q to Kt 3 |
| 37. K to Kt sq (t) | 37. B to Kt 2 |
| 38. R to Kt 2 | 38. Q to B 3 (u) |
| 39. P to B 3 | 39. Q to B 4 ch |
| 40. Q to B 2 | 40. R to K 8 ch |
| 41. K to R 2 (v) | 41. Q takes Q ch |
| 42. R takes Q | 42. B takes P (w) |
| 43. P to K Kt 4 (x) | 43. B to K 7 |
| 44. Kt to Kt 2 | 44. P to Q 7 |
| 45. Kt to K 3 | 45. Q B P takes Kt P |
| 46. R P takes P | 46. B takes Kt P |
| 47. Resigns. | |

GAME II.—Played between Mr. Blackburne and Captain Mackenzie at Simpson's Divan, London, Sept. 25, 1883.

(Score and notes from the London *Field*.)

WHITE (Mr. Blackburne).

BLACK (Capt. Mackenzie).

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|------------------|------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. P to K 4 | 3. P takes P |
| 4. Kt takes P | 4. B to B 4 |
| 5. B to K 3 | 5. Q to B 3 |
| 6. P to Q B 3 | 6. K Kt to K 2 |
| 7. Kt to B 2 (a) | 7. B to Kt 3 (b) |

(s) An unaccountably weak move. By R to Kt2 at once he would have obtained the same position which he had two moves later on, without giving his opponent time to withdraw the Bishop to the more commanding diagonal at Kt2. P takes P, followed by R to Kt7 if the Bishop retook, was also satisfactory enough. It is obvious that then Black's defense was much hampered, as he could not remove the Queen and allow the Rook to enter at Kt8, whereupon Kt to Kt6 was threatened.

(t) Black threatened R to K7, followed by Q takes P ch and B to Kt2.

(u) Threatening R takes Kt, or R to K8 ch.

(v) A fatal error. He still had, at least, an even game by K to Kt2, *e. g.*: 41. K to Kt2, 41. R to K6; 42. Kt to K6, 42. B takes P ch; 43. Q takes B, 43. R takes Kt; 44. P takes P, etc.

(w) A beautiful *coup*, which wins a Pawn and decides the game.

(x) Desperate, but he had no good resource. Obviously, he could not stop the Q P if he took the Bishop, and if 43. Kt to Kt2, 43. B takes Kt; 44. K takes B, 44. P takes P; 45. P takes P, 45. R to Q B8, and wins both Pawns, for if now 46. P to B4, 46. R to B7; 47. K to B sq, 47. P to Q7; 48. K to K2, 48. P to Q8, queening ch, and wins.

(a) The usual continuation for White here is B to Q B4, B to Q Kt5; B to K2, or Q to Q2, every one of these moves originally introduced by L. Paulsen. The text move was first played in the Vienna Tournament of 1883 by both Fleissig and Meitner.

(b) 7... P to Q3 may also be played, but the Captain's move is commendable, especially as he obtained an open R file later on, when the Bishop was exchanged.

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|-----------------------|-------------------|
| 8. Q Kt to R 3 (e) | 8. Q to Kt 3 |
| 9. P to B 3 | 9. Kt to Q sq |
| 10. Q to Q 2 | 10. Kt to K 3 |
| 11. Kt to B 4 | 11. P to Q 3 |
| 12. Kt takes B | 12. R P takes Kt |
| 13. B to Q B 4 | 13. Castles |
| 14. P to K Kt 4 | 14. Kt to B 3 |
| 15. Castles (Q R) (d) | 15. Kt to K 4 |
| 16. B to K 2 | 16. Kt to B 4 (e) |
| 17. B takes Kt (f) | 17. Kt P takes B |
| 18. P to K B 4 (g) | 18. Kt to B 3 (h) |
| 19. P to B 5 | 19. Q to B 3 |
| 20. P to Kt 5 | 20. Q to K 4 |
| 21. B to B 3 (i) | 21. R takes P |
| 22. K to Kt sq | 22. R to R 2 |
| 23. Kt to K 3 | 23. Kt to R 4 |
| 24. Kt to Kt 4 | 24. Q to K 2 |
| 25. Q to Kt 2 | 25. K to R sq (j) |
| 26. P to B 6 | 26. Q to K 3 |
| 27. P takes P ch. | 27. K takes P |
| 28. R to Q 5 | 28. Kt to B 5 (k) |
| 29. Q to K B 2 (l) | |

(c) We should have preferred 8. Kt to Q 2. White's intention evidently was to exchange the Bishop and to advance the Kt to K 5. Black very cleverly obviates this manoeuvre.

(d) Having already commenced an advance on the King's side, White ought to have continued with P to KR 4, instead of castling. But Mr. Blackburne did not consider the open R file dangerous, Black not yet having developed his Bishop.

(e) Obviously, White threatened to win a piece with 17. P to K B 4 and 18. P to B 5.

(f) We do not think there was any immediate necessity to take the Knight. 17. P to KR 4 was more to the purpose.

(g) Mr. Blackburne still ought to have proceeded with P to KR 4. The text move weakens the K P and forces the Queen into a capital place.

(h) If 18...Kt takes P, Black would have lost a piece by 19. P to B 5, followed by 20. P to KR 4. Black could obtain an equivalent in Pawns, but it would have exposed the King's side to a strong attack.

(i) As already hinted above, the attack ought to have been made with the KR P, which would have temporarily kept the hostile Queen out of play. Now, White is obliged to defend the K P, giving his opponent time to capture the R P.

(j) It would have been injudicious to take the offered Kt P, as Black would have been subjected to an overwhelming and, most likely, fatal onslaught.

(k) A very deep move. It is evident now that the Captain was preparing the sacrifice of the Queen, which he had in view all along; and the manner in which he played up to it, apparently only defending himself, is highly creditable.

(l) Of course, this move loses the game right off; but it is difficult to find a defensive move which will stave off the threatened danger. 29. Q to Q B 2, or KR to Q 8 sq, or QR to Q sq, are met with 29...B to Q 2, followed by 30...KR to QR sq, with an irresistible attack. 29. Kt to B 6 looks tempting, but proves unsound, *e. g.*:

30. P takes Q
 31. Q to B 2
 32. K takes R
 33. Resigns.

29. Q takes R (*m*)
 30. B to B 4 ch.
 31. R to R 8 ch.
 32. B takes Q

- WHITE.
 29. Kt to B 6
 30. Q to K B 2
 31. Q to R 4
 32. Q to R 6 ch
 33. Q takes R ch

- BLACK.
 29. Kt to K 6
 30. Kt takes R
 31. Kt takes Kt
 32. K to R sq or A
 33. Kt to Kt sq, and Black remains a piece ahead.

(A) If 32...K to Kt sq, then 33. P takes Kt, and Black cannot save the mate. Mr. Blackburne stated, after the conclusion of the game, that this was his reason for not choosing the above indicated Knight's move, assuming that his astute opponent would see it.

(*m*) The remainder of the game is characteristic of the Captain's elegant style, specimens of which we have seen in the recent Vienna Tournament.

RUY LOPEZ.

✓ *Page 164, 11th line from the top.*—Mr. Steinitz introduced in the Vienna Tournament, 1882, the defense 4. K Kt to K 2, which he has since adopted against various masters with considerable success. The usual continuation is as follows :

- | | |
|--|---|
| 5. P to Q 4 | 5. P takes P |
| 6. Kt takes P | 6. Kt takes Kt |
| 7. Q takes Kt | 7. P to Q Kt 4 |
| 8. B to Kt 3 | 8. P to Q 3 (threatening to
win a piece by P to Q B 4 and P to Q B 5). |
| 9. P to Q B 3 (or P to Q B 4, as preferred by Herr
Englisch). | 9. B to K 3, with a good
game. |

On the same page, in the sub-variation commencing: "If 4. B to Q B 4," we do not approve of 9. B to Q 5, we prefer 9. Kt to B 3, and White obtains the better game. For 9. K Kt to K 2 is out of the question, on account of the reply 10. Kt to K Kt 5; and if 9. Kt to K B 3, 10. Castles, with the better game, for Black cannot well answer 10. Castles, on account of 11. B to Kt 5, 11. P to K R 3 (or 11. B to Kt 5; 12. B to Q 5. etc.); 12. B takes Kt, 12. Q takes B; 13. Kt to Q 5, followed by Kt takes B, and Black's game suffers from the disadvantage of a doubled Pawn and an isolated Pawn.

Page 166, 6th line from the top.—In this sub-variation White can win a piece by 9. Kt takes K P (instead of 9. P to K R 3), 9. B takes Q; 10. Kt takes Kt dis. ch, fol-

lowed by Kt takes Q and R takes B or B takes Kt. Should Black defend by 9. Kt takes Kt, then follows 10. R takes Kt ch, 10. B to K 3; 11. B takes Kt, and wins.

In the main variation (A), on the same page, White can win a Pawn by 10. R takes Kt ch, followed by B takes P instead of 10. P to K B 4.

Page 180, 1st line on top.—We prefer 5. Castles, which threatens Kt to Q 5 with a strong attack.

Page 192.—In variation (B), after the diagram, Mr. G. E. Barbier, of Glasgow, has suggested the subjoined ingenious amendment on the usual book line of play, which the author adopted. We repeat the whole variation, which runs thus:

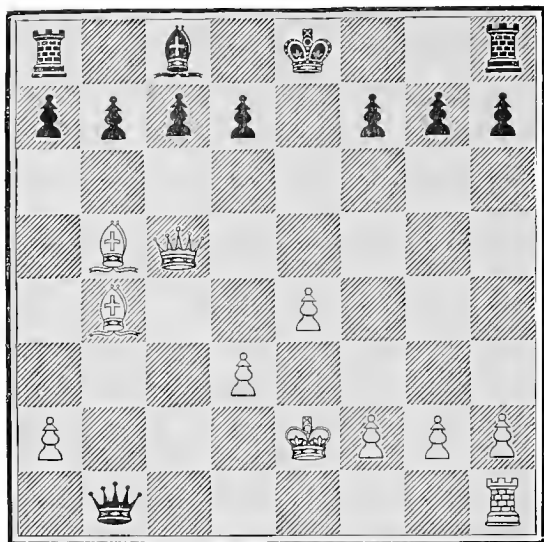
- | | |
|----------------|-----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. Kt to Q 5 |
| 4. Kt takes Kt | 4. P takes Kt |
| 5. P to Q 3 | 5. B to B 4 |
| 6. Q to R 5 | 6. Q to K 2 |
| 7. B to K Kt 5 | 7. B to Kt 5 ch |
| 8. P to B 3 | 8. P takes P |

Now, instead of 9. P takes P, Mr. Barbier proceeds with:

- | | |
|-------------------------|------------------------|
| 9. B takes Q | 9. P takes P dis. ch. |
| 10. B takes B | 10. P takes R queening |
| 11. Q to Q B 5 | 12. Q takes Kt ch |
| 12. K to K 2, and wins. | |

We give a diagram of this interesting position :

BLACK.



WHITE.

Page 193.—On White's 12th move in the main variation 12. Q takes P is preferable to 12. B takes Kt.

Page 194.—In the sub-variation from the "Handbuch" 9. Q to B 4 ch is not advisable, and 9. P to Q 4 instead ought to give White a good game, with a Pawn ahead.

Page 200, 3d line from the bottom.—9. \overline{B} to $\overline{Kt} 2$ is not to be commended, we prefer 9. \overline{P} to $\overline{Q} B 3$, with the view of reserving the Q B for the diagonal on the King's side.

Page 201, at the end of the sub-variation, 8th line from the bottom.—We cannot agree that Black will find it difficult to maintain the Pawn.

For if

16. $\frac{K \text{ to R sq}}{P \text{ to K 6}}$ 17. $\frac{Kt \text{ takes R}}{R \text{ takes Kt}}$ and should win.

And if

16. $\frac{K \text{ to B sq}}{B \text{ to Kt 3 dis. ch}}$ 17. $\frac{Kt \text{ takes R}}{R \text{ takes Kt ch}}$ 18. $\frac{K \text{ to K sq (best)}}{Kt \text{ to Q 6 ch}}$

and should win.

GAMES ILLUSTRATIVE OF THE RUY LOPEZ.

GAME I.—Played between Messrs. S. Winawer and B. Englisch in the London International Tournament, May 4th, 1883.

(Notes by Mr. Wm. Steinitz, from *Turf, Field and Farm*.)

WHITE (Mr. Winawer).

BLACK (Mr. Englisch).

- | | |
|-------------------|--------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Kt 5 | 3. P to Q R 3 |
| 4. B takes Kt (a) | 4. Q P takes B |
| 5. Castles | 5. B to K Kt 5 (b) |
| 6. P to K R 3 | 6. B takes Kt |
| 7. Q takes B | 7. Q to Q 3 |
| 8. P to Q 3 | 8. P to B 3 |
| 9. Kt to Q 2 | 9. Castles |
| 10. Kt to B 4 | 10. Q to K 3 |
| 11. Q to Kt 3 | 11. P to K Kt 4 |
| 12. P to Q R 4 | 12. P to Kt 3 |
| 13. B to K 3 | 13. Kt to K 2 |
| 14. P to K B 3 | 14. Kt to Kt 3 |
| 15. Q to K sq | 15. P to Q R 4 (c) |
| 16. Q to B 3 | 16. B to Kt 5 |
| 17. Q to Kt 3 (d) | 17. Q to K 2 |
| 18. P to Kt 3 (e) | 18. P to R 4 |

(a) Mr. Teed adopted this variation successfully against Mr. Steinitz during the latter's visit to New York. We do not think, however, that the first player ought to obtain any advantage in this form of attack.

(b) We prefer 5... Q to B 3.

(c) Black would have done better to press the attack on the King's side more systematically by P to K R 4 at once.

(d) Threatening to win the Q by Kt takes P ch.

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|-----------------------|--------------------|
| 19. K to Kt 2 | 19. P to R 5 |
| 20. P to Kt 4 | 20. K R to K sq |
| 21. K to R 2 | 21. Kt to B sq |
| 22. P to B 3 | 22. B to B 4 |
| 23. Q R to Q sq | 23. Kt to K 3 |
| 24. Q to B 2 | 24. B takes B |
| 25. Kt takes B | 25. Q to B 4 |
| 26. Kt to B 5 | 26. R to Q 2 |
| 27. R to Q 2 | 27. K R to Q sq |
| 28. K R to Q sq | 28. Kt to B 5 |
| 29. P to Q 4 | 29. Q to B 5 |
| 30. P to Q 5 (!) (f) | 30. P takes P |
| 31. P takes P | 31. K to Kt sq (g) |
| 32. Q to K 4 | 32. Q takes Q |
| 33. P takes Q | 33. K to Kt 2 |
| 34. R to K B 2 (h) | 34. P to B 3 (i) |
| 35. P to B 4 | 35. P to B 4 |
| 36. Kt to K 3 | 36. R to K sq |
| 37. R to Q R sq | 37. K R to K B sq |
| 38. R to R 3 (j) | 38. R to Q B sq |
| 39. R to Kt 3 | 39. R to K B sq |
| 40. Kt to B 2 | 40. R to Q R sq |
| 41. K to Kt sq | 41. R to K sq |
| 42. K to B sq (k) | 42. R to Q R sq |
| 43. R from B 2 to B 3 | 43. R to K sq |
| 44. Kt to K 3 | 44. R to K B sq |
| 45. Kt to B 5 | 45. R to K sq |
| 46. R to Kt 5 | 46. K to R 2 |
| 47. P to Kt 4 (!) (l) | 47. R P takes P |

(e) By driving the hostile Q from K 3 White has gained time for this important defensive measure.

(f) Excellent play. White presses his attack with great energy.

(g) If Kt takes P, White would answer Q to K 4, winning at least the exchange, *e.g.*: 31... Kt takes P; 32. Q to K 4, 32. Q takes Q (best); for if Q to B 4 or Kt 6, White would take the Kt with R, and win at once by Kt to K 7 ch; if R retakes 33. P takes Q, 33. Kt to B 5; 34. Kt to K 7 ch, and wins.

(h) By this fine move the adversary is prevented from bringing the Kt over to the Q side by K 3.

(i) If Kt to K 3, White would have won easily, thus: 34... Kt to K 3; 35. P takes Kt, 35. R takes R (the reason why the other R has been removed will now be perceived. It was to prevent its being captured with ch); 36. Kt to Kt 7, and wins.

(j) While Black can do nothing, White is preparing a series of manœuvres, which in the context form one of the most beautiful ending compositions in actual play.

(k) All necessary for his plan. He will not allow the adverse Kt entrance into his game at K 7.

(l) At last the extraordinarily deep plot comes to a head. Everything is protected on White's side, and by splendid strategy he has prepared victory on the Q's wing.

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|--------------------------------|--------------------------|
| 48. P to R 5 | 48. R to Q Kt sq |
| 49. R to Q Kt 3 | 49. R to Q B 2 |
| 50. R to Kt sq | 50. R to Q 2 |
| 51. R to R sq (!) (<i>m</i>) | 51. R from Kt sq to Kt 2 |
| 52. P takes P ch | 52. K to Kt sq |
| 53. R to R 6 | 53. R to Q sq |
| 54. R takes B P | 54. Kt takes R P |
| 55. R from B 5 to R 5 | 55. K to B sq |
| 56. P to B 5 | 56. P to Kt 6 |
| 57. P to B 6 (!) (<i>n</i>) | 57. P to Kt 7 |
- White mates in two moves.

GAME II.—First game played in the match between Captain Mackenzie and Mr. Lipschütz, on October 4th, 1886, at the Manhattan Chess Club, New York.

(Notes from the *International Chess Magazine*.)

WHITE (Capt. Mackenzie).

BLACK (Mr. Lipschütz).

- | | |
|--------------------------|--------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. Kt to K B 3 |
| 4. Castles | 4. P to Q 3 (<i>a</i>) |
| 5. P to Q 4 | 5. B to Q 2 |
| 6. Kt to Q B 3 | 6. B to K 2 |
| 7. P to Q 5 (<i>b</i>) | 7. Kt to Q Kt sq |

(*m*) The execution of the plan is quite in keeping with the whole masterly design.

(*n*) An elegant finish to a beautiful ending.

(*a*) The authorized defense, which mostly leads to equality of position, is Kt takes P, whereas the move in the text gives the second player a cramped game.

(*b*) Much as it here crowds and blocks the adverse pieces, we consider the advance of the Pawn premature. It should always be remembered that a Pawn cannot move backwards, and if one is fixed too early in the opposite camp the opponent may choose the opportune time for making it the mark of his attack. In such a position we would have rather aimed at obtaining a slight advantage for the ending, thus: 7. B takes Kt, 7. B takes B; 8. P takes P, 8. P takes P (or 8... Kt takes P; 9. Kt takes Kt, 9. B takes Kt; 10. P takes P, 10. Q takes P; 11. Q takes Q, 11. P takes Q (best), and Black's Q P is weak); 9. Q takes Q ch, 9. R takes Q; 10. B takes P; 11. Kt takes B, 11. Kt takes Kt; 12. R to K sq, with the superior game; for if 12... Castles; 13. Kt to Q 3, etc.

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|------------------|----------------------|
| 8. B to Q 3 | 8. B to K Kt 5 (c) |
| 9. Kt to K 2 | 9. Q Kt to Q 2 (d) |
| 10. Kt to K Kt 3 | 10. Kt to K B sq (e) |
| 11. P to K R 3 | 11. B to Q 2 (f) |
| 12. Kt to K R 2 | 12. Kt to K Kt 3 |
| 13. P to K B 4 | 13. P takes P |
| 14. B takes P | 14. Castles (g) |
| 15. Q to Q 2 | 15. Kt to K sq (h) |
| 16. Kt to K B 3 | 16. B to K B 3 |
| 17. P to Q B 3 | 17. Kt takes B |
| 18. Q takes Kt | 18. P to K Kt 3 (i) |
| 19. Q R to K sq | 19. Kt to Kt 2 (j) |

(c) P to B3 instead would have made it uncomfortable for White. It threatened nothing immediately, but if White exchanged Pawns the Pawn would retake, with a good prospect of forming a strong centre. If, however, White did not exchange, his Q Kt was obviously unavailable for some time, while Black could easily fortify his attack against that point by withdrawing Q B to Q B sq (better than B to Kt 5), followed by Q Kt to Q 2 and afterward to Q Kt 3.

(d) It is generally inadvisable in such a position to exchange the Bishop for the Knight, with the view of doubling the Pawns, for the opponent afterward obtains a strong attack on the K Kt file after K to R sq. Moreover, the doubled Pawn can mostly be easily dissolved by P to K B 4, with great advantage for the formation of the centre, in conjunction with two Bishops. In the present instance, no doubt, Black could stop that advance by P to K Kt 4, after exchanging; but this plan was objectionable, as White would commence operations at once on the Queen's side by P to Q B 4, B to K 3, and R to Q B sq, while Black could not make much progress on the King's wing, and would also be subjected to an eventual attack by Kt to Kt 3 and Kt to B 5.

(e) Excellent play. While bringing his Knight into action on the King's side, he also opens a retreat for his Bishop, for he discerns with fine judgment that he cannot afford to exchange.

(f) The present position bears the character of a close game, in which the development of the pieces must be made subordinate to the general plan of holding the balance at all points. It is clear that White cannot open his game excepting on the K B file by P to K B 4, or by pushing the Q B P on to the fifth, supported by P to Q Kt 4, and after other due preparations. To meet both these plans, Q B to B sq, with the object of leaving room for the retreat of K Kt to Q 2, would have been sound defensive strategy. Especially against the former plan, which actually was adopted by Captain Mackenzie, it was better to play Kt to Q 2, followed by B to B 3, which would have stopped the advance of White's K P for good, and practically White would have had to operate with a Pawn minus, and with a blocked Bishop all through on the King's side and in the centre, while Black could make slow preparations for an ultimate break through on the Q B file.

(g) We prefer Kt takes B, which would have placed White's Rook into a position from which he was bound to retreat, especially if he wished to bring out Kt to K B 3; for Black would, in the meanwhile, retreat his K Kt, and then the Rook would be liable to the attack by P to K Kt 4.

(h) Again B to B sq, with the view of playing Kt to Q 2, and keeping command of the square at K 4, in order to prevent the advance of the adverse Pawn, was preferable.

(i) This forebodes danger, as usual when a Pawn is moved on the King's wing during the thick of the fight, but he had really nothing better, and his game was all right enough still, only that his defense required skillful handling.

(j) K R 3 is generally a touchy point, from which it is best to keep the adverse

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|----------------------------|------------------------------|
| 20. P to K 5 | 20. B to K 2 |
| 21. Q to R 6 (<i>k</i>) | 21. P takes P |
| 22. R takes P | 22. P to K B 3 (<i>l</i>) |
| 23. Kt to R 5 (<i>m</i>) | 23. Kt takes Kt (<i>n</i>) |
| 24. R takes Kt | 24. B to Q B 4 ch |
| 25. K to R sq | 25. Q to K 2 |
| 26. B takes P (<i>o</i>) | 26. Q to Kt 2 |
| 27. B takes P ch. | 27. K to R sq |
| 28. B to B 5 dis. ch | 29. Resigns (<i>p</i>). |

GAME III.—Played at the Manhattan Chess Club, between Messrs. F. M. Teed and W. Steinitz, February 14th, 1883. (Time limit, 30 moves per hour.)

WHITE (Mr. Teed).

1. P to K 4
2. Kt to K B 3
3. B to Q Kt 5
4. B takes Kt (*a*)
5. Kt to Q B 3 (*b*)

BLACK (Mr. Steinitz).

1. P to K 4
2. Kt to Q B 3
3. P to Q R 3
4. Q P takes B

Queen aloof. B to Kt 2 was most simple for defensive purposes. If White then advanced P to K 5, Black would take, followed by Kt to Q 3, with an even game.

(*k*) As usual, the Captain strikes straight at headquarters. He threatens to win by P takes P, followed by R takes B and Kt to Kt 5.

(*l*) So far, Mr. Lipschütz has defended excellently in the main, and on account of his two Bishops his game would have been slightly preferable, though the opponent had already obtained the majority of Pawns on the Queen's side, if he had only now advanced that Pawn one step further. He would be quite safe as soon as he had time to move B to K B 3, and it is obvious that the only danger that threatened him was from Kt to Kt 5, if White could get rid of that Bishop, which he could only do by sacrificing the exchange at once. This plan looked very promising, but it would not answer against best play, *e. g.*: 22... P to K B 4; 23. R takes B, 23. Q takes R; 24. B to B 4 (or 24. P to Q 6, 21. P takes P; 25. B to B 4 ch, 25. Kt to K 3; 26. Kt to Kt 5 [if 26. R to K sq, then 26. P to Q 4 threatening Q to B 4 ch, etc.], 26. R to B 3, with a safe game), 24... Q to B 4 ch; 25. K to R sq, 25. Kt to K sq, followed by Kt to K B 3, etc. The move in the text loses by force.

(*m*) And, as usual, the Captain succeeds in effecting a brilliant and attractive finish.

(*n*) Nothing better. If R to B 2 instead, White would answer Kt to Kt 5.

(*o*) All in masterly style. If Black take, he loses his Queen by the answer Q to R 8 ch. followed by R to R 7 ch.

(*p*) For he loses a piece after 28... Q takes Q; 29. R takes Q ch, 29. K to Kt 2; 30. R to R 7 ch, 30. K to Kt sq; 31. R takes B.

(*a*) See note to Game I at this point.

(*b*) Better than castling, which, in fact, ought to be delayed in order to castle on the same wing as the opponent, since the latter's Pawns on either side are more ready for the attack.

- | | |
|--------------------------------|-------------------------------|
| 6. Kt to K 2 | 5. P to K B 3 (<i>e</i>) |
| 7. Kt to K Kt 3 | 6. P to Q B 4 |
| 8. P to Q 3 | 7. P to K Kt 3 |
| 9. B to K 3 | 8. Kt to K 2 |
| 10. P to Q B 3 | 9. Kt to Q B 3 |
| 11. Q to B 2 | 10. B to K 3 |
| 12. P to Q Kt 3 | 11. Q to Q 2 |
| 13. P to K R 3 (<i>d</i>) | 12. P to K R 4 |
| 14. Castles (K R) (<i>e</i>) | 13. P to Q Kt 4 |
| 15. K to R 2 | 14. P to K Kt 4 |
| 16. Kt to K 2 | 15. P to K R 5 (<i>f</i>) |
| 17. K Kt to Kt sq | 16. B to Q 3 |
| 18. P to K B 3 | 17. Kt to K 2 |
| 19. K to R sq | 18. K to B 2 |
| 20. P to Q 4 (<i>g</i>) | 19. K R to Q sq |
| 21. P takes P | 20. Q B P takes P |
| 22. Kt takes P | 21. P takes P |
| 23. Q R to Q sq | 22. Kt to K Kt 3 (<i>h</i>) |
| 24. Kt to Q B 6 | 23. Q to K sq |
| 25. P to K 5 (<i>i</i>) | 24. K R to Q B sq |
| 26. B takes P | 25. P takes P (<i>j</i>) |
| 27. K R to K sq | 26. K to Kt 2 |
| 28. P to K B 4 (!) | 27. Q to K B 2 |
| 29. Kt to K B 3 | 28. P takes P |
| 30. Q to Q Kt 2 ch | 29. B to K B 4 |
| 31. B to K R 6 | 30. K to Kt sq |
| 32. Kt to K Kt 5 | 31. K R to K sq (<i>k</i>) |
| 33. Q to K B 6 | 32. Q to Q 2 |
| | 33. B to Q B 7 |

(*e*) The strongest move at this juncture, as it prepares the advance of the K Kt P should White Castle on the King's side. If 5...B to Q 3; 6. P to Q 4, 6. P takes P (best) (for 6...P to K B 3 is disadvantageous on account of 7. P takes P, and if 7...P takes P; 8. K takes P, 8. B takes Kt; 9. Q to R 5 ch, and should win); 7. Q takes P, with the better game.

(*d*) This advance is objectionable, as it weakens the King's side, where White must expect to Castle, as the Queen's side is still more open to attack.

(*e*) Very bold in this position.

(*f*) By far better was evidently 15...P to K Kt 5; 16. Kt to Kt sq, 16. P to R 5; 17. Q Kt to K 2, 17. P to K B 4, with a strong attack.

(*g*) With this strong move White assumes the offensive.

(*h*) Compulsory, to prevent the advance of P to K B 4.

(*i*) White pursues the attack with great vigor and ingenuity.

(*j*) If 25...B takes P; 26. Kt takes B, 26. P takes Kt (best), and Black's game is still worse.

(*k*) Probably his best resource. If, for instance, 31...Q to R 2; 32. Q to B 6, 32. Q takes B; 33. R takes B, 33. P takes R; 34. Kt to K 7 ch, 34. K to R 2; 35. Kt takes B, 35. Q to B sq; 36. Kt to Kt 5 ch, and wins.

- | | |
|-----------------------------------|------------------|
| 34. R to Q B sq | 34. B to Q 6 |
| 35. Q to Q 4 | 35. B to K B 4 |
| 36. Kt to K 7 ch (!) (<i>l</i>) | 36. R takes Kt |
| 37. Q to Q 5 ch | 37. B to K 3 |
| 38. Q takes R ch | 38. R to K sq |
| 39. Q to K B 3 | 39. Kt to K 4 |
| 40. Q to Q B 3 | 40. B to Q 4 |
| 41. Q to Q 4 | 41. B to K B sq |
| 42. Q takes P (!) | 42. Kt to K Kt 3 |
| 43. R takes R (<i>m</i>) | 43. B takes P ch |
| 44. K to R 2 | 44. Q takes R |
| 45. Q takes B P | 45. Kt to K 2 |
| 46. B takes B | 46. Resigns. |

GAME IV.—Fifth game of the match, played October 16th, between Captain G. H. Mackenzie and Mr. S. Lipschütz.

WHITE (Capt. Mackenzie).

BLACK (Mr. Lipschütz).

- | | |
|-----------------------------|----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. Kt to K B 3 | 2. Kt to Q B 3 |
| 3. B to Q Kt 5 | 3. Kt to K B 3 |
| 4. P to Q 3 | 4. Kt to K 2 |
| 5. Kt to Q B 3 (<i>a</i>) | 5. Kt to Kt 3 |
| 6. B to K 3 | 6. P to Q B 3 (<i>b</i>) |
| 7. B to Q R 4 | 7. B to K 2 |
| 8. Kt to K 2 (<i>c</i>) | 8. Kt to Kt 5 |
| 9. B to Q Kt 3 (<i>d</i>) | 9. Kt takes B |

(*l*) A splendid master-stroke, which decides the battle.

(*m*) Highly ingenious, considering that it fully answers any line of defense that Black may adopt.

(*a*) We have pointed out before that in the Mortimer Defense, which Black has here adopted, the K P cannot be taken; but it should be added that after 5. Kt takes P, 5. P to Q B 3; 6. Kt to B 4 (if 6. B moves, Black wins the piece at once by Q to R 4 ch), 6. Kt to Kt 3, followed by P to Q Kt 4 if White retreat B to R 4, is Black's best play.

(*b*) We think this is premature, if not weak. We would prefer B to K 2, in order to castle, followed eventually by P to Q 4.

(*c*) 8. P to Q 4, as played by Herr Englisch, is more promising at this point. It forces the opening of the Queen's file, and then pressure could be kept against the adverse Q P. Should Black answer 8... P to Q Kt 4, then White would get the advantage by the reply 9. P takes P.

(*d*) We would rather have withdrawn B to Q 2.

- | | |
|-------------------|------------------------------|
| 10. P takes Kt | 10. P to Q 3 (<i>e</i>) |
| 11. Castles | 11. Castles |
| 12. Kt to K Kt 3 | 12. B to K 3 |
| 13. P to Q B 3 | 13. Q to Kt 3 |
| 14. P to Q 4 | 14. Q R to Q sq |
| 15. Q to B 3 | 15. P to Q R 3 (<i>f</i>) |
| 16. Kt to K B 5 | 16. B to K B 3 |
| 17. Q R to K sq | 17. K R to K sq |
| 18. P to K Kt 3 | 18. Kt to K B sq |
| 19. K to Kt 2 | 19. Q to B 2 |
| 20. Kt to Q 2 | 20. P to K Kt 3 (<i>g</i>) |
| 21. B takes B | 21. Kt takes B |
| 22. Kt to R 6 ch | 22. K to Kt 2 |
| 23. R takes B | 23. K takes Kt (<i>h</i>) |
| 24. Q R to K B sq | 24. R to K 2 |
| 25. P to Q 5 | 25. Kt to K B sq |
| 26. Q to Q sq | 26. K to Kt 2 |
| 27. Q to B 3 | 27. P to K R 3 (<i>i</i>) |
| 28. Q to B 2 | 28. Kt to R 2 |
| 29. R to B 3 | 29. Kt to Kt 4 |
| 30. R to B 6 | 30. Kt to R 2 (<i>j</i>) |
| 31. R to B 3 | 31. Kt to Kt 4 |
| 32. R to B 6 | 32. Kt to R 2 |

And the game was given up as drawn.

(*e*) Unnecessarily blocking up his Bishop. Castling, with the view of advancing P to Q 4, was better; for though he might undouble the adverse Pawns, he would have the better game with his two Bishops, which could be well posted, and with a strongly-formed centre.

(*f*) Not a good sort of waiting move, and otherwise unintelligible.

(*g*) Whereby he deliberately subjects himself to a danger, which, however, is only one apparently, for, as will be seen, he has trusted to the fighting powers of his King, and his confidence is not misplaced.

(*h*) Obviously, he would have lost if he had captured the Rook, owing to the reply R to K B sq ch.

(*i*) Black defends himself splendidly, and, most probably, he has clearly fore-calculated the resources of this intricate position.

(*j*) A curious see-saw, which secures the draw.

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

Page 240.—In the sub-variation in the middle of the page, after 13. Q to K 8, White's best move is 14. Q to B 2, followed either by Q to K B 2 or Q to K 2, with a winning game.

Page 250.—In the sub-variation, 6th line from the bottom, instead of 7. Kt to Q 3 read 7. Kt to B 3.

On the same page, in the main variation, 3d line from the bottom.—White can win a Pawn, with a fine game, by

- | | |
|----------------|-----------------|
| 6. P takes Q P | 6. K Kt takes P |
| 7. P takes P | |

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

Played at the Frankfort Tournament, 1887, between Messrs.
S. Alapine and M. Harmonist.

(Notes from the *Columbia Chess Chronicle*.)

WHITE (Mr. Alapine).

BLACK (Mr. Harmonist).

1. P to K 4
2. Kt to K B 3
3. P to B 3
4. Q to R 4
5. B to Kt 5

1. P to K 4
2. Kt to Q B 3
3. P to Q 4
4. P to B 3 (a)
5. Kt to K 2

(a) In the present opening this move gives the second player a decided advantage. It originated with Mr. Steinitz in a game against Mr. Wisker in 1868. Mr. Steinitz holds that

- | | |
|-------------------|-------------------|
| 6. P takes P (b) | 6. Q takes P |
| 7. Castles | 7. B to K 3 |
| 8. P to Q 4 | 8. P takes P |
| 9. P takes P | 9. Castles |
| 10. Kt to B 3 | 10. Q to K B 4 |
| 11. B to K 3 | 11. P to Kt 4 (d) |
| 12. K R to B sq | 12. P to K R 4 |
| 13. P to Q Kt 4 | 13. P to R 5 |
| 14. Kt to K sq | 14. P to Kt 5 |
| 15. B to Q 3 | 15. Q to R 4 |
| 16. P to Kt 5 | 16. Kt to Kt sq |
| 17. Q takes P (e) | 17. B to R 3 |
| 18. Kt to R 4 | 18. R to Q 3 (f) |
| 19. Kt to Kt 6 ch | 19. R takes Kt |
| 20. Q takes R | 20. P to B 3 |
| 21. P takes P | 21. K Kt takes P |
| 22. Q R to Kt sq | 22. Q to B 2 |
| 23. B to R 6 | 23. Resigns. |

the K P can be best defended by P to B 3 if the adverse K B is either off the board or unable to be posted on Q B 4.

(b) 6. P to Q 3, 6. B to Q 2 is the accepted continuation. Mr. Potter suggests 7. Q to B 2.

(c) The beginning of a useless and ill-judged manœuvre against the adverse King. It is apparent that his prospects of an attack would be advantageous if directed against the centre, where White's weak Q P would offer a weak point of resistance. First of all, he ought to have made his King's wing impregnable by P to Q R 3.

(d) All this is vigorously played by the Russian master, but his advantage was easily acquired, because his opponent omitted to take the necessary precaution referred to in our note above.

(e) Necessary, in order to prevent the smothered mate threatened by Kt to Kt 6, 18. Kt to Q 4 would be fatal, on account of Kt to B 5.

THE EVANS GAMBIT.

Page 264.—In the sub-variation commencing with 5. \overline{B} to \overline{K} 2 we do not like the continuation for White, as Black, instead of 9. \overline{Kt} to \overline{Kt} 5, might safely reply 9. \overline{P} takes \overline{P} ; 10. \overline{Q} takes \overline{Q} \overline{P} , 10. Castles, with a satisfactory game; for White will not gain any sufficient attack to compensate the loss of a Pawn. We would, therefore, recommend the following attack after 5. \overline{B} to \overline{K} 2, namely:

- | | |
|--|--|
| 6. \overline{P} to \overline{Q} 4 | 6. \overline{P} takes \overline{P} |
| 7. \overline{Q} to \overline{Kt} 3 | 7. \overline{Kt} to \overline{R} 4 |
| 8. \overline{B} takes \overline{P} ch | 8. \overline{K} to \overline{B} sq |
| 9. \overline{Q} to \overline{R} 4, with a strong attack. | |

Page 268.—In the variation from actual play given to show that Black's 9th move, \overline{Kt} to \overline{K} \overline{B} 3, is inferior to 9. \overline{Kt} to \overline{Q} \overline{R} 4 (an opinion which we do not share), Black, on the 13th move, can much improve his defense by 13. \overline{Q} \overline{Kt} to \overline{K} 2 instead of 13. \overline{B} to \overline{K} 3, as played. For, by the move we suggest, Black frees at once his \overline{Q} \overline{B} \overline{P} for an eventual advance, which may be expedient for the defense, or even the ultimate attack on that wing. Black also thereby reserves his \overline{Q} \overline{B} for other posts. 13. \overline{Kt} to \overline{B} 5 is also better than 13. \overline{B} to \overline{K} 3.

Page 277.—At the end of "Game the Second" the value of 9. \overline{P} to \overline{Q} 5 for the attack, which the author holds to be the best, cannot be determined without some examination of the effect of the defense 9. \overline{Q} \overline{Kt} to \overline{K} 2, which is recommended by Mr. Steinitz. The answer 10. \overline{B} to \overline{Kt} 2 could be met by 10. \overline{K} \overline{Kt} to \overline{B} 3, and if 11. \overline{B} takes \overline{Kt} , 11.

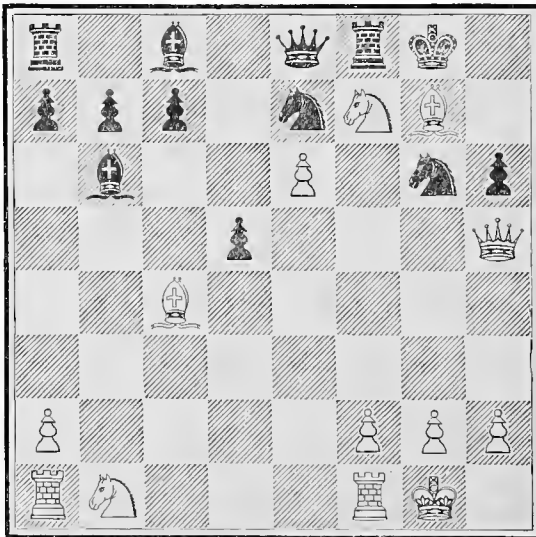
P takes B, 12. P to Q R 4, 12. Castles, the same position arises as obtains in a game between Messrs. Bird (White) and Steinitz (Black) in the London Tournament, 1883. (Compare book of that Congress, page 79.) We believe Black won that game on its merits, and that White's attack cannot be sustained. If, however, White play 10. P to K 5 the following continuation, which occurred between Messrs. Morphy (White), Lowenthal (Black), comprises, in our opinion, the best moves on both sides in this form of the opening :

- | | |
|----------------|-----------------|
| | 10. Kt to Kt 3 |
| 11. P to K 6 | 11. P takes P |
| 12. P takes P | 12. K Kt to K 2 |
| 13. Kt to Kt 5 | 13. Castles |

DIAGRAM,

Showing the position after White's 17th move.

BLACK.



WHITE.

- | | |
|------------------|----------------|
| 14. Q to R 5 | 14. P to K R 3 |
| 15. Kt to B 7 | 15. Q to K sq |
| 16. B to Kt 2 | 16. P to Q 4 |
| 17. B takes Kt P | |

(If 17. B takes Q P, then Black wins, as pointed out by Lowenthal, by 17. Q to Kt 4 attacking both Bishops.)

17. R takes Kt

At this point Lowenthal justly remarks, in his notes to that game, Black at that juncture had a much better move, namely, 17. B takes P, whereupon the game might proceed :

- | | |
|----------------------|-------------------------------|
| 18. B takes R (best) | 18. Q takes B |
| 19. Kt takes P ch | 19. K to Kt 2 |
| 20. B to Q 3 | 20. Q to B 3 threatening R to |

R sq as well as Q takes R, and Black ought to win. Finally, should White proceed after

- | | |
|----------------------------------|----------------------|
| | 9. Q Kt to K 2 |
| 10. P to K 5 | 10. Kt to Kt 3, with |
| 11. B to Kt 2, then might follow | 11. K Kt to K 2 |
| 12. P takes P | 12. Q takes P |
| 13. B takes P | 13. R to K Kt sq |
| 14. B to Kt 2 | |

(If 14. B to R 6 15. Kt takes Kt 16. Kt to K B 3 17. Kt to K sq
Kt to R 5 Q takes B B to R 6 Q to Kt 2 and
 should win.)

14. Kt to B 5

15. P to Kt 3

(If 15. B to K 5 16. K to R sq 17. Q B to Kt 3 18. R takes Kt
Kt to R 6 ch Q to Kt 3 Kt takes P ch B takes R

19. Kt to K 5
Q to Kt 2 and wins.)

15. Kt (B 5) takes P, with a

Pawn ahead and an excellent game.

Page 279, 2d line from the bottom.—We do not think that

9. $\overline{Q \text{ to } Kt 3}$ is in any way dangerous, and though the attack might proceed :

- | | |
|------------------|----------------------------|
| 10. P takes P | 10. P takes P |
| 11. Kt to Kt 5 | 11. Kt to R 3 |
| 12. R to K sq ch | 12. K to B sq |
| 13. B to Q R 3 | 13. B to B 2 |
| 14. Kt to K 4 | 14. Kt to B 4, with a safe |

game and a material superiority.

Page 280, 3d line from the top.—The only move for Black at this stage is, in our opinion, 10. $\overline{K \text{ Kt to } K 2}$, whereupon the game might go on :

- | | |
|-------------------|-----------------------------|
| 11. Q B to K Kt 5 | 11. Q to B 4 |
| 12. B takes Kt | 12. K takes B |
| 13. Kt takes Q P | 13. Kt takes Kt |
| 14. Q to R 3 ch | 14. K to B 3 |
| 15. Q takes B | 15. Kt to B 7 |
| 16. Q takes B P | 16. R to B sq, and ought to |

win. Against the move 10. $\overline{B \text{ to } Q 2}$, which the author describes as best, the attack can be much improved upon on White's 11th move, 6th line from the top, by

- | | |
|-------------------|-----------------|
| 11. Q B to K Kt 5 | 11. Q. to B 4 |
| 12. Kt takes K P | 12. Kt takes Kt |
| 13. P to K B 4 | 13. P to K B 3 |
| 14. Q takes Kt P | 14. R to Q sq |

(Or 14. $\overline{R \text{ to } B \text{ sq}}$, 15. $\overline{P \text{ takes } Kt}$, followed by $\overline{P \text{ to } K 6}$, and wins.)

- | | |
|------------------------------------|---------------|
| 15. P takes Kt | 15. P takes B |
| 16. R to K B sq | 16. Q takes P |
| 17. Kt to Q 2, with a fine attack. | |

Page 285, 3d line from the top.—The analysis of this variation is incomplete without the following continuation :

- | | |
|------------------|-----------------|
| | 8. Kt takes K P |
| 9. Kt takes B P | 9. R takes Kt |
| 10. B takes R ch | 10. K takes B |
| 11. P to Q 5 | 11. Kt to K 2 |
| 12. Q to R 4 | 12. B takes P |
| 13. Kt takes B | 13. Kt takes Kt |
| 14. Q to B 4 | |
- (If 14. $\frac{Q \text{ to Kt } 3}{Kt \text{ to K } 7 \text{ ch}}$ followed by $\overline{Kt \text{ takes B}}$ and $\overline{P \text{ to Q } 3}$ with the advantage.)
14. Kt fr. K 2 takes P (best)
- (If 14. $\overline{Kt \text{ from B } 6 \text{ takes P}}$ 15. $\frac{B \text{ to Kt } 5}{R \text{ to K } sq}$ with a winning attack.)
- | | |
|----------------|-----------------|
| 15. B to Q 2 | 15. P to Q Kt 4 |
| 16. Q to Kt 3 | 16. Q to R 5 |
| 17. B takes Kt | |
- (If 17. $\frac{P \text{ to K } B 4}{Kt \text{ to K } 7 \text{ ch}}$ etc.)
- | | |
|---------------|--|
| 18. Q takes Q | 17. Q to B 5 |
| | 18. P takes Q, with an excellent game. |

Page 287, 4th line from the top.—In the sub-variation White, instead of playing 13. Q takes B, can mate in two moves, commencing with 13. Kt to Kt 6 ch.

Page 292, 2d line from the bottom.—Black may defend in a more simple and effective manner by 10. K to B sq, followed by Q to K sq in reply 11. Kt to Kt 5.

Page 308, 11th line from the bottom.—Black's game on the 24th move is not alone well defensible, but we believe that he ought to be able to wriggle out of all difficulties with a Pawn ahead, and, therefore, with a great superiority, by

24. Kt to B 3 (24. Kt to B 5 or 24. P to K R 3 would also be good play, and, anyhow, much better than 24. B takes P, as proposed in the text), whereupon might follow :

- | | |
|-----------------|-----------------------|
| 25. R to K 3 | 25. P to K R 3 |
| 26. Q R to Q sq | 26. B to Q 2 |
| 27. R to B 3 ch | 27. K to Kt sq |
| 28. Kt to B 7 | 28. Kt takes P |
| 29. R to B 4 | 29. P to K Kt 4, etc. |

Page 310.—In the sub-variation at the bottom of the page, commencing with 13. B to Q 2; 14. B takes P ch, 14. K takes B; 15. Q to K B 4 ch comprises Black's best play against the main attack 13. P to K 5; for at this point the defense, instead of 15. K to K sq, would answer 15. Kt to B 3, with an easily won game.

Page 312, 6th line from the top.—On White's 18th move the check of the Rook ought to be reserved, and 18. Q to Kt 6, which, we believe, was introduced by Baron Kolisch, is much superior. The game might then proceed :

- | | |
|-----------------|-----------------|
| 18. Q to Kt 6 | 18. Q to K B sq |
| 19. B to K Kt 5 | |

(See diagram.)

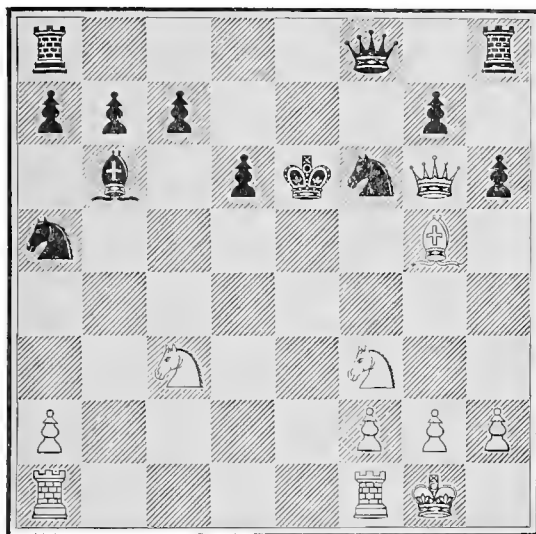
- | | |
|--------------------|------------------|
| | 19. R to K sq |
| 20. Q R to K sq ch | 20. K to Q 2 |
| 21. Q to B 5 ch | 21. K to Q sq |
| 22. Kt to Q 5 | 22. P takes B |
| 23. Kt takes P | 23. B takes P ch |
| 24. Q takes B | 24. Kt takes Kt |
| 25. Kt to B 7 ch | 25. K to B sq |
| 26. R takes R ch | 26. Q takes R |
| 27. Kt takes R | 27. Q takes Kt |
| 28. Q to B 5 ch | 28. K to Q sq |

29. Q takes Kt, with the exchange ahead and a good game.

DIAGRAM,

Showing the position after White's 19th move.

BLACK.



WHITE.

Page 317, 2d line from the bottom.—19. Kt takes Kt is not as decisive as 19. K to R sq, 19. Kt takes B (or 19. Q takes Kt; 20. B takes Kt ch, 20. K to B sq; 21. Kt takes B ch, and wins); 20. Kt takes B, with a winning advantage.

Page 320, 3d line from the bottom.—It should be stated that White will continue the attack with 17. Kt to B 5 wherever Black's Queen may be played on the 16th move.

Page 321, 2d line from the top.—18. P to Kt 4 is useless, and Black can win the game at once by 18. B takes Kt; 19. P or Q takes B, 19. P to Q 4; threatening mate and winning a piece.

The sub-variation on the same page, 5th line from the

top, seems to comprise Black's best play against the main attack, if improved upon by 13. \overline{K} to \overline{Kt} sq or 13. \overline{Kt} to $\overline{KB4}$, in lieu of 13. \overline{Q} to $\overline{Q2}$.

GAME ILLUSTRATIVE OF EVANS GAMBIT.

Played by correspondence between two Thuringian Chess Clubs. (Score from the *German Schachzeitung*.)

(Notes from the *Chess Monthly*.)

WHITE (Apolda).	BLACK (Zema).
1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. B to B 4
4. P to Q Kt 4	4. B takes P
5. P to B 3	5. B to R 4
6. Castles (a)	6. Kt to K B 3 (b)
7. P to Q 4	7. Castles
8. Kt takes P (c)	8. K Kt takes P
9. B to R 3 (d)	9. Kt takes Kt
10. P takes Kt	10. P to Q 3

(a) The numberless attempts to get up a successful attack in this variation of the Evans were all in vain.

(b) For the development of the K Kt has always rendered a satisfactory defense, no matter how the attack continued.

(c) Forming the Richardson variation, which was greatly in vogue about a dozen years ago, but did not prove stronger than other continuations, as *e. g.*: 8. B to R 3, 8. P to Q 3; 9. P takes P, 9. K Kt takes P; 10. Q to B 2, 10. Kt to B 4.

(d) A favorite continuation used to be here:

9. Kt takes B P	9. R takes Kt
10. B takes R ch	10. K takes B
11. P to Q 5	

For White gets a fine attack after 11... Kt to K 2; 12. Q to R 4. Later researches, however, proved that Black emerges with a superior game after

	11. Kt to K 4 (!)
12. Q to Q 4	12. Q to R 5
13. Q takes Q Kt	13. P to Q 3
14. Q to B 4 ch	
(Or 14. Q to Q 4, 14. B to Kt 3, etc.)	
	14. Q takes Q
15. B takes Q	15. B takes P
16. Kt takes B	16. Kt takes Kt and
	17. Kt takes Q P, etc.

- | | |
|-------------------|-----------------------|
| 11. Q to B 3 | 11. Q to R 5 (e) |
| 12. P to Kt 3 | 12. Kt takes Kt P (f) |
| 13. B takes P ch | 13. K to R sq (g) |
| 14. Q takes Kt | 14. Q takes Q |
| 15. B P takes Q | 15. B to R 6 |
| 16. R to B 4 | 16. B to Kt 3 ch |
| 17. K to R sq | 17. P takes P |
| 18. R to B 3 (h) | 18. Q R to Q sq |
| 19. B to Q 5 | 19. R takes R |
| 20. B takes R | 20. R to Q 6 |
| 21. Kt to Q 2 (i) | 21. R takes Kt |
| 22. B to K 4 (j) | 22. R to K 7 |
| 23. B to B 3 | 23. R to K 6 |
| 24. R to Q sq | 24. P to K R 3 |
| 25. B to R 5 | 25. K to R 2 |
| 26. B to B 7 | 26. R to K 7 |
| 27. B to Q 5 | 27. P to K 5 (k) |
| 28. Resigns. | |

(e) The initial move in a deep scheme, which proves beyond the capabilities of the White allies.

(f) Of course; not 12...Q to Kt 5; 13. Q takes Q, 13. B takes Q; 14. P to B 3.

(g) 13...R takes B would be fatal, on account of 14. Q takes R ch, 14. K takes Q; 15. B P takes Kt ch, and 16. P takes Q.

(h) After 18. B takes R, 18. B P takes R; 19. B to R 3, Black would force the game with 19...P to B 6. If, on the other hand, 18. R to R 4, then 18...R takes B; 19. R takes B, 19. R to B 8 ch; 20. K to Kt 2, 20. R to B 7 ch; 21. K to R sq, 21. R to Q sq.

(i) If 21 B to K 2, Black wins with 21...R to K 6.

(j) He dare not continue with 22. R to Q sq, for Black would reply 22...B to Kt 7 ch.

(k) The black allies conducted the middle of this game with rare judgment and vigor; every move tells.

THE EVANS GAMBIT DECLINED.

On the last move of the second sub-variation, page 349, 9th line from the top, there is no reason for Black not playing 14. \overline{B} takes \overline{P} ch instead of retiring \overline{Q} to \overline{B} 3, thus obtaining a manifest superiority of force.

Page 350, 12th line from the bottom.—In this sub-variation Black should play 14. \overline{R} takes \overline{Q} instead of 14. \overline{K} takes \overline{Q} , and, anyhow, we think that at such an early stage of the game White's three Pawns, especially as they include a doubled Pawn, could make no stand against a piece plus on the other side.

GAME ILLUSTRATIVE OF EVANS GAMBIT DECLINED.

Played in the Irish Tournament, Belfast, 1886.

(Notes from the *Chess Monthly*.)

WHITE (Mr. Pollock).

1. P to K 4
2. Kt to K B 3
3. B to B 4
4. P to Q Kt 4
5. P to Kt 5
6. B to K 2 (a)
7. P to Q 3
8. B to Kt 5

BLACK (Mr. Blackburne).

1. P to K 4
2. Kt to Q B 3
3. B to B 4
4. B to Kt 5
5. Kt to R 4
6. Kt to K B 3
7. P to Q 3 (b)
8. P to K R 3

(a) Greatly recommended by W. Paulsen about twelve years ago, and played by different experts. Zukertort tried it against Tchigorin in the Vienna Tournament of 1882.

(b) Anderssen thought that Black's best continuation was 7...P to Q 4, and we quite agree with the late master.

9. B to R 4	9. B to K 3 (e)
10. Kt to B 3	10. Q to K 2 (d)
11. Kt to R 4	11. R to Q sq (i)
12. Kt takes B	12. R P takes Kt
13. P to B 4	13. P to Kt 4
14. B to Kt 3	14. Kt to Q 2
15. P to K R 4	15. P to Kt 5
16. Kt to Q 2	16. P to R 4
17. Q to B 2	17. R to K Kt sq (e)
18. Kt to B sq	18. Kt to B sq (f)
19. P to B 3	19. P takes P (g)
20. K B takes P	20. B to Kt 5
21. B takes B	21. R takes B
22. Kt to K 3 (!)	22. R to Kt 3
23. Kt to Q 5	23. Q to Q 2
24. Q to B 2	24. Kt to R 2
25. Castles (K R)	25. P to K B 3
26. K to R 2	26. K to B 2 (h)
27. Q to B 3	27. K to Kt 2
28. Q takes R P	28. R to K R sq
29. Kt to K 3	29. Kt to B sq
30. Kt to B 5 ch	30. K to Kt sq
31. Q to B 3	31. Kt to K 3
32. B to B 2	32. Q to R 2
33. P to Kt 3	33. K to B 2
34. B to K 3	34. K to K sq
35. K to Kt 2	35. Q R to Kt sq
36. K to B 2	36. Kt to Kt 2
37. P to R 5	37. Kt takes Kt
38. Q takes Kt (i)	38. K R to Kt 2

(c) Black entirely neglects to make preparations for bringing his Q Kt into play again. He should continue with 9...B to Q 2; 10. P to Q R 4 (10. Kt to B 3 (?), 10. B to Q 5), 10. P to Q R 3; 11. P to B 4, 11. P takes P; 12. R P takes P, 12. P to B 3, etc.

(d) This and Black's next move afford to White the necessary time to shut out completely the unfortunate Black Knight. He ought to have continued with 10...P to B 3.

(e) We would vastly prefer 17...P to K B 4.

(f) Worse than useless, as the sequel proves. Again we would recommend 18...P to K B 4.

(g) An error of judgment. The exchange of Pawns gets the hostile K B into play, while it weakens considerably his own position. We think that Mr. Blackburne, in his forecast of the position, overlooked White's 22d move. 19...P to K B 4 was now imperative.

(h) This loses a Pawn and the game, which he might have defended with 26...R to B sq, and if 27. Q to B 3, then 27...Q to Kt 5.

(i) He could safely capture the exchange—38. P takes R, 38. Q to R 7 ch; 39. K to K sq, etc.—but the course actually adopted secures the immediate exchange of Queens, with a sufficient superiority of material and position to win.

- | | |
|------------------------------|--------------------------------|
| 39. Q takes Q | 39. R takes Q |
| 40. R to R sq | 40. K to B 2 |
| 41. Q R to K Kt sq | 41. R to Q R sq (<i>j</i>) |
| 42. K to B 3 | 42. K to Kt sq |
| 43. K to Kt 4 | 43. R to Kt 2 ch |
| 44. K to B 5 | 44. K to B 2 |
| 45. P to R 6 | 45. R to K R 2 |
| 46. P to Kt 4 | 46. R to K Kt sq |
| 47. P to Kt 5 | 47. R to Kt 3 |
| 48. P takes P | 48. R takes P ch |
| 49. K to Kt 5 | 49. K to K 2 |
| 50. K to R 5 | 50. R to B 6 |
| 51. B to Kt 5 ch | 51. K to K sq |
| 52. R to K B sq (!) | 52. R (B6) to B 2 (<i>k</i>) |
| 53. K to Kt 6 | 53. R to Q 2 |
| 54. R to B 6 | 54. P to Q 4 |
| 55. R to K 6 ch (<i>l</i>) | 55. K to B sq |
| 56. R to B sq ch | 56. Q R to B 2 |
| 57. R takes R ch | 57. R takes R |
| 58. R to K B 6 | 58. Resigns |

(*j*) It is immaterial what Black play; he is a Pawn and practically a piece behind.

(*k*) If 52...R takes Q P, then 53. K to Kt 6 and 54. P to R 7, or K to K 7, accordingly.

(*l*) 55. K R to K B sq would show better style.

THE GIUOCO PIANO.

Page 374, bottom line.—9. \overline{P} to \overline{K} 5 is much stronger than
9. \overline{R} to \overline{Q} sq, for if then:

10. \overline{Q} takes \overline{P}

(Or 10. $\frac{\overline{Kt} \text{ takes } \overline{P}}{\overline{R} \text{ to } \overline{K} \text{ sq}}$ 11. $\frac{\overline{P} \text{ to } \overline{Q} 3}{\overline{P} \text{ to } \overline{K} \overline{B} 4}$ and wins.)

10. \overline{Q} takes \overline{Q} ch

11. \overline{Kt} takes \overline{Q}

11. \overline{R} to \overline{K} sq, and wins.

Otherwise, White's position is evidently fearfully confined.

Page 380.—In the main variation, 16th line from the top, Black's 10th move, \overline{P} to \overline{Q} 4, is not good, and 10. \overline{Q} to \overline{K} sq is much superior.

GAME ILLUSTRATIVE OF THE GIUOCO PIANO.

Played in the Vienna Tournament of 1882, between Messrs.
Mason and Winawer.

(Score and Notes from "Games of the Vienna Tournament of 1882,"
by Alex. G. Sellman.)

WHITE (Mr. Mason).

1. \overline{P} to \overline{K} 4
2. \overline{Kt} to \overline{K} B 3
3. \overline{B} to \overline{B} 4
4. \overline{P} to \overline{Q} 3
5. \overline{B} to \overline{K} 3
6. \overline{Q} \overline{Kt} to \overline{Q} 2
7. \overline{Kt} to \overline{B} sq
8. \overline{P} to \overline{K} R 3

BLACK (Mr. Winawer).

1. \overline{P} to \overline{K} 4
2. \overline{Kt} to \overline{Q} B 3
3. \overline{B} to \overline{B} 4
4. \overline{P} to \overline{Q} 3
5. \overline{B} to \overline{Kt} 3 (a)
6. \overline{P} to \overline{K} R 3
7. \overline{Kt} to \overline{B} 3
8. \overline{Kt} to \overline{K} 2

(a) The German "Handbuch" (sixth edition) gives \overline{B} takes \overline{B} , and with it an analysis to show that by this move Black ultimately obtains a superior game to that of White.

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

(b) Castling was better.

(c) Again castling K R would appear best.

(d) White now turns his attention to breaking the centre.

(e) The Pawn could not be saved.

(f) The initiative move of one of the most brilliant combinations on record. On the strength of this, and White's 43d move, this game was considered the most brilliant of the Tourney.

(g) If K takes B, White would reply with Q takes Q ch, followed by Q to Kt 7 ch, winning a Rook in addition.

- | | |
|--|------------------------|
| 45. Q takes Q | 45. R takes P |
| 46. Q to Q 8 (<i>h</i>) | 46. R takes P |
| 47. Q to Q 7 | 47. R to Kt 8 ch |
| 48. K to R 2 | 48. R to Q 7 |
| 49. Q to B 6 ch | 49. K to Kt sq |
| 50. Q takes K P | 50. R fr. Kt 8 to Kt 7 |
| 51. B to K 6, and after a few more moves Black resigned. | |

(*h*) Threatening mate.

THE ALLGAIER GAMBIT.

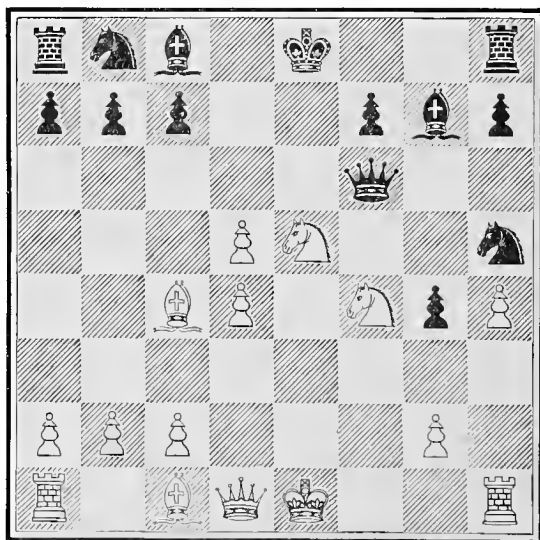
Page 420, 8th line from the top.—By 19. Q to Kt 3 ch White obtains by far the superior game in this position, for if 19. K to R sq; 20. P to R 5, winning a piece, since should the Knight remove, 21. R to B 8 ch is fatal for Black. Therefore, 19. P to Q 4 is Black's best resource, whereupon follows 20. P takes P, with Rook and two Pawns for two minor pieces, and an excellent attack.

Page 421, 5th line from the top.—In lieu of 11. Castles, Mr. Steinitz suggested in the *London Field* (1882) the following new line of play :

11. Kt takes P (See diagram.)

DIAGRAM, showing position after White's 11th move.

BLACK.



WHITE.

- | | |
|---|------------------|
| | 11. Kt takes Kt |
| 12. Castles | 12. B to R 3 |
| 13. P to K Kt 3 | 13. Kt to R 6 ch |
| 14. K to R 2 | 14. Q to Kt 2 |
| 15. B takes B | 15. Q takes B |
| 16. Kt takes Kt P | 16. Q to Kt 2 |
| 17. Kt to B 6 ch | 17. K to R sq |
| 18. B to Q 3, with an excellent attack. | |

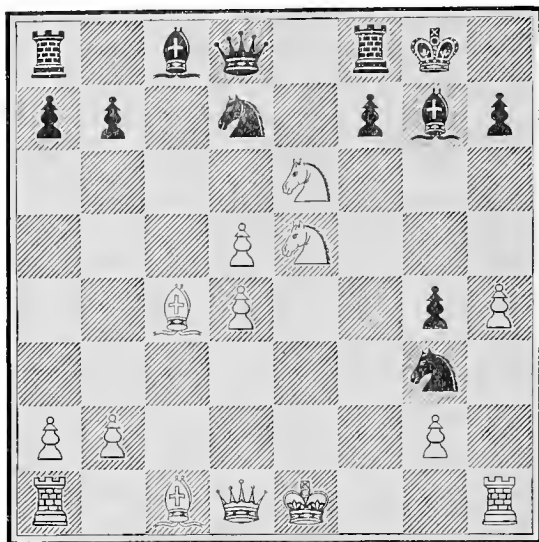
Page 427, at the end of Game II.—In the Vienna Tournament of 1882 the subjoined line of play occurred in a game between Messrs. Steinitz (White) and Zukertort (Black). The moves adopted by the two parties are now considered the best for the attack and defense in the Paulsen variation of the Allgaier Gambit :

- | | |
|----------------|----------------------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to Kt 5 |
| 5. Kt to K 5 | 5. B to Kt 2 |
| 6. P to Q 4 | 6. Kt to K B 3 |
| 7. B to Q B 4 | 7. P to Q 4 |
| 8. P takes P | 8. Castles |
| 9. Q Kt to B 3 | 9. Kt to R 4 |
| 10. Kt to K 2 | 10. P to Q B 4 |
| 11. P to B 3 | 11. P takes P |
| 12. P takes P | 12. Kt to Q 2, with a fine |
- counter-attack. For if now 13. Kt takes Kt P, the reply
 13. Kt to Kt 3 wins a piece. Or if
 13. Q Kt takes P at B 4 13. Kt to Kt 6
 14. Kt to K 6

DIAGRAM,

Showing position after White's 14th move.

BLACK.



WHITE.

- | | |
|-------------------------|--------------------------|
| | 14. P takes Kt |
| 15. P takes P | 15. Kt takes Kt |
| 16. P to K 7 dis. ch | 16. Kt takes B |
| 17. P takes Q, queening | 17. R takes Q |
| 18. Q to Kt 3 | 18. R to K sq ch |
| 19. K to Q sq | 19. Kt takes R |
| 20. Q takes Kt ch | 20. B to K 3, with three |

pieces for the Queen and a fine game. This variation occurred in a game between Messrs. Newman (White) and Steinitz (Black), in Philadelphia. Finally, if 13. Kt takes P at B 7, as suggested by Herr Minckwitz in the *Deutsche Schachzeitung*, then Black might play 13. K takes Kt without suffering much from White's attack; but we believe he

would also obtain a decided advantage by the reply 13. Q to B 3.

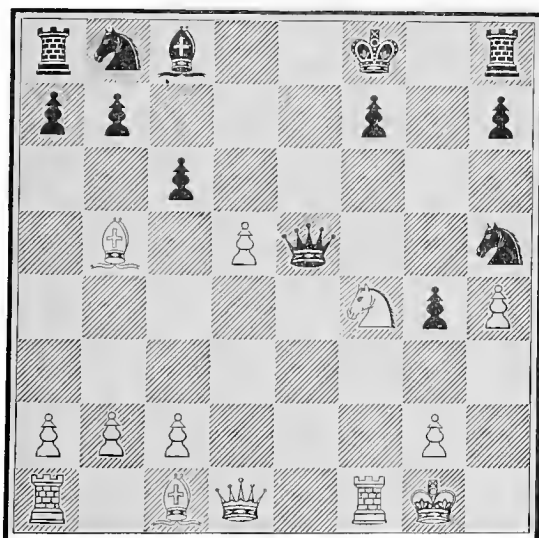
Page 430, 6th line from the bottom.—White's attack ought to be continued by 11. Kt to K 2, instead of 11. Castles. A game between Mr. Steinitz (White) and Mr. Thorold (Black) proceeded from this point :

- | | |
|-------------------------------|-----------------|
| 11. Kt to K 2 | 11. B takes Kt |
| 12. P takes B | 12. Q takes K P |
| 13. Castles | 13. P to Q B 3 |
| 14. Kt takes P (See diagram.) | |

DIAGRAM,

Showing position after White's 14th move.

BLACK.



WHITE.

- | | |
|-----------------|----------------|
| | 14. P takes B |
| 15. Kt takes Kt | 15. Q takes Kt |
| 16. Q to Q 4 | 16. K to Kt sq |

- (If 16. $\frac{R \text{ to } Kt \text{ sq}}{K \text{ to } Kt 2}$ 17. $\frac{Q \text{ to } B 5 \text{ ch}}{K \text{ to } Kt 2}$ 18. $\frac{Q \text{ to } B 3 \text{ ch}}{K \text{ to } Kt 2}$ and wins.)
- | | |
|--------------------------------|------------------|
| 17. B to Kt 5 | 17. P to K R 3 . |
| 18. B to B 6 • | 18. R to R 2 |
| 19. Q R to K sq | 19. B to Q 2 |
| 20. R to K 5 | 20. Q to Kt 3 |
| 21. P to R 5 | 21. Q takes B P |
| 22. Q takes Kt P ch, and wins. | |

Page 433, 4th line from the top.—We cannot agree that the game is even at the end of this variation, there being no superiority in White's position to compensate for the loss of the Pawn. To White's last move, 12. B to Q 3, Black may reply 12. $\frac{R \text{ to } K \text{ sq}}{K \text{ to } Kt 2}$, threatening $\frac{Kt \text{ to } Q 2}{K \text{ to } Kt 2}$, with great advantage.

Page 440, 10th line from the bottom.—See illustrative game between Mr. Steinitz and Dr. Simonson.

Page 443, 7th line from the bottom.—Much stronger than 8. $\frac{P \text{ to } Q B 3}{Kt \text{ to } Q B 3}$ is 8. $\frac{Kt \text{ to } Q B 3}{Kt \text{ to } Q B 3}$, followed by Castling, should Black answer 8. P to Q B 3. Black's 8th move, B to Q 3, proposed on the same line, is also much inferior to 8. $\frac{P \text{ to } Q 3}{Kt \text{ to } Q B 3}$.

Page 453, 9th line from the bottom.—In variation (I) after the moves :

- | | |
|----------------|----------------|
| 1. P to K 4 | 1. P to K 4 |
| 2. P to K B 4 | 2. P takes P |
| 3. Kt to K B 3 | 3. P to K Kt 4 |
| 4. P to K R 4 | 4. P to K Kt 5 |

5. $\frac{Kt \text{ to } Kt 5}{P \text{ to } Q 4}$ the defense of 5. $\frac{P \text{ to } Q 4}{Kt \text{ to } Kt 5}$ has justly fallen into disuse. The two lines of play which the author recommends for Black cannot be regarded as entirely satisfactory. First, in the continuation :

6. P takes P

6. P to K R 3

7. Kt to K 4

7. P to K B 4, the move sug-

gested 8. K Kt to Q B 3 is not as good as 8. Kt to K B 2, in which case, if 8. Q takes P, 9. P to Q 4 and Black's K B P will soon fall, after which the far-advanced Pawns on the King's side become a source of weakness for Black. In the second place, in variation (B), page 454, 16th line from the bottom, after 6. Kt to K B 3 White's best move is not B to Kt 5 ch, as suggested, and 7. Q Kt to B 3 is much better.

Page 455, 9th line from the top.—It should be explained, if Black should play 15. B to R 3, White would win by 16. P to Kt 7, followed by Q to Kt 5 if B takes P.

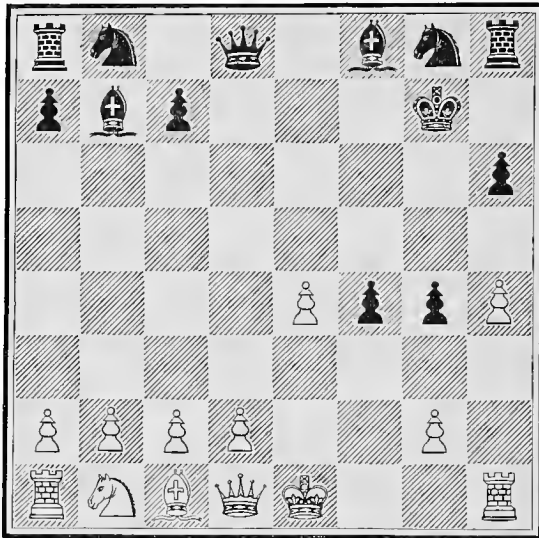
Page 459, 10th line from the bottom.—In the *International Chess Magazine*, Vol. I, April, 1885, the defense 9. P to B 6 is condemned, and 9. B takes B is recommended as the best play. We give a diagram of the position :

(See diagram.)

DIAGRAM,

Showing position after Black's 9th move, B takes B.

BLACK.



WHITE.

And quote the following comments from that journal:
 "The proper defense is simply to capture the B, when the game might proceed thus :

9. B takes B

10. Q takes P ch

10. K to B 2

11. Q to R 5 ch

11. K to K 2 (not K to K 3,

as usually played in fear of losing the Rook, for then White obtains a strong attack by 12. Q to B 5 ch, and then continues with 13. P to Q 4 in reply to K to Q 3. As will be seen, the Rook may be given up safely.)

12. Q to K 5 ch

12. K to Q 2

13. Q takes R

(If 13. Q to B 5 ch, the K moves to B 3.)

- Q to K 2 and B to Kt 2).
13. Kt to K B 3 (threatening
14. P to K 5 14. B takes P
15. R to Kt sq or K R 2 15. P to B 6, and, evidently,
- if White play P takes Kt, he loses the Q by P to B 7 ch,
 followed by B to B 4 ch. Again, if he takes the Kt with
 Q, Black exchanges, followed by B to B 4. Nor can White
 gain time by 16. P to Q 4, on account of B to Kt 5 ch.”

GAME ILLUSTRATIVE OF THE ALLGAIER GAMBIT.

The following is one of 28 simultaneous games played
 by Mr. Steinitz at the Manhattan Chess Club, 1883.

(Notes by Mr. Steinitz.)

WHITE (Mr. Steinitz).	BLACK (Dr. Simonson).
1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. K Kt to B 3	3. P to K Kt 4
4. P to K R 4	4. P to Kt 5
5. Kt to K 5	5. P to K R 4
6. B to B 4	6. Kt to K R 3
7. P to Q 4	7. P to Q 3
8. Kt to Q 3	8. P to B 6
9. P takes P	9. B to K 2
10. B to K 3	10. B takes P ch
11. K to Q 2	11. P takes P
12. Q takes P	12. B to K Kt 5
13. Q to B 4	13. Kt to B 3
14. Kt to B 3	14. Kt to K 2 (a)
15. Q R to K B sq	15. R to R 2
16. R takes B (b)	16. Kt to Kt 3

(a) An ingenious departure from the usual book order of moves, which, however, turns out a failure. But the manner in which the opponent defeats the present scheme could not be easily foreseen in such a performance.

(b) As will be seen, White pursues the plan of giving up the Queen for three minor pieces, which are not often a full equivalent for the former. But we believe White's combination is perfectly sound in the present position.

- | | |
|--------------------------|-------------------|
| 17. R takes B | 17. Kt takes Q |
| 18. R from Kt 4 takes Kt | 18. P to Q B 3 |
| 19. R to B 6 | 19. Kt to Kt 5 |
| 20. B takes P ch | 20. K to Q 2 |
| 21. B to K 6 ch | 21. K to B 2 |
| 22. R to B 7 ch | 22. R takes R |
| 23. R takes R ch | 23. K to Kt 3 |
| 24. B takes Kt | 24. P takes B |
| 25. P to Q 5 dis. ch | 25. P to Q B 4 |
| 26. P to K 5 | 26. K to R 3 |
| 27. B takes P (c) | 27. P takes B (d) |
| 28. Kt takes P ch | 28. K to Kt 3 |
| 29. R takes P ch | 29. K takes Kt |
| 30. K to Q 3 (e) | 30. Q to Q R 4 |
| 31. P to Kt 4 ch | 31. Q takes P |
| 32. Kt to K 4 ch | 32. Q takes Kt ch |
| 33. K takes Q, and wins. | |

(c) Which wins by force.

(d) If 27...Q to R 5 (or 27...Q to Kt 4 ch; 28. B to K 3, followed by Kt to Kt 4 ch, and R takes P, etc.); 28. P to Kt 4, 28. R to Q Kt sq (if 28...P takes B; 29. Kt takes P ch, followed by R takes P mate; or if 28...Q to R 7 ch, the King ultimately escapes at Kt 2); 29. P to R 4, 29. P to Kt 6; 30. P to Kt 5 ch, 30. K to R 4; 31. B to Kt 5 ch, and wins.

(e) The position is an extraordinary one. White threatens mate by P to Kt 4 or R to Kt 5. Black has an absolutely winning superiority but for the position of his King, and he cannot now save the game.

CUNNINGHAM GAMBIT.

Page 517, 4th line from the top.—We believe White ought to win in this position by playing, instead of 16. B to K 3, 16. B to K 7 ch, and the game might then continue :

- | | |
|----------------------|------------------|
| | 16. K to B 3 |
| 17. Kt to B 3 | 17. Kt to B 7 ch |
| 18. K to Kt 2 | 18. Q to Kt 5 ch |
| 19. K takes Kt, etc. | |

THE MUZIO GAMBIT.

Page 533, 8th and 9th lines from the bottom.—In lieu of Black's 13th move, R to Kt sq or 13. R to K sq, we would recommend 13. R to K B sq, a move adopted by Paulsen against Anderssen, which has the effect of guarding the Rook against any subsequent attack by Kt to B 6; and this is of importance to the defense, for even after 13. R to K Kt sq, which the author holds to be the better alternative, Black must, at least, lose valuable time with his Rook when afterwards attacked by the opponent's Knight, as he cannot afford to give up the exchange in that position. Herr Paulsen himself, who chiefly introduced this ingenious defense, after some experiments with 13. R to K Kt sq and 13. R to K sq, came to the conclusion that 13. R to K B sq is the strongest move at this juncture.

Page 534, 10th line from the bottom.—The Pawns are even in that position, and as Black has maintained his piece ahead there ought to be some better means of defense than 20. P to Q R 3, which the author justly demonstrates to be favorable for the first player. We would suggest 20. P to Q Kt 3, which, we believe, would enable Black to extricate himself at the expense of one Pawn. But the following line of play seems to us the simplest and strongest :

20. P to Q 4

21. P takes P in passing

(If 21. Kt takes BP
K takes Kt

22. R takes Kt ch
B to Q 2

23. R to B 3
Q R to K sq

24. R fr. B 3 to K 3
R takes R

25. R takes R
Q takes Kt P and ought to win.)

21. P takes P

22. R to Q 4

22. P to Q 4

23. P to Q B 4

23. B to Q 2, threatening to

exchange the Kt or to play Kt to Q B 3 on the next move, with a piece ahead and a satisfactory game in either case.

Page 538, 9th line from the bottom.—At the end of this variation White, in our opinion, has no superiority of position to compensate for the inferiority of forces, if Black play at once 12. K to K sq, followed by P to Q B 3 and P to Q 3.

Page 539, 4th line from the top.—We do not think that after either 12. Kt to Q B 3 or 12. R to B 3 there could be any preference for White's position. Black has two minor pieces for the Rook, with even Pawns, and, against either line of play proposed for White, he may answer 12. Q to Kt 2, forcing the exchange of Queens. Any subsequent attack of White, either by R to Kt 3 or Kt to Q 5, can

be met accordingly, without any danger, by K to B sq or Kt to R 3.

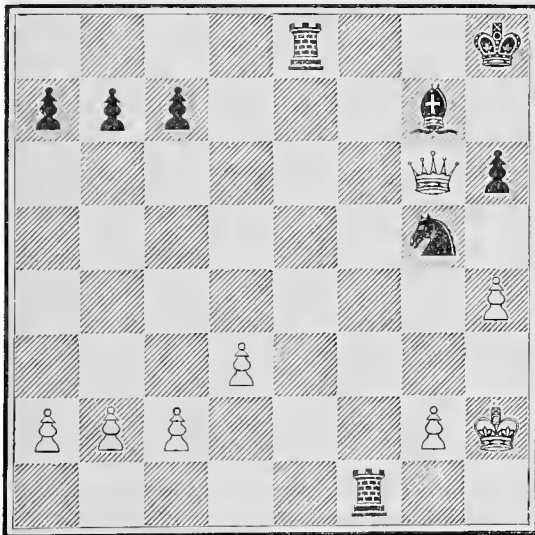
Page 543, 4th line from the bottom.—We believe that in this position Black ought at least to draw, with some prospects of winning thus :

- | | |
|-----------------------|------------------|
| | 25. B to Q 2 |
| 26. P to K R 4 (best) | 26. B to K sq |
| 27. Kt takes B (best) | 27. R takes R ch |
| 28. K to R 2 | 28. R takes Kt |

DIAGRAM,

Showing the position after Black's 28th move.

BLACK.



WHITE.

29. Q takes R ch (best)

(If 29. P takes Kt
Q R to K 7 and wins.)

29. R to B sq

30. Q to K 7
pieces for the Queen.

30. Kt to B 2, with three

Page 544, bottom line.—In positions of that character we hold that the proof should be quite clear when the superiority is claimed for the side which is weaker in forces. In the present case Black is a piece ahead, and after careful examination we cannot find any satisfactory key-move for the attack in reply to 10. Q to Kt 2. If White then proceed with 11. Q B to K Kt 3, Black may answer 11. P to K B 3, and White will not be able to gain a Pawn for his piece without submitting to some weakening exchanges. And if 11. Kt to Kt 5, then 11. B takes B; 12. Q takes B (best), 12. P to K B 3, and ought to win.

Page 545, 8th line from the top.—The variation by Cochrane, which is here given, leads to the same position by a slight transposition of moves that arises in the line of play indicated on the preceding page, 10th line from the bottom, which is ascribed to Lewis. The alteration in the order of moves may, we believe, be taken advantage of by White on the 9th move; for the attack by 9. B to K 5 is much stronger than 9. B to Kt 3, and the former may lead to the following continuation :

9. B to K 2

(Or 9. P takes B 10. B takes Kt 11. Kt to B 3 12. Castles, K side,
Q to R 4 ch R to Kt sq
with a fine attack.)

10. B to Kt 3

10. Q Kt to Q 2

11. Kt to B 3

(Better than 11. B takes Kt 12. P to K 5
Kt takes B Kt to Q 4.)

followed mostly with Castling on the Queen's side, with an excellent attack.

Page 548, 13th line from the top.—Black is two pieces ahead in this position, and albeit his King seems to be very much exposed, we believe he ought to be able to effect his escape by :

- | | |
|------------------|--------------------------------|
| | 9. K to B 3 |
| 10. Kt to B 3 | 10. P to Q 4 |
| 11. P takes P ch | 11. K to Kt 3 |
| 12. Kt to R 4 ch | 12. K to R 3 |
| 13. Q to Q 3 ch | 13. P to Kt 4, with two pieces |
- ahead and a defensible game.

GAME ILLUSTRATIVE OF THE MUZIO GAMBIT.

Played in the Master Tourney at Berlin, 1881, between Messrs.
Winawer and Wittek.

(Notes translated by *Brentano's Chess Monthly* from *All. Sp. Zeitung*.)

WHITE (Mr. Winawer).

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

BLACK (Mr. Wittek).

1. P to K 4
2. P takes P
3. P to K Kt 4
4. P to Kt 5
5. P takes Kt
6. Q to B 3
7. B to R 3
8. K Kt to K 2
9. Q takes B (b)
10. K to Q sq
11. B takes Q
12. Q Kt to B 3

(a) P to K 5 is generally regarded as stronger.

(b) Had he taken with B, the following favorable continuation for White would have resulted: 10. Q takes B, 10. Q takes Q; 11. R takes Q, 11. Castles; 12. Q R to K B sq, 12. Q Kt to B 3; 13. R takes P, 13. R takes R; 14. R takes R, 14. K to R sq, and, by 15. Kt to Q Kt 5, at once gain a third Pawn for his sacrificed piece.

- | | |
|--------------------------|-----------------------|
| 13. Q R to K B sq. | 13. P to Q 3 |
| 14. P to K R 3 (c) | 14. Kt to K 4 |
| 15. B to Kt 3 | 15. Q Kt to Kt 3 |
| 16. R to B 7 | 16. B to Q 2 |
| 17. P to Q 4 | 17. Kt to B 3 |
| 18. Kt to K 2 | 18. Kt to R 4 |
| 19. Kt to Kt 3 | 19. Kt takes B |
| 20. R P takes Kt | 20. B to K sq (!) (d) |
| 21. R to K Kt 7 | 21. Kt to B sq |
| 22. R to B 6 (!) | 22. P to Q R 4 (e) |
| 23. Kt to K 2 (f) | 23. P to R 5 |
| 24. P takes P | 24. R takes P |
| 25. Kt to B 4 | 25. K to B sq (g) |
| 26. P to B 3 | 26. R to R 8 ch |
| 27. K to R 2 (h) | 27. R to K 8 |
| 28. Kt to Q 5 | 28. B to Q 2 (!) |
| 29. R (B6) to B 7 | 29. R takes P |
| 30. Kt to K 7 ch | 30. K to Q sq |
| 31. Kt to Kt 8 | 31. Kt to K 3 |
| 32. R takes B ch | 32. K to B sq |
| 33. Kt to B 6 (i) | 33. Kt takes R |
| 34. R takes Kt | 34. R to K 7 (j) |
| 35. Kt takes R P (?) (k) | 35. R takes Q Kt P |
| 36. P to K R 4 (l) | 36. R to Q B 7 |
| 37. P to R 5 | 37. R takes P |
| 38. Kt to B 6 | 38. R to Q 6 |
| 39. R to Kt 8 ch | 39. R takes R |
| 40. Kt takes R | 40. R takes P |
| 41. K to Kt 3 | 41. R to Q 8 |
| 42. K to Kt 4 | 42. K to Q 2 |

(c) Necessary to prevent adverse Knight from coming to Kt 5. There is threatened 14...Kt to K 4; 15. B to Kt 3, 15. K Kt to Kt 3; 16. R to B 2 or 6, 16. Kt to Kt 5, etc.

(d) 20...P to Q B 3 is no better, *e. g.*: 21. Kt to R 5, 21. K to B 2; 22. Kt to B 6, 22. Q R to Q sq; 23 Kt takes R P, etc., and the advantage is with White.

(e) The best way to bring the Black Rook into play.

(f) 23. P to K 5 would not now be good, *e. g.*: 23. P to K 5, 23. Kt to Q 2!; 24. R to K 6, 24. P takes P; 25. P takes P, 25. R to R 3, etc.

(g) If 25...R takes P, he loses a piece by 26. R takes Kt, followed by 27. Kt to K 6 ch.

(h) The game is correctly and beautifully played on both sides.

(i) 33...R fr. Kt 7 to K 7 comes up for consideration here, *e. g.*: 33...R takes Kt; 34. R takes P ch, 34. Kt takes R; 35. R takes R, and White has a chance for a draw, because of Black's Pawns being isolated.

(j) The R P cannot be saved by R to R 5.

(k) Taking with R would be much better.

(l) Defending the B P with Kt and R, followed by the gradual advance of the unobstructed Pawns, would be sounder.

- | | |
|------------------|-----------------------|
| 43. K to Kt 5 | 43. K to K 3 |
| 44. Kt to R 6 | 44. P to B 4 |
| 45. P to Kt 4 | 45. P to B 5 |
| 46. Kt to B 5 | 46. P to B 6 |
| 47. Kt to K 3 | 47. P to Q 4 |
| 48. K to Kt 6 | 48. P to Q 5 |
| 49. Kt takes R | 49. P to B 7 |
| 50. Kt to B 2 | 50. P to B 8 (queens) |
| 51. Kt to R 3 | 51. Q to B 7 ch |
| 52. K to Kt 7 | 52. Q to B 2 ch |
| 53. K to R 6 | 53. K to B 3 |
| 54. P to Kt 5 ch | 54. K to B 2 |
| 55. P to Kt 6 ch | 55. K to B 3 |
| 56. Resigns. | |

THE SALVIO AND COCHRANE GAMBITS.

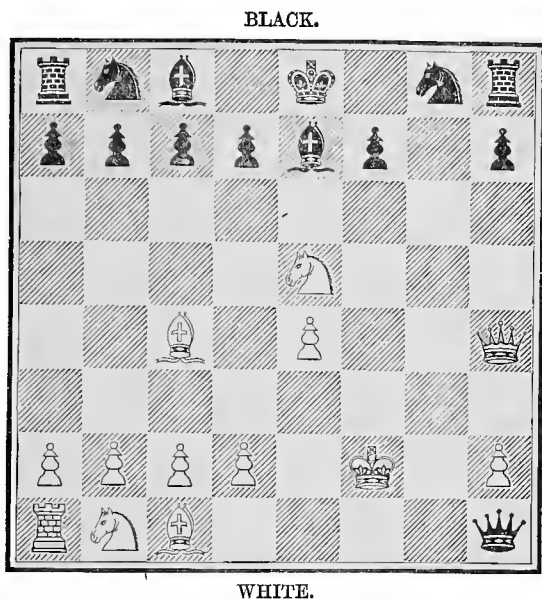
Page 554, 3d line from the top.—6. Castles is inferior to 6. P to Q 4, for after 6. P to Q 3; 7. Kt to Q 3, Black, instead of playing 7. B to Kt 2, would clearly obtain the superior game by:

- | | | |
|--|---|---|
| | | 7. P to B 6, if then |
| 8. P takes P | | 8. R to Ktsq |
| 9. P to B 4 | | |
| Or 9. $\frac{K \text{ to } R \text{ sq}}{P \text{ to } Kt 6}$ with a winning attack. | Or if 9. $\frac{P \text{ takes } P}{B \text{ takes } P}$ and wins.) | |
| | | 9. Q to R 5 |
| 10. P to B 5 | | 10. P to Kt 6 |
| 11. Q to K 2 | | 11. Kt to Kt 5 |
| 12. P to K R 3 | | |
| (If 12. $\frac{P \text{ takes } P}{Q \text{ takes } P \text{ ch}}$ | 13. $\frac{Q \text{ to } Kt 2}{Q \text{ takes } Q \text{ ch}}$ | 14. $\frac{K \text{ takes } Q}{Kt \text{ to } K 6 \text{ double ch}}$ |
- and wins.)

- | | |
|---------------|-----------------------------|
| | 12. Kt to B 7 |
| 13. Q to B 3 | 13. Kt takes P ch |
| 14. K to Kt 2 | 14. Kt to Kt 4 |
| 15. Q takes P | 15. Q takes P ch, and wins. |

Page 555, 3d line from the top.—The line of play proposed here was, we believe, first adopted by Lieut. Rosentreter. It is very ingenious, and Black is likely to go astray by precipitating the counter-attack, as in the variations given by the author. But the defense can be obviated without leaving White any hope of a lasting attack by 9. B to K 2, followed mostly by Kt to K B 3. We give a

diagram of this highly interesting position, showing the situation after Black's 9th move :



Page 556, 7th line from the bottom.—Stronger still is 11. P to Kt 6, instead of exchanging Queens, for after

12. Q to K sq (best)	12. P to B 6
13. P takes B P (best)	13. P to Kt 7 ch, and wins.

Page 565, 3d line from the top.—A favorite move of Mr. Steinitz, 8. Q Kt to B 3, which he adopted successfully in his match with Mr. Zukertort, 1872, should be noticed, especially as we believe that by proper play the defense ought to obtain at least an even game, *e. g.* :

- | | |
|----------------|-----------------|
| 8. Kt to Q B 3 | 8. P to Q 3 |
| 9. Kt to Q 3 | 9. P takes P ch |
| 10. K takes P | 10. Q to R 6 ch |
| 11. K to Kt sq | 11. P to Kt 6 |

12. Kt to K B 4

12. P takes P ch

13. R takes P

13. Q to Kt 5 ch

(This is Black's best move, if instead 13. $\overline{\text{R to Kt sq ch}}$ 14. $\frac{\text{Kt to Kt 2}}{\text{Q to Kt 5}}$

15. $\frac{\text{Q takes Q}}{\text{Kt takes Q}}$ 16. $\overline{\text{R takes P}}$ with a superior game.)

14. Q takes Q

14. Kt takes Q

15. R to Kt 2

15. R to Kt sq (best)

(If 15. $\overline{\text{P to Q B 3}}$; 16. $\overline{\text{Kt to R 5}}$, followed by $\overline{\text{B to K 2}}$ with a strong attack.)

16. Q Kt to Q 5

16. K to Q sq

17. Kt to R 5

17. B to K 2, with a Pawn

ahead and an excellent game.

Page 576, 4th line from the top.—We think that even in this variation Black obtains the advantage, thus:

9. P to Q 4

10. Kt takes P

10. K takes Kt

11. Kt takes B P dis. ch

11. K to Kt 2

12. Q to Q 3

12. B to Q 3

13. Kt takes R

13. R to B sq

14. P to K 5

14. P takes P ch

15. K takes P

15. Kt to K 5

16. B to K 3

16. P to Kt 6

17. P to K R 3

(If 17. $\frac{\text{P takes B}}{\text{B to R 6 ch}}$ 18. $\frac{\text{K to Kt sq}}{\text{P takes P ch}}$ 19. $\frac{\text{R takes P}}{\text{Q to Kt 5 ch}}$ 20. $\frac{\text{K to R sq}}{\text{Kt to Kt 6 ch}}$

21. $\frac{\text{K to Kt sq}}{\text{Kt to K 7 double ch}}$ and mates in two moves.)

17. Kt to B 7

18. B takes Kt

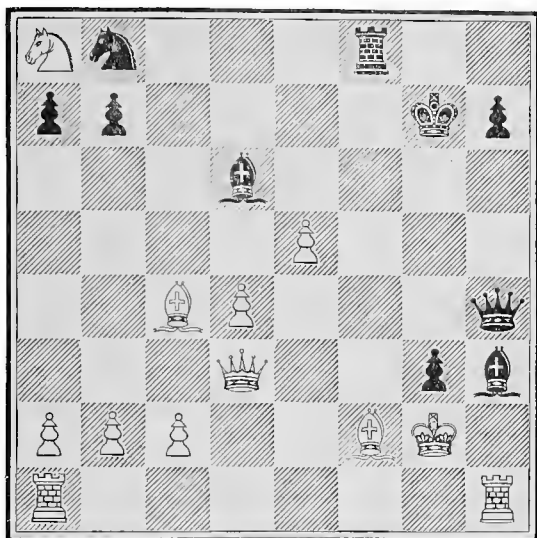
(If Q moves, the answer $\overline{\text{Q to K 5 ch}}$ wins speedily.)

18. B takes P ch

DIAGRAM,

Showing the position after Black's 18th move.

BLACK.



WHITE.

19. R takes B

(If 19. $\frac{K \text{ to Kt sq}}{P \text{ takes B ch}}$ 20. $\frac{K \text{ to R 2}}{B \text{ to B 8 dis. ch}}$ and mates next move.)

19. R takes B ch, and wins.

THE KING'S BISHOP'S GAMBIT.

Page 600, 8th line from the top.—Mr. Steinitz recommends here the novel move 6. $\overline{Kt \text{ to K 2}}$, which threatens immediately to win a piece by $\overline{P \text{ to Q 4}}$, followed by $\overline{Q \text{ to R 4 ch}}$. The game might then further proceed thus :

7. Kt to Q B 3

7. P to Q B 3

8. Kt to K B 3

8. Q to Kt 5

9. R to K sq

9. P to Q 4

10. B takes P

10. P takes B

11. Kt takes P

11. Kt to Q B 3

12. Kt to B 7 ch

12. K to Q sq

13. Kt takes R

13. Q takes P

14. Q takes P

(If 14. $\frac{\text{Kt to Kt 5}}{\text{Q takes P}}$ 15. $\frac{\text{P to B 3}}{\text{Q to R 4 ch}}$ 16. $\frac{\text{Q to B 3}}{\text{Q takes Q ch}}$ (best)17. $\frac{\text{Kt takes Q}}{\text{B to Kt 5}}$ 18. $\frac{\text{R to B sq}}{\text{Kt to K sq}}$ and wins.)

14. B to Kt 5

15. Q to Q 6 ch

15. K to K sq

16. Kt to B 7 ch

16. K to B 2

17. Q to B 4 ch

17. Kt to B 4

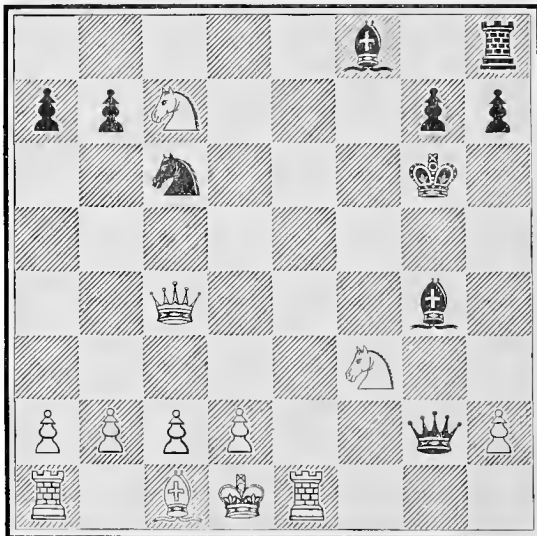
18. Q to Q B 4 ch

18. K to Kt 3, and wins (See

diagram).

DIAGRAM.

WHITE.



BLACK.

Page 603, 7th line from the bottom.—In the main line of play of Game the Fourth, after the moves :

1. P to K 4

1. P to K 4

2. P to K B 4

2. P takes P

3. B to B 4

3. P to K B 4, we may add

some comments on 4. P to Q 3, a move recommended by Herr Hirschfeld. The following continuation, in our opinion, comprises the best play on both sides :

4. Q to R 5 ch

5. K to B sq

5. P takes P

6. P takes P

(If 6. B takes Kt, Black should simply answer 6. R takes B, and would obtain the best of the game. But the tempting reply P to K 6 would not be favorable for the defense, *e. g.* :

6. B takes Kt
P to K 6

7. Q to B 3
R takes B

8. P to K Kt 3
P takes P

9. P takes P
Q to B 3

10. R takes P
Kt to B 3

11. K to Kt 2 with the superior game.)

6. B to B 4

7. Q to B 3

7. Kt to K 2

8. B takes P

(If 8. Kt to Q B 3 9. B takes P
Q Kt to B 3 Kt to Q 5 and should win.)

8. R to B sq

9. P to K Kt 3

9. Q to B 3

10. P to K 5

(If 10. K to Kt 2
P to K Kt 4

11. Q to R 5 ch
Q to K Kt 3

12. Q takes Q ch
Kt takes Q

13. B takes either P
R to B 7 ch

14. K to R 3
P to Q 4 dis. ch and wins.)

10. Q to Q Kt 3

11. Q Kt to B 3

11. P to K Kt 4

12. Q to R 5 ch

(If 12. Kt to R 4
Q to Kt 5 and wins.)

12. Q to K Kt 3, and wins.

Page 606, 11th line from the bottom.—We think that White will obtain the superiority, for after capturing the K B P he will also gain the Q B P, and remain a Pawn ahead, with an even position otherwise.

At the end of the same page it should be added that if

- | | |
|--|-----------------|
| | 7. B takes Kt |
| 8. Q to B 3 | 8. Q to B 5 |
| 9. Q P takes B | 9. Q takes Q ch |
| 10. Kt takes Q | 10. P to K B 3 |
| 11. P takes P | 11. Kt to K 2 |
| (Or 11. $\frac{\text{P to K R 3}}{\text{P to K R 3}}$ 12. $\frac{\text{B takes Kt}}{\text{R takes B}}$ 13. $\frac{\text{R takes P with the better game.})$ | |
| 12. R to R 6 | 12. Kt to Kt 3 |
| 13. B to K 3 | 13. K to B sq |
| 14. Q R to K R sq | 14. K to Kt 2 |
| 15. P to K 5 | 15. Kt takes P |
| (If 15. $\frac{\text{P takes P}}{\text{Kt takes Kt P}}$ with a winning advantage.) | |
| 16. Kt takes Kt | 16. P takes Kt |
| 17. B takes Kt P, and White ought to win. | |

Page 608, 10th line from the bottom.—At the end of this sub-variation the position is still very difficult, and we, therefore, add some explanatory analysis, in order to show how White wins. Black has only three plausible defenses.

In the first place, if

- | | |
|---|-----------------|
| | 21. Q Kt to B 3 |
| 22. R to R 7 | 22. B takes P |
| 23. P to Q Kt 3 | 23. Kt takes P |
| 24. R to Q sq | 24. P to Q B 4 |
| 25. Kt to K 6 ch | 25. K to B sq |
| 26. Kt takes Kt | 26. P takes Kt |
| 27. R takes P (threatening R to K Kt 4) | |
| | 27. P to B 4 |

28. R to K B 7 and wins.

If, secondly :

- | | |
|-----------------------------|----------------|
| | 21. Kt to Q 2 |
| 22. Kt to K 6 ch | 22. K to B sq |
| 23. Kt to Kt 5 | 23. P takes Kt |
| 24. R takes Kt ch and wins. | |

Finally, if

- | | |
|--|----------------|
| | 21. P to Q B 3 |
| 22. Kt to K 6 ch | 22. K to Q 2 |
| (Or 22. $\overline{\text{B takes Kt}}$ 23. $\frac{\text{R takes B}}{\text{K to Q 2}}$ 24. $\frac{\text{R to K 3}}{\text{Kt to Q R 3}}$ 25. $\overline{\text{R to K Kt 3}}$ | |
| and wins.) | |

23. R to R 7, and wins.

On the same page, 2d line from the bottom—21. $\overline{\text{Kt takes K P}}$ is clearly a bad move, and we do not think that White has sufficient attack for the piece sacrificed, if Black play instead $\overline{\text{K Kt to K 2}}$.

On the same page, bottom line.—Mr. Sellman proves by the following variation, published in "Cook's Synopsis," from *Brentano's Chess Monthly*, that even now Black ought to win, thus :

- | | |
|---|-------------------|
| | 22. K Kt to B 3 |
| 23. B to Kt 5 | 23. Kt to Kt 5 ch |
| 24. K to Kt 3, or <i>a</i> and <i>b</i> | 24. Q to K 4 ch |
| 25. K to B 3 | 25. P takes B |
| 26. Q takes R ch | 26. K to B 2 |
| 27. Q to Kt 7 ch | 27. K to Kt 3 |

And Black wins easily. White must sacrifice his Queen to delay the impending mate over four moves.

a. If

- | | |
|----------------|-----------------------------|
| 24. Q takes Kt | 24. P takes B dis. ch wins. |
|----------------|-----------------------------|

b. And if

24. K to R 3

24. Q takes R wins.

Secondly :

23. P to Kt 7

22. K Kt to B 3

23. K R to Kt sq

24. B to K Kt 5, or *a* and *b*

24. P takes B

25. R takes Kt

25. Kt to Kt 5 ch

26. Q takes Kt

26. Q to K 4 ch

27. K to R 3

27. Q takes R

28. R to Q sq ch

28. K to K 2

29. Q to Kt 4 ch

29. K to B 2, and wins.

a. If

24. Q to R 4

24. Kt to Kt 5 ch

25. K to R 3

25. R takes P

26. B takes K R P

26. R to Kt 3

Black ought to win.

b. And, if 24. R or Q to Q sq ch, Black can reply with 24. K to K 2, in either case, getting a safe game, and still retaining the advantage of a piece.

Thirdly :

White might play for his 23d move Q takes Kt or B takes Kt, but in either case Black speedily wins. In the first place :

23. Q takes Kt

22. K Kt to B 3

23. Kt to Kt 5 ch, etc.

And in the second place :

23. B takes Kt

22. K Kt to B 3

23. Kt takes Q

24. B takes R

24. Q to Q 3 ch

25. K to Kt sq

25. Kt to Kt 6

26. R to B 7 or *a*

26. Q to Q 8 ch

27. K to R 2 or B 2,

Black wins easily.

a. If

26. P to Kt 7

26. K to B 2 wins.

Fourthly :

22. K Kt to B 3

23. Q or R to Q sq ch

23. K to K 2

And Black still holds his advantage in force, with a perfectly safe game.

THE GAMBIT DECLINED.

Page 621, bottom line.—Should Black play 7. Kt to B 3 then White ought to answer 8. Q to K sq (best), and the game might proceed :

8. B to B 4 ch

(If 8. Kt takes K P; 9. P to Q 3 and wins.)

9. K to R sq

9. Castles

10. B takes Kt

10. P takes B

11. Q takes P

11. R to K sq

12. P to Q B 3

12. R takes P

13. Q to B 3

13. R to K 2

14. P to Q 4, with the better game.

Page 622, 12th line from the bottom.—On White's 12th move another interesting variation might arise, thus :

12. P to Kt 5

12. Castles

13. P takes Kt

13. Kt takes P

14. B to R 3 ch

14. K to Kt sq

15. P to B 5

15. B to R 4

16. R to Kt sq

16. B to R 3

17. Kt to Q 5

17. Kt takes Kt

18. R to Kt 8

18. Q to R 5 ch

19. K to B sq

19. Q takes B ch

20. K to Kt sq

20. Q to Kt 5 ch, and should

win.

Page 626, 11th line from the top.—We do not think that White's position is in any way inferior, and, therefore, the Pawn ahead ought to give him the advantage.

Page 630, 15th line from the bottom.—White's 5th move, B to K 2, is now abandoned by analysts and practitioners, having been found unquestionably inferior to 5. B to B 4. The reason that the author's move was formerly held best was based on the supposition that White was bound to attack the adverse K B by P to Q 4, in order to be enabled to Castle on the King's side; but it has since been established that White need not Castle on that wing at all, and will yet retain a strong attack after 5. B to B 4 by continuing afterward with P to Q 3 and Q to K 2.

KING'S BISHOP'S OPENING.

Page 659, 10th line from the bottom.—The author pronounces "La Strategie" to be "completely in error" as regards the merits of Black's 6th move, B to K 2, rather on light grounds. For at the end of the variation of three moves which the author attaches in demonstration, we would a little prefer Black if he continue 6. P to Q 3, followed, if the Kt retreats, by P to Q B 3 and P to Q 4. Black has then the advantage that both his wings are secure, while White labors under the inconvenience of a

doubled Pawn, which may become troublesome in the ending.

Page 660, 4th line from the bottom.—Any move that blocked the Q P before its advance in the opening used to be viewed with suspicion by authors of the old school. $\overline{\text{Kt to Q 3}}$ has, however, stood its test for the defense in the Ruy Lopez, in variations where Black only maintains even Pawns, and, consequently, it should be also good enough in this opening, with a Pawn ahead. The illustrative variation which the author gives leaves off at a point where Black can force the exchange of one of the opponent's most active pieces by 7. $\overline{\text{Kt to Q B 3}}$. He then keeps his Pawn, with an excellent game.

Page 667, 5th line from the top.—White has a Pawn ahead, and we believe he can maintain that material advantage, with a very good position in several ways. For instance, White may continue 15. $\overline{\text{Kt to B 5 ch}}$, 15. $\overline{\text{K to K 3}}$; 16. $\overline{\text{B to K 3}}$ or $\overline{\text{Kt to K 3}}$, etc. White may also reverse the order of moves and commence with 15. $\overline{\text{B to K 3}}$. He may also play 15. $\overline{\text{B to Kt 5 ch}}$, 15. $\overline{\text{K to B 2}}$;

(Or 15. $\overline{\text{K to Q 2}}$ 16. $\overline{\text{B to R 6}}$ 17. $\overline{\text{Kt to Q B 3}}$ 18. $\overline{\text{K to Q 2}}$ etc.)

16. $\overline{\text{B to K 3}}$, and White evidently has the superior game, with a Pawn ahead.

On the same page, 8th line from the bottom.—White's sixth move, $\overline{\text{Q to B 3}}$, is unsatisfactory, on account of the continuation :

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| | 6. Kt to Kt 4 |
| 7. B takes Kt | 7. Q takes B |
| 8. B to Kt 3 dis. ch | 8. K to K sq, and Black |

will recover the Pawn, with a good game. But White can

win on the 6th move, thus: 6. B to Q 5, 6. Kt to Kt 4; 7. P to K R 4, and, play as Black may, White wins a piece; for if 7. Kt to B 2 (or 7. Kt to K 3; 8. B takes Kt; or 7. P to Q B 3; 8. B takes Kt, 8. Q to R 4 ch; 9. B to Q 2); 8. B takes Kt, 8. K takes B; 9. Q to Q 5 ch, etc.

THE GAME OF THE TWO BISHOPS.

Page 681, 8th line from the bottom.—Here the author ignores the effect of Kt to K B 3, which we believe will maintain the piece, with a good game. At the end of that variation, 4th line from the bottom, Black does not appear to have the least compensation for the piece sacrificed if White proceeds with 17. R to B 5.

Page 683, 12th line from the bottom.—The Black Queen is in no immediate danger, and we therefore prefer 9. Kt to K B 3, followed by Castles.

Page 684, 4th line from the bottom.—We think that the advance 9. P to Q Kt 4 weakens White's position, and we prefer the plain continuation of 9. P takes P. Black's 10th move of the same variation, one line below, evidently does not help the defense much, and 10. P to Q B 4 is clearly preferable.

Page 693, top line.—15. B takes P is not as good as 15. P takes B P, whereupon the game might continue :

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| | 15. P takes B |
| 16. P takes R | 16. Q to Q 4 ch |
| 17. K takes P | 17. Kt to Kt 5 ch |

18. K to Kt 3

18. Q to Q 3 ch

19. B to B 4

19. Q takes Kt P

20. R to K sq ch

20. B to K 3

21. Q to Kt 5, with a winning game, for, if Black exchanges Queens, White wins afterward a piece by R takes B.

On the same page, 8th line from the top.—White has at this juncture a much superior game, but instead of the move in the text, which loses valuable time, White ought to play 13. P to K 5, winning a piece without danger. He can also play B to K 3 first.

Page 694.—The variation appearing at the 6th line from the top to the end of the page is a mere repetition of the analysis given on page 686, under the heading “Game the Fifth.”

THE COUNTER GAMBIT.

Page 696, 9th line from the bottom.—White’s 4th move, P to K B 4, is pronounced best without stating any further reasons, and the analysis that follows does not appear to prove any tangible advantage for White. We think that the game ought to be treated on the same principles as the King’s Gambit Declined, for White has a position similar to that obtained in the latter opening, and he is, moreover, a move ahead. Therefore we prefer 4. Kt to K B 3, followed either by Castling or else by Kt to K Kt 5 in reply to 4. Q Kt to B 3 or 4. P to Q 3.

THE QUEEN'S BISHOP'S PAWN'S DEFENSE.

Page 699, 10th line from the bottom.—On White's 5th move we much prefer 5. Q Kt to B 3; for if

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| | 5. Kt takes P |
| 6. B takes P ch | 6. K takes B |
| 7. Q to B 3 ch | 7. Kt to B 3 |
| 8. P takes Kt | 8. Q to K 4 ch |

9. Kt to K 4, with the superior game, for should Black continue

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| | 9. P to Q 4, then |
| 10. P takes P dis. ch | 10. K takes P |

11. Q to Kt 3 ch leaves White a Pawn ahead, with an excellent position.

THE QUEEN'S GAMBIT ACCEPTED AND DECLINED.

Page 709, 14th line from the top.—10. K to B 2 is not as good as 10. K to K 2, which would enable White eventually to defend the K P by K to B 3.

On the same page, 7th line from the bottom.—We cannot see that White has any advantage. On the contrary, we believe that Black, by 8. P to Q Kt 4, will secure a winning position; for, wherever White's Queen may retreat to, Black may play B to Q 4, followed by P to K 3, and, clearly,

if White sacrifice the Knight for the two Pawns, he has no satisfactory continuation in return.

Zukertort, in many of his important contests, favored the commencement 1. Kt to K B 3, which, by a transposition of moves, leads to a position of the Queen's Gambit Declined.

In modern games the Queen's Gambit Declined usually takes the form of the Queen's Fianchetto for both sides.

GAMES ILLUSTRATIVE OF THE QUEEN'S GAMBIT DECLINED.

GAME I.—Ninth Game of the Match, played at St. Louis, February 10th, 1886, between Messrs. W Steinitz and J. H. Zukertort.

(Notes from the *International Chess Magazine*.)

WHITE (Mr. Zukertort).	BLACK (Mr. Steinitz).
1. P to Q 4	1. P to Q 4
2. P to Q B 4	2. P to K 3
3. Q Kt to B 3	3. K Kt to B 3
4. K Kt to B 3	4. P takes P
5. P to K 3 (a)	5. P to Q B 4
6. B takes P	6. P takes P
7. P takes P	7. B to K 2
8. Castles	8. Castles
9. Q to K 2	9. Q Kt to Q 2 (b)
10. B to Kt 3 (c)	10. Kt to Kt 3
11. B to K B 4	11. Kt fr. Kt 3 to Q 4
12. B to Kt 3	12. Q to R 4
13. Q R to B sq.	13. B to Q 2
14. Kt to K 5	14. K R to Q sq

(a) If P to K 4, Black could well answer B to Kt 5.

(b) An improvement, we believe, on Black's plan of development, as compared to the seventh game. The object is to fix one of his Knights strongly in the centre, as will be seen.

(c) If he wanted to get rid of his isolated Pawn he could do so now by advancing it but, of course, he would not have any show of attack after that.

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| 15. Q to B 3 | 15. B to K sq |
| 16. K R to K sq | 16. Q R to B sq |
| 17. B to K R 4 (<i>d</i>) | 17. Kt takes Kt (<i>e</i>) |
| 18. P takes Kt | 18. Q to B 2 (<i>f</i>) |
| 19. Q to Q 3 | 19. Kt to Q 4 |
| 20. B takes B | 20. Q takes B |
| 21. B takes Kt | 21. R takes B |
| 22. P to Q B 4 | 22. K R to Q sq (<i>g</i>) |
| 23. R to K 3 | 23. Q to Q 3 |
| 24. R to Q sq | 24. P to B 3 |
| 25. R to R 3 (<i>h</i>) | 25. P to K R 3 (<i>i</i>) |
| 26. Kt to Kt 4 | 26. Q to B 5 |
| 27. Kt to K 3 | 27. B to R 5 (<i>j</i>) |
| 28. R to B 3 (<i>k</i>) | 28. Q to Q 3 |

(*d*) He threatens now Kt takes Kt, which would compel Black to retake with the Pawn, and would not alone cover White's weak Q P, but in turn would subject Black's Q P to attacks.

(*e*) This was, obviously, Black's best reply, and though it strengthens the opponent's centre, it still leaves White's Pawns on the Queen's wing in a loose position.

(*f*) With the object of protecting the K B, whenever he thought fit to offer another exchange by Kt to Q 4.

(*g*) Best; for if R to R 4, White could well institute a powerful attack by advancing P to Q 5, which now would be inoperative on account of the reply P to Q Kt 4.

(*h*) A tempting and ingenious offer of a sacrifice which, if accepted, might have involved Black in serious troubles, and would, at any rate, have deprived him of all chances of winning.

(*i*) With the move in the text Black initiates the offensive, which, we believe, must have yielded him the superiority of position under any circumstances, by best play on his own part. Whereas, if he had taken the Knight, he could not hope to win, and might have greatly endangered his game, *e. g.*: 25... P takes Kt; 26. Q takes P ch, 26. K to B sq; 27. R to B 3 ch. (Mr. Zukertort informs us that he intended to go on with 27. R to K Kt 3, to which, however, 27... R to Q 2 would be a satisfactory, though the only correct, reply. We may, however, safely assume that Mr. Zukertort's fine position judgment in offering the sacrifice would have been supported by accurate reckoning if it had come to this point.) 27... B to B 2, best; 28. Q to R 5 (a most important finessing move for the attack), 28. Q to Q 2 (Black has nothing better than to withdraw the Queen there or to Q B 2, though this disables him from interposing her at any time at K B sq. If 28... R to B 2, White answers P to B 5, and 29... R to Q 2 loses a Rook by Q to R 8 ch); 29. Q to R 8 ch, 29. K to K 2; and now White obviously has a draw by perpetual check, commencing with Q to R 4 ch; but we believe he may fairly try to win, with hardly any risk of losing, by Q takes P, followed by P to K R 4, or P to Q 5, according to circumstances.

(*j*) The finessing with the Bishop has a great bearing on the future of Black's counter-attack. It was of great moment to force the withdrawal of White's Rook from the first rank and to leave the White King without sufficient protection.

(*k*) He might have made it much more difficult for the opponent to find the most potent attack if he had played R to Q 2 at once. But, no doubt, he would have also had a bad game in the case, *e. g.*: 28. R to Q 2, 28. P to Q Kt 4; 29. R to B 3 (this seems best now), 29... Q to Kt sq (P takes P would be bad on account of the reply Q to R 3); 30. P takes P, 30. R to B 8 ch; 31. Kt to Q sq, 31. P to K 4, threatening R takes P as well as P to K 4, with an irresistible attack.

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| 29. K to Q 2 | 29. B to B 3 (<i>l</i>) |
| 30. R to Kt 3 (<i>m</i>) | 30. P to B 4 |
| 31. R to Kt 6 (<i>n</i>) | 31. B to K 5 |
| 32. Q to Kt 3 | 32. K to R 2 (<i>o</i>) |
| 33. P to B 5 | 33. R takes B P |
| 34. R takes K P (<i>p</i>) | 34. R to B 8 ch |
| 35. Kt to Q sq (<i>q</i>) | 35. Q to B 5 |
| 36. Q to Kt 2 | 36. R to Kt 8 |
| 37. Q to B 3 | 37. R to Q B sq |
| 38. R takes B (<i>r</i>) | 38. Q takes R |
| 39. Resigns. | |

GAME II.—Ninth Game of the Match between Captain Mackenzie and Mr. S. Lipschütz.

WHITE (Mr. Mackenzie).

BLACK (Mr. Lipschütz.)

1. Kt to K B 3
2. P to Q 4
3. P to K 3
4. B to Q 3
5. P to Q Kt 3
6. B to Kt 2

1. P to Q 4
2. P to K 3
3. Kt to K B 3
4. P to Q B 4
5. Kt to B 3
6. B to K 2

(*l*) Which establishes this Bishop on the most important diagonal.

(*m*) He had no means of dislodging the Bishop. If 30. P to Q 5, 30. P takes P; 31. P takes P, 31. B takes P; 32. Kt takes B, 32. R to B 8 ch, followed by R takes R ch and Q takes Kt, with a Pawn ahead and the superior game.

(*n*) He had nothing better, as P to B 5 was threatened.

(*o*) The King had to play to this square in accordance with Black's plan, for otherwise he could not utilize his Queen at great distance from his King, as White, after pushing P to B 5, would threaten Q takes K P ch, followed accordingly by R takes R P ch or R to B 6 ch, with at least a draw by perpetual check.

(*p*) If 34. Q takes K P, 34. R to B 8 ch; 35. Kt to Q sq (or 35. Kt to B sq, 35. Q takes Q; 36. R takes Q, 36. B to Q 4, followed by B to B 5), 35...Q takes Q; 36. R takes Q, 36. B to Q 4; 37. R to K sq, 37. B takes R P, and if White take the Bishop, Black answers R takes P, and wins.

(*q*) Had the Knight interposed at B sq, Black could answer Q to B 2, threatening B to Q 4, as well as a continuation of the attack by R to Kt 8 or Q to B 5, in case White's Queen moved from her post at Kt 3.

(*r*) A desperate resource, on the chance that Black might take with the Pawn, whereupon White would answer Q takes R, threatening to draw by perpetual check, commencing with Q to B 5 ch.

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| 7. Q Kt to Q 2 | 7. Castles |
| 8. Castles | 8. B to Q 2 |
| 9. Kt to K 5 | 9. R to B sq |
| 10. P to Q R 3 | 10. P to Q R 3 |
| 11. P takes P (a) | 11. Kt takes Kt |
| 12. B takes Kt | 12. B takes P |
| 13. Q to B 3 | 13. B to K 2 |
| 14. Q to R 3 | 14. P to K Kt 3 |
| 15. P to Q R 4 | 15. B to Q B 3 |
| 16. Q R to Q sq | 16. Kt to Q 2 |
| 17. B to Kt 2 | 17. B to B 3 |
| 18. B to R 3 | 18. R to K sq |
| 19. P to K 4 | 19. Kt to K 4 |
| 20. P takes P | 20. P takes P (b) |
| 21. K R to K sq | 21. B to Q 2 |
| 22. Q to Kt 3 | 22. B to R 5 |
| 23. Q to B 4 | 23. B to Kt 4 (c) |
| 24. Q to Q 4 | 24. Kt takes B |
| 25. R takes R ch | 25. Q takes R |
| 26. Q takes Kt | 26. B to K B 4 |
| 27. Q to Q 4 (d) | 27. R takes P (e) |
| 28. Kt to B 3 (f) | 28. B to K 2 |
| 29. B to Kt 2 | 29. P to B 3 |
| 30. Q takes Q P ch | 30. Q to B 2 |
| 31. Q takes Q ch | 31. K takes Q |
| 32. R to Q 2 | 32. B to Q Kt 5 |
| 33. R takes R | 33. B takes R |
| 34. Kt to Q 4 | 34. B to Q 8 |
| 35. P to B 4 | 35. K to K 2 |
| 36. K to B 2 | 36. B to Q 7 |
| 37. P to Kt 3 | 37. K to Q 3 |
| 38. Kt to B 3 | 38. B to Kt 5 |

(a) The *British Chess Magazine* rightly points out that White, by this and his next moves, makes a premature attack, whereby Black gets the better position. P to Q B 4 was much to be preferred.

(b) If 20... B takes P; 21. B to K 4 (!), 21. Q to B 2; 22. K R to K sq, 22. B to Kt 2; 23. P to Q B 4, 23. B to B 3; 24. B takes B, 24. Kt takes B; 25. Kt to K 4, with a superior game.

(c) Black might have obtained a decisive advantage by 23... Kt takes B; 24. R takes R ch (if 24. P takes Kt, 24. R takes R ch; 25. R takes R, 25. B to K Kt 4, winning a piece, for 26. Q to Q Kt 4 cannot save it), 24... Q takes R; 25. P takes Kt, 25. Q to K 7; 26. Q to B 3, 26. B to Kt 5; 27. Q takes Q, 27. B takes Q, winning a Pawn.

(d) If 27. Q takes Q P, Black would win by R to Q sq.

(e) B takes P appears stronger.

(f) If 28. B to Kt 2, 28. R takes B; 29. Q takes R, 29. Q to K 7; 30. Q to B sq, 30. P to Q R 4, with an extra Pawn for the exchange and a winning position, as White cannot move any of his pieces without immediate loss.

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| 39. Kt to Q 4 | 39. B to Q 7 |
| 40. Kt to B 3 | 40. B to Q R 4 |
| 41. Kt to Q 4 | 41. K to B 4 |
| 42. K to K 3 | 42. B to Kt 3 |
| 43. B to B 3 | 43. K to Q 4 |
| 44. P to R 5 | 44. B to B 4 |
| 45. K to Q 3 | 45. B to K Kt 5 |
| 46. P to Q Kt 4 (g) | 46. B to K 2 |
| 47. B to Q 2 | 47. B to K R 6 |
| 48. Kt to B 3 | 48. B to B 8 ch |
| 49. K to B 3 | 49. K to K 5 |
| 50. Kt to K sq | 50. P to B 4 |
| 51. K to B 2 | 51. P to R 4 |
| 52. B to B 3 | 52. K to K 6 |
| 53. K to Q sq | 53. B to K 7 ch |
| 54. K to B sq | 54. P to R 5 |
| 55. Kt to B 2 ch | 55. K to Q 6 |
| 56. B to K sq | 56. P takes P |
| 57. P takes P | 57. B to B 3 |
| 58. B to B 2 | 58. B to Q B 6 |
| 59. B to B 5 | 59. B to Q 7 ch |
| 60. K to Kt 2 | 60. B to Q 8 |
| 61. Kt to R 3 | 61. B to K 8 |
| 62. Kt to Kt sq | 62. B takes P |
| 63. Kt to B 3 | 63. B to B 6 |
| 64. B to Q 6 | 64. P to K Kt 4 (h) |
| 65. Kt to R 4 | 65. B takes P |
| 66. Kt to B 5 ch | 66. K to K 6 |
| 67. Resigns. | |

(g) To this premature advance the loss of the game may be ascribed.

(h) 64...K to K 6 would have been as good. If 65. K to B 7, 65. B to K 5 ch, will be necessary, as Black would be mated if he captured the Pawn.

THE FRENCH GAME.

Page 724, top line.—In the Vienna Tournament of 1882 Mr. Steinitz adopted 2. P to K 5 for the attack, and he afterward, during his first journey on the American side of the Atlantic, played the same move against Martínez, Sellman and Golmayo. His idea was, as stated in some of his comments, to exchange the K P for the adverse K B P or Q P, whichever might advance on the other side, in order to obtain an open file for his Rook at K sq, with the view of stopping the ultimate further advance of Black's K P. He, however, played usually after 2. P to Q B 4, 3. P to K B 4. In his later practice Mr. Steinitz seems to have abandoned this attack, which was never adopted by any first-class player, excepting Winawer, who tried its effect in a few games of this opening.

On the same page, 5th line from bottom.—We do not think that 4. B to Q 3 is White's best move, and prefer 4. P takes P, with the continuation, as on page 727, under variation (G), where, however, White, in our opinion, has a slight advantage at the end, for Black cannot well exchange his K B for the adverse Knight, since he would thereby give White the advantages of retaining two Bishops, besides an open Q Kt file and a good prospective attack by P to Q B 4, which would dissolve White's doubled Pawn and strengthen his centre.

GAME ILLUSTRATIVE OF THE FRENCH DEFENSE.

Played at the Fifth Chess Congress of the German Schachbund, at Frankfort-on-the-Main, on July 25th, between Dr. Tarrasch and Mr. I. Gunsberg.

(Notes from the *International Chess Magazine*.)

WHITE (Dr. Tarrasch).

BLACK (Mr. Gunsberg).

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|-------------------|------------------------|
| 1. P to K 4 | 1. P to K 3 |
| 2. P to Q 4 | 2. P to Q 4 |
| 3. Q Kt to B 3 | 3. P takes P (a) |
| 4. Kt takes P | 4. K Kt to B 3 |
| 5. B to Q 3 (b) | 5. Q Kt to Q 2 |
| 6. B to K 3 | 6. Kt takes Kt |
| 7. B takes Kt | 7. Kt to B 3 |
| 8. B to Q 3 | 8. B to Q 2 |
| 9. Kt to B 3 | 9. B to Q 3 |
| 10. Castles | 10. Kt to Kt 5 |
| 11. Q B to K Kt 5 | 11. P to K B 3 |
| 12. B to Q 2 | 12. Q to K 2 |
| 13. P to K R 3 | 13. Kt to R 3 |
| 14. P to Q B 4 | 14. P to B 3 |
| 15. P to Q Kt 4 | 15. Castles Q side (c) |
| 16. R to K sq (d) | 16. B takes P |
| 17. R to Q Kt sq | 17. B takes B |
| 18. Q takes B | 18. K to Kt sq |
| 19. P to B 5 | 19. B to B sq |
| 20. R to Kt 3 | 20. Q to Q B 2 |
| 21. K R to Kt sq | 21. K to R sq (e) |

(a) Inferior to Kt to K B 3 at this point. The move in the text was first adopted by Bird against Steinitz in their match in 1866.

(b) White could gain a speedier advantage in position by 5. Kt takes Kt ch, as played by Steinitz in the above-mentioned game, with the following continuation: 5...Q takes Kt; 6. Kt to B 3, 6. Kt to B 3; 7. Q B to K Kt 5, 7. Q to B 4; 8. B to Q 3, 8. Q to Kt 5; 9. P to K R 3, 9. Q takes Kt P; 10. R to R 2, and wins.

(c) If Black had taken the Kt P, White would have exchanged Bishops, followed by R to Q Kt sq, with an excellent attack.

(d) Without disparaging the highly ingenious manner in which White ultimately wins the game, we do not think that the sacrifice of the Pawn was warranted by the position here, and we should have preferred either R to Q Kt sq or P to B 5, followed by P to Q R 4.

(e) Unnecessary. Kt to B 2, or else Kt to Kt sq, with the view of reaching the strong post at Q 4, would have sooner commanded the opponent's attention to the defense against Black's centre attack, which was bound to become formidable, with a Pawn ahead.

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| 22. R to Kt 6 | 22. P to K 4 (<i>f</i>) |
| 23. R (Kt sq) to Kt 4 | 23. K R to K sq (<i>g</i>) |
| 24. P takes P | 24. P takes P |
| 25. R to R 4 | 25. P to K 5 (<i>h</i>) |
| 26. Q to R 5 | 26. Q to Kt sq |
| 27. B takes P | 27. B to B 4 (<i>i</i>) |
| 28. R to R 6 (<i>j</i>) | 28. R to Q 8 ch |
| 29. Kt to K sq | 29. R takes Kt ch |
| 30. Q takes R | 30. B takes B (<i>k</i>) |
| 31. R takes B | 31. R takes R |
| 32. Q takes R | 32. P takes R |
| 33. Q takes P ch | 33. Q to Kt 2 |
| 34. Q to K 8 ch | 34. Q to Kt sq |
| 35. Q to K 4 ch | 35. Q to Kt 2 |
| 36. P to B 6 (<i>l</i>) | 36. Q to B 2 |
| 37. Q to K 8 ch | 37. Q to Kt sq |
| 38. Q to Q 7 | 38. Q to Kt 8 ch |
| 39. K to R 2 | 39. Kt to B 2 |
| 40. P to B 7 | 40. Resigns. |

(*f*) Of course, if P takes R, the Pawn retakes, and the Queen is lost, on account of the threatened Q to R 5 ch.

(*g*) Again he cannot take the Rook, for the Pawn would retake, followed by R to R 4 ch and R to R 8 ch, etc.

(*h*) He does not get any positive return in position for giving up this Pawn. Kt to B 4 was better.

(*i*) This tempting manœuvre is outgeneralled by Dr. Tarrasch with admirable depth and ingenuity.

(*j*) The beauty of this splendid move can only be fully appreciated about eight moves on each side later on, for so far he must have calculated in order to verify his combination against the line of play actually adopted by the opponent, apart from other complications that might have arisen.

(*k*) If 30...R takes B; 31. R takes R (better than R takes P ch, which leaves Black with three pieces for the Queen), 31...P takes R (B takes R leads to the same position as in actual play); 32. R to K 8, followed by 33. Q to K 4, with a fine attack.

(*l*) The turning point, which must have been clearly perceived by White before he made his elegant sacrifice on the 28th move. After this there is no more hope for Black.

THE QUEEN'S KNIGHT'S OPENING.

This opening is better known as the Vienna Opening, and was first introduced into practice by Herr Hampe, of Vienna. The Steinitz Gambit is the outcome of this debut.

Page 741, 5th line from top.—We extract the following continuation from “The Match between Messrs. Steinitz and Blackburne,” a pamphlet published in London, 1876, with comments by Mr. Steinitz. This variation occurred in the fifth game of the match between the above-named players, Mr. Blackburne having the defense :

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|----------------|------------------|
| | 4. K B to Q Kt 5 |
| 5. P takes K P | 5. Kt takes P |
| 6. P takes Kt | 6. Q to R 5 ch |
| 7. K to K 2 | 7. B takes Kt |
| 8. P takes B | 8. B to Kt 5 ch |
| 9. Kt to B 3 | 9. P takes P |
| 10. Q to Q 4 | 10. B to R 4 |

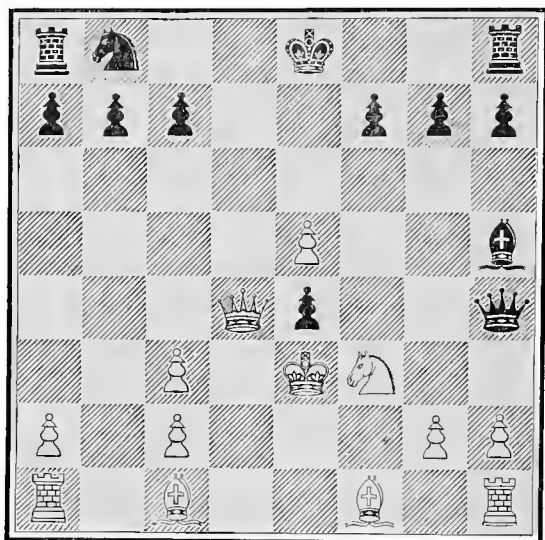
(Obviously best, for if P takes Kt ch. White retakes with the Pawn and wins a piece.)

11. K to K 3 (See diagram).

DIAGRAM,

Showing the position after White's 12th move.

BLACK.



WHITE.

(This is White's best move, if 11. $\frac{K \text{ to } Q 2}{Q \text{ to } Kt 5}$ 12. $\frac{P \text{ to } K R 3}{Q \text{ to } B 5 \text{ ch}}$
 13. $\frac{K \text{ to } Q \text{ sq}}{P \text{ takes } Kt \text{ and wins.}}$)

11. B takes Kt

12. B to Kt 5 ch

(If 12. P takes Kt, Black draws or wins, commencing with Q to K 8 ch, as he has a see-saw of checks alternately at R 5 and K 8, unless White interposes the Bishop once at K 2 and gives up the Rook, for which sacrifice he gets no consideration.)

12. P to Q B 3

13. P takes Kt

13. P takes B

14. Q takes K P, with the better game.

GAME ILLUSTRATIVE OF THE QUEEN'S KNIGHT'S
OPENING.

Played between Mr. W. Steinitz and an amateur, White giving the odds of the Queen's Rook, which should be removed from the board.

WHITE (Mr. Steinitz).

1. P to K 4
2. Q Kt to B 3
3. P to K B 4
4. P to K 5
5. Q to K 2 (b)
6. Kt to B 3
7. Kt to Q 5
8. P takes P disch
9. Kt takes P ch. (e)
10. Kt takes B
11. Kt to K 5 ch
12. Q to B 4 ch
13. Q takes Kt ch
14. B to R 6 ch
15. Kt takes P mate.

BLACK (Amateur).

1. P to K 4
2. K Kt to B 3
3. P takes P
4. Q to K 2 (a)
5. Kt to K Kt sq (c)
6. P to Q 3 (d)
7. Q to Q sq
8. B to K 3
9. K to Q 2
10. P takes Kt
11. K to B sq (f)
12. Kt to B 3
13. P takes Q
14. K to Kt sq

(a) This move looks feasible, and is, therefore, likely to be adopted by inexperienced players. We give this little game as an illustration of the results of a defense which apparently comprises a good answer, but is, nevertheless, defective. Kt to K Kt sq at once was his best play.

(b) Now that Black has blocked his Bishop, White can do the same with great advantage, as will be seen.

(c) 5. P to B 6 was a little better, for if then 6. P takes Kt, 6. P takes Q; 7. P takes Q, 7. P takes B queening ch, etc. But, no doubt, White, in that case, would have also obtained a strong attack by 6. Kt takes P, 6. Kt to R 4; 7. P to Q 4, etc.

(d) This is disastrous at once, but he has already a bad game. If, for instance, 6... P to K Kt 4; 7. P to K R 4, 7. P to Kt 5; 8. Kt to K Kt 5, 8. P to K R 3; 9. K Kt to K 4, 9. Q Kt to B 3; 10. Kt to Q 5, 10. Q takes K P; 11. P to Q 4, and wins, for if Kt takes P, then K Kt to B 6 ch follows.

(e) 9. P takes P threatening to queen the Pawn, should Black capture the Knight with the Queen, would have been sufficient if the game were played on even terms, and perhaps also good enough at the odds given, for White wins a piece and can afterward continue the attack by Q to K 5.

(f) Better was 11. K to K sq, but White would also, in that case, obtain a strong attack by Q to R 5 ch, followed by B to Kt 5 ch. The move in the text enables White to finish off with a brilliant combination.

THE FIANCHETTO.

Page 772, 7th line from the top.—Mr. Steinitz advises here 3. P to K B 3.

On the same page, 5th line from the bottom.—9. P to Q R 3 is not a good move, for Black may answer with advantage 9. P to B 5, and thus create in White's battle-order of Pawns a weak spot, or what is aptly called in the *International Chess Magazine*, "a hole." According to that journal, any square on the third or fourth row into which a hostile piece can enter without being liable to an attack by a Pawn is a source of weakness sooner or later, but especially in the ending. As White, in this position, can hardly expect to make any impression in the centre or on the King's wing, for Black has not castled, and is not bound to do so, the weakness of his Queen's side is a considerable drawback to his game.

Page 774, 6th line from the top.—Instead of 11. P to K R 3 we would suggest 11. B to K Kt 5, followed by P to K B 3, which shuts out the adverse Q B; and as White has already one piece and a Pawn for the Rook he ought either to succeed soon with his direct attack against the King, or he ought to gain another piece in the end and obtain a material superiority.

Page 776, top line.—We do not consider P to Q B 4 advisable at such an early stage, for, if Black play P to Q 4, sooner or later White's Q P will be isolated, or else Black will obtain the superiority of Pawns on the Queen's side,

which is an advantage for the ending. It is generally better for White to retain both the Bishop's Pawns, in order to play them to the third square in support of the centre.

THE CENTRE COUNTER GAMBIT.

Page 787, 10th line from the top.—It should be added that if

12. Kt takes B P

13. Kt takes B

13. Kt takes R

14. B to Q 3, and Black's Knight has no escape. White will, therefore, obtain two minor pieces for the Rook besides having a strong attack.

THE SICILIAN GAME.

Page 800, 3d line from the bottom.—This sub-variation comprises, in our opinion, Black's best defense in this form of opening; and, provided that the final move is altered, we think that it proves the unsoundness of White's second and third moves in the leading line of play. Instead of 7. P to Q 3, which is recommended at the end of this variation, we would much prefer 7. P takes P, whereupon the game might proceed:

8. Castles

8. Kt to K 4

9. B to Kt 3

(If 9. $\frac{B \text{ to } Q 3}{P \text{ to } K B 3}$ 10. $\frac{Kt \text{ to } K B 3}{Kt \text{ takes } Kt \text{ ch}}$ 11. $\frac{Q \text{ takes } Kt}{P \text{ to } K Kt 4}$ etc.)

9. Kt to Kt 3, followed by

B to B 4, and White will find it difficult, if not impossible,

to recover both Pawns, while Black will be enabled to Castle and play P to Q 3 without hindrance, remaining in most continuations with a Pawn ahead, and, anyhow, with the superior game.

Page 801, 10th line from the bottom.—We disapprove, in general, of the advance of a R P on either side early in the opening, and especially on the King's side, on which wing both parties generally Castle. Mr. Steinitz, in the *International Chess Magazine*, has pointed out that the Pawns ought to remain unmoved as long as possible on the side on which the King takes refuge; and in some of the best games between strong masters the aim of the attacking party is, in the first instance, to compel the opponent to advance one of the Pawns on the King's wing, whereupon that side generally becomes weakened, and the advanced Pawn, or the adjoining squares and Pawns, become a mark for the attack of the hostile forces. As stated in the *International Chess Magazine*, three unmoved Pawns, in conjunction with one minor piece, will defy almost any conceivable attack against the King, and we quite agree with that proposition. 9. Kt to B 5 is much stronger than 9. P to K R 3.

On the same page, 3d line from the bottom.—White may play, with much greater advantage, 11. P to B 5. Obviously, Black dare not take the Pawn, and White, therefore, has established the majority of Pawns by three to two on the extreme Queen's wing, and far away from the hostile King, which gives him a great superiority for the ending. The great advantage of such a formation of wings was first pointed out by Mr. Steinitz in the *London Field*.

Page 802, 14th line from the top.—7. Kt takes Kt unites the hostile Pawns, Kt to Q B 3 is better. But, having adopted this 7th move, White should proceed with 9. P to Q.B 4, in order to neutralize the adverse centre.

On the same page, 4th line from the bottom.—7. Kt to Q B 3 is preferable. On the next line, 5. P to Q R 3 is given as best for Black, but there is no reason why Black should not play 5. Kt to K B 3. Moreover, the main line of play springing from this move ends in favor of White, whereas the sub-variations which follow lead to an even game for the defense. 5. Kt to K B 3 may be turned into a defense of which Mr. Ph. Richardson is the author, and which ought to be further noticed, for we believe that White ought to obtain some advantage in position against this line of play, *e. g.*:

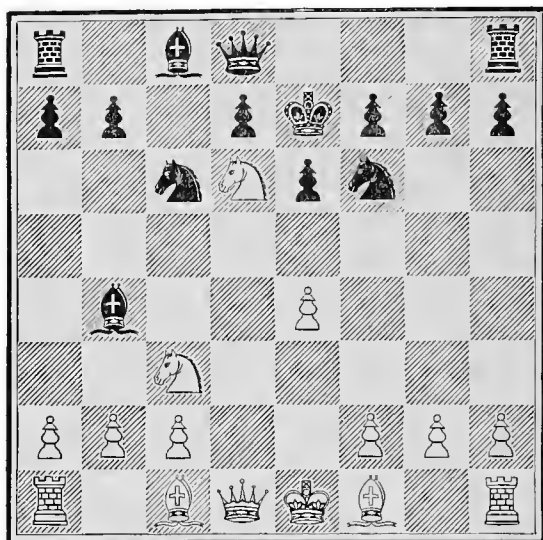
- | | |
|-----------------|----------------|
| | 5. Kt to K B 3 |
| 6. Q Kt to B 3 | 6. B to Kt 5 |
| 7. Kt to Q 6 ch | 7. K to K 2 |

(See diagram.)

DIAGRAM,

Showing the position after Black's 7th move.

BLACK.



WHITE.

This is Mr. Richardson's idea, but after .

8. Kt takes B ch 8. R takes Kt
 9. B to Q 3, and we prefer White's game.

Page 803, top line.—Instead of wasting a move with his Bishop which is already developed, White ought to proceed at once with 10. Kt to Q B 4, and would, we believe, rapidly gain the advantage in position.

ON SOME OTHER LESS PRACTISED DEBUTS.

Page 831, 12th line from the bottom. — Winawer would unhesitatingly pronounce this position in favor of the first player, on the ground that White has two Knights, which gives the former the prospect of remaining in the ending with Knight against Bishop, and he opines that the chances of the Knight against the Bishop are greatly increased in the ending, when the side which has the Bishop is incumbered with a doubled Pawn. We concur with the latter opinion, but nevertheless we would not positively maintain, for instance, that in the above position White has any tangible superiority, for though Herr Winawer has in some excellent games cleverly managed to leave his opponent saddled to the end with the doubled Pawn and retain Knight against Bishop, the chances of actual play are manifold and would, we believe, often turn in favor of Black's two Bishops. We would, therefore, declare the game about even.

On the same page, 4th line from the bottom. — The right move at this juncture is 5. P to Q 3, for if then

5. Kt to Kt 5

6. B to K Kt 5

6. P to K B 3

7. B to Q B sq, and Black's counter-attack is broken.

Page 834, 6th line from the top. — The sub-variations given here are altogether erroneous and unintelligible.

Page 837, 5th line from the bottom. — Black's 6th move, Q to Kt 3, was first adopted by Steinitz against Potter, in a

game played in the Handicap Tournament of the City of London Chess Club, 1870. The main features of the subsequent analysis were first published in the *London Field*, just after the game was played.

GAMES ILLUSTRATIVE OF SOME OTHER LESS PRACTISED DEBUTS.

GAME I.—Played between Messrs. J. H. Zukertort and J. H. Blackburne. From the “Book of the London International Chess Congress, 1883.”

(The notes marked with capital letters are by Mr. Zukertort; those with small letters, by Mr. J. I. Minchin.)

WHITE (Mr. Zukertort).

1. P to Q B 4 (*a*)
2. P to K 3
3. Kt to K B 3
4. B to K 2
5. Castles (*A*)
6. P to Q 4
7. Kt to B 3
8. P to Q Kt 3
9. B to Kt 2
10. Kt to Q Kt 5
11. Kt takes B
12. Kt to Q 2

BLACK (Mr. Blackburne).

1. P to K 3
2. Kt to K B 3
3. P to Q Kt 3
4. B to Kt 2
5. P to Q 4
6. B to Q 3
7. Castles
8. Q Kt to Q 2
9. Q to K 2 (*B*)
10. Kt to K 5
11. P takes Kt
12. Q Kt to B 3 (*C*)

(*a*) I have elsewhere stated my opinion that this is not only by far the finest game played in the Tournament, but probably within the memory of the existing generation of Chess players. It may be fairly classed with the great game won by Anderssen, of Kieseritzky, more than thirty years ago.

(*A*) The development of the King's Bishop has been discussed by various analysts on every possible occasion. Here again I cannot propose a hard and fast rule, but I may state that whenever the Queen's Fianchetto is adopted before playing the Q P two squares the opponent's K B ought to be posted at K 2; if, on the other hand, both players have advanced the Q P, the Bishop may be then played at once to Q 3.

(*B*) The routine move, P to B 4, would be preferable.

(*C*) The loss of time occasioned by this continuation gives to the opponent the first opportunity to prepare the following attack.

- | | |
|---------------------------|--|
| 13. P to B 3 | 13. Kt takes Kt |
| 14. Q takes Kt | 14. P takes P |
| 15. B takes P | 15. P to Q 4 |
| 16. B to Q 3 | 16. K R to B sq (D) |
| 17. Q R to K sq | 17. R to B 2 |
| 18. P to K 4 ^a | 18. Q R to Q B sq (1st hour. ^{2b}) |
| 19. P to K 5 (1st hour.) | 19. Kt to K sq |
| 20. P to B 4 | 20. P to Kt 3 (E) |
| 21. R to K 3 (!) (b) | 21. P to B 4 (F) |
| 22. P takes P in passing | 22. Kt takes P (G) |
| 23. P to B 5 (!) | 23. Kt to K 5 |
| 24. B takes Kt | 24. P takes B |
| 25. P takes Kt P | 25. R to B 7 (H) (c) |
| 26. P takes P ch | 26. K to R sq (I) |
| 27. P to Q 5 ch | 27. P to K 4 |

^aTime limit was 15 moves per hour.

(b) When Zukertort made this move he had in his mind's eye the whole combination that follows down to Black's 28th move. It may seem singular that his opponent should have played the next seven moves exactly as anticipated, but it must be remembered that Mr. Blackburne doubled his Rooks with the intention of playing to Q B 7 as soon as he had got rid of the White K B, and played for that purpose, expecting to win a piece. The real beauty of Zukertort's play is that he led his opponent into this trap, correctly calculating its real results.

(c) The excited spectators naturally thought that Zukertort had here lost a piece and the game, but one confident believer in his skill at this point bet a shilling that he would win the game, not having the slightest conception of the manner in which he could escape from the apparently impending loss.

(D) Mr. Blackburne underrated, I think, the power of the coming attack. It would have been more prudent to leave the K R on the King's side, and to occupy the open file with the Q R.

(E) Of course, Black had to stop the further advance of the B P. Considering, however, that the text move weakens his King's position—especially the K R P—without gaining any equivalent, I would suggest instead of it P to B 4 at once.

(F) 21...Kt to Kt 2 would be slightly better. White would then continue with 22. P to K Kt 4.

(G) He should retake with the Queen, although he would have even then a difficult game, *e. g.*: 22...Q takes P; 23. Q to K sq, 23. Kt to Kt 2; 24. P to K Kt 4, and White would have unlimited time to force a probably irresistible attack.

(H) Notwithstanding its disastrous result, the text move constituted Black's only chance, for, if he play 25...P takes P, White forces the game with: 26. R to Kt 3, 26. Q to Kt 2 (if 26...Q to R 2, then 27. R to B 6, winning, for if 27...R to Kt 2, then 28. R to R 3. If 26...Q to K sq, then 27. Q to R 6, 27. R to Kt 2; 28. R to R 3. If, at last, 26...K to Kt 2, then 27. P to Q 5 ch, 27. P to K 4; 28. P to Q 6; 27. P to Q 5, 27. P to K 4 (or 27...R to B 7, 28. Q takes R, 28. R takes Q; 29. B takes Q, 29. K takes B; 30. P takes P, etc.); 28. Q to Kt 5, 28. R to K sq; 29. R to B 6.

(I) If 26...Q takes P, then, of course, 27. R to Kt 3 ch; if 26...K takes P, then 27. R to R 3 ch, 27. K to Kt sq; 28. Q to R 6.

- | | |
|--|--|
| 28. Q to Kt 4 (!) (<i>d</i>) | 28. Q R to B 4 (<i>J</i>) (<i>e</i>) |
| 29. R to B 8 ch (<i>K</i>) (<i>f</i>), | 29. K takes P (<i>L</i>) |
| 30. Q takes P ch | 30. K to Kt 2 |
| 31. B takes P ch | 31. K takes R |
| 32. B to Kt 7 ch (!) (<i>g</i>) | 32. K to Kt sq |
| 33. Q takes Q | 33. Resigns. |

(*d*) This move literally electrified the lookers-on, who were absorbed in this contest. I was playing a game in the Vizayanagaram Tournament at the time, when a friend whispered in my ear, "The fiend has offered his Queen, and it cannot be taken without suffering mate!"

(*e*) When Zukertort played R to K 3 at his 21st move he had calculated that 28. R to K sq was Black's best move, and had prepared the continuation 29. P to Q 4, etc. In that case, so lost is the position that 29. R to B 8 ch would equally win, but not so rapidly.

(*f*) On this move Mr. Steinitz remarks in *Turf, Field and Farm*: "In conjunction with White's previous play, this forms one of the most noble combinations conceived over the Chess-board," a remark as honorable to the commentator as to his great rival.

(*g*) "A worthy finish," says Mr. Steinitz, "to one of the most brilliant games on record."

(*J*) The capture of the Queen would lead to a mate in seven moves with:

- | | |
|------------------|---------------|
| 29. B takes P ch | 29. K takes P |
| 30. R to K 3 ch | 30. K to Kt 3 |
| 31. R to Kt 3 ch | |

This is the line of play I contemplated when offering the Queen. All the commentators proceed with 31. R to B 6 ch. The difference, however, amounts but to a transposition of moves.

31. K to R 3

If 31...K to R 2 or R 4, mate follows in three moves.

- | | |
|------------------------|---------------------|
| 32. R to B 6 ch | 32. K to R 4 or R 2 |
| 33. R to B 5 or B 7 ch | 33. K to R 3 |
| 34. B to B 4 ch | 34. K moves |
| 35. K R mates. | |

Black had no saving move. If 28...K R to B 4, then 29. Q takes P, 29. R takes P (best); 30. B takes P ch, 30. R takes B; 31. Q takes R ch, 31. Q takes Q; 32. R takes Q, etc. If 28...R to K sq, then 29. P to Q 6, 29. Q to K 3; 30. P to Q 7, etc.

(*K*) The shortest and, I may say, the prettiest line of play, but White wins equally with:

- | | |
|---------------------|---------------|
| 29. Q takes P | 29. R takes B |
| 30. R to B 8 ch (!) | 30. Q to R 4 |
| 31. Q takes P ch | 31. K takes P |

(Or 31...Q to Kt 2; 32. Q to K 8 ch, 32. K takes P; 33. R to R 3 ch, 33. Q to R 3; 34. Q to B 7 ch, 34. K to R sq; 35. R takes Q mate.)

- | | |
|-----------------|---------------|
| 32. R to R 3 ch | 32. K to Kt 3 |
|-----------------|---------------|

(Or 32...Q to R 3; 33. Q to K 7 ch, 33. K to Kt sq [33...K to Kt 3; 34. Q to K 6 ch, etc.]; 34. R to Kt 3 ch, 34. K to R sq; 35. Q to K 8 ch, etc. If 32...K to Kt sq, then equally:

- | | |
|------------------|--------------|
| 33. R to Kt 3 ch | 33. K to R 2 |
|------------------|--------------|

(Or 33...K to R 3; 34. Q to Kt 5 ch, 34. K to R 2; 35. R to R 3 ch, etc.)

- | |
|---|
| 34. Q to R 5 ch, and mates in two more moves. |
|---|

(*L*) If 29...Q takes R, White replies 30. B takes P ch, 30. K takes P; 31. Q takes P ch, and mates in four moves.

GAME II.—An interesting game played at the Manhattan Chess Club, between Messrs. F. M. Teed and W. Cohn.

(From Baltimore *American*.)

WHITE (Mr. Cohn).	BLACK (Mr. Teed).
1. P to K B 4	1. P to K 3
2. P to K 3	2. P to Q 4
3. P to Q 4 (<i>a</i>)	3. P to Q B 4
4. K Kt to B 3	4. Q Kt to B 3
5. B to Kt 5 (<i>b</i>)	5. Q to Kt 3
6. P to Q R 4	6. Kt to B 3
7. P to B 3	7. B to K 2
8. Castles	8. Castles
9. B takes Kt	9. P takes B
10. Q to B 2	10. P takes P
11. B P takes P	11. B to R 3 (<i>c</i>)
12. R to K sq	12. Q R to B sq
13. Q Kt to Q 2	13. P to B 4
14. P to R 5	14. Q to Kt sq
15. Q to B 3	15. P takes P
16. Q takes P	16. B to B 4
17. Q to K 5	17. Q to Kt 5
18. P to K R 3	18. B to Q 3
19. Q to Kt 5	19. R to B 7
20. P to Q Kt 3	20. Kt to K 5 (<i>d</i>)
21. Kt takes Kt	21. P takes Kt
22. B to R 3	22. Q takes B (<i>e</i>)
23. R takes Q	23. P takes Kt
24. P takes P	24. B takes R
25. K to R sq	25. B to Kt 5 (<i>f</i>)
26. R to K Kt sq	26. P to Kt 3
27. P to R 4	27. B to K 7
28. Q to Kt 2	28. R to Q sq
29. P to R 5	29. K R to Q 7
30. P takes P	30. Q B takes P (!)

And Black wins.

(*a*) We prefer K Kt to B 3.

(*b*) A loss of time in this position, as he cannot take the Knight with advantage.

(*c*) Black skilfully avails himself of the weak points in White's game.

(*d*) A very forcible rejoinder.

(*e*) Beginning a beautiful combination with the sacrifice of the Queen.

(*f*) And terminating the game with a succession of masterly strokes.

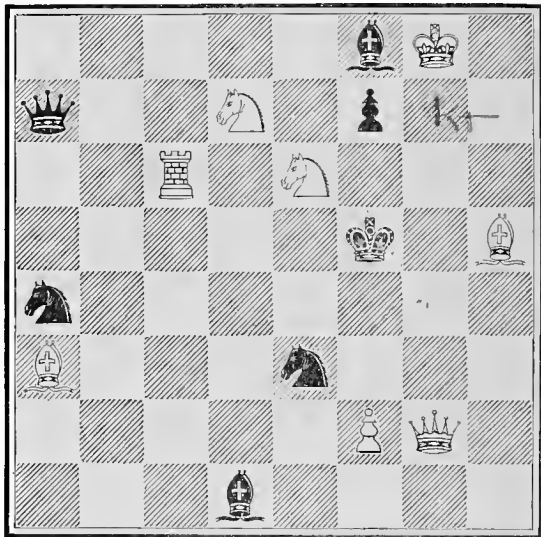
PROBLEMS.

No. 1.

First prize in the Glasgow *Herald* Tourney No. 2, 1880.

By J. G. CUNNINGHAM.

BLACK.



WHITE.

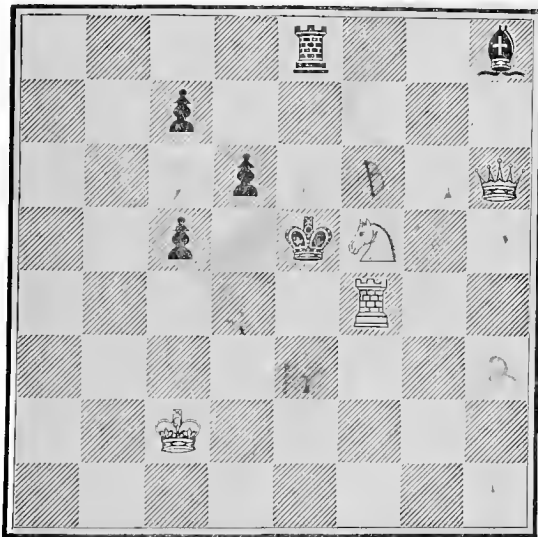
White to play and mate in three moves.

No. 2.

First prize in the *Southern Trade Gazette* Tourney, 1885.

By C. H. WHEELER.

BLACK.



WHITE.

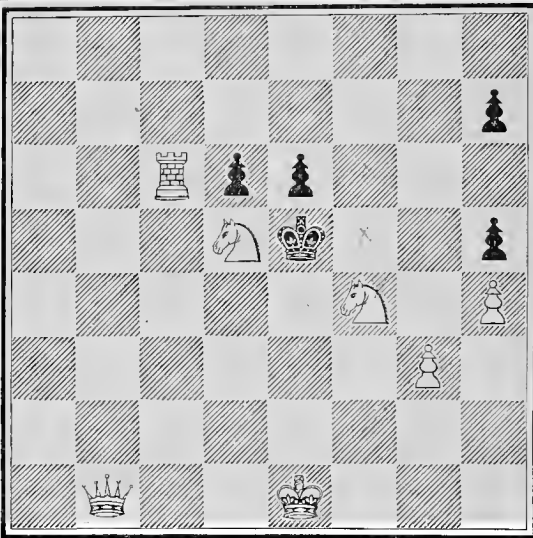
White to play and mate in three moves.

No. 3.

First prize in the Irish Chess Association Tourney, 1886.

By C. PLANCK.

BLACK.



WHITE.

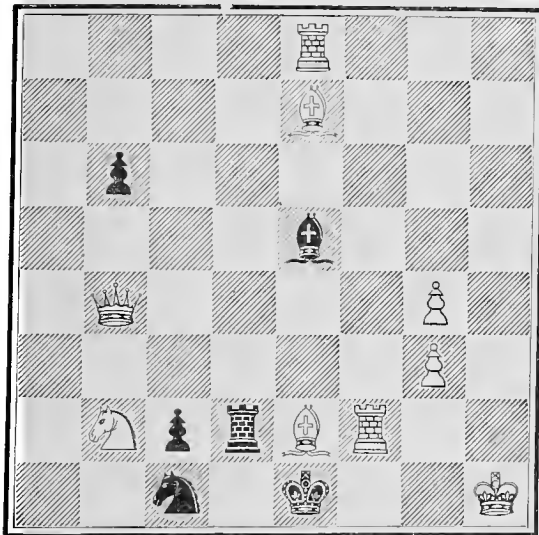
White to play and mate in three moves.

No. 4

First prize in the Ottawa *Citizen* Tourney, 1886.

By B. G. LAWS.

BLACK.



WHITE.

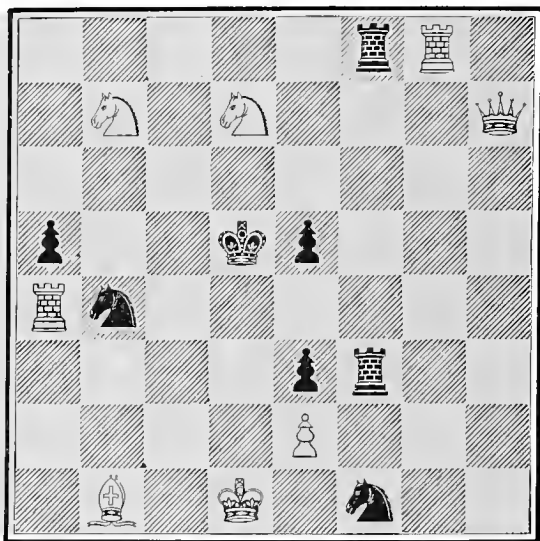
White to play and mate in three moves.

No. 5.

First prize in the Sussex Association Tourney, 1887.

By H. W. BUTLER.

BLACK.



WHITE.

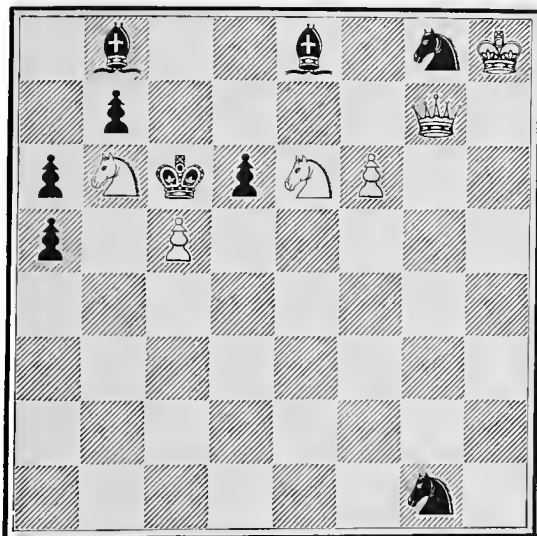
White to play and mate in three moves.

No. 6.

First prize *ex aequo* in the Frankfort Tourney, 1887.

By RICHARD ADAM.

BLACK.



WHITE.

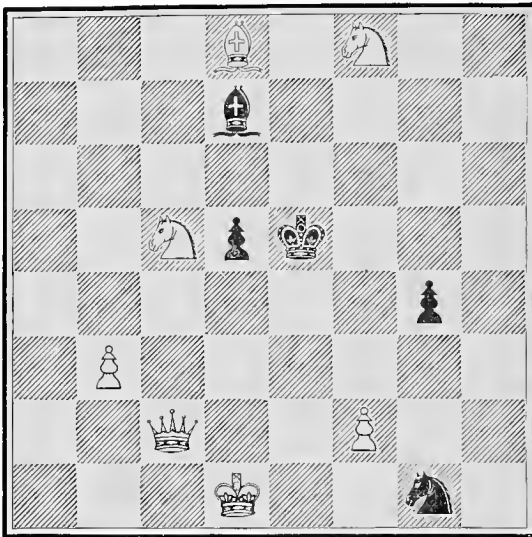
White to play and mate in three moves.

No. 7.

First prize in the *British Chess Magazine* Tourney, No. 4, 1887.

By A. ADAMA.

BLACK.



WHITE.

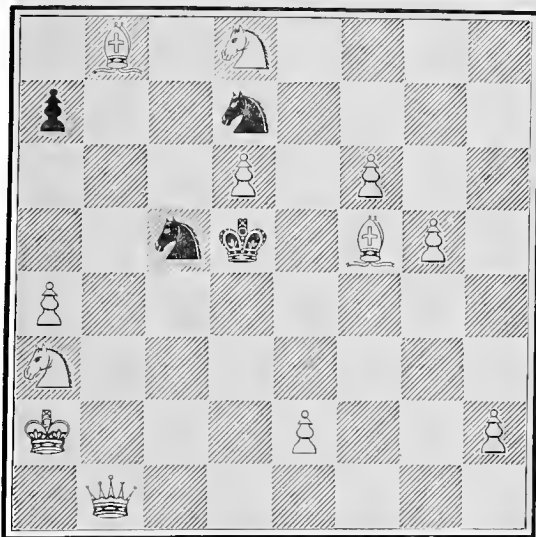
White to play and mate in three moves.

No. 8.

First prize in *Brentano's Chess Magazine* Tourney, 1882.

By J. DOBRUSKY.

BLACK.



WHITE.

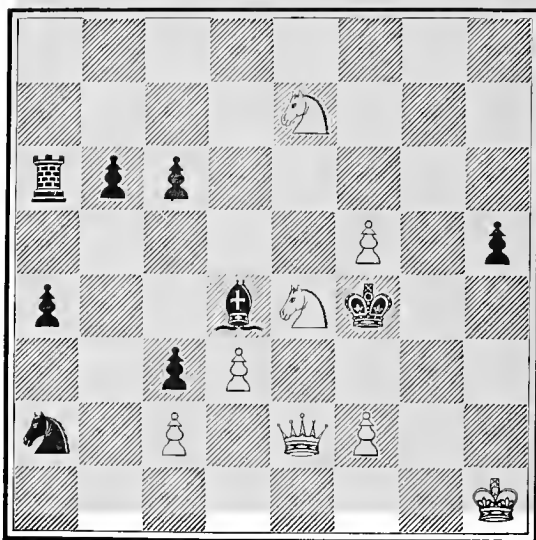
White to play and mate in four moves.

No. 9.

First prize in the Hamburg Tourney, 1885.

By FRANZ SCHRUEFER.

BLACK.



WHITE.

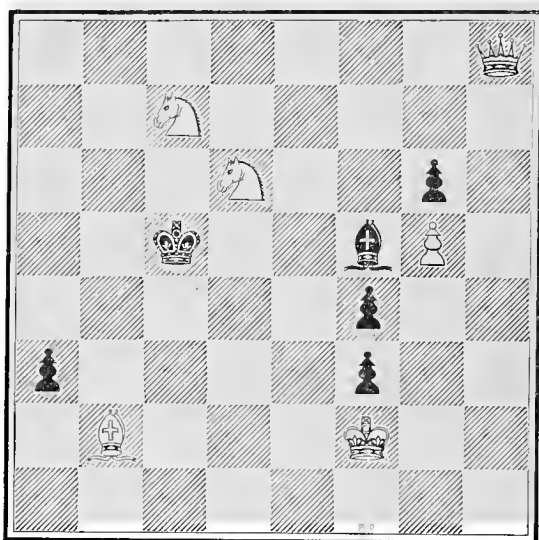
White to play and mate in four moves.

No. 11.

First prize in the Frankfort Tourney, 1887.

By J. BERGER.

BLACK.



WHITE.

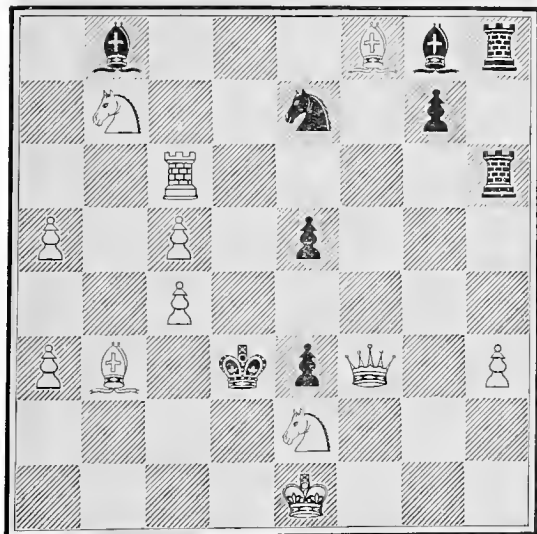
White to play and mate in four moves.

No. 12.

First prize in the Nürnberg Tournament, 1883.

By FR. SCHRUEFER.

BLACK.



WHITE.

White to play and mate in five moves.

SOLUTIONS.

Problem No. 1.

- | | |
|--------------------|---------------|
| 1. R to Q 6 | 1. Kt takes Q |
| 2. R to Q 5 ch | 2. K takes Kt |
| 3. B takes P mate. | |

- | | |
|--------------------|--------------|
| | 1. B takes R |
| 2. Kt to Kt 7 ch | 2. K to B 5 |
| 3. B takes B mate. | |

- | | |
|--------------------|---------------|
| | 1. P takes Kt |
| 2. B to Kt 6 ch | 2. K moves |
| 3. Q to Kt 3 mate. | |

- | | |
|-------------------|--------------|
| | 1. B takes B |
| 2. Q to Kt 5 ch | 2. K to K 5 |
| 3. Q to B 4 mate. | |

Problem No. 2.

- | | |
|-------------------|---------------|
| 1. Kt to K 7 | 1. R takes Kt |
| 2. Q to Kt 5 ch | 2. K moves |
| 3. Q to B 5 mate. | |

- | | |
|-------------------|-------------------|
| | 1. R to K B sq |
| 2. R to B 6 | 2. B or R takes R |
| 3. Q to K 3 mate. | |

- | | |
|---------------------|-------------------|
| | 1. Any other move |
| 2. R to B 5 ch | 2. K moves |
| 3. Q to Q B 4 mate. | |

Problem No. 3.

- | | |
|---------------------|---------------|
| 1. R to B 7 | 1. P takes Kt |
| 2. R to K 7 ch | 2. K to B 3 |
| 3. Kt takes P mate. | |

- | | |
|--------------------|--------------|
| | 1. K to Q 5 |
| 2. R to B 4 ch | 2. K takes R |
| 3. Q to Kt 4 mate. | |

- | | |
|-------------------|-------------------|
| | 1. P to R 3 |
| 2. Kt takes K P | 2. K tks Kt (K 3) |
| 3. Q to K 4 mate. | |

Problem No. 4.

- | | |
|--------------------------|--------------|
| 1. B to R 4 | 1. K takes R |
| 2. Q to K B 4 ch | 2. B takes Q |
| 3. P takes B disch mate. | |

1. P to Kt 4

- | | |
|---------------------------------|-------------|
| 2. K to Kt 2 | 2. Anything |
| 3. R to B sq or Kt to Q 3 mate. | |

Problem No. 5.

- | | |
|-------------------|---------------|
| 1. Kt to Kt 8 | 1. R to B 2 |
| 2. Q to Q 3 ch | 2. Kt takes Q |
| 3. B to R 2 mate. | |

- | | |
|--------------------|-------------|
| | 1. K to K 3 |
| 2. Q to Q 7 ch | 2. K moves |
| 3. R to Kt 6 mate. | |

Problem No. 6.

- | | |
|-------------------|--------------|
| 1. Q to R 7 | 1. P takes P |
| 2. Kt to Q 8 ch | 2. K to Q 3 |
| 3. Q to R 2 mate. | |

- | | |
|-------------------|--------------|
| | 1. K to Kt 4 |
| 2. Q to B 2 | 2. K to B 3 |
| 3. Q to R 4 mate. | |

- | | |
|-------------------|------------------|
| | 1. B or Kt moves |
| 2. Q to K 4 ch | 2. Moves |
| 3. Q to R 4 mate. | |

Problem No. 7.

- | | |
|-----------------------|--------------|
| 1. Q to R 7 | 1. Kt to B 6 |
| 2. Kt (B8) takes B ch | |

- | | |
|------------------|--------------|
| | 2. Moves |
| 3. Q or B mates. | |
| | 1. P to Kt 6 |
| 2. Kt to Q 3 ch | 2. Moves |
| 3. Q or B mates. | |

- | | |
|---------------------|-------------|
| | 1. P to Q 5 |
| 2. Q to Kt 4 ch | 2. K to Q 3 |
| 3. Kt to Kt 7 mate. | |

Problem No. 8.

- | | |
|--------------------|---------------|
| 1. B takes P | 1. K takes P |
| 2. Kt to B 4 ch | 2. K to B 2 |
| 3. Q to Kt 8 ch | 3. Kt takes Q |
| 4. B to Kt 6 mate. | |

1. Kt to Kt sq
 2. Kt to B 7
 3. Q to Kt 5 ch
 4. Q takes Kt mate.

1. Kt to K 4
 2. Q to K 4 ch
 3. B to K 6 ch
 4. Kt to Kt 5 mate.

1. Kt to Kt 3
 2. Q takes Kt, etc.

1. Kt takes R P
 2. Q to K 4 ch
 3. Kt to Kt 5 mate.

1. Kt takes B P
 2. Kt to B 4
 3. Q to B 2 ch
 4. Kt to B 6 mate.

Problem No. 9.

1. P to B 6
 2. Kt to Kt 5
 3. Kt to R 7
 4. Q to K 4 mate.

1. B takes P (B 6)
 2. B tks Kt (K 7)
 3. Any move
 2. B tks Kt (Kt 5)
 3. Q to K 4 mate.

2. K takes Kt
 3. K moves
 3. Q to K 3 ch
 4. Q to Kt 3 mate.

1. K to K 4
 2. Q takes P ch
 3. Q to Kt 4 ch
 4. Q to Kt 8 mate.

1. B to B 4
 2. Q takes P
 3. Kt to Kt 3
 4. Q to B 5 mate.

1. Any other move
 2. Kt to Kt 6 ch
 3. Q takes P ch
 4. Kt to B 8 mate.

Problem No. 10.

1. Kt to Q Kt 5
 2. Kt to Kt 5 ch

1. Kt takes Kt
 2. P takes Kt

3. Q to Kt 4 ch
 4. Q to B 4 mate.

3. K to Q 4
 1. P takes Kt
 2. P to B 6
 3. Q takes P ch
 4. Q to Q 7 mate.

1. K to B 4
 2. Kt to B 4 dis.ch
 3. Kt to B 3 ch
 4. Q to Kt 4 mate.

1. K to B 6
 2. Kt (K 6) to Q 4 ch
 3. Kt to B 3 ch
 4. Q to Kt 4 mate.

2. K to K 5
 3. K to B 5

Problem No. 11.

1. Q to R 8
 2. Q to Q 5 ch
 3. Kt to R 8 ch
 4. Q to R 2 mate.

1. P takes B
 2. K to Kt 3
 3. K to R 3
 1. K takes Kt
 2. B to K 5 ch
 3. Q to R 5 ch
 4. Q mates.

1. Kt to Kt 3
 2. Q to Kt 7 ch
 3. B to K 5
 4. Q or Kt mates.

1. B to B sq
 2. Q to Q 5 ch
 3. Kt to B 4 ch
 4. B to K 5 mate.

1. B to K 3
 2. K to Q 5
 3. Kt (B 7) to Kt 5 ch
 3. K moves

4. Q to K 4 mate.
 2. Kt to K 4 ch
 3. B to B 3
 4. B to R 5 mate.

1. B to Q 2
 2. K to Kt 3
 3. Anything

1. B to K 5
 2. Kt takes B ch
 2. Kt to B 5

3. Q to Q 5 ch 3. K moves

4. Q to Kt 5 mate.

1. B to Q 6

2. B takes P ch 2. K to Q 5

3. Q to R 8 mate.

2. K to Kt 3

3. Q to Kt 7 ch 3. K to R 4

4. Q to Kt 5 mate.

1. B to Kt 5 or R 6

2. B takes P ch 2. K to Q 5

3. B to Kt 4 3. Any move

4. Q mates.

Problem No. 12.

1. B to R 2 1. B to K R 2

2. R to K Kt 6 2. B takes R

3. Kt to Q 6 3. B takes Kt

4. Q to Kt 7 4. Any move

5. Q to Kt sq mate.

2. Kt to B 5

3. Q to K 4 ch 3. K takes Q

4. R to Kt 4 ch 4. K to B 6

5. Kt to Kt sq mate.

2. Kt to Q 4

3. Q to K 4 ch 3. K takes Q

4. B to Kt sq ch 4. K to B 6

5. R to Kt 3 mate.

2. R to R 5

3. Q takes P ch 3. K takes Q

4. R to Kt 3 ch 4. K to K 5

5. B to Kt sq mate.

2. R takes R

3. B to Kt sq ch 3. K takes P

4. Q to K 4 ch 4. K moves

5. Q or B mates.

1. Kt or R takes R

2. Kt to B sq ch 2. K to B 6 or 7

3. Q takes P 3. K to Kt 7

4. Q to Kt 3 ch 4. K to R 8

5. Q to Kt sq mate.

2. K to Q 5

3. Q to Q sq ch 3. K to B 6

4. Q to Kt 3 ch 4. K to Q 5

5. Q to Q 3 mate.

1. Kt to Q 4

2. P takes Kt 2. B to K R 2

3. Kt to Q 6 3. B or R takes Kt

4. P takes B or R 4. Any move

5. R to B 3 mate.

2. R to R 5

3. R to Q Kt 6 3. P to K 5

4. Q takes P (K 3) ch

4. K takes Q

5. R to Kt 3 mate.

2. R takes P

3. B to Kt sq ch 3. K takes P

4. Q to K 4 ch 4. K moves

5. Q or B mates.

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