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THE

CHESS TOURNAMENT.

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OF

THE GAMES PLAYED AT THIS CELEBRATED ASSEMBLAGE

ILLUSTRATED BY

COPIOUS DIAGRAMS,

AND

NOTES, CRITICAL AND EXPLANATORY.

BY H. STAUNTON, Esq.

AUTHOR OF "THE HANDBOOK OF CHESS," "CHESS-PLAYEL'S COMPANION,"

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ERRATA.

At page 7 (4th Game of the 1st Series), White's 25th move should be Q. to K. B's 7th, instead of Q. to Q. B's 7th.

At page 9 (5th Game of the 1st Series), White's 8th move should be Q. to K. B's 3rd, not Q. to Q. B's 3rd.

CHESS TOURNAMENT OF 1851.

INTRODUCTION.

THE Book of Games played in the Tournament is at length presented to the public. The Editor trusts that the delay which has unavoidably occurred, may be deemed compensated by the careful analysis which every game has undergone, and by the absence of those typographical errors which so frequently perplex the student of printed games. This collection, whatever be its merits when compared with other match-games, must ever be of singular interest from the peculiarity of the circumstances under which they were played. It is true that matches of greater length than those of the Tournament, and where the competitors have been paired after due consideration of their relative powers, must necessarily be of greater import, and elicit play of a much higher order, than short matches wherein the combatants fall together by chance. Yet this, the first general meeting of European Chess-players, is no unimportant incident in the history of the game. If the results have not equalled our expectations, it is a consolation to those who laboured to promote this assemblage, to know that they themselves did their duty; that any failure which may have taken place can never be ascribed to them, and that prizes of hitherto unequalled magnitude were through their instrumentality held out for universal competition.

To throw the best light upon the history of this remarkable event, it will be necessary to enter at some length into its details. The difficulties which the Committee of Management had to encounter,—difficulties, I may be permitted to say, which, to any save the courageous and experienced player, would have appeared insurmountable,—will

then in some measure be appreciated by the reader. It will be best understood if divided into three periods. 1st. That preceding the Tournament. 2nd. The Tournament itself; and 3rd. The period subsequent to the Tournament.

1st. PERIOD PRECEDING THE TOURNAMENT.

CHAPTER I.

Advantages of a Congress of Chess-players. — The importance of fine games.—Anomalous character of the laws of Chess.—Italian play.—
The law relative to fifty moves.—False moves.—Castling at odds.—
Benefit of some fixed system of notation.—Limitation of time expended upon play.—True use of Chess.—Open games.—Obstacles in the way of a Congress.

For many a long year have Chess-players desired to see the chief votaries of their game congregated together in one common and appropriate place of meeting. It was a natural desire, prompted by many reasons. There was the chival rous anxiety to test the relative skill of the most distinguished champions; there was, again, the wish to procure such a collection of fine games as should be unequalled in the previous annals of Chess. If the games of McDonnell and De la Bourdonnais continue still to instruct and delight the true student, repaying him at every examination by fresh displays of genius and of skill, how great, it was thought, would be the gain to our literature of Chess, if to the brilliancy of France and the analysis of England we could add the profundity of Germany, the subtlety of Italy, and the originality of Russia. But results even more important than these were expected to spring from an universal Congress of Chess-players. In former ages, a single country, when at the zenith of its civilization, might fairly aspire to pre-eminence in Chess. In the earliest period of European Chess, the Iberian peninsula; in the middle ages, Italy; subsequently France, might claim with justice exclusive sway in matters relating to our game. But it has been reserved to our own peaceful times of intellectual progress and of extended intercourse with the various countries of Europe, to see great Chess-masters in almost every part of the globe. Who, then, in the present phase of civilization, could venture to prescribe laws for the guidance of the rest of Europe? What country could be guilty of this mental presumption? If experience pointed out the necessity of removing the anomalies which exist in the laws of the game, and of promulgating some fixed and universal Chess code, we had but one course open. It became incumbent on us to call a general council of Chess-players to determine what was orthodoxy and what dissent. For our catholic game is very differently practised in different parts of the world. Not to travel out of Europe, and to omit notice of the varieties which exist in Persia and India, we have even in Europe what may be termed orthodoxy and dissent in the practice of Chess. In this kind of faith the Italians are the dissenters. Italy here commands the smallest instead of the largest number of adherents, and though some of the finest players that have lived, and some of the most instructive treatises ever written, have been produced by that country, the majority of Chess-players adhere to rules which are opposed to theirs. To introduce a uniformity of rule is a matter of essential importance. It is as desirable for the Italians as for the rest of the Chess-playing community. Whether for the sake of games by correspondence or for many other reasons, such uniformity would greatly help to remedy all that remains theoretically defective in the most ... perfect intellectual pastime ever invented.

Chess is certainly the mest widely spread scientific amusement ever known among civilized nations. The Chess-amateur must travel far indeed in these days to find himself debarred from the indulgence of that pleasant recreation, the knowledge of which will often prove to be a surer passport in foreign lands than all the mysterious symbolism of Freemasonry. Among the most remote regions of the golden East, or the fabled West, in the torrid South, or on the frozen shores of the North, amongst the great military nations and amidst men devoted to commercial enterprise, the Chess-player, who is essentially a cosmopolite, will speedily find a circle of friends through the more than Masonic influence of this ancient and absorbing game.

But in vain do these ties of brotherhood exist, if an English, a French, or a German amateur, on sitting down to play a game in Rome, finds that in reality he is learning another, though a kindred art. One of two unsatisfactory consequences must result: if he play according to Italian rules he courts inevitable defeat,* if he follow the rules of the rest of Europe, he must obtain an unfair advantage.

But, besides this discrepancy, there are numerous anomalies both in the laws themselves and the practice of the game, which imperatively demand revision. Who, for example, will pretend to elucidate the law relative to giving checkmate, towards the end of a game, in fifty moves? A player who is left with a King only against a King and a Rook, may insist upon the game being given up as a drawn battle, unless his adversary checkmate him in fifty moves; and so may another, who is left with a King and a Bishop against a King and a Rook. Let us suppose the latter case, and that the player with the superior force wins the Bishop at his forty-ninth move, what results? Is the game drawn, or may he claim another fifty moves? Players who regard the spirit of the law, will be of opinion that he may, but yet so vaguely is the rule expressed, that this opinion is not universal, and may be disputed with much plausibility. The inaccurate wording of this celebrated fifty-move rule, is, indeed, a fertile source of controversy in every-day practice. But a much more unphilosophical spirit breathes in the law which concerns false moves. False moves, as is known to every chess-player, are moves which violate the fundamental laws of the game; moves which nullify the principle on which chess is based. Yet, with glaring inconsistency, a player who makes a false move may be compelled by his adversary to leave the Piece where by error it was placed! That is to say, leave it where the fundamental theory of

^{*} I suppose him to play against an opponent of the same strength as himself. We have an admirable illustration of this evil afforded us in the fifth and sixth volumes of the "Chess-players' Chronicle." A correspondent ("Alpha-Beta") of that periodical, in the last number of the fifth volume, very naturally imagines that he has detected a mistake in a position of the famous Italian master, Ercole Dal Rio. Another correspondent, in the opening number of the next volume, shows that Dal Rio had been judged by his critic according to English laws, and not those of Italy, in strict obedience to which the renowned master had constructed his problem.

Chess forbids it to be placed! Is not this to make the laws contradict themselves-to legalize what is essentially illegal—to cancel regulations simply because they have been violated? When we consider, too, that element which gives to Chess much of its scientific beauty and intellectual interest, its more latent significance, its representative influence, by which it reflects the real strategy of hostile armies, then such a rule becomes intrinsically absurd. Rook cannot move diagonally, like a Bishop. This must enter into a Chess-player's calculation as much as the impossibility of a battery of cannon moving like infantry must enter into the plans of a military Commander. To tell a player, therefore, who attempts to move thus falsely, that his move must hold good, is to destroy the typical truthfulness of chess, and is as absurd theoretically as it would be absurd practically to say that, because a Commander has ordered his artillery to move like light infantry, the order must hold good. Some better, some more rational penalty for this mistake in Chess, might surely be devised. The penalty to the General, for the analogous blunder, would be the loss of time he had incurred in ordering an impossibility; and the loss of that time might be fatal. Would not the loss of his move (if his adversary desired it) be a more appropriate punishment for the Chessplayer?

A similar absurdity occurs daily in the play of amateurs of all grades. A player who gives the odds of his Queen's Rook, is in the habitual practice of Castling on the Queen's side. This practice violates the very notions with which the operation of Castling is bound up. In the act of Castling it is a double and not a single principle which is involved. It is not simply to place the King out of danger, but to bring the Rooks into co-operation. The theory of the game is obviously opposed to the absurdity of Castling where there is no Castle. If a player cannot Castle when the Rook has moved, it must require a great deal of ingenuity to contend that he can Castle when the Rook is off the board. Rook, when given, is in all fairness under the same conditions as he would be if he were captured. Again, what do the symbolical moves "Castles (K.R.)" and "Castles (Q.R.)" signify? They do not mean "K. to his Kt.'s sq.," or "K. to Q. B's sq." This is surely not the meaning they convey to any Chess-player when perusing games in manuscript or print. What they imply is this, and nothing less than this:

"The King Castles on his own side by himself moving to his Knight's square, and by his Rook moving to his Bishop's square." And "The King Castles on the Queen's side by moving to Queen's Bishop's square, and by the Queen's Rook moving to Queen's square." The strange anomaly of Castling without a Rook, with which alone we can Castle, is, like our former instance, diametrically opposed to the scientific exactness and self-consistency of Chess. So full of truth, so conscientious is every great principle in Chess, that any practical violation of these principles is an injury to the intellectual character of the game. But, besides anomalies existing in the laws which at present govern Chess, there are other questions of practical importance which could be decided by no body of men except a Congress of the leading players from all parts of the world.

It has long been the wish of the most zealous and generous amateurs to see one common system of Chess Notation adopted through the whole of Europe. The argument of Erasmus for the use of one common language for the learned, as a means of communication in all countries, is equally applicable in this instance. The science must advance more rapidly if all Europeans would use one immutable system of notation. When it is remembered how completely some one variation changes a player's opinion of an opening, and that at present these variations are diffused over books written in very different forms of notation, the advantage of adopting some common Chess language will be admitted to be incalculable. If there were extant but one recognized system of notation, a player might advance further in his studies in six months than the majority of amateurs do through their whole lives.

Another question of considerable importance is the propriety of assigning some limit to the time consumed by players in the consideration of their moves. When it is a matter of notoriety that upwards of an hour (nay, even two hours!) is expended by some players over a single move, amateurs become justly annoyed, not only at the waste of time involved in such games, but at the substitution of the powers of physical endurance for that quickness of perception which they have been in the habit of regarding as one test of intellectual power. Intricate positions demand and must receive considerable care and thought, but there should be a limit to the time which is spent even upon these, much more to that which

is wasted on positions of no difficulty whatever. The mistake which has given rise to this and other evils which I deplore in connection with Chess, is that amateurs have not done justice to their recreation. They have looked too much to the honours of victory, too little to the requirements of the science. Elated by a momentary triumph over an adversary, they have not considered the real advantages of Chess. Chess was not designed to be a waste of time or an excuse for indolence; it is not a pursuit to be lounged over for want of better employment, or, like a game of chance, to be made the means of low gambling. Chess was intended to be the recreation of men of genius and practical energies, men who are fully alive to the responsibilities of their social existence; men who, even in their amusements, are desirous of bracing and invigorating to the utmost their intellectual Hence spring its social importance and elaborate excellence. If we view it aright, it is entitled to our highest admiration; if we regard it as an idle or a gambling pursuit, we degrade it. Chess never was, and while society exists. never can be a profession. It may to a great extent strengthen the mind of the professional man, but it must never become the object of his life. It is because its true character has been lost sight of by the zealous or the mercenary, that victory at any cost has become a more important object than the advancement of the science. From this cause has arisen the unnecessary prolongation of games; from this has arisen the mannerism of modern openings. These evils would in all probability be remedied by a Congress of players, brought together and actuated by sentiments of chivalry. How full of interest would such a meeting be to the majority of amateurs, if it passed but one resolution, viz., that in all important matches one half, at least, of the games, should be "open" ones!

It is for these reasons, among others, that a Congress of

players has ever been ardently desired.

The importance of obtaining a series of noble games, and of re-modelling the laws, could not but be acknowledged by right-minded amateurs in all countries. Besides, as the celebrated masters were inhabitants of different portions of the globe, it was natural they should feel an anxiety to become personally acquainted with those so well known to them by the voice of fame. But this was no easy measure to accom-

plish. Why should the French come to England, and not the English go to France? Why should not both go to Germany? Why not to Italy, to Russia, to India? fold were the obstacles which have always hindered, and the difficulties which till now have prevented the mustering of such a Congress anywhere. Some could come at one time, but that was just the time when others could not. Therefore none came. Others were ready to undertake a journey, but not to the right place. It was too far for some; the loss of time would be too great for others. To some the expense was a forbidding consideration; others were prevented by official engagements. In truth, what with those who could come, but not at the required time, or who could attend, but not at the required place; or who could not attend at any place except in their own country, not only was a general Congress an impossibility, but any assembly of the kind was a great difficulty. It seemed fated that any gathering which might be effected would be but very partial; and that even a very partial gathering would be no easy matter to accomplish. One thing appeared obvious: the summoning of the Congress must be coeval with some occasion of extraordinary and universal interest, an occasion but rarely to be found in the annals of nations. Then, and not till then, would the long-deferred desire of a General Chess Congress be realized.

CHAPTER II.

New era opened by the Exhibition.—The Chess Congress of 1851 set on foot by the St. George's Club.—A Committee of Management appointed.—Liberality to foreigners.—The Congress not a mere meeting for play.—Article from "La Régence."—General enthusiasm of foreign players.—Spirited co-operation of the Calcutta Chess Club.—Letters from Grimm, Szen, Kieseritzky, and Von Oppen.—Article from the "Bombay Gazette."

THE Great Exhibition of Industry and Art in London was the beginning of a new epoch in the history of civilization. The impetus which it would give to trade, the prospect of a long-continued peace, with all the other dependent advantages, the discussion of which has almost been exhausted by our daily press, gained for it unbounded popularity throughout the world. The opportunity which this universal gathering

together of all nations afforded for effecting the long-desired Congress of Chess-players, was at once perceived. It was certain that there would soon be in London an assemblage of visitors from other lands such as England had never witnessed; that thousands would come who had never visited us before, and might never visit us again. Passports would be more freely given abroad; leave of absence would be obtained with comparative facility, and the expenses of travel would be considerably reduced. So many other motives and inducements, in short, would be combined to tempt foreign Chess-players to gratify their cherished wish of a general meeting, that what had always heretofore been deemed hopeless, seemed feasible at last. The occasion was not thrown away. Some members of the St. George's Chess Club proposed that a universal Chess Tournament, for all comers, should be held by subscription among British amateurs. The suggestion was adopted. Promptly seizing so splendid and favourable an opportunity, the originators of the design proceeded to the execution of their plan. Committee of Management was speedily formed of influential patrons and votaries of the game. Before asking others to subscribe towards the funds, the Committee themselves gave a considerable sum. The secretary then forwarded subscription lists to the leading members of the provincial clubs throughout the kingdom, strictly confining his application to our countrymen. No money whatever was asked of It was even determined to afford every possible foreigners. facility to counterbalance the expense and inconvenience of those players who had to make a long journey to be present. As this was an important feature in the proceedings of the Committee of Management, it will be as well to notice here a few of the advantages which were held out to foreign players. 1st. To some the entrance-fee required before competition for the prizes, was altogether remitted. 2nd. To others a guarantee was given to reimburse their expenses, should they prove so unfortunate as to win no prize; and 3rd. Sums of money were reserved for matches between such eminent foreign players as had been unsuccessful in the general Tourney.

In their endeavour to carry out their undertaking, the chief promoters were careful to insist upon the importance of the Congress assuming a higher and more useful character than that of a passing encounter between so many distinguished players. They desired to delegate to its consideration all questions which most nearly affected the interests of Chess, such as the reconstruction of Chess legislation, the adoption of some common language, and every other topic which needed discussion. In a word, they were anxious that this great réunion should, in some degree, fulfil the mission which had been assigned to it in the following eloquent article from "La Régence."

The Mission of the Chess Congress in London.

THE project of a general Congress of Chess-players at London is received in France with general favour. In Paris and in the departments it has met with unanimous approbation. One of our provincial subscribers, thinking it would be a rare opportunity to turn this extraordinary and perhaps unique assemblage of the first amateurs of the period to the advantage of science and of the game, expresses a wish that the Congress should be not simply a tournament, a passing contest between some hundreds of players, but it should be made the occasion for producing a work of lasting and incontestable utility. We fully enter into the ideas of our countryman, and we anxiously trust that our friends in France, in Germany, and beyond sea, will adopt them. In that case the Congress at London would be more than an extraordinary event: it would be an event of the greatest utility for the practice of the game and for the advancement of its

The following, without comment, are the reflections of our correspondent, and they are entitled to the serious consideration of all who are devoted to the cultivation of Chess:—

"This réunion of the first players of the age, collected from all parts of the globe, and meeting in the greatest, the richest, and the most populous of cities, will be a remarkable event in the records of Chess; and should no other end be proposed even than that of seeing, knowing, and encouraging each other; of communicating their ideas and their sacred fire, challenging each other to peaceful battles, and struggling to carry off laurels, of which the splendour must be reflected on the countries which the victors represent; if this

only were the object of the players who rush to the rendezvous, of a truth their pilgrimage would be usefully accomplished. Who can tell how many projects, works, intimacies, games by corrrespondence, new and unlooked-for events, may spring from this meeting of so many amateurs animated by the same passion! The study, the practice, and the diffusion of Chess must necessarily receive from this vast meeting in

London a vigorous impulse.

"Would it not be possible, however, to achieve something of a still higher order from this extraordinary réunion of almost all the celebrities in Chess? Surely this might be attained by deciding, through this assemblage, with the voice of authority, numberless points connected with the laws of the game, which, up to the present period, are without solutions or have received but contradictory ones. Everybody is aware that the code of Chess has varied from age to age; that the game, very different at its origin to what it now is, has been, like all things else, subjected to the law of progress. Look, for example, to the march of the Pawns and the movements of the King; the conditions and the consequences of mate and stalemate; the power which a Pawn in certain cases has of becoming a Piece; these points and an infinity of others have not always been regulated as they now are; and the laws which govern them in France, in England, and in Germany, are not abided by in other countries.

"From thence spring inconveniencies, which science bitterly deplores: for instance—the remarkable treatises of the Italian school are lost in a great measure to the French school, while those of the latter are comparatively useless to the former; and were two strong players of these separate schools desirous of competing together in London, they could not do so upon equal terms.

"It is well known too, that the regulations, and in some sort, the exterior police of the game, is not sufficiently explicit in certain cases, and hence the difficulty which Chess Clubs have experienced in understanding one another when

they wish to undertake a match by correspondence.

"In a word, everybody knows that the language of Chess is not uniform, and that this language, as well as the literature which treats of it, has varied from age to age. This diversity of notation, which does not, perhaps, impede some

special men, is an insurmountable barrier to the mass of amateurs; it inspires them with a natural aversion for books and journals written in systems of different notations, and is opposed to the formation of Chess libraries; for let us not deceive ourselves, it is much less the foreign idiom which debars or disgusts the reader, than the Chess language itself. We have known French amateurs, who, unacquainted with a a word of German, have studied the theories of Chess in Bilguer, and understood them well.

"These are some of the anomalies and defects which encumber Chess, and render the study and diffusion of it

really difficult.

"Now might not the Congress of next spring delegate to the most eminent players to be then found in London, the task of remodelling the laws of Chess? These elected ones, these true representatives of the Chess community, should be transformed into a Parliament, or as we say in France, a Constituent Assembly. They should examine the subjects still undecided of Chess legislation (and these are numerous), and should finally decide upon them.

"On such points as could hardly be regulated by a legislative decision, such as the designation of the Pieces, and the notation for the moves, the assembly should content itself by expressing its wishes; and these wishes, we doubt not, would be religiously respected by all those who afterwards wrote

upon the game.

"To sum up, this constituent assembly of Chess would throw light and uniformity on all matters of the Chess code

which are still vacillating, undecided, or contradictory.

"If these ideas, which we submit with all possible diffidence, were favourably received and and realized, the Chess Congress, that réunion perhaps for ever unique in its kind, would at least, leave an enduring trace of its existence: it would be an era: it would hold an important place in the history of Chess, and would render a signal service to the theory and practice of the game.

"Besides, the revision of the Chess code would afford to profound and venerable theorists an advantageous opportunity to employ their learning and experience. Everybody will not play at the Congress: everybody cannot play. While the youngest and most ardent shall try their strength and contend for magnificent prizes, the Nestors of the science may

prepare the code of Chess which we desire, and which must exercise the most salutary influence on the destinies of this noble game. It may possibly be objected that this London assembly will not have power to exact obedience to its decrees, and that its decisions will only be illusory. assembly, it is true, cannot impose its decisions by force, nevertheless, they will by the laws, and they will remain in authority, and the highest and most respectable authority which has ever existed; for in a word, the most powerful theorists of Europe, America, and India, animated and supported by the assent of several thousand amateurs, will give to its decisions a sovereign potency. After that, it must be with a very bad grace that any one would say, 'Yes, Heydebrant, Petroff, Staunton, Lewis, Alexandre, Walker, &c., have decided this point in one way, but I determine it in another.' We do not, therefore, so much apprehend resistance: what we fear is, that the questions for consideration will not be sufficiently prepared by the opening of the Universal Congress.

"For this reason, we conjure all those who have reflected on the laws which now regulate the nature, the march, and the relation of the pieces, to examine what defects, what imperfections, what obscurities these laws present, and how they may be remedied. Let them commit to writing the result of their observations, and have them ready for the month of May. They will be valuable documents for the labours of that Chess Parliament of which we seek to deter-

mine the purpose and the mission.

"If we did not fear to alarm the most celebrated members of the approaching Congress in London, by the prospect of accumulated labours, we would still propose to them a project which does not concern the legislation of Chess, that is to say, the esoteric portion of the science, but the science itself. This project is the compiling of the whole propositions or theses, indicating the precise point to which the science has arrived in all parts of its vast domain.

"In 1843, on the publication of the second volume of L'Analyse Nouvelle,' M. Jaenisch (p. 275) summed up in twenty theses, 'the general and principal results of his researches on the opening.' This work, which M. Jaenisch has written for some openings, and which he could modify and perfect now, may be undertaken by our best theorists

on the openings and ends of games which they have most studied.

"In contrasting these works, in rectifying one by the other, they would produce an exact chart of the science in 1851; and in order that this table might be useful to future theorists, not only the positive results of the science, but the negative ones also—that is to say, the deficiencies and the insufficiences of the earliest theories, ought to be demonstrated. Such a work, undertaken with a sincere love of the science and a complete personal abnegation, would confer the greatest possible honour on the members of the Congress, who might vindicate it. It would not be so long as might be expected. A score of pages would suffice for the summing up under the form of theses, all the general results of the actual science.

"Thus, whilst a magnificent meeting will be open to the strongest players of the whole world, a second assembly, not less glorious, might be opened for practical and theoretical amateurs, whose object would be a review of Chess legislation, and the creation of a uniform and universal code, comprising the laws, the policy, and the language. A third meeting might accompany, and complete the two former; its objects would be the composition of a chart, presenting, under the most concise forms, the general results-positive and negative—to which the science has attained. It would show the required and demonstrated points, the doubtful or controverted points, the obscure and little-studied points, and all the lacunæ, which theorists are called to fill up. This table would form a new starting-point in the history of the development of Chess theories; it would sum up a glorious past, and would afford an infinity of routes and perspectives for the future.

"These two last meetings would have the advantage of being able to reckon as candidates, not only the amateurs present in London, but all those who might be detained in their country. A letter, a memorandum, sent by the theorists of America or India, would perfectly represent their authors at the Congress; and might assign to them a very distinguished rank. Every person celebrated for Chess, present or distant from London, might thus contribute to the progress of Chess.

"To the work, then, skilful players-learned theorists!

the moment to distinguish yourself approaches. Intrepid combatants, prepare your arms for the tournament which awaits you! peaceful learned ones, prepare your ideas for the great legislature and scientific labour of the Congress! Whatever may be your aptness, either engaged over the Chess-board, or in the solitary and silent meditations of the cabinet, absent or present, you may all serve the cause of Chess. The year 1851 expects from you great things—some noble games—a complete and uniform system of legislation, and a true estimate of our Chess riches. Do not be below the mission."

The enthusiastic reception which the proposed Tournament met with in this country, was fully equalled by that of the Continent. Without a single exception, every foreign player of great note gave in his adhesion to the common cause. In some instances the zeal evinced was much beyond the expectations of the most sanguine. A co-operative committee was appointed by France, in order to promote the success of the movement. Under the guidance of our own far-famed Cochrane, and his spirited ally Mr. Morton, a committee for 'the same purpose was organized in the Calcutta Chess Club, and a subscription of one hundred and forty-five pounds was speedily forwarded to the directors here. In addition to the cordial encouragement which the undertaking received from the press in this country, and on the Continent, it was warmly taken up by the periodicals both in America and India; and the "Bombay Gazette," though far from the scene of action, devoted an article, which will be found in the present chapter, to point out the most essential features to which this "Parliament of Chess" should direct its attention. As a pleasing illustration of the hearty spirit with which the idea of this unique gathering was welcomed by many distinguished players abroad, I may be permitted to extract the following letters, which appeared some months ago in the "Chess-players' Chronicle." The first, from the distinguished Hungarian player, Grimm, in exile at Aleppo, is a touching evidence of his sympathy in the cause of his favourite recreation.

" To the Committee of Management of the Great Chess Congress.

"Gentlemen, "Aleppo, February 27th, 1851.

"It is now about ten years since I had the honour to direct, in company with Messrs. Szen and Löwenthal, the two games of Chess which Pesth played against Paris. Since that time I have been engaged in another match, more interesting, though of a far different nature, and in which the head was the stake. We lost! I was fortunate enough to save my head; but they sent me here, the native town of Stamma, to reflect upon the faults we have committed.

"But captivity becomes yet more painful when I hear that on occasion of the Grand Exhibition a great meeting of amateurs of Chess is to be held in London. What an opportunity to make the acquaintance of the first masters, to assist at their battles, to gain laurels, or to profit by an honourable

defeat!

"Unable to take advantage of this famous assemblage, I wish at least that my name should be mentioned at your meetings, that my place should be retained at your banquets, and that you might honour with your remembrance an exiled brother player.

"Desirous, too, to contribute as much as it is in my power to your amusements, and to the progress of this noble game,

I have the honour to send you-

"1. A short notice on Chess, as played at Aleppo.

"2. A sketch of a new system to note games in Chess books.

"3. An analysis of the King's Bishop's Gambit.

"I am, Gentlemen,
"Your most obedient servant,
"V. GRIMM."

From Mr. Szen, of Pesth.

"Honoured Sir, "Pesth, March 8th, 1851.

"I must apologize for writing to you in German, as you may not perhaps be sufficiently master of that language to make this out without the help of a translator; but in truth my knowledge of English, which I have been studying only

about two months, is insufficient for the purpose. I take the liberty of addressing myself to you as the representative of the present renowned Chess-players of England, and of requesting the favour of your communicating my proposal to the Honourable Committee of the Chess Tournament. Since I left London, I have often called to mind the friendly reception which I met with, and the very pleasant two months that I spent there. Since that period, I have been to a great extent deprived of practice in my favourite game, partly through the press of official business, and partly through a want of first-rate competitors. Hence, although perhaps not a weaker player than I was in 1837, I have done little in the way of improvement. I do not envy others, however, the knowledge they have acquired, as I know that the acquisition of such knowledge requires much both of labour and perseverance, and I am willing to give superior talent its due honour.

"When the news reached me of the approaching Exhibition of the World's Industry, and of the Chess Tournament connected with it, there arose within me an irrepressible desire to tread once more the soil of England, whose inhabitants have already realized such truly noble ideas, that they may with right and justice sing 'Rule Britannia.' Then awoke in me also my old passion for Chess, and this so strongly, that if the Committee, having regard to my slight reputation, think me worthy of it, I shall consider myself happy and honoured in co-operating according to the best of my abilities in the great World-contest. Nothing but a refusal of leave of absence or passport shall prevent me, but that I hope to obtain easily on the ground of former promises. As soon as I have the honour to receive your answer, I will make my application, in order to be able, by the 26th of April, to make known the participation of my humble self in the contest.

"Meanwhile I commend myself with the greatest respect to your friendship, and to that of all the gentlemen whom I had the pleasure to meet in London, and to the favour and kindness of the honourable Managing Committee, and am with the highest regard,

"To H. Staunton, Esq. London."

"Joseph Szen."

"Your devoted servant.

From Mr. Kieseritzky of Paris.

"My dear Sir,

" Paris, March 18th, 1851.

"I have just received your obliging letter, and hasten to reply. It is impossible to be more delighted than I am to hear that I shall have the pleasure of meeting Messrs. Heydebrand, Petroff, Anderssen, Szen, and Schumoff, in London. I trust to be able to leave here, accompanied by several distinguished amateurs, whose names I shall endeavour to publish in the 'Régence' for the month of April. * * Tours very truly,

"To H. Staunton, Esq., London." "L. Kieseritzky."

From 'La Régence' of March.

"APPEAL TO AMATEURS ON THE SUBJECT OF THE GREAT CHESS CONGRESS IN LONDON.

"The committee of Paris has decided at its last sitting that an appeal should be made to the amateurs of France to put down their names, this subscription not entailing any obligation or penalty in default of not being able to set out at the period named.

"The subscription list lies at the Café de la Régence, and its object is to ascertain those who think of departing for London, to form a commission to defend the general interest of

Chess at the Congress.

"Moreover, all amateurs are invited to subscribe for the necessary expenses of the committee, and the champion who shall be designed (without this designation being in any way considered as a national defence) to take part in the great tournament which will take place in London.

"LE CARAMAN, President.
"L. KIESERITZKY, Secretary."

From Mr. Von Oppen.

"Highly Honoured Sir, Berlin, April 11th, 1851.

"The purport of this letter is to advise you of the determination of Mr. Mayet to visit London, and be present at

the Tournament. I request, therefore, you will be good enough to insert his name upon the list of combatants. I have also to announce that Mr. Anderssen will be equipped by us for the voyage, and to beg that his name also be enrolled among the competitors. * * * Mr. Von Jaenisch writes me that he has the certain prospect of being present at the tournament, provided his petition for leave of absence is granted, and promises us the pleasure of a visit here. * * * Have the goodness to apply without delay respecting the enrolment of Messrs. Mayet and Anderssen, that I may assure them their commission has been fulfilled.

"With much esteem, yours truly,
"To H. Staunton, Esq., "Von Oppen."
London."

From the Bombay Gazette.

"There is promise of much good to the cause of Chess from the Congress and Tournament about to be celebrated in London. The great exhibition will in truth be a great triumph of art—a monster Exhibition! In whatever respect it be regarded, whether for the interest it excites, the concourse of people who will rush to the very heart of England, even to its bursting, like the blood to the human heart on any violent emotion, -whether for the wonderful specimens of the industry, ingenuity, and genius of the whole world, past and present, which are to be exposed on the occasionwhether simply for the building itself in which all these wonders are to be laid open to all the people of the earthin whatever respect, we say, this monster congregation of people and things be regarded, it must stand out in deep relief against every national—for this will be a cyclopædian -Exhibition, which history has ever recorded. On such an eventful occasion, when London will boast of the presence of all the celebrities of the day in the scientific game of Chess, it does seem to offer an opportunity for advancing the good cause which it has hitherto never had, and may probably not have again, for half a century to come. We would suggest that all the leading players who may meet in London on the occasion should constitute themselves a committee for the reform of Chess-not to make a new game of it-certainly

not—their very characters as Chess-players would be a guarantee against that; but to divest it of those crudities and inconsistencies which now disfigure it. Chess in the present day may be compared to a beautiful statue, conceived and partly executed by an Angelo, and finished by casual artists. Many a projection wants reducing-many a cavity a layer of clay-many a line wants softening. The committee will make the ablest artist to give these finishing touches. Let them receive suggestions from all quarters, not only with regard to the laws and constitution of the game, but on the subject of the construction of the pieces and board, the names of the pieces, and the system of notation. The European names of the pieces are particularly incongruous. In this country the Queen is more consistently called the Vuzeer, or Prime Minister, the Castle or Rook is called the Uthee or Elephant, the Bishop, the Oundth or Camel, the Knight, the Goorah or Horse, the Pawn, the Sipahi or Foot Soldier. We hope to find that all these questions will be taken in hand and disposed of. We cannot say much for the laws of the game as played in India. Here, a Pawn, on reaching an eighth square, is promoted with reference to the piece whose name it bears. If he attain a Rook's square he becomes a Rook; if either of the royal squares he becomes a Queen, and so on. If a pawn attain a Knight's square, he becomes a Knight, and makes a move under his new rank before his adversary can move again. The native's argument for this is, that the moment the promoted foot soldier puts his foot into the stirrup the anxious steed bounds off. Another rule is, that as the King cannot go over any other piece, and cannot go off the board, he cannot castle until the Rook, being brought close to him, he has a clear passage to walk round to the other side. We do not, however, purpose to give a full account of all these peculiarities now; although at some future time we may, believing them to be calculated in some particulars to suggest salutary alterations.

"In France they seem to be as alive to the advantages and importance of the great Exhibition, as an opportunity of furthering the cause of Chess, as the English players are. 'La Régence' has a capital article on the subject, which the 'Chess Player's Chronicle' extracts. The writer of this article proposes that a parliament should be formed of the prin-

cipal players from all parts of the world, to make enactments to decide 'numberless points connected with the laws of the game, which, up to the present period, are without solutions, or have received but contradictory ones.' He proposes that this parliament should assimilate, as far as possible, the laws and language of Chess as they obtain in different countries. We would go still further—we would have the pieces, or most of them, called by new names. Doubtless, great innovations would have to be made even on the best existing system, but great innovations are necessary, and we would advocate a thorough and general reform in all the several branches of Chess. We shall not be backward in offering our suggestions, and with a view to make them as useful as may be, we invite correspondents to favour us with the results of their experience."

From Major C. F. De Jaenisch.

"St. Petersburg, January 1st, 1852.

- I hasten to express to you my lively gratitude for your amiable invitation to assist at the great tournament of Chess-players. * * * This gratitude will certainly be participated by every Russian amateur of this noble game. I have already communicated the contents of your letter, as well as the conditions of the tournament, to the principal Chess amateurs of my acquaintance, both here and in the country, and I will instantly publish them in the Russian language in our public papers, in order still more to create an interest among the general players. Your undertaking, so eminently practical, must meet with sym-M. Kireefski will very pathy everywhere. probably be detained by family affairs, and circumstances, quite independent of my will, leave me only slight hopes of being able to reach London this year.* But I confidently hope Mr. Petroff will not let this unique opportunity of entering the
- * It is hardly necessary to say that, to the gratification of every real lover of Chess, and to none more than the editor of the present volume, Major Jaenisch was enabled so far to surmount the difficulties which impeded his departure, as to be present at and take part in the latter combats of the Tournament.

lists with you escape him. I have earnestly begged him, in a letter I have just addressed to him at Warsaw, to accept your kind invitation. Mr. Schumoff, too, trusts also to be able to obtain leave to join you; this player is of quite an equal strength with me. He has never been matched with Mr. Petroff, and is personally unknown to him.

* *
I am convinced, if he is at the present tournament, he will excite attention, although of course he is not of your force, whose play I look upon as a model in all respects, whether practical or theoretical.

"Believe me, &c., &c., yours,
"To H. Staunton, Esq., "C. F. DE JAENISCH."
London."

From Mr. Von Oppen, the conductor of the 'Berlin Schachzeitung.'

"Dear Sir,

"Berlin, January 26th, 1851.

How great an interest I take in your approaching Chess congress, I need not assure you; I have already called the attention of the friends of Chess in Germany to this project in the November and December numbers of our 'Chess Journal.' * * Mr. Von Heydebrandt expresses his intention to reach London even before the opening of the tournament: the execution of his project, however, depends upon his obtaining leave of absence. Roeszyler, the clever poet of our December number, intends to be in London, but he will probably be too much occupied * An announceto take a part in the contest. ment and general invitation to take part in the contest shall * The members of our be given in our papers. club desire me to convey to you and Mr. Horwitz their sincerest thanks for your very acceptable information, and with great esteem I beg to subscribe myself,

"Yours, &c., &c.,
"To H. Staunton, Esq.,
London."
"V. OPPEN."

From John Cochrane, Esq.

"My dear Staunton, "Calcutta, January 7th, 1851.

" * * You will receive, I trust shortly, and in time for the 'Chess Match,' at least one hundred pounds sterling from us in India. * * I now send you twenty pounds as my subscription. * * *

"Yours truly,

"To H. Staunton, Esq., London." "John Cochrane."

CHAPTER III.

Extraordinary and unlooked-for opposition of the London Chess Club.

—The celebrated masters, to whom that club is mainly indebted for its fame, support the Congress.—Conduct of their successors.—Liberality manifested by the Managing Committee in offering places at their council for members of the London Club.—Rejection of the proposal.

—The grounds of rejection.—The Chess writer in "Bell's Life in London."—Insinuations of that writer, and refutation of his argument.

—Correspondence between the Committee of Management and the London Club.

WHILE, throughout the continent, in America, in India, wherever indeed Chess was most practised, the announcement of the intended Congress was hailed enthusiastically, an opposition became manifest in a quarter where it was least to have been expected. This opposition, which will be a lasting blot upon the annals of Chess, and which it is impossible to reflect upon without indignation, arose from a few members of what was once the celebrated London Chess Club. Looking to the antecedents of this society, cherishing the reputation which the great skill exhibited by two Englishmen, Lewis and Cochrane, had conferred on it, if any body of men could have been fixed on by the public voice as likely to support a scheme so evidently fraught with advantage to the best interests of Chess, that body would have been the London Club. It would have been assumed that although neither of these gifted players now wielded its sceptre, a portion of their spirit yet remained. Public opinion would in this instance have been signally wrong. Not only was this gallant project unsupported by the London Club, but a faction, which has for a time usurped its government, opposed the Congress to the extent of its power. Those great players, indeed, whose talents had shed lustre on the club in former days, did their utmost to support the Congress, Mr. Lewis being one of the members of the Committee, and Mr. Cochrane one of the most liberal contributors to the fund.* The inferior players stood upon their dignity, and dressed in the faded habiliments of by-gone greatness, deemed themselves insulted because the promoters did not at once drop the plan so boldly conceived, and so meritoriously executed, and take up another at their suggestion. The spirit and intention of the opposition which was set on foot will be amply shown by a

plain statement of facts.

The Committee of Management felt a natural anxiety to secure the hearty support of the Chess Clubs throughout the kingdom, and amongst others of the London Club. tent upon carrying out their desire of co-operation, two of their influential members sought an interview with Mr. Perigal, the secretary of that club, and proposed to him to form a committee in the city where the London Club is located, to act in concert with the committee in Cavendishsquare. To this proposal Mr. Perigal thought proper to take exceptions. Failing in this effort, the Committee at once passed the two following resolutions, the generosity of which, I will make bold to say, stands out in noble contrast with the spirit in which they were received. 1st. That members of the London Chess Club should have the privilege of the entrée to the St. George's Chess Club as honorary members, during the progress of the forthcoming tournament 2nd. That the London Chess Club be invited to delegate any three of their members to sit upon the Committee of management.

It might have been supposed that by any body of Chessplayers this courteous and frank advance would have been met by a corresponding spirit. It seems incredible that, in a society of men professedly associated to enjoy and promote the same delightful pastime, any could be found disposed not only to reject such friendly overtures, but to misrepresent the motives of them, and thereby endeavour to thwart the

^{*} To these names it would be injustice not to add the name of Mr. Catherwood, one of the oldest and most respectable members of the London club, who was among the earliest subscribers to the Tournament fund.

common wishes of every other Chess circle in the world. And this on what plea? That the projected Tournament was too "exclusive!" The London Chess Club could find no other grounds of objection to the greatest, the most momentous, and most universal undertaking which had ever been designed in reference to Chess, but "its exclusive features!" yet, with strange incongruity of ideas, they proposed as a substitute the far more exclusive project of a "National Tournament!!" The process by which the gentleman chosen to conduct the correspondence of the London Chess Club with the Committee of the St. George's Club recommended that the proposed Tournament should be converted into a "National" one, was singular and even amusing. He distinctly announced it as the opinion of his club, that the desired end would be attained by convening a meeting of the chief London players, and selecting from them a new Managing Committee. Here then is afforded a clue to the real grievance. The opposing section of city players were not the originators of the design; therefore they recommended that the Acting Committee should be dissolved, and that a general meeting of the leading Chess-players in London should be called, and by their votes the permanent Managing Committee be constituted. Then, said they, the undertaking would be really "National." But even were it conceded that a "National" Tournament was more befitting the occasion, it is indisputable that a Committee thus formed would have been merely metropolitan; and, as is well known, would have resolved itself into a principle still more exclusive. Exclusiveness, indeed, has throughout been the besetting sin of the London Chess Club; they could not condescend to patronize this great assemblage, because it was not sufficiently general and open (and yet it was open to the whole world!), while, with an inconsistency almost incredible, they have lately designed and carried out a Tourney in which none but foreigners were allowed to compete ! It is worth observing, too, that the suggestions of the London Chess Club do not touch the Tournament itself, but merely its committee, composed of the designers and originators of the plan. Let us suppose, for the sake of argument, that instead of a Committee, some single person had projected the scheme, and by his recommendation and his own subscriptions, had himself collected sufficient funds for the prizes, and that he had invited all Chess-players throughout the world to contend for them, being so permitted by his co-subscribers. Would not even such a tournament be universal? Was the Exhibition of 1851 the less universal or the more exclusive because a single man, Prince Albert, originated it, and because a committee not chosen in national convention, but regally appointed, managed the details? Surely, the exclusiveness of an entertainment consists in its practical management, not in

the paucity of the originators or managers.

Deficient as the correspondence of the London Chess Club is both in consistency and logic, it is still expressed in the ordinary style of gentlemen. It is to be regretted that the same acknowledgment cannot be made as respects others, on whom, apparently by the sanction of the London Club, the controversy devolved. Their advocate in 'Bell's Life in London,' in addition to the grossest personalities, has had the indecency to insinuate that the Tournament was a scheme for enriching the St. George's Club, by holding out the inducement of seeing the contest as a lure for new members! Unfortunately for the writer, his unworthy calumny was belied by facts. subscriptions of members to the St. George's Club do not enrich the club a fraction, but are paid to the directors of the Polytechnic Institution; and again, since the identical privilege of witnessing the combats had been generously conferred on the London Club, there was as much inducement on that score for the public to join the one club as the other. Nor must the remark be omitted, that while the London club blamed the St. George's Club for forming a committee to promote the desired assembly of all great Chess-players throughout the world, without having first convened the London players in a general meeting, it appeared, from the very first letter of their secretary, and from the first article of their organ upon the subject, that they themselves, on learning what had been done by the club in Cavendish-square, had formed a Committee for the self-same avowed end and purpose, without the preliminary general meeting, which they affected to consider so essential! The St. George's Club omitted the preliminary meeting, as in their opinion it was totally unnecessary; the London Club omitted the preliminary meeting, professing to deem it indispensable: and then, in a self-stultifying letter, censure others for that of

which they themselves are avowedly guilty.

The difference is simply this: the St. George's Club acted according to their deliberate opinion, the London Club acted against their deliberate opinion. And the club whose conduct was so perverse was not ashamed to blame the club whose conduct was so straightforward and consistent, for proceedings which are a happy contrast to their own. The City Club, with singular assurance, asked for the management of a project not their own, and when gratuitously and with needless generosity,* three places were offered them in the directing committee, they were indignant. They desired to control the distribution of funds to which they did not contribute a farthing, and which the subscribers had intrusted to other hands. Well, the acting committee offered them a share even in the management of funds thus raised. The proffered share of management amounted to three votes, and again the London Club was indignant. The managing committee did not see any just reason why they should adopt the puerile measure of dissolving themselves;† such a measure, as they well knew, would tend to destroy the whole undertaking. Besides, the idea of holding a Chess Tourney originated with the St. George's Club, which therefore possessed in their design the same copyright, as it were, which the merit of inventing and elaborating bestows on all other projectors. The principle of universality, was from the very first laid down as the basis of the forthcoming pas-

* In the opinion of many, this really was an error which injured the success of the Tournament. The junction of the City club then assumed a spurious importance. Had the Committee of Management simply forwarded the Prospectus and Subscription List to this club, as it did to other clubs, it may be questioned whether the small clique which subsequently spoke for the whole club, would have ventured to keep aloof from the movement.

† The manner in which the writer in "Bell's Life in London," continually shifted his line of argument was truly characteristic. At one time he proposed a committee, half chosen from the London, and half chosen from the St. George's Club (in other words, a club of some twenty-five members was to be equally represented with a club of two hundred!). At another time he would prefer a committee with representatives chosen equally from three places. In another place he advocates the management being thrown open to English players, without reference to their connection with any club or clubs!

sage of arms. No one who desired to try his fortune in the lists, and who chose to pay an entrance-fee, small, indeed, in proportion to the magnitude of the prizes for which it would entitle him to contend, was to be excluded. Monopoly of competition was in every shape eschewed. The managing committee considered justly that it would diminish the interest of the contests, and the honours of the victories. Expressly, therefore, and on principle, such was the large-hearted and chivalrous spirit of their design, they deprecated anything like a restricted tournament. Even the plan of a "National" * Tournament, they rejected as too narrow, and as comparatively both cowardly and uninteresting.

The one and only thing excluded was exclusiveness.

Another point, on which much stress was laid by the city players, was that the scene of play was "too far West." But as the scene of the Great Exhibition was still further West, it was thought better not to increase the distance of the Chess assemblage from that splendid focus of attraction. Added to which, as no subscriptions, properly so called, were to be asked from foreigners, it was highly expedient to avoid the expense, an expense at such a time by no means trivial, of engaging adequate rooms elsewhere. Those in Cavendishsquare were already secured without the necessity for further outlay; they were handsome and commodious, and being situated in a square were not annoyed by the bustle and turmoil of great thoroughfares. Quarters so appropriate in every way, and against which no valid objection could be urged, were thought preferable, especially when gratuitously procured, to noisy accommodation at considerable expense, in a more Easterly direction. Had the Exhibition Palace been erected in Smithfield-market, then, indeed, any place between Charing-cross and the Tower, might have been deemed by the Committee less unfit for the site of the Tournament. In the history of this unparellelled opposition, one ludicrous feature was the appointment of a committee by "These," said the writer in 'Bell's the London Club. Life in London,' "will doubtless put themselves in

^{*} The term "National" as applied to the Tournament, was the invention of the London Club, or their mouth-piece, the writer in "Bell's Life in London," who appears to have used it instead of the word "International."

h their brethren in arms at home and ne appointment of this committee meant, fathom. Appointed against the avowed ondon Club, it could only have one of two intended either to blind the respectable lub, by pretended zeal for the Congress, or, ely, to throw the whole into inextricable

y no want of charity in ascribing the apis phantom Committee to unworthy moere the great exertions, the incessant labours, rrespondence in which they engaged? What collect, what plans did they organize, what id they secure? The totality of their opeted to this, that, refusing to act, or being cting by themselves, they stood aloof from the t which had a promise of success, and used all e to injure or destroy it. The promoters ment thought, and still think, that a Committee iey proposed, from the two clubs, would have ective than one selected in a more promiscuous y thought, and they think still, that to have selves with provincial clubs,* would have been y compliment to their country friends, and have

al players, it may be noticed, were adequately represented in e of Management. As a proof of this, I append a letter the chief players of Yorkshire, which appeared some months Chess-player's Chronicle:"—

To the Editor of the 'Chess Player's Chronicle.'

"Halifax, February 18, 1851.

se for publication, through the medium of your columns, as zed organ of the Chess-players of the United Kingdom, a few the composition of the Committee of Management, selected George's Chess Club, to arrange and conduct the Chess nt, to be held during the summer months of the present year, ms of the above society, which I have written for the perusal of my brother Chess Amateurs in the provinces, whose attenrespects

"I am, Sir, yours sincerely, "EDWARD CRONHELM."

embarrassed, without adding weight to their own operations; and they thought, and still think, that for the convenience of meeting, no comparison could be made between the rooms which they offered, and an hotel of limited accommodation in the heart of the city.

"To the Members of Provincial Chess Clubs generally, and specially to those composing the Yorkshire Chess Association.

"Gentlemen, "Kerr cottage, Halifax, February 18, 1851.

"As a brother Chess Amateur, I beg respectfully to request your kind and candid attention to the following observations on the Tournament

projected by the St. George's Chess Club :-

"The idea of a grand Chess Congress and a Tournament, where the Chess champions of every quarter of the globe should meet together to contest for general prizes, and reduce their rival pretensions to superiority to the only infallible test, the actual encounter on the board, has been long a favourite project amongst Chess-players of every rank, and more particularly so since the interest created by the great match between M. St. Amant and Mr. Staunton, which placed the English player on the throne of Chess, predecessively occupied by De la Bourdonnais. Deschappelles, and Philidor.

"The anticipated attendance at the Great Exhibition this year of immense numbers of people from all parts of the world, appeared to present perhaps the most favourable opportunity of bringing about this long-cherished desideratum of the Chess world; and the St. George's Chess Club, the most numerous and influential body of Chess-players ever banded together, composed of noblemen and gentlemen from all parts of the United Kingdom, and, therefore, in every sense of the word, the National Chess Club, very properly took the initiative in the good cause, and appointed a committee to carry out the grand design, soliciting at the same time the active co-operation and assistance of all the Chess clubs and Chess Amateurs throughout the kingdom.

"To the names of the noblemen and gentlemen composing this Committee of Management, I beg to ask your particular attention, having appended to each name the county or district which each member of this national committee appears more immediately to represent:—

"His Grace the Duke of Marlborough, representing the Chess-players

of Oxfordshire, and the central counties.

"The Right Hon. Lord Cremorne, representing the Chess-players of Ireland.

"The Right Hon. Lord A. Hay, representing the Chess-players of Scotland.

"The Hon. H. T. Liddell, representing the Chess-players of Northumberland and the north of England.

"J. M. Gaskell, Esq., M.P., and M. Wyvill, Esq., M.P., representing the Chess-players of Yorkshire, and the Yorkshire Chess Association.

The anomalous position into which the respectable members of the London Club suffered themselves to be drawn, is deeply to be regretted. It is not every day they have the opportunity of seconding a movement so important to the

"C. R. M. Talbot, Esq., M.P., representing the Chess-players of Wales.

"Captain Kennedy, representing the Chess-players of Brighton, and the south of England.

"Sir Charles Marshall, B. Smith, Esq., A. Fonblanque, Esq., and H.

G. Catley, Esq., representing the Chess-players of the metropolis.

"H. T. Buckle, Esq., the winner of the Chess Tournament at the Strand Divan, in 1849.

"W. Lewis, Esq., the eminent Chess writer, the tutor of M'Donnell,

and the rival of Deschappelles.

"H. Staunton, Esq., the present holder of the Chess sceptre.

"The three last-named may be fairly taken to represent Chess-players generally, without reference to locality or country, having won more than European fame.

"Could any committee-I confidently appeal to you-be more fairly constituted, more national in its character, both individually and collectively, or more fully entitled to the confidence and support of the Chessplayers of our country? And when we remember, also, that all these are members of one central club in the metropolis, and possess, in the institution with which that club is connected, ample and suitable accommodations for all the purposes of the Tournament; and, from being members of the same club, and in daily intercourse, have moreover in themselves that unity of purpose combined with unity of action, which is essential to carry out any important project, I feel sure that all Chessplayers in the provinces will follow the example of Mr. Newham, of Nottingham, the justly-acknowledged champion of the Midland Counties, in promoting, by their liberal contributions, the success of an undertaking fraught with so much interest to every lover of the Royal game.

"I am, gentlemen, yours, sincerely and faithfully, "EDWARD CRONHELM."

"To the Editor of the 'Chess Player's Chronicle."

"Sir,

"Monmouth, February 21, 1851.

"We have had lately presented to us two documents, relating to the same subject, but of a very different tenour. One was an article in 'Bell's Life in London,' of Sunday, February 9th, 1851. The other was the prospectus of the Congress. One of two things was unfortunate for the writer of the article, either that he did not wait a few days before issuing his manifesto, or that the prospectus was not of a totally different The article charges the promoters of the Congress with exclusiveness. The prospectus is most truly comprehensive. The article would fain call the Congress a club, and not a National Tournament.

interests of Chess, and so animating to all lovers of the game. On such an occasion, and in view of such an opportunity, we might surely have expected that all petty jealousies would have been laid aside, and not have been

The prospectus nobly throws aside all national, yea, all European feeling, and proclaims 'a passage of arms' open to the whole world! But the grievance complained of is not the invitation to the Tournament, but the composition of the managing committee. The objections to this seem to be threefold:—I. That the London and other clubs are not represented in it. II. That it is a mere individual or club speculation. III. That some names are to be found in it which ought not to be there.—I. The London and other clubs are not represented in it. To this I answer, that if the London club be not represented, it is the fault of some of its own members, and of them alone. The Committee of Management offered two or three places to the London club, but this offer was refused; for the two or three who would have been thus deputed, we are told in the article, would have been swamped in the larger number. But on what principle of justice should it be assumed (for it is mere assumption), that any desire existed to swamp this deputation?

'Parcius ista viris tamen objicienda memento.'

"It would have been wiser for the deputation to have made the experiment, and taken its seat on the committee. It would have earned the thanks of all Chess-players for its disinterestedness. And if thwarted in the committee, would it have been without the sympathy and support of the main body of English amateurs? No; then its cause would have been approved. But unhappily raising scruples instead of reposing noble-hearted confidence, it would take no part in one of the purest and most unselfish attempts ever made on behalf of Chess. It is urged that a committee should have been formed, several chess bodies furnishing it with the same number of members. But we had already a most unex ceptionable committee appointed by those who, from unbiassed persons, must receive the credit of originating the movement. Why should this be dissolved? Would not this dissolution have looked very much like an imputation on its capacity or its fairness, and would it not have looked childish in the face of Europe to organize committees and dissolve them without reason? The dissolution would have been a signal of failure. Various circumstances might have shown that the London Club was treated with no want of attention. Mr. Cochrane has given his hearty adhesion to the Congress. Was he unconnected with the London Chess Club? or was he not its tower of strength, 'till,' (as we read in the 8th page of the introduction to the compilation called Walker's Chess Studies,) 'he quitted England for India.' Magnificent in his ideas, he would, like most other English amateurs, not indulge in sophistical quibbles about committees, but rejoice in the formation of any committee that determined in a spirit of single-mindedness to promote the common cause. The great and original writer, Mr. Lewis, is a member of the Managing Committee. Is it too much to say that the London

allowed to interrupt for a moment their fraternal support of an object which they themselves pronounced so desirable. At the very least, if these objections had been well founded, it could not have been surmised that they would have acted

Club owes half its traditionary renown to the name of this scientific player? Surely a true representation is to be looked for in substance, not in shadows—in old and tried friends, not in neophytes. Nor can it be fairly said that provincial players are not represented in this committee. Captain Kennedy was long enough the leading member of a provincial club to know what its wishes are likely to be, and Mr. Wyvill is not without experience in the affairs of a provincial club.-II. But having sufficiently refuted the first charge, I pass to the second,—that it is a club speculation. The tournament will take place at the rooms of the St. George's Club. But these rooms are already engaged. To expend the funds collected for the Congress in engaging rooms, when you have some already provided, were not only useless, but absurd. But 'chess-players,' we are informed, 'are recommended to join the St. George's Club, on account of the great match which they would thus gain the right to witness.' It is quite evident that every one cannot be admitted, and what limit to admission can so well be fixed as the being a member of at least one of the two metropolitan clubs? I say one of the two, having in view a resolution of the managing committee, that 'the members of the London Chess Club shall have the privilege of the entrée to the St. George's Club as honorary members, during the progress of the forthcoming Chess Tournament in 1851.' Perhaps the acute writer of the article will concede to me, that as much invitation is held out to amateurs to belong to the London as to the St. George's Club. If he means to insinuate that pecuniary benefit will accrue from the Congress to the St. George's Club, I am almost ashamed to reply to so paltry an antagonist. I speak under correction, but I believe I am right in asserting that the whole of the subscriptions to the St. George's Club are paid to the Directors of the Polytechnic Institution, who are not members of the club .- III. I turn with indignation to the third charge. Some names are to be found in the committee which ought not to be there. Let me quote the very words of this part of the article. 'On reading over some of these names, it may well be asked, 'Paul we know and Barnabas we know. but who are these?' The names of the majority are generally, we admit, familiar to us as fine players, and staunch supporters of the game, and hence justly entitled to figure on any committee; but where is the Chess-Blenheim on which the Duke of Marlborough acquired sufficient laurels to justify his being put forward here as President? I hope that the day is far distant in England when the connexion of a nobleman with an undertaking will be considered injurious to it. Nay, I take the name at the head of the managing committee as an omen of success; an omen that the energy of the Congress will equal the heroism of the victor of Blenheim. The declaration of the descendant of that great man will not, I prophesy, be without its influence on the prospects of Chess. Besides, the distinguished nobleman alluded to is an enthusiastic lover of

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otherwise than in the spirit of their declaration, that they wished it every success. Had they done so, the promoters would not have had the same cause for complaint; but could no more manly or generous course have been discovered than

Chess, a fact, of which, perhaps, the wise critic is not aware. But grant his statement, and what is it worth? A managing committee does not meet to play Chess, but to make arrangements about play. I apprehend that if a man can serve on a committee of the House of Lords, he may indifferently well take in hand this business.

"Nothing mysterious is wanted, only plain and honest dealing. I beg pardon of the writer of the article: this is to him a mystery. But what shall we say of the blasphemous parody on a passage of Holy Scripture which ushers in the sentence? for he does not quote this correctly, but substitutes a name for that of our Saviour, in order that his blasphemy may be a little more covert. It is to be regretted that he did not remember the whole text, as it might have saved him from exposing himself to a very obvious commentary—'The evil spirit answered and said, Paul I know.' It would not be difficult to take the whole of the article in 'Bell's Life in London,' and refute it line by line; but I think that I have dealt with it sufficiently to show that it is based on ungrounded assumption. But its spirit bursts forth near its termination. Many foreign players, it states, will not come over. May I ask, what this, even if true, is to the argument? This is nothing but an impudent attempt, as far as it can, to damage the success of the Congress. But malignity, when supported by blasphemy, generally overreaches itself. The Chess-players of England are determined to support this Congress, even though it may not gain the good wishes of the writer in 'Bell's Life in London,' who, by the vulgarity of the notes which he is in the habit of publishing to the games which he inserts in that paper, has done more to degrade Chess from its character as a science than any other person living. His opposition to a Chess Tournament is no new thing. It is now several years since I read in the same paper, 'a tournament may succeed in a provincial club, but never in London.' Why this candid writer has such an objection to a Congress, I leave to his own reflection. Is it because, when the eagles come together, the owls and bats fly into darkness? Enough has been said of him and his miserable production; he does not deserve so much importance. There are certain general principles connected with this subject, and they are the following: I. A Chess Congress is a desirable object. II. It should be held at the most fitting place, and summoned by the most central body. III. The St. George's Club is not a Metropolitan Club alone, but has also provincial members. Thus it is *the* central body of English players. These theses may be disputed by some, but I fearlessly leave them to the criticism of the majority of British amateurs. What ought we, however, in such a case, to care for club-preeminence? Why should dissensions mar so noble a project? France reproaches us-France, united and zealous for the honour of our common mission. But let not enlightened France think that in the day of battle there will be found many deserters. I honestly believe that there is in

that, in the face of such a statement, the writer supposed to represent their opinions, should put forth violent and anscrupulous attacks, abounding in misrepresentation? or that a correspondence should be undertaken with distant societies, to dissuade them from co-operating with the St. George's Club ?* Nor would I have entered thus minutely into details, which now, by lapse of time, have lost their interest, were it not right to explain to that large and selfextending circle which embraces the fraternity of Chess, the many difficulties which embarrassed the proceedings of those gentlemen who volunteered on this occasion to give their influence and their time in furtherance of a project that promised high gratification to all who love the science. It is due to them, to satisfy the public, that if the success of the project has, in some measure, fallen short of expectation, it must be attributed, not to their default, but to the treacherous alliance of pretended friends; nor, I hope I may be allowed to add, is it less due to myself to show the accumulated anxieties under which I laboured when I ought to have been calmly preparing for the contest.

I can never believe, indeed, that the underhand practices in question, were the work of the London Club as a body: they proceed, I am convinced, from a section of it only; yet, as they were not disavowed, they carry with them the prestige

of the society, and implicate the whole club.

Enough, I think, has been stated to show that no

England but one who wishes ill to the Congress; let him maunder on in his low scurrilous imputations,

' κραγέται κολοιοί ταπεινά νέμονται :'

he will earn his sure reward—the unmixed contempt of the Chess community.

"I have, Sir, the honour to be your obedient servant,
"Oxoniensis."

* In addition to the instances particularized, I might adduce fifty others as dishonest. One of the most glaring and disgraceful was the contradiction which the writer in 'Bell's Life in London' had the audacity to give to the announcements of that sympathy and support which the Managing Committee received from other countries. In the face of the letters we have given in the former chapter, this gentleman had the temerity to assert that the subscriptions from Calcutta were an invention; and that, of the foreign players, his readers might rely, for he had made inquiries, one only was at all likely to appear!!

rational blame can attach to the conduct of the managing committee; but that much credit and much gratitude are due to them for their public-spirited exertions, and their own personal munificence in furtherance of a splendid design. The blame and the shame of any failure in the undertaking must rest on those who have requited kindness with unworthy hostility, and who have rewarded an endeavour to gratify the whole Chess world by deceptive and unblushing mistatements.

It may be useful to conclude this chapter with the following correspondence between the Managing Committee of the Tournament and the London Chess Club.

"Gentlemen,

" 5, Cavendish-square, December 2nd, 1850.

"AT the first meeting of the committee of management of the grand Chess Tournament to be held in 1851, the members of the committee who were present, being Sir Charles Marshall (in the chair), H. Staunton, Esq., Captain Kennedy, H. G. Cattley, Esq., and Lord Arthur Hay, it was proposed by Mr. Staunton, and unanimously resolved,- 'That in consideration of the long standing of the London Chess Club, of the many distinguished players who are, and have been connected with it, and of its uniform endeavours to promote the cultivation of Chess-playing, the members of that club shall have the privilege of the entrée to the St. George's Chess Club, as honorary members, during the progress of the forthcoming tournament in 1851.' It was further proposed by Captain Kennedy, and unanimously resolved by the committee,- 'That the London Chess Club should be invited to delegate any three of their members to sit upon the said committee of management, and that the secretary should be requested to write to the London Chess Club to that effect.' The committee meet here every Saturday. I have great pleasuee, gentlemen, in notifying to you these resolutions. and in requesting, on the part of the committee, your acceptance of the invitation which one of them contains. As early a reply as may accord with your convenience, will be esteemed a great favour.

"I have the honour to be, &c.,

(Signed) "MILES GERALD KEON, Sec."

"To the President and Members of the London Chess Club." "Sir, "London Chess Club, December 6th, 1850.

"In reply to yours of the 2nd, addressed to the President and Members of the London Chess Club, respecting the proposed Chess Congress of next year, I have to state that the London Chess Club reciprocate the good feelings expressed by the members of the St. George's Club, and to hand you a copy of the resolutions passed at a general meeting of the club held yesterday. The committee will be happy to confer with that of the St. George's Club on the subject.

"I have the honour to be, yours, &c.,

(Signed) "GEO. W. MEDLEY."

"To Miles Gerald Keon, Esq."

To this a reply was sent by Mr. Keon, fixing three o'clock on Saturday, the 14th of December, for the conference, but as that proved to be an inconvenient hour for the London Club committee, the same was signified to Mr. Keon.

"Sir, "5, Cavendish-square, December 10th, 1850.

"The managing committee of the Tournament regret the absence of yours from their meeting on Saturday. o'clock is an hour at which every member of the managing committee would, unfortunately, find it, I do not say inconvenient, but morally impossible to attend. As, however, they are very desirous of enjoying your co-operation in their plan, I mean, of assembling all the eminent votaries of Chess throughout the world, by the inducement of the Tournament, which (with suitable prizes for the victors) they will next year give at the St. George's Club, -as, in fact, our committee wish to have your aid in the furtherance of the interests of their amicable challenge, and in every way to cultivate with yours a perfect understanding, they do hope that, though three o'clock be (for a continuance) an inconvenient hour for most or all of your members, yet, that some one of your number may, as for once, do them the pleasure of meeting them between three and five next Saturday. They will listen to any suggestions he may offer them, with that respect which is due to the views of the London Chess Club. In the meantime, permit me to state to you some of the more primary and fundamental principles which guide the proceedings of our committee :-

"1st. The competition for the prizes of the Tournament

will be open 'to all comers.'

"2nd. The place of play will be the St. George's Chess Club, Cavendish-square, as being conveniently situated with respect to the scene of the Great Exhibition, and more or less central for all London; as affording very fine rooms already secured and demanding no additional outlay; and as being agreeable to the most important of the subscribers to this

design.

"As to the subscription lists, they have been for some time since issued everywhere with great success. It is of course desirable, in order to avoid scandal and misrepresentations, that only one set of subscription lists should be circulated. And at all events only the lists issued by the committee of those who have originated this design, can bear reference to the tournament in question, or to its patrons. Any separate lists would distinctly, and should explicitly relate to an equally separate undertaking. In the hope that our committee may next Saturday have the pleasure of seeing some member of yours,

"I have the honour to be, Sir,

"Your most obedient servant,
(Signed) "MILES GERALD KEON, Sec."
"To Geo. W. Medley, Esq."

"Sir, "London Chess Club, December 19th, 1850.

"I have to acknowledge the receipt of yours of the 16th. The committee of the London Chess Club desire to express their thanks for the courteous manner in which your committee have altered their time of meeting, and they would be happy to meet you next Saturday, but they fear there will be some misunderstanding between the two committees on the subject of the proposed Tournament. They beg to call the attention of your committee to the following observations:—

"The London Chess Club are very desirous to promote a tournament that shall be open to all, and that shall be under the direction and management of Chess-players generally; but they cannot be parties to any scheme, however well conducted, that does not bear this character. The London Chess Club fear that the tournament projected by the

St. George's Club is not based on this principle. to be played at the St. George's Club; the committee of management, published in the newspapers, are all members (I believe) of the St. George's Club; it is termed the forthcoming Tournament at the St. George's Club. There is not a member of any provincial club upon your committee, and even after the names of our committee were transmitted to you they did not appear in the published list of the 'Ilfustrated London News' of the 14th instant. It is therefore inferred that it is to be, not a national, but a club undertaking, to which the London Chess Club wish every success, but in which they must decline joining, unless its exclusive features are removed, and the management thrown open to the leading English Chess-players generally, without reference to their connection with any club or clubs. It may save the trouble of verbal discussion, by the London Chess Club being thus explicit as to their views on the subject.

"I have the honour to be, Sir,

"Your most obedient servant,

(Signed) "GEO. W. MEDLEY."

"To Miles Gerald Keon, Esq."

"Sir, "5, Cavendish-square, December 28th, 1850.

"Owing to the Christmas engagements, our committee has not met since the receipt of yours, of the 19th; I am therefore without an answer. As soon as I am instructed on the points raised, I shall have much pleasure in transmitting to you the views of the committee. In the meantime, with thanks for the courteous terms in which you have couched the views of the London Chess Club,

"I have the honour to be, Sir,

"Your most obedient servant,

"MILES GERALD KEON, Sec."

"To Geo. W. Medley, Esq."

"Sir.

"St. George's Chess Club, "5, Cavendish-square, January 4th, 1851.

[&]quot;In reply to your letter of the 19th ult., I am instructed to represent to you that the main object of the committee from the outset has been that the Tournament should be open

to the whole world, without any exclusion or exception whatever. With respect to your observation that the members of the committee are all members of the St. George's Club, a moment's consideration will show you that it was absolutely necessary that, in the first instance, and for the purpose of launching the original scheme, it was only from the members of the club which originated it that the committee could be formed. That the members had no wish to limit the committee to their club, is, they hope, demonstrated by their invitation to yourselves to join them, though their invitation was necessarily limited to a few, because otherwise the whole committee would have been raised to a number inconveniently large. To have sought to enlist members of provincial clubs would, in the opinion of the committee, have merely hampered their operations, without adding any real force to them, inasmuch as their proceedings must then have been carried on by previous correspondence with all parts of the United Kingdom. The committee are most anxious to remove from the minds of the gentlemen of the London Chess Club, any, the slightest idea of disrespect on the subject of the names of the London committee not appearing on the St. George's list; but I am requested to draw your attention to my first letter to you, in which I conveyed to you the resolution of the St George's committee, by which they invited you to delegate any three of your members to join them, the number being thus limited in order to avoid the confusion to which I have already alluded, which must necessarily arise from too numerous a committee. The gentlemen of the London Chess Club having not thought fit to accede to that request, it would have been great presumption on the part of the St. George's Club, as well as inconsistent with their idea of a limited number, to have included the names of the London committee with those of their own.

"I have the honour to be, Sir,
"Your most obedient servant,
"MILES GERALD KEON."

"To G. W. Medley, Esq."

"It may be proper to add that, from a feeling of courtesy towards the London Chess Club, the St. George's committee withheld the publication of their names for three

weeks, in the hope of hearing from you, in reply to their invitation. Duringt hat interval, the names of your committee were published, without any mention of St. George's."

"Sir, "London Chess Club, January 11th, 1851.

"I am favoured with your communication of the 4th, and am requested to inform you that the course which the London Chess Club think ought to have been adopted, was for the provisional committee to have called a general meeting in London of the leading Chess-players, from which meeting alone the appointment of the permanent managing committee ought to have emanated. If this step be taken, the London Chess Club will still most willingly join in promoting, what will then be, a National Tournament; but they cannot recognize as such a match or matches proposed by any single club under regulations of their own, and over which the Chess-playing public are deprived of all control.

"I have the honour to be, Sir,

"Your most obedient servant,

"GEO. W. MEDLEY,

Secretary to the Committee."

"To Miles Gerald Keon, Esq."

CHAPTER IV.

Zeal of the Managing Committee and of the Provincial Players.— Prospectus of the Tournament.—List of Subscribers.

Undersmayed by the hostility which forms the subject of the last chapter, the council of management relaxed no effort to sustain the cause of the Congress. They felt the proud consciousness that, though thwarted by a small party, they were fighting the battle of the rest of Europe. The contest, to be sure, was far from an equal one. Those who stood aloof from the movement had no pledges to keep, no character to lose in the matter. The committee were pledged to Europe, to America, and to India. Such persons as the writer in "Bell's Life in London," could not be relied upon for the sincerity of their assurance that "they wished the

Congress success:" fortunately the committee of management were men of honour, and were not disposed to break their Fortunately, too, in spite of this unhappy engagements. defection, they found abundant encouragement in other quarters. The adhesion of so many distinguished foreign players, the loyalty displayed for the good cause by the main body of English amateurs, notwithstanding the most active and determined canvass and the most unscrupulous misrepresentations -the loyalty displayed under such circumstances could not have failed to rouse the spirit of the committee had they even been inclined to despond. But they were not to be daunted: they proved themselves equal to the emergency. It was, however, with no slight satisfaction that they hailed the support which they received from the leading players of Ireland and Scotland—from the towns of Liverpool, Halifax, Oxford, Cambridge, Reading, Newcastle, Worcester and Nottingham, and from numerous other clubs throughout the kingdom. This co-operation evinced the zeal of provincial amateurs, and gave zest to the exertions of the committee.

Before the end of February, 1851, they issued their prospectus, which had been drawn up by me, and which I believe received the cordial approval of all who took into consideration the difficulty of the task, and judged it in a fair and unprejudiced spirit. With a distinctness not to be gainsaid, they asserted in this prospectus the principle which had ever presided over their meetings and characterized their proceedings—the principle of Universality. The Tournament and the Congress were, in accordance with their design, intended to be Universal. They were open to players of all countries and all races. Eager to reward the ability of first-rate masters throughout the world, they offered the great encouragement of no fewer than eight prizes to be competed for in a general mélée, and four they appropriated The manner in which the to their own provincial brethren. contests were to be conducted, and the proportionate value of the twelve prizes, are fully laid down in the prospectusonly one point requires elucidation. It will be thought that for a test of skill, the number of games, both in the general and provincial contests, was too limited. questionably true. But as it was feared that many foreign players would be deterred from entering the lists if the matches were not short ones, from apprehension of being detained too long in England, and that the protraction of the tontests might prove an obstacle to the meeting of the Congress, it was determined, after much discussion, to limit the matches to a few games; but to obviate in some degree the evil of giving chance so much influence, the winner of the chief prize was bound to accept the challenge of any of the competitors, and to play a deciding match, which it was understood would consist of twenty-one games, for not less than £100 sterling a side. The following is the

PROSPECTUS

OF THE CHESS TOURNAMENT AT THE ST. GEORGE'S CHESS CLUB IN 1851.

Many circumstances of the utmost interest to Chessplayers have long rendered them desirous to see a general Congress of their fraternity. In the first place, it is an old matter of regret that anomalies and obscurities, both in its laws and language, should still be permitted to impede the diffusion of a game, which, perhaps, of all intellectual exercises that are merely exercises, is acknowledged to be the most sharpening and bracing to the calculating powers of the mind. Until such an assemblage as that now contemplated takes place, and for which the approaching Exhibition will afford opportunities never before enjoyed, these discrepancies and imperfections are likely to continue; but from this réunion of the leading players of the age, it is not too much to expect we may obtain a revision of the general laws which regulate the game, an authoritative decision upon the differences existing between the Chess code of Italy and that of the rest of Europe, and the establishment of one consistent and uniform system of Notation for the whole Chess community.

In the second place, there is a very natural anxiety among those who have long been acquainted with each other by reputation, to see and know each other personally; and a desire, not less natural, among the great body of Chess amateurs to fix, by a practical criterion, the real rank of the most skilful and celebrated players, and to test, by actual conflict, the just value of rival styles of Chess strategy. To effect these objects, and at the same time to prove that while we excel all other nations in sports of an athletic nature, we are equally anxious to cultivate proficiency in those which are intellectual, the Chess amateurs of England have determined to hold a tournament, open to all comers, from every country and nation in the world. This proposal has already met with the most zealous response, not only in the three kingdoms, but throughout Europe, America, and the East Indies; and the following committees of noblemen and gentlemen have been organized in London and Paris, for the purpose of deciding and superintending the general plan of proceedings:—

MANAGING COMMITTEE.

LONDON.

His Grace the Duke of Marl-J. Milnes Gaskell, Esq., M.P. borough B. Smith, Esq. The Right Hon. Lord Cre-A. Fonblanque, Esq. H. Staunton, Esq. morne Lord Arthur Hay Captain Kennedy H. T. Buckle, Esq. Hon. H. T. Liddell W. Lewis, Esq. Sir Charles Marshall H. G. Cattley, Esq. C. R. M. Talbot, Esq., M.P. M. Wyvill, Esq., M.P.

CO-OPERATIVE COMMITTEE.

PARIS.

MM. le Duc de Caraman, Pres. MM. Chamouillet

- Devinck - Le Gen. Baron de Pres Le Comte de Pontabla - Le Viscomte de Vaufre-	 Sasias Crampel Journoud Borely Delannoy 	Secre-
and	— Kieseritzky	} taries.

CONSTITUENT ASSEMBLY FOR REMODELLING THE LAWS OF CHESS.

The members of this "Chess Parliament," it has been suggested, should be elected by the great body of players present at the Tournament, who must not only appoint these representatives of the Chess confederation, but define their duties and invest them with such authority as will give to their decisions an indisputable efficacy. Until the assembling of that body, it is therefore impossible to enter on this head into details, which it will be the office of the Congress itself to arrange.

CONDITIONS OF THE TOURNAMENT.

The Tournament will comprise: 1st, A series of grand individual matches, in which players of all countries will be admitted to contend: 2ndly, Of matches in which only the provincial players of Great Britain and Ireland will compete together: 3rdly, if time will permit, Of a great consultationmatch, to be contested by four selected British, against four foreign players.

MANNER OF PLAY.

In the great series of matches, the competitors will be paired in the following way:—Suppose the number of combatants to consist of thirty-two (a number assumed for the facility of ultimate division), they will be paired off by lot, and commence their games simultaneously.

The sixteen players winning two out of three games* to be declared victors in this first section of the strife. The sixteen losers to be excluded from all farther participation in the play, except as regards the right which each one has to challenge the winner of the highest prize, according to the terms hereinafter mentioned.

• Throughout the play in the Tournament, it is to be understood that drawn games do not count.

The sixteen winners are then to be paired off by lot as before, the eight couple beginning their matches simultaneously. The eight winners of the first two games to be declared conquerors in this, the second section of the contest, and to be held entitled to the eight prizes.

To determine the order in which the prizes shall be distributed, the eight prize-bearers will then be paired off against each other as before, each couple to play the best of three games. The four winners in the third contest will then be paired off by lot again, and play the best of three games, while the four losers will be paired off in another division, to play in the same manner.

The two winners in the first division of four will then contend for the First Prize—the second prize going to the loser. The two losers will play for the Third Prize, the Fourth Prize going to the player beaten. The two winners in the second division will, in like manner, contend who is to have the Fifth, and who Sixth, Prize; and the two losers contend who is to have the Seventh, and who the Eighth, Prize.

This last set of matches between the eight winners will be commenced simultaneously; and in each match the winner of the first four games shall have the higher prize.

NUMBER AND AMOUNT OF THE PRIZES.

(AFTER DEDUCTING ALL NECESSARY EXPENSES.)

FIRST PRIZE.

The First Prize will consist of a sum not less than onethird of the net amount of the funds collected.

SECOND PRIZE.

The Second Prize will consist of a sum not less than onetenth of the net funds collected.

THIRD PRIZE.

The Third Prize will consist of a sum not less than onefourteenth of the net funds collected.

FOURTH PRIZE.

The Fourth Prize will consist of a sum not less than onetwentieth of the net funds collected.

FIFTH PRIZE.

The Fifth Prize will consist of a sum not less than onethirtieth of the net funds collected.

SIXTH PRIZE.

The Sixth Prize will consist of a sum not less than onefortieth of the net funds collected.

SEVENTH PRIZE.

The Seventh Prize will consist of a silver cup, with commemorative inscription; or, at the option of the winner, of a sum not less than *one-sixtieth* part of the net subscription.

EIGHTH PRIZE.

The Eighth Prize will consist of a large (club size) set of ivory Chess-men, with suitable Chess-board, inscribed with the winner's name and victory.

THE PROVINCIAL MATCHES.

The competitors in these contests will be paired by lot as in the previously mentioned cases; and, again assuming the number of thirty-two, the sixteen couple will play one game each. The sixteen winners will again be paired by lot and play one game each. The eight winners will then in like manner be paired off and play one game each—and the four

which subscription must be paid previous to or on the day before the play begins.*

- 7. The mode adopted for pairing the combatants, will, it is hoped, bring the two best players in the Tournament into collision for the chief prize; but as this desirable object might be frustrated, the committee have decided that the winner of the great prize shall hold himself open, for forty-eight hours, to accept a challenge for a single match with any competitor in the Tournament who shall first challenge him, for one hundred pounds a side.
- 8. The games to be played in accordance with the rules of the chief European Chess Clubs, and all disputed points referred to the managing committee, whose decision must be considered final.
- 9. Any player failing to attend within half-an-hour of the time appointed for the games to be played, must forfeit one guinea to the fund, for each and every non-attendance; and after three forfeitures for absence, he will not be permitted to enter the lists again.
- 10. One game at least to be played by each pair of combatants at a sitting, unless it be protracted above eight hours, when by mutual consent it may be adjourned to the next day.
- 11. For non-attendance, on one occasion only, a medical certificate will be allowed to excuse the absentee from penalty.
- 12. As the managing committee guarantee to every subscriber of a guinea and upwards, a correct copy of the whole games, and as considerable expense must attend the recording of so many games and their subsequent publication, it must be understood that no one will be allowed, in the first instance, to publish any part of them, without the express sanction of the committee.
- * The Committee reserve to themselves the right of waiving this fee, in the case of any very eminent player from abroad, who may have incurred great expense in attending the Tournament.

- 13. Every player entering the lists in the Tournament, must consider himself, ipso facto, bound by all regulations issued by the managing committee.
 - 5, Cavendish-square, London, Feb. 8th, 1851.

LIST OF SUBSCRIBERS TO THE CHESS TOURNAMENT.

	£	8.	d.	£	8.	d.
Alder, J. Esq	2	2	0	+Buckle, H. T. Esq 5	0	0
Alder, C. W. Esq	2	2	0	Bullock, H. B. Esq.		
Allen, Admiral, Reading	1	1	0	Lynn, Norfolk 1	1	0
Allister, David, Esq.				Bunbury, E. Esq. M.P 1	1	0
Edinburgh	1	1	0	Burness, J. Esq. Edin-		
Anderson, J. Esq. Edin-				burgh 0	2	6
burgh	1	1	0	Burton, E. Esq. Liverpool 1	1	0
Armstrong, Captain	2	0	0	Burton, J. Esq. Liverpool 1	1	0
-				Buxton, E. Esq 1	1	0
Barker, Herbert, M.D.				Calcutta Chess Club 100	0	0
Bedford	1	1	0	Campbell, J. Esq. Paris 1	1	0
Baron, G. Esq	1	1	0	Capper, J.L. Esq. Oxford 1	1	0
Barry, W. Esq. Liverpool	1	1	0	Catherwood, J. Esq 1	1	0
Barrett, Rev, Cam-				Carden, D. Esq. Wor-		
bridge	1	1	0	cester 1	1	0
Bennett, R. Esq. Wis-				Cattley, G. H. Esq 10	0	0
beach	1	1	0			
Benson, M. G. Esq	1	1	0	ing 1	1	0
Blackstone, Rev. F.				Claypole, H. Esq. Liver-		•
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Bower, A. Esq. Cambridge	1	1	0	Cradock, Rev. Canon,		
Brandreth, T. S., Esq.				Worcester 1	1	0
Worthing	2	2	0	Craske, R. Esq. Bury		
Boys, Rev. James	1	1	0	St. Edmunds 1	1	0
*Brien, R. B. Esq. Oxford	1	1	0	Craven, J. Esq. Halifax 2	0	0
Bromley, Rev. E. and				Cremorne, Right Hon.		
friends, Guernsey	2	13	6	Viscount 5	0	0
Buckley, Rev, Cam-				Cronhelm, F. W. Esq.		
bridge	0	10	0	Halifax 2	0	0

^{*} Independent of 11. 1s. paid as entrance-fee.

+ Exclusive of 51. paid as entrance-fee.

[‡] Irrespective of 25*l*. subscribed by T. C. Morton, Esq. the Honorary Secretary, and 20*l*. by John Cochrane, Esq., the President of the Club.

	£	8.	d.		£	8.	d.
Cronhelm, E. Esq.				Gordon, R. G. Esq.	_	-	-
Halifax	3	3	0		1	1	0
Dalby, W. B. Esq.				Graham, Colonel, Chel-		٠	
Oxford	1	1	0		1	1	0
Dawson,, Esq	1	1	0		1	1	0
De Berg, A. Esq	3	3	0		5	0	0
Deighton, J. Esq. Cam-				Hansell, T. Esq. Hull .	1	i	0
bridge	1	1	0		ΙŌ	Ō	0
Donaldson, Rev. J.				Hathorn, Captain, R.N.			
Kirkconnel	1	1	0	Isle of Wight	1	10	0
Drummond, Hon. Francis	1	1	0		1	1	0
Duffin, Capt. Tenby	1	1	0	Hester, J. F. Esq. Oxford	ī	1	0
Edinburgh Institution	3	3	0	*Heydebrand der Laza,			
Edwards, H. Esq. M.P.				Frankfort	1	10	0
Halifax	5	0	0	Hill, R. Esq. Wisbeach	1	1	0
Edwards, Captain, R.N.	3	3	0	Hochee, -, Esq. (Chinese			
Empson, J. W. Esq.				Amateur)	2	0	0
Worcester	1	1	0	Amateur) Humble, P. W. Esq.			
Evelyn, W. J. Esq. M.P.	3	0	0	Newcastle	1	1	0
Fielding, G. H. Esq.				Ibbetson, Lady	1	1	0
Oxford	1	1	0	Illustrated London News 2	20	0	0
Fisher, T. E. Esq. St.				†Major Jaenisch	1	1	0
Ives	1	1	0	Johnston, J. B. Esq.			
Fonblanque, Albany, Esq.	5	0	0	Edinburgh	1	1	0
Forsythe, C. Esq. Edin-				Judy	2	2	0
burgh	0	5	0	Kemp, J. Esq. Great			
Foster, H. S. Esq. Cam-				Yarmouth	1	1	0
bridge, and friends	1	1	0		5	0	0
Fulton, J. Esq. Edin-				§Kennedy, E. S. Esq.	1	1	0
burgh	1	1	0	Kennedy, H. H. Esq	1	1	0
Gainer, W. C. Esq. Ox-				Kent, J. C. Esq. Wor-			
ford	1	1	0	cester	2	2	0
Gallie, J. B. Esq. Edin-				Keyworth, J. C. Esq.			
burgh	1	1	0	Liverpool	1	1	0
Gillam, J. F. Esq. Wor-				Knight, Captain	1	1	0
cester	1	1	0				
Gillum, Major, Exmouth	1	1	0		0	2	0
Glyde, B. Esq. Chard	1	1	0		1	1	0
Goldsmid, A. A. Esq	2	1	0	Lewis, W. Esq	5	0	0
Gordon, Rev. G. Dal-				Lewis, L.W.Esq. Oxford	1	1	0
keith	1	5	6	Ledyard, P. Esq. Reading	1	1	0

^{*} The subscription of this distinguished member of the munity was received too late, and was returned.

[†] This subscription, as was the case with several other small was received subsequently to the distribution of the general prize was available only to increase the funds at the disposal of the Comp for the After Matches.

[‡] Exclusive of 51. paid as entrance-fee.

[§] Ditto.

	£		d. 1		£	8.	đ.
Leyland, F. A. Esq.	æ	₹.	۵. ا	Parrott, G. Esq	ĩ	ï	0
	1	1	0	Paterson, J. W. Esq.	•	•	٠
Halifax Liddell, Hon, H. T	5	ō	ŏ	Edinburgh	1	1	0
Litchfield, Colonel	ĭ	ĭ	ŏ	Penn, Richard, Esq	5	ō	ŏ
*Liverpool Chess Club .	ī	î	ŏ	Pennell, W. Esq. Ports-	•	٠	•
Lyttleton, Rt. Hon, Lord	i	î	ŏ	mouth	2	0	0
Macnight, J. Esq. Edin-	-	•	٠	Peckover, A. Esq. Wis-	_	٠	•
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burgh McConnel, A. Esq.	•	_	•	Phillott, A. Esq	ī	ī	Ö
Liverpool	2	2	0	Price, J.T. Esq. Liverpool	Ō	10	6
McGregor, Lieutenant,	_		-	Puckle, H. Esq. Brighton	1	1	Ō
9th Cavalry, India	5	0	0	Pullen, H. Esq	ī	ī	0
Mackeson, W. Esq	1	1	0	Pullen, H. Esq Quinn, H. Esq Randolph, John Jas.	0	10	0
Mackey, J. H. Esq.				Randolph, John Jas.			
Vienna	10	0	0	Esq	1	1	0
Maddison, Rev. C. Salop	1	1	0	Esq Rawson, W. H. Esq.			
Malcomson, D. Esq.				Halifax	5	0	0
Liverpool	1	1	0	†Robertson, Major, 82nd			
Marshall, Sir Charles	10	0	0	Regiment Robson, A. Esq. North	1	1	0
Mason, Rev. John,				Robson, A. Esq. North			
Malton	1	1	0	Shields	1	1	0
Mathews, F. H. Esq	1	1	0	Rogers, H. Esq. Liver-			
Meickle, C. Esq. Edin-				pool	1	1	0
burgh	1	1	0	Rowland, S. and friends	5	5	0
Miles, J. Esq. Fakenham	1	1	0	Russel, J. Esq. Edin-			
Milnes, R. J. Esq	5	0	0	burgh	0	5	0
Mitchell, M. W. Esq.				Salmon, Rev. Geo. Tri-			
Glasgow	1	1	0	nity College, Dublin .	5	0	0
Mitchell, J.Esq.Glasgow	1	1	0	Samuel, E. L. Esq.			
Moore, Colonel	5	0	0	Liverpool	1	1	0
Moore, Carrick, Esq	2	2	0	Savage, Captain, Dublin	1	1	0
Morton, T. C. Esq.				Schwabe, G. Esq. Liver-			
Calcutta Mott, H. C. Esq	25	0	0	pool	2	2	0
Mott, H. C. Esq	1	1	0	Schroeder, I. F. Esq	1	1	0
Neill, Miss	1	1	0	Self, Lionel, Esq. Lynn,			
Nesbitt, LieutColonel.	1	1	0	Norfolk		1	0
Neven, R. Esq	1	1	0	Scott, E. Esq. Plymouth	1	1	0
Noble, M. Esq	1	1	0	Sheppard, E.Esq. Enfield	1	1	0
Nottingham Chess Club	2	2	0	Shulyberger, H. Esq.			
Oldham, T. C. Esq.				Zurich		1	0
Louth, and friends			0	Simpson, T. S. Esq	1	1	0
Oldfield, Josh, Esq. York	1	1	0	Skipworth, A. B. Esq	0	10	6
Ord, Captain, Dublin,	_			Sparke, Morton, Esq.	_	_	
and friends	2	11	0	Liverpool	2	3	0

prize Irrespective of the members' individual subscriptions, which e Communication in the communication of 11. 1s. paid as entrance-fee to the Tournament.

	•						
C	£	8.	d.	W-ll-i I to I	£	8.	d.
Spreckley, G. S. Esq.	,	1	•	Walkinson, J. Esq., and			•
Shanghai Smith, Benjamin, Esq	1	Ô	0	friends, Huddersfield. Wayte, W. Esq. Cam-	1	1	0
Smith, J. H. Esq. Lea-	20	U	U		1	1	0
_ ·	1	1	0	Weir, Dr. Glasgow	1	i	0
mington Smith, D. Esq. Glasgow	ì	î	Ö	Welsh, A. Liverpool	î	i	Õ
*Staunton, H. Esq	5	Ô	ŏ	Wilkinson, W. G. Oxford	i	i	Ö
Steel, Sir John, Bart	ĭ	ĭ	ŏ	Williams, Capt. G. Lloyd	i	î	ŏ
Stephen, Sir George	ī	î	ŏ	Wisbeach Chess Club	ī	i	ŏ
St. Albans' Chess Club	ĩ	ī	ŏ	Wise, J. R. Oxford	ī	ī	ŏ
St. Leger, A. B. Esq	ĩ	ī	Õ	Worth, W. H. Esq.	_	-	•
Sutherland, T. Esq	5	5	0	Worcester	1	1	0
Swale, J. H. Esq. Liver-				*Wyvill, M. Esq. jun.		_	-
pool	0	10	6	М.Р	5	0	0
Talbot, C. R. M. Esq.				York, the Right Hon.			
м.р	25	0	0	the Lord Mayor of	1	1	0
Temple, Rev. W. Lea-				Zachary, —, Esq. Wor-			
mington	1	1	0	cester	1	1	0
Thrupp, J. Esq	3	3	0	†Anonymous, by Lord			
Tobyn, General, Ex-				Arthur Hay,	6	12	0
mouth	1	1	0	Anonymous, by R. B.			
Tracy, Rev. J. Dart-	_	_	_	Brien, Esq	2	2	0
mouth	1	1	0	Anonymous, by E. Cron-	_		
Ulting, J. F. Esq. Wis-	_	_		helm, Esq	0	15	0
beach	1	1	0	Anonymous, by W.	_	_	_
Vernon, Rev. E. Har-			_	Hodges, jun. Esq	1	1	0
court, East Redford	1	1	0	Anonymous	0	5	0
73.7990 4.37073 7		_	~=				
				NERAL TOURNAMEN	_		
Anderssen	5	0	0	Lowe	5	0	0
Bird,	5	0	0	Mayet	5	0	0
Brodie	5	0	0	Mucklow	5	0	0
Buckle	5	0	0	Newham	5	0	0
Horwitz	5	0	0	Staunton	5	0	0
Kennedy, Captain	5 5	0	0	Szen	5	0	0
Kennedy, E. S	5 5	0	0	Williams	5	0	0
Kieseritzky Löwenthal	5	Ö	ŏ	Wyvill	5	0	U
Lowenthal	J	U	U,				
ENTRANCE FEI	ES.	P	ROV	INCIAL TOURNAME	NT.		
Angas	1	1	0	Hodges	1	1	0
Boden	ī	ĩ	ŏ	Ranken	î	i	ŏ
Brien	î	î	ŏ	Robertson	î	ī	Ö
Deacon	i	î	ŏ	Trelawny	î	i	Ö
Gilby	ī	ī	ŏ	Wellman	i	î	ŏ
	_	-	-		-	-	•

^{*} Exclusive of 52. paid as entrance-fee to the Tournament.

† The chief part of this sum was received too late to be available for the General Prizes.

2nd.—PERIOD OF THE TOURNAMENT.

CHAPTER V.

The Chess Tournament of 1851.—First Series of Games.—Second Series.—Third Series.—Fourth and last Series.—Provincial Matches.—First Series of Games.—Second Series, or Incidental Match.—Third Series.—Fourth and last Series.—Subsequent matches played between Messrs. Buckle and Löwenthal, Lowe and Deacon, Löwenthal and Williams, Horwitz and Bird, Staunton and Williams, and Jaenisch and Staunton.

[To prevent misconstruction, it may be well to remark that those passages in the present work which refer to the part I had the honour to take in the Tournament, were either extracted from an article by Mr. Keon in the "Chess-players' Chronicle, 1851," or have been kindly furnished by my friend, Mr. Brien, of Oxford, to relieve me from a duty that could not with propriety be omitted, and was yet difficult for me to discharge without a measure of egotism which might be unbecoming.]

THE 26th of May, 1851, was the day appointed by the Committee of Management for the assemblage of all those who proposed to take part in the general mêlée. The appointment was punctually observed by most of the foreign players whom we had expected to be present at the Congress. few, and those not the least distinguished, were, through official engagements or other business, unavoidably absent. In this number were the great German player Von Heydebrand der Laza, the celebrated Russian, Petroff, and the renowned Frenchman, St. Amant. Major Jaenisch and Mr. Schumoff were expected up to the last moment; but unfortunately for the Tournament, the Major did not arrive until towards the conclusion, and his fellow-countryman was prevented, very much to his regret, from visiting us at all. The Major, however, took part in the matches which commenced immediately after the general Tournament. But though we missed these justly famous masters, others of widely established reputation were present. Szen and Löwenthal, the well-known Hungarians, the former from Hungary, the latter from the distant shores of America; Kieseritzky, the great Livonian, from France; Anderssen,

after Heydebrand der Laza, the best player of Germany; Mayet, Horwitz, and Lowe, adequately represented foreign clubs. Six English players of note, Messrs. Staunton, Wyvill, M.P., Newham, Kennedy, Williams, and Bird, entered the lists against this formidable array. The number of sixteen combatants was filled up by the entry of Mr. Mucklow, and of Messrs. Brodie and E. S. Kennedy. As eight prizes were offered by the committee for competition, the number of sixteen was as favourable as could have been devised for the ultimate pairing-off of the antagonists. The occurrence of this number was not an accidental circumstance. found impossible to raise the number of competitors to thirtytwo-another number equally capable of ultimate division several excellent players had retired a few days previously, in order to give the committee the advantage offered by the number sixteen. By five o'clock on the day appointed the combatants were all assembled at the St. George's Club for the purpose of balloting for opponents. Before proceeding to this ballot, Mr. Staunton called the attention of the gentlemen assembled to the necessity of reconsidering the clause of the prospectus which limited each contest in the first mêlée to a rubber of three games. He had originally proposed that the minimum should be three out of five games, but from an apprehension that, in the event of a large number of combatants entering, the Tournament would be inconveniently protracted, the Committee had decided on two games out of three. The objection to a larger number of games, however valid, if thirty-two players or more had entered, was no longer tenable, now that they had reduced the combatants to sixteen; and in justice to those amateurs who had come from distant parts at great expense to be present at this memorable encounter, and in fairness to the subscribers, who naturally looked for a large collection of games from so many distinguished players, he earnestly entreated them to agree that the first series should be determined by three games out of five instead of two games out of three.

Mr. Staunton enforced his proposal by reference to Mr. Lewis, one of the oldest and most experienced players of the age; and also to a letter which he had just received from Mr. Cochrane entreating him to get the decision as to the three games reversed; and lastly, to an able player at his side, Mr. Löwenthal, who had travelled

nearly five thousand miles to take part in the Tourney, but who, in common with all good players, objected to risk his repute, his loss of time, and his expenses, upon so unsatisfactory a test of relative skill as a rubber of three games afforded. After much discussion, the opinion of the players was taken by ballot, and the proposition was unfortunately lost by one vote.*

After this came the casting lots for opponents, which was managed thus: eight white tickets and eight yellow ones numbered respectively, 1, 2, 3, 4, 5, 6, 7, 8, were put into the ballot-box: the white tickets being further marked, "choice of Chess-men and first move." Whoever drew No. 1 of the white tickets had to play with the party who drew No. 1, of the yellow; whoever drew No. 2, of white had to play with No. 2, of the yellow; and so on throughout. The drawers of the white tickets had the choice as to the colour of the Chessmen, i. e. whether they would play with the white or the black pieces, and the privilege of moving first in the opening-game. The results of this scrutiny were the following pairs:—

Kieseritzky against Anderssen. Löwenthal against Williams. Horwitz against Bird. Szen against Newham. Mayet against Captain Kennedy. Lowe against Wyvill. †E. S. Kennedy against Mucklow. †Brodie against Staunton.

Some of these pairs were regretted as singularly unfortunate, because they brought two distinguished players at once into collision, and thus compelled one of them to be thrown out at the first stage of the Tournament. This was especially thought to be the case in the instance of Kieseritzky and Anderssen, the representatives of France and Germany, and two of the most eminent players of the day. Upon the termination of these important preliminaries, the parties adjourned until the next day, when, at eleven o'clock A.M., all the combatants assembled to do their devoir in the lists.

* It afterwards transpired that one of the opponents of the proposition, by accident, voted twice in the matter.

⁺ I have mentioned elsewhere that Messrs. Brodie and E. S. Kennedy kindly permitted themselves to be entered at the last moment as provisional competitors, in the place of Messrs. Jaenisch and Schumoff, who were momentarily expected.

The first series of matches gave the victory to Anderssen over Kieseritzky, to Szen over Newham, to Wyvill over Lowe, to Captain Kennedy over Mayet, to Mucklow over E. S. Kennedy, to Staunton over Brodie, without the losers scoring a single game. The games between Captain Kennedy and Mayet were, from first to last, remarkably well con-Mr. Wyvill carried off one of his games in capital style, after losing a clear piece: the other game was in his favour from the outset. The most important contest in this series was a lamentable failure. Mr. Kieseritzky, certainly one of the best players in Europe, broke down through nervous excitement, and only succeeded in drawing one game out of the three with Anderssen. The match between Löwenthal and Williams was won by the latter, who scored the odd game-Löwenthal playing all through much below his real strength. Horwitz defeated his opponent also by the odd game, though playing, in great part of the match, far short of what was expected from him.

The result of this first series illustrated most disastrously the impolicy of playing short matches. With hardly an effort, eight players were already hors de combat, and altogether excluded from further participation in the general mêlée, while another in the first rank was in the most imminent danger of sustaining defeat from an inferior opponent. The absence of the two great Russian players, Jaenisch and Schumoff, was now more than ever deplored, as the presence of either of them would have prevented a comparatively weak provincial amateur from holding a place among the winners, to which, save by the merest accident, he never could have been entitled. With this issue terminated the first mêlée of the Tournament.

The eight winners, all of them prize-bearers, proceeded then to ballot for fresh adversaries, to determine the relative rank of their prizes. In this second lottery, the following adversaries were pitted against each other:—

Anderssen against Szen. Staunton against Horwitz. Captain Kennedy against Wyvill. Williams against Mucklow.

The first contests, as we have seen, were determined by the winning two games out of three, but the unfortunate results of these matches induced the committee to resolve that the future ones should be decided by the best of seven games;

that is to say, the player in each match who first won four games was to be the victor. The result was, that Szen lost the first game, won the two next, and lost the remainder with Anderssen. Captain Kennedy lost the first, won the two next, lost the fourth, again won the fifth, but was defeated in the sixth and seventh games by Mr. Wyvill, who was thus the conqueror by one game. Mr. Williams gained the four first games with Mr. Mucklow, finishing the contest without yielding his adversary a single game. Szen opened his match against Anderssen with infinitely more skill than he exhibited in the concluding games. It subsequently transpired* that a compromise was effected in the middle of the contest, by which it was stipulated that, if either player were fortunate enough to gain the first prize, he should pay one-third of its amount to the other. Whether this arrangement had any effect upon the after-play of the Hungarian it is impossible to say, but unquestionably his latter games in this match are vastly inferior to his best efforts. No such fault can be attributed to the play of Anderssen, whose terminating games in this contest are among the best specimens of his skill. game between Staunton and Horwitz, which lasted nearly eleven hours, was, up to almost the end, a very fine sturdy Chess battle; perhaps, one of the most scientific of those played in the Tournament. At the last, as is seen, the loser from exhaustion threw away a decisive advantage, declined after this to draw the game, and finally allowed his adversary to score it. The remaining games between these players are of a much inferior quality to those of their former match, which, after the previous effort, will not excite The match between Captain Kennedy and Mr. Wyvill was admirably contested. These gentlemen are old opponents, and having played a long series of games together, are well acquainted with each other's tactics. The consequence of this, in the present contest, was that both exerted themselves to the utmost, and made a truly gallant fight throughout. The encounter betwixt Messrs. Williams and Mucklow may be dismissed briefly; the games are almost totally devoid of interest.+

^{*} We feel bound in honesty to mention this, but mention it with much regret: it was an unbecoming arrangement.

† These games, with many others played in the Tournament, were a

The play in this series will be found to far surpass that in the first; and amply demonstrates the advantage gained by The four winners in this second section, longer matches. were Wyvill, Anderssen, Staunton, and Williams; the losers, prize-bearers still, Szen, Captain Kennedy, Horwitz, and Mucklow. The four first-mentioned, in drawing lots, were paired thus: Wyvill against Williams, and Staunton against Anderssen; and the four latter thus: Kennedy against Mucklow, and Horwitz against Szen. To deal first with the second division, Captain Kennedy won every game from Mr. Mucklow; and Szen, to the surprize of everybody, won all the games of Horwitz. Mr. Mucklow was beaten this time with extraordinary ease, Captain Kennedy not choosing to expend the whole of four days upon so unimportant a contest. Horwitz, as the games too plainly testify, played deplorably beneath his strength. We seek in vain, throughout the match, for one flash of that brilliant and original genius which distinguishes his best efforts. Mr. Williams defeated Mr. Wyvill three times running in the opening games of their contest; but Mr. Wyvill, who is decidedly one of the finest players in England, recovered himself gallantly, and beat his adversary, in magnificent style, all the four next games.

Like Mr. Wyvill, Mr. Staunton lost the first three games with his new adversary. The first, though a very badly played game, must be considered a fair defeat. But the second and third games will be found, when examined by Chess-players, to have been most unaccountably thrown away. In each the loser had an unquestionable advantage, and this is saying the very least, which an inspection of the games will prove. But in truth, to all who knew the labours entailed upon Mr. Staunton by the carrying-out this Tournament, and his seriously impaired health at the time, the wonder was not that he played so ill, but that he could play at all. The fourth game, also very badly conducted by both parties, was won by the Englishman, and the fifth and deciding game by Anderssen.

There was now but one series of matches undecided. The two winners of the first division in the third series, were left to contend for the first and second prizes: the third and perfectly notorious example of the necessity which exists of fixing some limit to the time occupied by players in the consideration of a move.

fourth had to be competed for by the two losers in the same Similar contests for the fifth and sixth, and the seventh and eighth prizes, remained to be undertaken by the winners and two losers in the second division. Again, to take the second division first; these matches were not of long Owing to a misunderstanding, Mr. Horwitz and Mr. Mucklow did not play at all. This was not much to be regretted, for what could be looked for in an even match between a player of first-rate skill against one to whom he could give the odds of a Rook? In the contest between Szen and Kennedy, fortune at first inclined towards our countryman, but he failed to profit by his advantages, and threw game after game away with almost as much recklessness as Horwitz had shown when contending with the same antagonist. In this last series, the effect of indisposition on Mr. Staunton's play was still more painfully evident than even in the previous one. In that, he had succumbed to an acknowledged master of the art. In this, he lost by the odd game to Mr. Williams, a player to whom, in ordinary play and under other circumstances, he has been in the habit of giving, with success, the odds of the Pawn and two moves!

The terminating match between Mr. Wyvill and Herr Anderssen was for a while so gallantly contested by the Englishman, that some hopes were entertained that the honour of gaining the chief prize would yet be ours. But Mr. Wyvill was evidently over-matched, and after a sharp struggle, the German was declared the victor, having won

four games to his opponent's two.

Upon the conclusion of this series, the committee of management proceeded to award the prizes in the following order :-

1. Herr Anderssen.

5. Mr. Szen. 2. Mr. Wyvill, M.P. 6. Captain Kennedy.

3. Mr. Williams. 4. Mr. Staunton.

7. Mr. Horwitz. 8. Mr. Mucklow.

In the mean time, the provincial matches had also been decided. The second of June was the day appointed for the gathering of the combatants in these contests, but although a large number of amateurs had entered their names and paid their subscriptions, very few appeared in the list on the day of meeting. The paucity of their number is chiefly owing to the idea, which seemed to possess every one, that a whole legion of competitors would be arrayed for these combats. Dreading the delay which they apprehended would be the consequence of such a host of players entering, most of the provincial amateurs who had enrolled themselves, were absent at the appointed meeting; ten only made their appearance in due time. An eleventh arrived from Devonshire the next day, but all the matches were then made up. The ten in question, were—

Major Robertson, of the 82nd Reg. from Carmarthen. Mr. Trelawny, M.P., of Conwall. Messrs. Ranken and Brien, of Oxford University.

" Boden, of Hull.

., Hodges and Wellman, of Reading.

,, Angas, of Newcastle. ,, Gilby, of Beverley, and

.. Deacon, of Bruges.*

Two resolutions were unanimously recommended by the assembled players to the consideration of the managing committee. 1st, That the matches should consist of the best of three games, instead of a single game, as had been fixed by the prospectus. 2nd, That as there would be five winners, these five should cast lots which two of their number should play a by-match, in order that one might retire from the contest, and the number of winners agree with the number of the prizes. The committee of course assented, and the parties at once proceeded (as the combatants for the general prizes had done,) to ballot for opponents. The following was the result—

Major Robertson against Mr. Mr. Boden against Mr. Angas.
Ranken. Mr. Hodges against Mr. Wellman.
Mr. Trelawny, M.P., against Mr. Deacon against Mr. Gilby.
Mr. Brien.

On the next day play commenced. Messrs. Ranken, Boden, and Brien succeeded in winning the required two games each, without their opponents scoring or drawing a game. The best of the matches in this series was that between Major Robertson and Mr. Ranken, which was a good manly stand-up battle. Mr. Hodges, after two drawn games, defeated his fellow-townsman Mr. Wellman; and the young amateur, Mr. Deacon, scored the odd game against Mr. Gilby.

* Mr. Deacon, as a young English amateur, residing in a foreign country, was allowed to take part in this contest.

In the by-match which fell by lot to Messrs. Ranken and Deacon, Mr. Ranken was the conqueror, winning the two first games off-hand.

The four successful players, now left to themselves, were thus paired:—Mr. Ranken against Mr. Hodges, and Mr. Boden against Mr. Brien. In each case, after one *remise*, the match was decided by the odd game, the victors being Messrs. Ranken and Boden.

The final series consisted of a match between the two winners in the previous contest, Messrs. Ranken and Boden, to decide their respective right to the first or to the second prize; and a match between the two losers in the previous contest, Messrs. Hodges and Brien, for the third and fourth prizes. Some of these games were remarkably lively;* others, however, it must be admitted, were below the standard of these skilful players.

On the termination of these jousts, the prizes were thus adjudged:—

1. Mr. Boden.

3. Mr. Hodges.

2. Mr. Ranken.

4. Mr. Brien.

Attention was now concentrated upon the two most important matches of all: the one, the great encounter for the championship; the other, the consultation match between Englishmen and foreigners. Neither, unfortunately, was destined to "come off." A few hours after the conclusion of Messrs. Anderssen and Wyvill's contest, Mr. Staunton forwarded a challenge to Mr. Anderssen,† to play a decisive match for the championship upon the termination of the

- The fault in these games was a merit when contrasted with others in the Tournament. They were played with too great rapidity.
 - † The following is a copy of this defi.—
- "Dear Sir, "St. George's Chess Club, July 12, 1851.
- "The seventh Clause of the Rules and Regulations of the Chess Tournament obliges the winner of the chief prize to hold himself open to a challenge to play a match for one hundred pounds a side, from any competitor in the Tourney. As you are aware, serious indisposition, and the incessant attention required of me to carry out the details of the Congress, rendered me utterly incapable of doing myself anything like justice in the late brief and hurried encounters. I am, therefore, most anxious for an opportunity of playing you a fair, testing match; and for this pur-

Congress. Mr. Anderssen's engagements, however, precluded him from remaining in this country so long; and it was decided that the contest should take place at a subsequent period, in Germany. This, it must be owned, was after all the best arrangement. The Englishman's health is still too much impaired to admit of his entering the arena against a powerful opponent, and there is every probability, that if he had played the deciding match at the time, he would have been compelled to give it up before it was halffinished. The same cause also rendered the Consultation Match impracticable. But to atone in some measure for the loss of these interesting games, the committee of management resolved to bring the Tourney to an end by a series of picked matches, so arranged as to afford an opportunity for those players who had been unfortunate in the earlier contests to retrieve their laurels and at the same time, to insure an interesting addition of good games for the amusement of the subscribers.

The arrival of the celebrated Russian amateur, Major Jaenisch, and the unexpected appearance in the lists of Mr. Buckle, one of our most accomplished players, gave increased importance and interest to these contests. The first match on the tapis was played between Mr. Buckle and Mr. Löwenthal. It had been previously agreed by the committee, that each of these combats should be determined by one of the players winning seven games; but as Mr. Buckle's engagements would not permit him to undertake so long a match, an exception was made in this case, and victory was to be his who first scored four games. Mr. Löwenthal won the first game, but the English master proved victorious in the end, though only by the odd game. This well-contested battle was followed by a second conflict between Mr. Horwitz and Mr. Bird, in which the formed proved his marked superiority. At the same time, Mr. Löwenthal had an

pose, I take advantage of the clause above-mentioned, to challenge you to a contest of twenty-one games, for one hundred pounds a side, to commence at the St. George's Chess Club as soon as the whole of the matches and the business of the Congress have concluded. This I apprehend will be about the middle of next month; and the intermediate time will afford you rest, and enable me, I hope, to recruit my health.

[&]quot;With best wishes, believe me truly yours,
"Anderssen, Esq." "H. STAUNTON."

opportunity afforded him of recovering the honours he had lost in the short match of three games with Mr. Williams at the opening of the Tournament. On the present occasion, the Hungarian scored seven games to his opponent's five, and there can be little doubt he would have gained a larger majority, but for the unchivalrous tactics of his antagonist in protracting every game. By this system, as has been elsewhere observed, an adversary becomes sometimes so physically exhausted, at other times so much irritated, that he cannot help throwing away games which under other circum-

stances he would win without trouble.

This encounter was to be succeeded by one between Mr. Staunton and Mr. Williams, but when the time of combat approached, the latter refused to play without some modification of the terms upon which all the previous matches were conducted. Mr. Staunton, rather than the match should not be played, consented to give him three games out of seven; that is to say, agreed, in the event of his winning four games before Mr. S. won seven, to relinquish him the prize played for. In the opening games of this contest, which were played in the presence of a distinguished amateur, Mr. Williams' systematic delay over every move called forth the marked animadversion of the looker-on. When games are prolonged to twelve, thirteen, and twenty hours each, and single moves occupy two hours and a half, the effect upon an invalid can be well imagined. Notwithstanding these disadvantages, Mr. S. contrived to score six games to his opponent's two; but the extent to which every subsequent game was prolonged, compelled him out of sheer fatigue to resign the contest before scoring the seventh game. So that in the end he had won six to his adversary's four.

In the "Minor Match," which, if time and other circumstances permitted, was to be one of several, among rising and subordinate players, Mr. Deacon defeated Mr. Lowe, the well-known Divan-player, by a large majority. Mr. Lowe's day is undoubtedly past; but in this instance, every one admits that his defeat is, in some measure, to be ascribed to

the excessively slow play of his antagonist.

With these matches terminated the proceeding of the Chess Tournament,* an assemblage, which if it did not pro-

^{*} Arrangements had been entered into by the Committee to bring about

duce games of unrivalled excellence, will be ever memorable in the annals of Chess, as the first general meeting of players from different parts of the world: which will be still more remarkable from the disparity in strength exhibited by the same players, at different periods of the contest. At one time, Szen, Horwitz, Kieseritzky, Löwenthal, and Staunton, displayed the skill which their hard-earned fame had led the public to expect. At another, their play fell miserably short of what was looked for. Such glorious uncertainty, it may safely be prophesied, will ever be found in a general mêlée, and in brief matches. Great players rarely get their powers into full exercise against each other until after many games. Taught by experience, then, let the leading members in all Chess communities impress upon those over whom they have influence, that the only true test of the relative skill of two players is a long series of games.

a match betweed London and Paris, through the medium of the submarine and electric telegraph, but owing to impediments connected with the telegraph, the project is unavoidably postponed.

3rd.—PERIOD SUBSEQUENT TO THE TOURNAMENT.

CHAPTER VI.

A portion of the scheme proposed by the Managing Committee had now been carried out. Many of the most distinguished players of the world, hitherto known to each other only by fame, had been brought into friendly collision, and a collection of games had been produced, which will be of singular interest at all times and wherever Chess is cultivated. But the other and most important feature of their plan-the assembling of the great players of the age in Congress to discuss and remove the anomalies connected with the theory and practice of the game—was unaccomplished. unquestionably a subject for deep regret. So favourable a conjuncture for the revision of the Chess code of laws, and the adoption of one common system of notation may not again occur for years. Nor are the causes which led to the omission less to be deplored than the omission itself. The failure may, in part, it is true, be attributed to the absence of those whose co-operation in such an undertaking was essentially desirable, for no assembly of theorists would be perfect without such men as Petroff, Heydebrand, Cochrane, and Calvi. Yet, notwithstanding the upavoidable absence of these well-known masters, the projected Parliament might still have been convened, had those who were in England been true to the cause and to themselves. Here, however, unhappily the disastrous policy of the London Club was fatal to the efforts of the Managing Committee. This club, as we have seen, had from the beginning offered the most vehement opposition to the Tournament. Baffled in their endeavours to prevent the assemblage, they seem then to have directed all their energies to render it as valueless as possible. With this view, upon the advent of those foreign players, whose arrival they had done so much to impede, they adopted

every kind of manœuvre to induce them to become the guests and frequenters of their rooms. It is not much to be wondered at, that knowing nothing of our language, and little or anything of the determined hostility to the Tournament which this junto had manifested, some of the visitors fell into the snare. The ostentatious hospitality which was designed to win them from their alliance with the club that had brought them to this country they naturally mistook for a generous compliment to themselves. The effect of this unlooked-for association was soon apparent in the almost total estrangement of these players from the St. George's Club, and in the greatest apathy regarding everything connected with the meeting, except the prizes of the Tourney.

Under such circumstances, the Committee were compelled, with reluctance and regret, to abandon all thoughts of the long desired Congress. It was to be wished that no other cause of regret required to be mentioned in reference to the third period of the narrative: the truth of history, however, compels the avowal that this great convention of the Chess community has given rise to an acerbity of language, and an animosity of feeling, that have been rarely, if ever, before displayed in any of the minor controversies of party. previous pages will expose the extent to which this feeling was carried in efforts to thwart the plans of the Managing Committee: the partial success of those rendered it an imperative, though painful duty, to show to the subscribers the difficulties of the the task which the Committee had undertaken; the explanation was equally due to themselves and their constituents.

But it is not necessary, and therefore it would be self-degrading to repeat, merely to refute, the many malevolent mistatements which have subsequently been published, both as to the manner in which the Tournament was conducted, and the motive for such assumed misconduct of it. These libels carry on the face of them the indisputable marks of personal spleen and personal ill-will; it would be easy, but it would not be interesting, nor perhaps graceful, to trace them up to the spirit of envious rivalry in which they have their source.

Among those, however, who being far removed from the metropolis, and, therefore, from authentic information, may be unable to divest themselves of some mistrust as to the

rectitude of the management, a reasonable desire may exist to receive a little enlightenment on topics which have obtained somewhat more than their just share of notice in the gossip of our Chess circles. For their edification then, it shall be stated, that the scurrilities of two or three periodical writers have, since the Tournament, been pointed at the Committee and at the Editor of the present work; and virtually they amount to imputations of dishonourable dealing as regards both, and of Chess-playing cowardice also, as regards the latter.

We are happily relieved from the irksome task of entering further into the details of these scandalous charges, or into any vindication of them, by the spontaneous and triumphant refutation given to them by two gentlemen, whose public character and social position are too well known to require

corroborative support of their explanation.

The charges against the Committee will be found fully stated, and fully rebutted, in the speech of Sir George Stephen, when occupying the chair at the annual dinner of the Liverpool Chess Club; and the charges against the Editor are as satisfactorily disposed of in a letter addressed to the "Chess Player's Chronicle," by Major Jaenisch. We shall wind up the narrative with copies of both these volunteer testimonials to the honour of the noblemen and gentlemen who have thus brought their onerous and invidious duties to a close.

Copy of Sir G. Stephen's Speech at the Anniversary Dinner of The Liverpool Chess Club, Wednesday, the 11th of February, 1852.

"The chairman, in compliance with the custom of the club, gave, Prosperity and permanence to the Liverpool Chess Club.' He understood that it was also in compliance with their usage that, in proposing this toast, he should take a very short review, not so much of their own position, as of matters of general interest connected with chess, which might have taken place during the past year. There was one subject especially, which, on an occasion like this, ought not to be passed over without notice. He referred to that great event in the annals of chess -the Congress held during the late Exhibition. That congress was looked forward to with great anxiety by the chess world; and for many reasons it was hoped that by it we should succeed in obtaining such a revision of the laws of chess, of the notation of chess, and other circumstances connected with the game, as would lead to a uniformity of practice throughout the world; for he need scarcely tell them that even in Europe there was much difference in chess regulations, and if they went to Asia they would find this difference still more remarkable. Even in

the general system of playing observed in Europe, there were many incongruities and peculiarities; and difficulties at times arose, which it would be desirable to remove by the adoption of some simple and universally recognised practice. (Hear, hear.) He was afraid, however, that in that respect they had been disappointed, for he could not hear that any matters of this kind came under discussion at the Chess Parliament. He still hoped that this Congress, if he so might call it, would not prove to have failed in producing some most valuable results; for he understood that nearly two hundred games, in many respects of novel character, and evincing considerable skill, had been played and recorded. He trusted, therefore, that in future years they would be able to look back to the Great Exhibition as an epoch in chess history from which they might date a very considerable advance in the practice and knowledge of chess as a science. He had hoped that upon an occasion of that kind there would have been a fraternization of all the chess circles throughout the world; that they would have met in noble and generous conflict, to show that the game was not only equally appreciated in every quarter of the globe, from the interest to be found in it, but also for its moral tendencies, and for fostering the best qualities of our nature. But he regretted to say that the Tournament had met with obstacles, and an opposition which he feared had materially tended to abate the interest which would otherwise have been taken in it. The annual meeting of the members of this club, which had hitherto been respected as one of the most celebrated in the provinces, was a fitting occasion for adverting to some of the features in the controversy that most unfortunately occurred with respect to the Chess Tournament. But in doing so, he should refrain from entering into any matters of a personal nature, as he did not think this was a proper occasion for the discussion of them, when they assembled together for conviviality and hospitality towards many of their scientific brethren. (Hear, hear.) In August last, he was most grieved to see, in a metropolitan newspaper of considerable circulation, a statement which amounted to a serious imputation against not only the players but the Managing Committee of the Chess Congress. It stated, and he read it not only with sorrow but with disgust, that the Tournament was played in secret, and that it was played in secret from one of these motives-either because the players were too timid to contest in the presence of doubtful friends, or because they wished to create a wrangle and so avoid defeat, or forsooth to bribe their adversaries to lose important games! That charge was publicly made, and though indignantly repudiated in the 'Chess Player's Chronicle' and the 'Illustrated London News,' he was sorry to say it had neither been retracted nor had any apology been made by those who hastily preferred it. (Shame! shame!) It so happened that he (Sir George Stephen) was in London at the time the Tournament was held, and being a subscriber to it, he went for the purpose of seeing some of the games played. When about to enter the room, a caution was certainly given to him, as it might be to others, to enter as quietly as he could, because two eminent players were engaged in an important game; but there was no bar whatever placed to his entrance, and no prohibition of any kind. Had there been, he should probably have been disposed, in the mere spirit of a lawyer (laughter), to insist upon entering as a matter of right. He felt, however, that at such a crisis and under such circumstances, the intrusion of a stranger might tend to agitate or disturb the self-possession of the competitors, and, as a matter of delicacy and propriety, he took the caution as a hint to withdraw, and he did so. (Loud cries of Hear, hear.) He had not a shadow of doubt that the scandal which was published in the newspaper in question, had its sole source in some similar hint to some party less considerate of what was due to the players. (Hear, hear.) Since he had been introduced to his respected friend, Herr Löwenthal, who was a competitor at that Tournament, and who was now seated near him, he had asked him whether there was any foundation whatever for the charge, and his reply was, that the charge was wholly groundless and false. (Loud cheers.) It was right, therefore, thus publicly to state that this disgraceful charge, as vulgar in its terms as it was odious in substance, had no sort of foundation, and that those who made it were deserving of the censure and contempt of every gentleman. (Universal and loud applause.) With respect to the defeat which Mr. Staunton had sustained, there were many excuses to be made for him. He had to make all the arrangements for the Tournament, under circumstances of singular difficulty and annoyance, and it was hardly fair that even the champion of England should enter into a contest with the first players of Europe, with a mind which would thus be agitated and disturbed. (Hear, hear, hear.) He was, however, prevailed upon by those who believed as he (Sir George Stephen) also believed, that he (Mr. Staunton) was the first player in Europe, to enter upon the contest, in order that his absence might not deprive the Tournament of any part of the interest that could be thrown into it by the play of the conqueror of St. Amant (Hear, hear). In one, two, or three games, it was very possible for a man to be defeated by an inferior player. A man might be a fine player to-day, with his mind undisturbed, his body at ease, and unimpressed by the anxiety of responsibility, when to-morrow, even he (Sir George), the worst player in that room, might, by advantage of circumstances, conquer him!!! If there was one thing in Chess more essential to success than another, it was that perfect self-possession which ease of body and mind could alone secure. (Hear, hear). It was notorious that at the time of his contest, Mr. Staunton possessed neither the one nor the other-being wearied in mind, and diseased in body; yet he was called upon to compete with the finest players in Europe, and generously consented. (Loud cheers.) They had not lost their champion! England might still boast of the finest player in Europe! nor would the proud boast be lost to them, till defeat under equal circumstances, and not in some half-dozen games, but in a series of well-contested struggles, had torn away the wreath from brows that had long worn it with honour, and wore it still !"

THE CHESS TOURNAMENT AND MR. VON OPPEN, OF THE 'BERLIN SCHACHZEITUNG,'

By Major C. F. DE JAENISCH.

(From "The Chess-player's Chronicle.)

"In looking over the August number of the 'Berlin Schachzeitung,' we found, to our great surprise, an article, under the the title of 'Howard Staunton, Esq.,' which, although bearing a signature so respectable as that of Mr. Von Oppen, is, nevertheless, from beginning to end, a tissue of the most disgraceful personalities. Recalling to mind our old relations with the said magazine, when it was under the editorship of Mr. Hanstein, we were deeply pained by this attack, and regretted more than ever, the absence of the enlightened direction of our departed friend.

"The author of the article in question, feeling himself one day—as he himself relates it—disposed to utter to a small circle of acquaintances, a few sallies 'less elegant than trenchant' ('cher scharf, als pekant') determined to extract certain passages regarding Chess from the 'Illustrated London News.' These extracts he is pleased, without the least discretion, to characterise as 'absurdities,' 'stupidities,' 'proofs of a narrow and perverse mind,' &c., &c., assuring us, however, repeatedly. that these coarse and vulgar apostrophes are not in any way addressed to Mr. Staunton (the sole author, as is well known, of the articles on Chess in the English 'Illustrated News') but only to the 'Bear in the Fable.' that is to say, to the anonymous but unskilful friend who, he affects to believe, had taken Mr. Staunton's pen. Such was the origin of this extraordinary article, which the author adds, would never have been published if the account of the Chess Tournament in London by Mr. Staunton, so unjust towards Mr. Anderssen, had not provoked it. Now we are strongly inclined to believe, for our own part, that the sarcasm of Mr. Von Oppen -the propriety and good taste of which our readers may already have appreciated—so far from being serviceable to his friend, Mr. Anderssen, are calculated to be very injurious to his cause, and that Mr. Von Oppen may in this affair be himself accused of having played the part of La Fontaine's bear.

"It is not our intention, at this moment, to undertake the painful task of exposing every paragraph in the article in question; we shall confine ourselves to replying to the most essential portion, that, namely, which has reference to the great Chess Tournament in London. Some time before the termination of this assembly, Mr. Staunton had remarked that 'through the error of having so few games in each match, some of the very finest players were "dis-seated" almost before the fight began, and among those that remain, there is every chance, according to present appearances, that the prizes will be distributed in an inverse ratio to the skill of the combatants.' This phrase appears to have excited, in the highest degree, the indignation of Mr. Van Oppen, and he boldly declares, as a consequence, that, according to the opinion of Mr. Staunton, (or of his 'anonymous friend as he calls him,') the first prize should have been,

in strict justice, assigned to him as a reward for his defeat, and that the last or eighth prize, ought to have been decreed to Mr. Anderssen as the conqueror of all! A person must, indeed, be blinded in an extraordinary degree by rage (and who has provoked Mr. Von Oppen to anger?) to attribute such a meaning to the inoffensive passage quoted. We know of no Chess-player throughout all Europe, that was not greatly surprised at the final result of the Chess Tourney. 1st prize, Mr. Anderssen 2nd prize, Mr. Wyvill; 3rd prize, Mr. Williams; 4th prize, Mr. Staunton; 5th prize, Mr. Szen; 6th prize, Captain Kennedy; 7th prize,

Mr. Horwitz; 8th prize, Mr. Mucklow!!!

"MM. Kieseritzky, Löwenthal, Mayet, and Lowe, being thrown out at the beginning! Was there not here, in fact, a distribution of prizes in an inverse proportion to the skill of the players? Not in the absolute sense of the word, as Mr. Von Oppen will interpret it, merely as a pretext of quarrel with Mr. Staunton, but in a sense necessarily restricted, in the sense indeed which every unprejudiced reader must attach to the passage in question. Have Messrs. Wyvill and Williams ever, up to this day, pretended to be more skilful players than Mr. Staunton, Mr. Horwitz, and Captain Kennedy? Could Mr. Mucklow* have expected any prize at all, when there were in the lists such opponents as Messrs. Kieseritzky, Löwenthal, Mayet, and Lowe? And, on the other hand, is it not an absolute absurdity to affirm that Mr. Staunton could, under any circumstances, have judged Mr. Anderssen entitled to only the eighth prize, or could have considered him as the most feeble of the prizebearers? Yet this is what Mr. Von Oppen maintains, ironically it is true. Does not all the world agree with Mr. Staunton as to the blind influence of fate upon the results of the Tourney, an influence which had not been sufficiently guarded against by the regulations? This is so true, so well understood, that no one estimates the play of Mr. Kieseritzky and his companions in misfortune one whit less after the Tour-

nament than before, though they did not obtain any prize at all.

"Unfortunately for the character of Mr. Von Oppen, otherwise so venerable, his friendship for Mr. Anderssen, or his tendency to sarcasm, has led him to indulge not only in the most indecorous raillery towards Mr. Staunton, but to attack him in a manner most unjustifiable through the medium of a jeu de mot. 'Staunton seitdem einen langen Artikel uber das Turnier in der "Chess Player's Chronicle" * "Unser Anderssen kommt in der That übel weg: der Verdienst des Siegers ist kleiner geworden und das Verdienst wird kleiner gemacht. H. Staunton, Esq., ubernimmt dies Geschäft: ob gerade er dazu berufen war, könnte zueifelhaft sein.' Which, translated into English, runs thus—'Staunton has since published a long article upon the Tournament in the "Chess Player's Chronicle" * " Our Anderssen has been, it must be confessed, very badly treated. The prize † of the conqueror has

^{*} A player from the country, never before even heard of, and to whom a first-rate master would give the odds of a Rook.—(Ed. of 'C. P. C.')

[†] The pun here is founded upon the German expression Verdienst, which signifies both "merit" and "prize, (or salary)." (It is scarcely

been diminished and his merit has been lessened. Mr. Staunton has taken this labour upon himself: it may be doubted if it were worthy of him to undertake it.'

"Mr. Staunton is here accused directly of having lessened the merit of Mr. Anderssen, and indirectly of having diminished his prize, that is to say, of only allowing him 1831. 10s. instead of 5001. The first accusation appears to us unjust in the extreme. In no part of any passage, either of the 'Chess Player's Chronicle,' or of the 'Illustrated London News.' has Mr. Staunton depreciated the skill of Mr. Anderssen; on the contrary, the only game of the Tournament between these two great masters which has yet been published in the 'Chess Chronicle,' is one of those won by Mr. Anderssen, whose play is there explicitly praised. It cannot be expected from Mr. Staunton that he should at present publish the others, of which the majority were in favour of the Prussian player. because the whole of the games must appear, towards the end of the year, in the 'Book of the Tournament','—the inalienable property of the subscribers. The criminality of Mr. Staunton, then, is reduced to his having declared that he ought to have gained two of the games which in reality he lost; and in his having attributed the errors which caused their loss to his ill state of health. Now, who has ever refused to a Chessplayer the right of excusing or explaining his defeats? and what adversary has any cause to be angry, provided he is not formally attacked? That the English leader should as yet consider himself unconquered is perfectly just and proper, because the last decisive match for 100%, sterling, proposed by the regulations of the Chess Tournament, has not yet taken place. The hymns which Mr. Nathan has addressed to the 'Chess King,' the monument which he has erected to him in the August number of the 'Schachzeitung,' the toast proposed by Mr. Von Oppen to the conqueror of England, France,* and Austria (see the September number of that review); and finally, the formal crowning of Mr. Anderssen! which took place latterly at Berlin, seem, to us at least, both premature and ridiculous.

"As to Mr. Staunton's ill health, which Mr. Von Oppen is charitable enough to laugh at, it is, we know, too real, and Mr. Anderssen must recol-

necessary to say, in reply to Mr. Von Oppen's contemptible quibble, that Mr. Anderssen and every other prize-bearer received from the committee, to a penny, the amount he was entitled to, according to the programme issued months before the Tournament by the gentleman who so generously performed the unthankful duties of the direction of it. If the amount carried off by Mr. Anderssen to those friends in Germany who sent him here was less than they expected, its diminution was attributable to his not very chivalrous compromise with Mr. Szen, that if either were lucky enough to gain the first prize he should pay one third to the other. (Ed. of 'C. P. C.')

^{*} France, then, has also been vanquished! What will La Régence say to this? and Mr. Kieseritzky, who, we are at a loss to know why, has become a partizan of Mr. Anderssen, forgetting his own part as champion of French Chess?

lect what Mr. Staunton repeated to him several times in London, that he must have a certain time to recover himself, and that till then, being strictly forbidden by his medical advisers, he dare play no more serious matches. Well, let us now pass on to the other reproach, or rather insinuation, of Mr. Von Oppen; that Mr. Staunton had diminished the prize (salary) of the victor. We cannot persuade ourselves to believe that Mr. Von Oppen could mean to imply that Mr. Staunton caused Mr. Anderssen to be paid by the committee less than the proportion he was entitled to from the product of the subscription, for in this case the accusation would be in itself as shameful as it is absurd. But even interpreting the passage in the least offensive manner, still Mr. Von Oppen indirectly accuses Mr. Staunton of having caused a diminution of the Tournament-prizes by the decrease of the subscription. Now such an insinuation cannot but deeply offend all true lovers of the game,-all those who love it, not for the benefits it may procure, but for itself; in a word, all those who have interested themselves in the cause of this great international assemblage. To bring about this Tournament, unique up to the present time in the records of Chess, Mr. Staunton devoted himself for nearly twelve months to labours of body and mind, which have seriously injured his health. In the prosecution of these labours, he had to make many sacrifices, and had to combat obstacles and jealousies of every description; supported worthily, however, by the great body of British amateurs, he carried it out, and carried it, too, despite the extraordinary and unlooked-for opposition of the London Club,* and now this man (Anderssen) who, without making any sacrifice, has reaped all the fruits of the Tournament, authorises the insertion in his Magazine of an article in which Mr. Staunton is accused of having caused him to be paid less than he had led him to hope at the period when it was not yet decided that the City Club would refuse to subscribe at all! What must the distinguished and honourable men, who in all parts of England have generously subscribed to this great meeting, with the one sole object of improving our noble game, think of such a want of delicacy? † Is this the gratitude which was due to them from Prussia, equally with those of all other countries?

"Mr. Staunton the cause of the diminution of Mr. Anderssen's prize! Did not the latter, before his departure for London, accept the generous offer of Mr. Staunton to reimburse the expenses of the journey, in case he should be obliged to return to his country without a prize? TMr. An-

^{*} We speak here of the opposition of this Club as a body, an opposition ruinous to the cause of Chess, and which was followed up rather from system than conviction; for we have reason to believe that the more respectable members of the Club were inwardly annoyed at it.

[†] See the list of subscribers, published in the September number of the 'Chess Player's Chronicle.'

[‡] It will scarcely be credited that the author of the scandalous article in the 'Schachzeitung,' which has justly aroused the indignation of Major Jaenisch, wrote some days before the Tournament, to express his regret that the circumstances of Mr. Anderssen were such as would prevent his

derssen's prize lessened!! But the London Club, who contributed nothing to the subscriptions, who had not invited him to England, and whose patronage he nevertheless preferred to that of the committee, has it not indemnified him by 'the cup' presented to him, even at the risk of wounding the just susceptibility of the English amateurs? Mr. Anderssen's prize lessened!!! Why, did not Mr. Anderssen himself, in a moment of trepidation, enter into an arrangement with Mr. Szen, that if either of them was lucky enough to gain the first prize, he should pay to the other one-third of the amount? Was not this an extraordinary piece of conduct for a 'Chess King,'' if he have seriously accepted the title which ill-judging admirers have decreed him?*

"We entertain no animosity to anybody; having arrived in London too late for the Tournament, we were able only to take part in the subsequent matches; but we remained long enough in England to inform ourselves of the true state of things, with which Mr. Oppen is evidently unacquainted, and of which, as we wish to believe, from his ignorance of the English language, Mr. Anderssen could have obtained but an imperfect knowledge. It is not, then, for any predilection for such or such a party or coterie, that we have decided upon publishing the present answer to the calumnies contained in the article of Mr. Von Oppen; such answer seemed to us imperiously called for by strict justice, and by our obligations to the English Chess amateurs, who, with as much disinterestedness as delicacy, invited us to London.

"C. F. DE JAENISCH."

The further testimony of M. Löwenthal, another of the distinguished foreign Chess-players present at the Tournament, will add weight to the preceding.

To the Editor of the "Berlin Chess Journal."

(Translation.)

"For some time past I have noticed, in the few journals devoted to Chess, that a style of comment has been introduced which I can by no

taking part in the meeting unless his expenses were paid him; and that it was only upon Mr. Staunton's undertaking, at his own cost, to reimburse Mr. Anderssen's expenses in the event of his being unsuccessful, that Mr. Anderssen agreed to come at all. These are matters which we are reluctant to touch upon; but the ungenerous return which the chief promoters of the Tournament have met with from those who have benefitted most by it in purse and reputation, renders it imperative that the truth should be known.—(Ed. 'C. P. C.')

^{*} We express ourselves thus, because we are persuaded that Mr. Anderssen knows the *real* value of his play much better than his blind admirers. He is acknowledged by everybody to be one of the strongest players in Europe; but the proofs that he is the strongest are still

means tolerate, but must sincerely regret. I have long thought of saying something on the subject, but a wish to see it treated by others, and a doubt of my own competency, have caused this delay. However, (at the risk of being reckoned a partizan) I will now give my own views, and not under the shelter of an anonymous shield. I shall not try to write in the 'sharp and piquant style,' so much cultivated lately; but shall rather state facts plainly, with the least possible reference to personalities.

"With this short introduction, I proceed to notice briefly those circumstances attending the late Chess Tournament in London, which seem to have excited in some journals that bitter animus of which I complain. To all the foreign amateurs who have taken any part in the personalities to which I refer, I would say-'Is it seemly and becoming thus to attack an individual (and I might say insult a people) to whom we owe gratitude for hospitality, and for the long-wished-for opportunity of a gathering of living Chess players? Shall the illness of England's first player, who has rendered the greatest service to the study of Chess, be made thus ungraciously an occasion for seeking to lessen, not only his reputation as a player, but also his worth as a gentleman?' For the satisfaction of some persons, who have even questioned the fact of Mr. Staunton's illness, I can speak from my own daily intercourse with him, during which I have had sad and convincing proofs of the serious nature of his malady; so that it is no difficulty to me to believe that such an illness must have had a fatal influence on his play in the Tournament. If any one choose to doubt this, then I would ask if they are prepared to assert that the games lost by Mr. S. (in his match with Mr. Anderssen) have all that force and consistency characterising the numerous earlier published games of Mr. S., which have long ago justly raised him to the first rank of living players?" I regret to find that an English writer on Chess should have thought it proper to indulge in personalities in a case of this kind, and more, that the example should have found a follower in the Berlin Chess Journal. [This refers to a letter from Herr Von Oppen, which appeared in the August Number of the said Journal.] However, it is gratifying to observe that the

wanting, as he cannot deny. Without even speaking of players out of Germany, when has it been shown that he is superior to Mr. Von Heydebrand or Mr. Harrwitz?

^{*} The following observations, which I have met with in a highly respectable English journal, so completely accord with my own views and that I believe of every impartial player living, that I cannot resist quoting them.—"Mr. Staunton, in his contest with Herr Anderssen, played greatly below his usual force. In fact, his play during the Chess Tournament no more resembled his play when in health, than the imbecile efforts of an octogenarian does the vigorous exertions of a man in the prime of life. We cannot recognize any of the brilliant conceptions which gave Mr. Staunton the victory in his struggle with his formidable adversary, St. Amant. Mr. S. during the progress of the Tourney was labouring under very serious indisposition, which in our opinion should have prevented him from playing at all.

cannot but be, that in discharging the office of a faithful chronicler and critic for many years, in a science which, more than any other, involves the self-complacency of its followers. I should often give offence. It is a painful necessity, inseparable from duty, if faithfully performed; but it is a compensation of no trivial value to find that, if by this fidelity, I alienate the good-will of some false pretenders to pre-excellence of skill, I have also strengthened and secured the confidence of all favourable friends. In this Introduction, indeed, although I have endeavoured to confine myself. and I trust not unsuccessfully, to a calm and temperate review of the proceedings connected with the Tournament, I am conscious that much which I have written will give displeasure to some. I shall regret it; but I feel equally assured, that I shall be more than indemnified by the approbation of those whose opinion is far more valuable to me—the generous and high-minded amateurs of the chivalry of Chess.

H. S.

London, March, 1852.

ACCOUNT OF THE RECEIPTS AND EXPENDITURE IN CONNECTION WITH THE CHESS TOURNAMENT.

RECEIPTS.

*Amount of Entrance Fee Entrance Fee	es to the G	eneral To ovincial T	urnament	nt	Fees	551 85 10 647	8. 10 0 10	d. 6 0 0
-	PRIZES	IN THE	GENERAL	TOURNAL	ENT.	£		و
1st Prize	****					183	s . 6	d. 8
2nd Prize						55	ŏ	ŏ
3rd Prize	••••	••••			••••	39	5	ğ
4th Prize	••••	••••	••••	••••		27	10	ŏ
5th Prize	••••		****	****	••••	20	Ō	ŏ
6th Prize		••••	••••	••••	••••	13	15	Ŏ
7th Prize	••••	••••	••••		••••	9	3	4
8th Prize		••••	••••	••••	• • • •	7	10	0
	PRIZES IN	THE PR	OVINCIA	L TOURNA	MENT.	355	10	9
1st Prize						27	10	0
2nd Prize	••••	••••	••••	••••	••••	12	0	Ö
3rd Prize	••••	••••	••••	••••	••••	7	10	0
4th Prize	••••	••••	••••			5	0	ő
				••••	••••			_
		•				52	0	0
	PRIZ	ES IN TH	E AFTER	MATCHE	B.			 d.
Buckle and	}	****		••••	••••	16	Ö	0
Löwenthal	j	••••	••••		••••	4	0	0
Deacon and	}	•…	••••		••••	8	0	0

^{*} Erratum.—The subscription of A. Goldsmid, Esq., should be £2 2s. instead of £2 1s.

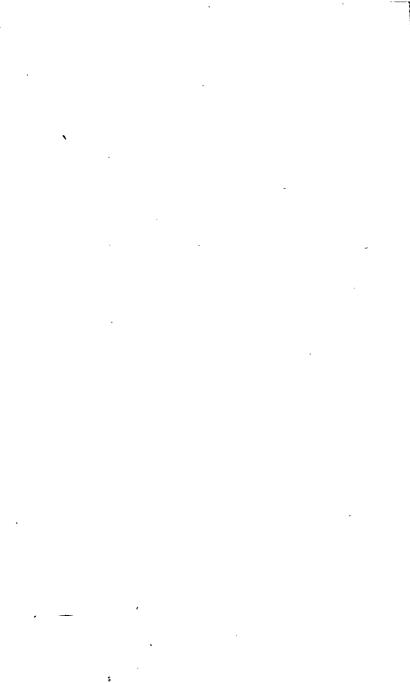
					-	£	8.	d.
Horwitz and	l	••••	****	••••	••••	lö	0	.0
Bird	ſ	••••	••••		••••	4	0	0
Löwenthal and	ì	••••	••••	••••	••••	16	0	0
Williams	ſ	••••	••••	••••	·	4	0	0
Staunton	. l.	••••	••••	••••	••••	4	0	0
*Williams	ſ	••••	••••	••••	••••	16	0	0
Staunton and	l	••••	••••	••••	••••	16	0	0
Jaenisch	ſ	••••	••••	••••		4	0	0
						£110	0	0
				_		£	8.	d.
Total amount	received	••••	••••	••••	••••	647	0	6
Deduct amour	nt of prize	s in the G	ieneral To	ourney	••••	355	10.	9
						291	9	9
Amount of pr	nzes in the	Provinci	al Tourne	у	••••	52	_0 	0
						239	9	9
Amount of pr	rizes in the	After M	atches	••••		110	Ō	Ö
						129	9	9
Secretary's sa	lar y	••••	••••	••••	••••	25	4	0
Enterna 17		4. Wasa	C	V::4-1		104	5	9
Entrance Fee	s returned	to mress	rs. Szen,	mieseritzky	•	• •	_	_
Löwenthal	••••	••••	••••	••••	· ••••	15	_0	0
Petty expens	es hefore	the To	ırnev in	cluding no	neterro	89	5	9
(British an								
books, adve			-	unt anu H		23	9	6
DOOKS, MILVE	rusing, a	c. ac.	••••		••••		9	_0
						65	16	3
Printer's bill							13	6
	••••	••••	••••	••••	••••			_
						51	2	9

^{*} The circumstance, in this single instance, of the loser of the majority of games receiving the larger prize, was owing to Mr. Staunton's engaging, as an inducement to his reluctant adversary to play, that in the event of the latter winning four games before Mr. S. won seven, he should have the larger sum played for.

INTRODUCTION.

Expenses during and after the Tournament, including extra servants, attendance, purchase and hire of Chessmen	£	8.	d.
and boards, postage, stationery, &c	15	11	6
Returned subscription of M. Von Heydebrand, received	35	11	3
too late to be available	1	10	0
Returned Anonymous Subscriptions received through Lord	34	1	3
Arthur Hay, too late to be available	4	0	0
Balance *	30	1	3

^{*} As the arrangement with the Editor of this book, who undertook to collect the whole of the games, to prepare them for the press, and to publish them at his own risk, placed a much larger sum at the disposal of the Committee than they would otherwise have had, it was resolved that the balance in their hands at the termination of the proceedings should be devoted to relieve both him and the subscribers from the heavy expenses attending the transmission of so many copies of the work to the parties entitled to them, in various parts of the world. The Committee farther determined that every subscriber of 10s., and every amateur engaged in the Tournament, whether a subscriber to the book or not, should be presented with a copy of the games.



- P. to Q's 3rd.
- 7. P. to Q. R's 3rd.
- 8. K. Kt. to K's 2nd.
- 9. P. takes P.
- Castles.
- 11. Q. to B's 2nd.
- 12. P. takes Kt.
- 13. P. to K's 4th.
- 14. B. to K's 3rd.
- 15. P. to K. B's 4th.
- 16. P. takes K. P.
- 17. Kt. to K. B's 4th.†
- 18. B. to Q's 2nd.
- 19. P. to Q's 4th.
- 20. P. to K's 5th.
- 21. P. to K. R's 3rd.
- 22. P. to Q's 5th.§
- 23. K. to R's sq.
- 24. Q. R. to K's sq.
- 25. Kt. to K's 6th. ¶
- 26. B. to K. Kt.'s 5th.
- 27. Kt. takes B.
- 28. B. to K's 7th.** 29. R. to Q. Kt.'s sq.
- 30. B. to Q's 6th.
- B. takes R.
- 32. B. to Q's 6th.
- 33. P. to K's 6th.
- 34. B. to K. B's 4th.
- 35. Q. to Q's 2nd.
- 36. Q. to Q's 4th.
- 37. P. takes Q.
- 38. K. R. to Q. B's sq.
- 39. R. takes Q. B. P.

- 6. Kt. to K. B's 3rd.
- 7. B. to K's 3rd.
- 8. P. to Q's 4th.
 - 9. Kt. takes P.
- 10. Castles.
- 11. Kt. takes Kt.
- 12. B. to Q's 4th.
- 13. B. to K's 3rd.
- 14. Q. to her 2nd.*
- 15. P. to K. B's 4th.
- 16. Kt. takes P.
- 17. Kt. to K. Kt.'s 5th.
- 18. P. to Q. B's 5th.
- 19. B. to K. B's 2nd.
- 20. Q. R. to Q. Kt.'s sq.21. Kt. to K. R's 3rd.
- 22. B. to Q. B's 4th (ch.)
- 23. Q. to K's 2nd.
- 24. Q. to K. Kt.'s 4th.
- 25. Q. to K's 2nd.
- 26. Q. to K's sq.
- 27. Q. to Q. Kt.'s 4th.
- 28. K. R. to K's sq. 29. Q. to Q. R's 4th.
- 30. P. to Q. Kt.'s 3rd.
- 31. Q. takes Kt.
- 32. Q. to K's 6th.
- 33. B. to K. Kt.'s 3rd.
- 34. Q. to Q. B's 4th.
- 35. K. to R's sq.
- 36. Q. takes Q.
- 37. Kt. to Kt.'s sq.
- 38. Kt. to K. B's 3rd.
- 39. Kt. to K's 5th.
- * P. to K. B's 4th, I think, would be stronger play. † The advantage of position is already in Black's favour.
- Cof the two evils, taking the K. P. is, perhaps, the least. By allowing the centre Pawn to advance, White subjects himself to irreparable
 - § Now are these Pawns quite irresistible.
 - || This makes Black's assurance doubly sure.
 - ¶ Black cleverly takes advantage of his adversary's blunder.

40. Q. R. to Q. B's sq. 41. R. to Q. B's 8th.

40. K. to Kt.'s sq.

And White resigns.

√ GAME III.

FIRST GAME BETWEEN MESSRS. HORWITZ AND BIRD.

[IRREGULAR OPENING.] WHITE. (Mr. H.) BLACK. (Mr. B.) 1. P. to K. Kt.'s 3rd. 1. P. to Q. B's 4th. P. to K's 3rd. 2. P. to Q. B's 4th. 3. P. to K. B's 4th. 3. B. to K. Kt.'s 2nd. 4. Kt. to K. B's 3rd. 4. Kt. to K. R's 3rd. 5 B. to K's 2nd. P. to Q's 3rd. 6. Castles. 6. Kt. to Q. B's 3rd. 7. Kt. to Q. R's 3rd. 7. Castles. 8. Kt. to Q. B's 2nd. 8. B. to K. B's 4th.* 9. P. to Q's 3rd. 9. Q. to Q. Kt.'s 3rd. P. to K's 4th. 10. Q. to K's sq. 11. P. takes P.† 11. Q. Kt. takes P. 12. Kt. takes Kt.‡ 12. P. takes Kt. 13. B. to K. Kt.'s 5th. 13. P. to K's 4th. 14. Kt. takes B. 14. B. takes B. 15. Q. to K. Kt.'s 3rd. 15. Kt. to B's 3rd. 16. Kt. to K. R's 4th. Q. takes K. P. 17. Q. to K. Kt.'s 5th. 17. B. takes Q. Kt. P. 18. R. to Q. Kt.'s sq. 18. B. to Q's 5th (ch.) 19. B. takes B. (ch.) B. to K's 3rd.§ 20. Kt. takes B. 20. Q., to Q's sq. 21. Q. R. takes Q. Q. takes Q. 22. P. to Q. Kt.'s 3rd.

22. Kt. to Q's 5th.
23. P. to Q. R's 4th.
24. P. takes P.
25. Q. R. to K. sq. ||

* The Q. B. is badly posted

24. P. takes P.
25. R. to K. B's 2nd.

sis sq. He ought rather to have

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

* The Q. B. is badly posted on this sq. He ought rather to have brought it out at the Q. Kt.'s 2nd sq.

+ Surely P. to K's 4th, followed by P. to K. B's 5th, would have been much stronger.

‡ Again, it strikes me that, owing to the situation of Black's K. K White would have done better to play P. to K's 4th.

§ Kt. takes B. at first sight gives promise of a winning attack, bu I believe Mr. Horwitz's play was the sounder.

|| He might now have gained the K. B. P., but it would evidently have been at the expense of his own Q. P. His best move, as 1 think, was F to Q. R's 5th.

NT. GAME III. to Kt.'s sq.

& AND BIRD.

(Mr. B.) K. Kt.'s 3rd. Q. B's 4th. K. Kt.'s 2nd. K. R's 3rd.

Q. B's 3rd.

Q's 3rd.

C. B's 4th.* 2. Kt.'s 3rd.

"s 4th. takes P. Kt.

Kt.'s 5th. s B. 's 3rd.

. R's 4th. Q. Kt. P.

5th (ch.) B. (ch.) sq.

es Q. (t.'s 3rd. l's 4th.

's 2nd. rather to have

vould have been

Black's K. Kt.

ing attack, but

evidently have think, was P.

26. Kt. to Kt.'s 2nd. "s 4th.* 27. P. to K. B's 5th.

28. Q. R. to Q's 3rd. 3rd. 29. Q. R. takes Kt.

K. R. 30. Q. R. takes Q. R. R. P. 31. R. to K's 3rd.

ind. 32. Kt. to K's sq. l's 5th.§ 33. P. takes P.

L. R. P. 34. R. to Q. B's 3rd.

35. K. to B's 2nd. Brd. 36. Kt. to Q. B's 2nd. 7th (ch.)

37. R. to K's 3rd (ch.) 4th. 38. R. to Q. B's 3rd. B's 5th. R's 4th. 39. K. to K's 2nd.

40. K. to B's 2nd. 's 5th.

41. K. to Kt.'s 2nd. 5th. 42. P. to R's 3rd. 's 7th.

43. R. to K. B's 3rd (ch.) ..'s 6th. 44. R. to K's 3rd (ch.) 's 5th. 45. R. to K's 2nd.

s 4th. 46. Kt. to Q's 4th. 's 5th. 47. Kt. to Q. Kt.'s 5th. t.'s 5th.¶

l's 4th. 48. Kt. to Q's 6th. 49. R. to K's 4th (ch.) s P.

Kt.'s 4th. 50. R. to Kt.'s 4th (ch.) 51. Kt. to K. B's 7th. R's 4th.

hazardous, but is quite sound. ather than this feeble move, he had played,

28. Q. R. to K. B's sq. takes P. R. to K's 4th. 29. Kt. to K's 3rd.

He seems to have no better move.

takes Kt. 30. R. takes Kt. . takes R. 31. R. takes R.

. to K's 4th.

And White has gained a Pawn.

He should have played forward his King. twitz makes some amends for his carelessness in the pre-, by the admirable manner in which he plays the termination

i's 2nd would have left the Rook more freedom. I doubt, any skill on Black's part could have won the game.

Ite intended only to make a drawn battle, his surest play was m off the Rook now.

52. R. to Kt.'s 7th (ch).

52. K. to Kt.'s sq.

53. R. to Kt.'s 8th (ch.)

53. K. to Kt.'s 2nd.

54. R. to Kt.'s 7th (ch.)

And draws by perpetual check.

GAME IV.

Second game between the same players.

[RUY LOPEZ' KNIGHT'S GAME.] (Mr. B.) BLACK. 1. P. to K's 4th. Kt. to K. B's 3rd. 3. B. to Q. Kt.'s 5th.

4. P. to Q's 4th. 5. Kt. takes Kt. 6. P. to K's 5th.

7. Castles.* 8. P. to Q. B's 3rd.

9. B. to Q. B's 4th †

10. B. to Q. Kt.'s 3rd. 11. Kt. takes P.

12. Kt. to K's 4th. 13. Q. to K. R's 5th.

14. B. to K. Kt.'s 5th. 15. Q. R. to K's sq.

16. Kt. takes B. 17. Q. to K. R's 4th. WHITE. (Mr. H.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd. 3. Kt. to K. B's 3rd.

4. Kt. takes Q. P.

5. P. takes Kt. 6. Kt. to Q's 4th.

7. B. to Q. B's 4th. 8. P. to Q. R's 3rd.

9. Kt. to Q. Kt.'s 3rd

10. P. takes P. Castles.

12. Q. to K's 2nd.

13. P. to Q's 3rd.‡ 14. Q. takes K. P.

15. Kt. to Q's 4th.§ 16. Kt. to K. B's 3rd.

17. Q. takes Kt.

* Better to have taken the P. with his Q. at once.

+ Had he played the B. to K's 2nd, White would probably have moved his Q. to K. R's 5th.

‡ B. to Q's 5th at the first glance looks stronger, but I believe the following moves will prove that would have been an imprudent move:-

13. B. to Q's 5th.

14. P. to K. R's 3rd. 14. Kt. to K. Kt.'s 5th.

15. Kt. takes K. B. P. 15. R. takes Kt. 16. P. takes B. 16. B. takes K. R. P.

17. Q. to K. Kt.'s 4th (ch.)17. K. to B's sq. 18. B. takes R. 18. Q. takes B.

19. Q. takes B.

With a capital game.

From this moment the game becomes ex-§ Beautifully played. ceedingly animated and instructive.

|| All this is very ingenious.

Q-KB7

• •	-	. 1	77.
IX.	K.	takes	Kt.

19. R. to K's 3rd.

20. Q. takes K. B. P.

21. R. to K. Kt's 3rd.

22. Q. to K. R's 4th. 23. P. to K. B's 4th.

24. K. to R's sq.

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

26. Q. R. to K. B's 3rd.

27. P. to K. R's 4th.

18. P. takes B.

19. B. to K. B's 4th.

20. B. to K. Kt.'s 3rd.

21. Q. to K's 4th.

22. Q. takes Q. Kt. P.

23. Q. to Q's 5th (ch.)*

24. Q. R. to K's sq.

25. Q. to K. B's 7th.

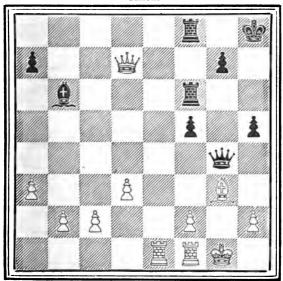
26. Q. to Q's 7th.†
27. P. to Q. B's 3rd.‡

* Preventing the advance of the formidable B's Pawn.

+ Again preventing the advance of the Pawn.

‡ With a twofold object; first, to enable him to shut out the opposing B.; and secondly, to tempt Black to march on with his R. Pawn. Promising, however, as this move looks, the sequel shows it was not the best, White in his combination having overlooked one very important coup which Black has in store. The following is a diagram of the situation, before White made the objectionable move in question:—

BLACK.



WHITE.

28. P. to K. R's 5th.	28. R. to K's 4th.
	29. R. takes B.
30. Q. to Q's 8th (ch.)	30. R. to K. B's sq.
31. Q. takes R. (ch.)	81. K. takes Q.
32. P. takes R. (dis. ch.)	32. K. to Kt.'s 2nd.†
33. P. takes B.	33. P. takes K. P.
34. P. takes P.	34. K. takes P.
35. K. to R's 2nd.	35. P. to K's 5th.
	36. K. to Kt.'s 3rd.
36. Q. R. to R's 3rd (ch.)	
37. Q. R. to Kt.'s 3rd (ch.)	37. K. to R's 2nd.
38. K. R. to K. B's 7th (ch.)	38. K. to R's 3rd.
39. K. R. to K. B's 6th (ch.)	39. K. to R's 4th.‡
40. R. to K. B's 8th.	40. Q. to Q's 5th.
41. R. to K. R's 8th (ch.)	41. Q. takes R.
42. R. to R's 3rd (ch.)	42. K. to Kt.'s 5th.
43. R. takes Q.	43. K. to B's 5th.
44. R. to K. B's 8th (ch.)	44. K. to K's 6th.
45. K. to Kt.'s 3rd.§	45. P. to Q. B's 4th.
46. R. to Q. Kt.'s 8th.	46, P. to Q. Kt.'s 4th.
47. R. to Q. Kt.'s 6th.	47. P. to Q. B's 5th.
48. R. takes R. P.	48. P. to Q. B's 6th.
49. R. to Q. B's 6th.	49. K. to Q's 7th.
10. 10. W Q. D 6 UII.	10. 11. 00 ap 5 mi.
In this situation White has two Pa	awns more than his adversary.

In this situation White has two Pawns more than his adversary, but this advantage is somewhat counterbalanced by the attack Black has obtained. Instead of playing, as Mr. Horwitz did, P. to Q. B's 3rd, I would suggest that White should now move,

27. K. to Kt.'s 2nd.

28. Q. to K. Kt.'s 3rd.

Black has other moves, but I doubt if he has any one which gives him so good a prospect of success. If he play P. to K. R's 5th, White enswers with R. to K's 4th, and wins.

28. K. to R's sq.

For the purpose of playing the R. to K. Kt.'s sq., &c.,

29. P. to K. B's 5th. 29. B. to K. R's 4th.

White now maintains his superiority of force, and must soon have at least an equal position.

* A capital counter-stroke. This is the move Mr. Horwitz evidently

failed to consider when planning his line of attack.

† Better by far to have gone to K's 2nd.
‡ Had he gone to R's 2nd, Black could then have played K. R. to K. Kt.'s 6th, followed by K. R. to K. Kt.'s 4th, winning by force.

§ K. to Kt.'s sq. would have been much more decisive, because then his K. Kt. P. marches on at once.

er IV.

. to K. B's 4th. 50. P. to K's 6th. . to Q's 6th (ch.) 51. K. to K's 7th. to Kt.'s 4th. 52. K. to B's 7th. to K. R's 6th. 53. P. to K's 7th. . to R's 2nd (ch.) 54. K. to B's 8th. . to B's 3rd. 55. P. to K's 8th (becoming a Kt. (ch.) . to K's 3rd. 56. Kt. to K. Kt.'s 7th (ch.) .. takes Kt. 57. K. takes R. 58. P. to Kt.'s 5th. '. to Kt.'s 5th. 59. Resigns. . to Q's 3rd.

GAME V.

Third game between the same players.

[SICILIAN OPENING.]

HITE. (Mr. H.) (Mr. B.) BLACK. P. to K's 4th. 1. P. to Q. B's 4th. P. to K. B's 4th. 2. P. to Q's 4th. P. takes P. 3. Q. takes P. Kt. to Q. B's 3rd. 4. Q. to Q's sq. Kt. to K. B's 3rd. 5. Kt. to K. B's 3rd. Kt. to K's 5th. 6. P. to K's 3rd. B. to Q. Kt.'s 5th (ch.) 7. B. to Q's 2nd. 8. Q. to Q. B's 2nd. Q. to K. B's 3rd.* 9. Q. Kt. takes B. B. takes B. (ch.) 10. P. to Q. R's 3rd. Castles. P. to Q's 3rd. B. to Q's 3rd. K. Kt. to Q. B's 4th. Castles on K's side. 13. Q. takes Kt. Kt. takes B. P. to K. B's 5th. 14. Kt. to K's 4th. Q. to K. Kt.'s 3rd. 15. P. takes P. 16. K. Kt. to Q's 2nd. R. takes P. B. to K. B's 4th. 17. P. to K. B's 3rd. Q. R. to K. B's sq. 18. Q. to K's 3rd. 19. Q. R. to K's sq. B. to Q's 2nd. P. to Q. Kt.'s 3rd. 20. Q. Kt. to Q. B's 3rd. 21. Q. Kt. to Q's 5th. K. R. to K. B's 2nd.†

Already the position assumes an aspect unusually interesting at the ning of a "close game."

To avoid the loss of his Q. B. P., when Black played Kt. to Q's 5th.

y, but k has 's 3rd,

es him White

_{nave} at idently

R. w

then

22. B. to K. R's 6th.	22. R. to K. B's 2nd.
23. Q. Kt. to K's 4th.	23, P. to K. B's 4th.
24. Kt. to Q's 6th.	24. Q. takes B.
25. Kt, takes Q. R.	25. R. to K's 2nd.
26. Q. to Q's 6th.	26. Q. to K's 6th.
27. Q. to Q's 5th (ch.)*	27. K. to B's sq.
28. Kt. to Q's 6th.	28. K. Kt. to K. B's 3rd.†
29. Kt. takes K. B. P.	29. Q. takes R. (ch.)
30. K. takes Q.	30. K. Kt. takes Q.‡
31. Kt. takes R.	31. K. takes Kt.
32. R. to K's sq. (ch.)	32. K. to Q's 3rd.
33. R. to Q. B's sq.	33. K. Kt. to Q. B's 6th.§
34. P. to Q. R's 3rd.	34. P. to Q. Kt.'s 4th.
35. K, to K's 3rd.	35. K. to Q's 4th.
36. K. to Q's 2nd.	36. P. to Q. Kt.'s 5th.
~	
37. R. P. takes P.	37. K. Kt. to Q. R's 7th.
38. R. to Q. Kt's sq.	38. P. takes P.
39. R. to Q. R's sq. "	39. K. Kt. to Q. B's 6th.
40. R. takes R. P.	40. K. to K's 4th.

- * The play on both sides is highly spirited, but Mr. Horwitz did wrong to give check; he should rather have played Kt. to Q. B's 7th, threatening to move it next to Q's 5th.
- † White's Q. is now in a situation of great peril, and, although Mr. Horwitz acquits himself in this difficulty with characteristic ingenuity, he cannot avoid some loss.
- ‡ If he had made the very natural move of R. to K's 7th (ch.), it would have cost him the game, for instance,—

30. R. to K's 7th (ch.)

31. K. to Kt.'s sq. 31. Kt. takes Q.

32. Kt. takes Kt. (dis. ch.) and afterwards takes the R. &c.

§ Kt. to Q. Kt.'s 5th would have been much stronger.

A masterly coup de répos. If he had played the obvious move which ninety-nine players out of every hundred would have made, of R. to Q. R's sq., his adversary would have taken the doubled P. in safety, because, on the after advance of the Q. B. P. to Q. B's 3rd, he had the power of taking the Kt. P. with the other Kt., checking, and winning the R. The student will do well to examine this situation, of which a diagram is appended, attentively. It is as instructive as it is interesting.

41. R. to Q. R's 7th.*

42. P. to K. Kt.'s 4th.

43. R. takes K. Kt. P.

44. K. to K's 3rd.

45. P. to Q's 4th (ch.)

46. R. takes K. R. P.

47. K. to Q's 3rd.

48. K. to K's 4th.

49. R. to Q. R's 7th.†

50. K. to Q's 3rd.

51. K. to B's 4th.

41. Q. Kt. to K. B's 4th.

42. Q. Kt. to Q's 5th.

43. Q. Kt. to K. B's 6th (ch.)

44. Q. Kt. takes K. R. P.

45. K. to K. B's 3rd.

46. Q. Kt. takes K. Kt. P. (ch.)

47. K. Kt. to Q's 4th.

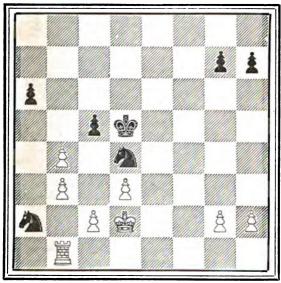
48. K. to K's 3rd.

49. Q. Kt. to K. B's 3rd (ch.)

50. K. to K. B's 4th.

51. K. to K's 5th.

BLACK.



WHITE.

^{*} The play of Mr. Horwitz throughout this trying end-game elicited, as it deserved, the highest encomiums from the surrounding spectators.

† An excellent move.

- 52. R. to Q. R's 6th.*
- 53. R. to Q's 6th.†
- 54. K. to Q. B's 5th.
- 55. R. to K's 6th (ch.)

And Mr. Bird surrendered.

GAME VI.

Fourth and last game between the same players.

[SICILIAN OPENING.]

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

P. to K's 3rd. 5. P. to Q. R's 3rd.

WHITE.

52. K. to K's 6th.

53. K. to K's 5th.

54. Kt. to K's 6th.

6. Kt. P. takes B.

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

2. Kt. to Q. B's 3rd.

3. Q. to Q. B's 2nd.

(Mr. H.)

- 7. Kt. to K's 2nd.
- 8. Kt. to Kt.'s 3rd.
- 9. B. to K's 2nd.
- 10. P. to K. B's 3rd.
- 11. B. P. takes P. 12. P. to Q's 3rd.
- 13. Q. takes B.
- 14. P. to K. R's 3rd.
- 15. Castles.
- 16. Kt. to K. B's 5th.
- 17. Kt. to Q's 4th.
- 18. B. to Q's 2nd.
- 19. Kt. to K. B's 3rd.
- 20. B. to K's sq.
- 21. Q. takes Kt.
- 22. P. to K's 5th.
- 23. P. takes Kt.
- * Black must lose something now, play the best he can.

† The coup juste.

I Beautiful and decisive. After this admirably-timed movement of the K., Black cannot avoid the loss of one of his Knights, or the disastrous exchange of both for the Rook.

§ This is lost time.

The winning move, and one it is surprising so sharp-sighted a player as Black did not foresee.

24.	R.	to	K's	4th.

25. K. to R's sq.

26. P. to K. Kt.'s 4th.

27. Q. to Q. R's 5th.

28. Q. R. to K. Kt.'s sq. 29. Q. to Q. B's 7th.

30. Q. takes Q. P. 31. R. takes K. P.

32. K. takes Q.

24. P. to K's 4th.

25. B. to Q's 2nd.

26. Q. to K. Kt.'s 4th.

27. B. takes Kt. P.

28. P. to K. R's 4th.

29. Q. to Q's 7th.

30. Q. takes K. B. P.

31. Q. takes Q. R. (ch.)* 32. P. to K. B's 7th (ch.)

And Black resigns.

GAME VII.

FIRST GAME BETWEEN MESSRS. STAUNTON AND BRODIE.

[SCOTCH GAME.]

(Mr. S.) WHITE. 1. P. to K's 4th.

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

3. P. to Q's 4th.

4. B. to Q. B's 4th.

5. P. to Q. B's 3rd.

6. Castles.

7. P. to K's 5th.

8. P. to Q. R's 3rd.

9. Q. B. takes P. 10. Kt. to Q. B's 3rd.

11. Kt. to Q's 5th.

12. P. takes P.

13. B. takes K. Kt. P.

14. R. checks.

15. Kt. mates.

BLACK. (Mr. B.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. P. takes P.

4. B. checks.

5. P. takes P.

6. Q. to K. B's 3rd.

7. Q. to K's 2nd.†

8. P. takes P.

9. B. to B's 4th.

10. P. to Q's 3rd.

11. Q. to Q's sq. 12. B. takes P.

13. B/ to K. Kt.'s 5th.

14. K. Kt. to K's 2nd.

GAME VIII.

Second and last game between the same players.

[IRREGULAR OPE. . NG.]

BLACK. (Mr. B.)

WHITE. (Mr. S.)

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

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

2. P. to Q's 3rd.

* A beautiful termination.

+ The correct play is Q. to Kt.'s 3rd.

3. P. to K's 3rd.

4. P. takes P.

5. Kt. to K. B's 3rd.

6. P. to K. Kt.'s 3rd.

7. B. to K. Kt.'s 2nd.

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

9. Kt. to K's 2nd.

10. P. to Q. R's 3rd.

11. Q. to Kt.'s 3rd.

12. B. to Q's 2nd.

13. Q. to B's 2nd.

14. P. to Q. Kt.'s 3rd.

15. Castles (on K's side.)

16. K. to R's sq.

17. Kt. takes Kt.

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

P. to Q's 4th.

20. R. takes B.

21. P. to Q. Kt.'s 4th.

22. B. to Q. B's 3rd.

23. K. R. to Q's sq.

24. Q. takes Kt.

25. Q. R. to K's sq.

26. K. to Kt.'s sq.

27. P. to K's 4th.

28. K. to B's sq.

29. Q. to Q's 2nd. 30. K. to Kt.'s sq.

31. K. to R's sq.

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

33. Q. to R's 2nd.

34. Q. R. to K. B's sq.

35. Q. to Q. B's 2nd.

36. P. to K's 5th.

37. B. to B's 3rd.

38. K. to K. Kt.'s 2nd.

39. B. to Q. Kt.'s 7th.

40. K. to R's sq.

41. Q. takes Q.

42. B takes P.

43. P. to Q. R's 4th.

44. B. takes Q. Kt. P.

3. P. to Q's 4th.

4. P. takes P.

5. Kt. to Q. B's 3rd.

6. Kt. to K. B's 3rd.

7. B. to Q's 3rd.

8. P. to Q. R's 3rd.

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

10. Castles.

11. K. to R's sq.

12. P. to Q. Kt.'s 4th.

13. R. to Q. B's sq.

14. R. to K's sq.

Q. to her 2nd.

16. Kt. to K's 4th.

17. K. B. takes Kt.

18. P. to Q. B's 5th.

B. takes Kt.

20. B. takes Q. P. 21. B. to Kt.'s 3rd.

22. Kt. to K's 5th.

23. Kt. takes B.

24. P. to Q's 5th.

25. P. to Q's 6th.

26. B. to Q's sq.

27. B. to Q. Kt.'s 3rd.

28. B. to Q's 5th. 29. Q. R. to Q's sq.

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

31. B. to K. B's 3rd.

32. P. to Q. B's 6th.

33. P. to Q's 7th.

34. Q. to Q. B's sq.

35. B. to Q's 5th.

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

37. B. to K's 6th.

38. Q. to B's 5th.

39. Q. to K's 7th (ch.)

40. Q. to her 6th.

41. R. takes Q.

42. R. to Q. Kt.'s sq.

43. P. to Q. B's 7th.

44. R. takes B.

IV. I. WALLS IN	45.	Ρ.	takes	R.
-----------------	-----	----	-------	----

46. K. to Kt.'s 2nd.

47. R. to Q. R's sq.

48. K. to R's 3rd.

49. P. takes P.

50. K. to Kt.'s 4th.

51. Q. R. takes Q.

52. R. to Q. R's 6th.

45. P. to Q. B's 8th, be.

coming a queen. 46. Q. to Q. B.'s 5th.

47. Q. to her 4th (ch.)

48. P. to K. Kt.'s 4th.

49. P. to K. B's 5th.

50. P. Queens (ch.)

51. R. takes R.

52. Q. takes K. P.

And Black resigns.*

GAME IX

FIRST GAME BETWEEN MESSRS. MUCKLOW AND E. S. KENNEDY. [IRREGULAR OPENING.]

WHITE. (Mr. M.)

1. P. to Q's 4th.

2. P. to Q. Kt.'s 3rd.

3. P. to K's 3rd.

١

4 B. to Q's 3rd.

5. P. to Q. R's 4th.

6. Kt. to K's 2nd.

7. P. to Q. B's 3rd.

8. B. to Q. Kt.'s 2nd.

9. Kt. to Q's 2nd. 10. Q. to B's 2nd.

11. P. to K. R's 3rd.

12. P. takes P.

13. Castles (K's side)

14. P. takes P.

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

17. Q. takes B.

18. Q. R. to Q's sq.

19. Q. takes P.

19. Q. takes P.

20. Q. to Q's 4th.

BLACK. (Mr. K.)

1. P. to Q's 4th.

2. P. to K's 3rd.

3. Kt. to K. B's 3rd.

4. P. to Q. R's 3rd.

5. P. to Q. B's 4th.

6. Kt. to Q. B's 3rd.

7. P. to Q. Kt.'s 3rd.

8. B. to Q. Kt.'s 2nd.
9. B. to Q's 3rd.

10. R. to Q. B's sq.

11. Kt. to Q. R's 4th.

12. P. takes P.

13. P. to Q. B's 5th.

14. P. takes P.

15. Kt. takes B.
 16. B. takes Kt.

17. Kt. to Kt.'s 6th.

18. Kt. to B's 4th.

19. Castles.

20. Kt. to Kt.'s 2nd.

* It is proper to mention that Mr. Brodie chivalrously entered the lists as a provisional combatant, pending the arrival of Mr. Schumoff, who was hourly expected from St. Petersburgh; and although he was unfortunate in being cast to play against so practised an antagonist, he sustained his place gallantly, and was not ingloriously defeated.

21. P. to Q. B's 4th.

22. B. to B's 3rd.

23. Q. to K's 4th.

24. R. to Q. Kt.'s sq.

25. K. R. to Q's sq.

26. R. to Q. Kt.'s 7th.

27. Q. takes Q.

28. B. to Q. Kt.'s 4th.

29. Kt. to Kt.'s 3rd.*

30. R. takes B.

31. K. R. to Q. Kt.'s sq.

32. R. takes R.

33. R. to Kt.'s 6th.

34. Kt. to K's 4th.

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

36. R. checks.

37. R. to Kt.'s 7th (ch.)

38. Kt. takes R.

39. Kt. takes P.

40. K. to B's sq.

41. Kt. to Kt.'s 3rd.

42. K. to K.'s 2nd.

43. K. to B's 3rd.

44. P. to K's 4th.

45. P. to Kt.'s 3rd.

46. K. takes P.

47. P. to R's 5th (ch.)

48. P. to B's 4th.

49. K. takes P.

50. P. to K's 5th.

51. P. to K's 6th.

52. P. to R's 6th.

53. P. to R's 7th.

54. Kt. to Q's 4th. .55. K. to K's 6th.

56. Kt. to Q. B's 6th (ch.)

57. K. to B's 6th.

58. Kt. to Q's 8th.

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

60. P. to K's 7th (ch.)

21. P. to K. B's 3rd.

22. Q. to B's 2nd.

23. P. to K's 4th.

24. Kt. to Q's sq.

25. Kt. to K. B's 2nd. Q. to B's 3rd.

27. R. takes Q.

28. K. R. to Q. B's sq.

29. B. takes B.

R. takes P.

31. R. takes R. 32. K. to B's sq.

33. R. to Q. R's sq.

34. P. to Q. R's 4th.

35. R. to R's 2nd.

36. K. to K's 2nd.

37. R. takes R.

38. K. to Q's 2nd.

39. K. to B's 2nd.

40. K. to Kt.'s 3rd.

41. Kt. to Q's 3rd.

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

43. P. to B's 4th.

44. P. to B's 5th.

45. P. takes P.

46. Kt. to Kt.'s 7th.

47. K. to Kt.'s 4th.

48. P. takes P. (ch.)

49. Kt. to B's 5th.

50. P. to Kt.'s 3rd. 51. K. to B's 3rd.

52. K. to Q's 3rd.

53. Kt. to Kt.'s 3rd.

54. K. to K's 2nd.

55. P. to K. R's 3rd.

56. K. to K's sq.

57. P. to Kt.'s 4th.

58. Kt. to R's sq.

59. K. to B's sq.

60. K. to K's sq.

* White ought to have seen at once that he could now gain a Piece. or a winning position, by taking off the Kt.

61. Kt. to Q's 6th (ch.)

61. K. to Q's 2nd.

62. P. Queens.

BLACK.

Black resigns.

√ Game X.

(Mr. K.)

Second and last game between the same players.

[SICILIAN OPENING.]

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

26. Q. to K. R's 3rd.

28. B. to K. R's 6th.

27. Q. to Kt.'s 4th.

WHITE. (Mr. M.) 1. P. to Q. B's 4th. 2. P. to K's 3rd. 3. P. takes P. 4. Kt. to Q. B's 3rd. 5. P. to Q. Kt.'s 3rd. 6. B. to Kt.'s 2nd. 7. R. to Q. B's sq. 8. Kt. to Q. Kt.'s 5th. 9. Q. to Q. B's 2nd. 10. Kt. to Q. B's 3rd. K. Kt. to K's 2nd. 12. Kt. takes Kt. 13. Q. to B's 3rd. 14. P. to Q. R's 3rd. 15. Q. to Q's 3rd. 16. Q. to Kt.'s sq. R. takes Kt. 18. B. takes B. 19. Kt. to Q's 4th. 20. B. to Q. B's 7th. 21. B. takes R. 22. B. to K's 2nd. Castles. 24. P. to B's 3rd. 25. Q. P. takes P. 26. Q. to B's sq. 27. Q. to Q's 2nd.

28. R. to B's 2nd.

^{*} These games must not be taken as any test of the relative strength of the two combatants. In his ordinary play, Mr. Kennedy is rarely guilty of the errors which, worn out by the intolerable and incredible slowness of his adversary, he fell into in this match.

00	D	4-	D'-	3rd.
29.	n.	to	DS	ora.

30. R. to K. Kt.'s 3rd.

31. B. to Q's 2nd.

32. Q. to K's 4th.

33. R. to K. R's 3rd.

34. P. to Q. R's 3rd.

35. R. to Q's 3rd.

36. P. to K. R's 4th.

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

38. P. to K. Kt.'s 4th. 39. Q. takes R.

B. takes Q.

41. K. to B's 2nd.

42. K. to B's 3rd.

43. P. to K. R's 5th.

29. B. to B's sq.

30. Q. to K's 2nd.

31. P. takes P. 32. P. takes P.

33. P. to K. Kt.'s 3rd.

34. P. to Q. R's 4th. 35. B. to Kt.'s 2nd.

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

37. B. to B's 3rd.

38. R. to K's 4th.

39. B. takes Q. 40. Kt. takes B.

41. Kt. to Q. B's 3rd.

42. B. to K. B's 3rd.

43. Kt. to K's 4th (ch.)

And wins.*

GAME XI.

FIRST GAME BETWEEN MESSRS. ANDERSSEN AND KIESERITZKY. [SICILIAN OPENING.]

(Mr. K.) WHITE.

P. to K's 4th.

2. P. to Q. Kt.'s 3rd.

3. B. to Q. Kt.'s 2nd.

4. P. to Q. R's 4th.

5. Kt. to K. B's 3rd.

6. Kt. to Q. B's 3rd.

B. to K's 2nd.

(Mr. A.) BLACK.

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

2: Kt. to Q. B's 3rd.

3. P. to Q. R's 3rd.

4. P. to K's 3rd.

P. to Q's 3rd. Kt. to K. B's 3rd.

7. B. to K's 2nd.

* To save the assembled players from delay and inconvenience, Mr. Kennedy, like Mr. Brodie, very handsomely volunteered his services, and consented to enter as the locum tenens of Major Jaenisch, who had engaged to be present at the outset, but was prevented.

Mr. Mucklow, however, a player never heard of, even, until his appearance in the lists, came, like the redoubted 'Gow Chrom,' "to fight on his own hand," an act, considering the repute of the combatants, and his own utter inexperience, which was thought more valorous than discreet. As the field was open to every one, and he persisted in refusing the advice of those who wished him rather to join the Provincial lances, there was no help for it. He had the good luck in the first round to be pitted against Mr. Kennedy, who only came in, as we said provisionally, won of him, and, although, of course, beaten in every other game, thus became entitled to a prize!

GAME XII. ANDERSSEN AND KIESERITZKY.

- 8. Castles.
- 9. P. to Q's 4th.
- 10. Kt. takes P.
- 11. Kt. takes Kt.
- 12. P. to Q. R's 5th.
- 13. P. to K. B's 4th.
- 14. B. to Q's 3rd.
- 15. P. takes P.
- 16. Q. to K. R's 5th.
- 17. Q. to K. R's 3rd.
- 18. R. to K. B's 3rd.
- 19. K. to B's sq.
- 20. R. to K. Kt.'s 3rd.†

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

GAME XII.

Second game between the same players.

[ALLGAIRR GAMBIT.]

BLACK. (Mr. A.)

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

- WHITE. (Mr. K.)
- 1. P. to K's 4th.
- 2. P. takes P.
- 3. P. to K. Kt.'s 4th.
- 4. P. to K. Kt.'s 5th.
- 5. P. to K. R's 4th.
- 6. R. to K. R's 2nd.
- P. to Q's 3rd.
 P. to K. B's 6th.
- * The intention of Black in making this move was, unmistakeably, to play the R. afterwards to K. R's 3rd and attack the Q. It is on this
- account that the reply of White is so utterly inexplicable.

 † The annals of Chess will be searched in vain for so extraordinary a proof as this game affords of the influence nervous excitement may have upon the Chess powers. Instances are not rare, indeed, where, in a match of importance, players, even as excellent as Mr. Kieseritzky, have overlooked an obvious mate, or, what may have been tantamount, the loss of their Queen; but, in this case, with the warning move of R. to K. B's 3rd, which Black had just made, to play away the only Piece which guards him from checkmate, and to move that in such a manner that the adversary may win his Queen, is a sort of double-barrelled blunder I have hardly ever seen equalled, even among beginners at the game.

9. P. to K. Kt.'s 3rd.*	9. B. to K's 3rd.
10. P. to Q's 5th.	10. B. to Q. B's sq.
11. P. to K's 5th.	11. P. takes P.
12. Kt. takes P.	12. B. to Q's 3rd.
13. B. to K. B's 4th.	13. Kt. to K's 2nd.
14. Castles.	14. B. to K. B's 4th.
15. Kt. to Q. B's 3rd.	15. Kt. to Q's 2nd.†
16. Kt. takes Kt.	16. Q. takes Kt.
17. B. to Q. Kt.'s 5th.	17. P. to Q. B's 3rd.
18. P. takes P.	18. B. to Q. B's 4th (ch.)‡
19. K. to R's 2nd.	19. P. takes P.
20. B. to Q's 3rd.	20. B. takes B.
21. P. takes B.	21. P. to K. B's 4th.
22. R. to K's sq.	22. R. to Q's sq.
23. Q. to Q. R's 4th.	23. P. to K. B's 7th.§
24. R. to K's 2nd.	24. K. to B's sq.
25. B. to K's 3rd.	25. B. takes B.
26. R. takes B.	26. Q. to her 5th.
27. Q. takes Q.	27. R. takes Q.
28. Q. R. to K. B's sq.	28. P. to K. B's 5th.
29. Q. R. takes P.	29. Kt. to K. B's 4th.
30. Kt. to K's 2nd.∥	30. R. to K. B's 2nd.
31. R. to K's 5th.	31. P. takes P. (ch.)
32. Kt. takes P.	32. Kt. takes Kt.
33. R. takes R. (ch.)	33. K. takes R.

* A preference is gaining ground for the following mode of pursuing the attack from this point:—

9. P. takes P.

34. K. takes Kt.

35. K. to B's 4th.

36. K. to Kt.'s 3rd.

9. B. to K's 2nd.

34. R. takes P. (ch.)

36. R. to Q's 4th.

35. R. to Q's 5th (ch.)

10. B. to K's 3rd. 10. B. takes P. (ch.)

B. to K. B's 4th may also be adopted by the first player successfully.
 K. to Q's 2nd.
 P. takes P.

12. Q. takes P.

And, although minus a Pawn, the first player has a fine game.

+ Better, I think, to have taken the Kt. with his B. first.

‡ Fortunate indeed for White, that he had this check in store!

§ If he had taken the Q. P., Black's best move would have been Q. R. to Q's sq., leaving the Q. no retreat. In White's place, however, rather than weaken the Pawns, I should have played Q. to her Kt's 2nd.

|| The game is extremely interesting just now.

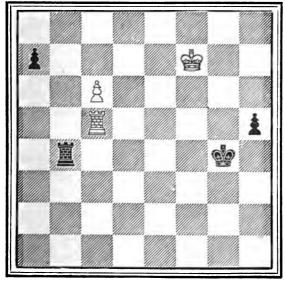
GAME XII. ANDERSSEN AND KIESERITZRY.

- 37. R. to K's 3rd.
- 38. R. to Q. B's 3rd.
- 39. R. to Q. R's 3rd.
- 40. R. takes P.
- 41. K. to B's 2nd.
- 42. K. to Kt.'s 3rd.
- 43. R. to K. Kt.'s 7th.
- 44. R. to Kt.'s 5th (ch.)
- 45. R. takes K. R. P.
- 46. R. to Q. B's 5th.
- 47. K. takes P.
- 48. K. to Kt.'s 5th.
- 49. R. to Q's 5th (ch.)
- 50. R. to K's 5th (ch.)
- 51. R. to Q. Kt.'s 5th.

- 37. K. to B's 3rd.
- 38. P. to Q. B's 4th.
- 39. K. to B's 4th.
- 40. R. to Q's 6th (ch.)
- 41. R. to Q's 7th (ch.)
- 42. R. takes P.
- 43. P. to Q. B's 5th.
- 44. K. to K's 5th.
- 45. P. to Q. B's 6th.
- 46. K. to Q's 6th.
- 47. R. to Q. Kt.'s 5th (ch.)
- 48. R. to Q. B's 5th.
- 49. K. to K's 7th.
- 50. K. to B's 7th. 51. K. to Kt.'s 6th.*
- * The position here is very instructive. I consider that if Mr. Kieseritzky had played with proper care from this point, he must have won the game easily.

Situation of the forces after Black's 51st move.

BLACK.



WHITE.

THE CHESS TOURNAMENT.

GAME XIII.

- 52. R. to Q. Kt.'s sq.
- 53. K. to B's 6th.
- 54. R. to Q. B's sq.
- 55. R. takes P.

52.. R. to Q. B's 4th (ch.)

53. K. to B's 5th. 54. K. to K's 5th.

And the game was resigned as a drawn battle.

GAME XIII.

Third and last game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. K.)

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

- BLACK. · (Mr. A.)
- 1. P. to Q. B's 4th.
- 2. Kt. to Q. B's 3rd.
- 3. P. to K's 3rd.
- 4. P. to Q's 3rd.
- 5. P. takes P.6. B. to Q's 2nd.
- 7. Kt. to K. B's 3rd.
- 8. B. to K's 2nd.
- 9. Castles.
- 10. Kt. to K's 4th.
- 11. Kt. to K. Kt.'s 3rd.

Let us now suppose that, instead of moving K. to Kt.'s 6th, he had played as follows:—

51. P. to Q. B's 7th.

52. R. to Q. Kt.'s 2nd (best)52. K. to B's 6th.

(If White play his K. to Kt.'s 6th, the natural move, he may be driven back by a check.)

- 53. R. takes P. (best.) 53. R. takes R.
- 54. P. to K. R's 5th (best) 54. R. to B's 4th (ch)
- 55. K. to Kt.'s 6th. 55. K. to Kt.'s 5th. 56. P. to K. R's 6th. 56. R. to Q. B's 3rd (ch.)
- 57. K. to Kt.'s 7th. 57. K. to Kt.'s 4th.
- 58. P. to K. R's 7th. 58. R. to Q. B's 2nd (ch.)
- 59. K. to Kt.'s 8th. 59. K. to Kt.'s 3rd. 60. P. becomes a Kt. (ch.) 60. K. to B's 3rd.
- 60. P. becomes a Kt. (ch.) 60. K. to B's 3rd. (best)

In this position, if Black move the Kt. he loses him; if the K., mate follows instantly: he must, therefore, advance his Q. R. P. White then plays his R. alternately on Q's 2nd, and Q. B's 2nd, until the P. reaches the 7th sq., when he takes it, and, of course, wins directly.

- 12. P. to K. B's 4th.*
- 13. P. takes P.
- 14. Kt. to Q. B's 2nd.‡
- 15. K. to R's sq.
- 16. Kt. to K. B. 3rd.
- 17. Q. to Q's 2nd.

- 12. P. to K's 4th.†
- 13. P. takes P.
- 14. B. to Q. B's 4th (ch.) 15. B. to K. Kt.'s 5th.§
- 16. Kt. to K. B's 5th.
- 17. Kt. takes B.

And wins.

GAME XIV.

FIRST GAME BETWEEN MESSRS. LOWENTHAL AND WILLIAMS.

[FRENCH OPENING.]

- WHITE. (Mr. L.)
- P. to K's 4th.
 P. to Q's 4th.
- 3. P. takes P.
- 4. Kt. to K. B's 3rd.
- 5. B. to Q's 3rd.
- 6. Castles.
- 7. P. to K. R's 3rd.
- 8. P. to Q. B's 4th.
- 9. K. B. takes P. 10. B. to K's 3rd.
- 11. Kt. to Q. B's 3rd.

- BLACK. (Mr. W.)
- P. to K's 3rd.
 P. to Q's 4th.
- 3. P. takes P.
- 4. Kt. to K. B's 3rd.
- 5. B. to Q's 3rd.
- 6. Castles.
- 7. P. to K. R's 3rd.
- 8. P. takes P.
- 9. Kt. to Q. B's 3rd.
- 10. B. to K. B's 4th.
- 11. Q. to her 2nd.

* Badly played. If, instead of this move, he had quietly advanced P. to K. Kt.'s 3rd, the game, from the better development of his men, would have been in his favour.

† Mr. Anderssen loses no time in taking advantage of his opponent's

error, and from this moment has the battle all his own way.

‡ This facilitates Black's victory. Better to have played the Kt. to K. B's 3rd, bad as that would have been, than make the present move, which leads to obvious ruin.

§ Merciless! White must now lose a piece, do what he will.

Owing to the ill-advised vote of the majority of the combatants, that in the first series of encounters each should be determined by a rubber of three games only, Mr. Kieseritsky being vanquished, was disentitled at the very outset to any further participation in the contests. This was much to be regretted. The present games afford little or no test whereby to estimate the relative strength of these excellent players. They only serve to corroborate the received opinion that Mr. Kieseritzky is a bad match player. In a longer contest, however, it is not improbable he would have regained the confidence and self-reliance which he does not seem to want in any encounter where little is at stake, but which appear to desert him utterly at the beginning of every momentous struggle.

12. Kt. to K's 2nd.	12. Q. R. to K's sq.*
13. B. to K. B's 4th.†	13. Q. B. to K's 5th.‡
14. B. takes K. B.	14. Q. takes B.
15. Kt. to Q's 2nd.	15. Kt. takes P.
16. Kt. takes B.	16. Kt. takes Q. Kt. (ch.)
17. B. takes Kt.	17. Kt. takes Kt.
18. B. to K. B's 3rd.	18. Q. to Q. Kt.'s 3rd.
19. Q. to B's 2nd.	19. Kt. to Kt.'s 4th.
	20. Kt. to K's 3rd.
	21. Kt. to Q's 5th.
22. Q. to Q. B's 4th.	22. R. takes R. (ch.)
23. R. takes R.	23. Q. takes Kt. P.
24. B. takes K.B. P. (ch.)	24. K. to R's sq.
25. Q. takes B. P.	25. Q. to Q's 7th.§
26. Q. to K's 7th.	26. R. takes B.
27. Q. takes R.	27. Q. takes R. (ch.)
28. K. to R's 2nd.	21. Q. takes It. (cli.)
	28. Q. to K's 4th (ch.)
29. K. to Kt.'s sq.	29. Kt. to K's 7th (ch.)
30. K. to B's sq.	30. Kt. to K. B's 5th.
31. K. to Kt.'s sq.	31. Q. to K's 5th.
32. P. to K. B's 3rd.	32. Q. to K's 6th (ch.)
33. K. to R's 2nd.	33. P. to Q. Kt.'s 4th.
34. Q. to K. B's 8th (ch.)	34. K. to R's 2nd.
35. Q. to K. B's 5th (ch.)	35. Kt. to Kt.'s 3rd.
36. Q. to Q. B's 2nd.	36. P. to K. R's 4th.
37. P. to K. R's 4th.	37. Q. to B's 5th (ch.)
38. P. to K. Kt's 3rd.	38. Q. takes B. P.
39. Q. to Q. B's 5th.	39. Q. to K's 7th (ch.)
40. K. to Kt.'s so.	40. Kt. to K's 4th.

* The opening is conducted with praiseworthy care and accuracy by both combatants.

‡ Well played. It is not easy to see how White can now avoid loss of some kind.

§ The best move for securing the advantage in position which he has

acquired.

[†] This move appears to have been made from apprehension that Black would take the K. R. P. with his Q. B.; it strikes me as a mistaken precaution.

il This was an important slip, the result of that nervous excitement from which Mr. Löwenthal suffered so distressingly upon his first arrival, after a long and exhausting journey of many thousand miles. At the present point we doubt, however, whether any play could wrest the game out of Black's hands if he conducted the termination correctly.

- 41. K. to R's sq.
- 42. Q. interposes.
- 43. Q. interposes.
- 44. K. takes Q.

- 41. Q. to K. B's 8th (ch.)
- 42. Q. to R's 6th. (ch.) 43. Q. takes Q (ch.)
- 44. P. to Q. R's 4th.

And White resigns.

GAME XV.

Second game between the same players.

[PETROFF'S DEFENCE TO THE KING'S KNIGHT'S GAME.]

BLACK. (Mr. W.)

- 1. P. to K's 4th.
- 2. Kt. to K. B's 3rd.
- 3. B. to Q. B's 4th.
- 4. P. to Q's 3rd.* 5. Kt. takes P.
- 6. B. to Q. Kt.'s 3rd.
- 7. P. to Q's 4th.
- 8. Castles.
- 9. P. to Q. B's 3rd.
- 10. P. to K. B's 4th.
- 11. Q. B. to K's 3rd.
- 12. Kt. takes Kt. 13. P. takes P.
- 14. B. takes B.
- 15. Q. to her 4th.
- 16. P. takes Q.
- 17. P. to K. B's 5th.;
- 18. Q. Kt. to Q. B's 3rd.
- 19. K. R. to K. B's 2nd.

- (Mr. L.) WHITE.
- 1. P. to K's 4th.
- 2. Kt. to K. B's 3rd.
- 3. Kt. takes P.
- 4. Kt. to K. B's 3rd.
- 5. P. to Q's 4th.
- 6. B. to Q's 3rd.
- 7. Castles.
- 8. P. to Q. B's 4th.†
- 9. Q. to Q. B's 2nd.
- 10. Kt. to Q. B's 3rd. 11. Q. to Q. Kt.'s 3rd.
- 12. P. takes Kt.
- B. takes P.
- 14. Q. takes B. (ch.)
- 15. Q. takes Q. (ch.)
- 16. Kt. to K's 5th.
- 17. Q. R. to Q. Kt's sq.§
- 18. Kt. to Q's 7th.
- 19. Kt. takes B.

* In several games, at this opening which I lately contested with Mr. Horwitz, I now played successfully 4 Kt. to Q. B's 3rd.—See the "Chess Player's Chronicle" for May and June, 1851.

+ The whole of these moves should be familiar enough to Mr. Löwenthal, considering the prominent part he took in the match with Pesth against Paris.

‡ Well conceived, but White has an undoubted advantage in situation at this point, however Black may play.

§ This is a very good, and not at all an obvious move.

It was this after-move which was the main inducement for White to play his Q. R. as he did previously.

•	1112 011200			[
20. P. ta	kes Kt.	20.	P. to Q. 1	R's 3rd.*
21. R. to	Q. R's 3rd.	21.	R. to Q. 1	Kt.'s 5th.
	o K's 2nd.	22.	R. to K's	eq.
	K. Kt.'s 4th.		P. to K. 1	
24. K. to	K. B's sq.	24.	R. to K's	5th.
25. R. to	K. Kt.'s 2nd.		P. to K. 1	
	K. Kt.'s 5th.	26.	B. takes	K. B. P.
	K. B's 2nd.		B. to K.	
28. Kt. t	ю Q. В's 3rd.	28.	R. to K.	B's 5th (ch.)
			R. to K.	B's 6th (ch.)
30. K. to	his 3rd. his 2nd.	30.	K. R. tak	es Kt. (dis. cl
31. R. ta		31.	K. R. tak	es P. at Q. K
			6th.	
32. R. ta	kes R.	32.	R. takes	R.
33. R. to	K. R's 4th.	33.	R. takes	P (ch.)
34. K. to	Q's 3rd.		P. to Q.	
35. P. to	K. Kt.'s 6th.		P. to Q.	
36. K. te	o Q. B's 3rd.	36.	P. to Q.	R's 6th.
	K. R's 3rd.	37.	R. to Q.	Kt's sq.
38. K. t	o Q. B's 2nd.			
39. K. t	o Q. Kt.'s sq.	39.	P. to Q.	R's 7th (ch.)
	corner.		K. to B's	
41. R. ta	kes P.	41.	K. to K's	2nd.
42. R. to	his 7th.	42.	R. to K.	Kt.'s sq.
43. P. to	K. R's 4th.	43.	P. to K.	B's 4th.
44. R. to	o his 5th.	44.	K. to B's	3rd.
45. R. te	o K. Kt.'s 5th.	45.	R. to K.	R's sq.
46. R. t	o K. Kt.'s sq.	46.	R. takes	₽. ¯
47. R. ta	o Q. B's sq.	47.	K. takes	Ρ.
48. R. t	akes P. (ch.)		K. to K.	
	~ ~ ~ · · · · ·		T TF	TT

And Black resigns.

49. P. to K. Kt.'s 3rd.

50. R. takes P.

* There is no hurry; White plainly foresees that one or other of the Pawns must be his ere long.

† K. R. to K's 6th would also have been a good move.

49. R. to Q. B's 7th.

50. R. to Q's 7th.

[‡] I cannot compliment Mr. Löwenthal on this part of the game. As long as the victory was doubtful he played admirably, but when the battle was clearly his own, he seems to have become somewhat embarrassed by his advantages, and not to have known how best to avail himself of them.

GAME XVI.

Third and last game between the same players. [IRREGULAR OPENING.]

£	
WHITE. (Mr. L.)	BLACK. (Mr. W.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to K. B's 4th.
3. P. to Q. B's 4th.	3. Kt. to K. B's 3rd.
4. Kt. to K. B's 3rd.	4. B. to Q. Kt.'s 5th (ch.)
5. Kt. to Q. B's 3rd.	5. B. takes Kt. (ch.)
6. P. takes B.	6. P. to Q. B's 4th.*
7. B. to Q's 3rd.	7. Q. to K's 2nd.
8. Castles.	8. Castles.
9. P. to Q. R's 4th.†	9. P. to Q's 3rd.
10. Q. to Q. B's 2nd.	10. Kt. to Q. B's 3rd.
11. B. to Q. R's 3rd.	11. P. to Q. Kt.'s 3rd.
12. K. R. to K's sq.	12. B. to Q. R's 3rd.
13. P. to K's 4th.	13. P. takes K. P.
14. B. takes K. P.	14. B. to Q. Kt.'s 2nd.
15. K. B. takes Kt.	15. B. takes B.
16. P. to Q's 5th.‡	16. B. to Q's 2nd.
17. P. takes P.	17. B. to Q. B's 3rd.
18. Kt. to K. Kt.'s 5th.§	18. P. to K. R's 3rd.
19. Kt. to K. R's 3rd.	19. Kt. to K. Kt.'s 5th.
20. Q. to K's 2nd.¶	20. Kt. to K's 4th.

* This can be safely played, since, if White take it, Black moves his Q. to Q. R's 4th, and wins a Pawn in return, after having broken up the central phalanx of his adversary. It first occurred, I think, in a match by correspondence, played between me and the Bristol Chess Club.

† Threatening to take the Q. B. P., and then play B. to Q. R's 3rd.

‡ This is all natural enough, and apparently the best play. If—

16. Kt. to Kt.'s 5th.

Then

16. P. to K's 4th.

17. P. to K. B's 4th. 17. P. to K. R's 3rd.

And White does not seem to gain anything.

§ If this Kt. could afterwards be played advantageously to K. B's 7th, then the present move is defensible; if, as Mr. Löwenthal appears to have thought, by retreating him, he could not, then was the move most blameable, for it involved no less, perhaps, than the loss of the match!

Having once played this Kt. forward, I think White would have done better to have gone on with him to B's 7th. That might have cost the advanced Pawn, but retreating the Kt. gave an advantage, in time, of more consequence than a Pawn.

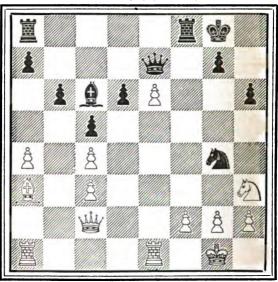
¶ I should have preferred playing P. to K. B's 4th.

- 21. P. to K. B's 4th.
- 22. P. to K. Kt.'s 3rd.*
- 23. Q. to K. R's 5th.†
- 24. R. takes R.
- 25. Kt. to B's 2nd.
- 26. P. to K. R's 3rd.
- 27. Q. to K. Kt.'s 4th.
- 28. R. to K. B's sq.

- 21. Kt. to K. Kt.'s 3rd.
- 22. R. to K. B's 3rd.
- 23. R. takes K. P.
- 24. Q. takes R.
- 25. R. to K's sq.‡
- 26. Q. to K's 6th.§ 27. Q. takes Q. B. P.
- 28. Q. takes B.

To enable the student to judge of what White ought to have done at this crisis, a diagram is added of the position after Black's 19th move.

BLACK.



WHITE.

- * To prevent the threatened move of Kt. to K. R's 5th; but it was injurious to White, on account of the range it gave the adverse Bishop.
- † Why this move? Why give up so all-important a Pawn? Surely it was to be defended without much difficulty.
 - ‡ Actually threatening mate in two moves.
- § An excellent move. If White had taken the Kt., next move the Black Q. would have been played to K. B's 6th, &c. The position well deserves examination.

29.	K.	to	\mathbf{R} 's	2nd.
20	Ω	tal	200 (1

31. P. to K. B's 5th.

32. R. to Q. B's sq.

33. P. to K. Kt.'s 4th.

34. K. to Kt.'s 3rd.

35. R. to B's 3rd.

36. P. to R's 4th.

37. Kt. to Q's 3rd.

38. R. takes Kt. 39. K. to B's 2nd.

29. Q. to K. B's 6th.

30. B. takes Q.

31. Kt. to K's 4th.

32. B. to B's 3rd.

33. R. to K's 2nd. 34. B. takes Q. R. P.

35. B. to B's 3rd.

36. P. to Q. R's 4th.

37. Kt. takes Q. B. P. 38. R. to K's 6th (ch.)

39. R. takes Kt.

And wins.*

GAME XVII.

FIRST GAME BETWEEN MESSRS. SZEN AND NEWHAM.

[SICILIAN OPENING.]

BLACK. (Mr. S.)

P. to K's 4th.
 Kt. to K. B's 3rd.

3. P. to Q's 4th.

4. Kt. takes P.

5. P. to Q. B's 3rd.†

6. B. to K's 3rd.

7. P. takes P.

8. Kt. takes Q. Kt.

9. B. to Q's 4th.

10. P. to Q. B's 4th.

WHITE. (Mr. N.)

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

2. Kt. to Q. B's 3rd.

3. P. takes P.

4. P. to K's 3rd. 5. K. Kt. to K's 2nd.

6. P. to Q's 4th.‡

7. Kt. takes P.

8. P. takes Kt.

9. Q. to B's 2nd.

10. Kt. to K's 2nd.§

* The unexpected result of this contest took everybody by surprise, and added greatly to the regret felt at the mistaken policy which permitted matches of importance to be decided by three games only. Mr. Kieseritzky was already lost to the Tournament, and now another of the best players was thrown out, under circumstances of additional mortification, since Mr. Löwenthal's opponent was unquestionably his inferior in every point.

† I have before taken occasion to remark that in this position of the Sicilian Opening, the first player may gain time and a tolerably free game by taking off the Kt. at once, and then playing K. B. to Q's 3rd.

‡ This is inferior to playing the Kt. to K. Kt.'s 3rd, as it enables Black to isolate one of White's Pawns.

§ I should have preferred playing Q. to her R's 4th (ch.), &c., to blocking up my K. B. with this Kt.

	_
11. B. to Q's 3rd.	11. B. to Q. Kt.'s 2nd.
12. B. to K's 3rd.	12. Kt. to K. Kt.'s 3rd.
13. Castles.	13. B. to Q's 3rd.*
14. Q. to K. R's 5th.	14. Castles (on Q's side).†
15. B. to K's 2nd.	15. Kt. to K. B's 5th.
16. B. takes Kt.	16. B. takes B.
17. Kt. to Q. B's 3rd.	17. P. to K. Kt.'s 3rd.
18. Q. to K. R's 3rd.	18. P. to K. B's 4th.
19. P. to K. Kt.'s 3rd.	19. B. to K's 4th.
20. Q. to K. R's 6th.;	20. B. takes Kt.§
21. P. takes B.	21. Q. to K's 4th.
22. B. to B's 3rd.	22. Q. takes P.¶
23. B. to Kt.'s 2nd.	23. R. to Q's 2nd.**
24. K. R. to Q. B's sq.	24. Q. to Q's 7th.
25. Q. to R's 4th.	25. Q. to Q's 5th.
26. Q. to Kt.'s 5th.	26. K. R. to Q's sq.
27. P. to K. R's 4th.	27. Q. to K. Kt.'s 2nd.††
28. Q. to K's 3rd.	28. P. to Q. R's 3rd.
29. Q. takes K. P.	29. Q. to K's 2nd.
30. R. to K's sq.	30. K. R. to K's sq.
31. Q. takes Q.	31. Q. R. takes Q.
32. R. takes R.	32. R. takes R.
33. K. to B's sq.	33. P. to Q. B's 4th.
34. B. takes B (ch.)	34. K. takes B.
35. R. to Q's sq.	35. K. to B's 3rd.
36. R. to Q's 8th.	36. R. to K's 5th. † †
37. R. to Q. B's 8th (ch.)	37. K. to Q. Kt.'s 3rd.
38. R. to K. R's 8th.	38. R. takes Q. B. P.
39. R. takes P.	39. R. to K's 5th.

* Mr. Newham has now managed to array his forces in something like fighting order.

† Threatening to gain a Pawn by taking the K. R. P (ch.), &c.

‡ The object of this move was to prevent the immediate advance of the K. Kt.'s Pawn.

§ P. to K. B.'s 5th would, I think, have been a better move.

He might have saved the Pawn by Q. to K's 3rd, but he prudently preferred resigning it, trying instead to obtain an opening on the opponent's King.

¶ I should have liked R. to Q's 6th better.

** R. to Q's 7th looks more to the purpose.

†† This move loses a valuable Pawn. Why not have played P. to K's 4th, with the view of shutting out the Bishop.

\$\frac{12}{2}\$ Certainly tempting; but P. to K. R's 4th, followed at the proper moment by R. to K's 3rd, would have been safer and stronger.

40. R. to K. R's 6th.	40. P. to Q. B's 5th.
41. R. takes P (ch.)	41. K. to Kt.'s 4th.
42. R. to Kt.'s 8th.	42. P. to Q. B's 6th.
43. R. to Q. B's 8th.	43. K. to Kt.'s 5th.*
44. P. to K. R's 5th.	44. R. to K's 3rd.
45. P. to K. B's 3rd.	45. P. to Q. R's 4th.
46. P. to K. Kt.'s 4th.	46. P. takes P.
47. P. takes P.	47. R. to K. R's 3rd.
48. K. to his 2nd.	48. K. to R's 6th.
49. R. takes P (ch.)	49. K. takes P.
50. R. to Q. B's 5th.	50. P. to R's 5th.
51. R. to Q. Kt.'s 5th.†	51. P. to R's 6th.
52. K. to K. B's 3rd.	52 K. to R's 8th.
53. R. to Q. R's 5th.	53. P. to R's 7th.
54. K. to Kt.'s 3rd.	54. K. to Kt.'s 7th.
55. K. to R's 4th.	55. P. Queens.
56. R. takes Q.	56. K. takes R.
57. P. to Kt.'s 5th.	57. R. to Q. R's 3rd.
58. P. to R's 6th.	58. R. to R's 2nd.
59. P. to Kt's. 6th.	59. R. checks.
60. K. to Kt.'s 5th.	60. R. to R's 4th (ch.)
61. K. to B's 4th.	61. R. to R's 5th (ch.)
62. K. to his 5th.	62. R. to R's 4th (ch.)
63. K. to Q's 4th.	63. R. to R's 5th (ch.)
64. K. to B's 5th.	,

And White struck his colours.

GAME XVIII.

Second and last game between the same players.

[FRENCH OPENING.]

WHITE. (Mr. N.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.

- * Interposing the R. would have been fatal, ex. gr.:—
 - 43. R. to Q. B's 5th. 4. R. takes R. 44. K. takes R.
 - 44. R. takes R. 45. K. to K's 2nd.

And wins.

† The whole of this end game is very well played by Mr. Szen.

}	THE	CH
3. P. takes	P.	
4. P. to Q.		h.
5. Kt. to Q.	B's 3:	rd.
6. B. to K.	Kt.'s 5	th.
7. Q. to K's	2nd.	
8. B. takes	Q.	
9. B. to Q's		
10. K. takes	Kt.	
11. B. to K.	B's 3r	d.*
12. P. to Q.	B's 5tl	1.
13. P. to Q.	R's 3r	d.
14. P. to Q.	Kt.'s 4	lth.
15. Kt. to K' 16. P. to K. 17. B. to K.	s 2nd.	
16. P. to K.	R's 3r	d.
17. B. to K.	Kt.'s 4	łth.
18. Q. K. to	K 8 8Q	•
19. B. to B's	3rd.	
20. K. R. to	K. B'e	sq.
21. K. to B's		
22. P. to K.	Kt.'s	Brd.
23. B. to Kt.	's 2nd	•
24. P. takes	P.	
24. P. takes 25. B. takes	Kt.	
26. K. R. to	K. R'	s sq
27. K. R. to		h.
28. K. to Q's		
29. R. takes		
30. Kt. to Q	's sq.	
31. R. takes	к.	
32. K. to Q'	8 3rd.	1.
33. P. to Q.	K'8 4t	n.
34. P. to Q.	Lt.'s	otn.
35. P. takes	ľ.	

3. P. takes 1. 4. B. checks. 5. Kt. to K. B's 3rd. 6. Q. to K's 2nd (ch.) 7. Q. takes Q. (ch.) 8. Kt. to K's 5th. 9. Kt. takes B. 10. B. to K's 3rd. P. to Q. B's 3rd. 12. Kt. to Q's 2nd. 13. B. to Q's R's 4th. 14. B. to Q. B's 2nd. 15. Castles (on K's side.) 16. B. to K. B's 4th. 17. B. to K's 3rd. 18. P. to K. B's 4th. 19. Kt. to K. B's 3rd. 20. Kt. to K's 5th (ch.) 21. Q. R. to K's sq. 22. Kt. to Kt.'s 4th. 23. P. to K. B's 5th.† 24. Kt. takes K. R. P. B. takes B. 26. Q. B. to K. Kt.'s 7th. 27. B. to K. B's 6th. B. takes Kt. 29. R. to Q. B's sq.1 30. R. takes P. 31. B. takes R. (ch.) 32. K. to B's 2nd. P. to Q. R's 3rd. 34. Q. R. P. takes P. 35. P. to K. R's 4th. 36. R. to Q. R's sq. P. takes P. 38. R. to K's sq. 39. R. to K's 3rd.

40. P. to K. R's 5th.

41. K. to B's 3rd.

* Ingenious.

36. P. to K. B's 3rd.

38. R. to Q. Kt.'s 2nd.

39. R. to Q. Kt.'s 6th.

40. Kt. to Q. B's 3rd.

37. P. takes P.

41. R. checks.

[†] This is a good move.

[‡] By this coup de répos Black ensures the gain of a Pawn.

42. Kt. to K's 4th (ch.)*

42. P. takes Kt.

43. P. takes P.

43. P. to K. R's 6th.

And wins.

GAME XIX.

FIRST GAME BETWEEN CAPTAIN KENNEDY AND MR. MAYET. [FRENCH OPENING,].

BLACK. (Mr. M.)

1. P. to K's 4th.

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

3. P. to K's 5th.†
4. Kt. to K. B's 3rd.

5. P. to Q's 4th.

P. to Q. B.'s 3rd.
 B. to Q's 3rd.

8. P. takes Q. P.

9. Kt. to Q. B's 3rd.

10. B. to Q's 2nd.

11. P. to Q. R's 3rd.

B. takes B.
 Castles.

14. K. B. P. takes P.

15. Q. to B's 2nd.§

WHITE. (Capt. K.)

1. P. to K's 3rd.

2. P. to Q's 4th.

P. to K. B's 3rd.
 Kt. to K. R's 3rd.

5. P. to Q. B's 4th.

6. Kt. to Q. B's 3rd.

7. P. takes Q. P.‡

8. B. to Q. Kt.'s 5th (ch.)

9. Q. to Q. R's 4th.

10. Castles.

11. B. takes Kt.

12. Q. to Q's sq.

P. takes P.
 B. to Q's 2nd.

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

- White is impatient to realise the worst as speedily as he can, now that defeat is inevitable.
 - + I believe it is now admitted that taking the Pawn is better.
- ‡ Q. to her Kt.'s 3rd is considered a stronger mode of play. In that case the game frequently proceeds as follows:—

7. Q. to her Kt.'s 3rd.

8. B. to Q. B's 2nd.

9. P. to Q. Kt.'s 3rd,

P. takes P.
 K. to B's 2nd.

9. P. takes Q. P. 10. B. to Q. Kt.'s 5th (ch.)

8. B. to K's 2nd.

11. Castles.

And White has the better game.

§ The assault now threatened by Black does not at first sight appear at all easy to repel. Captain Kennedy contrives, however, not only to rescue his own monarch from danger, but in a very few moves to retort the attack upon his opponent.

This, to all appearance, is a bad move, since it would seem that Black may easily dislodge the Kt. by throwing up his Kt.'s Pawn. Upon due examination it will be seen, however, that driving away the Kt. will cost more than it gains, and that thus posted he presents an insurmountable obstacle to the manœuvres Black contemplated.

- 16. Q. R. to K's sq.*
- 17. Q. to Kt.'s sq.
- 18. K. to R's sq.
- 19. B. takes Kt.
- 20. Q. to Q's 3rd.
- 21. R. to K. Kt.'s sq.
- 22. Kt. to K. R's 4th. 23. P. to K. Kt.'s 3rd.
- 24. R. to Kt.'s 2nd.
- 25. Kt. takes R.
- 26. B. to Q. Kt.'s 4th.
- 27. Q. to Q's 2nd.
- 28. Kt. to B's 4th.
- 29. K. to Kt.'s sq.
- 30. B. to B's 5th.
- 31. R. to K's 3rd.

- 16. R. to Q. B's sq.†
- 17. Q. to Q. Kt.'s 3rd.
- 18. P. to K. R's 3rd.‡ 19. R. takes B.
- 20. Q. R. to K. B's sq.
- 21. B. to K's sq.§
- 22. R. to K. B's 5th. 23. R. to K. B's 7th.
- 24. R. takes R.
- 25. Kt. to K's 2nd.
- 26. B. to K. Kt.'s 3rd.
- 27. R. to B's 2nd.
- 28. B. to K's 5th (ch.)
- 29. Kt. to Q. B's 3rd. 30. Kt. takes K. P.¶
- 31. Q. to Q. B's 3rd.
- or. W. w W. Ds ord.
- * It may be worth observing why Black declined to advance his Pawn on the Kt. Let us suppose, then,

16. P. to K. Kt.'s 4th.

White has now two methods of play, both of which, I believe, would yield him the advantage. In the first place, he may move—

16. Kt. to K. R's 5th.

17. B. takes K. R. P (ch.) 17. K. to R's sq. 18. Kt. takes Kt. 18. Q. takes Kt.

With the better game.

Secondly, he can play-

- 16. Kt. to K's 6th.
- 17. B. takes P (ch.) 17. K. to R's sq.
- 18. Q. to K. Kt.'s 6th. 18. B. to K's sq.
- 19. Q. to her 3rd. 19. Kt. takes K. R.

With the superior game.

- † Well timed. Black's previous move of Q. R. to K's sq., was intended as a preliminary to marching his Kt.'s P. on the Kt., but this is again prevented, since White now threatens, in return for his K. R. P., to win the more important Q's P. of the adversary.' All these defensive operations are conducted with remarkable skill and coolness by Captain Kennedy.
- ‡ At length White is relieved from all apprehension on the score of this poor Pawn.
 - § Judicious—as will be seen shortly.
- I The importance of playing the B. to K's sq. a few moves back, is now fully apparent.
- ¶ An excellent comp, for if Black venture to take the Q., White not only wins his Q. in return, but compels the sable monarch to occupy a position where he would be in imminent danger.

32. P. takes Kt.	32. Q. takes B.
	_ · · · · · · · · · · · · · · · · · · ·
33. Kt. takes K. P.	33. Q. to K's 2nd.
34. Kt. to K. B's 4th.	34. Q. takes K. P.
35. Q. to K's 2nd.*	35. Q. to Q. B's 2nd.
36. Q. to Q's 2nd.	36. Q. to Q. Kt.'s 3rd.†
37. P. to K. R's 4th.	37. P. to K. Kt.'s 4th.
38. P. takes P.	38. P. takes P.
39 Kt to R's 3rd	39 R to K B's 6th.

And Black resigns.

GAME XX.

Second and last game between the same players.

[IRREGULAR OPENING.]

[IRREGULAR OPENING.]		
WHITE. (Capt. K.)	BLACK. (Mr. M.)	
1. P. to Q. B's 4th.	1. P. to K's 4th.	
2. Kt. to Q. B's 3rd.	2. P. to K. B's 4th.	
3. P. to K's 3rd.	3. Kt. to K. B's 3rd.	
4. P. to Q's 4th.	4. P. takes P.	
5. P. takes P.	5. B. to K's 2nd.	
6. B. to Q's 3rd.	6. P. to Q's 4th.	
7. Kt. to K. B's 3rd.	7. P. to Q. B's 3rd.	
8. Castles.‡	8. Castles.	
9. B. to K. Kt.'s 5th.§	9. B. to Q. Kt.'s 5th.	
10. P. takes P.	10. B. takes Kt.	
11. P. takes B.	11. P. takes P.	
12. Q. to Q. B's 2nd.	12. Q. to her 3rd.	
13. Kt. to K's 5th.¶	13. Kt. to Q. B's 3rd.	
14. B. to K. B's 4th.	14. Kt. to K. R's 4th.	
15. Q. to her second.	15. Kt. takes B.	
16. Q. takes Kt.	16. B. to K's 3rd.	
17. K. R. to K's sq.	17. Q. R. to Q. B's sq.	
	=	

Threatening to win a P. by taking the Q. P. with his Kt, &c.

‡ Q. to Q. B's 2nd would have been more embarrassing, I take it. § Again, I should have preferred playing the Q. to her B's 2nd.

|| Objectionable in similar positions, because it affords the adverse player a speedy mode of bringing his Q. Kt. into play.

¶ Captain Kennedy had, doubtless, some good reason for not taking the exposed P., although I cannot, at the moment, discover his objection to make this tempting capture.

[†] These manoeuvres are well planned by both combatants, and finish worthily an excellent game.

18. Kt. takes Kt.
19. Q. to her 2nd.
20. P. to Q. Kt.'s 3rd.
21. R. to Q. B's 4th.†
22. K. R. to Q. B's sq.
23. K. R. to Q. B's 2nd,
24. Q. to Q. B's sq.
25. K. to B's 2nd.
26. K. to Kt.'s sq.‡
27. Q. to K's sq.§
28. B. to Q's 2nd.
29. Q. R. to Q. R's 4th.
30. K. R. to Q. B's 5th.

* If he had taken with the Q. or R., Black might have won a Pawn, while, by playing as in the text, although White separates his Pawns,

one of them is "passed."

31. Q. to Q's 2nd.

† As an example of stern, pro aris et focis battling, the contest from this moment is admirable. Nothing can be better of its kind than the vigorous and determined attack that Black succeeds in maintaining until he wins the Pawn, except the unflinching tenacity with which White clings to it as long as it is tenable, and then begins a system of terrible reprisals, which never cease till the opponent strikes his flag.

† This retiring of the King upon the unexpected advance of White's K. Kt. P., was highly ingenious. If he had taken the P. instead, White would speedily have turned the tide of the game against him, for

instance,-

26. P. takes P.

27. P. to K. B's 5th.

27. B. to Q's 2nd (best)

31. B. takes P.

28. P. to K's 6th (ch.) &c. § Well played. Threatening both flanks.

What would have been the result of K. R. to Q. R's sq.?

Let us suppose—

30. K. R. to Q. R's sq. 30. Q. to K's 2nd.

31. K. to B's sq.

I cannot see any better play for White.

31. Q. to her B's 4th.

32. Q. takes Q.

If he attempt to avoid the exchange of Queens, Black must obtain some advantage, I believe.

32. Q. R. takes Q.

This is preferable to taking the Queen with the Pawn.

33. K. R. to Q. B's sq. 33. P. to Q's 5th.

34. P. to Q. B's 4th. 34. P. to Q. Kt.'s 4th.

35. Q. R. P. takes P. 35. B. takes P.

- 32. K. R. to Q. R's sq.* 33. R. takes R.
- 34. R. takes P.
- 35. R. to Q. R's 6th.
- 36. B. to Q. Kt.'s 3rd.
- 37. Q. to her 3rd..‡
- 38. Q. to Q's 4th.
- 39. P. to Q. B's 4th.§
 40. B. takes P.
 - 36. K. R. to K's sq. '

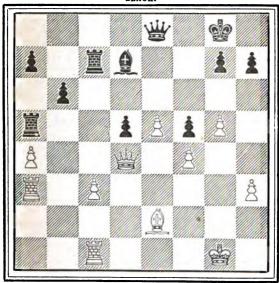
- .* 32. B. to Q. B's 3rd.†
 - 33. P. takes R.
 - 34. Q. to her sq.
 - 35. K. to B's sq.
 - 36. R. to Q. B's 4th.
 - 37. Q. to Q's 2nd. 38. Q. to K's 2nd.
 - 39. P. takes P.
 - 39. P. takes P. 40. B. to K's 5th.
 - 36. B. takes Q. B. P.

37. K. R. takes P.

And the game is about even.

To facilitate the examination of the play, I give a diagram of the position after Black's 29th move.

BLACK.



WHITE.

- * Now begins White's retaliation.
- † This appears his best move.
- ‡ Taking the Q. R. P. would be fatal, on account of White's answer ing with Q. to her Kt.'s 3rd.
 - § The right play.

41. R. to Q's 6th.*

41. R. to Q. B's sq.

42. R. to Q's 7th. 42. Q. to Q. B's 4th.

The game was prolonged a few more moves, and was finally won by Captain Kennedy.

SECOND SERIES.

COMBATANTS.

MESSES.

MESSES.

ANDERSSEN AND SZEN. STAUNTON AND HORWITZ. CAPT. KENNEDY AND WYVILL. WILLIAMS AND MUCKLOW.

[In this section the victory in each contest was adjudged to the player who first won four games.]

GAME I.

FIRST GAME BETWEEN MESSRS. ANDERSSEN AND SZEN.

(Mr. S.
(MIL. D.
K's 3rd.
Q's 4th.
ces P.
Q. Kt.'s 5th (
K's 2nd (ch.

6. B. to K's 3rd. 7. P. to K. R's 3rd. 8. Q. to Q. Kt.'s 3rd.

9. B. takes P.

Q. takes Q. B.

Kt. to K. B's 3rd. 12. Castles on K's side.

13. Q. R. to K's sq.

14. K. Kt. to K's 5th.

15. P. takes B.

.)

(ch.)

6. Kt. to K. B's 3rd

7. B. to K's 3rd.

8. P. takes P.† 9. B. takes B.

10. P. to Q. B's 3rd.

11. Q. Kt. to Q's 2nd.

12. Castles on K's side. 13. Q. to Q's 3rd.

14. B. takes Q. Kt.

15. Kt. to Q's 4th.

* Had he now made the natural move of R. takes Q. R. P., he would have lost the game, because Black would have replied, not with Q. takes R., which allowed White to mate him, but with R. takes B., &c.

† Castling would have been better play, I believe. By taking the Pawn, Black brings the adverse Bishop into immediate action.

16. B. to B's sq.	16. K. R. to K's sq.
17. Kt. takes Kt.	17. Q. takes Kt.
18. Q. to Kt.'s 3rd.*	18. P. to K. R's 3rd.
19. P. to Q. B's 4th.	19. Kt. to K. B's 3rd.
20. R. to Q's sq.	20. Q. R. to Q's sq.
21. B. to Q. Kt.'s 2nd.	21. P. to Q. Kt.'s 4th.
22. P. takes P.	22. P. takes P.
23. P. to Q's 5th.	23. Kt. to K's 5th.†
24. R. to Q's 4th.	24. P. to K. B's 3rd.
25. K. R. to Q's sq.	25. Q. to K. B's 4th.
26. P. to Q's 6th (dis ch.)	26. K. to R's sq.
27. P. to K. B's 3rd.	27. Kt. to Kt.'s 4th.
28. R. to Q's 5th.	28. Q. to K. B's 5th.
29. Q. to Q. B's 2nd.	29. Q. to Kt.'s 6th.
30. K. to R's sq.	30. R. to K's 8th (ch).
31. R. takes R.	31. Q. takes R (ch.)
32. K. to R's 2nd.	32. Q. to K's sq.
33. Q. to B's 7th.	33. R. to Q's 2nd.
രാ. എ. ധാര ഡ്ര	00. It. W & 5 AHU.

- * Intending to attack the Kt. with the Q. B. P.
- † If Black had taken the Pawn, the following variation would probably have occurred:—

23. Kt. takes Q. P.

24. Q. to K. Kt.'s 3rd. 24. P. to K. Kt.'s 3rd.

25. R. takes Kt. 25. Q. takes R.

26. Q. to her B's 3rd. 26. K. to B's sq.

White may now recover the lost "exchange;" but in other respects the game would be about even.

‡ Upon the conclusion of the contest, it was suggested by several players who were watching this interesting game, that Mr. Szen should have taken the R. P. with the Kt., when the game would have been continued thus:—

30. Kt. takes K. R. P.
31. P. takes Kt.
31. Q. takes R. P (ch.)
32. K. to Kt.'s sq.
32. Q. to Kt.'s 6th (ch.), &c.

(If Q. be interposed, Black exchanges Queens, and then checks on the K.'s 7th with his R., winning the B.)

Mr. Anderssen, however, in reply, observed that had Mr. Szen taken his R. P., he should not have taken the Kt., but have played P. to Q's 7th, with a won game. The proper play for Black in the above position, I think, was to take the K. B. P. with his Kt. This compels the variation suggested, and gives Black an undoubted advantage. I give a diagram of

the situation prior to Black's 30th move.

34. Q. to B's 6th.

35. Q. takes Kt. P.

36. B. to R's 3rd.

37. Q. to Q's 3rd (ch.)

38. P. to B's 4th.

39. B. to Kt.'s 2nd.

40. Q. to Q. B's 3rd.

41. R. takes B. P.

42. R. to K's 5th.

34. Q. to K's 3rd.*

35. Kt. to B's 2nd.

36. K. to R's 2nd.

37. P. to Kt.'s 3rd.

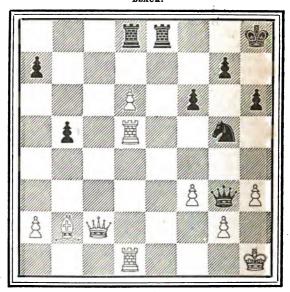
38. P. to B's 4th.

39. Kt. to Q's sq. 40. P. to Kt.'s 4th.

41. Q. to Kt.'s sq.

And Black resigns.

BLACK.



WHITE.

* If, instead of this move, he had ventured to take the K. B. P., checking, White might safely have captured the Kt., and, after a few more moves, would have escaped with his King to the Queen's side, out of all danger.

GAME II.

Second game between the same players.

[SICILIAN OPENING.]

•	•
WHITE. (Mr. S.)	BLACK. (Mr. A.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4. P. to K's 3rd.
5. Kt. to Q. Kt.'s 5th.*	5. P. to Q's 3rd.
6. Q. B. to K. B's 4th.	6. P. to K's 4th.
7. B. to K's 3rd.	7. P. to Q. R's 3rd.
8. K. Kt. to Q. B's 3rd.	8. B. to K's 3rd.
9. Kt. to Q's 5th.	9. B. takes Kt.
10. Q. takes B.†	10. Kt. to K. B's 3rd.
11. Q. to Kt.'s 3rd.	11. P. to Q's 4th.
12. Q. takes Kt. P.‡	12. Kt. to Q. Kt.'s 5th.
13. Kt. to Q. R's 3rd.	13. K. Kt. takes K. P.§
14. P. to Q. B's 3rd.	14. R. to Q. Kt.'s sq.
15. Q. to R's 7th.	15. P. to Q's 5th.
16. K. B. to Q. B's 4th.	16. K. Kt. to Q's 3rd.
17. P. takes Q. Kt.	17. Kt. takes B.¶
18. Kt. takes Kt.	18. P. takes B.
19. Castles.**	19. P. to K's 7th.
20. K. R. to K's sq.	20. B. takes Q. Kt. P.

* This is unusual, yet it has the advantage of continuing the attack, while the ordinary move of Kt. to K. B's 3rd is merely defensive.

21. P. to K. B's 3rd. ††

† Taking with the Pawn seems to gain, instead of lose, White time, and I think would therefore have been preferable.

Trebly hazardous.

R. takes P.

§ White's Queen is in so much peril, that her escape appears next to impossible, and yet, in examining the position, I have failed to discover any sure method of imprisoning her.

| This is the saving clause, and it enables White to escape with his

Queen comparatively scot-free.

¶ P. takes Q. B. looks promising. In that case, White's best play is perhaps to Castle on the King's side at once. Taking the K. P. with the Q. is dangerous, on account of Black's then taking B. with Kt., and afterwards Q. Kt. P. with K. B. (ch.)

** Very well played.

† A palpable slip. Better to have castled in safety at the expense of the Pawn.

22.	Q.	takes	K.	Kt.	Ρ.
23 .	Q.	takes	R.	P.	

22. R. to K. B's sq.

23. Q. to her 4th.

24. K. to Q's sq. 25. K. to his 2nd.

26. Q. to K's 5th.

27. K. to his 3rd. 28. Q. to Q. Kt.'s 2nd.

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

30. P. to K. B's 5th.

And Black resigns.

GAME III.

Third game between the same players.

[QUEEN'S GAMBIT EVADED.]

WHITE. (M	:. A .)	,
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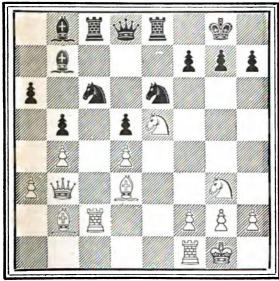
	WE	UIT	E.	(MIT.	A.)	١
•	T)	4 -	01-		•	

- P. to Q's 4th. 2. P. to Q. B's 4th.
- 3. P. to K's 3rd.
- 4. Kt. to Q. B's 3rd.
- 5. Kt. to K. B's 3rd.
- 6. P. to Q. R's 3rd.
- 7. P. to Q. Kt.'s 3rd.
- 8. B. to Q. Kt.'s 2nd.
- 9. P. takes Q. P.
- B. to Q's 3rd.
- 11. P. takes P.
- 12. Castles.
- 13. P. to Q. Kt.'s 4th.
- 14. R. to Q. B's sq.
- 15. Q. to Q. Kt.'s 3rd.
- 16. R. to Q. B's 2nd.

- (Mr. S.) BLACK.
- 1. P. to Q's 4th.
- 2. P. to K's 3rd.
- 3. Kt. to K. B's 3rd.
- 4. P. to Q. B's 4th.
- 5. Kt. to Q. B's 3rd.
- 6. P. to Q. R's 3rd. 7. P. to Q. Kt.'s 3rd.
- 8. B. to Q. Kt.'s 2nd.†
- 9. K. P. takes P.
- 10. P. takes P.
- 11. B. to Q's 3rd.
- 12. Castles.
- 13. P. to Q. Kt.'s 4th.
- 14. R. to Q. B's sq.‡
- 15. B. to Q. Kt.'s sq. 16. R. to K's sq.
- * White has now so decidedly the advantage, both in force and position, that, without a blunder, winning is a mere question of time.
- + This manner of opening, in games of the present description, was first scientifically developed in the great match between Messrs. St. Amant and Staunton.
- I The game on both sides is quite symmetrical, Piece for Piece, and Pawn for Pawn alike in place.

- 17. Kt. to K's 2nd.
- 18. Kt. to K. Kt.'s 3rd.
- 19. Kt. to K's 5th.†
- 20. Kt. to K's 2nd.
- 17. Kt. to K's 5th.*
- 18. Kt. to K. Kt.'s 4th.
- 19. Kt. to K's 3rd.‡
- 20. Q. Kt. takes Q. P.||
- * Mr. Szen certainly conducts this game throughout with great ability, and with a degree of care which, unfortunately, is no longer the characteristic of his general play.
 - † B. to K B's 5th looks stronger.
 - This is better than taking off the Kt., ex. gr.-
 - 19. Q. Kt. takes Kt.
 - 20. P. takes Kt.
- 20. B. takes P.
- 21. B. takes B.
- 21. R. takes B.
- 22. P. to K. B's 4th, &c.
- § Overlooking the fact, that this, in reality, is no protection to the attacked Pawn. His best play, I believe, was to take off the Q. Kt. at once. As the position is instructive, I give a diagram of it after Black's 19th move.

BLACK.



WHITE.

I This can be done with perfect security.

- 21. R. takes R.
- 22. B. takes Kt.
- 23. R. to Q's sq.
- 24. B. to K. Kt.'s 4th.
- 25. P. to Kt.'s 3rd.
- 26. B. takes B.

- 21. Kt. takes Kt. (ch.)
- 22. Q. takes R.
- 23. Kt. to K. B's 5th.
- 24. P. to K. B's 4th.*
- 25. B. takes Kt.
- 26. Kt. to K. Kt.'s 3rd.†

And White resigns.

GAME IV.

Fourth game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. S.)

- 1. P. to K's 4th.
- 2. Kt. to K. B's 3rd.
- 3. Kt. to Q. B's 3rd.
- 4. K. B. to Q. B's 4th.
- 5. P. to Q. R's 4th.
- 5. F. W W. R 8 4 LLL.
- 6. Q. to K's 2nd.
- 7. P. to Q's 3rd.
- Q. B. to K's 3rd.
 Castles on K's side.
- 10. P. takes P.
- 11. Q. Kt. to Q. Kt.'s sq.‡
- 12. P. to Q. B's 3rd.
- 13. Q. Kt. to Q's 2nd.
- 14. P. to Q's 4th.

- BLACK. (Mr. A.)
- 1. P. to Q. B's 4th.
- 2. Kt. to Q. B's 3rd.
- 3. P. to K's 3rd.
- 4. P. to Q. R's 3rd.
- 5. K. Kt. to K's 2nd.
- 7. K. Kt. to K. Kt.'s 3rd. 8. K. B. to K's 2nd.
- 8. Castles.
- 9. P. to K. B's 4th.
- 10. K. R. takes P.
- 11. P. to Q. Kt.'s 3rd.
- 12. Q. B. to Q. Kt.'s 2nd.
- 13. Q. to Q. B's 2nd.
- 14. K. Kt. to K. B's 5th.

* The attack is admirably kept up. White cannot possibly avoid the loss of a Piece now.

† Mr. Anderssen, in this game, is fairly out-manœuvred; and from the compromise which, it is whispered, he made immediately after it with Mr. Szen, touching a certain division of the spoil, we may fairly conclude he had no great confidence in his own powers against the formidable Hungarian. Unhappily for Mr. Szen, his subsequent play in this match, in no degree bears out the high promise of the two games he won. On the contrary, it is marked all through by a sort of easy "devil may care" indifference, that is quite opposed to success against so earnest and painstaking an antagonist as Anderssen.

‡ Unless to afford Mr. Anderssen time to consolidate his attack, I am quite at a loss to understand the object of this retreat. If, by taking the Kt. home, he could afterwards be brought into freer action, the lost time might be justified, but here, nothing whatever can be gained by withdraw-

ing him. Why not rather have played P. to Q's 4th?

15. Q. to her sq.	15. Q. R. to K. B's sq.*
16. Q. P. takes P.	16. P. takes P.
17. Q. B. takes Kt.	17. Q. takes B.
18. K. R. to K's sq.†	18. Q. Kt. to K's 4th.
19. K. B. to K's 2nd.	19. K. R. to K. Kt.'s 4th.†
20. K. to his B's sq.	20. Kt. to K. Kt.'s 5th.
21. P. to K. R's 4th.	21. Q. to K. R's 7th.§
22. B. to Q. B's 4th.	22. Q. to K. R's 8th (ch.)
23. K. to his 2nd.	23. Q. takes K. Kt. P.
24. Kt. takes R.	24. K. B. takes Kt.
25. P. takes B.	25. Q. takes K. B. P. (ch.)
26. K. to Q's 3rd.	26. Q. to K. B's 4th (ch.)
27. K. to his 2nd.	27. Q. to K's 4th (ch.)
28. K. to Q's 3rd.	28. Kt. to K. B's 7th (ch.)
29. K. to Q. B's 2nd.	29. Q. to K. B's 4th (ch.)
30. K. to Q. Kt.'s 3rd	30. Kt. takes Q.
31. Q. R. takes Kt.	31. Q. takes P.
32. B. to Q's 3rd.	32. R. to K. B's 7th.
33. Kt. to K's 4th.	33. P. to Q. B's 5th (ch.)
34. K. to R's 2nd.	34. B. takes Kt.
35. B. takes B.	35. Q. to Q. R's 4th.
36. Q. R. to Q. R's sq.	36. Q. takes Q. B. P.

White resigns.

GAME V.

Fifth game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. A.) BLACK. (Mr. S.)

1. P. to K's 4th.

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

2. B. to Q. B's 4th.

2. Kt. to Q. B's 3rd.

* It is one great merit in Mr. Anderssen's game, that he aims always at bringing his forces into play as early as possible. In the present instance, every superior Piece on his side is doing active duty, while his opponents are, comparatively, out of the field.

+ Badly played. It is difficult, at this stage, however, to find a

satisfactory move on the board.

† Black has now got the game in his hands, and he certainly finishes it

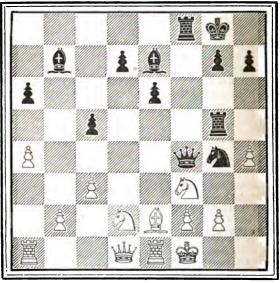
off in the style of a master.

§ Prettily played. If White take the Queen, mate follows in three moves. Black, however, had a still shorter road to victory, by a forced mate, which I leave the reader to discover with the aid of the accompanying diagram of the field before Black played his Q. to K. R's 7th.

- 3. Kt. to Q. B's 3rd.
- 4. P. to Q's 3rd.
- 5. Q. B. to K. B's 4th.
- 6. B. to K. Kt.'s 3rd.
- 7. P. to Q. R's 3rd.
- 8. K. Kt. to K's 2nd.
- 9. Castles.
- 10. P. to K. B's 3rd.
- 11. B. to Q. R's 2nd.
- 12. B. to K. B's 2nd.
- 13. P. to Q's 4th.
- 14. P. to Q's 5th.

- 3. P. to K's 3rd.
- 4. K. Kt. to K's 2nd.
- 5. Kt. to K. Kt.'s 3rd.
- 6. P. to Q. R's 3rd.
- 7. B. to K's 2nd.
- 8. Castles.
- 9. P. to K. B's 4th.
- 10. P. to Q. Kt.'s 4th.
- 11. K. to R's sq.
- 12. P. to Q's 3rd.
- 13. P. to Q. B's 5th.
- 14. Q. Kt. to Q. R's 4th.*

BLACK.



WHITE

^{*} Mr. Szen is certainly not so formidable in the manœuvring his Knights as in the conduct of his Pawns. Rather than play the Kt. so far from the point of action, would it not have been better to brave the advance of White's K. B. P., and have moved this Kt. at once to K's 4th?

- 15. P. to Q. Kt.'s 4th.
- 16. Q. B. P. takes P.
- 17. Q. R. to Q. B's sq.
- 18. Q. to Q's 3rd. 19. P. to K. Kt.'s 3rd.
- 19. P. to K. Kt.'s 3rd. 20. Q. R. to Q. B's 2nd.
- 21. Q. Kt. takes P.
- 22. P. to Q. Kt.'s 4th.
- 23. Q. R. to Q. B's 6th.
- 24. Q. takes B.
- 25. B. to Q. Kt.'s sq.
- 26. Q. R. to Q. B's 7th.
- 27. P. to K. B's 4th.
- 28. B. to Q's 4th.†
- 29. Q. to K's 6th.1
- 30. P. takes Q.
- 31. B. takes K. Kt.
- 32. B. takes P (ch.)
- 33. B. takes R.
- 34. P. takes P.
- 35. P. to K. B's 5th.
- 36. Kt. to K. Kt.'s 3rd.
- 37. Kt. to K's 4th.
- 38. K. to R's sq. 39. P. to K's 7th.
- 40. Kt. to Q's 6th.

- 15. P. takes P. in passing.
- 16. P. to K's 4th.
- 17. B. to Q's 2nd.
- 18. B. to K. R's 5th.*
- 19. B. to K. Kt.'s 4th.
- 20. P. takes P.
- 21. B. to K. B's 4th.
- 22. Q. Kt. to Q. Kt.'s 2nd.
- 23. B. takes Kt.
- 24. Q. to Q's 2nd.
- 25. Q. to K. R's 6th.
- 26. Kt. to Q's sq.
- 27. P. takes P.28. Q. Kt. to K. B's 2nd.
- 29. Q. takes Q.
- 30. Q. Kt. to K's 4th.
- 31. Kt. takes B.§
- 32. K. to Kt.'s sq.
- 33. R. takes B.
- 34. B. to K. B's 3rd.
- 35. Kt. to K's 4th.
- 36. Kt. to K. Kt.'s 5th.
- 37. B. to Q's 5th (ch.)
- 38. P. to Q's 4th.
- 39. R. to K's sq.

And Black surrenders.

^{*} Q. R. to Q. B's sq., with the object of bringing the unfortunate Q. Kt. once more into play, appears to me a more important move. White's purpose in playing the Q. to her 3rd was to compel the Kt. to retreat presently to Q. Kt.'s 2nd, where it is evident he can be of little or no service for some moves.

⁺ Well played.

[#] Here again White plays with great judgment.

[§] Had he taken the B. with his K. R. P., White could evidently have won a Piece.

GAME VI.

Sixth game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. S.)
1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.
5. B. to K's 3rd.
6. B. to Q's 3rd.

- Castles.
 P. to Q. B's 3rd.
- 9. Kt. takes Q. Kt.*
 10. P. to K's 5th.
- 11. P. to K. B's 4th.
- 12. Kt. to Q's 2nd. 13. P. to K. Kt.'s 4th.†
- 13. P. to K. Kt.'s 4th.†
 14. P. to K. Kt.'s 5th.
- 15. Kt. to K. B's 3rd.
- 16. K. to B's 2nd.‡ 17. P. to K. R's 4th.
- 18. B. to K's 2nd.§
- 19. Q. to B's 2nd.
- 20. P. takes P.

- BLACK. (Mr. A.)
- 1. P. to Q. B's 4th.
- 2. Kt. to Q. B's 3rd.
- P. takes P.
 P. to K's 3rd.
- 5. Kt. to K. B's 3rd.
 - 6. B. to K's 2nd.
 - 7. Castles.
 - 8. P. to Q's 4th.
 - 9. P. takes Kt.
 - 10. Kt. to K's sq.
- 11. P. to K. B's 4th.
- 12. Kt. to Q. B's 2nd.
- 13. P. to K. Kt.'s 3rd.
- 14. P. to Q. B's 4th.
- 15. B. to Q. Kt.'s 2nd.
- 16. Q. to her 2nd.
- 17. Q. to B's 3rd.
- 18. K. R. to Q's sq.
- 19. P. to Q's 5th.
- 20. P. takes P.

* Better, in my opinion, to have taken P. with P., than suffer Black to gain so strong a central phalanx.

† This move, under present circumstances, appears to be quite safe, and calculated, with judicious after-play, to give the advantage to White.

† The King is well posted here, and affords White an opportunity of

pursuing his attack on this side with vigour.

§ An unaccountable error. By playing K. R. to K. Kt.'s sq.

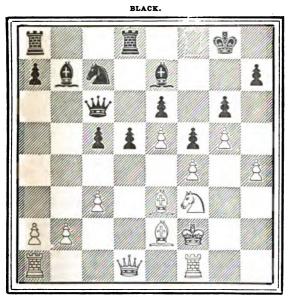
Mr. Szen would have been secured from all immediate danger of Black's attack, and have been at liberty to prosecute his own.

One mistake in Chess, is too often, as in life, the forerunner of another. After this unfortunate move, White becomes subjected to an attack which nothing can withstand. Instead of playing the Q. thus, I believe he might have moved the Q. R. to Q. B's sq., and have relieved himself entirely from the pinch of Biack's assault, and got out of the press with a game equal not only in force but position. Subjoined is a diagram of the forces before White committed the mistake of playing his Q. to her B's 2nd.

- 21. Kt. takes P.*
- 22. K. to his sq.
- 23. B. to Q's 2nd.
- 24. B. takes B.
- 25. Q. takes Kt.
- 26. R. to K. B's 2nd.
- 27. R. interposes.
- 28. K. to Q's sq.
- 29. K. takes R. 30. K. to Q's 2nd.

- 21. Q. to Kt.'s 7th (ch.)†
- 22. B. to Q. Kt.'s 5th (ch.)
- 23. R. takes Kt.
- .24. R. takes B.
- 25. R. to K's 5th.‡
- 26. Q. to K. Kt.'s 8th (ch.) 27. Q. to Kt.'s 6th (ch.)
- 28. R. takes B.
- 29. B. to Q. R's 3rd (ch.)
- 30. Q. to her 6th (ch.)

And White resigns the game and the match.



WHITE.

- * It is pretty clear that White cannot exchange Queens, on account of Black's being able to take the B. with P., checking; and now we see the immense importance of the move K. R. to K. Kt.'s sq., recommended for White at his 18th move.
 - † Mr. Anderssen plays the termination very skilfully.
 - ‡ The correct move. White is now bereft of nearly all resource.

GAME VII.

FIRST GAME BETWEEN MR. WYVILL, M.P. AND CAPTAIN KENNEDY.

[IRREGULAB OPENING.]

	_
BLACK. (Mr. W.)	WHITE. (Capt. K.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to Q's 4th.
2. P. to K. Kt.'s 3rd.	3. P. to Q. B's 4th.
4. B. to K. Kt.'s 2nd.	4. Kt. to Q. B's 3rd.*
5. Kt. to K's 2nd.	5. Kt. to K. B's 3rd.†
6. P. to Q's 3rd.	6. B. to Q's 3rd.
7. Q. Kt. to Q. B's 3rd.	7. B. to Q. B's 2nd.
8. Castles.	8. P. to K. R's 4th.1
9. Q. to Q. Kt.'s 3rd.§	9. Kt. to Q. R's 4th.
10. Q. to Q. Kt.'s 5th (ch.)	10. Kt. to Q. B's 3rd.
11. P. takes Q. P.	11. P. takes P .
12. P. to K's 4th.	12. P. to Q's 5th.
13. Kt. to Q's 5th.	13. Kt. to Q's 2nd.
14. B. to K. Kt.'s 5th.	14. P. to K. B's 3rd.
15. B. to K. B's 4th.¶	15. B. to K's 4th.
16. B. to K. R's 3rd.	16. Q. to Q. R's 4th.
17. Q. to Q. Kt.'s 3rd.**	17. Kt. to Q. Kt.'s 3rd.

* Taking the Pawn would have been imprudent, since it would have disjointed the centre, and Black could win a Pawn in return at once by checking with his Queen.

† White agair very prudently declined the offered Pawn, foreseeing that his Kt. would be taken off, and that then, by playing his Q. to Q. R's

5th, Black must win one of the unprotected Pawns.

‡ This strikes me as premature. White has not force enough bearing on the adverse King to make anything like an effectual breach.

§ Threatening to win the Q. P.

|| The young player, on looking well at the situation, will find that Black had a good reason for not taking the Q. B. P. with his Queen.

¶ Black has now a great superiority in position. His Pieces are all free, and his Pawns compact and self-supporting, while the forces of his adversary are all locked up, or out of the field.

** Many will be ready to suggest that Black overlooked an opportunity of improving his advantage here by taking off the Q. and B., and then checking with the Kt. That line of play, however, it is easy to show, would have been injudicious. For example:—

17. Q. takes Q. 17. Kt. takes Q.

18. B. takes B. 18. Kt. takes B.

19. Kt. to Q. B's 7th (ch.) 19. K. to Q's sq.

18.	В.	takes	Q.	В.

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

20. Q. takes Q.

21. B. to Q. B's sq.

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

23. Kt. takes Kt.

24. Kt. to Q's 5th.

25. Kt. takes Q. Kt. P.

26. B. to K. B's 4th.

27. Q. R. to Q. B's sq.

28. K. B. P. takes P.

29. K. R. to Q's 2nd.

30. P. takes B.

31. R. takes Q. B. P.

32. K. to R's sq.

33. Kt. to Q's 5th.

34. R. to Q. B's sq. 35. Q. R. to K. B's sq.

36. P. takes P.

37. Q. R. to K. B's 2nd.

38. Kt. to Q. Kt.'s 4th.

18. R. takes B.

Q. to Q. R's 5th.

20. Kt. takes Q.

21. Kt. to Q. Kt.'s 3rd.*

22. P. to K. Kt.'s 4th.†

23. P. takes Kt.

24. P. to K. Kt.'s 5th‡

25. R. to Q. B's 2nd.

26. P. to K. R's 5th.

27. P. takes P.

28. Q. R. to K. R's 2nd.

29. B. takes B.

30. P. to K. Kt.'s 6th.

31. P. takes P. (ch.)

32. K. to Q's sq.§ 33. R. to R's 6th.

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

35. P. takes P.

36. P. to Q's 6th.

37. Kt. to Q's 5th. 38. R. to K's 6th.

If

20. Kt. takes Q. R. 21. K. R. to Q's sq. 20. B. takes B.

21. B. to K. Kt.'s 5th, &c.,

White has the better game, as he must win the Kt. at his Q. R's sq., and have a good attack besides. Captain Kennedy has fought manfully through his difficulties, and at

this point there appears no serious disparity between the two sides. † Instead of this, he would, perhaps, have done better to take off the

K. Kt. with his B.

‡ The sacrifice of a Pawn was imperative. If he had attempted to save that on the Q's side, Black would have played P. to K. B's 4th, and have won the K. B. P. immediately.

§ This is subsequently seen to have been an untoward step for White. If it was really necessary to move the K., would he not have been better posted on his B's 2nd? For my own part, however, I should have preferred leaving him to his fate, and playing the Q. R. to K. R's 5th

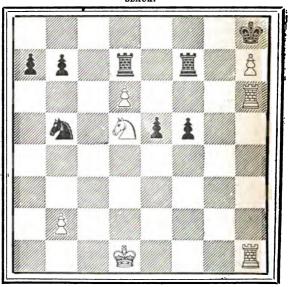
or 6th sq.

I The position is now somewhat remarkable, and shows forcibly the error White committed at move 32, in playing his K. to Q's sq. the K. now at his own sq., or at K. B's 2nd, the game would be much in White's favour. As it stands, indeed, I am disposed to think, with proper play, he could win. Appended is the position after Black's 38th move :-

39. Kt. takes P.

39. R. takes P.

40. R. takes K. R. P. (ch.) 40. R. takes R. (ch.)



WHITE.

Let as now suppose that, instead of playing as Captain Kennedy did, 38 R. to K's 6th, he had moved

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

Black has now several ways to reply. Taking the Q. P. with R. (ch.) would be immediately fatal to him; that may, therefore, be dismissed at once. He can, however, play, I. R. to Q's sq.; 2. R. to K. B's sq.; 3. R. takes R. P., and 4. R. to K. Kt.'s 2nd. These shall be examined in the order they are here given.

Firstly.

39. R. to Q's sq.

39. Kt. to K. B's 6th.

Again Black dare not take the Q. P. His only moves appear to be R. to K. Kt.'s 2nd, and R. takes Kt., both of which must be considered:

40. R. to K. Kt.'s 2nd. 40. R. takes R.

or (A) 41. K. takes R. (best.)

41. P. to K. R's 8th, queens (ch.)

42. R. takes Q.

42. R. takes R.

43. K. takes R. or Kt.

43. P. to Q's 7th.

And White must win.

41. R. takes R.

41. Kt. to K's 7th.

42. R. to K. B's 2nd.

42. K. to his 2nd.

If, instead of taking either R. or Kt., he captures the Q. P. with Kt., White can play R. to Q's 8th, and ought to win.

(A)

40. R. takes Kt.

40. R. to K. Kt.'s 8th (ch.)

41. R. takes R.

41. P. takes R. queens double (ch.)

42. K. takes Q.

42. R. takes R.

And must win by queening the Pawn, or gaining the Knight for it.

Secondly.

39. R. to K. B's sq.

39. Kt. to K's 7th.

40. R. takes Q. P. (ch.) (best)

40. R. takes R.

41. Kt. takes R.

41. Kt. to K. Kt.'s 6th (ch.)

42. K. takes P. or K. to Kt's 2nd. 42. Kt. takes R.

And ought to win.

Thirdly.

39. R. takes K. R. P. 39. R. takes R. (ch.)

If Black now take the R. with his K., White checks with his Kt. at K. B's 6th, and wins the R., having then an easy game. Therefore suppose

40. R. takes R.

40. Kt. to K. B's 6th.

And wins directly.

Fourthly.

R. to K. Kt.'s 2nd.
 R. takes R.

39. R. takes R. 40. R. to Q's 6th.

41. Kt. takes Q. P.

41. Kt. to K. B's 6th.

If, instead of taking the Q. P. with his Kt., Black captures the K. R. P. with his K., White wins without difficulty by Kt. to K. B's 6th (ch.), and if, instead of taking the R. P. with his K., he take it with the R. Black checks with the R. first at K's 8th, and afterwards at the 7th, winning still more easily.

42. R. to K. Kt.'s 8th (ch.)42. K. to Q. B's 2nd.

43. Kt. to K. B's 2nd.

43. R. to K's 8th (ch.)

44. K. to Kt.'s 2nd. 45. K. takes Kt. 44. R. to K. Kt.'s 8th (ch.) 45. R. takes R.

46. P. to K's 5th.

46. R. to K. Kt.'s 8th.

47. P. to K. B's 5th.

Black may also play 47. K. to K's 2nd, but his adversary wins equally in that case by R. to K. Kt.'s 7th,

47. R. to K. B's 8th,

And, play as he can, Black must lose the game.

And wins.

GAME VIII.

Second game between the same players.

[IRREGULAR OPENING.]

WHITE. (Capt. K.)	BLACK. (Mr. W.)
1. P. to K. B's 4th.	1. P. to Q's 4th.
2. P. to K's 3rd.	2. P. to K. Kt.'s 3rd.
3. Kt. to K. B's 3rd.	3. B. to K. Kt.'s 2nd.
4. P. to Q. B's 3rd.	4. P. to K's 3rd.
5. B. to Q's 3rd.	5. Kt. to K. R's 3rd.
6. B. to Q. B's 2nd.	6. Castles.
7. Castles.	7. P. to Q. B's 4th.
8. P. to Q's 3rd.§	8. Kt. to Q. B's 3rd.
9. Q. to K's sq.	9. P. to Q. Kt.'s 3rd.
10. P. to K's 4th.	10. B. to Q. R's 3rd.
11. P. to K's 5th.	11. Kt. to K. B's 4th.

- * I believe the game was irrecoverable. This unexpected slip only hastens the result.
- † The more expeditious plan would have been to take the Q. Kt. P. with the R. at once.
- ‡ In the vain hope that Black might call for a Q., and thus afford him a chance of drawing by perpetual check or stalemate.
- § This looks tame, but White plays thus that, upon the advance of the adverse K. B. P., he may be able to play his own K. P. to K's 4th.

GAME VIII.

12. P. to K. Kt.'s	4th.*
--------------------	-------

13. P. to K. R's 3rd.

14. P. to Q. B's 4th.

15. Kt. to Q. R's 3rd.

16. B. to Q. Kt.'s sq.

17. B. to Q's 2nd.†

18. P. to Q. Kt.'s 4th.

19. B. to Q. B's 2nd.

20. B. to Q. R's 4th.

21. P. takes Q. B. P.

22. K. P. takes K. B. P.

23. P. to K. Kt.'s 5th.

24. P. takes B.

25. Q. to K's 5th.

26. Kt. takes Q.

27. R. to B's 2nd.

28. B. to Q. R's 5th. 29. R. to Q. Kt.'s sq.

30. Kt. takes Kt.

31. R. takes R.

32. K. to R's 2nd.

12. Kt. to K. R's 3rd.

13. P. to Q's 5th.

14. Kt. to Q. Kt.'s 5th.

15. Q. to Q. B's 2nd.

16. Q. R. to K's sq.

17. Kt. to Q. B's 3rd.

18. Kt. to Q's sq.

19. P. to K. B's 3rd.1

20. R. to K's 2nd.

21. P. takes Q. B. P.

B. takes K. B. P.

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

24. K. R. takes P.

Q. takes Q.

26. Kt. to K. Kt.'s 6th.

27. B. to Q. Kt.'s 2nd.

28. Kt. to K. B's 2nd.

29. R. takes K. B. P.

30. Q. R. takes Kt.

31. Kt. to K's 7th (ch.)

32. R. takes R.§

* Captain Kennedy conducts this game much better than the last, and Mr. Wyvill, it must be confessed, plays proportionably worse.

+ Here, if I do not err, White let slip an opportunity of gaining an important Pawn. I should have played-

17. Kt. takes Q. P.

If Black now take the Q. P., White can answer with Kt. takes K. P. &c., still preserving the acquired P. If, instead of taking the Q. P., Black play R. to Q's sq., the answer is K. Kt. to Q. Kt.'s 5th, followed by planting one of the Knights at Q's 6th, and, lastly, if

17. Q. to her 2nd.

18. K. Kt. to Q. Kt.'s 5th.18. Kt. takes Q. P. 19. R. to Q's sq.

19. Q. to her 2nd.

20. R. to Q's sq.

Winning.

This must be a bad move, as it enables White, without any compromise of position, to gain a Piece for two Pawns. The inequality observable in the play of Mr. Wyvill, when we look carefully through these games, is certainly amazing.

§ Foreseeing, I suppose, that he would be likely to gain a Piece presently, in return for the B.; but, unfortunately, an exchange of equal Pieces was anything but an equal exchange for him, under present

circumstances. He had better have taken the R. with his Kt.

33. R. takes B.	33. R. checks.
34. K. to R's sq.	34. Kt. checks.
35. K. to Kt.'s sq.	35. R. takes Q. R. P.
36. R. to Q. Kt.'s 8th (ch.)	
37. R. to Kt.'s 7th (ch.)	37. K. to R's 3rd.
38. Kt. to Q. B's 2nd.	38. R. takes B.
39. B. to Q's 2nd (ch.)	39. P. to Kt.'s 4th.
40. P. to R's 4th.	40. Kt. to K's 7th(ch.)
41. K. to B's 2nd.	41. Kt. to K. B's 5th.
42. P. takes P. (ch.)	42. K. takes P.
43. K. to B's 3rd.	43. P. to K's 4th.
44. B. takes Kt. (ch.)	44. P. takes B.
45. R. to Q. Kt.'s 5th.	45. R. to Q. R's 7th.
46. R. takes P. (ch.)	46. K. to Kt.'s 3rd.
47. Kt. takes P.	47. P. to Q. R's 4th.
48. K. takes P.	48. P. to Q. R's 5th.
49. R. to Q. B's 6th (ch.)	49. K. to B's 2nd.
50. Kt. to Q. Kt.'s 5th.	50. R. to R's 8th.
51. P. to Q's 4th.	51. P. to Q. R's 6th.
52. R. to Q. B's 7th (ch.)	52. K. to B's 3rd.
53. Kt. takes P.	53. R. takes Kt.
54. R. takes P.	54. R. to Q. B's 6th.
55. P. to Q. B's 5th.	55. K. to K's 3rd.
56. K. to K's 4th.	56. R. to B's 8th.
57. R. to R's 6th (ch.)	57. K. to K's 2nd.
58. K. to Q's 5th.	58. R. to K. Kt.'s 8th.
59. R. to R's 7th (ch.)	59. K. to Q's sq.
60. P. to B's 6th.	60. R. to Kt.'s 4th (ch.)
61. K. to B's 4th.	61. R. to Kt.'s 3rd.
62. P. to Q's 5th.	62. R. to Kt.'s 5th (ch.)
63. K. to B's 5th.	63. R. to Kt.'s 4th.
64. K. to Q. Kt.'s 6th.	64. R. to Kt.'s 3rd.
65. K. to Kt.'s 7th.	

And Black resigns.

GAME IX.

Third game between the same players.
[IRREGULAR OPENING.]

	-
BLACK. (Mr. W.)	wніте. (Capt. K.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.

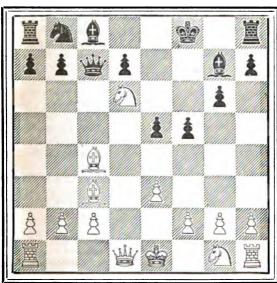
2. P. to K. Kt.'s 3rd.

2. P. to Q's 4th.

- 3. B. to Kt.'s 2nd.
- 4. Q. checks.
- 5. Q. takes Q. B. P.
- 6. P. to K's 4th.
- 7. Kt. to K's 2nd.
- 8. Q. to Q. B's 2nd.
- 9. K. to B's sq.*
- 10. P. to K. B's 4th.
- 11. Q. to Q. B's 4th.
- 12. Q. Kt. to Q. B's 3rd.
- 13. Q. to Q. Kt.'s 3rd.

- 3. P. takes F.
- 4. B. to Q's 2nd.
- 5. B. to Q. B's 3rd.
- 6. Kt. to Q's 2nd.
- 7. Kt. to K's 4th.
- 8. Kt. to Q's 6th (ch.)
- 9. B. to Q. B's 4th.
- 10. P. to K. B's 4th.†
- 11. Q. to Q's 2nd.
- 12. P. to Q. Kt.'s 4th.
- 13. Kt. to K. B's 3rd.
- * This game was evidently played on one of Mr. Wyvill's infelicitous days.
- † I give a diagram of the situation here, leaving the student to discover whether Captain Kennedy might not have made more of his fine attack by now playing the Q. B. to Q. Kt.'s 4th.

BLACK.



WHITE.

34. K. moves.

35. K. to K's sq.

	-
14. Q. Kt. to Q's 5th.	14. P. takes P.*
15. Kt. to K's 3rd.	15. Castles (on K's side.)
16. B. to K. R's 3rd.	16. Kt. to Q's 4th.
17. K. Kt. to Q. B's 3rd.	17. Kt. takes Q. Kt. (ch.)
18. P. takes Kt.	18. R. to K. B's 3rd.
19. B. to K. Kt.'s 2nd.	19. B. to Q's 4th.†
20. Q. takes Kt. P.1	20. P. to Q. B's 3rd.§
21. Q. to R's 4th.	21. Kt. takes B.
22. R. takes Kt.	22. B. takes P.
23. R. to Q's sq.	23. Q. to K. B's 2nd.
24. Kt. takes P.	24. B. takes Kt.
25. Q. takes B.	25. B. takes K. B. P.
26. K. to K's 2nd.	26. Q. to R's 4th (ch.)
27. K. to Q's 3rd.	27. Q. to Q. Kt.'s 4th (ch.)
28. K. to Q. B's 2nd.	28. B. to K's 4th.
29. P. to Q. Kt.'s 3rd.	29. R. to K. B's 7th (ch.)
30. R. to Q's 2nd.	30. Q. to B's 4th (ch.)
31. K. to Q's sq.	31. R. takes R. (ch.)
32. K. takes R.	32. Q. to K. B's 7th (ch.)
33. K. to Q. B's sq.	33. Q. to Q. Kt.'s 7th (ch.)
5 5, 22, 15 Sp. 25 5 5q.	33. 35. 35. 120. 5 101. (02.)

35. Q. to Q. B's 6th (ch.) And wins.

34. R. checks.

GAME X.

Fourth game between the same players.

[SICILIAN OPENING.]

WHITE. (Capt. K.)

1. P. to K's 4th.

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

BLACK. (Mr. W.)

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

2. Kt. to Q. B's 3rd.

* If he had taken the Kt. with the P., which looks natural, Black would have gained his Kt. in return.

† I see no danger which could accrue from taking the Q. B. Suppose, then,—

19. Kt. takes Q. B.
20. R. takes Kt.
21. Q. R. to Q's sq.
21. Q. to K. B's 2nd.

And White has a winning game.

‡ This was imprudent, as it allowed White to obtain the line of attack indicated in the preceding note.

§ He would have played still better, I believe, in taking Q. with Q., and then planting his Q. B. at Q. B's 5th.

- 3. Kt. to Q. B's 3rd. 4. P. to Q's 4th. 5. Kt. takes P. 6. Kt. takes Kt. 7. B. to Q's 3rd. 8. Castles. 9. Kt. to K's 2nd. 10. P. to Q. B's 3rd. 11. B. to K. Kt.'s 5th. 12. B. to K's 3rd. 13. P. to K. B's 4th. 14. Q. to Q. B's 2nd. 15. R. to K. B's 3rd. 16. K. to R's sq. 17. P. takes K. P.* 18. B. takes K. B. 19. B. takes B. 20. B. takes R. 21. R. to K. B's sq. B. takes R. 23. P. to K. R's 3rd. 24. P. to Q. Kt.'s 4th. 25. Q. takes P. 26. K. to R's 2nd. 27. P. to K. Kt.'s 4th. 28. P. to K. Kt.'s 5th (ch.) 29. Q. to K. R's 4th. 30. K. to R's sq. 31. B. to K's 2nd.
- 3. P. to K's 3rd. 4. P. takes P. P. to Q's 3rd.
- 6. P. takes Kt.
- 7. P. to K. Kt.'s 3rd.
- 8. B. to K. Kt.'s 2nd. 9. Kt. to K's 2nd.
- 10. Castles.
- 11. P. to K. B's 3rd.
- 12. K. to R's sq.
- 13. Q. to Q. B's 2nd.
- 14. B. to K, R's 3rd.
- 15. P. to K's 4th.
- 16. B. to K. Kt.'s 5th.
- B. takes R.
- 18. B. takes Kt.
- 19. K. B. P. takes K. P.‡
- 20. R. takes B.
- 21. R. takes R. (ch.)
- 22. P. to Q's 4th.
- 23. K. to Kt.'s 2nd,
- 24. P. takes K. P.
- 25. Kt. to K. B's 4th.
- 26. K. to K. B's 3rd.§
- 27. Kt. to Q's 3rd.
- 28. K. to K's 3rd.
- 29. P. to K's 5th.
- 30. Q. to K. B's 2nd. 31. K. to K's 4th.
- * An ingenious combination altogether; but, I believe, that simply retreating the R. to K. B's 2nd, would have been better in the end.
 - + I should have preferred taking with the Queen.
- ‡ If he had played the attacked R. to K. B's 2nd, White might have answered with P. takes Q. P., and then B. to Q. B's 4th; and if, instead of moving the R. to B's 2nd, he had taken it to Q's sq., then White would have taken K. B. P. with P. with a good position for attack, and two Pawns to compensate for the loss of the exchange.
- § The termination of this game is played with great care and ability by Mr. Wyvill.
 - B. to Q. B's 4th (ch.) looks more to the purpose.

52. K. to R's sq.

32. P. to Q. B's 4th.	32. Kt. to K. B's 4th.*
33. Q. to K. B's 2nd.	33. Q. to K's 2nd.
34. P. to Q. B's 5th.	34. Q. takes K. Kt. P.
35. B. to K. Kt.'s 4th.	35. Q. to Q. B's 8th (ch.)
36. K. to R's 2nd.	36. P. to K's 6th.
37. Q. to K. Kt.'s 2nd.	37. Q. to Q's 7th.
38. P. to Q. Kt.'s 5th.	38. P. takes P.
39. B. to K's 2nd.	39. P. to Q. Kt.'s 5th.
40. P. to Q. B's 6th.	40. K. to Q's 3rd.†
41. Q. to K. B's 3rd.	41. Q. takes Q. R. P.
42. Q. to K. B's 4th (ch.)	42. K. takes P.
43. Q. to K's 4th (ch.)	43. Q. to Q's 4th.
44. Q. to K's 8th (ch.)	44. K. to Q's 3rd.
45. Q. to K. B's 8th (ch.)	45. K. to K's 4th.
46. Q. takes Q. Kt. P.	46. Q. to Q's 3rd.†
47. Q. to K. Kt.'s 4th.	47. K. to B's 3rd (dis. ch.)
48. K. to Kt.'s 2nd.	48. P. to K. R's 4th.
49. Q. to Q. R's 4th.	49. Q. to K. Kt.'s 6th (ch.)
50. K. to R's sq.	50. Q. to K's 8th (ch)
51. K. to R's 2nd.	51. Q. to B's 7th (ch.)

GAME XI.

52. Kt. mates.

Fifth game between the same players.

[IRREGULAR OPENING.]

BLACK. (Mr. W.)	WHITE. (Capt. K.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. Kt. to Q. B's 3rd.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.

- * Black has now an unquestionable superiority in position.
- † Black plays with proper caution in preventing the farther advance of this ambitious Pawn.
- ‡ Decisive. Black must now either exchange Queens, or submit to the discovered check, and either alternative is ruinous.

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

- 4. Kt. to K. B's 3rd.
- 5. K. B. to Q's 3rd.
- .6. P. to Q. B's 3rd.
 - 7. Castles.
 - 8. Q. Kt. to Q. R's 3rd.
 - 9. Q. B. to K. B's 4th.
- 10. Q. to Q's 2nd.*
- 11. K. R. to K's sq.
- 12. Q. Kt. to Q. B's 2nd.
- 13. K. Kt. to K's 5th.
- 14. K. Kt. to K. Kt.'s 4th.
- 15. B. to K. R's 6th.†
- 16. Kt. takes Kt.
- 17. P. to K. Kt.'s 4th.
- 18. P. to K. Kt.'s 5th.
- 19. P. to K. R's 4th.
- 20. P. takes B.
- 21. P. to K. B's 3rd.
- 22. K. R. to K's 2nd.
- 23. P. to Q. R's 4th.
- 24. Q. R. takes P.
- 25. Kt. to K's sq.
- 26. K. R. to K. R's 2nd. 27. R. to K. Kt.'s 2nd.
 - 28. Q. to K's 2nd.
 - 29. K. R. to K. Kt.'s 4th.
 - 30. Q. to K's 5th.
- * Kt. to Q. Kt.'s 5th looks a troublesome move for Black, and was, I thought, the chief object White had in view when he played the Q. B. to K. B's 4th.
- + Captain Kennedy was evidently bent on forcing an exchange of men in this quarter, but, I believe, he would have done better in leaving Black's Pieces crowded up as they are in a corner, and in endeavouring to develope his own.
 - ‡ It now behoves White to look warily after his imprisoned Knight.
 - § Very well played.
- || Kt. to K's 2nd, with the object of presently playing him to K. B's 4th, strikes me as a stronger move. I believe, indeed, that P. to K's 4th, would have been better than the move made.
- ¶ Mr. Wyvill loses time, it appears to me. Bringing the Q. R. and B. into action, is of more importance than this march of the Queen.

31. P. to K. Kt.'s 4th.

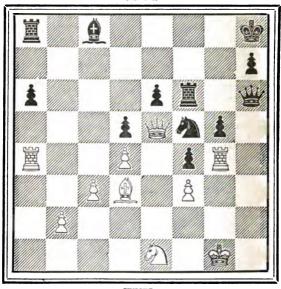
31. Q. R. to Q. Kt.'s 4th.*

32. Q. to K. Kt.'s 2nd.

32. Kt. to K. Kt.'s 2nd.

* It occurs to me, that if Captain Kennedy had now taken off the Kt., the utmost his adversary could have done was to draw the game. The following is a diagram of the position, with a few of the leading variations arising from the suggested mode of play.

BLACK.



WHITE.

31. B. takes Kt.

32. P. takes B. 32. Q. to K's 8th (ch.) 33. R. to K. B's sq. or (A) 33. Q. to K's 5th (ch.)

34. K. to Kt.'s sq. (best) 34. R. to K. Kt.'s 2nd.

And White must win at least a P., besides gaining an improved position.

(A.)

33. K. to Kt.'s 2nd.

33. Q. to K's 7th (ch.)

34. K. to Kt.'s 3rd.

As Black may now move the K. to K. Kt.'s sq., instead of to K. Kt.'s 3rd, I shall give a diagram of the position after White's 33rd move.

34. Q. to K's 8th (ch.)

35. R. to K. B's 2nd.

Having two Pawns advantage, I suppose Black to play thus to avoid perpetual check. After this move, however, I believe it impossible for him to save the game.

35. Kt. to Q's 3rd.
36. P. takes R. or (B)
37. K. to R's 4th (best)
38. K. to R's 5th.
39. R. to Q. Kt.'s sq.
39. P. takes P.
39. P. takes P.

40. B. takes P. (best)

If Black, instead of this, should take the Q. Kt. P. with his R., White wins immediately, by first playing Q. to K. R's sq. (ch.), then Q. to K. B's 3rd (ch.), and then R. to Q. Kt.'s 4th.

41. K. takes Kt.
42. K. to B's 4th (best)
43. K. to Kt.'s 5th (best)
44. K. to B's 4th (best)
44. K. to B's 4th (best)

If he play 44. P. to B's 6th, White moves P. to Q's 5th (dis. ch.) &c.

44. R. takes Q. R. P. 45. R. to Q. Kt.'s 3rd. 45. R. to Q. R's 5th (ch.) 46. K. to Kt.'s 3rd (best.) 46. Q. to K's 8th (ch.)

And wins.

(B.)

36. Q. R. to Q. R's 2nd, 36. Kt. to K's 5th (ch.)

37. K, to Kt.'s 2nd,

If he move the K. to R's 4th, White plays R. to K. Kt.'s 2nd, and wins.

37. Kt. takes R.

38. R. takes Kt. 38. R. to K. Kt.'s 2nd. 39. B. to Q. Kt's 2nd (best) 39, Q. to K's 5th (ch.)

If now Black play 40. K. to Kt.'s 3rd, White moves Q. R. to Kt.'s 4th and wins. If he move, secondly, 40. K. to Kt.'s sq., White takes the doubled P. at his K. B's 4th, and wins; and, finally, if he move 40. K. to B's sq., the Q. checks at K. R's 8th, followed by R. to K's 2nd (ch.), and Black cannot save the game.

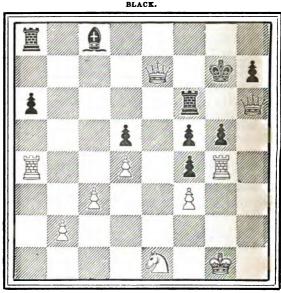
- 33. P. to K. R's 4th.
- 34. Kt. to K. R's 5th.†
- 35. P. takes R. (dis. ch.)
- 34. R. takes Kt. 35. Kt. to K. Kt.'s 6th (ch.)

33. Kt. takes K. B. P.*

36. Q. takes K. R. P.

36. K. to Kt.'s sq.

Position of the forces, after White's 33rd move, in Variation (A.)



WHITE.

- 34. K. to Kt.'s sq. 34. Q. to Q's 8th (ch.)
- 35. K. to B's 2nd. 35. Q. takes Q. P. (ch.)
- 36. B. to K's 3rd. 36. Q. to her Kt.'s 7th (ch.)
- 37. K. to Kt.'s 3rd (best) 37. Kt. to Q's 3rd.
- 38. P. takes R.

If 31. K. R. to K. B's sq. White wins shortly, by playing 38. K. R. to K. Kt.'s 2nd.

- 38. Kt. to K's 5th (ch.)
- 39. K. to R's 4th (best) 39. P. takes P. (ch.)

And then White mates in three more moves.

- * The play is beautiful on both sides at this crisis.
- + Highly ingenious.

AME	XII.] WIV	LL AND KEN	NEDY.
37 .	K. to B's 2nd.	37.	R. to Q. Kt.'s 6th.
3 8.	R. takes Kt. (ch	.) 38.	K. to K. B's 2nd.
39 .	Q. to K. R's 3rd	. 39.	B. takes R. (ch.)
40 .	Q. takes B.		Q. takes K. R. P.
41.	Q. to Q. B's 7th	(ch.) 41.	K. to his 3rd.
	P. to Q. R's 4th.		Q. to K. B's 4th (ch.)
4 3.	K. to K's sq.		Q. to K. B's 6th.
44.	Q. to K. B's 4th.	* 44.	Q. takes Q.
45.	P. takes Q.	45.	K. to B's 4th.
46.	P. to Q. R's 5th	. 46.	K. to his 5th.
47.	P. to Q. R's 6th	.† 47.	P. takes P.
48.	R. takes P.	48.	R. to Q. B's 6th.
49.	B. to Q's 2nd.	49.	R. to Q. B's 5th.
5 0.	R. to Q. R's 8th	. 50.	R. takes P.
5 1.	K. to his 2nd.	51.	P. to Q. B's 4th.
52 .	B. to K's 3rd.	52.	R. to Q. B's 5th.
5 3.	R. to K's 8th (cl	n.) 53.	K. to B's 4th.
54 .	K. to Q's 3rd.	54.	R. to Q. R's 5th.
55 .	R. to K. R's 8th	. 55.	R. to Q. R's 6th (ch.)
56.	K. to his 2nd.		P. to Q's 5th.
57.	B. to Q. B's sq.	57.	R. to Q. R's 7th (ch.)
5 8.	K. to Q's 3rd.		K. to his 3rd.
59 .	R. to K's 8th (cl	ı.) 59.	K. to Q's 4th.
60.	R. to Q's 8th (cl	ı.) 60.	K. to his 3rd.
^1	TD 4 () TZ 1 '04	1 01	TZ 4 - O1 - 441

62. R. to Q's 8th (ch.) Drawn game.

61. K. to Q's 4th.

GAME XII.

Sixth game between the same players.

[SICILIAN OPENING.]

L	
WHITE. (Capt. K.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to K's 3rd.
4. P. to Q's 4th.	4. P. takes P.

^{*} It strikes me Black must have won, without much difficulty, by playing Q. to R's 2nd at this moment.

+ R. to Q. R's 4th looks to me stronger play.

61. R. to Q. Kt.'s 8th.

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

* I should certainly have preferred playing the Kt. to K's 2nd.

+ I do not see any present or prospective advantage to be gained by moving the Queen out thus.

With the adverse Q. B. still in the field, this exposure of the King is generally fraught with peril.

In this case I should have been tempted to take the Q. B. P. Let us suppose this done :---

21. Q. R. to Q. B's sq.

20. Kt. takes Q. B. P. 21. Kt. to K's 6th.

22. Q. R. takes P.

22. Q. to her Kt.'s 2nd.

26. K. to R's sq.|

23. K. R. to K. B's 3rd 23. P. to Q's 5th.

(best)

24. Kt. takes K. B.

24. Q. B. takes Q. P. 25. Q. takes Kt.

26. K. R. to K. B's 2nd.

25. Q. to K's 5th,

followed by 26. B. to Q. Kt.'s 2nd, and Black has unquestionably the superior game.

|| Lost time apparently; but the tempting move of R. takes K. P. would have been imprudent, ex. gr. :--

		26. R. takes K. P.
27.	P. takes R.	27. R. takes R. (ch.)
28.	Q. takes R.	28. Q. takes P. (ch.)

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27. Q. R. to K. B's sq.	27. R. to K. R's 4th.
28. R. to K's 2nd.	28. P. to Q's 5th.
29. Kt. to Q. Kt.'s 2nd.	29. R. to K. Kt.'s 4th.
30. Q. to K's sq.	30. Q. to Q. B's 3rd.†
31. P. takes R.	31. R. takes R.
32. Q. takes R.	32. K. to Kt.'s 2nd.
33. P. to K. R's 4th.	33. P. to Q. R's 4th.
34. Kt. to Q. B's 4th.	34. P. to K. R's 3rd,
35. P. takes P. (ch.)	35. K. takes P.
36. B. to Q. B's sq. (ch.)	36. K. to Kt.'s 2nd.
37. B. to K. Kt.'s 5th.	00, 22, 00 110 b 2110

Resigned.

GAME XIII.

Seventh game between the same players.

[IRREGULAR OPENING.]

. [. 0.2
BLACK. (Mr. W.)	WHITE. (Capt. K.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. Kt. to Q. B's 3rd.	2. P. to Q's 4th.
3. P. takes Q. P.	3. P. takes P.
4. P. to Q's 4th.	4. K. B. to Q. Kt.'s 5th.
5. P. to K. Kt.'s 3rd.	5. Kt. to K. B's 3rd.
6. B. to K. Kt.'s 2nd.	6. P. to Q. B's 3rd.
7. P. to K's 3rd.	7. Castles.
8. K. Kt. to K's 2nd.	8. Q. B. to K. B's 4th.
9. Q. to Q. Kt.'s 3rd.	9. P. to Q. R's 4th.
10. P. to Q. R's 3rd.	10. B. to Q's 3rd.
11. Q. takes Q. Kt. P.‡	11. R. to Q. R's 3rd.
12. Q. to Q. Kt.'s 3rd.	12. Q. Kt. to Q's 2nd.
13. Castles.	13. K. Kt. to K's 5th.
14. Kt. takes Q. P.§	14. Q. to K. Kt.'s 4th.
15. Q. Kt. to K. B's 4th.	15. Q. to K. R's 3rd.

29. Q. to K. Kt.'s 3rd. 29. Q. takes R. 30. Q. to Q. Kt.'s 8th(ch.)

And wins.

* He should rather have played P. to K. Kt.'s 4th.

† This was an evident oversight, and, of course, lost the game, which previously was much in Black's favour.

‡ This looks hazardous, but, we believe, is quite sound.

§ A capital move; as daring, too, as it is excellent. I give a diagram of the position of the men after Black's 14th move.

16. P. to K. B's 3rd.

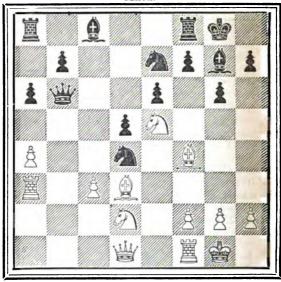
17. P. to K's 4th.

18. Kt. takes B.

16. Kt. to K. Kt.'s 4th.

17. B. to K's 3rd.

18. Q. takes Kt.



WHITE.

In looking at this situation, some players will be inclined to think, as I did, that White might have ventured to take the Kt. Upon a closer scrutiny, it will be found, however, that to do so, would have been very disadvantageous to him, ex. gr.-

14. P. takes Kt.

15. B. to K. Kt.'s 3rd. 16. Kt. to K. B's 3rd.

17. B. takes B.

18. B. to K. B's 6th.

Black has now an extremely difficult game, as White threatens to play Q. to her 2nd, and then Q. to K. R's 6th, winning. The best way to avoid this danger is, I think, for Black to play

19. P. to K's 4th.

19. Q. to her 2nd.

20. P. to K's 5th.

15. Q. takes P.

16. B. takes Kt.

17. Q. to Q. B's 4th.

18. Q. takes Q. R.

And wins.

To show the care demanded, however, I may remark that if Black, at

	•
19. Q. to Q's 3rd.*	19. Kt. to K. R's 6th (ch.)
20. B. takes Kt.	20. Q. takes B.
21. B. to K. B's 4th.	21. Kt. to Q. B's 4th.
22. Q. to Q. B's 4th.	22. Kt. takes K. P.
23. Q. takes R.	23. P. to K. Kt.'s 4th.†
24. P. takes Kt.	24. P. takes B.
25. Kt. takes P.	25. Q. to Q's 2nd.
26. P. to K's 5th.	26. B. to Q. B's 2nd.
27. Q. to Q. B's 4th.	27. B. to Q. Kt.'s 3rd.
28. Q. R. to Q's sq.	28. R. to Q's sq.
29. Kt. to K's 2nd.‡	29. R. to K's sq.
30. K. to Kt.'s 2nd	30. R. to K's 3rd.
31. Kt. to K. B's 4th.	31. R. to K. R's 3rd.
32. P. to K's 6th.	32. Q. to Q. Kt.'s 2nd.
33. P. takes K. B. P. (ch.)	33. K. to K. B's sq.
34. Kt. to K's 6th (ch.)	34. R. takes Kt.

move 20, instead of P. to K's 5th, play the more natural move of 20. Q. to her 3rd, White will win by

20. B. takes K. P.

21. Q. to K's 3rd.

36. P. to Q's 5th. And White resigns.

21. Q. to K. R's 6th.

35. P. to Q. B's 4th (dis.ch.)

P. to K. B's 3rd.
 Kt. to K. Kt.'s 5th.
 And Black must lose his Queen or the game.

If the Queen, at move 20, is played to either her B's 3rd, or Kt.'s 3rd, White will equally win, though by a longer process.

* Winning a Piece.

35. Q. takes R.

† This is mere desperation.

‡ I should have preferred the more expeditious route of P. to K.'s 6th. For example:—

29. P. to K's 6th.

29. B. takes Q. P. (ch.) (best)

30. R. takes B. 31. Q. takes Q.

30. Q. takes R. (ch.) 31. R. takes Q.

32. P. takes K. B. P. (ch.) 32. K. takes P. (best)

33. Kt. to K's 2nd (dis. ch.)

And winning the Rook.

GAME XIV.

Eighth game between the same players.

[SICILIAN OPENING.]

WHITE. (Capt. K.)

BLACK. (Mr. W.)

1. P. to K's 4th.

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

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

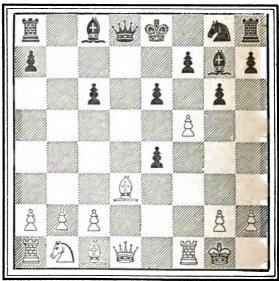
2. Kt. to Q. B's 3rd.

- 3. P. to Q's 4th.
- 4. Kt. takes P.
- 5. Kt. takes Kt.
- 6. B. to Q's 3rd.
- 7. Castles.
- 8. P. to K. B's 4th.
- 9. P. to K. B's 5th.*
- 10. P. takes K. P.†

- 3. P. takes P.
- 4. P. to K. Kt.'s 3rd.
- 5. Q. Kt. P. takes Kt.
- 6. B. to K. Kt.'s 2nd.
- 7. P. to K's 3rd.
- 8. P. to Q's 4th.
- 9. Q. P. takes P. 10. Q. to Q's 5th (ch.)
- * Too hazardous, especially in the deciding game of a match. By playing P. to K's 5th, he would have had a safe and well-developed opening.
 - + Better to have taken the P. with the B.; for instance,-
 - 10. B. takes P.
- 10. Q. to her Kt.'s 3rd (ch.) (best)
- 11. K. to R's sq. 11. Either P. takes P.
- 12. Q. to K. B's 3rd.

And White has certainly a better game than he obtained by the play actually adopted. As the winning or losing of the match almost depended on the play at this crisis, I give a diagram of the situation prior to White's 10th move:—

BLACK.



WHITE.

	44 0 7 1 7
11. K. to R's sq.	11. Q. B. takes P.
12. R. to K. B's 4th.	12. Q. R. to Q's sq.*
13. Q. to K's sq.	13. P. to K. B's 4th.
14. K B. takes P.†	14. P. takes B.
15. Kt. to Q. B's 3rd.‡	15. Kt. to K. B's 3rd.
16. Q. B. to K's 3rd.	16. Q. to K's 4th.
17. R. to K. R's 4th.	17. Castles.
18. Q. B. takes P.	18. B. to Q's 4th.
19. Q. R. to Q's sq.	19. Q. R. to Q's 2nd.
20. B. to Q's 4th.	20. Q. to K. B's 4th.
21. Q. to K's 2nd.	21, Kt. to K. R's 4th.
22. B. to K's 3rd.	22. R. from Q's 2nd to
•	K. B's 2nd.
23. K. to Kt.'s sq.	23. B. to K. B's 3rd.
24. R. to K. R's 3rd.	24. B. takes Kt.
25. P. takes B.	25. Kt. to K. B's 5th.
26. B. takes Kt.	26. Q. takes B.
27. P. to Q. B's 4th.	27. B. to K's 3rd.

And White resigns.

GAME XV.

FIRST GAME BETWEEN MESSRS. STAUNTON AND HORWITZ. [IRREGULAR OPENING.]

WHITE.			(Mı	·. S.)	
1.	Ρ.	to	Q.	Ì's	4th.

2. Kt. to Q. B's 3rd.

3. P. to K's 4th.

28. R. to K's 3rd.

Q. Kt. takes P.
 Q. Kt. to K. Kt.'s 3rd.

6. P. to Q. R's 3rd.

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

8. K. B. to Q's 3rd.

9. Castles.

10. Q. R. to Q. Kt.'s sq.

BLACK. (Mr. H.)

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

28. B. to K. Kt.'s 5th,

2. P. to K's 3rd.

3. P. takes P.

4. Kt. to K. B's 3rd.

5. Kt. to Q. B's 3rd.

6. B. to Q. B's 4th.

7. Q. Kt. to Q's 5th.

8. Castles.

9. P. to Q. R's 4th.

10. P. to Q's 3rd.

Very well conceived.

† This was an extraordinary miscalculation. In taking the Pawn, White evidently supposed he would win the adverse Bishop in return for his own. His best play, I think, was Kt. to Q. B's 3rd.

‡ If he had now taken the Pawn with his Rook, as he at first intended, Black would quietly have taken his Rook for nothing.

11.	K. Kt. takes Q. Kt.
12.	P. to Q. Kt.'s 4th.
13.	Q. R. P. takes P.

14. P. to K. R's 3rd.*

15. Q. B. to Q. Kt.'s 2nd.

16. Q. to K's 2nd.

17. Q. R. to K's sq. 18. K. to his R's 2nd.

19. Q. R. to his sq.

20. P. to K. B's 3rd.

21. Q. R. to Q. B's sq.

22. K. B. to Q. Kt.'s sq. 23. P. to Q. Kt.'s 5th.

24. Q. B. to Q. R's sq.

25. P. to Q's 3rd.

26. Q. to her Kt.'s 2nd. 27. Q. to her 2nd.

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

29. Q. B. to Q. Kt.'s 2nd.

30. Q. R. to K's sq.

31. K. to his Kt.'s sq.

32. Q. to her 2nd. 33. Q. B. to his sq.

34. Q. R. to K's 2nd.

35. Q. to K's sq.

36. Kt. to K's 4th. 37. P. to K. R's 4th.

38. Q. R. to his 2nd.

39. K. R. P. takes P.

40. K. B. P. takes B.

41. P. to K. Kt.'s 3rd.

42. K. to R's sq.

43. Q. R. to K. R's 2nd.§

44. K. R. to K. B's 5th.

45. Q. to K's 2nd.

11. K. B. takes Kt.

12. Q. R. P. takes P. 13. P. to K's 4th.

14. Q. B. to K's 3rd.

15. K. B. to Q. R's 2nd.

16. Q. to K's 2nd.

17. Q. to her 2nd.†

18. Q. R. to K's sq. 19. K. B. to Q. Kt.'s 3rd.

20. Q. to K. B's 2nd.

21. P. to Q. B's 3rd.

22. K. B. to Q. B's 2nd. 23. K. B. to Q. Kt.'s sq.

24. P. to K. Kt.'s 3rd.

25. Q. to her 2nd.

26. P. to Q. B's 4th.

27. P. to Q. Kt.'s 3rd. 28. K. B. to Q. B's 2nd.

29. Q. to K. Kt.'s 2nd.

30. Q. B. to his sq.

31. P. to K. R's 3rd.

32. P. to K. Kt.'s 4th.

33. Q. R. to K's 2nd. 34. Q. to K. B's 2nd.

35. K. R. to K's sq.

36. Kt. to K. R's 4th. 37. Kt. to K. B's 5th.

38. Q. B. to Q. Kt.'s 2nd.

39. Q. B. takes Kt.

40. K. R. P. takes P.

41. Kt. to K. R's 6th (ch.)

42. Q. to K. R's 4th.

43. P. to K. Kt.'s 5th.

44. Q. to K. R's 2nd.

45. Q. R. to K. Kt.'s 2nd.

† With an eye to the capture of the K. R. Pawn.

nature. The least error would be irretrievable.

^{*} The opening is neither very striking nor original, but it is played with remarkable care by both combatants.

[‡] After some hours of stratagem and counter-stratagem, White succeeds in gaining a decisive advantage by this unlooked-for advance. § The manœuvring now required is of the most difficult and delicate

46.	P.	to	Q's	4th.*
	•		\sim	1

47. P. to Q's 5th.

48. K. to his Kt.'s 2nd.

49. Q. R. to K. R's sq.

50. K. B. to Q. B's 2nd.

51. Q. R. to K. B's sq.

52. K. B. to Q's sq.

53. Q. to her R's 2nd.54. Q. to her R's 6th.

55. K. B. to Q. B's 2nd.

56. Q. to her B's 8th.;

57. R. takes R. (ch.)

58. Q. takes B.

59. Q. to K. R's 4th (ch.)

60. K. takes R.

61. Q. B. to K. B's 4th.

62. Q. takes P. (ch.)§

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

64. P. takes Q.65. K. to his B's 2nd.

66. P. to K. Kt.'s 4th.

67. K. to his 3rd.

68. B. to Q's sq.

69. K. to B's 2nd.

70. K. to Kt.'s 2nd,

71. K. to R's 3rd.

46. Q. to K. Kt.'s 3rd.†

47. K. R. to K. B's sq.

48. B. to Q's sq. 49. B. to K's 2nd.

50. Q. R. to K. B's 2nd.

51. Q. R. to K. Kt.'s 2nd.

52. Q. to R's 2nd.

53. Q. to K. Kt.'s 3rd.

54. Q. R. to K. B's 2nd.

55. B. to Q's sq.

56. K. to his R's 2nd.

R. takes R.
 R. takes R.

59. K. to Kt.'s 2nd.

60. Q. to K. B's 2nd (ch.)..

61. Kt. takes B.

62. Kt. to Kt.'s 3rd (dis.ch.)

63. Q. takes Q.

64. Kt. to K's 2nd.

65. K. to his B's 3rd.

66. K. to his Kt.'s 4th.

67. Kt. to K. Kt.'s sq.

68. Kt. to R's 3rd. 69. K. to B's 5th.

70. P. to K's 5th.

71. K. to Kt.'s 4th.

* An unexpected, but a most important feature in the attack.

† It was not, as will be believed, until after long and deep deliberation, that Black was induced to forego the temptation which his adversary's last move presented of winning so valuable a Pawn. Had he taken it, an examination of the position will show that White would presently have obtained more than an equivalent from the superior freedom afforded to the action of his forces.

‡ Penetrating thus boldly into the midst of the adverse camp, seems hazardous, but the consequences were evidently well calculated beforehand.

§ White has now the victory almost in his grasp, but, as in too many instances throughout these matches, he breaks down from exhaustion before he can clutch it. I give a diagram of the forces at this point. It will be seen that, by simply taking the Kt. with his Pawn, and then, when Q. took Pawn, checking, interposing the Q. at K. B's 2nd, he must have won without trouble.

72. K. to Kt.'s 3rd.*

73. B. to Q. B's 2nd.

74. P. to K. B's 6th.

75. K. to B's 4th.

76. P. to K. Kt.'s 5th (ch.)

77. B. to Q's sq.

78. B. to K. R's 5th (ch.)

79. B. to K's 2nd.

80. K. takes P.

81. B. to K. R's 5th (ch.)

82. K. to his 4th.

83. K. to B's 5th.†

72. Kt. to B's 2nd.

73. Kt. to K's 4th.

74. K. takes K. B. P.

75. P. to K's 6th. 76. K. to B's 2nd.

77. Kt. takes Q. B. P.

78. K. to his 2nd.

79. Kt. to K's 4th.

80. K. to B's 2nd.

81. K. to Kt.'s 2nd. 82. P. to Q. B's 5th.

83. P. to Q. B's 6th.

BLACK.



WHITE.

* The game is palpably drawn, but White, at this stage of it, was past play.

† K. to Q's 4th enables him to draw easily. This is merely throwing the game away.

84. B. to Q's sq.	84. Kt. to Q. B's 5th
85. K. to his 6th.	85. K. to Kt.'s 3rd.
86. B. to K's 2nd.	86. K. takes P.
87. B. to Q's 3rd.	87. K. to B's 5th.
88. K. to Q's 7th.	88. K. to his 4th.
89. K. to Q. B's 6th.	89. K. to Q's 5th.
90. B. takes Kt.	90. K. takes B.
91. K. takes Q. P.	91. K. takes P.
92. K. to his 7th.	92. P. to Q. B's 7th.
93, P. to Q's 6th.	93. P. Queens.
94. P. to Q's 7th.	94. K. to Q. B's 3rd.

And White resigns.

GAME XVI.

Second game between the same players.

[SICILIAN OPENING.]

	_
BLACK. (Mr. H.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. Kt. to Q. B's 3rd.
3. Kt. to K. B's 3rd.	3. P. to K's 3rd.
4. P. to Q. B's 4th.	4. P. to K. Kt.'s 3rd.
5. Kt. to Q. B's 3rd.	B. to K. Kt.'s 2nd.
6. K. B. to K's 2nd.	6. P. to Q's 3rd.
7. Castles.	7. K. Kt. to K's 2nd.
8. P. to Q. R's 3rd.	8. P. to Q. R's 3rd.
9. Q. R. to Q. Kt.'s sq.	9. Castles.
10. Q. to her B's 2nd.	10. P. to K. B's 4th.
11. P. to Q's 3rd.	11. Q. B. to Q's 2nd.
12. Q. B. to K's 3rd.	12. Q. R. to Q. B's sq.*
13. P. to K's 5th.	13. Q. Kt. to Q's 5th.
14. Kt. takes Kt.	14. P. takes Kt.
15. Q. B. takes P.	15. Kt. to Q. B's 3rd.†
16. Q. B. to K's 3rd.	16. P. takes P.
17. P. takes P.	17. K. B. takes P.
18. Q. to her 2nd.	18. Q. to her B's 2nd.
19. P. to K. Kt.'s 3rd.	19. K. B. takes K. Kt. P.

^{*} Every move in this opening is the result of profound consideration. † This combination will be found to have an important influence upon the after-game.

20. K. B. to his 3rd.*	20. K. B. to Q's 3rd.
21. P. to Q's 4th.	21. P. to Q. Kt.'s 3rd.
22. P. to Q. Kt.'s 4th.	22. K. B. to K's 2nd.
23. P. to Q. B's 5th.	23. P. takes P.
24. Q. P. takes P.	24. K. B. to his 3rd.
25. K. B. to K's 2nd.	25. Kt. to Q. Kt.'s sq.†
26. Q. B. to K. B's 4th.	26. Q. to her Kt.'s 2nd.
27. Q. B. to Q's 6th.	27. K. R. to Q's sq.
28. K. B. to Q. B's 4th.	28. Kt. to Q. B's 3rd.‡
29. Kt. to K's 4th.	29. K. B. to Q's 5th (ch.)
30. Kt. to K. B's 2nd.	30. Kt. to K's 4th.
31. B. to K's 2nd.	31. Kt. to K. B's 6th (ch.)§
32. B. takes Kt.	32. Q. takes B.
33. Q. takes B.	33. Q. B. to his 3rd.
34. Kt. to K's 4th.	34. Q. to K. Kt.'s 5th (ch.)
35. K. to B's 2nd.	35. B. takes Kt.
36. Q. R. to Q. Kt.'s 2nd.	36. Q. to K. B's 6th (ch.)
37. K. to his sq.	37. Q. takes Q. R. P.
38. K. R. to K. B's 2nd.	38. B. to Q's 4th.
39. P. to K. R's 4th.	39. Q. to her R's 8th (ch.)

* If he had taken the Bishop, White would have got an irresistible attack. For, suppose:-

20. P. takes B.

40. K. to Q's 2nd.

20. Q. takes P. (ch.)

21. K. to R's sq. 22. B. takes Kt. (best) 21. Kt. to Q's 5th. 22. B. to Q. B's 3rd (ch.)

40. K. to B's 2nd.

23. Kt. to K's 5th.

43. K. to his 2nd.

23. P. takes Kt.

And must win.

- + White has the advantage, both in force and position; but the least relaxation would turn the scale in his adversary's favour.
- ‡ This move, preparatory to checking with the Bishop, and then discovering check by playing Kt. to K's 4th, if the K. were moved, may be considered as the winning coup.
- § A good move, but not nearly so effective as Q. to her 4th, which seems to leave Black no resource.
- || In this, as in every game throughout the Tournament, White, it was admitted on all hands, played much below his old force. In health he would have seen immediately that the winning play now was to take the Bishop; ex. gr.;-

40. R. takes B.

41. R. to Q. B's 5th.

41. P. takes R. 42. Q. to Q. B's 8th (ch.) 42. Q. to K. B's 6th.

43. R. to K's 5th (ch.)

And wins.

52. K. to B's 2nd.

41. P. to K. R's 5th. 41. Q. to K. R's 8th. 42. P. takes P. (ch.) 42. K. takes P. 43. K. R. to his 2nd. 43. Q. to K's 5th. 44. Q. takes Q. 44. B. takes Q. 45. K. to his 3rd. 45. K. R. to Q's 2nd. 46. Q. R. to his 2nd. 46. Q. R. to Q. B's 3rd. 47. K. R. takes B. 47. Q. R. to his sq. 48. P. takes R. 48. R. takes P. 49. Q.R. to K. Kt.'s sq. (ch.) 49. K. to B's 3rd. 50. K. R. takes P. 50. K. to his 4th. 51. Q. R. to Q. B's sq.* 51. P. to K. B's 5th (ch.)

And wins.

52. B. takes R.

For the instruction of students, I add a diagram of the situation before White's 40th move:—

BLACK.

WHITE.

* The game was past recovery for Black, I believe; but this was a needless hastening of his defeat.

GAME XVII.

Third game between the same players.

[IRREGULAR OPENING.]

LIMBGODAN	Olemina.]
WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to Q. B's 4th.	1. P. to K. B's 4th.
2. Kt. to Q. B's 3rd.	2. Kt. to K. B's 3rd.
3. P. to Q's 4th.	3. P. to K's 3rd.
4. P. to K. Kt.'s 3rd.	4. K. B. to K's 2nd.
5. K. B. to K. Kt.'s 2nd.	5. Castles.
6. P. to K's 3rd.	6. Kt. to Q. R's 3rd.
7. K. Kt. to K's 2nd.	7. P. to Q's 3rd.
8. Castles.	8. P. to Q. B's 3rd.
9. P. to Q. R's 3rd.	9. Q. Kt. to Q. B's 2nd.
10. P. to K. B's 4th.	10. P. to Q's 4th.
11. P. to Q. Kt.'s 3rd.	11. P. to Q. Kt.'s 3rd.
12. Q. B. to Q. Kt.'s 2nd.	12. Q. B. to Q. R's 3rd.
13. Q. to her B's 2nd.	13. Q. to her 2nd.
14. Q. Kt. to Q's sq.	14. Q. Kt. to K's sq.
15. Q. R. to Q. B's sq.	15. Q. R. to Q. B's sq.
15. Q. R. to Q. B's sq. 16. P. to Q. B's 5th.*	16. P. takes P.
17. P. takes P.	17. K. B. takes P.
18. Q. takes K. B.	18. Q. B. takes Kt.
19. K. R. to K. B's 2nd.	19. B. takes Kt.
20. Q. R. takes B.	20. Q. Kt. to Q's 3rd.
21. Q. B. takes K. Kt.	21. K. R. takes B.
22. K. R. to Q. B's 2nd.	22. K. R. to K. B's sq.
23. Q. R. to Q's 4th.	23. Kt. to K's 5th.
24. B. takes Kt.	24. K. B. P. takes B.
25. Q. R. to his 4th.	25. Q. R. to Q. B's 2nd.
26. P. to Q. Kt.'s 4th.	26. K. R. to Q. B's sq.
27. Q. R. to his 6th.	27. K. to B's 2nd.
28. K. to Kt.'s 2nd.	28. Q. to K's 2nd.
29. P. to K. Kt.'s 4th.	29. Q. takes Q.
30. K. R. takes Q.	30. K. to his 2nd.
31. K. R. to Q. R's 5th.	31. K. R. to Q. R's sq.
32. K. to Kt.'s 3rd.	32. K. to Q's 2nd.
33. K. R. to Q. B's 5th.	33. K. R. to Q. Kt.'s sq.
	•

[†] This opening is far from well played. White heedlessly throws away a valuable Pawn for nothing.

34. K. R. to Q. R's 5th.	34. K. R. to Q. Kt.'s 2nd.
35. P. to K. R's 4th.	35. K. to Q. B's sq.
36. P. to K. R's 5th.	36. K. to Q. Kt.'s sq.
37. K. R. to Q. B's 5th.	37. K. R. to Q. Kt.'s 3rd.
38. Q. R. to his 4th.	38. K. to Q. Kt.'s 2nd.
39. P. to K. Kt.'s 5th.	39. K. R. to Q. Kt.'s 4th.
40. K. to his Kt.'s 4th.	40. K. to Q. Kt.'s 3rd.
41. Q. R. to his 5th.*	41. R. takes Q. R.
42. R. takes R.	42. P. to Q. B's 4th.
43. R. takes P.	43. R. takes R.
44. P. takes R. (ch.)	44. K. takes P.
45. P. to K. B's 5th.	45. P. takes P. (ch.)
46. K. takes P.	46. K. to Q's 3rd.
47. P. to Q. R's 4th.	47. P. to Q. R's 4th.
48. P. to K. R's 6th.	48. P. takes P.
49. P. takes P.	49. K. to Q. B's 3rd.
50. K. to B's 4th.	50. K. to Q. B's 4th.
51. K. to K. B's 5th.	51. K. to Q. B's 5th.
52. K. to his 5th.	52. K. to Q's 6th.†
53. K. to K. B's 6th.	53. K. takes P.
54. K. to Kt.'s 7th,	54. P. to Q's 5th.
55. K. takes P.	55. P. to Q's 6th.
56. K. to Kt.'s 6th.	56. P. to Q's 7th.
57. P. to K. R's 7th.	57. P. Queens.
58. P. Queens.	58. Q. takes P.
59. Q. to K. R's 3rd (ch.)	59. K. to Q's 5th.
60. Q. to K's 6th.	60. Q. to her Kt.'s 4th.
61. Q. to K. B's 6th (ch.)	61. Q. to K's 4th.
62. Q. to K. B's 2nd (ch.)	62. P. to K's 6th.
63. Q. to her Kt.'s 2nd (ch.)	63. K. to his 5th.
64. Q. to her Kt.'s sq. (ch.)	64. K. to his B's 6th.
65. Q. to K. B's sq. (ch.)	65. K. to Kt.'s 5th.
66. Q. to K. Kt.'s 2nd (ch.)	66. Q. to K. Kt.'s 6th.
67. Q. to K's 4th (ch.)	67. K. to R's 6th (dis. ch.)
68. K. to R's 4th.	68. K. to R's 7th.

* Badly played. White has had two or three opportunities of drawing the game easily, but after this move, the advantage is too decidedly in Black's favour ever to be recovered.

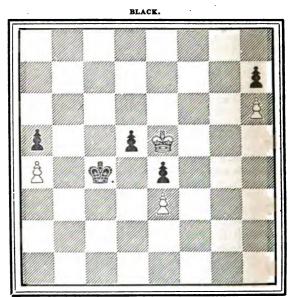
69. Q. to her B's 2nd (ch.) 69. K. to R's 6th.

† Mr. Horwitz is so thoroughly conversant with Pawn end-games, that he rarely overlooks, in such positions, the right road to victory. In this instance, however, his usual sagacity was at fault. He ought now to have

70. Q. to K. B's 5th (ch.)	70. K. to Kt.'s 7th.
71. Q. to her B's 2nd (ch.)	71. Q. to K. B's 7th.
72. Q. to K. Kt.'s 6th (ch.)	72. K. to R's 7th.
73. Q. to her 6th (ch.)	73. Q. to K. Kt.'s 6th.
74. Q. to her 3rd.	74. Q. to K. R's 6th (ch.)
75. K. to Kt.'s 4th.	75. P. to K's 7th.
76. Q. to her 2nd.	76. Q. to K. Kt.'s 7th (ch.)
77. K. to R's 4th.	77. P. Queens.
78. Q. takes Q. at K's sq.	78. Q. to K. R's 6th (ch.)

played P. to Q's 5th, and he must have won directly. The accompanying diagram will enable the youngest player to verify this in a few moves.

And wins.



WHITE.

GAME XVIII.

Fourth game between the same players.

[SICILIAN OPENING.]

	BL	CI	ζ.	(Mr.	H.)	,
•	n		TTT		•	

- P. to K's 4th. 2. K. B. to Q. B's 4th.
- 3. P. to Q. R's 3rd.*
- 4. Kt. to Q. B's 3rd.
- 5. K. Kt. to K's 2nd.
- 6. Castles.
- 7. P. to Q. R's 4th.
- 8. K. Kt. to K. B's 4th.
- 9. P. to Q's 3rd.
- 10. Q. B. to K's 3rd.
- 11. K. B. to Q. R's 2nd.
- 12. Q. R. to Q. Kt.'s sq.
- 13. K. Kt. to K. R's 3rd.
- 14. K. B. to Q. Kt.'s 3rd.
- P. takes P.
- 16. P. to Q's 4th.
- 17. Q. Kt. to K's 2nd.
- 18. P. to Q. B's 3rd.‡
- 19. P. takes Kt.
- 20. Q. R. to his sq. 21. Q. R. to his 3rd.
- 22. Q. B. to his sq.
- 23. K. Kt. to K. B's 4th.
- 24. K. Kt. to Q's 3rd.
- 25. Q. B. to K's 3rd.
- 26. Q. Kt. to Q. B's sq.
- 27. K. R. to K's sq.
- 28. Q. to K. Kt.'s 4th
- 29. B. takes B.
- 30. Q. to K. Kt.'s 5th.
- 31. Kt. takes R.

- WHITE. (Mr. S.)
- 1. P. to Q. B's 4th.
- 2. Kt. to Q. B's 3rd.
- P. to K's 3rd.
- 4. P. to K. Kt.'s 3rd.
- 5. K. B. to Kt.'s 2nd.
- P. to Q. R's 3rd.
- 7. K. Kt. to K's 2nd.
- 8. P. to Q. Kt.'s 3rd.
- 9. Q. B. to Q. Kt.'s 2nd. 10. Q. R. to Q. B's sq.
- Castles.
- 12. Q. to her B's 2nd.
- Q. Kt. to his 5th.
- 14. P. to Q's 4th.
- 15. P. takes P.
- Q. to her B's 3rd.†
- 17. P. to Q. B's 5th.
- P. takes B.
- 19. Q. takes P.
- 20. Q. takes P.
- 21. Q. R. to Q. B's 7th. 22. K. R. to Q. B's sq.
- 23. P. to Q. R's 4th. 24. Q. to her B's 5th.
- 25. Q. B. to Q. R's 3rd.
- 26. P. to Q. R's 5th.
- 27. Kt. to K. B's 4th.
- 28. K. B. takes Q. P.
- 29. Kt. takes B.
- 30. R. takes Kt.
- 81. Kt. to Q. B's 7th.§
- * Somewhat tame, this, for so active a combatant as Mr. Horwitz.
- † Threatening, if Black takes P. with P., to win a Piece by advancing his P. to Q's 5th.
 - # Ingenious; but no ingenuity could avert the loss of the Pawn.
- § Taking the other Kt. with the Queen, would have been even more decisive, as the following diagram and variation will clearly show:-

32. K. R. to Q's sq.

32. Kt. takes Q. R.

33. P. takes Kt.

33. P. to Q. Kt.'s 7th.

And Black surrenders.

GAME XIX.

Fifth game between the same players.

[IRREGULAR OPENING.]

(Mr. S.) WHITE.

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

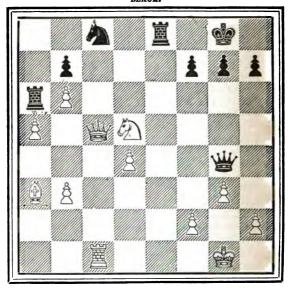
3. P. to K's 3rd.

(Mr. H.) BLACK.

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

2. P. to K's 3rd. 3. Kt. to K. B's 3rd.

BLACK.



WHITE.

Suppose, now,-

32. R. takes Q.

33. Q. takes R.

31. Q. takes Kt.

32. R. takes R. (ch.) 33. Kt. to K's 7th (ch.)

And wins.

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

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

25. P. to K's 6th (dis. ch.)

- 32. P. to K. R's 4th.
- 33. Kt. to K. R's 3rd.
- * This appears to be the only move by which the dangerous advance o Black's centre Pawn can be arrested.
- + Black prudently recoiled from the temptation to sacrifice his Kt... for suppose—

 24. P. takes K. P.

35. P. takes Kt. 26. Q. to Q's 5th (ch.)

And White must win.

‡ At this point of the game, Mr. Horwitz's manœuvres are seriously impeded by his being unable to extend the range of his Kt.'s action beyond the limited battle-ground of his own immediate territory.

34. K. to K. B's 2nd.

35. R. to Q. B's 2nd.

34. K. to K. B's sq. 35. Kt. to Kt's sq.

Owing to an unfortunate miscarriage, the MS. of the remaining portion of this game, by far the best part, was lost. The game was drawn.

GAME XX.

Sixth game between the same players.

[IRREGULAR OPENING.]

BLACK. (Mr. H.)
1. P. to K. B's 4th.
2. Kt. to K. B's 3rd.
2.

P. to K's 3rd.
 P. to Q. B's 3rd.

5. Kt. to Q. R's 3rd.

6. B. to K's 2nd.

7. Castles.

8. Kt. to Q. B's 2nd.

9. R. to Q. Kt.'s sq.

10. P. to Q. Kt.'s 3rd.

11. P. takes P.

12. P. to Q's 4th.

13. P. to K. R's 3rd.

14. B. to Q's 3rd.

15. P. takes P.

B. to Q's 2nd.
 P. to Q. B's 4tn.

18. B. takes Kt.

19. Kt. to K. R's 2nd.

20. Q. to K's 2nd.

21. Kt. to K's sq.

22. R. to Q. B's sq.

23. P. takes P.

24. P. to K's 4th.

25. K. to R's sq.

26. Q. to Q. B's 2nd.

WHITE. (Mr. S.)

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

2. P. to K's 3rd.

3. P. to K. Kt.'s 3rd.

4. B. to K. Kt.'s 2nd.

5. Kt. to K's 2nd.

6. Castles.

7. P. to Q. Kt.'s 3rd.

8. B. to Q. Kt.'s 2nd.

9. Q. Kt. to Q. B's 3rd.

10. P. to K's 4th.*

11. Q. Kt. takes P.

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

13. Q. Kt. to K. B's 3rd.

14. R. to Q. B's sq.

15. Q. Kt. to Q's 4th.

16. P. takes P.

17. Kt. to Q. B's 6th.

18. B. takes B.

19. Q. to Q. B's 2nd.

20. Q. R. to K's sq.

21. P. to Q's 4th.

22. B. to K. Kt.'s 2nd.

23. Kt. takes P.

24. B. checks.†

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

26. Kt. to K. R's 4th.

* By this irregularity, White is enabled to get a more open sort of game, but it separates and enfeebles his centre Pawns.

+ This check, followed by the Kt. to K. B's 5th, gives White a manifest superiority.

51. P. takes Q.

27. R. to K. B's 3rd.	27. Kt. to K. Kt.'s 6th (ch.)*
28. R. takes Kt.	28. Q. takes R.
29. Q. Kt. to K. B's 3rd.	29. R. to Q. B's sq.
30. R. to K. B's sq.	30. P. to K. R's 4th.
31. Q. to her 2nd.	31. B. to K. Kt.'s 2nd.
32. Q. to Q. B's 2nd.	32. K. to R's 2nd.
33. R. to K. B's 2nd.	33. B. to Q's 5th.
34. R. to B's sq.	34. K. to Kt.'s 2nd.
35. Q. to her 2nd.	35. Q. R. to Q's sq.
36. Q. to Q. B's 2nd.†	36. R. to Q's 3rd.
37. Kt. takes B.	37. R. takes Kt.
38. Kt. to K. B's 3rd.	38. R. to Q's 2nd.
39. Q. to Q. B's 3rd (ch.)	39. K. to Kt.'s sq.
40. B. to B's 2nd.‡	40. K. R. to Q's sq.
41. Q. takes Q. B. P.	41. B. to Q. R's 3rd.
42. R. to K. B's 2nd.	42. R. to Q's 5th.§
43. Kt. takes R.	48. Q. takes R.
44. Kt. to K's 6th.	44. Q. to K. B's 8th (ch.)
45. K. to R's 2nd.	45. P. takes Kt.
46. Q. to K. Kt.'s 5th.	46. R. to Q's 2nd.
47. Q. takes P. (ch.)	47. K. to B's sq.
48. Q. takes K. P.	48. Q. to K. B's 5th (ch.)
49. K. to R's sq.	49. R. to Q's 3rd.∥ ` ´
50. Q. to B's 5th (ch.)	50. Q. takes Q.

And Black resigns.

51. B. to Kt.'s 2nd.

* He might have played his Q. to K. Kt.'s 6th first, but that would have given Black time to bring out his K. Kt.

† Mr. Horwitz seems too much embarrassed at this juncture to devise any settled plan of operations. His position, indeed, is one in which to advance or stand still is alike dangerous.

‡ If he had attacked the R. with his Kt., White would have taken the K. P. with the B., winning easily.

§ The decisive coup. Play as Black can, his fate is sealed. If K. to Kt.'s sq., then White moves R. to Q's 8th (ch.), &c., mating in three or four moves; and the result of Kt. takes R. is seen in the text.

|| Compelling an exchange, the Black Queen having no retreat.

GAME XXI.

Seventh and last game between the same players.

[IRREGULAR OPENING.]

WHITE. (Mr. S.)	BLACK. (Mr. H.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.*
2. Kt. to Q. B's 3rd.	2. P. to K. B's 4th.
3. P. to K. Kt.'s 3rd.	3. Kt. to K. B's 3rd.
4. B. to K. Kt.'s 2nd.	4. P. to Q. B's 3rd.
5. P. to Q's 3rd.	5. Kt. to Q. R's 3rd.
6. P. to Q. R's 3rd.	6. B. to K's 2nd.
7. P. to K's 3rd.	7. Castles.
8. K. Kt. to K's 2nd.	8. Q. Kt. to Q. B's 2nd.
9. Castles.	9. P. to Q's 4th.
10. P. to Q. Kt.'s 3rd.	10. Q. to K's sq.
11. B. to Q. Kt.'s 2nd.	11. Q. to K. B's 2nd.
12. Q. R. to Q. B's sq.	12. Q. B. to Q's 2nd.
13. P. to K's 4th.	13. K. B. P. takes P.
14. Q. P. takes P.	14. Q. R. to Q's sq.
15. P. to K's 5th.	15. K. Kt. to K's sq.
16. P. to K. B's 4th.	16. P. takes Q. B. P.
17. P. takes P.	17. B. to Q. B's 4th (ch.)
18. K. to R's sq.	18. B. to K's 6th.
19. Q. R. to Q. Kt.'s sq.	19. P. to K. Kt.'s 3rd.
20. Q. to her Kt.'s 3rd.	20. Q. B. to his sq.
21. Q. Kt. to K's 4th.	21. K. B. to Q. Kt.'s 3rd.
22. Q. R. to Q's sq.	22. Q. Kt. to Q. R's 3rd.
23. Q. to her B's 3rd.	23. R. takes R.
24. R. takes R.†	24. Q. Kt. to Q. B's 4th.
25. Q. Kt. to Q's 6th.	25. Q. to her B's 2nd.
26. Q. to her B's 2nd.‡	26. K. Kt. to his 2nd.

^{*}The monotony which characterizes the majority of the openings in these matches is a source of regret to me, as it certainly detracts from their interest; but, unless by previous understanding between the players, the same fault will always prevail when victory is dependent on so small a number of games.

27. Q. to K's 2nd.

28. Q. to her B's 2nd.

27. P. to K. Kt.'s 4th.

28. Q. B. to Q's 4th.

[†] White has now a fine commanding position. He will be able to plant his Kt, at Q's 6th without fear of his being dislodged, since, if 's adversary captures it, the advanced P. at Q's 6th, and the attack threatened by the Q. and B., must prove fatal in the end.

¹ To avoid the consequences of the adverse Q. Kt. going to Q. R's 5th.

29. P. to Q. R's 4th.*

30. P. to Q. B's 5th.

31. Q. to her Kt.'s 3rd.

32. Q. Kt. to K's 4th.

33. Kt. checks.

34. Q. to K. R's 3rd.†

35. B. to Q. R's sq.

36. P. takes Kt.

37. B. to K's 5th.

38. B. to K's 4th.

39. Kt. to K. Kt.'s sq.‡

29. Q. Kt. to Q. R's 3rd.

30. K. B. to Q. R's 4th.

31. P. to Q. Kt.'s 3rd.

32. P. takes P.

33. K. to R's sq. 34. K. Kt. to K's sq.

35. Kt. takes Kt.

36. K. to Kt.'s sq.

37. Q. to her Kt.'s 2nd.

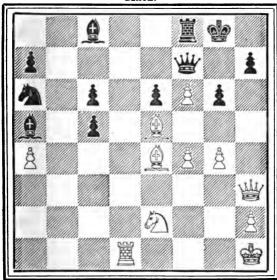
38. Q. to K. B's 2nd.

39. B. to Q's sq.

* Threatening to gain a Piece by advancing the P. to Q. R's 5th.

+ White has now a winning game; and having an opponent quite above taking advantage of his indisposition, to "sit him out," the result is no longer doubtful; but if the contest had lasted six or seven hours longer, he would, in all probability, have lost it.

I This Kt. is an indispensable auxiliary for consummating the attack. as the reader will find on examining the position, of which I give a diagram, before White's 39th move.



WHITE.

40. P. to K. Kt.'s 5th.	40. Q. B. to Q. Kt.'s 2nd.
41. Kt. to K. B's 3rd.	41. R. to K's sq.
42. B. to Q's 6th.*	42. B. takes P.†
43. P. takes B.	43. Q. takes P.
44. Kt. to Kt.'s 5th.	44. Q. to K. Kt.'s 2nd.
45. B. to K.'s 5th.	45. Q. to K's 2nd.

45. B. to K.'s 5th.

46. B. takes K. Kt. P.

And Black resigns.

GAME XXII.

FIRST GAME BETWEEN MESSES. WILLIAMS AND MUCKLOW.

•	-
WHITE. (Mr. W.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to Q. Kt.'s 3rd.
4. Kt. to K. B's 3rd.	4. P. to Q. R's 3rd.
5. B. to K's 2nd.	5. B. to Q. Kt.'s 2nd
. 6. P. to Q's 3rd.	6. Kt. to Q. B's 3rd.
7. Castles.	7. B. to K's 2nd.
8. P. to Q. R's 3rd.	8. P. to K. R's 3rd.
9. Q. to K's sq.	9. P. to Q's 3rd.
10. Q. to K. Kt.'s 3rd,	10. Q. to Q's 2nd.
11. P. to K's 5th.	11. P. to K. Kt.'s 3rd
12. R. to Q. Kt.'s sq.	12. P. to K. R's 4th.
13. P. takes P.	13. Q. takes P.
14. Kt. to K's 4th.	14. Q. to her 2nd.
15. P. to K. R's 3rd.	15. Kt. to Q's 5th.
16. Kt. takes Kt.	16. Q. takes Kt. (ch.)
17. B. to K's 3rd.	17. Q. to Q's 2nd.
18. Q. R. to Q's sq.	18. B. takes Kt.
19. P. takes B.	19. Q. to Q. R's 5th.

* Affording an inlet for the Knight, which nothing now can resist.

[†] It is indifferent what he plays, the game being past all surgery.

‡ In some respects these players were well paired, not for equality of force, indeed, Mr. Williams being by far the stronger, but because each, in his degree, exhibits the same want of depth and inventive power in his combinations, and the same tiresome prolixity in manœuvring his men. It need hardly be said that the games, from first to last, are remarkable only for their unvarying and unexampled dulness.

GAME XXII. WILLIAMS AND MUCKLOW.

20. Q. to B's 2nd.*	20. Kt. to K. B's 3rd.†
21. P. to K's 5th.	21. Kt. to Q's 4th.
22. P. to Q. B's 4th.	22. Kt. takes B.
23. Q. takes Kt.	23. R. to Q's sq.
24. R. takes R. (ch.)	24. B. takes R.
25. R. to Q's sq.	25. Castles.
26. P. to K. Kt.'s 4th.	26. P. to K. R's 5th.
27. R. to Q's 2nd.	27. Q. to K's sq.
28. P. to K. Kt.'s 5th.	28. K. to Kt.'s 2nd.
29. Q. to her 3rd.	29. B. to K's 2nd.
30. Q. to her 7th.	30. Q. to Q's sq.
31. K. to B's 2nd.	31. R. to K's sq.
32. K. to K's 3rd.	32. Q. to Q. Kt.'s sq.
33. B. to B's 3rd.	33. K. to B's sq.
34. Q. to Q. Kt.'s 7th.	34. Q. takes Q.
35. B. takes Q.	35. P. to Q. R's 4th.
36. B. to K. B's 3rd.	36. R. to Q. Kt.'s sq.
36. B. to K. B's 3rd. 37. P. to Q. R's 4th.	36. R. to Q. Kt.'s sq. 37. K. to his sq.
38. P. to Q. Kt.'s 3rd.	38. R. to Q. B's sq.
39. B. to Kt.'s 7th.	39. R. to Q. B's 2nd.
40. B. to R's 6th.	40. B. to Q's sq.
41. R. to Q's 6th.	41. R. to R's 2nd.
42. B. checks.	42. K. to his 2nd.
43. K. to B's 3rd.	43. R. to Kt.'s 2nd.
44. K. to Kt.'s 4th.	44. R. to Q. Kt.'s sq.
45. K. takes P.	45. K. to B's sq.
46. K. to Kt.'s 4th.	46. K. to Kt.'s 2nd. 47. B. to K's 2nd.
47. P. to K. R's 4th.	47. B. to K's 2nd.
48. R. to Q's 7th.	48. K. to B's sq.
49. P. to R's 5th.	49. P. takes P. (ch.)
50. K. takes P.	50. R. to Q's sq.
51. R. to Kt.'s 7th.	51. R. to Q's 6th,
52. R. takes P.	52. R. takes P.
53. R. to Kt.'s 8th (ch.)	53. K. to Kt.'s 2nd.
54. R. to Q. R's 8th.	54. R. to Q. R's 6th.
55. R. takes P.	55. B. to Q's sq.
56. R. to R's 8th, 57. P. to R's 5th.	56. R. to Q's 6th.
57. P. to R's 5th.	57. R. to K. R's 6th (ch.)
58. K. to Kt.'s 4th.	58. R. to Q's 6th.
59. P. to R's 6th.	59. B. to Q. R's 4th.

^{*} A feasible trap against an inexperienced opponent.

† Black suspected danger, so prudently avoided both the baits.

60. P. to R's 7th.	60. B. to K's 8th.
61. R. to K. Kt.'s 8th (ch.)	61. K. to R's 2nd.
62. R. to K. R's 8th (ch.)	62. K. takes R.
63. P. Queens (ch.)	63. K. to Kt's. 2nd.
64. Q. to K. Kt.'s 2nd.*	64. R. to K. Kt.'s 6th (ch.)
65. Q. takes R.	65. B. takes Q.
66. K. takes B.	66. K. to B's sq.
67. K. to Kt.'s 4th.	67. K. to Kt.'s 2nd.
68. K. to R's 5th.	68. K. to R's 2nd.
69. B. to Q. B's 6th.	69. K. to Kt.'s 2nd.
70. B. to K's 4th.	70. K. to B's sq.
71. K. to R's 6th.	71. K. to Kt.'s sq.
72. B. to Q's 3rd.	72. K. to B's sq.
73. B. to K. R's 7th.	73. K. to K's 2nd.
74. K. to Kt.'s 7th.	74. K. to K's sq.
75. B. to Kt.'s 8th.	75. P. to B's 4th.
76. Kt. P. takes P. in	76. K. to Q's 2nd.
passing.	
77. P. to B's 7th.	

And wins.

[I am not aware whether the time consumed in this game has been recorded. It must have been portentous, as about mic tion by

Gara	XXIII.
Second game betw	een the same players.
[IRREGULA	E OPENING.]
BLACK. (Mr. M.)	wніте. (Mr. W.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to K. B's 4th.
3. B. to K's 2nd.	3. Kt. to K. B's 3rd.
4. B. to R's 5th (ch.)	4. P. to K. Kt.'s 3rd.
5. B. to B's 3rd.	5. P. to Q's 4th.
6. P. takes P.	6. P. takes P.
7. Kt. to Q. B's 3rd.	7. B. to K. Kt.'s 2nd.
8. K. Kt. to K's 2nd.	8. Kt. to Q. B's 3rd.
9. P. to Q's 4th.	9. Castles.
10. Q. to Kt.'s 3rd.	10. Kt. to K's 2nd.

ium.

ARE ARIII.J WILLIAMS AND	RUCKLOW.
11. P. to K. R's 4th.	11. P. to K. R's 3rd.
12. Kt. to K. B's 4th.	12. P. to Q. B's 3rd.
13. B. to Q's 2nd.	13. K. to R's 2nd.
14. Q. Kt. to K's 2nd.	14. P. to Q. R's 4th.
15. P. to Q. R's 4th.	15. Kt. to K's 5th.
16. Q. to B's 2nd.	16. Q. to Q's 3rd.
17. B. to Q. B's 3rd.	17. B. to Q's 2nd.
18. P. to K. R's 5th.	18. P. to K. Kt.'s 4th.
19. Kt. to Q's 3rd.	19. P. to Q. Kt.'s 3rd.
20. P. to K. Kt.'s 3rd.	20. Kt. to Kt.'s sq.
21. P. to Q. Kt.'s 4th.	21. Kt. takes B.
22. Q. takes Kt.	22. P. takes P.
23. Kt. takes P.	23. Kt. to B's 3rd.
24. Kt. to Q. B's 2nd.	24. Kt. to K's 5th.
25. B. takes Kt.	25. K. B. P. takes B.
26. R. to K. R's 2nd.	26. P. to Q. B's 4th.
27. P. to Q. R's 5th.	27. K. R. to Q. B's sq.
28. Q. to Q's 2nd.	28. P. to B's 5th.
29. Q. R. P. takes P.	29. R. takes R. (ch.)
30. Kt. takes R.	30. Q. takes Q. Kt. P.
31. Kt. to Q. B's 3rd.	31. B. to K. Kt.'s 5th.
32. Q. to R's 2nd.	32. R. to Q. Kt.'s sq. 33. B. to K. B's sq.
33. Kt. to Q. B's 2nd.	33. B. to K. B's sq.
34. Kt. takes Q. P.	34. Q. to Q. B's 3rd.*
35. Kt. checks.	35. Q. takes Kt.
36. Q. to R's 7th (ch.)	36. B. to Kt.'s 2nd.
37. Q. takes R.	37. Q. to K. B's 6th.
38. K. to Q's 2nd.	38. Q. to Q's 8th (ch.)
39. K. to Q. B's 3rd.	39. Q. to Q's 6th (ch.)
40. K. to Kt.'s 2nd.	40. P. checks.
41. K. to R's sq.	41. Q. takes Kt.
42. Q. to Q. Kt.'s sq.	42. Q. to Q. R's 5th (ch.) 43. Q to Q's 8th (ch.)
43. Q. interposes.	40. W to W 8 5th (ch.)
44. Q. interposes.	44. P. to Q. B's 7th.

And Black resigns.

^{*} Q. to Q. Kt.'s 6th wins, perhaps, more immediately.

GAME XXIV.

Third game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. W.)

1. P. to K's 4th.

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

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

4. Castles.

5. B. takes Kt.

6. P. to Q. B's 4th.

7. P. to Q's 3rd.

8. Kt. to K's sq.

9. Kt. to Q. B's 3rd.

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

11. R. to Q. Kt.'s sq.

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

13. P. takes P.

14. Kt. to K. B's 3rd.

15. R. to K. B's 2nd.

B. to K's 3rd.

Q. to K's 2nd.

P. takes P.

19. Kt. to K's 4th. P. takes B.

21. K. R. to K. B's sq.

22. Q. R. to Q's sq.

23. P. to Q. Kt.'s 3rd.

24. Q. to K. B's 2nd. 25. Q. to K. Kt.'s 3rd.

26. K. to R's 2nd.

27. Q. to Kt.'s 4th.

28. Kt. to R's 4th.

29. Q. R. takes R.

30. R. to Q's sq. 31. R. to Q's 7th.

32. Kt. to B's 5th.

Q. to R's 4th.

34. Q. to R's 5th.

35. R. to Q. Kt.'s 7th.

36. Kt. to R's 4th.

BLACK. (Mr. M.)

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

2. Kt. to Q. B's 3rd.

3. P. to K's 3rd.

4. B. to K's 2nd.

5. Kt. P. takes B.

6. P. to Q's 3rd.

7. P. to K's 4th.

8. R. to Q. Kt.'s sq.

9. Kt. to K. B's 3rd.

10. Castles.

11. K. to R's sq.

12. Kt. to Kt.'s sq.

13. P. takes P.

14. Q. to Q's 3rd.

15. R. to Q. Kt.'s 2nd.

16. B. to Q's sq.

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

18. B. takes P.

19. B. takes Kt.

20. R. to Q's 2nd.

21. Q. R. to K. B's 2nd.

22. Q. to K's 2nd.

23. P. to K. R's 3rd.

24. B. to Q. Kt.'s 3rd. 25. B. to B's 2nd.

26. R. to B's 3rd.

27. R. to Q's sq.

28. K. to R's 2nd.

29. B. takes R.

30. Q. to K. B's sq.

31. B. to Kt.'s 3rd.

32. R. to K. Kt.'s 3rd.

33. Q. to B's 3rd.

34. Q. to K's 3rd.

35. K. to R's sq.

36. K. to R's 2nd.

37. Q. takes R. (ch.) 38. Kt. takes Q.

29. K. Kt. takes Kt.

Q. takes Q.
 K. takes Kt.

And White won the game.

GAME XXV.

Fourth and last game between the same players.

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

Black resigns.

29. P. takes K. Kt. (ch.)

THIRD SERIES.

COMBATANTS.

MESSRS.

WYVILL AND WILLIAMS.
ANDERSSEN AND STAUNTON.

MESSES.

CAPT. KENNEDY AND MUCKLOW. SZEN AND HORWITZ.

[In this, as in the preceding section, each match was decided in favour of the player who first won four games.]

GAME I.

FIRST GAME BETWEEN MESSES. WYVILL AND WILLIAMS.

[SICILIAN OPENING.]

WHITE. (Mr. Wi.)	BLACK. (Mr. Wy.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. P. to K. Kt.'s 3rd.
4. P. to K's 5th.	4. Kt. to K. R's 3rd.
5. P. to Q. Kt.'s 3rd.	Kt. to Q. B's 3rd.
6. K. B. to Q. Kt.'s 5th.	6. Q. Kt. to K's 2nd.*
7. Kt. to Q. B's 3rd.	7. P. to Q. R's 3rd.
8. Q. Kt. to K's 4th.†	8. K. B. to Kt.'s 2nd.1

^{*} Better, it is now thought, than permitting White to exchange the B. for the Kt.

 $[\]dagger$ The correct play. Threatening Black with the death-stroke at Q's 6th, or K. B's 6th.

[‡] This somewhat puzzles me. Why did Mr. Wyvill permit his K. to

	9.	Q.	Kt.	to Q's	6th	(ch.)
•	_	~~	T .	TTA		٠,

10. K. B. to K's 2nd.

11. Q. Kt. to K's 4th.

12. P. to Q's 3rd.

13. Q. Kt. to K. B's 2nd.

14. P. to K. Kt.'s 4th.

15. K. Kt. to K. Kt.'s 5th.

16. Q. Kt. to K's 4th.

17. P. takes P.

18. Castles.

19. Kt. takes B.

20. K. B. to K. B's 3rd.

21. Q. to K's sq.

22. Q. B. to Q's 2nd.

23. Q. to K. R's 4th. 24. Q. R. to K's sq.†

25. Q. to K. Kt.'s 3rd.1

26. Kt. to K.'s 4th.

27. P. to K. B's 5th.

28. P. takes P.

29. Kt. takes K. Kt. P.§

30. Q. B. takes P.

31. Q. B. to K. B's 6th (double ch.)

32. Q. to K. Kt.'s 6th.

9. K. to B's sq. 10. K. Kt. to K. B's 4th.

11. P. to Q. Kt.'s 3rd.

12. P. to Q's 4th.

. 13. P. to Q's 5th. 14. K. Kt. to K. R's 3rd.*

Q. Kt. to Q's 4th.

16. P. to K. B's 3rd.

K. B. takes P.

18. K. to Kt.'s 2nd.

19. Q. takes Kt.

20. B. to Q. Kt.'s 2nd.

21. Q. R. to K's sq.

22. K. R. to K. B's sq. 23. K. R. to his sq.

24. K. Kt. to his sq.

25. P. to K. R's 3rd.

26. Q. to her sq.

27. K. P. takes P. 28. P. to K. Kt.'s 4th.

P. takes Kt.

30. R. to K. R's 6th.

31. K. takes B.

And mates.

be debarred from Castling when he might so easily have prevented it? Would not playing the Q. Kt. to Q's 4th have obviated the necessity of moving his King? It appears to me so, and that K. B. to K's 2nd afterwards, would have enabled him to free his Pieces without much trouble or delay.

- * Black has truly a disastrous game, scarcely a Piece with the power of moving beyond the precincts of the royal line, and his King confined without safety, and himself confining some of his ablest forces.
- † Threatening to take the K. P. with his Kt., and then play P. to K. Kt.'s 5th.
 - 1 Anticipating the attack on his Kt. by the K. R. P.
 - 5 This is decisive, and winds up the game very neatly.

GAME II.

Second game between the same players.

[IRREGULAR OPENING.]

LIEREGULAE	OFERING.]
BLACK. (Mr. Wy.)	white. (Mr. Wi.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to K. B's 4th.
3. Kt. to K. R's 3rd.	3. Kt. to K. B's 3rd.
4. P. to K. Kt.'s 3rd.	4. Kt. to Q. B's 3rd.
5. P. to Q's 4th.	5. B. to Q. Kt.'s 5th (ch
6. B. to Q's 2nd.*	6. B. takes B. (ch.)
7. Kt. takes B.	7. Castles.
8. B. to K. Kt.'s 2nd.	8. Q. Kt. to K's 2nd.
9. Castles.	9. Kt. to K. Kt.'s 3rd.
10. P. to Q. Kt.'s 4th.	10. Q. to K's 2nd.
11. Q. to Q. Kt.'s 3rd.	11. P. to Q's 3rd.
12. Q. R. to K's sq.	12. P. to K's 4th.
13. P. to K. B's 4th.	13. P. to K's 5th.
14. K. to R's sq.	14. B. to Q's 2nd.
15. K. Kt. to K. B's 2nd.	15. P. to K. R's 4th.†
16. Q. to Q's sq.	16. P. to Q. B's 3rd.
17. P. to K. R's 3rd.	17. P. to Q's 4th.
18. P. to Q. R's 3rd.	18. P. to Q. R's 4th.
19. P. to Q. B's 5th.	19. Q. R. P. takes P.
20. Q. R. P. takes P.	20. P. to Q. Kt.'s 4th.
21. Kt. to Q. Kt.'s 3rd.	21. R. to Q. R's 5th.
22. Q. to Q's 2nd.	22. P. to K. R's 5th.
23. Kt. to Q. R's 5th.;	23. Kt. to K. R's 4th.
24. R. to K. Kt.'s sq.	24. K. R. P. takes P.
25. Kt. to Q's sq.	25. Kt. to K. R's 5th.
26. Q. R. to K. B's sq.	26. Kt. takes B.
27. K. takes Kt.	27. Q. to K. R's 5th.
28. Q. to Q. Kt.'s 2nd.	28. P. to K. Kt.'s 4th.
29. Kt. to Q. B's 3rd.	29. P. takes K. B. P.
30. R. takes P.	30. Kt. takes R. (ch.)§

^{*} This, I am now inclined to think, is preferable to interposing the Kt. as Q. B's 3rd.

[†] Foreseeing the probable on-coming of Black's K. Kt. P.

[‡] This seems to answer no purpose, but that of giving White the necessary time to carry out the plan of attack he had just commenced.

[§] I subjoin a diagram of the situation of the forces after White's 98th move.

31. P. takes Kt.

32. R. to K. B's sq.

33. Kt. takes R.‡

34. Kt. to Q. B's 3rd.

35. K. to Kt.'s sq.

31. Q. takes K. B. P.*

32. Q. to K. R's 5th.†

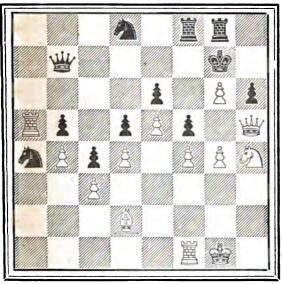
33. P. to K. B's 5th.

34. B. takes P. (ch.)

35. B. takes R.

And Black resigns.

BLACK.



WHITE.

* White pursues the attack with remarkable determination and ability.
† All this is extremely well calculated. White is well assured his passed Pawns are irresistible now.

‡ The game was lost, play as he could, but taking this Rook was only accelerating his defeat.

GAME III.

Third game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. Wi.)	BLACK. (Mr. Wy.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. Kt. to K. R's 3rd.
4. P. to Q. Kt.'s 3rd.*	4. P. to Q. R's 3rd.
5. B. to K's 2nd.	5. Kt. to Q. B's 3rd.
6. Castles.	6. P. to Q. Kt.'s 4th.
7. P. to Q's 3rd.	7. B. to K's 2nd.
8. P. to Q. B's 4th.	8. B. to K. B's 3rd.†
9. P. to K's 5th.	9. B. to K's 2nd.
10. Kt. to Q. B's 3rd.	10. R. to Q. Kt.'s sq.
11. Kt. to K's 4th.	11. Kt. to K. B's 4th.
12. P. to K. Kt.'s 4th.	12. Kt. to K. R's 3rd.‡
13. P. to K. R's 3rd.	13. P. to K. B's 4th.
14. P. takes P. in passing.	14. B. takes P.
15. R. to Q. Kt.'s sq.	15. Kt. to Q's 5th.§
16. Kt. to Q's 6th (ch.)	16. K. to K's 2nd.
17. Kt. to K's 4th.	17. Kt. takes Kt. (ch.)
18. B. takes Kt.	18. B. to Q's 5th (ch.)
19. K. to Kt.'s 2nd.	19. Q. to Q. R's 4th.
20. Q. to K's 2nd.	20. P. takes P.
21. Q. P. takes P.	21. B. to Q. Kt.'s 2nd.
22. P. to K. B's 5th.	22. Kt. to K. B's 2nd.
23. P. takes P.	23. P. takes P.
24. B. to K. Kt.'s 5th (ch.)	24. K. to Q's 2nd.
25. B. to K. B's 4th.	25. P. to K's 4th.
26. B. to K. Kt.'s 3rd.	26. K. R. to K. B's sq.
27. Q. R. to Q's sq.	27. B. to Q. R's sq.
28. P. to K. R's 4th.	28. Q. R. to K's sq.

^{*} Anticipating Black's favourite manœuvre of P. to K. Kt.'s 3rd, and B. to K. Kt.'s 2nd.

† To compel the advance of White's K. P.

‡ Better to have marched forward with the Kt. to Q's 5th, I think. Retreating him gave White too much time.

§ In the early games of this match Mr. Wyvill plays so much below the strength he exhibited in the latter ones, that it is difficult to believe that the games all through are by the same players. What can be worse than the opening of this game, except, indeed, that of the first?

29. Q. to her sq.* 29. B. to K's sq. 30. Kt. takes P. (ch.) 30. K. to K's 2nd. 31. B. to Q. Kt.'s 4th.† 31. Kt. to Q's 3rd. 32. R. takes B. 32. R. takes B. 33. R. takes R. 33. B. takes R. (ch.) 34. K. takes B. 34. R. to B's sq. (ch.) 35. K. to Kt.'s 2nd. 35. Q. to Q. R's sq. (ch.)

36. R. to Q's 5th.

And Black resigns.

GAME IV.

Fourth game between the same players.

[IRREGULAR	OPENING.]
BLACK. (Mr. Wy.)	WHITE. (Mr. Wi.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to K. B's 4th.
3. Kt. to Q. B's 3rd.	3. Kt. to K. B's 3rd.
4. P. to K. B's 4th.	4. B. to Q. Kt.'s 5th.
5. Q. Kt. to K's 2nd.	5. P. to Q's 4th.
6. P. takes Q. P.	6. P. takes P.
7. Kt. to K. B's 3rd.	7. Castles.
8. Kt. to K. Kt.'s 3rd.	8. Kt. to Q. B's 3rd.
9. B. to Q. Kt.'s 5th.	9. Q. to K's 2nd.
10. Castles.‡	10. B. to Q's 3rd.
11. B. takes Kt.	11. P. takes B.
12. K. Kt. to Q's 4th.	12. Kt. to K. Kt.'s 5th.
13. P. to K. R's 3rd.	13. Q. to K. R's 5th.
14. Q. Kt. takes K. B. P.	14. Q. B. takes Kt.
15. Kt. takes Q. B.	15. R. takes Kt.
16. P. takes Kt.	16. R. to K. B's 3rd.
17. P. to K. Kt.'s 5th.	17. R. to K. Kt.'s 3rd.
18. R. to K. B's 3rd.§	18. Q. to K. R's 4th.
19. Q. to Q. B's 2nd.	19. Q. R. to Q's sq.∥

* This and the next few moves by Black are deplorable.

+ Well played. Nothing he now can do will save the game. 1 What a remarkable contrast between the spirit and boldness of Mr. Wyvill's opening in this game, and the irresolution and timidity which marked the three preceding games!

§ Threatening to win the Queen by R. to K. R's 3rd, next move. § Of what avail is this move? It seems to have no bearing on the

game.

20. P. to Q's 3rd.
21. R. to K. R's 3rd,
22. P. to Q's 4th.*
23. R. to K. B's 3rd.†
24. B. to Q's 2nd.
25. B. to Q. R's 5th.‡
26. B. takes P.
27. Q. takes Q. B. P.
28. Q. takes Q. P. (ch.)
29. Q. takes Q. (ch.)
30. B. takes P.
31. R. to K. B's 2nd.
32. K. takes R.
33. K. to K. B's 3rd.
34. B. to K's 5th.
35. B. takes B.
36. K, to K's 2nd.

37. R. to K. B's sq.

20. P. to K. R's 3rd. 21. Q. to K. Kt.'s 5th. 22. K. to K. B's 2nd. 23. B. to K's 2nd. 24. K. R. P. takes P. 25. B. to K. B's 3rd. 26. R. to Q. B's sq. 27. P. takes K. B. P. 28. Q. to K's 3rd. 29. K. takes Q. 30. R. to Q. B's 7th. 31. R. takes R. 32. K. to Q's 4th. 33. B. to K's 2nd. 34. B. to K. B's 3rd. 35. R. takes B. (ch.)

36. K. to K's 5th.

And White resigned.

GAME V.

Fifth game between the same players.

[IRREGULAR	OPENING.]
WHITE. (Mr. Wi.)	BLACK. (Mr. Wy.)
1. P. to K's 3rd.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. P. to Q. Kt.'s 3rd.	4. P. to K. B's 4th.
5. B. to Q. Kt.'s 2nd.	5. Kt. to K. B's 3rd.
6. B. to Q. Kt.'s 5th.	6. B. to K's 2nd.
7. B. takes Q. Kt.	7. Q. Kt. P. takes B.

8. P. to Q. B's 4th. 8. Castles. 9. Castles. 9. B. to Q. R's 3rd.§

* Gaining time by thus attacking the Rook. † Well played; since, now, if White take the P. with P., Black must win a Rook.

‡ An unlooked-for and important move.

§ This move of B. to Q. R's 3rd, looks very frequently of more service than it proves. In the presen game, the Bishop remains inactive and comparatively useless for nearly twenty moves.

-	
10. Q. to K's 2nd.	
11. Kt. to Q. B's 3rd.	
12. P. to Q's 3rd.	
13. P. to K's 4th.	
14. P. takes P.	
15. P. to K. Kt.'s 3rd.	
16. K. R. to K's sq.	
17. Q. to K's 3rd.	
18. K. to Kt.'s 2nd.	
19. Q. to Q's 2nd.	
20. Q. R. to Q's sq.	
21. Kt. to Q. R's 4th.*	
22. P. to K. B's 5th.†	
23. Q. to K. Kt.'s 5th.	
24. P. takes P.§	
25. R. takes R.	
26. Kt. takes B.	
27. Q. R. to K's sq.	
28. R. to K's 7th.	
29. B. takes Kt.	
30. Kt. to K. B's 7th.∥	
31. Kt. to R's 6th (ch.)	
32. Kt. to Q. B's 3rd.	
33. Kt. to K's 2nd.	
34. Kt. to K. B's 4th	
35. Kt. takes B. (ch.)	
36. R. takes R.	
37. Kt. to K. B's 7th (ch.)	,

Q. to her B's 2nd. 11. Q. R. to K's sq. 12. P. to Q's 3rd. P. takes P. 14. Kt. to Q's 2nd. 15. B. to Q's sq. 16. Kt. to Q. Kt.'s 3rd. 17. Q. to Q. B's sq. 18. Kt. to Q's 2nd. 19. Q. to Q. Kt.'s sq. 20. B. to Q. B's 2nd. 21. R. to K's 2nd. 22. P. takes P. 23. B. to Q's sq. ‡ 24. R. to K's 7th (ch.) B. takes Q. 26. Kt. to K. B's 3rd. 27. B. to Q. B's sq. 28. B. takes P. 29. P. takes B. 30. B. to K. Kt.'s 3rd. 31. K. to R's sq. 32. P. to K. B's 4th. 33. R. to K's sq. 34. R. takes R. 35. P. takes Kt. 36. Q. to K. B's sq.¶ 37. K. to Kt.'s 2nd.

38. K. to B's 3rd.**

* Intending, probably, to play Q. to her B's 3rd.

† Had White been able to look a move or two deeper than he did, the error of this step must have been manifest to him in a moment.

‡ A good retort.

38. R. takes Q. R. P.

§ This was certainly a strange oversight for so careful a player. Do what he could, however, the game was much in Black's favour, which was mainly owing to the mistaken advance of the K. B. P. at move 22.

 \parallel White plays this dishear tening termination with unusual courage and ability.

This was the winning move apparently, although Mr. Wyvill failed to follow up the advantage so well as he might have done.

** Instead of this, I believe his best play was Q. to her Kt.'s sq. In that case, the following variation was probable:

- 39. P. to K. R's 4th. 39. P. to Q's 4th.* 40. Q. to K's sq. 40. Kt. to K. Kt.'s 5th. 41. K. to B's 3rd. 41. K. to K's 4th. 42. K. to Q's 3rd (dis. ch.) 42. K. to K's 3rd. 43. P to K. B's 5th. 43. K. to Q's 3rd.† 44. P. takes P. 44. Q. to K's 8th. 45. Q. to Q's 8th (ch.) 45. R. to K. R's 7th. 46. K. to K's 3rd. 46. P. to Q's 5th (ch.)
 - 38. Q. to her Kt.'s sq. 39. R. to Q's 7th (best) 39. Q. to K's sq.

40. R. to Q. R's 7th.

(White has no better move.)

40. Q. to K's 7th (ch.) 41. K. to K. B's 3rd.

41. K. to Kt.'s sq. 42. P. to K. R's 4th.

(His best move, I believe. If he play away the Kt., Black will either win it, or advance his K. Kt. P.)

42. P. to K. B's 5th.
43. P. takes P. (best)
44. K. to B's 2nd.
42. P. to K. B's 5th.
43. Q. to K. Kt.'s 5th (ch.)
44. Q. takes K. B. P. (ch.)

(It is obvious that Black equally wins both these Pawns whether the K. is moved to the B's or R's file.)

45. K. moves.

45. Q. takes Q. R. P.

And Black wins.

* Here, also, I should rather have played in the way recommended in the previous note; that is—

40. R. to Q's 7th.
41. R. to Q. R's 7th.
41. R. to K. R's 3rd.
42. K. to K. R's 3rd.

I think this, under present circumstances, is his best play-

42. Q. to K. Kt.'s 5th (ch.) 43. K. to R's 2nd. 43. P. to K. B's 5th.

And again must win the two Pawns, and after that should have no great difficulty in bringing his King up, and winning the game.

+ A position truly remarkable, and well deserving examination, for which purpose I give a diagram of it after Black's 42nd move.

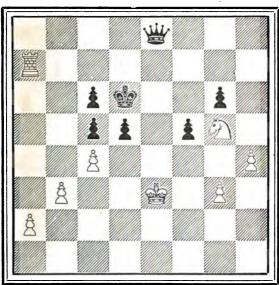
47. K. to B's 2nd.

47. P. to Q's 6th.

48. K. to Kt.'s 3rd.

48. Q. to K's 8th (ch.)

BLACK.



WHITE.

In this situation White contended that, had he moved K. to B's 3rd, the game would have been drawn. I believe it will be found that in any case Black must have won, and that the move of K. to B's 3rd is actually no better than K. to Q's 3rd. Let us examine the result of the former mode of play:—

43. K. to K. B's 3rd. 43. P. to Q's 5th.

44. Kt. to K. B's 7th (ch.)

(He has no better move.)

44. K. to his 3rd.

White may now defend himself on three different principles: 1st, By the combination of the Pieces; 2nd, By the advance of the Pawns on the Queen's side; 3rd, By the advance of the Pawns on the King's side.

- 49. K. to Kt.'s 4th.
- 49. P. to Q's 7th.
- 50. Kt. to B's 7th (ch.)
- 50. K. to B's 2nd.

And wins.

In the first place:-

- 45. Kt. to Kt.'s 5th (ch.) 45. K. to his 4th.
- 46. Kt. to K. B's 7th (ch.) 46. K. to B's 3rd.
- or (A.) 47. Kt. to Kt.'s 5th.
- 47. Q. to K's 6th (ch.)
- 48. K. to Kt.'s 2nd.
- 48. Q. to K's 7th (ch.)
- 49. K. to Kt.'s sq. or (B.) 49. Q. to her 8th (ch.)
- 50. K. to B's 2nd. 51. K. to B's sq.
- 50. Q. to her B's 7th (ch.) 51. P. to Q's 6th.

And how can White save the game?

(A.)

- 46. R. to K. R's 7th.
- 46. Q. to her R's sq.
- 47. Kt. to K. B's 7th (ch.)
- (If R. to K's 7th (ch.), then Black plays K. to Q's 3rd, and will win.)
 - 47. K. to B's 3rd.
 - 48. Kt. to K. Kt.'s 5th. 48. Q. takes Q. R. P.

And wins.

(B.)

- 49. K. to R's sq. or 49. Q. to K. B's 8th (ch.) R's 3rd.
- 50. K. to R's 2nd.
- 50. P. to Q's 6th.

Winning easily.

In the second place : -

- 45. P. to Q. R's 4th. 45. Q. to her Kt.'s sq.
- 46. Kt. to Kt.'s 5th (ch.) 46. K. to his 4th.
- 47. R. to K's 7th (ch.) 47. K. to Q's 3rd.

And must win.

In the last place:-

- 45. P. to K. Kt.'s 4th. 45. P. takes P. (ch.
- 46. K. takes P.
- (If he does not take the P. by playing K. to B's 3rd, Black wins easily.) 46. K. to B's 3rd.

And wins.

There are other variations, but in every case I have found that Black can win with ordinary care.

GAME VI.

Sixth game between the same players.

[IRREGULAR OPENING.]

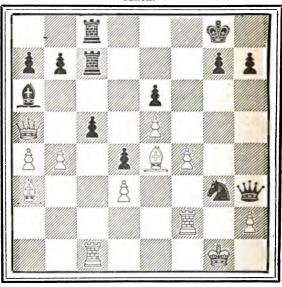
7i.)
•
h.
rd.
3rd.
2nd.
3rd.
rd.
5th.
nd.
•
2nd.
h.
h.†
d.`
sq.
th.

^{*} At the first glance, playing the Kt. to Q. Kt.'s 5th seems to promise some advantage to Black. Looking more closely, however, we find that, on White's replying with B. to K. B's sq., he avoids all danger.

[†] This served to divert the attack for a time, but, in the end, it proved of ruinous consequence to White.

- 29. Kt. takes K. Kt. P.*
- 30. Kt. to K's 7th (ch.)
- 31. Q. takes Q. P.
- 32. P. to Q. Kt.'s 3rd.
- 29. B. to K. Kt.'s 2nd.+
- 30. K. R. takes Kt.
- 31. K. R. to K's sq.
- 32. B. to K. B's sq.
- Finely played; and as the student will find, I believe, on examination, perfectly sound. Subjoined is a diagram of this interesting battle-field after Black's 29th move.

BLACK.



WHITE.

- † Let us suppose, instead of so playing. White had taken the Kt.
 - 29. P. takes Kt.
 - 30. Q. takes P. (ch.) 30. R. to K. Kt.'s 2nd.
- If White played, instead, K. to B's sq., Black takes the Q. P. with his B. (ch.), and wins two Pieces for one.
 - 31. Q. to K's 6th (ch.)
- ·31. R. to K. B's 2nd.
- 32. B. takes Q. P.
- 32. B. takes B.
- 33. Q. takes B.
- 33. B. to Q. Kt.'s 2nd.
- 34. P. to Q. Kt.'s 3rd.
- 34. Q. to Q. Kt.'s 5th.
- 35. P. to Q. B's 5th.
 - And Black ought to win.

- 33. Q. to K. Kt.'s 3rd (ch.)* 33. K. to B's 2nd.
- 34. B. takes B.† 34. R. takes B.
- 35. P. takes Q. B. P.
- 36. Q. to K's 5th.

And White resigns.

GAME VII.

Seventh game between the same players.

[SICILIAN OPENING.]

- WHITE. (Mr. Wi.)

 1. P. to K's 4th.

 BLACK. (Mr. Wy.)

 1. P. to Q. B's 4th.
- P. to K. B's 4th.
 P. to K's 3rd.
 B. to K's 2nd.
- 4. B. to K's 2nd.
 4. B. to K. R's 5th (ch.)
- 5. P. to K. Kt.'s 3rd. 5. B. to K's 2nd.
- 6. Kt. to Q. B's 3rd.
 7. P. to Q's 3rd.
 7. P. to Q's 4th.
 7. P. to Q's 4th.
- 8. P. to K's 5th. 8. Kt. to K. R's 3rd.
- 9. Castles. 9. Castles.
- 10. K. to Kt.'s 2nd.‡

 10. P. to K. B's 4th.
- 11. Q. to K's sq. § 11. P. to Q. Kt.'s 3rd.
- 12. P. to Q. R's 3rd.

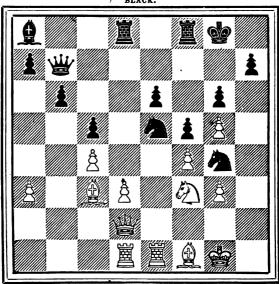
 12. B. to Q. Kt.'s 2nd.
- 13. Q. Kt. to Q's sq. 13. P. to Q's 5th. 14. Q. Kt. to K. B's 2nd. 14. K. to R's sq.
- 14. Q. Kt. to K. B's 2nd. 15. P. to K. R's 4th. 15. Kt. to K. Kt.'s 5th.
- 16. Q. Kt. to K. R's 3rd. 16. Q. to Q's 2nd.
- 17. K. to Kt.'s sq.|| 17. Q. to Q's 4th.¶
- 18. P. to Q. B's 4th.

 18. Q. P. takes Q. B. P. in passing.
- 19. Q. Kt. P. takes P. 19. Kt. to Q. R's 4th.
- 20. P. to Q. B's 4th. 20. Q. to Q. B's 3rd.
- All this is extremely elegant and finished in style.
- † Far more conclusive, be it observed, than taking the Queen at once, as an ordinary player would have done.
- ‡ I have tried, in vain, to discover the object of this move. It appears to me a sheer loss of time.
- 5 This is not quite so inscrutable as the preceding. The object here is to afford a retreat for the Q. Kt., if the adverse Q. P. advances.
- || We now see the error White committed in heedlessly playing forward his King at move 10.
 - ¶ Black has already a position presaging victory.

- 21. Q. R. to Q. Kt.'s sq.
- 22. B. to Q's 2nd.
- 23. B. to Q. B's 3rd.
- 24. Q. to Q's 2nd.
- 25. Q. R. to Q's sq.
- 26. Q. Kt. to K. Kt.'s 5th.
- 27. K. R. P. takes B. 28. K. R. to K's sq.
 - 29. B. to K. B's sq. ||

- 21. Q. to Q's 2nd.*
- 22. Kt. to Q. B's 3rd.
- 23. Q. R. to Q's sq.†
- 24. B. to Q. R's sq. 1 25. Q. to Q. Kt.'s 2nd.
- 26. B. takes Kt.
- 27. P. to K. Kt.'s 3rd.
- 28. K. to Kt.'s sq.§ 29. Q. Kt. takes K. P.¶
- * Opening a retreat for his Q. Kt.
- + Kt. to K's 6th looks promising, but Black is flying at higher quarry.
- # Well played, and with a far-sighted object, as the sequel shows.
- § Part of a profound and beautiful combination, which never could be perfected while the K. stood at his R's sq.
- || This enables Black to make a decisive demonstration much sooner than he could have hoped for.
- ¶ I give a diagram of this instructive sitution, as the forces stood after Black's 29th move.





WHITE,

-	
30. Q. B. takes Kt.*	30. Q. takes Kt.
31. Q. to K. Kt.'s 2nd.	31. Q. takes R.†
32. R. takes Q.	32. B. takes Q.
33. K. B. takes B.	33. Kt. takes Q. B.
34. P. takes Kt.	34. R. to Q's 5th.
35. B. to K. B's 3rd.	35. K. to Kt.'s 2nd.
36. K. to B's 2nd.	36. P. to K. R's 3rd.
37. P. takes P. (ch.)	37. K. takes P.
38. R. to K. R's sq. (ch.)	38. K. to Kt.'s 2nd.‡
39. K. to K's 3rd.	39. K. R. to K. R's sq.
40. R. to Q. R's sq.	40. K. R. to K. R's 6th.
41. R. to K. Kt.'s sq.	41. P. to K. Kt.'s 4th.
42. P. to Q. R's 4th.	42. K. R. to R's 7th.
43. B. to K's 2nd.	43. K. to B's 2nd.§
44. P. to Q. R's 5th,	44. P. to K. B's 5th (ch.)
45. P. takes P.	45. P. takes P. (ch.)
	46. K. R. to K. R's 4th.
47. P. to Q. R's 6th.	47. K. R. takes K. P.
48. R. to K. R's sq.	48. K. R. to Kt.'s 4th.
	49. K. R. to Kt.'s 6th (ch.)
50. K. to B's 2nd.	50. K. R. to Kt.'s 2nd.
51. R. to Q. R's 8th.	51. Q. R. to Q's 2nd.
52. B. to K. B's 3rd,	52. K. R. to Kt.'s sq."
53. R. takes R.	53. K. takes R.
54. B. to K's 4th.	54. R. to Q's 5th.
55. K. to B's 3rd.	55. P. to K's 4th.
56. B. to Q's 5th (ch.)	56. K. to B's sq.
57. K. to K's 2nd.	57. R. takes B.¶
58. P. takes R.	58. K. to K's 2nd.
59. K. to B's 3rd.	59. K. to Q's 3rd.

- * Now the importance of Black's precaution in removing his K. to the Kt.'s sq., becomes evident. Had he stood at the R's sq., the White B. would have taken the Kt., checking, and the attack must have failed.
- † All this is capital. Mr. Wyvill seems to have lost the three first games in sport, that he might the better show what he could do in earnest.
- ‡ To have advanced the King, as Black appears to have intended when he changed the Pawns, would have been unsafe.
 - § A necessary step before playing on the K. B. P.
 - || Intending to compel an exchange of Rooks.
 - The most summary mode of winding up the proceedings.

60. K. to K's 4th. 61. P. to Q's 4th.

60. P. to Q. Kt.'s 4th. 61. B. P. takes P.

And White resigns.*

GAME VIII.

FIRST GAME BETWEEN MESSRS. ANDERSSEN AND STAUNTON. [Sigilian Opening.]

SICILIAN	OPENING.]
WHITE. (Mr. A.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. P. to K's 3rd.
4. Kt. takes P.	4. B. to Q. B's 4th.
5. Kt. to Q. B's 3rd.	5. P. to Q. R's 3rd.
6. B. to K's 3rd.	6. B. to Q. R's 2nd.
7. B. to Q's 3rd.	7. Kt. to K's 2nd.
8. Castles.	8. Castles.
9. Q. to K. R's 5th.	9. Kt. to K. Kt.'s 3rd.
10. P. to K's 5th.	10. Q. to her B's 2nd.†
11. Q. R. to K's sq.	11. P. to Q. Kt.'s 4th.
12. P. to K. B's 4th.	12. B. to Q. Kt.'s 2nd.
13. Kt. to K's 4th.	13. Q. B. takes Kt.
14. B. takes B.	14. Kt. to Q. B's 3rd.
15. Kt. takes Kt.	15. P. takes Kt.
16. P. to K. Kt.'s 4th.	16. Q. R. to Q's sq.
17. K. to R's sq.	17. P. to Q. B's 4th.
18. R. to K. B's 3rd.	18. Q. to Q. R's 4th.
19. Q. R. to K. B's sq.	19. Q. to R's 5th.
20. B to Q's 3rd.	20. Q. takes Q. R. P.
21. R. to K. R's 3rd.	21. P. to K. R's 3rd.
22. P. to K. Kt.'s 5th.	22. R. takes B.
23. P. takes R.	23. Q. checks.
TO A COUNTY OF THE PROPERTY OF	

* The above, from the remarkable circumstance of White's having lost the first three games in the match, and then winning it by scoring the four next, is certainly one of the most interesting games in the Tournament; and, indeed, as far as the winner's play is concerned, will be pronounced one of the best played.

24. Kt. to K's 2nd.

24. Q. R. to K. B's 3rd.

† The opening of this wretched affair is a sufficient indication of how utterly unfitted Black was by suffering, to maintain his reputation in these encounters. Already he has permitted his antagonist to bring nearly every Piece into action, while his own are almost all locked up at home.

25. P. takes P.	25. P. to K. Kt.'s 3rd.
26. P. checks.	26. K. to R's sq.
27. Q. to Kt.'s 5th.	27. Kt. to K. B's 4th.
28. Q. checks.	28. Kt. to Kt.'s 2nd.
29. P. to K. B's 5th.	29. Q. to Q. Kt.'s 6th.
30. B. to K. R's 6th.	30. Q. to Q's 8th (ch.)
31. K. moves.	31. Q. to K's 7th (ch.)
32. R. to K. B's 2nd.	` ,

And Black resigns.*

GAME IX.

Second game between the same players.

[GIUOCO PIANO.]			
BLACK. (Mr. S.)	WHITE. (Mr. A.)		
1. P. to K's 4th.	1. P. to K's 4th.		
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.		
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.		
4. P. to Q's 3rd.	4. P. to Q's 3rd.		
5. P. to Q. B's 3rd.	Kt. to K. B's 3rd.		
6. B. to K. Kt.'s 5th.	6. Castles.		
7. Q. Kt. to Q's 2nd.	7. P. to Q. R's 3rd.		
8. P. to Q. R's 4th.	8. B. to Q. R's 2nd.		
9. P. to Q. Kt.'s 4th.	9. Kt. to K's 2nd.		
10. B. takes K. Kt.	10. P. takes B.		
11. Kt. to K. R's 4th.	11. P. to Q. B's 3rd.		
12. Q. to K. B's 3rd.	12. P. to Q's 4th.		
13. B. to Q. Kt.'s 3rd.	13. Q. to her 3rd.		
14. Castles on K's side.	14. K. to Kt.'s 2nd.		
15. Q. R. to Q's sq.	15. B. to K's 3rd.		
16. B. to Q. B's 2nd.	16. Kt. to K. Kt.'s 3rd.		
17. Kt. to K. B's 5th (ch.)	17. B. takes Kt.		
18. P. takes B.	18. Kt. to K's 2nd.		
19. Q. to K. R's 5th.	19. K. to R's sq.		
20. K. to R's sq.	20. Q. R. to K's sq.		

^{*} Let the reader compare this game, which would be discreditable to two third-rate players of a coffee-house, with any of the match-games in which Black has taken part heretofore, and say how far the result of this mere mockery of Chess is a proof of the absolute powers of two men who are called proficients.

40.	Kt.	to	K.	B's	3rd.

47. Kt. to K's 5th.;

And Black resigned.

GAME X.

Third game between the same players.

[SCOTCH GAMBIT.]

WHITE.	(Mr.	A.)

- 1. P. to K's 4th.
- 2. Kt. to K. B's 3rd.
- 3. P. to Q's 4th.
- 4. B. to Q. B's 4th.
- 5. Castles.
- 6. P. to Q. B's 3rd.
- 7. P. takes P.
- 8. Kt. to Q. B's 3rd.
- 9. B. to K's 3rd.
- 10. P. to Q. R's 3rd.
- Q. to her 3rd.
- 12. P. takes B.
- 13. K. to Kt.'s 2nd.
- 14. Q. Kt. to K's 2nd.
- 15. Q. Kt. to K. Kt.'s 3rd.
- K. R. P. takes Kt.

- (Mr. S.) BLAČK.
- 1. P. to K's 4th.
- 2. Kt. to Q. B's 3rd. 3. P. takes P.
- 4. B. to Q. B's 4th,
- 5. P. to Q's 3rd.
- 6. Kt. to K. B's 3rd.
- 7. B. to Q. Kt.'s 3rd. 8. B. to K. Kt.'s 5th.
- 9. Castles.
- Q. to K's 2nd.
- 11. Q. B. takes K. Kt.
- 12. Q. to her 2nd.§
- 13. K. Kt. to K. R's 4th.
- 14. Q. Kt. to K's 2nd.
- K. Kt. takes Q. Kt.
- P. to Q's 4th.

^{*} The best move.

[†] If he had played B. to K. B's 7th, White could have taken it with impunity, since, if the Q. took the R., mate followed in four or five more moves.

[#] The coup de grace.

[§] From this point Black commenced an attack, which, properly followed up, must, I think, have given him the game.

17. K. B. to Q. R's 2nd. 18. Q. R. to Q's sq. 19. K. R. to K.R's sq. 20. K. R. to K. R's 5th. 21. P. takes P. 22. Q. R. to K. R's sq.	17. Q. R. to Q's sq. 18. P. to Q. B's 3rd. 19. Q. Kt. to K. Kt.'s 3rd. 20. Q. P. takes P. 21. Q. to K. Kt.'s 5th.* 22. Q. R. takes Q. P.† 23. Q. R. takes K. P.S.
22. Q. R. to K. R's sq. 23. Q. to Q. B's 3rd.‡ 24. K. R. takes K. R. P. 25. Q. B. takes B.	22. Q. R. takes Q. P.† 23. Q. R. takes K. P.§ 24. B. to Q's 5th, 25. Q. R. takes Q. B.¶

- * This move Mr. Anderssen appears to have overlooked when he played the K. R. to his 5th.
- † The position is extremely critical for both parties. If Black, instead of continuing the offensive, had played P. to K. R's 3rd, his adversary might have completely baffled all his designs by moving P. to K. B's 3rd, &c.
 - # Undoubtedly his best move.
- § Black might also have played as follows, securing two Pawns for the loss of the exchange:—

22. Q. takes K. P. (ch.)
23. P. to K. B's 3rd.
24. B. takes R.
25. Q. takes Q.
22. Q. takes K. P. (ch.)
23. Q. to her 6th.
24. Q. takes B.
25. B. takes Q. &c.

Or,

22. Q. takes K. P. (ch.)
23. P. to K. B's 3rd.
24. B. takes R.
24. Q. to K's 7th (ch.)

25. K. to R's 3rd, or (A.) 25. B. takes B. 26. Q. takes B. 26. Q. takes K. B. P.

And Black must regain a Rook, and will then have a winning game.

(A.)

25. K. to Kt.'s sq.

(He might also interpose the Bishop, but that seems less advantageous for him.)

25. Q. to her 8th (ch.) 26. K. moves. 27. Q. takes Q. 27. B. takes Q.

And I prefer Black's game.

- || Threatening a death-blow next move.
- ¶ I give a diagram of this situation, because it affords another example how Black, through physical exhaustion, threw away his games.

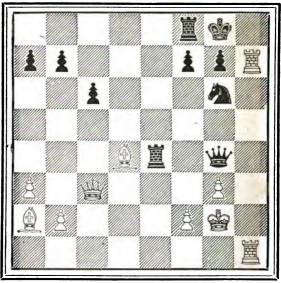
26. Q. R. to K. R's 4th.*

26. K. Kt. takes Q. R. (ch.)

27. K. R. takes Kt.

27. Q. takes R.†

BLACK.



WHITE.

Suppose now, instead of at once taking the Bishop, he had played, as he afterwards pointed out he should have done:—

25. Kt. to K. B's 5th (ch.)

26. K. to Kt.'s sq. or (A.) 26. Q. to her 8th (ch.)

(Checking with the Kt. at K's 7th would cost Black the game.)

27. K. to R's 2nd. 28. Q. takes Q. 27. Q. takes B. 28. R. takes Q.

28. Q. takes Q. 29. R. to K. R's 4th.

29. Kt. to K's 7th.

And Black has five Pawns to four, and a Knight against a Bishop.

(A.)

26. K. to R's 2nd.

26. K. takes R.

27. P. takes Kt.

27. K. R. to K. R's sq.

And wins.

- * White avails himself admirably of the advantage his opponent's remissness afforded him.
- † He had no other resource. His error at the 25th move, slight and unimportant as it looked at first sight, cost him the game.

28. P. takes Q.

29. Q. to K. Kt.'s 3rd.

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

31. P. to Q. Kt.'s 4th. 32. K. B. to Q. B's 4th.

33. K. to Kt.'s sq. 34. K. to B's 2nd.

35. Q. to K. Kt.'s 4th.

28. Q. R. takes P.

29. Q. R. to K. R's 4th.

30. Q. R. to Q. Kt.'s 4th.

31. K. R. to Q's sq. 32. K. R. to Q's 7th (ch.)

33. K. R. to Q's 8th (ch.)

34. Q. R. to K. B's 4th. (!)

And Black resigns.

GAME XI.

Fourth game between the same players.

[GIUOCO PIANO.]

BLACK. (Mr. S.)

1. P. to K's 4th.

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

3. B. to Q. B's 4th.

4. P. to Q. B's 3rd.

5. P. to Q's 4th.

6. P. to K's 5th.

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

8. P. takes P.

9. Q. Kt. to Q's 2nd.* 10. Castles.

11. B. takes Q. Kt.

12. Q. to B's 2nd.

13. Kt. takes B.

14. Q. takes P.†

15. Q. to B's 2nd.

16. P. to Q. R's 3rd. 17. P. to Q. Kt.'s 4th.

18. Kt. to K's sq.

19. P. to K. B's 3rd.

20. Kt. to Q's 3rd.

21. B. to Q. Kt.'s 2nd.

WHITE. (Mr. A.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. B. to Q. B's 4th.

4. Kt. to K. B's 3rd.

5. P. takes P.

6. P. to Q's 4th.

7. Kt. to K's 5th. 8. B. to Q. Kt.'s 5th (ch.)

9. Castles.

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

11. P. takes B.

12. Q. B. takes K. Kt.

13. R. to Q. Kt.'s sq.

14. Q. R. to Q. Kt.'s 3rd.

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

16. B. to K's 2nd.

17. P. to K. B's 5th.

18. Q. R. to K. R's 3rd.

19. Kt. to Kt.'s 4th.

20. Kt. to K's 3rd.

21. Q. to K's sq.

* At the very beginning Black plays imprudently. The proper move is B. to Q's 2nd.

† Too hazardous. By taking this useless Pawn, he enables White to bring his Q. R. into active play at once.

22. Q. R. to Q. B's sq.*	22. Q. to K. R's 4th.
	23. Q. R. to K. Kt.'s 3rd.
23. P. to K. R's 3rd.	
24. Kt. to K. B's 2nd.	24. R. to K. Kt.'s 6th.
25. K. to R's 2nd.	25. K. R. to K. B's 4th.
26. Q. to Q. B's 6th.†	26. Q. to K. Kt.'s 3rd.
27. R. to K. Kt.'s sq.	27. K. R. to K. Kt.'s 4th.
28. Kt. to Kt.'s 4th.	28. P. to K. R's 4th.
29. Kt. to K. B's 6th (ch.)	29. K. to B's 2nd.‡

30. Q. mates.

GAME XII.

Fifth game between the same players.

[FRENCH OPENING.]

WHITE. (Mr. A.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to K. Kt.'s 3rd.
3. B. to Q's 3rd.	3. B. to K. Kt.'s 2nd.
4. B. to K's 3rd.	4. P. to Q. B's 4th.
5. P. to Q. B's 3rd.	5. P. takes P.
6. P. takes P.	6. Q. to her Kt.'s 3rd
7. Kt. to K's 2nd.	7. Q. takes Q. Kt. P.
8. Q. Kt. to Q. B's 3rd.	8. Q. to her Kt.'s 3rd
9. Q. R. to Q. B's sq.	9. Kt. to Q. R's 3rd.
10. Kt. to Q. Kt.'s 5th.	10. B. to K. B's so. ¶

^{*} It will be seen presently that the Rook was badly posted at this square.

⁺ This counter-attack, although successful, was unwise. With his own King so beset by foes, Black's best plan was to keep his Queen at hand.

 $^{\ ^{\}ddagger}$ A palpable slip ; he should have taken the Kt. with his B., and he would then have had the better game.

[§] In this, as in the previous game, Black exposes himself to great embarrassment by venturing his Queen so early into the enemy's quarters, for the gain of a Pawn.

 $[\]parallel$ Well conceived. Much better play than the more obvious move of R. to Q. Kt.'s sq.

This was necessary, as White threatened to play P. to Q's 5th next

Castles. 11. P. to Q's 3rd. 12. P. to Q's 5th. Q. to Q. R's 4th. 13. B. to Q's 4th. P. to K's 4th. 14. B. to Q. B's 3rd. 14. Q. to Q's sq. 15. P. to K. B's 4th. 15. P. to K. B's 3rd. 16. K. B. P. takes P. 16. P. takes K. P. 17. Q. to Q. R's 4th. 17. B. to Q's 2nd. 18. Q. B. to Q. Kt.'s 4th. 18. Kt. to K. R's 3rd. 19. K. to R's sq. 19. Kt. to K. B's 2nd. 20. Kt. to Q. B's 4th.* 20. Q. to Q. R's 3rd. 21. Kt. takes Q. P. (ch.) K. B. takes Kt. 22. B. takes Kt. B. takes B. 23. Q. takes B. 23. Q. to K's 2nd. 24. Kt. to Q's 3rd. 24. Q. to Q. B's 7th. 25. P. to K. R's 4th.† 25. Q. to her R's 5th. 26. R. to K. B's sq. 26. R. to Q. B's 7th. 27. K. R. to Q. B's sq. 27. P. to Q. R's 3rd. 28. R. to Q. B's sq.1 28. Kt. to Q's 4th.

At this crisis, the game, having lasted several hours, was postponed by mutual consent until the next day. I give a diagram of the position, which, it will be seen, is much to Black's disadvantage.

move, which would have driven the Queen back, and thus have enabled the Kt. to give check at Q's 6th.

- * Child's play. Throwing away his most important Pawn for nothing!
 - + Worse than useless.

29. Kt. to K's 6th.

‡ If he had taken the Kt., it is pretty clear he would have suffered for his temerity; for suppose—

28. P. takes Kt. 29. P. to K's 5th. 29. Q. takes P. 30. B. takes K. Kt. P. (ch.)

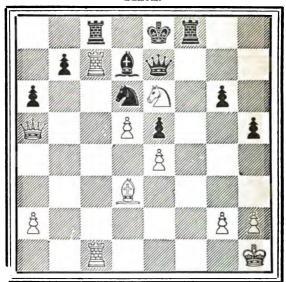
(If he played R. to K's sq., Black might safely interpose the Kt. at K's 5th.)

30. R. to K. B's 2nd.

If Black move the K. to his 2nd, or to Q's sq., White can take the B. with his R., checking, and win easily.

31. K. R. to K's sq., or Q. R. takes B., winning.

BLACK.



WHITE.

Upon resuming hostilities, Black began by playing

- 30. R. takes R.
- 31. Q. to her Kt.'s 6th.
- 32. P. to K. R's 3rd.
- 33. Q. to Q. Kt.'s 2nd.
- 34. K. B. takes Kt.
- 35. Q. takes K. P.
- 36. R. takes Q. Kt. P.

- 29. R. takes R.
- 30. R. to K. B's 2nd.
- 31. R. to K. B's 3rd.
- 32. P. to K. Kt's 4th.
- 33. Kt. to Q. Kt.'s 4th. 34. Q. R. P. takes B.
- 35. P. to K. R's 5th.

And wins.

^{*} This is the best move, and one which decides the contest.

GAME XIII.

FIRST GAME BETWEEN CAPTAIN KENNEDY AND MR. MUCKLOW.

[IRREGULAR OPENING.]

[ranadon.	AM OTHERING.
WHITE. (Mr. M.)	BLACK. (Capt. K.)
1. P. to Q's 4th.	1. P. to K's 3rd.
2. P. to Q. Kt.'s 3rd.	2. P. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. takes P.
4. Q. takes P.	4. Kt to Q. B's 3rd.
5. Q. to Q. Kt.'s 2nd.	5. K. B. to K's 2nd.
6. Q. B. to Q's 2nd.	6. P. to Q's 4th.
7. P. to K's 3rd.	7. B. to K. B's 3rd.
8. P. to Q. B's 3rd.	8. P. to K's 4th.
9. P. to K. R's 3rd.	9. Q. B. to K. B's 4th.
10. Kt. to Q. R's 3rd.	10. Kt. to K. R's 3rd.
11. B. to K's 2nd.	11. Castles.
12. Kt. to Q. B's 2nd.	12. B. to K's 5th.
13. P. to K. Kt.'s 4th.	13. R. to Q. B's sq.
14. P. to Q. R's 3rd.	14. B. to K. R's 5th.
15. R. to K. B's sq.	15. B. takes K. Kt.
16. B. takes B.	16. P. to K's 5th.
17. B. to K's 2nd.	17. P. to K. B's 4th.
18. Castles, on Q's side.	18. Q. Kt. to K's 4th.
19. P. takes K. B. P.	19. K. Kt. takes P.
20. K. to Q. Kt.'s sq.	20. P. to Q. R's 4th.
21. Q. B. to K's sq.	21. P. to Q. R's 5th.
22. P. to K. B's 4th.	22. B. takes B.
23. K. R. takes B.	23. Q. Kt. to K. B's 2nd.
24. B. to Q. B's 4th.	24. Q. R. to Q. B's 4th.
25. Kt. to Q. Kt.'s 4th.	25. Kt. to K's 2nd.
26. R. to K. Kt.'s sq.	26. P. takes Q. Kt. P.
27. B. takes Q. Kt. P.	27. Q. to Q. B's 2nd.
28. P. to Q. B's 4th.	28. P. to K. Kt.'s 3rd.
29. Kt. takes Q. P.	29. Kt. takes Kt.
30. R. takes Kt.	30. R. takes R.
31. P. takes R.	31. Q. to Q. Kt.'s 3rd.
32. Q. to Q. B's 3rd.	32. Kt. to Q's 3rd.
33. P. to K. R's 4th.	33. R. to Q. B's sq.
34. Q. to Q. Kt.'s 2nd.	34. Q. takes K. P.
35. R. to K. Kt.'s 4th.	35. Q. to K. B's 6th.
And D	look mine

And Black wins.

GAME XIV.

Second game between the same players.

[SICILIAN OPENING.]

BLACK. (Capt. K.)

1. P. to K's 4th.

2. P. to Q's 4th.

3. Kt. to K. B's 3rd.

4. K. B. to Q. B's 4th.

5. Kt. takes P.

6. Kt. takes Q. Kt.

7. P. to K's 5th.

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

9. K. B. to K's 2nd.

10. Q. B. to Q's 2nd.

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

12. P. to Q. R's 3rd.

13. Q. takes B. 14. B. takes B.

15. Castles.

16. P. to K. R's 3rd.

17. Q. to Q. B's 4th.

18. Q. R. to Q's sq.

19. B. to K's 5th.

20. K. R. to K's sq. 21. Q. takes Q. B. P.

22. Q. to Q's 7th.

23. B. to Q's 4th.

P. takes K. Kt. P.

25. Q. takes Q. R. P.

26. Q. to Q's 7th.

27. P. to Q. B's 3rd.

28. K. R. to K. B's sq.

29. K. R. to K. B's 3rd.

30. Q. R. to K. B's sq.

31. Q. R. to K's sq.

32. Q. to K's 7th.

33. Q. to K. R's 4th.

34. Q. R. takes Kt.

35. Q. R. to K's 3rd.

36. K. R. to K. Kt.'s 3rd.

37. K. R. to K. Kt.'s 5th.

WHITE. (Mr. M.) 1. P. to Q. B's 4th.

2. P. takes P.

3. Kt. to Q. B's 3rd.

4. P. to K's 3rd.

5. Kt. to K. B's 3rd.

6. Q. Kt. P. takes Kt.

7. Q. to Q. R's 4th (c

8. Q. takes K. P. (ch.)

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

10. Q. B. to Q. R's 3rd.

11. Q. to Q. R's 4th.

12. Q. B. takes K. B.

13. B. takes Kt.

14. Q. to K. B's 4th.

15. Castles on K's side.

16. Kt. to K's 5th.

17. Q. R. to Q. Kt.'s sq.

18. Q. R. to Q. Kt.'s 2nd. 19. P. to K. R's 4th.

20. P. to Q's 4th.

21. Q. R. to Q. Kt.'s 3rd.

22. P. to K. Kt.'s 4th.

23. Q. R. to Q. Kt.'s sq.

24. Q. takes P.

25. Q. R. to Q. R's sq.

26. Q. R. to Q. B's sq.

27. Q. to K. Kt.'s 6th.

28. Q. R. to Q. B's 5th. 29. Q. to K. Kt.'s 3rd.

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

31. Q. R. to Q. B's sq.

32. K. R. to K. B's 2nd.

33. K. R. to K. R's 2nd.

34. K. to K. B's 2nd.

35. Q. to K. R's 3rd.

36. Q. R. to K's sq.

37. Q. R to Q. Kt.'s sq.

38. P. to Q. Kt.'s 4th.*	38. Q. R. to Q. R's sq.
39. K. R. takes K. R. P.	39. Q. takes R.
40. Q. to K. B's 6th (ch.)	40. K. to K's sq.
41. Q. takes P. (ch.)	41. K. to Q's sq.
42. B. to Q. Kt.'s 6th (ch.)	42. K. R. interposes.
43. Q. to K's 7th (ch.)	43. K. to Q. B's sq.

44. Q. takes R.

Mate.

GAME XV.

Third game between the same players.

	[IRREGULAR OPENING.]				
	WHITE. (Mr. M.)	1	BLACK. (Capt. K.)		
1.	P. to Q. B's 4th.		P. to K's 3rd.		
2.	P. to K's 3rd.	2.	P. to Q's 4th.		
3.	P. takes P.	3.	P. takes P.		
4.	P. to Q's 3rd.	4.	B. to Q's 3rd.		
5.	P. to Q. Kt.'s 3rd.	5.	Kt. to K. B's 3rd.		
6.	B. to K's 2nd.	6.	Castles.		
7.	B. to Q. Kt.'s 2nd.	7.	P. to Q. B's 4th.		
8.	Kt. to Q's 2nd.	8.	Kt. to Q. B's 3rd.		
9.	Kt. to K. B's 3rd.	9.	P. to Q. Kt.'s 3rd.		
10.	Castles.	10.	B. to Q. Kt.'s 2nd.		
11.	P. to Q. R's 3rd.	11.	R. to K's sq.		
12.	R. to Q. R's 2nd.	12.	B. to Q. B's 2nd.		
13.	Q. to Q. R's sq.	13.	P. to Q's 5th.		
14.	P. to K's 4th.	14.	Kt. to K. Kt.'s 5th.		
15.	Q. to K's sq.	15.	K. Kt. to K's 4th.		
	B. to Q. B's sq.	16.	Q. to her 3rd.		
	K. to R's sq.	17.	B. to Q. R's 3rd.		
18.	Q. to Q's sq.	18.	Kt. takes Q. P.		
19.	P. to K. Kt.'s 3rd.	19.	Kt. takes Q. B.		
20.	B. takes B.	20.	Kt. takes Q. R.		

And White resigned.

^{*} Where there is such great disparity of skill it is not to be wondered at if the superior player fails to consider very curiously which is the quickest road to victory. Captain Kennedy might have saved time now by taking the K. B. P., checking.

GAME XVI.

Fourth and last game between the same players.

[Queen's Gambit Evaded.]

(Capt. K.) BLACK. 1. P. to Q's 4th.

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

3. P. to K's 3rd.

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

K. B. to Q's 3rd.

6. K. Kt. to K's 2nd.

7. Castles.

8. P. to Q. Kt.'s 3rd.

P. to K's 4th.

10. P. takes P.

11. P. to Q's 5th.

12. Q. B. P. takes P.

13. P. to Q. R's 4th.

14. B. to Q. R's 3rd.

15. B. to Q. B's 4th.

16. P. to K. B's 3rd.

17. K. to R's sq.

18. Q. R. to Kt.'s sq.

19. P. to Q. R's 5th. 20. Q. to Q. Kt.'s 3rd.

21. P. takes P. in passing.

22. P. to Q's 6th.

23. B. takes K. B. P. (ch.)

B. takes R.

25. Q. Kt. to Q. R's 4th.

26. Q. to Q. Kt.'s 4th.

27. Q. takes B.

28. K. R. to Q. B's sq.

29. R. takes Kt. 30. Q. takes R.

31. P. to Q. Kt.'s 7th.

32. P. Queens (ch.)

33. R. to Q. B's sq.

34. Q. to Q. Kt.'s 4th.

35. R. to Q. B's 7th. 36. Q. to Q. Kt.'s 7th.

37. P. to K. Kt.'s 3rd.

(Mr. M.) WHITE.

1. P. to Q's 4th.

2. P. to Q. B's 3rd.

3. P. to K's 3rd.

4. P. to K. Kt.'s 3rd.

5. K. B. to K. Kt.'s 2nd. 6. K. Kt. to K's 2nd.

7. Castles.

8. Q. Kt. to Q's 2nd.

9. P. takes Q. B. P.

10. P. to K's 4th. 11. P. takes P.

12. P. to Q. R's 3rd.

13. Q. Kt. to K. B's 3rd. 14. K. R. to K's sq.

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

16. Q. checks.

17. B. to Q's 2nd.

18. Q. to Q. R's 2nd.

19. Kt. to K. R's 4th.

20. P. to Q. Kt.'s 4th. 21. Q. to Q. Kt.'s 2nd.

22. Kt. to Q. B's 3rd.

23. K. to R's sq. 24. R. takes B.

25. Kt. to Q. R's 4th.

26. B. takes Kt.

27. Kt. to Q. B's 3rd

28. R. to Q. B's sq.

29. R. takes R. 30. Q. takes Q.

31. P. to K. R's 3rd.

32. K. to R's 2nd.

33. Q. to Q. R's 5th.

34. Q. to K's sq.

35. Q. to Q's sq.

36. Q. to K. R's 5th.

37. Q. to K. B's 3rd.

38. K. to Kt.'s 2nd.

39. P. to K. Kt.'s 4th.

40. Kt. takes Kt.

41. R. takes B. (ch.)

42. Q. takes Q. (ch.)

43. P. to Q's 7th.

38. P. to K. Kt.'s 4th.

39. Kt. to K. B's 5th (ch.)

40. Kt. P. takes Kt.

41. Q. takes R.

42. K. takes Q.

And wins.

GAME XVII.

FIRST GAME BETWEEN MESSES. SZEN AND HORWITZ.

[Sicilian Opening.]

WHITE. (Mr. H.)

1. P. to K's 4th.

2. P. to Q's 4th.

3. Kt. to K. B's 3rd.

P. to Q's 5th.
 Kt. to Q. B's 3rd.

5. At. to Q. Ds oru

K. B. to Q's 3rd.
 Q. to K's 2nd.

8. Q. Kt. to Q. R's 4th.*

9. Q. B. to Q's 2nd.

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

11. Kt. to Q. B's 3rd. 12. P. to Q. R's 4th.

13. Castles on K's side.

14. K. Kt. to K. R's 2nd.

15. Q. to K. R's 5th.†
16. K. B. to K's 2nd.

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

18. Q. takes B.

19. Q. Kt. takes K. P.

20. Q. to K's 3rd.

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

22. K. B. to K. B's 3rd.

23. Q. Kt. to K's 6th.

BLACK. (Mr. S.)

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

2. P. to K's 3rd.

3. Q. to Q. Kt.'s 3rd.

4. P. to Q's 3rd.

5. P. to K's 4th.

6. K. Kt. to K's 2nd.

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

8. Q. to Q. R's 4th (ch.)

9. Q. to Q. B's 2nd. 10. B. to Q's 2nd.

11. P. to Q. R's 3rd.

12. Kt. to K. Kt.'s 3rd.

13. K. B. to K's 2nd.

14. Castles on K's side.15. P. to Q. B's 5th.

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

17. B. takes B.

18. K. B. P. takes K. P.

19. B. to K. B's 4th.

20. Q. Kt. to Q's 2nd.21. K. Kt. to K. B's 5th.

21. N. N. W. N. DS t

22. P. to K. R's 3rd

23. Kt. takes Kt.

- * This is merely losing time: P. to Q. Kt.'s 3rd, or Castling, would have been far more serviceable than playing the Kt. to an untenable post like this.
- † A good move, if he had first secured himself against the obvious rejoinder of P. to Q. B's 5th, which, however, he evidently forgot.

- 24. P. to K. Kt.'s 4th.* 25. K. Kt. P. takes B.
- 26. Q. to K's 4th.
- 27. R. takes Kt.
- 28. Q. to K. R's 4th.
- 29. P. takes P.
- 30. R. to Q's sq.
- 31. K. to R's sq.
- 32. Q. to K. Kt.'s 3rd. 33. R. to K. Kt.'s sq.
- 34. B. to Q's sq.
- 35. R. takes Q.
- 36. R. to K. Kt.'s sq.
- 37. Kt. to K. Kt.'s 4th.
- 38. P. takes Kt.
- 39. K. to Kt.'s 2nd. 40. B. to Q. Kt.'s 3rd.
- 41. K. takes R.
- 42. B. to Q. B's 2nd.
 - 43. B. to Q. Kt.'s 3rd.

- 24. Kt. to Q's 5th.
- 25. Kt. takes Q. B. P.
- 26. Kt. takes R.
- 27. Kt. to K. B's 3rd.
- 28. P. to Q. B's 6th.
- 29. Q. takes P.
- 30. Q. R. to Q. B's sq.
- 31. Q. R. to Q. B's 5th. 32. P. to K's 5th.†
- 33. K. R. to K. B's 2nd.
- Q. takes Q.
- 35. Q. R. to Q. B's 8th.
- 36. K. R. to Q. B's 2nd. 37. Kt. takes Kt.
- 38. K. R. to Q. B's 5th.
- 39. K. R. to Q's 5th.
- 40. R. takes R. (ch.)
- 41. R. to Q. Kt.'s 5th. 42. R. to Q. B's 5th.
- 43. R. to Q. B's 6th.

And White resigns.

GAME XVIII.

Second game between the same players. [RUY LOPEZ' KNIGHT'S GAME.]

BLACK. (Mr. S.)

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

- WHITE. (Mr. H.)
- 1. P. to K's 4th.
- 2. Kt. to Q. B's 3rd.
- 3. Kt. to K. B's 3rd.
- 4. Kt. takes P.
- 5. Kt. to K. B's 3rd.
- 6. Kt. takes Kt.
- 7. B. to K's 2nd.
- 8. Castles.
- 9. B. to Q's 3rd.
- 10. P. to Q. B's 3rd.
- * This leads to cureless ruin. Better to have submitted to the loss of a Pawn than the miserable game which such a move as this entailed.
- + Black pursues his advantage with full determination to make the
- # Well played, as it compels White to take up an awkward position with the attacked Bishop.

GAME XVIII. . 8ZEN AND HORWITZ.

11. B. to Q's 3rd.

12. B. to K. Kt. s 5th.*

13. K. to R's sq.

14. Q. to Q's 2nd.

15. Kt. to Q. B's 3rd.

16. P. to K. Kt.'s 3rd.

17. R. to K's 3rd.

18. B. takes Kt.

19. K. to Kt.'s 2nd.

11. B. to Q. B's 2nd.

12. B. takes P. (ch.)

13. B. to Q. B's 2nd.

14. P. to Q's 4th.

15. Q. to Q's 3rd.

16. B. to K. Kt.'s 5th.†

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

18. Q. takes B.

19. Q. to K. Kt.'s 4th.‡

* A slip, which, had White been in his proper play, would never have been recovered.

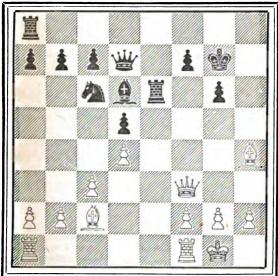
een recovered.

† Mr. Horwitz has now an undeniable superiority, but in these games

with Mr. Szen he only gains advantages to throw them away.

‡ I should have preferred playing the Q. to K. R's 3rd at this crisis. If Black, in reply, had moved either Q. R. to K. R's sq., or K. R. to K's 2nd, he must have lost the exchange, while any other move would have given White an opportunity to bring his other Pieces up. As some pretty variations arise from the first-mentioned mode of play, I append a diagram of the field before White's 19th move:—

BLACK.



WHITE.

	•
20. Q. R. to K. R's sq.	20. K. B. to K. B's 5th.*
21. R. takes Q. B.	21. B. takes R.
22. Q. to K's 2nd.†	22. Q. takes R.
23. Q. takes Q.	23. P. to K. Kt.'s 3rd.
24. Q. to K. R's 4th.	24. B. to Q. B's 8th.
25. P. to Q. Kt.'s 3rd.	25. Q. R. to K's sq.
26. Kt. to K's 2nd.	26. P. to K. B's 4th. (!)†
27. Kt. takes B.	27. P. to K. B's 5th.

28. P. takes P.

And White resigned.

GAME XIX.

Third game between the same players.

[SICILIAN OPENING.]

wніте. (Mr. H.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. P. to Q's 4th.
4. P. to K's 5th.	4. Kt. to Q. B's 3rd

We must now suppose White to play, as I recommended—

19. Q. to K. R's 3rd.

then

20. Q. R. to K. R's sq. 20. B. to K. B's 6th (ch.)

K. R. takes B.
 Q. takes Q.
 B. takes K. R. P. (ch.) 22. K. to R's sq.

23. B. to Q's 3rd (dis. ch.) 23. Q. to K. R's 3rd, &c.

If Black, instead of retreating the Bishop, move K. R. to K's 3rd, thinking to imprison the Queen, White simply takes him off, winning in every case the exchange.

- * This is of a piece with White's play all through the present most unfortunate and most extraordinary match.
 - † Cleverly played.
- ‡ Would it be credited by any one unacquainted with the names of the combatants, that the White men in this game were conducted by Mr. Horwitz? Would a player to whom Mr. Horwitz, when himself, could give a Knight, play in a style so utterly wanting in all that constitutes good chess, as Mr. H. does in the present termination?

5.	R.	ŧο	K's	2nd.	

6. Castles.

7. P. to Q. Kt.'s 3rd.

8. P. to Q. B's 3rd.

9. B. to Q's 3rd.

10. B. to Q. B's 2nd.

11. Q. to K's 2nd.

12. B. to Q. R's 3rd.

13. P. takes P.

14. Q. to K's 3rd.*

15. Q. to K's 2nd.

Kt. takes Kt.
 K. takes R.

18. Q. takes Q.

19. P. to Q's 4th. 20. K. to Kt.'s sq. 21. B. to Q's sq.

22. Kt. to Q's 2nd.† 23. B. takes K. B.

24. B. to Q. R's 3rd.

25. K. to B's 2nd.

26. B. takes Kt.

27. K. to K's 3rd. 28. R. to K. B's sq. 5. Kt. to K. R's 3rd.

6. B. to K's 2nd.

7. Castles.

8. B. to Q's 2nd.

9. P. to K. B's 3rd.

10. R. to Q. B's sq.

11. Q. to her B's 2nd. 12. K. B. P. takes P.

13. B. to K's sq.

14. Kt. to K. Kt.'s 5th.

15. K. Kt. takes K. P.

16. R. takes R. (ch.) 17. Q. takes Kt.

18. Kt. takes Q.

19. Kt. to K. Kt.'s 5th.

20. B. to K. B's sq. 21. Kt. to K's 6th.

22. P. takes Q. P.

23. P. takes Q. B. P.

24. P. takes Kt. 25. Kt. to Q. B's 7th.

26. R. takes B.

27. B. to K. R's 4th. 28. P. to K. R's 3rd.

And White resigns.

GAME XX.

Fourth and last game between the same players.

[RUY LOPEZ' KNIGHT'S GAME.]

(Mr. S.) WHITE. 1. P. to K's 4th.

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

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

BLACK. (Mr. H.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. Kt. to K. B's 3rd.

[•] Of what possible utility is such a move? In this, as in all the four games with Szen, Mr. Horwitz's play is truly pitiable, a Knight, at least, below his force when playing at the top of his strength.

[†] This resource is bad enough, but unhappily he has no better.

4. Castles.

5. P. to Q's 4th.

6. Kt. takes Kt.

7. P. to K's 5th.*.

8. Q. takes P.

9. P. to Q. R's 4th.

10. B. to Q's 3rd.

11. Kt. to Q. B's 3rd.†

12. Q. takes Kt.

13. B. to K. B's 4th.

14. Q. R. to Q's sq.

15. B. checks.

16. R. to Q's 3rd.§

17. Q. to her 4th.

18. R. to K. Kt.'s 3rd.

19. Q. takes Q. Kt. P.

20. Q. to Q. Kt.'s 3rd.

21. B. takes B.

22. Q. to Q. B's 3rd.

23. Q. to B's 4th.

24. P. to Q. B's 3rd.

25. R. to Q's sq.

Ĺ

26. R. to Q's 2nd.

27. R. to K's 2nd.¶

4. B. to K's 2nd.

5. Kt. takes Q. P.

6. P. takes Kt.

7. Kt. to Q's 4th.

8. Kt. to Q. Kt.'s 3rd. 9. P. to Q. B's 3rd.

10. Kt. to Q's 4th.

11. Kt. takes Kt.

12. Castles.

13. P. to K. B's 4th.;

14. P. to Q. R's 4th.

15. K. to R's sq.

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

17. Q. to K's 2nd.

18. P. to Q. Kt.'s 3rd.

19. B. to Q. B's 4th.

20. B. to Q. R's 3rd.

21. R. takes B.

22. B. to Q. Kt. s 5th.

23. Q. R. to his sq. 24. B. to Q. B's 4th.

25. Q. R. to Q. Kt.'s sq.

26. P. to K. R's 3rd.

27. K. R. to K's sq.

* This Pawn proved a thorn in Black's side to the end of the game.

+ Better, I believe, than playing P. to Q. B's 4th; since, if Black retire his Kt., White plants his Kt. at K's 4th, with a most commanding attack.

‡ He dared not play P. to Q's 4th, because, in that case, White would first have taken the Pawn in passing, and then have taken the K. R. P., checking, &c.

§ White has now a manifest superiority, and he maintains it to the end.

|| It was undoubtedly most needful to bring his Q. R. and B. into action, but this might surely have been effected without sacrificing a valuable Pawn. Why not first have moved the K. B. to Q. B's 4th, driving away the Q., and after that have advanced the Q. Kt. P.?

¶ At first sight it appears that White might now have got an irresistible attack by taking the K. R. P. with his B., but correct analysis proves, I think, that the result would have been disadvantageous to him I give a diagram of the situation after Black's 26th move.

SZEN AND HORWITZ.

AME XX.]

28. R. to Q's 2nd.

29. P. takes P. in passing.

30. Q. interposes. 31. P. to Q's 7th.

32. K. takes Q.

33. P. takes R., becoming a Queen (ch.)

34. R. to K. Kt.'s 6th

35. R. takes K. R. P. (ch.)

36, R. takes Q. B. P. 37. R. to Q's 7th.

38. R. to K's 6th.

28. P. to Q's 4th.

29. Q. to K's 8th (ch.)

30. P. to K. Kt.'s 4th. 31. Q. takes Q. (ch.)

32. P. takes B.

33. R. takes Q.

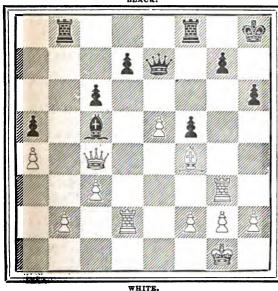
34. P. to K. B's 6th.

35. K. to Kt.'s 2nd.

36. B. to K's 2nd.

37. K. to B's sq. And Black resigns.

BLACK.



Let us suppose now-

27. B. takes K. R. P. 28. Q. to K. B's 4th.

29. R. to K. R's 3rd.

30. K. to B's sq.

27. P. takes B.

28. K. to R's 2nd.

29. R. to K. B's 3rd. 30. Q. R. to K's sq., &c.

FOURTH SERIES.

COMBATANTS.

MESSES.

ANDERSSEN AND WYVILL. STAUNTON AND WILLIAMS. SZEN AND CAPT. KENNEDY. HORWITZ AND MUCKLOW.*

In this division, as before, each match consisted of the best of seven games.]

GAME I.

FIRST GAME BETWEEN MESSRS. ANDERSSEN AND WYVILL. [SICILIAN OPENING.]

WHITE.	(Mr.	A.	١

- 1. P. to K's 4th.
- 2. B. to Q. B's 4th.
- 3. Kt. to Q. B's 3rd.
- 4. P. to Q's 3rd.
- 5. B. to K. B's 4th.†
- 6. P. takes Kt.
- 7. Q. to K's 2nd.
- 8. Castles.
- 9. B. to K. Kt.'s 3rd.
- 10. P. to K. B's 4th.
- 11. P. to K. B's 5th.
- 12. K. to Kt.'s sq.
- 13. P. takes P.
- 14. Q. to K. Kt.'s 4th.†
- 15. Kt. to K. B's 3rd.

- BLACK. (Mr. W.)
- 1. P. to Q. B's 4th.
- 2. Kt. to Q. B's 3rd.
- 3. P. to K's 3rd.
- 4. Kt. to K's 4th.
- 5. Kt. takes B.
- 6. P. to Q. R's 3rd.
- 7. Kt. to K's 2nd.
- 8. Kt. to Kt.'s 3rd.
- 9. B. to K's 2nd.
- 10. Castles.
- 11. B. to K. Kt.'s 4th (ch.)
- 12. P. takes P.
- 13. R. to K's sq.
- 14. Kt, to K. B's sq.
- 15. B. to K. B's 3rd.

† White prefers doubling a Pawn to losing time by retreating the

‡ The attack is now maintained by White with remarkable spirit and ingenuity.

^{*} Owing to some misunderstanding, the match between these players, to decide which was entitled to the 7th and which the 8th prize, was not played.

- 16. Kt. to K's 4th.
- 17. B. to Q. B's 7th.*
- 18. Kt. takes B. (ch.)
- 19. R. to Q's 6th.
- 20. P. takes Kt.
- 21. K. R. to Q's sq.
- 22. R. to Q's 7th.
- 23. B. to K's 5th.
- 24. Q. to Kt.'s 3rd.†
- 25. Q. takes B.
- 26. Q. takes Q. R.§ And Black resigned.

- 16. P. to Q. Kt.'s 4th.
- 17. Q. to K's 2nd.
- 18. Q. takes Kt.
- 19. Kt. to K's 3rd.†
- 20. Q. P. takes P.
- 21. B. to Kt.'s 2nd.
- 22. B. to B's 3rd.
- 23. B. takes Kt.
- 24. Q. to Kt.'s 3rd.
- 25. P. takes P.

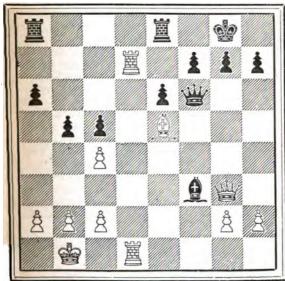
* Cleverly conceived.

+ The loss of a Piece was inevitable. If he had retreated his Q.,

White would have won by playing P. to K. B's 6th.

‡ Beautifully played all this. That the student may examine this fine and-game, I give a diagram of the position after White's 24th move.

BLACK



WHITE.

§ Finished off in masterly style.

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GAME II.

Second game between the same players.

[IRREGULAR OPENING.]

BLACK. (Mr. W.)	WHITE. (Mr. A.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to Q's 4th.
3. P. to Q's 4th.	3. Kt. to K. B's 3rd.
4. Kt. to Q. B's 3rd.	4. P. to Q. B's 4th.
5. Kt. to K. B's 3rd.	5. Kt. to Q. B's 3rd.
6. P. to Q. R's 3rd.	6. P. to Q. R's 3rd.
7. P. to Q. Kt.'s 3rd.	7. P. to Q. Kt.'s 3rd.
8. B. to K's 2nd.	8. B. to Q. Kt.'s 2nd.
9. Castles.	9. R. to Q. B's sq.
10. B. to Q. Kt.'s 2nd.	10. P. takes Q. P.
11. K. Kt. takes P.	11. Kt. takes Kt.
12. Q. takes Kt.*	12. B. to K's 2nd.
13. Q. R. to Q's sq.	13. P. takes P.
14. Q. to K. R's 4th.†	14. Q. to Q. B's 2nd.
15. B. takes P.	15. P. to Q. Kt.'s 4th.
16. B, to Q's 3rd.	16. Kt. to K's 5th.†
17. Q. to K. Kt.'s 4th.	17. Kt. takes Kt.
18. Q. takes K. Kt. P.	18. R. to K. B's sq.
19. R. to Q. B's sq.	19. P. to Q. Kt.'s 5th.
20. P. takes P.	20. B. takes Q. Kt. P.
21. B. to Q. B's 4th.§	21. P. to K. B's 3rd.
22. Q. takes Q.	22. R. takes Q.
23. B. takes Kt.	23. R. to K. Kt.'s sq.
24. P. to K. Kt.'s 3rd.	24. B. takes B.
25. R. takes B.	25. K. to his 2nd.

^{*} It is usual to take with the Pawn, but Mr. Wyvill's innovation has an advantage in keeping the diagonal free for the range of the Q. B.

⁺ Well played.

[‡] It seems, at first view, impossible for Black to avoid the loss of a Piece at this crisis. Yet Mr. W. contrives to escape, not only without loss, but with the advantage of position.

[§] An excellent conception. If White attempt to play away the Kt. he loses his Q. The position is so instructive that I give a diagram of the Board after Black's 21st move.

26. K. R. to Q. R's sq.*

27. R. to Q's 3rd.

28. B. takes R.

29. B. takes Q. R. P.†

30. B. to his sq.

31. P. to K. R's 4th.

32. B. to K. Kt.'s 2nd.

26. K. R. to Q's sq.

27. R. takes R.

28. R. to Q. B's 6th.

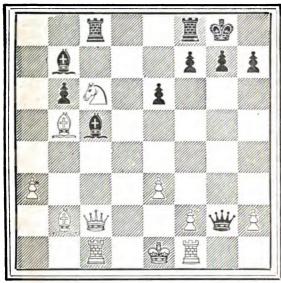
29. R. takes Q. Kt. P.

30. B. to K. B's 6th.

31. R. to Kt.'s 7th.

32. B. takes B.

BLACK.



WHITE.

* I should rather have taken the K. P. at this moment. In that case, the following is a likely continuation.

26. B. takes K. P.

26. R. takes K. Kt. P. (ch.)

27. K. R. P. takes R.

27. R. takes R.

28. B. to Q. B's 4th.

And Black has not only a Pawn more but a better position.

† This was injudicious. He should have confined the R. first by playing B. to Q. B's 4th, and then have brought up his K. White's Pawns are so badly supported, that careful play must, I think, have given Mr. Wyvill this game.

33. K. takes B.	33. R. to Q. Kt.'s 2nd.
34. R. to Q. R's 5th.*	34. K. to B's 2nd.
35. R. to K. R's 5th.†	35. K. to Kt.'s 3rd.
36. P. to K. Kt.'s 4th.	36. P. to K. R's 3rd.
37. R. to Q. R's 5th.	37. R. to Q. B's 2nd.
38. K. to Kt.'s 3rd.	38. R. to Q. Kt.'s 2nd.
39. P. to K. B's 4th.	39. R. to Q. B's 2nd.
40. R. to Q. R's 6th.	40. K. to B's 2nd.
41. P. to Kt.'s 5th.	41. R. P. takes P.
42. R. P. takes P.	42. P. takes P.
43. P. takes P.	43. R. to Q. B's 5th.
44. K. to B's 3rd.	44. K. to Kt.'s 3rd.
45. R. to Q. R's 5th.	45. R. to K. R's 5th.
46. R. to K's 5th.	46. R. to Q. R's 5th.
47. P. to K's 4th.	47. R. to Q. R's 8th.
48. R. to Q. Kt.'s 5th.	48. R. to Q. R's 2nd.
49. K. to B's 4th.	49. R. to K's 2nd.
50 R. to Q. Kt.'s so.	50. R. to Q. R's 2nd.

Drawn game.

GAME III.

Third game between the same players.

[SICILIAN OPENING.]

(WHITE. (Mr. A.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. Kt. takes P.	4. P. to K's 3rd.
5. B. to K's 3rd.‡	5. Kt. to K. B's 3rd.

- * Was not this lost time? The great object for Black, in this situation, it appears to me, should be to push forward with his King as soon as possible.
- † I cannot see the utility of this play either; one move of the King at this juncture is worth two of the Rook.
- ‡ Taking the Kt. is not theoretically orthodox, because it strengthens Black's centre. Yet it may be done advantageously, if White follows that move with B. to K's 3rd and B. to Q's 3rd, speedily.

6. B. to Q's 3rd.

7. Castles.

8. Kt. to Q's 2nd.

9. Kt. takes Kt.

10. P. to K's 5th.

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

12. R. to K. B's 3rd.*

13. R. to K. R's 3rd.

14. P. to Q. Kt.'s 3rd.

15. Kt. to K. B's 3rd.

16. B. to K. B's 2nd.

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

19. O to O's 2nd

18. Q. to Q's 2nd.

19. B. takes B.

20. Kt. to Kt.'s 5th.

21. Q. to K. B's 2nd.

22. B. to his sq.

23. Q. to K. R's 4th.

24. R. to Q's sq.

25. B. to K's 2nd.

26. R. to K. Kt.'s 3rd.

27. R. to Q's 2nd.

28. P. to Q. B's 3rd.

29. P. takes P.

30. R. takes P.

31. K. to B's 2nd.

6. B. to K's 2nd.

7. Castles.

8. P. to Q's 4th.

9. P. takes Kt.

10. Kt. to Q's 2nd.

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

12. P. to Q. B's 4th.

13. R. to K. B's 2nd.

14. P. to K. Kt.'s 3rd.

15. Kt. to Q. Kt.'s 3rd.

16. P. to Q's 5th.†

17. Kt. to Q's 4th.‡

18. P. to Q. R's 4th.

19. R. takes B.

20. Kt. to K's 6th.

21. B. to Q. Kt.'s 2nd.

22. Kt. to K. Kt.'s 5th.

23. Q. to Q's 2nd.

24. R. to Q. B's sq.

25. P. to K. R's 4th.§

26. Q. to K's sq. || 27. R. to K. Kt.'s 2nd.

28. Kt. to K's 6th.¶

29. P. takes P.

30. R. to Q. B's 8th (ch.)

31. Kt. to Q's 4th.

- * It is a general fault among inferior players that they are too tardy in bringing their Rooks into play. Observe how rapidly the Pieces are brought into co-operation by a master of the game.
- † An all-important move, as it affords a fine situation for the Kt. to be posted at, and opens a sweeping diagonal for the Q. B.
- ‡ The commanding position of this Kt. gives the balance of advantage in Black's favour already.
 - § Mr. Wyvill maintains his advantage gallantly to the end.
- !! This was necessary, to enable him to bring his Kt. to K's 6th again.
- ¶ From this moment the assault is conducted with uncommon ingenuity and spirit. A diagram, showing the situation of the forces after Black's 28th move, will enable the reader to study the game from this point without playing over all the preceding moves.

32. K. R. to Q's 3rd.

33. R. to Q's 2nd.

34. B. to Q. B's 4th.

35. K. to his sq.

36. R. takes R.

37. B. to B's sq. 38. R. to Q's sq.

39. Q. to Kt.'s 3rd. 40. Q. to K. B's 3rd. 32. Q. to Q. B's 3rd.*

33. Q. to her Kt.'s 3rd.† 84. R. to Q. B's 7th.‡

35. R. takes R.

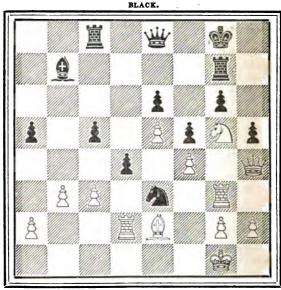
36. Q. to K. Kt.'s 8th (ch.)

37. R. to Q. B's 2nd.

38. R. to Q. B's 7th.§ 39. B. to Q. R's 3rd.

3rd. 40. B. takes B. And White resigned.

__.



WHITE.

- * This greatly serves to strengthen the attack, and is much better play than the more obvious move of K. R. to Q. B's 2nd.
 - † Here, again, Black plays with great judgment.
- ‡ Excellent as unexpected. From this point the game is almost 'forced.'
- § Threatening mate in two moves by R. to K's 7th (ch.), and Q. to K's 6th.
- || This termination is truly scientific. Observe, here, the decisive superiority of taking the B, with B., instead of with the Q.

GAME IV.

Fourth game between the same players.

[IRREGULAR OPENING.]

[IMMEGODIII	- 012
BLACK. (Mr. W.)	WHITE. (Mr. A.)
1. P. to Q. B's 4th.	1. P. to K. B's 4th.
2. P. to K's 3rd.	2. Kt. to K. B's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to K's 3rd.
4. B. to K's 2nd.	4. B. to Q. Kt.'s 5th.
5. B. to R's 5th (ch.)*	5. P. to K. Kt.'s 3rd.
6. B. to K's 2nd.	6. Castles.
7. P. to K. B's 4th.	7. P. to Q. B's 4th.
8. Kt. to K. B's 3rd.	8. Kt. to Q. B's 3rd.
9. Castles.	9. B. takes Kt.
10. Q. Kt. P. takes B.	10. P. to Q. Kt.'s 3rd.
11. P. to Q. R's 4th.†	11. B. to Q. Kt.'s 2nd.
12. Q. to B's 2nd.	12. Q. to B's 2nd.
13. Kt. to K. Kt.'s 5th.‡	13. P. to K. R's 3rd.
14. Kt. to K. R's 3rd.	14. Q. R. to K's sq.
15. B. to K. B's 3rd.	15. Q. R. to K's 2nd.§
16. P. to Q's 4th.	16. R. to K. Kt.'s 2nd.
17. B. to Q. R's 3rd.	17. Q. Kt. to Q. R's 4th.
18. B. takes B.	18. Kt. takes B.
19. Q. R. to Q's sq.	19. P. to K. Kt.'s 4th.
20. P. to K. Kt.'s 3rd.	20. Kt. to Q's 3rd.
21. P. takes K. Kt. P.	21. P. takes Kt. P.
22. Q. to Q's 3rd.	22. Q. Kt. to K's 5th.
23. P. to Q's 5th.	23. Q. to K's 4th.
24. K. to Kt.'s 2nd.	24. R. to K. R's 2nd.
25. Kt. to Kt.'s sq.¶	25. R. takes P. (ch.)
- "	` '

* This lost move at the opening augurs ill for Black's after-play.

† Again Mr. Wyvill loses precious time. Of what avail was the advance of this flank Pawn just now?

‡ Here, also, is another utterly useless move. What a marvellous contrast all this with Black's preceding game!

§ There is no throwing away of moves on this side. The attack, which may be said to commence at White's next move, is maintained with remarkable force and finish up to the last coup.

|| It was absolutely necessary for White, before proceeding farther with

his attack, to exchange or dislodge the adverse Bishop.

¶ This spared White trouble. Play as he could, however, defeat, sooner or later, was inevitable.

26. K. takes R. 27. K. to R's sq.

26. Q. takes P. (ch.) 27. K. to Kt.'s 2nd.

And wins.

GAME V.

Fifth game between the same players.

[SICILIAN OPENING.]

Colombia	. 02	milio.]
WHITE. (Mr. A.)		BLACK. (Mr. W.) 1. P. to Q. B's 4th.
1. P. to K's 4th.		=
2. P. to K. B's 4th.		2. P. to K's 3rd.
3. Kt. to K. B's 3rd.		3. Kt. to Q. B's 3rd.
4. B. to Q. Kt.'s 5th.	•	4. Q. Kt. to K's 2nd.
5. P. to Q. B's 4th.		5. P. to K. B's 4th.
6. P. to Q's 3rd.		6. Kt. to K. R's 3rd.
7. Kt. to Q. B's 3rd.		7. Kt. to K. Kt.'s 3rd.
8. Castles.		8. B. to K's 2nd.
9. K. Kt. to his 5th.		9. Castles.
10. Q. to K. R's 5th.*		10. P. to Q. Kt.'s 3rd.†
11. P. takes K. B. P.		11. P. takes P.
12. R. to K. B's 3rd.		12. Q. B. to Q. Kt.'s 2nd.
13. R. to K. Kt.'s 3rd.		13. Q. to her B's 2nd.§
14. Kt. takes K. R. P.		14. K. Kt. to K. Kt.'s 5th.
15. Q. takes Q. Kt.		15. K. R. to K. B's 2nd.
16. R. to K. R's 3rd.		16. B. to K. B's 3rd.
17. K. Kt. takes B. (ch.)		17. R. takes Kt.
18. Q. to K. R's 7th (ch.)		18. K. to B's 2nd.
19. Q. B. to Q's 2nd.		19. Kt. to K. R's 3rd.
20. Q. R. to K's sq.		20. Q. R. to K. Kt.'s sq.

* This conjunction of the Q. and Kt. portends disaster to the Black King's house.

+ Black's forces are deplorably shut in, and it is therefore most desirable to give them greater scope, but at this instant the danger on the King's side is too imminent to admit of the Queen's Pieces being brought into play.

‡ Very natural, but, we repeat, there is not time for this development. Every move on this side the board is in White's favour.

§ If Q. to K's sq., or Kt. to K. R's sq., White might have replied with Kt. to K's 6th, &c.

|| Threatening to take off the Kt., and then play R. to K's 7th, &c.

GAME VI.]

ANDERSSEN AND WYVILL.

21. Q. Kt. to Q's 5th.*

22. R. takes Kt.

23. R. takes R.

24. B. to Q. B's 3rd.

21. B. takes Kt.

22. Q. to Q's 3rd.†

23. Q. takes R.

And Black abandoned the game.

GAME VI.

Sixth game between the same players.

[IRREGULAR OPENING.]

BLACK. (Mr. W.)

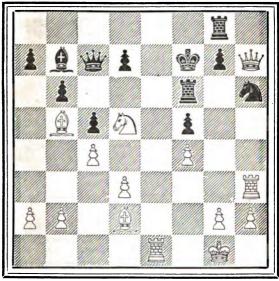
WHITE. (Mr. A.) 1. P. to K. B's 4th.

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

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

* The beginning of a beautiful little combination. I give a diagram of the Board after White's 21st move.

BLACK.



WHITE.

† If R. took R., then Q. took K. B. P. (ch.), and afterwards the B. (ch.)

3. P. to K. B's 4th.	3. P. to K's 3rd.
4. Kt. to K. B's 3rd.	4. B. to K's 2nd.
5. B. to K's 2nd.	5. Castles.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q. Kt.'s 3rd.	7. Kt. to K's 5th.
8. P. to Q. R's 3rd.*	8. B. to K. B's 3rd.
9. R. to Q. R's 2nd.	9. P. to Q. R's 4th.
10. P. to Q's 3rd.	10. Kt. to Q. B's 4th.
11. Q. Kt. to Q's 2nd.	11. Kt. to Q. B's 3rd.
12. P. to Q's 4th.	12. Kt. to K's 5th.
13. Q. to Q. B's 2nd.	13. P. to Q's 4th.
14. Kt. to K's 5th.	14. B. to Q's 2nd.
15. P. takes Q. P.	15. P. takes P.
16. Kt. takes B.	16. Q. takes Kt.
17. B. to Q. Kt.'s 5th.	17. B. to K's 2nd.
18. Kt. takes Kt.	18. K. B. P. takes Kt.
19. B. to Q's 2nd.	19. R. to K. B's 3rd.
20. K. R. to Q. B's sq.	20. R. to K. Kt.'s 3rd
21. Q. to her sq.	21. Q. to Q. B's sq.†
22. Q. to K's sq.	22. Kt. to Q. R's 2nd.
23. B. to K's 2nd.	23. Kt. to Q. B's 3rd.
24. P. to K. R's 3rd.†	24. Q. takes P.
25. Q. to K. B's 2nd.	25. B. to K. R's 5th.
26. K. to B's sq.§	26. B. takes Q.
27. P. takes Q.	27. B. to K. R's 5th.
28. B. to K. Kt.'s 4th.	28. K. to B's sq.
29. R. to Q. B's 5th.	29. Q. R. to Q's sq.
30. P. to Q. Kt.'s 4th.	30. P. takes Q. Kt. P.
31. R. P. takes P.	31. B. to K's 2nd.

- * In anticipation of White's next move, B. to K. B's 3rd.
- † To enable him to move his Knight.

32. R. to Q. B's sq.

34. Q. R. to Q. B's 2nd.

33. B. to K's sq.

- ‡ An extraordinary lapsus for such a player, in such a contest!
- § Extremity is the trier of spirits. It is in situations of peril like the present that the sterling player shows his mastery.

32. B. to Q's 3rd.¶

34. Kt. to K's 2nd.

33. R. to K. R's 3rd.

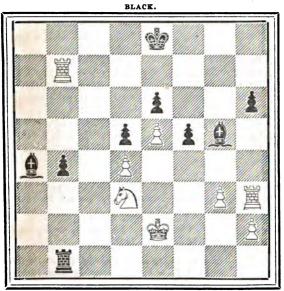
- || Having managed to escape the immediate danger which menaced him a moment since, Black now plays capitally.
- ¶ Taking the Q. Kt. P. would have availed him nothing, since Black was sure to win either the Q. Kt. P. or Q. B. P. in return.

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35. P. to Q. Kt.'s 5th.	35. P. to K. Kt.'s 3rd.*
36. R. takes Q. B. P.†	36. B. takes R.
37. R. takes B.	37. Kt. to K. B's 4th.
38. K. to K's 2nd.	38. R. to Q. R's sq.
39. B. to Q. Kt.'s 4th (ch.)	39. K. to K's sq.
40. R. takes Q. Kt. P.	40. R. to Q. R's 7th (ch.)
41. B. to Q's 2nd.	41. Kt. to Q's 3rd.
42. R. to Q. Kt.'s 8th (ch.)	42. K. to K's 2nd.
43. K. to K's sq.	43. R. to Q. Kt.'s 7th.
44. B. to Q. R's 5th.;	44. P. to K. Kt.'s 4th.§

* White never recovered the consequences of shutting up his K. R. thus.

† Daring, but sound. The rest of the game is beautifully played by Mr. Wyvill.

‡ The prelude to a masterly combination. That the student may the more easily examine this most instructive end-game, I give a diagram of the position after Black's 44th move.



WHITE.

§ It was in the expectation of White's endeavouring to extricate this

- 45. B. to Q's 8th (ch.)
- 46. B. takes K. Kt. P.
- 47. B. to K. R's 5th.
- 48. R. takes R.
- 49. P. to K. B's 5th.
- 45. K. to B's 2nd.
- 46. R. to K. Kt.'s 3rd.
- 47. R. takes Q. Kt. P.
- 48. Kt. takes R.

And White resigns.

GAME VII.

Seventh and last game between the same players.

[SICILIAN OPENING.]

- WHITE. (Mr. A.)
- 1. P. to K's 4th.
- 2. B. to Q. B's 4th.
- 3. Kt. to Q. B's 3rd.
- 4. P. to Q. R's 4th.
- 5. P. to Q's 3rd.
- 6. K. Kt. to K's 2nd.
- 7. Castles.
- 8. P. to K. B's 4th.
- 9. B. to Q's 2nd. 10. K. B. to Q. Kt.'s 3rd.
- 11. Kt. takes Kt.
- 12. K. to R's sq.
- 13. P. takes Q. P.
- 14. B. takes B.
- 15. Q. B. to K. B's 6th.
- 16. P. to K. B's 5th.;
- 17. R. takes B.

- BLACK. (Mr. W.)
- 1. P. to Q. B's 4th.
- 2. P. to K's 3rd.
- 3. P. to Q. R's 3rd.
- 4. Kt. to Q. B's 3rd.
- 5. P. to K. Kt.'s 3rd.
- 6. B. to K. Kt.'s 2nd. 7. K. Kt. to K's 2nd.
- 8. Castles.
- 9. P. to Q's 4th.
- 10. Q. Kt. to Q's 5th.†
- 11. B. takes Kt. (ch.)
- 12. Q. B. to Q's 2nd.
- K. B. takes Kt.
- 14. P. takes P.
- 15. Q. B. to K's 3rd.
- 16. B. takes K. B. P.§
- 17. P. takes R.

unfortunate Rook, that the Black Bishop was played to Q. R's 5th, and now the unpractised player will soon perceive the full force of that fine coup.

* It is clear he has no better square to retreat to.

+ He would have done much better, I believe, by playing the Pawn to Q's 5th, and thus forcing the Q. Kt. to retreat.

An excellent move.

Mr. Wyvill was manifestly unconscious of the object for which White advanced his K. B. P., or he would certainly rather have retreated the Bishop at this moment, though at the cost of a Pawn.

|| This, and the next move of the Queen, are part of the combination begun by P. to K. B's 5th, and form a beautiful corollary to that well-

devised sacrifice.

GAME VIII. STAUNTON AND WILLIAMS.

18. Q. to K. R's 5th.

18. Q. to Q's 3rd.

19. Q. to K. R's 6th."

19. Q. takes B.

Q. takes Q.

And Black gave up the game.

GAME VIII.

FIRST GAME BETWEEN MESSRS. STAUNTON AND WILLIAMS. [SICILIAN OPENING.]

(Mr. W.) WHITE.

1. P. to K's 4th.

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

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

BLACK. (Mr. S.)

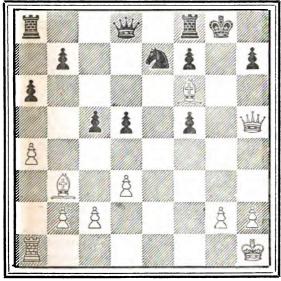
1. P. to Q. B's 4th.

2. Kt. to Q. B's 3rd.

3. P. to K's 3rd.

4. P. to K. Kt.'s 3rd.

| I believe, from this point, Black's game is utterly irredeemable. The following is a diagram of the field:-



WHITE.

5.	R.	takes	Kt.

6. P. to Q. B's 4th.

7. Q. to K's 2nd.

8. P. to K's 5th.

9. Kt. to Q. B's 3rd.

Kt. to K's 4th.
 P. to Q's 3rd.

12. Castles.

13. Kt. to Q. B's 3rd.*

14. P. to Q. Kt.'s 3rd.

15. B. to Q. R's 3rd.

16. B. takes P.

17. B. to K. B's 2nd.

18. Q. R. to Q. B's sq.

19. P. to K. Kt.'s 4th.

20. Kt. to Q's sq.

21. P. to K. R's 3rd.

22. Kt. to K's 3rd.

23. Kt. to K. Kt.'s 2nd.

24. Kt. to Kt.'s 5th.

25. P. takes B.

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

27. P. takes P.

28. B. to Kt.'s 3rd,

29. Q. to K. R's 2nd.

30. R. to Q. B's 2nd. 31. Kt. P. takes P. in

passing.

32. Kt. takes Kt. P.|

33. P. takes Kt.

34. R. takes R.

5. Q. Kt. P. takes B.

6. B. to K. Kt.'s 2nd.

7. Q. to her Kt.'s 3rd. 8. Kt. to K. R's 3rd.

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

10. Castles.

11. R. to Q. Kt.'s sq.

12. P. to Q's 4th.

13. B. to Q. R's 3rd.†

14. Q. to her B's 2nd.;

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

16. B. to K. B's sq.17. Q. to her R's 4th.

18. R. to Q's 2nd.

19. Kt. to Kt.'s 2nd.

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

21. B. to K's 2nd.

22. P. to Q's 5th.

23. P. to Q. B's 4th.

24. B. takes Kt.

25. B. to Q. Kt.'s 2nd.

P. takes P.

27. Q. to Kt.'s 3rd.

28. Q. to her B's 3rd.

29. Kt. to K's sq.

30. P. to K. B's 4th.§

31. R. to K. R's 2nd.

32. Kt. takes P.

33. R. takes Q.

34. R. to K's sq.

And White wins.

+ A true "no meaning" move, indeed.

‡ A reckless sacrifice of an important Pawn.

^{*} Taking the Q's Pawn in passing would have been injurious, on account of Black's then being able to win the Q. Kt. P.

[§] As in many of his other games in the Tourney, Black's moves in this seem made mechanically, as a sort of form that must be gone through, but the result of which he was utterly indifferent about.

^{||} The correct play. As the situation is interesting, I give a diagram of the Board after White's 32nd move.

GAME IX.

Second game between the same players.

[FRENCH OPENING.]

BLACK. (Mr. S.)

1. P. to K's 4th.

2. P. to Q's 4th,

3. P. takes P.

4. P. to Q. B's 4th.

5. Kt. to Q. B's 3rd.

6. Q. to her Kt.'s 3rd.

7. B. to K's 3rd.

8. Kt. to K. B's 3rd.

9. B. to Q's 3rd.

WHITE. (Mr. W.)

1. P. to K's 3rd.

2. P. to Q's 4th.

3. P. takes P.

4. Kt. to K. B's 3rd.

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

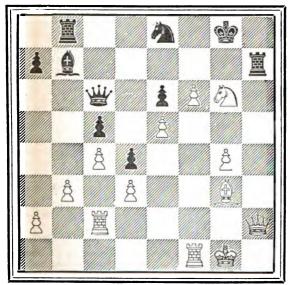
6. Kt. to Q. B's 3rd.

7. Castles.

8. P. to K. R's 3rd.

9. P. takes P.

BLACK.



WHITE.

10. B. to Q's 3rd.
11. Kt. to K's 2nd.
12. Q. B. to K. B's 4th.
13. K. B. takes Kt.
14. Kt. to K. Kt.'s 5th.
15. Q. to her B's sq.
16. Q. to K's sq.
17. K. Kt. takes K. P.
18. K. Kt. to Kt.'s 3rd.
19. B. to K's 3rd.
20. Kt. takes Kt.
21. P. takes B.
22. K. to R's sq.
23. Q. to K. R's 4th.
24. R. to K. Kt.'s sq.
25. Q. R. to Q's sq.
26. Q. to K. Kt.'s 5th.
27. R. to Q's 3rd.
28. Q. to K. Kt.'s 3rd.
29. Q. to K. Kt.'s 4th.
30. P. to Q. Kt.'s 4th.
31. K. R. to Q's sq.

ch.)† 34. R. takes Q.

32. R. takes Kt. P. 33. R. to K. Kt.'s 4th (dis.

And White resigns.

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

33. Q. takes B.

* In this and the next two games Black appears to have roused himself into something like action; the stimulus, however, was evidently insufficient to sustain him long against the insupportable tedium of his adversary's play. There are positions, every one knows, occurring occasionally in a game, where even the clearest and farthest-seeing head requires a long time to unravel all the intricacies of the maze. In such cases deliberation is a duty, and none, except a very unreasonable opponent, would object to it; but when a player, upon system, consume hours over moves when minutes might suffice, and depends, not upon outmanœuvring, but out-sitting his antagonist, patience ceases to be a virtue, and one cannot help expressing deep regret that there is not some legal or moral force which may be brought to bear upon the offender, so that, in default of accelerating his pace, he should be held disentitled to a victory gained by such unworthy strategy.

† This suffices for the end to be answered; but a much more scientific

GAME X.

Third game between the same players.

[RUY LOPEZ' KNIGHT'S GAME.]

WHITE. (Mr. W.)

BLACK. (Mr. S.)

1. P. to K's 4th.

1. P. to K's 4th.

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

2. Kt. to Q. B's 3rd.

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

3. Kt. to K. B's 3rd.

4. Q. to K's 2nd.

4. P. to Q's 3rd. 5. P. takes B.

5. B. takes Kt. (ch.)

6. P. to Q's 4th.

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

way of terminating the game would have been to play as follows:

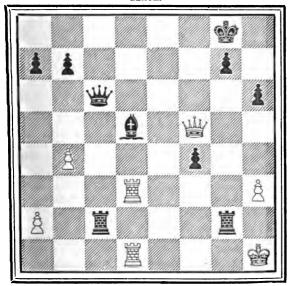
33. Q. R. to K. R's 7th 33. K. to Kt.'s sq. (double ch.)

34. K. R. to K. Kt.'s 7th

And mate next move. (ch.)

Position of the men before Black's 33rd move.

BLACK.



WHITE.

7	P	takes	P'
• •		LOLINCE	

8. Castles.

9. Kt. to Q. B's 3rd.

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

Q. to K's 3rd.

12. Kt. to K. R's 4th.

13. Q. to K. B's 3rd.

14. P. to K. Kt.'s 4th.

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

16. R. to Q. Kt.'s sq.17. P. to K. R's 4th.

18. P. takes P.

19. K. to R's sq.

20. B. to Q's 2nd.

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

22. P. to Q. R's 3rd.

23. R. to K. Kt.'s 5th.

24. Q. R. to K. Kt.'s sq.

25. B. to K's sq.

26. P. to K. R's 5th.

27. P. takes B.§

28. R. takes Kt.

29. Kt. to K. R's 4th.

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

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

32. K. to R's 2nd.

7. P. takes P.

8. B. to Q's 3rd.

9. P. to K. R's 3rd.

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

11. Q. to K's 2nd.

12. B. to K. Kt.'s 3rd.

13. Castles on K's side.

14. Q. to K's 3rd. 15. Q. R. to Q. Kt.'s sq.

16. R. to Q. Kt.'s 2nd.

17. P. to K. R's 4th.*

Kt. takes K. R. P.

19. B. to Q. Kt.'s 5th. 20. K. R. to Q. Kt.'s sq.t

21. Kt. to K. B's 3rd.

22. B. to K. B's sq. 23. Q. R. takes Q. Kt. P.

24. Q. R. takes Q. B. P.

25. K. R. to Q. Kt.'s 6th.

26. Kt. takes K. P.‡

Kt. takes R.

28. P. takes P.

29. Q. R. to Q. B's 8th.

30. P. to K. Kt.'s 4th.¶

31. K. R. takes Q. R. P.

Q. R. takes Kt.

* The advantage in position which Black obtained by this move, his adversary was never able to overcome.

+ R. to Q's sq. would certainly have been more serviceable.

Black hesitated long between this move and taking the K. R. P. with his Kt. Upon examination, I incline to think the latter preferable play; for suppose

26. Kt. takes K. R. P.

27. R. takes Kt. 27. B. takes R. 28. Q. takes B.

28. P. to K. Kt.'s 3rd, &c.

§ He would have done better by taking the Kt., ex. gr.—

27. Q. takes Kt.

27. B. takes Kt.

28. R. takes B. (best.) 29. B. takes R.

28. R. takes Kt.

And Black's advantage is not so evident as in the text.

|| The only move by which he could secure the game.

This, also, was his best mode of play.

33.	B. takes R.	33. P. to K's 5th.
34.	Q. to K. R's 3rd.	34. R. takes B.
35 .	Q. takes R.	35. Q. takes Kt.
36.	Q. to Q. Kt.'s 3rd. (ch.)	36. Q. to Q's 4th.
	Q. to K's 3rd.	37. B. checks.
	K. to R's 3rd.	38. Q. to K's 3rd (ch.)*
39 .	K. to Kt.'s 2nd.	39. B. to K. B's 5th.
40.	Q. takes Q. R. P.	40. Q. to K. Kt.'s 5th (ch.)
	K. to B's sq.	41. Q. to Q's 8th (ch.)
42 .	K. to Kt.'s 2nd.	42. Q. to B's 6th (ch.)
	K. to B's sq.	43. Q. to Q's 6th (ch.)
44.	K. to Kt.'s 2nd.	44. Q. to Q's 4th.
4 5.	K. to B's sq.	45. P. to Q. B's 4th.
46 .	Q. to Q. R's 4th.	46. K. to B's 2nd.
47.	R. to R's sq.	47. Q. to her 6th (ch.)
4 8.	K. to Kt.'s 2nd.	48. Q. to B's 6th (ch.)
4 9.	K. to Kt.'s sq.	49. Q. to Kt.'s 5th (ch.)
5 0.	K. to B's sq.	50. Q. to K's 3rd.†
51.	R. to R's 8th.	51. P. to K's 6th.
52 .	Q. to Q's sq.	52. Q. to Q. B's 5th (ch.)
5 3.	K. to Kt.'s 2nd.	53. Q. to K's 5th (ch.)
54.	K. to B's sq.	54. K. to B's 3rd.
55 .	Q. to Q's 8th (ch.)	55. K. to Kt.'s 3rd.
56.	Q. to Q's sq.	56. Q. to Q. B's 5th (ch.)
	Q. to K's 2nd.	57. Q. takes Q. (ch.)
58 .	K. takes Q.	58. P. takes P.
59.	K. takes P.	59. P. to Q. B's 5th.

* To tempt him to interpose his Rook, in which case the following moves are probable ones to have occurred—

39. R. to K. Kt.'s 4th. 39. B. to K. B's 5th. 40. Q. to K. R's 3rd (ch.) 41. Q. to K. R's 7th (ch.) 40. Q. takes Q. R. P. 41. K. to Kt.'s 2nd. 42. K. to B's sq. 42. Q. to K. R's 6th (ch.) 43. R. to K. Kt.'s 2nd. 43. Q. to Q's 6th (ch.) 44. K. to K's sq. 45. K. to Q's sq. 44. B. to Q's 7th (ch.) 45. B. to K's 6th (dis. ch.) 46. K. to K's sq. 46. Q. to Q's 7th (ch.) 47. K. to B's sq. 47. Q. to her 8th (mate.)

⁺ Had Black a speedier road to victory? To assist the student who may be inclined to seek for it, a diagram is added, showing the situation of the forces prior to Black's 50th move.

- 60. K. to B's 3rd.
- 60. P. to Q. B's 6th.
- 61. R. to Q. R's 8th.
- 61. P. to B's 7th.

And White struck his colours.

GAME XI.

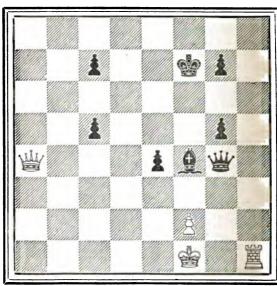
Fourth game between the same players.

[IRREGULAR OPENING.]

- BLACK. (Mr. S.)
 1. Kt. to K. B's 3rd.
- 1. Kt. to K. B's 3rd 2. P. to Q's 4th.
- 3. P. to Q. B's 4th.
- 4. P. to K's 3rd.
- 5. Kt. to Q. B's 3rd.
- 6. B. to K's 2nd.
- 7. Castles.

- WHITE. (Mr. W.)
- 1. P. to Q's 4th.
 - 2. P. to K's 3rd.
 - P. to Q. B's 4th.
 Kt. to K. B's 3rd.
 - 5. Kt. to Q. B's 3rd.
 - 6. B. to Q's 3rd.
 - 7. Castles.

BLACK.



WHITE.

8. P. to Q. Kt.'s 3rd.

B. to Q. Kt.'s 2nd.
 K. P. takes P.

11. P. to K. Kt.'s 3rd.

12. R. to Q. B's sq.

13. Kt. to K. R's 4th.

14. P. takes Q. P.

15. B. to K. B's 3rd.

16. Kt. to K's 2nd.

17. Q. to her 3rd.

18. B. to K. Kt.'s 2nd.

19. Kt. to K. B's 3rd. 20. Kt. to K. B's 4th.*

21. Kt. takes Kt.

21. Kt. takes Kt. 22. Kt. to K. R's 4th.

23. Kt. to Kt.'s 6th.

24. Q. to K's 2nd.

25. R. to Q. B's 2nd.

26. Kt. to K. B's 4th.27. B. to Q. B's sq.

28. Kt. to Q's 3rd.

29. P. to K. B's 3rd.

30. B. takes K. B. P.

31. B. to K. R's 5th. 32. Q. to K. B's 3rd.

33. P. to K. Kt.'s 4th.

34. Kt. to K's 5th.

35. P. takes R.

P. to Q. R's 3rd.
 P. takes Q. P.

9. P. takes Q. P.

Q. to her B's 2nd.
 P. to Q. Kt.'s 3rd.

12. B. to Q. Kt.'s 2nd.

13. Q. R. to Q's sq.

14. P. takes P.

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

Q. to her 2nd.
 Kt. to K's 2nd.

18. Kt. to K's 5th.

19. P. to K. B's 3rd.

20. Q. Kt. to K. Kt.'s 3rd.

K. R. P. takes Kt.
 P. to K. Kt.'s 4th.

23. R. to K. B's 2nd.

24. P. to K. Kt.'s 5th,

25. Q. to K. B's 4th.

26. B. to Q's 3rd. 27. P. to K. Kt.'s 4th.

28. K. to Kt.'s 2nd,

29. P. takes P.

30. Q. to K. R's 2nd.

31. K. R. to K's 2nd. 32. Q. R. to K. R's sq.

33. Q. R. to K. B's sq.

34. R. takes Kt.;

35. B. takes P.§

* Threatening to play B. to K. R's 3rd.

+ Black did not venture to encage his Kt. without having duly weighed the consequences.

‡ With the intention, probably, of taking the Pawn afterwards with K. B's Pawn, and thus to unmask the battery of the other Castle on Black's Queen.

§ Second thoughts appear to have induced White to change his tactics. If he had taken the P. with P., as it is pretty evident he had first resolved, the result would have been fatal to him; for instance,—

35. P. takes P.

36. R. to Q. B's 7th (ch.) 36. K. to Kt.'s sq.

37. R. takes Q. 37. R. takes Q.

38. R. takes R. 38. K. takes R. 39. R. to K. B's 7th,

checking, and winning easily.

				•		
36	R.	to	Q.	Kt.	'n	2nd.

37. Q. to her sq.

38. B. takes Kt.

39. B. to Q. Kt.'s 2nd.

40. K. to B's 2nd.

41. K. to his sq.

42. Q. R. to K. B's 2nd.

43. R. takes B.

44. K. to Q's 2nd.

45. Q. to Q. B's 2nd.

46. K. to Q's sq.†

47. Q. to Q. B's 4th.

36. P. to Q's 5th.

37. Kt. to Q. B's 6th.

38. Q. to K's 5th.*

39. Q. to K. R's 8th (ch.)

40. Q. takes P. (ch.) 41. B. to K. Kt.'s 6th (ch.)

42. B. takes R. (ch.)

43. Q. to K. R's 8th (ch.)

44. Q. to her 4th.

45. Q. to K's 4th. 46. B. to K's 5th.

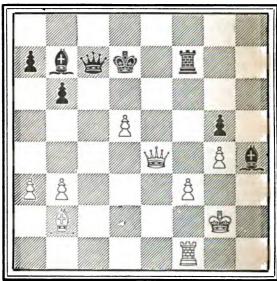
47. Q. to K. Kt.'s 6th.

* The sacrifice of the Knight for the purpose of gaining so fine an attack, although it turned out unsuccessful, was a highly creditable conception.

† I append a diagram of the situation, which is critical for both

players just at this point.

BLACK



WHITE.

4 8.	Q. takes Q. P.	48. Q. to K. Kt.'s 8th (ch.)
49 .	K. to K's 2nd.	49. B. to Q. B's 3rd.
50.	P. to Q. R's 4th.	50. Q. to Q. Kt.'s 8th.
51.	K. to Q's 2nd.	51. R. to Q's sq.*
52.	Q. takes R.	52. Q. takes B. (ch.)
53 .	K. to his sq.	53. Q. to B's 8th (ch.)
54 .	Q. to her sq.	54. Q. to K's 6th (ch.)
55 .	R. to K's 2nd.	55. Q. to K. Kt.'s 8th (ch.)
56 .	K. to Q's 2nd.	56. Q. to Q's 5th (ch.)
57 .	K. to Q. B's 2nd.	57. B. to K's 5th (ch.)
5 8.	R. takes B.	58. Q. takes R. (ch.)
59.	Q. to her 3rd.	59. Q. to Q. B's 3rd (ch.)
60 .	K. to Kt.'s 2nd.	60. Q. to K. Kt.'s 7th (ch.)
61.	K. to R's 3rd.	61. Q. to K. B's 7th.
62 .	Q. to K. Kt.'s 6th (ch.)	62. K. to R's sq.
63.	Q. to K's 8th (ch.)	63. K. to Kt.'s 2nd.
64.	Q. to K's 7th (ch.)	64. K. to R's 3rd.
65.	Q. to K. B's 8th (ch.)	65. K. to R's 2nd.
66.	B. to B's 7th.	66. Q. to Q. B's 4th (ch.)
67.	Q. takes Q.	67. P. takes Q.
68.	P. to Q. Kt.'s 4th.	68. P. takes P.
69.	K. takes P.	69. P. to K. B's 4th.
70.	P. takes P.	

And Black ultimately won the game.†

GAME XII.

Fifth game between the same players.

[IRREGULAR OPENING.]

WHITE. (Mr. W.)	BLACK. (Mr. S.)
1. P. to K. B's 4th.	1. P. to Q's 4th.
2. P. to K's 3rd.	2. P. to Q. B's 4th.
3. Kt. to K. B's 3rd.	3. P. to K's 3rd.
4. B. to Q. Kt.'s 5th (ch.)	4. B. to Q's 2nd.
5. B. takes B. (ch.)	5. Kt. takes B.

* Ingenious, but not sound.

[†] Contrary to all expectation, Black was enabled to bear up against the intolerable tedium of his adversary to the end of this trying game, but the effect of his exertions was painfully evident in the after parties.

- Castles.
- 7. P. to Q. B's 4th.
- Q. to K's 2nd.
- 9. P. to K's 4th.
- 10. P. to Q's 3rd.
- P. to K. R's 3rd.
- 12. Q. Kt. to Q's 2nd.
- 13. Kt. to K. Kt.'s 5th.
- P. to K's 5th.
- 15. P. to Q. Kt.'s 3rd.
- 16. Q. Kt. to K. B's 3rd.
- 17. Q. to K. B's 2nd.
- 18. Q. to K. R's 4th.
- 19. B. to Q. R's 3rd.
- 20. Q. Kt. takes Q. P.
- 21. Q. Kt. takes K. P.
- 22. Kt. takes R.
- 23. Q. takes Q. 24. Kt. takes B.
- 25. Kt. takes K. Kt. P.
- 26. P. to Q. Kt.'s 4th.
- 27. P. to Q's 4th.
- 28. Q. R. to Q. B's sq.
- 29. P. to Q's 5th.
- 30. K. to B's 2nd.
- 31. K. to his 3rd.
- 32. K. to Q's 4th.
- 33. R. to Q. Kt.'s sq.
- 34. K. R. to Q. B's sq.
- 35. P. to Q. B's 5th.§

- 6. P. to K. Kt.'s 3rd.
- P. to Q's 5th.
- 8. B. to K. Kt.'s 2nd.
- 9. Kt. to K. R's 3rd.
- Castles.
- 11. P. to K. B's 4th.
- P. to Q. R's 3rd.
- R. to K's sq.
- 14. P. to Q. Kt.'s 4th.
- 15. Q. R. to Q. Kt.'s sq.
- B. to his sq.
- 17. R. to Q. Kt.'s 2nd.
- 18. Q. Kt. to his sq.
- 19. Q. to her B's 2nd.* 20. P. to Q. Kt.'s 5th.
- R. takes Kt.
- 22. Q. to K's 2nd.
- R. takes Q.
- P. takes B.
- P. takes Kt.
- P. takes P.†
- 27. R. to Q. B's 2nd.
- 28. K. to B's 2nd.
- 29. R. to B's 4th.
- 30. P. to Q. R's 4th.
- 31. P. to R's 5th.
- 32. Kt. to Q. R's 3rd.
- 33. R. to Q. R's 4th.
- 34. P. to Q. Kt.'s 6th.
- 35. Kt. to Q. Kt.'s 5th.

† The best move.

- I very much doubt the prudence of taking this Pawn, and believe the proper course was, to move the Q. Kt. to Q. B's 3rd.
- § If he had taken P. with P., Black would have advanced the Q. R.P. to R's 7th, and must then have won pretty easily.

^{*} Black might have driven back the B. with the Q. Kt. P. at once, but, foreseeing his opponent's plan of operations, he plays to gain the two Pieces for a Rook.

^{||} As the position affords abundant scope for conjecture, a diagram is subjoined.

GAME XII.] STAUNTON AND WILLIAMS.

36. K to Q. B's 4th.*

37. P. to Q. B's 6th.

38. P. to Q's 6th.

39. P. to Q. B's 7th.

40. P. takes Kt.

41. K. to Kt.'s 4th.

42. K. takes P.

43. P. takes P. 44. K. takes P.

45. R. takes Kt.

46. R. checks.

36. Kt. to Q. R's 3rd.

37. K. Kt. to K. Kt.'s sq.

38. K. to his 3rd.

39. Kt. takes Q. B. P.

40. Kt. to K's 2nd. 41. R. to Q. R's sq.

42. K. to Q's 2nd.

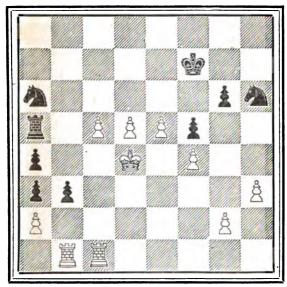
43. P. takes P. (dis. ch.)

44. Kt. to Q. B's 3rd.

45. K. takes R.

And wins.

BLACK.



WHITE.

^{*} White plays the end of this game, which is very difficult, extremely well.

GAME XIII.

Sixth game between the same players.

[IRREGULAR OPENING.]

BLACE	ζ.	(Mr.	S.)

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

2. P. to K's 3rd.

3. P. to K. Kt.'s 3rd.

4. B. to K. Kt.'s 2nd.

5. Kt. to Q. B's 3rd.

6. K. Kt. to K's 2nd.

7. Castles.

8. P. to Q's 4th.

9. Q. Kt. P. takes B.

10. Q. B. to Q. R's 3rd.

11. Q. R. to Q. Kt.'s sq.

12. Q. R. to Q. Kt.'s 5th.

13. Q. R. to Q. Kt.'s 6th.*

14. Q. R. to Q. Kt.'s sq.

Q. to her 2nd.

16. P. to K. B's 3rd.†

17. K. B. P. takes P.

18. K. B. to K. R's 3rd.

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

20. K. B. to K. Kt.'s 2nd.

21. Q. P. takes P.

22. Q. to her B's sq.

23. K. R. to K's sq.

24. Q. B. to Q. Kt.'s 2nd.

25. Kt. to K's 2nd.

26. P. to K. R's 3rd.

27. K. to his R's 2nd.

28. Q. B. to Q. R's sq.

29. Q. R. to Q. Kt.'s 2nd.

30. Kt. to Q's 4th.

31. B. takes R.

32. Q. B. P. takes P.

33. K. takes B.

WHITE. (Mr. W.)

1. P. to K's 3rd.

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

Kt. to K. B's 3rd.
 K. B. to K's 2nd.

5. Castles.

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

7. P. to Q's 3rd.

8. K. B. takes Kt.

9. Q. to K's 2nd.

10. P. to Q. B's 4th.

11. P. to K's 4th.

12. P. to Q. R's 3rd.

13. Q. Kt. to Q's 2nd.

14. P. to K's 5th.

15. Q. to K. B's 2nd. 16. Q. takes Q. B. P.

17. K. B. P. takes P.

18. P. to Q. Kt.'s 4th.

19. Q. Kt. to his 3rd.

20. Q. to K. B's 2nd.

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

22. Q. to her R's 2nd.‡

23. Q. P. takes P.

24. P. to K. Kt.'s 4th,

25. B. to K. Kt.'s 5th,

26. B. to K. B's 6th.

27. Q. R. to Q's sq.

28. Q. R. to Q's 7th.

29. K. R. to Q's sq.

30. Q. R. takes R.

31. Q. B. P. takes Kt.

32. B. takes B.

33. K. Kt. to Q's 4th.

* Obviously losing time.

† Throwing away a Pawn without equivalent of any kind.

‡ Very well played. As unexpected as it is clever.

34.	K.	to	his	R's	2nd.	
9 =	\mathbf{a}	4.	L	D'-	O J	

35. Q. to her B's 2nd. **36.** R. to K's 2nd.

37. B. to his sq.

24 R. to K's 2nd.

34. R. to K. B's sq.

35. Q. to K. B's 2nd. 36. Q. to K. B's 8th.

37. Kt. to Q. Kt.'s 5th.*

And Black resigned.

GAME XIV.

Seventh game between the same players.

[FRENCH GAME.]

(Mr. W.) WHITE. BLACK. (Mr. S.) 1. P. to K's 4th. P. to K's 3rd. 2. P. to Q's 4th. 2. P. to Q. B's 4th. 3. P. to Q's 5th. 3. P. takes P. 4. P. takes P. 4. P. to Q's 3rd. 5. P. to Q. B's 4th. 5. B, to K, B's 4th. 6. B. to Q's 3rd. 6. B. takes B. 7. Q. takes B. 7. Kt. to K. B's 3rd. 8. Kt. to Q. B's 3rd. 8. B. to K's 2nd. 9. Kt. to K. B's 3rd. 9. Castles. 10. Castles. Q. Kt. to Q's 2nd. 11. Q. to K. B's 5th. P. to Q. R's 3rd. 12. Q. Kt. to K's 2nd. P. to Q. Kt.'s 4th. 13. P. to Q. Kt.'s 3rd. P. takes P. 14. P. takes P. Q. R. to Q. Kt.'s sq. 15. Q. R. to Q. Kt.'s sq. 15. R. takes R. Q. takes R. Q. to Q. Kt.'s 3rd. 17. Q. to Q. B's 2nd. 17. R. to Q. Kt.'s sq. 18. P. to K. Kt.'s 3rd. 18. Kt. to K. Kt.'s 3rd. 19. R. to K's sq. 19. B. to B's sq. 20. K. Kt. to Q's 2nd. Q. to Q. Kt.'s 5th. 21. P. to Q. R's 3rd. Q. to Q. R's 4th. 22. P. to K. B's 4th. 22. B. to K. Kt.'s 2nd. 23. Kt. to K. B's 3rd. 23. Kt. to K. Kt.'s 5th.

* Mr. W. conducts this attack all through the close with great judgment, while the defence is proportionably imbecile.

24. Q. to Q. B's 6th.

† Threatening to play B. to Q's 5th (ch.) and win, because White could not take the B. with his Kt., without leaving his K. R. en prise.

25. Kt. to K's 4th.*

26. R. to K's sq.

27. K. to B's sq.†

28. P. to K. Kt.'s 3rd.§

25. Q. to Q. R's 8th.

26. B. to Q's 5th (ch.)

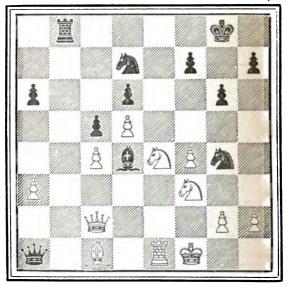
27. R. to K's sq.; 28. P. to K. B's 4th.

* If White had taken the Queen, and then played Kt. to K's 4th, Black would have replied with R. to Q. Kt.'s 8th, having a fine game.

+ Doubtless the best move.

‡ It was a point requiring the nicest calculation, here, whether Black could venture on this move, and sacrifice his Q. P. I give a diagram of the situation, before the R. was played to K's sq.

BLACK.



WHITE.

§ The move expected here was, 28. P. to K. R's 3rd, which would have led to some interesting variations; for, suppose—

28. P. to K. R's 3rd.

28. P. to K. B's 4th (best)

29. P. takes Kt.

29. R. takes Kt.

2 9.	Kt. takes Q. P.*	29.	R. to K's 6th.†
30 .	K. to K. Kt.'s 2nd.	30.	R. takes R.
31.	Kt. takes R.	31.	Kt. to K's 6th (ch.)
32 .	B. takes Kt.		Q. takes Kt.
33 .	B. takes B.‡	33.	P. takes B.
34 .	P. to Q. B's 5th,	34.	Kt. takes Q. B. P.
35 .	Q. takes Kt.	35.	Q. to K's 7th (ch.)
36 .	K. to Kt.'s sq.		Q. to K's 8th (ch.)
37.	K. to Kt.'s 2nd.	37.	Q. to K's 7th (ch.)

And the game was resigned as drawn.

GAME XV.

Eighth and last game between the same players.

[FRENCH OPENING.]

BLACK. (Mr. S.)	WHITE. (Mr. W.
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. K. P. takes P.	3. P. takes P.
4. Kt. to K. B's 3rd.	4. Kt. to K. B's 3rd.
5. K. B. to Q's 3rd,	5. K. B. to Q's 3rd.
6. Castles.	6. Castles.

If P. takes Kt. White wins, ex. gr .-

29. P. takes Kt. 30. Kt. takes B. 31. B. to Q. Kt.'s 2nd.

And Black cannot save the game.

Or, 30. P. takes P. 30. P. takes P. And the game is slightly in Black's favour.

* About this point, the game, having lasted one whole day, was adjourned till the next morning.

† Upon this move, certainly not a very obvious one, Black relied, when he gave up the Q. P., by playing his R. to K's sq. If he had taken R. with R., White would have taken the R. with his Kt., and have had the better game.

‡ If he had played the B. to K. B's 2nd, he would have lost the game off-hand; for, suppose,—

33. B. to K. B's 2nd.
34. Q. takes B.
35. Kt. moves.
33. B. takes B.
34. Q. to K's 2nd.
35. Q. to K's 5th (ch.)
&c. &c.

7. P. to K. R's 3rd.	7. P. to K. R's 3rd.
8. Q. B. to K's 3rd.	8. Kt. to Q. B's 3rd.
9. P. to Q. R's 3rd.	9. Q. Kt. to K's 2nd.
10. K. Kt. to K. R's 4th.	10. P. to K. Kt.'s 4th.
11. Q. to K. B's 3rd.	11. K. to his Kt.'s 2nd.
12. Kt. to Q. B's 3rd.*	12. P. takes K. Kt.
13. B. takes K. R. P. (ch.)	13. K. takes B.
14. Q. takes Kt. (ch.)	14. Q. Kt. to K. Kt.'s 3rd
15. Q. to K. B's 3rd.	15. P. to Q. B's 3rd.
16. Q. R. to K's sq.	16. Q. to K. Kt.'s 4th.
17. Kt. to K's 2nd.	17. Kt. to K. B's 5th.
18. K. to his R's sq.	18. Kt. takes Kt.
19. Q. takes Kt.	19. Q. B. to K. B's 4th.
20. P. to K. B's 4th.	20. Q. to K. Kt.'s 3rd.
21. Q. to K. B's 2nd.	21. Q. B. takes B.
22. Q. takes K. R. P. (ch.)	22. K. to Kt.'s 2nd.
23. Q. B. P. takes B.	23. K. R. to his sq.
24. Q. to K. B's 2nd.	24. Q. R. to K's sq.
25. Q. to K. B's 3rd.	25. Q. R. takes R.
26. K. R. takes R.	26 P. to K. B's 4th.
27. Q. to K. B's 2nd.	27. Q. to K. Kt.'s 5th.
28. R. to K. B's sq.	28. R. to K. R's 5th.
29. Q. to K's 3rd.	29. Q. to K. Kt.'s 3rd.
30. R. to K. B's 3rd.	30. Q. to K. B's 2nd.
31. R. to K. B's sq.	31. R. to K. R's 3rd.
32. R. to K's sq.	32. R. to K. Kt.'s 3rd.
33. R. to K's 2nd.	33. R. to K. B's 3rd.
34. Q. to K. Kt.'s 3rd (ch.)	34. Q. to K. Kt.'s 3rd.
35. Q. to K's sq.†	35. B. takes K. B. P.
36. Q. to K. R's 4th.	36. Q. to K. Kt.'s 6th.
37. R. to K's 7th (ch.)	37. R. to B's 2nd.
38. R. takes R. (ch.)	38. K. takes R.
JO. 10. UMACO 10. (UM.)	CO. LEI WILLOU AVI

39. Q. to R's 7th (ch.) And Black resigned.‡

39. K. to his 3rd.

* Throwing away a Piece at the very outset of a deciding match-game! + Sacrificing, literally for nothing, the last chance of coming off with a drawn battle.

The mere absurdity of Black's entering the lists in the state of health he has been in for the last two years, was sufficiently evidenced by his play in many of the previous games, and needed not the crowning proof of this No wonder, truly, that a player of acknowledged skill such as Mr. Anderssen unquestionably is, should have got the best of him, under

GAME XVI.

FIRST GAME BETWEEN MR. SZEN AND CAPTAIN KENNEDY.

[SICILIAN OPENING.]

WHITE. (Capt. K.)
 P. to K's 4th.
 Kt. to K. B's 3rd.
 Kt. to Q. B's 3rd.
 P. to Q's 4th.
 Kt. takes P.
 Kt. takes Kt.
 B. to Q's 3rd.
 Castles.

9. Q. to K. Kt.'s 4th. 10. P. takes B.

11. P. to K's 5th.

12. P. to K. B's 4th.*
13. B. to K's 3rd.

14. B. takes Kt.

15. P. to K. R's 4th.

16. P. to K. R's 5th.17. Q. takes K. R. P.

18. P. to K. Kt.'s 4th.†

19. Q. takes Q. (ch.) 20. P. to K. B's 5th.

21. B. to Q. B's 5th.§

BLACK. (Mr. S.)

P. to Q. B's 4th.
 P. to K's 3rd.

3. Kt. to Q. B's 3rd.

o. K.i. w G. Dsori

4. P. takes P.

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

6. Kt. P. takes Kt.

7. P. to Q's 4th. 8. Kt. to K's 2nd.

9. B. takes Kt.

10. Castles.

11. Kt. to K. Kt.'s 3rd.

12. P. to Q. B's 4th.

13. P. to Q. B's 5th.

14. K. B. P. takes B.

15. Q. to K's 2nd.

16. P. takes P.

17. B. to Q's 2nd. 18. Q. to K. B's 2nd.

19. K. takes Q.‡

20. P. to K. Kt.'s 3rd.

21. K. P. takes P.

such circumstances, when he here loses the odd game to an opponent to whom, in ordinary play, he has always given the odds of the Pawn and two moves, and beaten easily.

- * Had Captain Kennedy only played the conclusion of this partie half as carefully as the beginning, Mr. Szen would have had but a sorry chance of escaping with a drawn battle.
 - + All this is in a bold manly style.
- ‡ Where was the advantage in this mode of capture over the natural move of K. R. takes Q?
 - § White has now a capital game.
- Moving away his K. R. would have involved him in difficulties. ex. gr.:—
 - 21. K. R. to Q. B's sq.
 - 22. P. takes K. P. (dbl. ch.) 22. K. to Kt.'s sq.

22. B. takes R.	22. R. takes B.
23. Q. R. to Q. Kt.'s sq.	23. K. to K's 3rd.
24. R. to Q. Kt.'s 7th.	24. P. to Q. R's 4th.
25. P. takes P. (ch.)*	25. P. takes P.
26. R. to K's sq.	26. R. to K. Kt.'s sq. (ch.
27. K. to B's 2nd.	27. R. to Kt.'s 3rd.
28. R. to K. R's sq.†	28. B. to Q. R's 5th.
29. R. to K's sq.	29. B. takes P.
30. R. to Q. Kt.'s 6th (ch.)	30. K. to K's 2nd.
31. R. takes R.	31. P. takes R.
32. K. to K's 3rd.	32. P. to Kt.'s 4th.
33. K. to Q's 4th.	33. K. to K's 3rd.
34. R. to K. R's sq.	34. K. to B's 2nd.
35. R. to R's 6th.‡	35. P. to Kt.'s 5th.
36. K. takes Q. P.	36. P. to Kt.'s 6th.
37. P. to K's 6th (ch.)	37. K. to Kt.'s 2nd.

44. R. to K's 3rd. 44. P. to Kt.'s 7th. 45. R. to K. Kt.'s 3rd. 45. K. to B's 4th.¶

(If he take the Pawn, mate follows in three moves.) 23. P. takes B.

38. P. to K's 7th.

40. R. to R's 4th.§ 41. R. takes P. (ch.)

39. R. to K. R's 3rd.

42. R. takes Q. B. P.

43. R. to K's 4th (ch.)

23. R. takes B.

38. B. to Q. R's 5th.

39. P. to K. B's 5th. 40. K. to B's 2nd.

41. K. takes P.

42. B. to Q's 8th.

43. K. to B's 3rd.

24, P. to K's 6th.

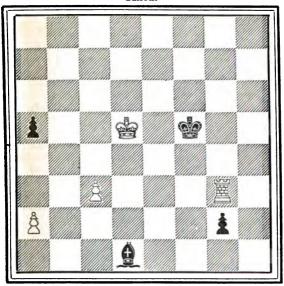
And White wins.

- * White has an easy and secure mode of winning now by marching up the K. towards his B's 4th, as Black can capture neither Pawn without loss.
- † Tempting; but advancing the King would have been surer and simpler.
- It is clear that he would have lost his Rook if he had taken the Q. P. with his King.
 - § The only move to save the game.
- || It is astonishing that White should have missed the obvious road to victory which again presented itself. By merely playing the R. to K. Kt.'s 4th, the day was his own.
- The position now is truly remarkable, and I give a diagram to facilitate its examination.

46. K. to Q's 4th.

46. B. to K. B's 6th.*

BLACK.



WHITE.

Upon carefully considering the situation, it will be found that, even at this point, Captain Kennedy had one move at his command by which he might have won the game without much difficulty. If, instead of retreating his K. to Q's 4th, next move, he had marched onward to the 6th, the day was won. For example:—

46. K. to Q's 6th.

46. B. to K. B's 6th or (A.)

47. R. takes B. (ch.)

47. K. to K. Kt.'s 5th.

48. R. to K. B's 8th.

And evidently wins.

(A.)

46. K. to his 5th.

47. R. takes P,

47. K. to Q's 6th.

48. R. to K. Kt.'s 5th.

48. P. to Q. R's 5th.

49. R. to Q. B's 5th.

And White wins.

* This is the coup juste. If White now take the Bishop, he must lose the game, ex. gr.—

-
47. B. to Q. B's 3rd.
48. P. to R's 5th.
49. B. to Q. Kt.'s 2nd.
50. B. to Q. B's 3rd.
51. K. to K's 4th.
52. B. to Q's 4th.
53. K. to K's 3rd.
54. B. to Q. Kt.'s 2nd.
55. K. to K's 2nd.
56. B. to Q's 4th.
57. B. to K's 5th.

And the game was ultimately drawn.

Gam	E XVII.
Second game bety	ween the same players.
[Sicili	AN OPENING.]
BLACK. (Mr. S.)	wніте. (Capt. К.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. Kt. to K. B's 3rd.	2. P. to K's 3rd.
3. P. to Q. B's 3rd.	3. Kt. to Q. B's 3rd.
4. P. to Q's 4th.	4. P. to Q's 4th.
5. P. takes Q. P.	5. K. P. takes P.
6. K. B. to Q's 3rd.	6. Kt. to K. B's 3rd.
7. Castles.	7. Q. B. to K's 3rd.
8. R. to K's sq.	8. K. B. to Q's 3rd.
9. K. B. to his 5th.	9. Castles.*
10. B. takes B.	10. P. takes B.
11. R. takes P.	11. Kt. to K's 5th.
12. P. takes Q. B. P.†	12. B. takes Q. B. P.
13. Q. B. to K's 3rd.	13. B. takes B.
14. P. takes B.	14. K. to R's sq.‡
47. R. takes B. (ch.)	47. K. to his Kt.'s 5th.
48. R. moves.	48. P. to Kt.'s 8th Queens (chckg.
And I	Black wins.

* This is better than attempting to save a Pawn, because, after Black takes it, his Rook is somewhat compromised.

† A grave miscalculation, which ought, if properly taken advantage of by Captain Kennedy, to have cost Black the game. Instead of taking the Pawn, Mr. Szen should have moved Q. to her Kt.'s 3rd.

Here White missed his way; he might have won the exchange at once by simply moving his K. Kt. to Q. B's 4th.

15. P. to Q. Kt,'s 4th.

16. P. to K. R's 3rd.

17. P. to Q. R's 4th.

18. K. Kt. to K's 5th.

19. Q. takes Q. P.

20. K. to R's 2nd.

21. K. to Kt.'s sq.

22. K. to R's 2nd. 23. K. to Kt.'s sq. 15. K. R. to B's 2nd.*

16. Q. R. to Q. B's sq.†

17. K. R. to Q. B's 2nd

18. Q. to K. Kt.'s 4th.;

19. Q. takes K. P. (ch.)

20. Q. to Kt.'s 6th (ch.)

21. Q. to B's 7th (ch.)

22. Q. to Kt.'s 6th (ch.) 23. Kt. to K. B's 7th.§

* To enable his Queen to go to her 2nd, and attack the Rook, which she could not do now without involving the loss of the K. Kt.

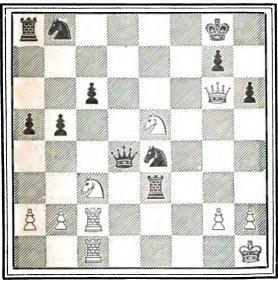
† Q. to her 2nd looks an embarrassing move for Black to parry.

‡ From this point it appears to me that Captain Kennedy has much

the better game.

§ It is here that White overlooks the advantage he might have acquired through his adversary's last move. He ought now to have played the Kt. to K. Kt.'s 4th, by which he must have gained the exchange, with a fine position for attack. Position of the men before White's 23rd move.

BLACK.



WHITE.

•		20021112221121	[0222
24.	Q. to K. B's 3rd.	24. Kt. takes	R. P. (ch.)
25.	K. to B's sq.	25. Q. takes	
26.	Kt. takes Q.	26. K. R. to	K. B's 2nd.
	Q. Kt. to Q's 2nd.	27. K. Kt. to	his 4th.
	K. R. to K's 3rd.	28. Q. Kt. to	
	Q. R. to K's sq.	29. Kt. takes	
	R. to K's 8th (ch.)	30. K. R. to	
	R. takes K. R. (ch.)	31. R. takes	
	Kt. takes Kt.	32. P. to K.	
	R. to K's 7th.*	33. Kt. to B'	_
	R. takes Q. Kt. P.	34. Kt. to K'	
	K. to K's 2nd.	35. Kt. takes	
	P. takes Kt.	36. R. to Q.	
37.	R. takes Q. R. P.	37. R. takes	
	P. to Q. R's 5th.	38. P. to K.	
	P. to Q. R's 6th.	39. P. to K.	
	K. to B's 2nd.	40. R. to B's	
	K. to Kt.'s sq.	41. P. to R's	
	R. to Q. Kt.'s 7th.		Kt.'s 7th (ch.)
	K. to R's sq.	43. K. to R's	
	R. to Q. Kt.'s 5th.	44. R. to Q.	
41.	IV. VO Q. IIV. S UIII.	11. It. 10 Qt.	Doim.

45. P. to Q. R's 7th. And White resigned.

GAMP YVIII

GAME .	A V 1111.
Third game between	the same players.
[Ruy Lopez' K	night's Game.]
WHITE. (Capt. K.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt.'s 5th.	3. Kt. to K. B's 3rd.
4. Q. to K's 2nd.	4. B. to Q. B's 4th.†
5. P. to Q. B's 3rd.‡	5. P. to Q's 3rd.
6. Castles.	6. B. to K. Kt.'s 5th.

* Against a player of Mr. Szen's admitted force in Pawn end-games, the struggle now is a forlorn one.

+ Mr. Szen is evidently not so well acquainted with the openings as with the end-games: this move ought to lose him a Pawn.

‡ Captain Kennedy, who is, generally speaking, "well up" in the openings, strangely enough omits to take advantage of his adversary's last move. He should have played-

- 7. P. to Q's 3rd.
- 8. B. takes Kt.
- 9. B. to K's 3rd.
- 10. P. to Q. R's 4th.
- 11. Q. Kt. to Q's 2nd.
- 12. P. to K. R's 3rd.
- 13. P. to K. Kt.'s 4th.
- 14. P. to K. R's 4th.
- 15. Kt. to K. Kt.'s 5th.
- 16. Kt. P. takes P.
- 17. P. to K. B's 3rd.
- 18. Kt. to Q. B's 4th.
- 19. Kt. takes K. B.
- 20. R. takes Kt.
- 21. B. to K. Kt.'s 5th.
- 22. B. to K's 3rd.
- 23. Q. to K. B's 2nd.
- 24. Q. takes B.
- 25. Q. to K. R's 3rd.
- 26. B. to K. Kt.'s 5th.
- 27. Q. P. takes P.
- 28. K. to R's sq. 29. R. to Q's sq.
- 30. R. to K. Kt.'s sq.
 - ____

7. Castles.

- 8. P. takes B.
- 9. B. to Q. Kt.'s 3rd.
- 10. P. to Q. R's 4th.
- 11. Kt. to Q's 2nd.
- 12. B. to K. R's 4th.
- 13. B. to K. Kt.'s 3rd. 14. P. to K. R's 4th.
- 15. Kt. to K. B's 3rd.
- 16. B. takes P.*
- 17. Kt. to K. R's 2nd.
- 18. Kt. takes K. Kt.
- 19. Kt. takes B. P. (ch.)†
- 20. P. takes Kt.
- 21. P. to K. B's 3rd.
- 22. Q. to Q's 2nd.
- 23. B. takes R.
- 24. P. to K. B's 4th.
- 25. Q. to K. B's 2nd.
- 26. K. B. P. takes P.
- 27. Q. to B's 7th (ch.)
- 28. Q. R. to K's sq.
- 29. Q. to K's 7th. 30. Q. takes P. (ch.)
- And White resigns.

GAME XIX.

Fourth game between the same players.

[FRENCH GAME.]

- BLACK. (Mr. S.)
 1. P. to K's 4th.
- 2. P. to Q's 4th.

- WHITE. (Capt. K.)
- P. to K's 3rd.
 P. to Q's 4th.
- 5. K. B. takes Q. Kt.
- 6. K. Kt. takes K. P.
- 5. Q. P. takes B.
- 6. Q. to Q's 5th.
- 7. K. Kt. to Q's 3rd.

And Black cannot regain the Pawn he has lost.

It is to be observed, that instead of 4. B. to Q. B's 4th, Black ought to have played 4. P. to Q. R's 3rd.

- * Mr. Szen now plays extremely well to the end.
- † By this manœuvre he gains both the exchange and a Pawn.

- 3. P. takes P.
- 4. P. to Q. B's 4th.
- 5. Kt. to Q. B's 3rd.
- 6. B. to K. Kt.'s 5th.
- 7. B. takes P.
- 8. K. Kt. to K's 2nd.
- 9. Castles.
- 10. P. takes B.
- 11. P. to K. B's 3rd.
- 12. B. to Q's 3rd.
- 13. Q. takes B.
- 14. Q. R. to Q. Kt.'s sq.
- 15. Kt. to K. Kt.'s 3rd.
- 16. R. to K. B's 2nd.
- 17. P. to Q. B's 4th.
- Q. takes P.
- 19. Q. to Q. B's sq.
- 20. Kt. to K's 4th.
- Q. to Q's 2nd.
- 22. B. to K. B's 4th.
- 23. Kt. to Q. B's 3rd.
- 24. Q. to Q's 3rd.
- 25. P. to Q's 5th.;
- 26. R. to Q's 2nd.
- 27. B. to Kt.'s 3rd.
- 28. B. to K. B's 2nd.
- 29. Q. to Q. B's 2nd. 30. K. R. to Q's sq.
- 31. Q. to Kt.'s 3rd.
- 32. Q. takes Q. Kt.
- 33. Kt. to K's 4th.
- 34. P. to Q's 6th.
- 35. Q. to Q. Kt.'s 3rd.

- 3. P. takes P.
- 4. Kt. to K. B's 3rd.
- 5. B. to Q. Kt.'s 5th.
- 6. P. takes P.*
- 7. Castles.
- 8. B. to K. Kt.'s 5th.
- 9. B. takes Q. Kt.
- Q. Kt. to Q's 2nd.
- 11. B. to K. B's 4th.
- 12. B. takes B.
- P. to Q. B's 3rd.
- 14. P. to Q. Kt.'s 4th.
- 15. Q. to Q. R's 4th. 16. K. Kt. to Q's 4th.
- 17. P. takes P.
- 18. K. Kt. to Q. Kt.'s 3rd.
- 19. K. R. to K's sq.
- Q. to Q's 4th.
- P. to K. R's 3rd.
- 22. P. to K. B's 4th.
- 23. Q. to K. B's 2nd.
- 24. P. to Q. B's 4th.†
- 25. Q. R. to Q. B's sq.
- 26. P. to K. Kt.'s 4th.§
- 27. P. to K. B's 5th.
- 28. Q. Kt. to K's 4th. 29. Q. Kt. to Q. B's 5th.
- 30. Q. Kt. to Q. R's 6th.
- 31. Q. Kt. takes R.
- 32. Kt. to Q. B's 5th.
- 33. Q. to K. Kt.'s 3rd.
- 34. K. R. to Q's sq.
- 35. Q. to K. B's 2nd.

* This was certainly injudicious.

† I cannot compliment Captain Kennedy on this move. His play, indeed, throughout the present game, and the greater portion of the match, falls immeasurably short of his ordinary mark.

‡ A dangerous pioneer, at all times, in the hands of Mr. Szen.

§ The advance of the Pawns on this side places White at a disadvantage, because of the necessity it imposes for him always to be on guard over the person of his King.

| White now gains the exchange, but he quite fails to take advantage of the superiority in force which he acquires.

36. B. takes P.

36. R. to Q's 2nd.*

37. R. to Q. B's sq.

37. Kt. to R's 4th.†

- * Would it not have been better for White to take off the B. with his R., and then take the Pawn?
- † In his usual play, Captain Kennedy would have seen at once the fatality of this move. His position here is certainly not a comfortable one, but neither is it at all without resource. Let us suppose him now to move—

37. Kt. to K's 4th.

38. Kt. to K. B's 6th (ch.)

(Apparently his best play.)

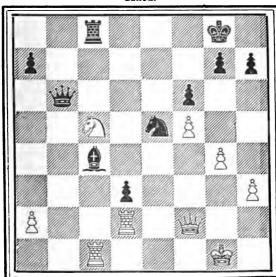
38. K. to B's sq.

39. Kt. takes R.

39. Kt. takes Kt.

And the game is not altogether hopeless.

I give a diagram of the Board before White's 37th move.



BLACK.

WHITE.

- 38. Q. to Q. B's 3rd.
- 39. Kt. takes R.
- 40. Q. takes Kt.
- 41. Kt. to K's 4th.
- 42. Q. takes R.

- 38. R. takes B.
- 39. R. takes P.
- 40. P. to K. Kt.'s 5th.
- 41. R. to Q's 4th.

And White resigns.

GAME XX.

Fifth and last game between the same players.

[KING'S KNIGHT'S GAME.]

- white. (Capt. K.)
- 1. P. to K's 4th.
- 2. Kt. to K. B's 3rd.
- 3. P. to Q. B's 3rd.
- 4. P. to Q's 4th.
- 5. B. to Q's 3rd.*
- 6. B. takes P.
- 7. B. to Q. B's 2nd.
- 8. Kt. to K's 5th.
- 9. B. to K. Kt.'s 5th. 10. B. to Q. R's 4th.
- 11. Kt. takes B.
- 12. Kt. to Q's 2nd.†
- 13. P. to Q. B's 4th.
- 14. B. to K's 3rd.
- 15. Q. to K's 2nd.
- 16. Castles on Q's side.
- 17. K. to Kt.'s sq.
- 18. Q. R. to K. B's sq.

- BLACK. (Mr. S.)
- 1. P. to K's 4th.
- 2. Kt. to Q. B's 3rd.
- 3. P. to K. B's 4th.
- 4. P. to Q's 3rd.
- 5. P. takes K. P.
- 6. P. to Q's 4th.
- 7. P. to K's 5th.
- 8. Kt. to K. B's 3rd.
- 9. B. to Q's 3rd.
- 10. B. to Q's 2nd.
- 11. Q. takes Kt.12. Castles on K's side.
- 13. Q. to K. B's 4th.
- 14. Kt. to K. Kt.'s 5th.
- 15. Kt. to Q. Kt.'s 5th.
- 16. Kt. to Q's 6th (ch.)
- 17. K. Kt. takes B. P.
- 18. Q. to K. Kt.'s 3rd.

^{*} White overlooks in this, as in each of the other games of this untoward match, the most evident opportunities. It would surely have been better now to maintain his attack by playing K. B. to Q. B's 4th, or P. takes K. P.

⁺ He ought rather to have taken the K. Kt. with the Bishop, and then have given check with his Queen.

GAME XX.] SZEN AND KENNEDY.

19. B. to Q. B's 2nd.*

20. B. takes Kt.

21. Q. to Q's sq. 22. R. takes R. (ch.)

23. Q. to K. B's 3rd.

19. Kt. takes R.

20. P. takes B.

21. Q. R. to K's sq.

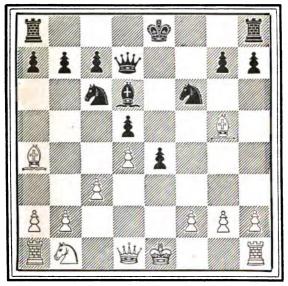
22. B. takes R.

23. Q. to K. B's 2nd.

And White resigns.

Position of the men before White's 12th move.

BLACK.



^{*} His loss would have been less had he taken off the Kt. with his other Bishop. The move made is utterly ruinous.

RESULTS OF THE PRECEDING CONTESTS.

F	RST SER	IES.		l	SECONI	SERIES-	-contina	ed.
		mes		Games drawn.		_	ames	Games drawn.
Wyvill	`	2		шаwп.	C4	`	won.	CLAWE.
and	!	_		0	Staunton and		4	
Lowe		0 "	•••••		and Horwitz	<i>أ</i>	2	1
Kennedy		2			Williams)	4	
and	}	, .	•••••	0	and	}	•••••	. 0
Mayet	<i>J</i>	0			Mucklow	J	0	
Williams and	}	2		0		THIRD SE	n I De	
Löwenthal	(1	•••••	•		`		
) \	-			Anderssen		4	_
Staunton and	}	2 .	•••••	0	and Staunton	}	1	. 0
Brodie	J	0			Wyvill)	4	
Anderssen		2			and	(*	. 0
and	}			1	Williams	J	3	. •
Kieseritzky	J	0			Szen	1	4	
Szen		2			and	} `	*****	. 0
and	}			0	Horwitz	1	0	
Newham	J	0			Kennedy	j	4	
Horwitz		2			and	}	•••••	. 0
and	}	•		1	Mucklow	J	0	
Bird	,	1						
Mucklow	ì	2			; F	OURTH SI	eries.*	
and	}		•••••	0	Anderssen)	4	
Kennedy	!	0			and	}		1
					Wyvill	J	2	
	COND SE		'		Williams	}	4	
Anderssen		4		•	and	}	•••••	1
and	}		•••••	0	Staunton	J	3	
Szen		2			Szen)	4	
Wyvill		4			and	}		1
_ and	}	_ •	•••••	1	Kennedy]	0	
Kennedy .		3		l	•	•		

^{*} In this final section, the match between Anderssen and Wyvill was to decide which took the First, and which the Second Prize. The next contest, between Williams and Staunton, was to determine which took the Third, and which the Fourth Prize. The third connects, between Szen and Kennedy, was to decide who took the Fifth, and who the Sixth Prize, and the Fourth Match, between Horwitz and Mucklow, was to settle their respective right to the Seventh and Eighth Prize. (This match not being played, in consequence of Mr. Mucklow's absence, the Committee adjudged Mr. Horwitz entitled to the Seventh Prize, and awarded the Eighth to Mr. Mucklow.) It is to be regretted that, owing to the arrangements, which were unavoidably adopted to shorten the duration of the Tourney, most of the chief players, as Kieseritzky, Szen, Staunton, Löwenthal, Mayet, &c., were precluded from contesting at all for the Second Prize.

PROVINCIAL TOURNAMENT.

FIRST SERIES.

COMBATANTS.

WESSES.

MESSES.

Boden and Angas. Brien and Trelawny Hodges and Wellman. Deacon and Gilby.

BRIEN AND TRELAWNY.
RANKEN AND ROBERTSON.

[The matches throughout the Tourney of Provincial players consisted of three games only (independently of drawn games); the winner of the first two being in each case victor.]

GAME I.

FIRST GAME BETWEEN MESSRS. BODEN AND ANGAS. [IRREGULAR OPENING.]

WHITE. (Mr. A.)

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

2. P. to K's 3rd.

3. Kt. to Q. B's 3rd.

4. Kt. to K. B's 3rd.

5. P. to Q. Kt.'s 3rd.6. B. to Q. Kt.'s 2nd.

7. B. to K's 2nd.

8. P. to Q's 4th.

9. Kt. takes P.

10. B. to K. B's 3rd.

BLACK. (Mr. B.)

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

2. P. to K's 3rd.

3. P. to Q. Kt.'s 3rd.

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

6. Kt. to K. B's 3rd.

7. Castles.

8. P. takes P.*

9. B. to Q. Kt.'s 2nd.

10. Kt. to K's 5th.

^{*} The fault of this appears to be, that it brings the adverse Kt. too prominently into action. At the same time, it is certainly difficult to show what Black could have done better.

11	Q.	ŧο	her	R's	2nd
11.	6	w	пст	ப	ZIIU.

12. Castles on K's side.

13. B. takes B.

14. Q. R. to Q's sq.

15. Kt. to Q. Kt.'s 5th

16. B. to Q. Kt.'s 4th.+

17. Q. B. takes Q. Kt.

18. Kt. to B's 3rd. 19. Q. takes Kt.‡

20. P. takes B.

21. Q. to K's 5th.§

22. K. to R's sq. 23. Q. R. takes P.|| 11. B. to Q. Kt.'s 5th.*

12. B. takes Kt.

13. Kt. to Q. R's 3rd.

14. Q. to K's 2nd.

15. Q. Kt. to Q. B's 4th.

P. to Q. R's 3rd.
 P. takes B.

18. Kt. takes Kt. 19. B. takes B.

20. R. to K. B's 3rd.

21. R. to Kt.'s 3rd (ch.)

22. Q. to K. R's 5th. 23. Q. to R's 6th.

And White relinquished the contest.

GAME II.

Second and last game between the same players.

[SICILIAN OPENING.]

BLACK. (Mr. B.)

1. P. to K's 4th.

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

P. to Q's 4th.
 P. to Q's 5th.

5. P. takes P.

6. B. to K's 2nd.

7. Kt. takes Kt.

8. Castles.

9. P. to K. Kt.'s 3rd.††

WHITE. (Mr. A.)

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

2. Kt. to Q. B's 3rd.¶

3. P. to K's 3rd.**

4. P. takes P.

5. Q. to K's 2nd (ch.)

6. Kt. to K's 4th.

7. Q. takes Kt.

8. B. to Q's 3rd.

9. Kt. to K's 2nd.

* He seems to have no other mode of avoiding loss of some kind.

† This is not so good as B. to K's 5th.

‡ If he had taken the B. with B, Black would have won a Pawn by first taking the Q. R., and then the K. P. with his Kt.

§ K. to R's sq. was certainly preferable.

|| After this error, White's game is hopeless.

P. to K's 3rd, as we have before had occasion to mention, is somewhat preferable to bringing out the Q's Kt.

** P. takes P. is much better play.

†† Black plays thus, rather than P. to K. B's 4th, from apprehension that, in the latter case, his antagonist would have forced an exchange of Queens, and have relieved himself from his embarrassment.

- 10. Kt. to Q. B's 3rd. 11. B. to K. B's 4th. 12. Kt. to K's 4th.
- 13. B. takes B. 14. B. takes P.
- 15. Kt. to Q's 6th.
- 16. B. takes Kt.
- 17. B. to K. B's 4th.
- 18. B. to K. Kt.'s 4th.
- 19. B. takes B.† 20: R. to K's sq.
- 21. Q. to K's 2nd.
- 22. Q. R. to Q. B's sq.
- 23. Q. to her 3rd.
- 24. R. to K's 4th.
- 25. Q. to K's 2nd.
- 26. B. to K's 3rd. 27. B. to Q's 4th.§
- 28. R. to K's 8th (ch.)
- 29. Q. takes R (ch.) 30. Q. to K. R's 8th (ch.)
- 31. Q. to Kt.'s 7th (ch.)
- 32. Q. to K. B's 6th.
- 33. P. to K. R's 3rd.||
- 34. P. to Kt.'s 4th (ch.)
- 35. Q. to K. B's 3rd.

- 10. Castles.*
- 11. Q. to K. B's 3rd. 12. Q. takes Q. Kt. P.
- 13. R. to K's sq.
- 14. Kt. to K. B's 4th.
- 15. Kt. takes Kt. Q. to K. B's 3rd.
- 17. P. to Q's 3rd.
- 18. R. to K's 5th.
- 19. R. takes B.
- 20. K. R. to Q. B's 5th.
- 21. P. to K. R's 3rd.
- 22. Q. to Kt.'s 3rd.‡
- 23. Q. to K. B's 3rd.
- 24. R. to Q. B's 6th.
- 25. P. to K. Kt.'s 4th. 26. Q. to B's 4th.
- 27. K. R. to Q. B's 5th.
- 28. R. takes R.
- 29. K. to R's 2nd.
- 30. K. to Kt.'s 3rd.
- 31. K. to R's 4th.
- 32. Q. takes Q. P. 33. Q. to K's 3rd.
- 34. K. to R's 5th.

And wins.

- * This move loses a Piece at once, but it is extremely difficult to suggest a move for White at this moment which does not involve some disadvantage.
- + Having a Piece superiority, Black judiciously changes off the men as speedily as he can.
- ‡ White makes a gallant resistance, in spite of his diminished forces. He now threatens not only to win the Bishop, but, in default of that, the Q. B. P. at least,
 - § This move may be considered decisive.
- || He might have played this Pawn with equal effect, on the preceding move.

GAME III.

FIRST GAME BETWEEN MR. BRIEN AND MR. TRELAWNY, M.P.

(Mr. T.)

WHITE.

1.	P. to K's 4th.
2.	Kt. to K. B's 3rd.
3.	B. to Q. Kt.'s 5th.
	B. takes Kt.
5.	P. to Q's 3rd.
	B. to K. Kt.'s 5th.
	B. to K. R's 4th.
8.	Q. Kt. to Q's 2nd.
9.	B. to K. Kt.'s 3rd.
	P. to Q. B's 3rd.
	P. to K. R's 3rd,
12.	B. takes K. P.*
	B. takes Kt.
14.	P. to K's 5th.
	Castles.
16.	Q. to Q. Kt.'s 3rd.†
17.	Q. takes Q.
18.	Kt. to Q's 4th.;
	P. to K. Kt.'s 4th.
	P. to K. B's 3rd.
21.	K. to Kt.'s 2nd.
	P. takes B.
	Kt. to Q. Kt.'s 3rd.
	Kt. to Q. B's 5th.
	Kt. to Q. Kt.'s 3rd.
26 .	Q. R. to Q. B's sq.
	R. to Q. B's 3rd.
	P. to Q's 5th.
29 .	R. to Q's sq.

30. R. P. takes P.

31. K. to B's 2nd.

32. K. to K's 3rd.

[RUY LOPEZ' KNIGHT'S GAME.] BLACK. (Mr. B.) 1. P. to K's 4th. Kt. to Q. B's 3rd. 3. Kt. to K. B's 3rd. 4. Q. P. takes B. 5. B. to Q's 3rd. 6. P. to K. R's 3rd. 7. B. to K. Kt.'s 5th. 8. P. to K. Kt.'s 4th. 9. Q. to K's 2nd. 10. Kt. to K. R's 4th. B. to Q's 2nd. 12. Kt. to K. B's 3rd. 13. Q. takes B. 14. Q. to K's 3rd. 15. B. to K's 2nd. Castles on Q's side. 17. B. takes Q. 18. B. to Q's 2nd.§ 19. P. to K. R's 4th. 20. B. to Q. B's 4th. 21. B. takes Kt. 22. B. to K's 3rd. 23. K. to Kt.'s sq. 24. B. to B's sq. 25. P. to Q. Kt.'s 3rd 26. K. to Kt.'s 2nd. 27. B. to K's 3rd. 28. B. takes P. 29. P. takes Kt. P. 30. R. to K. R's 5th. 31. R. to R's 7th (ch.)

32. R. takes Q. Kt. P.

* Mr. Trelawny wins this Pawn cleverly enough.

I This also strikes me as an injudicious move.

[†] I should have preferred playing R. to K's sq., or even Kt. to Q. B's 4th, or P. to Q's 4th.

[§] Why not have played P. to Q. B's 4th, winning afterwards the Q. P?

33.	Kt.	to	Q's	4th.

- 34. K. R. to Q. B's sq.
- 35. Kt. to Q. Kt.'s 5th.
- 36. P. to Q's 4th.
- 37. P. takes P.
- 38. R. takes P.
- 39. K. to Q's 4th.
- 40. K. to B's 3rd.
- 41. Kt. to Q's 4th.*
- 42. R. takes B.†
- 43. K. to B's 4th.‡

- 33. R. takes P.
- 34. P. to Q. B's 4th.
- 35. Q. R. to K. R's sq.
- 36. Q. R. to K. R's 7th.
- 37. P. takes P.
- 38. Q. R. to K's 7th (ch.)
- 39. K. R. to Q's 7th (ch.)
- 40. K. to Kt.'s 3rd.
- 41. K. R. to Q. R's 7th.
- 42. R. to K's 6th (ch.)
- 43. R. to Q. R's 5th.

Checkmate.

GAME IV.

Second and last game between the same Players.

[FRENCH OPENING.]

- BLACK. (Mr. B.)
- 1. P. to K's 4th.
- 2. P. to Q's 4th.
- 3. B. to Q's 3rd.
- 4. B. to K's 3rd.
- 5. Kt. to Q. B's 3rd.
- 6. Kt. to K. B's 3rd.7. P. to Q's 5th.
- 8. P. to K. R's 3rd.
- 9. P. to Q. Kt.'s 3rd.
- 10. Q. to Q's 2nd.
- 11. Kt. to K's 2nd.
- 12. Castles on K's side.
- 13. P. to Q. R's 3rd.

- WHITE. (Mr. T.)
- 1. P. to K's 3rd.
- 2. B. to K's 2nd.
- 3. P. to Q's 3rd.
- 4. B. to Q's 2nd.
- 5. P. to Q. R's 3rd.
- 6. P. to Q. B's 4th.
- 7. P. to K's 4th.
- 8. P. to Q. Kt.'s 4th.
- 9. Q. to Q. R's 4th.
- 10. P. to Q. Kt.'s 5th.
- 11. B. to Q. Kt.'s 4th. 12. Kt. to K. B's 3rd.
- 13. Q. Kt. to Q's 2nd.§

- * A good move.
- † White had now an easy game, by checking with the R. before taking the B., ex. gr.—
 - 42. R. to Q. Kt.'s 5th (ch.) 42. K. to R's 3rd.
 - 43. R. takes B.
- 43. Q. R. to K's 6th (ch.) 44. Q. R. to Q. R's 6th.
- 44. K. to Kt.'s 4th. 45. Kt. to Q. Kt.'s 5th.

Winning.

- ‡ K. to Kt.'s 4th would only have protracted the mate one more move.
- § This unfortunate mistake costs White a clear Piece.

- 14. P. takes P.
- 15. Q. takes Q.
- 16. B. takes B.
- 17. B. to Q's 3rd.
- 18. Q. Kt. to K. Kt.'s 3rd.
- 19. Q. Kt. to K. B's 5th.
- 20. K. Kt. to R's 4th.
- 21. P. to K. Kt.'s 4th.
- 22. K. to R's 2nd.
- 23. K. Kt. to K. B's 3rd.
- 24. Kt. to Q's 2nd.
- 25. K. B. to Q. Kt.'s 5th.
- 26. K. B. to Q. B's 6th.
- 27. Q. B. to Q. Kt.'s 6th.
- 28. R. takes Q. R. P.
- 29. K. R. to Q. R's sq.
- 30. R. to Q. R's 8th.
- 31. B. takes R.
- 32. Kt. takes Q. P.
- 32. Kt. takes Q. P
- 33. K. Kt. to Q. B's 4th.
- 34. Q. Kt. to his 5th.
- 35. K. takes P.
- 36. K. to R's 2nd.
- 37. R. to K. Kt.'s sq. (ch.)
- 38. P. to Q's 6th.
- 39. B. takes Kt.
- 40. P. to Q's 7th.

- 14. Q. takes P.
- 15. P. takes Q.
- 16. Castles on K's side.
- 17. P. to Q. R's 4th.
- 18. P. to K. R's 3rd.
- 19. K. R. to K's sq. 20. B. to his sq.
- 21. Kt. to K. R's 2nd.
- 22. P. to K. Kt.'s 4th.
- 23. Q. Kt. to K. B's 3rd.
- 24. P. to K. R's 4th.
- 25. K. R. to Q's sq.
- 26. Q. R. to Q. B's sq.
- 27. 'P. takes P.
- 28. K. R. to Q's 2nd.
- 29. P. takes K. R. P.
- 30. K. R. to Q. B's 2nd. 31. R. takes B.
- 32. P. to K. Kt.'s 5th.
- 33. K. to Kt.'s 2nd.
- 34. P. to K. Kt.'s 6th (ch.)
- 35. Kt. takes K. P. (ch.)
- 36. R. to K's 2nd.
- 37. K. Kt. to Kt.'s 4th.
- 38. R. to K's 3rd.
- 39. P. to K. B's 3rd.

And White resigns.

GAME V.

FIRST CAME BETWEEN MAJOR ROBERTSON AND MR. RANKEN.

[FRENCH GAME.]

- WHITE. (Mr. R.)
- 1. P. to K's 4th. 2. P. to Q's 4th.
- . 3. P. takes P.
 - 4. Kt. to K. B's 3rd.
- BLACK. (Major R.)
- 1. P. to K's 3rd.
- 2. P. to Q's 4th.
- 3. P. takes P.
- 4. Kt. to K. B's 3rd.

- 5. P. to Q. B's 4th.
- 6. B. to Q's 2nd.
- 7. B. to K's 2nd.
- 8. Castles.
- 9. Q. to Q. Kt.'s 3rd.
- 10. B. takes B.
- 11. Q. takes Q.
- 12. Q. Kt. to Q's 2nd.
- 13. P. to Q. R's 3rd.
- 14. P. to Q. B's 5th.*
- 15. Q. R. to Q's sq.
- 16. B. to Q. Kt.'s 5th.
- 17. Kt. to K's 5th.
- 17. Kt. to K's 5th.
- 18. B. to Q's 3rd. 19. P. to K. B's 3rd.
- 20. P: to K. B's 4th.
- 21. Kt. takes B.
- 22. Kt. to K. B's 3rd.
- 23. Kt. to K.'s 5th.
- 24. R. to K. B's 3rd.
- 25. B. to Q. B's 2nd.
- P. to K. Kt.'s 3rd.
 P. takes P.
- 28. R. to Q. Kt.'s 3rd.
- 29. R. takes Kt. P.
- 30. P. takes Kt.
- 31. R. to Kt.'s 4th.†
 - 32. R. to K. B's 4th.
- 33. B. takes P.
- 34. R. to Q. B's sq.

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

* This was necessary, to avoid losing a Pawn.

- + Had he taken R. with R., Major Robertson would have won a Pawn by marching forward his King, and would then have had the better position.
 - ‡ R. to K's sq. would have been equally good.
- § An error which loses the game at once. He ought to have taken the B. with his R., and, after the change of Rooks, have moved R. to K. B's 3rd. To make this clear, I add a diagram of the situation before Major Robertson incautiously advanced his Queen's Pawn.

35. R. takes Kt.*

35. R. to K's 6th.

36. R. takes Q. B. P.

And White wins.

GAME VI.

Second and last game between the same players.

[King's Knight's Game.]

BLACK. (Major R.)

1. P. to K's 4th.

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

3. B. to Q. B's 4th.

4. Castles.

5. P. to Q's 3rd.

WHITE. (Mr. R.)

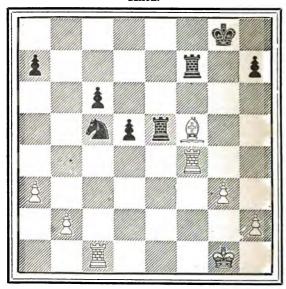
1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

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

5. P. to K. R's 3rd.

BLACK.



WHITE.

^{*} Very prettily played. If R. takes R., White moves the B. to K's 6th, winning a Piece.

e	D	40	Λ	D'a	3rd.
О.	г.	w	w.	D S	ora.

7. P. to Q's 4th.

8. P. takes P.

9. Kt. to Q. B's 3rd.

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

11. B. takes Kt.

12. B. to K's 3rd.

13. P. to K's 5th. 14. Kt. to K's 4th.

15. Q. Kt. to Q's 2nd.

16. Q. to Q. R's 4th.

17. Kt. to K's 5th.

18. P. takes R.

19. P. takes Kt.

20. Q. takes K. P.

21. K. to R's sq. 22. P. to K's 6th.

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

24. Q. takes B.

25. Q. to K. R's 3rd.

26. Q. R. to K's sq.

27. R. to K's 8th (ch.) 28. P. to K. Kt.'s 3rd.

29. Q. to Kt.'s 2nd.

30. Q. to K's 4th (ch.)

6. P. to Q's 3rd.

7. P. takes P.

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

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

10. Castles.

11. P. takes B.

12. Q. to Q's 2nd.13. Kt. to Q's 4th.

14. Q. R. to K's sq.

15. P. takes P.

16. P. to K's 5th.

17. R. takes Kt.*

18. Kt. takes B.

19. Q. takes Kt.

20. B. takes P. (ch.)†
21. B. to K. R's 4th.†

22. R. to K's sq.

23. R. takes P.§

24. R. to K. Kt.'s 3rd. 25. B. to Q's 5th.

26. R. to K. B's 3rd.

27. K. to R's 2nd. 28. B. to K. B's 7th.

29. Q. takes P.

30. P. to Kt.'s 3rd.

+ Taking with the Queen is better.

21. B. to K's 3rd.

22. K. R. to Q's sq.

(Playing the Q's R. here would not do.)

22. B. to Q's 4th.

23. K. R. takes Q.

23. B. takes Q.

24. R. to K's 2nd.

And wins a piece.

§ White plays here without consideration. By moving the Q. to her 4th, he would have avoided all loss and all danger.

^{*} This is very cleverly conceived. Black must now either lose a clear Piece, or put up with the loss of two minor officers for a Rook.

[‡] At'first sight, B. to K's 3rd appears to be much stronger, but in that case the following is a likely continuation:—

31. Q. to K's 2nd.*

32. K. R. to Q's sq. 33. Q. to K's 4th.

34. Q. to Q. R's 8th.

35. R. to Q. Kt.'s 8th.

31. Q. to Q. Kt.'s 3rd.†

32. B. to Q's 5th.

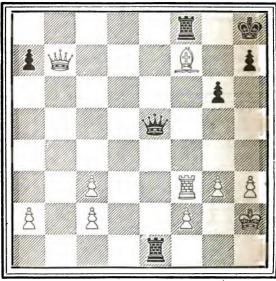
33. P. to Q. B's 4th. 34. R. to K. B's 7th.

35. Q. to K's 3rd.

And wins.

* As I am of opinion that Black could now have turned the tide of victory, by playing R. to Q. Kt.'s sq., a diagram of the position before Black's 31st move is given, to assist the reader in examining the game from that point.

BLACK.



WHITE.

† If he had exchanged Queens, the game would probably have been drawn.

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GAME VII. HODGES AND WELLMAN.

GAME VII.

FIRST GAME BETWEEN MESSRS. HODGES AND WELLMAN.

[SICILIAN OPENING.]

WHITE. (Mr. W.) BLACK. (Mr. H.) 1. P. to K's 4th. 1. P. to Q. B's 4th. 2. B. to Q. B's 4th. 2. P. to K's 3rd. 3. Kt. to Q. B's 3rd. 3. Kt. to K. B's 3rd. 4. P. to Q. B's 3rd. 4. P. to Q. R's 3rd. 5. P. to Q. R's 3rd. 5. P. to Q. Kt.'s 4th. 6. B. to Q. R's 2nd. 6. B. to Q. Kt.'s 2nd. 7. P. to Q's 3rd. 7. P. to Q. R's 4th. 8. P. to Q. R's 4th. 8. P. to Q. Kt.'s 5th. 9. Castles. 9. K. Kt. to K's 2nd. 10. P. to Q. B's 4th.* 10. P. to K. Kt.'s 3rd. 11. Q. Kt. to Q's 2nd. 11. B. to K. Kt.'s 2nd. 12. Q. R. to Q. Kt.'s sq Castles. 13. P. to Q. Kt.'s 3rd.† 13. P. to Q's 4th. 14. B. to Q. Kt.'s 2nd.‡ 14. P. to Q's 5th. 15. K. Kt. to K's sq. 15. P. to K. B's 4th. 16. P. to K. B's 3rd. 16. Q. to Q. B's 2nd. 17. Q. to K's 2nd. 17. Q. Kt. to K's 4th. 18. P. to K. B's 4th.§ 18. Q. Kt. to K. Kt.'s 5th. 19. R. to K. B's 3rd. 19. P. takes P. 20. Q. Kt. takes P. 20. Kt. to K. B's 4th. 21. P. to K. Kt.'s 3rd. 21. P. to K's 4th. 22. B. to Q. B's sq. 22. Q. R. to K's sq. 23. K. R. to K. B's sq. 23. Q. Kt. to K's 6th. 24. B. takes Kt. 24. Kt. takes B. 25. B. takes Kt. 25. R. to K. B's 3rd. 26. P. takes B. 26. P. takes P. 27. P. takes P. 27. K. R. takes K. B. P.

* This seems unnecessarily to block up his own best Bishop.

28. Kt. to K. Kt.'s 2nd.

29. Kt. takes Kt.

+ Here is a second obstacle to the action of his Bishop, which is now locked in, as will be seen, to the end of the chapter.

28. K. R. takes P. 29. R. takes Kt.

‡ This Bishop seems destined to almost as inglorious an inactivity as his brother.

§ Another error, as the adverse Kt. can now be planted securely at his K.'s 6th in two or three moves.

What was the object of this move? Would not Kt. to K. Kt.'s 2nd have been more to the purpose?

30. R. takes R.

31. Q. to K. B's 2nd.

30. R. takes R.

31. P. to Q's 6th.*

And White resigns.

GAME VIII.

Second game between the same players.

[QUEEN'S GAMBIT EVADED.]

WHITE. (Mr. H.)

P. to Q's 4th.
 P. to Q. B's 4th.

3. P. to K's 3rd.

4. Kt. to K. B's 3rd.

5. Kt. to Q. B's 3rd.

6. P. takes Q. B. P.

7. P. takes P.

8. Q. takes P.

9. Q. to K's 4th (ch.)‡

10. B. to Q. Kt.'s 5th. 11. Castles.

11. Casues.

12. Kt. to K. Kt.'s 5th.

13. Q. Kt. to Q's 5th.

14. B. takes Kt.

15. Q. takes Q.

16. Q. Kt. to Q. B's 3rd.

17. K. Kt. to K's 4th. 18. P. to Q. R's 3rd.

19. K. Kt. to K. Kt.'s 3rd.

20. K. Kt. to K's 2nd.

20. R. Rt. to R 8 2nd. 21. P. to Q. Kt.'s 3rd.

22. Kt. to Q's 4th.

23. P. to Q. R's 4th.

24. P. to K. B's 3rd.

25. B. to Q. R's 3rd.

26. B. takes Kt.

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

28. K. Kt. to Q. R's 3rd.

BLACK. (Mr. W.)

1. P. to Q's 4th.

2. P. to K's 3rd.

3. P. to Q. B's 4th.

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

5. P. to Q. Kt.'s 3rd.†

6. K. B. takes P.

7. P. takes P.

8. B. to Q. Kt.'s 2nd.

9. K. Kt. to K's 2nd.

10. Castles.

11. Q. to Q. B's 2nd.

12. Kt. to K. Kt.'s 3rd

13. Q. to K's 4th.

14. B. takes B.

15. Kt. takes Q.

16. Q. R. to Q's sq.

17. B. to K's 2nd. 18. P. to K. B's 4th.

19. B. to Q's 3rd.

20. B. to Q. Kt.'s sq.

21. Q. R. to Q's 3rd.

22. B. to Q. Kt.'s 2nd.

23. R. to K. Kt.'s 3rd.

24. Kt. to Q's 6th. 25. Kt. to Q. B's 4th.§

26. P. takes B.

27. P. to Q. R's 3rd.

28. P. to K. R's 4th.

* A good and decisive move. If White take the R. he loses his Q.; and if he does anything else, his defeat, though protracted, is alike inevitable.

† This move costs a Pawn. The best play is thought to be Kt. to

K. B's 3rd.

‡ K. B. to Q. R's 6th might have given him some embarrassment.

K. R. to Q. B's sq. was a line of play worth Black's consideration.

GAME VIII.

29 K. Kt. to Q. B's 4th.

Q. R. to Q's sq.

81. R. to Q's 3rd. K. to B's 2nd.* 32.

33. K. R. to Q's sq.

34. K. to K. B's sq.

35. Kt. to Q's 6th.†

36. R. takes B.

37. R. takes R. 38. K. to B's 2nd.

39. R. takes R.

40. K. to K's 2nd.

41. K. to B's 2nd.

29. P. to K. R's 5th.

30. R. to K. B's 2nd.

31. B. to Q. B's 2nd.

32. B. takes K. R. P.

33. B. to K. Kt.'s 6th (ch.)

34. K. to R's 2nd.

35. B. takes Kt.

36. R. takes R.

37. R. to Q. B's 2nd.

38. R. to Q. B's 3rd.

39. B. takes R.

40. K. to K. Kt.'s 3rd.

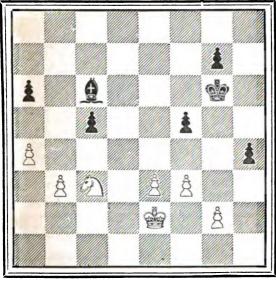
41. K. to K. R's 4th.

* A palpable blunder.

† I should certainly have ventured now to shut in his Bishop by playing P. to K. B's 4th.

‡ K. to Q's 3rd, at this moment, affords scope for some beautiful combinations of Pawn-play, and I present, therefore, a diagram of the position before White's 41st move.

BLACK.



WHITE.

42. P. to K. Kt.'s 3rd.

43. K. takes P.

42. P. takes P.

44. K. to B's 2nd.

43. K. to R's 3rd.

And the game was ultimately drawn.

GAME IX.

Third and last game between the same players.

[French Game.]

WHITE. (Mr. H.)*

1. P. to K's 4th.

2. P. to Q's 4th.

3. P. takes P.

4. Kt. to K. B's 3rd.

5. B. to Q's 3rd.6. Castles.

7. R. checks.

8. B. to K. B's 5th.

9. Kt. to K's 5th (ch.)

10. P. takes B.

11. P. takes Kt.

12. Q. takes P. (ch.)

13. B. to K. B's 4th.

14. Q. to Q. B's 5th. 15. Q. to Q. R's 5th.

16. B. to K's 5th.

17. Kt. to R's 3rd.

18. P. to K. Kt.'s 3rd.

19. Q. to Q. B's 3rd.

20. R. to K's 3rd.

21. P. to K. B's 3rd.

22. B. to Q's 4th.

BLACK. (Mr. W.)

1. P. to K's 3rd.

2. P. to Q's 4th.

3. P. takes P.

4. B. to Q's 3rd.

5. P. to K. R's 3rd.†

6. Kt. to K. B's 3rd.

7. B. to K's 3rd. 8. K. to Q's 2nd.

9. B. takes Kt.

10. B. takes B.

B takes B.
 Q takes P.

12. K. to Q. B's sq.

13. R. to Q's sq. ‡

14. Kt. to R's 3rd.

15. B. takes P.

16. Q. to K. Kt.'s 3rd.

17. B. to K's 5th.

18. B. to Q. B's 3rd.

19. Q. to K. B's 4th.§

20. Q. to K. R's 6th.

21. P. to K. B's 3rd.

22. Q. to K. R's 4th.

† This is but a feeble move. He had much better have brought out his K. Kt. to K. B's 3rd.

‡ B. takes Q. B. P. looks better than this.

§ Here he might have played R. to Q's 6th with much more advantage, , I believe.

^{*} Prior to the commencement of the Tourney, it was decided by a majority of the combatants that the first move in each game should be taken alternately, whether the games were won or drawn. In the present instance, therefore, Mr. Wellman should have played first.

23 .	Ρ.	to	\mathbf{Q} .	Kt.'s	3rd.
-------------	----	----	----------------	-------	------

24. Kt. to B's 4th.

25. Q. R. to K's sq.

26. Kt. takes P. (ch.)*

27. Q. takes B.

28. K. R. to K's 8th (ch.)

29. Q. R. to K's 7th.†

23. R. to Q's 3rd. 24. R. to Q's 4th.

25. P. to Q. Kt.'s 3rd.

26. R. P. takes Kt. 27. R. to Q. Kt.'s sq.

28. R. to Q's sq.

Black resigned.

GAME X.

FIRST GAME BETWEEN MESSRS. GILBY AND DEACON.

[EVANS' GAMBIT.]

(Mr. G.) WHITE.

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

3. B. to Q. B's 4th.

4. Castles.

5. P. to Q. Kt.'s 4th. 6. P. to Q. B's 3rd.

7. P. to Q's 4th.

8. B. to K. Kt.'s 5th.;

9. B. to Q. Kt.'s 5th.§

10. R. to K's sq.

11. P. takes K. P. 12. B. to Q. R's 4th.

13. B. to Q. Kt.'s 3rd.

BLACK. (Mr. D.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. B. to Q. B's 4th.

4. Kt. to K. B's 3rd.

5. B. takes P. 6. B. to Q's 3rd.

7. Q. to K's 2nd.

8. Castles.

9. Q. Kt. to Q's sq.

10. P. to Q. B's 3rd.

11. B. takes P.

12. R. to K's sq.| 13. P. to Q's 3rd.

* Well played.

+ A very excellent stroke of play.

‡ Kt. to K. Kt.'s 5th is a stronger mode of prosecuting this attack.

§ This is purposeless. He has now a capital attack, which, properly carried out, must lead to victory. Instead of playing the B. thus, he should have carried his Kt. at once to K. R. 4th, and then the following is a probable continuation :-

9. Kt. to K. R's 4th. 9. P. takes Q. P. (He appears to have no better move.)

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

And has much the better game; for if the Q. takes the K. P. she is lost by R. to K's sq., and if any other move is adopted, White maintains a fine attack.

|| Black seems now to have extricated himself from much of the constraint under which he laboured at the opening.

		_	
14.	Kt.	takes	B.

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

16. K. to R's sq.

17. Q. to her 2nd.

18. R. takes Kt.

19. P. to K. R's 3rd.

20. B. to Q. B's 2nd. 21. B. to K. R's 4th.

22. Q. takes Q. P.†

23. Kt. to Q's 2nd.

24. Kt. to K. B's 3rd.

25. K. takes B.

14. Q. takes Kt.

15. Q. to Q. B's 4th (ch.)

16. Kt. takes K. P.

17. B. to Q's 2nd.*
18. R. takes R.

19. P. to K. R's 3rd.

20. R. to K's sq.21. Q. to K. R's 4th.

Q. takes B.
 B. takes K. R. P.

24. B. takes Kt. P. (dble.ch.)

And Black mates in three moves.

GAME XI.

Second game between the same players.

[IRREGULAR OPENING.]

BLACK. (Mr. D.)

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

2. Kt. to Q. B's 3rd.

3. P. to K's 3rd.

4. P. to K. B's 4th. 5. Kt. to K. B's 3rd.

6. B. to K's 2nd.

7. Castles.

8. P. to Q. R's 3rd.

9. R. to Q. Kt.'s sq.

10. P. to Q. Kt.'s 4th.

11. Q. to Q. R's 4th.

12. P. takes P.

13. Kt. to K's 5th.

14. P. to Q. B's 5th.

WHITE. (Mr. G.)

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

2. P. to K's 3rd.

3. P. to Q. Kt.'s 3rd. 4. B. to Q. Kt.'s 2nd.

5. Kt. to Q. R's 3rd.

6. Kt. to K. R's 3rd.

7. Kt. to Q. B's 2nd.

8. B. to K's 2nd.

9. R. to Q. Kt.'s sq.1

10. Castles.

11. P. takes P.

12. Kt. to Q. R's 3rd.

13. R. to Q. B's sq.

14. Kt. to Q. Kt.'s sq.§

* Curiously enough, Black dared not give the check with his Kt., since the Queen could have taken it with impunity.

+ Throwing away a Piece!

‡ The object of this is far too profound for me to fathom.

§ The manœuvres of this cavalier appear hitherto somewhat more entertaining than serviceable, since, after all his caprioles, he only returns to his old quarters without having accomplished anything more remarkable than perilling the life of a fellow-officer.

15. Q. takes Q. F

16. P. takes Q. P.

17. Q. takes B.

18. Kt. to Q. B's 4th.

19. Q. takes P.

20. R. to Q. R's sq.21. P. to Q. Kt.'s 5th.

22. R. to Q. R's 7th.

23. Q. Kt. to K's 4th.

24. P. to K. B's 5th. *

25. R. to Q's 7th.

26. R. to K. B's 4th. 27. B. to Q's 3rd.

28. Q. Kt. to Q's 6th.

29. K. R. takes K. Kt.† 30. B. takes R. (ch.)

31. B. to Q's 3rd.‡ 32. R. to K. B's 4th.§

33. P. takes B. 34. R. takes Kt. P. to Q's 3rd.

16. Q. takes P.

17. P. to K. B's 3rd.

18. Q. to her sq. 19. Q. to her 2nd.

20. Kt. to Q. B's 3rd.

21. Kt. to Q's sq. 22. Q. to K's sq.

23. Q. to K. Kt.'s 3rd.

24. Kt. takes P.

25. R. to K's sq.

26. P. to K. R's 4th.

27. P. to K's 4th.

28. B. takes Kt. 29. R. takes Kt.

30. K. to R's 2nd.

31. P. to K's 5th. 32. B. takes R.

33. P. takes B.

And White mates in three moves.

- * Taking the B. with the R., and then, when White took the Kt., playing the other Kt. to Q's 6th, would have been simpler, and I should have thought more satisfactory; but Mr. Deacon is apt to refine overmuch.
- + Here again Black's love of finesse leads him into difficulties. he had been contented with the ordinary move, and had taken the Kt. with his B., withdrawing his R. to K. B's sq. afterwards, the game must have been won by him shortly.
- # After gaining advantages amply sufficient to win the battle against any player that ever lived, Mr. Deacon indulges in a series of blunders which are quite without parallel even in the games of the Tournament. In the present position, if he had left his R. to be captured, Black's game in a few moves would have been indefensible, ex. gr.:-

31. Q. R. takes B.

31. Q. takes K. R.

32. R. takes Kt.

32. R. takes R.

33. Q. takes R.

And Black has two Bishops and a Pawn superiority!

§ Even now, such is the strength of Black's game that the least care must give him the victory. With the help of a diagram this will soon be clear to the youngest reader.

GAME XII.

Third and last game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. G.)

BLACK. (Mr. D.)

1. P. to K's 4th.

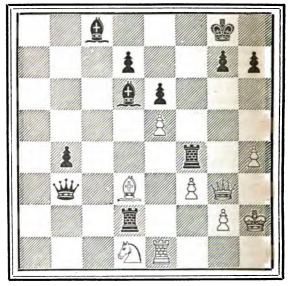
P. to Q. B's 4th.
 P. to K's 3rd.

P. to K. B's 4th.
 Kt. to K. B's 3rd.

3. P. to Q's 4th.

Position of the Board before Black's 32nd move.

BLACK.



WHITE.

Suppose, for example, he had played

32. Q. R. takes Kt. 32. Q. takes K. R.

(If White take the the Q. R. with R., Black simply takes K. P. with B. and wins.)

33. R. takes R.

33. B. takes K. R. P. (ch.)

34. K. takes B.

34. P. takes B.

35. Q. to Q. Kt.'s 8th, &c.

GAME XII.

4	D	4.	02~	3rd.
4	Р.	to	W. 8	ora.

5. P. takes P.

6. B. to K's 2nd.

7. P. to Q's 4th.

8. P. to Q. B's 3rd.

9. Castles.

10. Kt. to K's 5th.

11. B. to K. B's 3rd.

12. B. P. takes B.

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

14. B. to K's 2nd.

15. P. to Q. R's 4th.

16. P. takes P.

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

18. R. to Q. R's 3rd.

19. R. to Q. B's 3rd.

20. Q. takes Kt.

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

22. B. to K's 3rd.

23. R. to Q. Kt.'s 4th.

24. B. to K. B's 4th.

25. P. to Q. Kt.'s 3rd.‡ 26. B. to Q's 2nd.§

27. R. takes Kt. P.

28. Q. R. to Q's 3rd.

29. Q. to K's 3rd.

30. R. takes Q.

4. P. to Q. Kt.'s 3rd.*

5. P. takes P.

6. B. to Q's 3rd.

7. Kt. to Q. B's 3rd.

8. K. Kt. to K's 2nd.

9. Q. to B's 2nd.

Castles.

11. B. takes Kt.

B. to K's 3rd.

Q. to her 2nd.

14. P. to Q. R's 3rd.

15. P. takes P. 16. Kt. to K. B's 4th.

17. Q. to Q. B's sq.†

18. Q. Kt. takes Q. P.

19. Kt. takes B. (ch.)

20. Q. to Q's 2nd.

21. Kt. to K's 2nd.

22. Kt. to K. Kt.'s 3rd. 23. Kt. takes K. P.

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

25. Q. to K's 2nd.

26. Kt. takes B. 27. Kt. takes Kt.

28. Q. to Q. B's 4th (ch.)

29. Q. takes Q. (ch.)

30. K. R. to Q. B's sq.

And wins.

* Most players would have preferred taking P. with P., and then, by exchanging Queens, preventing the adversary from Castling.

+ Very cleverly played. After this move, I see no means by which White can avert the loss of his Q. P.; for if he play, in the first place, Kt. to Q. B's 3rd, then the Q. Kt. takes Q. P., and when the R. takes Kt., the Q. to Q. B's 4th will win the R. If, in the second place, he move P. to K. Kt's 4th, Black then again takes the Q. P. with Q. Kt., and on his other Kt. being captured, he takes K. B. with Kt., checking, and afterwards Q. B. with Q., &c.

This is fatal.

§ The reader will be curious, as am I, to know the subtle purport of this move.

SECOND SERIES.

INCIDENTAL MATCH.

[As, after the first round played by the provincial players, there were five winners, but only four prizes to be given, it was agreed that two of the five winners should be drawn by lot to play a 'by,' the loser in this by match having to retire, and leave the four other winners to play again for their respective prizes. The players upon whom the lots fell to play the 'by,' were Mr. Ranken and Mr. Deacon.]

GAME I.

FIRST GAME BETWEEN MESSRS. RANKEN AND DEACON.

LIRREGULAR	OPENING.]
WHITE. (Mr. D.)	BLACK. (Mr. R.)
1. P. to Q. B's 4th.	1. P. to Q. B's 4th.
2. Kt. to Q. B's 3rd.	2. Kt. to Q. B's 3rd.
3. P. to K's 3rd.	3. P. to K's 3rd.
4. P. to K. Kt.'s 3rd.	4. P. to Q's 4th.
5. P. takes P.	5. P. takes P.
6. Q. to Q. Kt.'s 3rd.	6. Kt. to K. B's 3rd.
7. B. to K. Kt.'s 2nd.	7. P. to Q's 5th.
8. Q. Kt. to K's 2nd.*	8. Q. to Q. B's 2nd.
9. P. takes P.	9. P. takes P.
10. P. to Q. R's 3rd.	10. B. to Q. B's 4th.
11. P. to K. B's 4th.	11. Castles.
12. Q. to her 3rd.	12. P. to Q. R's 4th.
13. P. to Q. Kt.'s 3rd.	13. K. R. to K's sq.
14. B. to Q. Kt.'s 2nd.	14. B. to K. Kt.'s 5th.
15. Kt. to K. B's 3rd.	15. Q. to K's 2nd.
16. P. to K. R's 3rd.	16. B. to K. B's 4th.†
	·

^{- *} I see no objection to playing the Kt. to Q's 5th instead of retiring . him thus; on the contrary, that seems to maintain a sort of attack, and thus gains time.

⁺ Black has now an immeasurable superiority in position, quite sufficient, with anything like care, to win easily.

17.	Q. to Q. B's 4th.
18.	Kt. to K's 5th.

19. K. B. P. takes Kt.

19. K. B. P. takes Kt.
20. Q. to K. B's 4th.
21. Kt. to Q. B's sq.
22. K. to Q's sq.
23. R. to K's sq.
24. R. takes Q.
25. K. to K's sq.
26. K. to K. B's 2nd.
27. P. takes B.
28. P. to Q. Kt.'s 4th.
29. Kt. to Q. R's 2nd 29. Kt. to Q. R's 2nd.

30. K. to Kt.'s 3rd.31. B. takes Q. Kt. P.

32. R. to K's sq. 33. R. to K. B's sq.

34. B. takes B.35. K. to K. B's 3rd.

36. Kt. to Q. B's sq.

37. R. takes R. 38. K. takes R.

39. Kt. to Q's 3rd.

40. Kt. takes Kt.

17. P. to Q's 6th. 18. Kt. takes Kt.*

19. Kt. to Q's 2nd.

20. B. to K. Kt.'s 3rd. 21. Kt. takes K. P.

22. B. to Q's 3rd.

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

24. Kt. takes B. (ch.)

25. R. takes R. (ch.)

26. B. takes Q.

27. Q. R. to Q. B's sq.

28. P. to Q. R's 5th.

29. K. R. to K's 7th (ch.)

30. K. R. takes Q. P.

31. Q. R. to Q. B's 7th.

32. K. R. to K's 7th. 33. B. to K's 5th.

34. K. R. takes B.

35. K. R. to K's 7th.

36. R. to K. B's 7th (ch.) 37. R. takes R (ch.)

38. P. to Q's 7th.

39. P. Queens.

40. Q. to Q's 7th (ch.)

White resigns. +

GAME II.

Second and last game between the same players. [Queen's Gambit evaded.]

BLACK. (Mr. R.) 1. P. to Q's 4th.

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

WHITE. (Mr. D.) 1. P. to Q's 4th.

2. P. to K's 3rd.

* He might with more advantage, I believe, have taken the K. Kt. with his Pawn. For example:-

18. P. takes Kt.

19. Kt. takes Q. Kt.

20. K. B. takes P.

19. P. takes Kt.

20. Q. R. to Q. B's sq.

And wins.

+ The termination of this game is played, all through, with great judgmen.t and accuracy by Mr. Ranken.

3	Κt	ŧο	Ω	R's	3rd.

4. P. to K's 3rd.

5. K. Kt. to K. B's 3rd.

6. B. to Q's 3rd.

7. B. takes P.

B. to Q's 3rd. 9. Castles.

10. Q. to K's 2nd.

11. K. R. to Q's sq.

12. P. takes Q. B. P.

13. P. to Q. R's 3rd.

14. P. to K. R's 3rd.

15. P. to Q. Kt.'s 4th.

Q. takes B.

17. B. to Q. Kt.'s 2nd.

18. P. to K. Kt.'s 3rd.

B. to K's 2nd.

20. Kt. to K's 4th.

21. Q. R. to Q. B's sq.

22. Kt. takes B.

23. P. to K's 4th.

24. Q. takes P.

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

26. B. takes P. (ch.)‡ 27. Q. takes Kt.

28. R. takes Q.

29. B. to Q's 4th.

30. R. to Q. B's 7th.

31. R. takes R.

32. B. takes Kt.

33. R. to Q. B's 6th.

34. R. takes K. B. P.

35. R. to Q. Kt.'s 6th.

36. P. takes P.

37. R. takes P.

38. R. to Q. Kt.'s 7th.

3. Kt. to K. B's 3rd.

4. P. to Q. B's 4th. P. to Q. R's 3rd.

6. Q. P. takes P.

7. P. to Q. Kt.'s 4th.

8. B. to Q. Kt.'s 2nd.

9. Q. Kt. to Q's 2nd. 10. Kt. to Q. Kt.'s 3rd.

11. Q. to Q. B's 2nd.

12. K. B. takes P.

Q. R. to Q's sq.

14. Castles.*

15. Q. B. takes Kt.†

16. Q. to K's 4th.

17. B. to Q's 3rd.

18. Q. to K. Kt.'s 4th.

19. K. Kt. to Q's 4th.

20. Q. to K's 2nd.

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

22. Q. takes Kt.

23. P. takes P.

24. Q. Kt. to Q's 2nd. 25. K. R. to K's sq.

R. takes B.

27. Q. takes Q.

28. K. R. to K's 7th.

29. K. R. to K's sq.

30. Kt. to K. B's 3rd.

31. R. takes R.

32. P. takes B.

33. R. to Q. R's sq.

34. P. to Q. R's 4th.

35. P. takes P.

36. K. to B's 2nd.

37. K. to his 3rd.

38. K. to Q's 3rd.

* I much prefer Mr. Deacon's game from this point, as every Piece is free for action, and his two Bishops are ominously disposed for attack on the adverse King's quarters.

+ This appears to have been an error. The Bishops together, bearing on the Black King, are the main strength of White's game.

‡ Well played.

39. R. takes P.*	39. K. to Q. B's 3rd.
40. R. to K. R's 4th.	40. K. to Q. Kt.'s 4th.
41. R. to K's 4th.	41. R. to Q. R's 6th.
42. K. to Kt.'s 2nd.	42. R. to Q. Kt.'s 6th.
43. P. to K. R's 4th.	43. K. to Q. B's 3rd.
44. P. to K. R's 5th.	44. K. to Q's 4th.
45. R. to K. B's 4th.	45. R. to Q. R's 6th.
46. P. to K. R's 6th.	46. R. to Q. R's sq.
47. P. to K. Kt.'s 4th.	47. R. to K. R's sq.
48. R. to K. B's 6th.	48. K. to K's 4th.
49. P. to K. Kt.'s 5th.	49. R. to Q. Kt.'s sq.
50. P. to K. B's 4th (ch.)	50. K. to his 5th.
51. P. to K. R's 7th.	51. R. takes Q. Kt. P.
52. P. Queens.	52. R. to Q. Kt.'s 7th (ch.)
53. K. to Kt.'s 3fd.	53. R. to Q. Kt.'s 6th (ch.)
54. K. to Kt.'s 4th.	54. K. to Q's 6th.
55. Q. to K. R's 3rd (ch.)	55. K. to Q. B's 7th.
56. R. to Q. B's 6th (ch.)	56. K. to Q. Kt.'s 7th.
57. Q. to K. Kt.'s 2nd (ch.)	57. K. to Q. R's 6th.
58. Q. to her 2nd.	58. K. to Q. R's 4th.
59. Q. to her R's 2nd (ch.)	59. K. to Q. Kt.'s 4th.

60. Q. to R's 6th (ch.) 61. R. mates.

60. K. moves.

^{*} Surely, from this point, as several players remarked, White's persistence in playing was neither wise nor courteous. The game is utterly and irredeemably lost, and the attempt to defend it against a fine player for twenty more moves looks frivolous and vexatious.

THIRD SERIES.

COMBATANTS.

MESSES.

RANKEN AND HODGES.

MESSES.

BODEN AND BRIEN.

GAME J.

FIRST GAME BETWEEN MESSRS. RANKEN AND HODGES. [IRREGULAR OPENING.]

WHITE.	(Mr.	H \	١
WHITE.	1 1411	11.	1

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

- BLACK. (Mr. R.)
- 1. P. to K's 3rd.
- P. to Q's 4th.
- P. takes P.
- 4. Kt. to K. B's 3rd.
- 5. B. to Q's 3rd.
- 6. Castles.
- 7. B. to K's 3rd,
- 8. Q. Kt. to Q's 2nd.
- 9. P. to Q. B's 4th.
- 10. Q. to Q. Kt.'s 3rd.
- Q. to Q. B's 2nd.
- 12. Kt. to K's 5th.
- 13. P. to K. B's 4th.
- 14. Q. to Q. Kt.'s 3rd.
- 15. Q. R. to K's sq.
- 16. B. takes P.
- 17. Q. Kt. takes B.
- 18. B. takes P.
- 19. B. takes B.
- 20. Q. R. to Q's sq.
- 21. Q. Kt. to K's 3rd.
- 22. R. takes R.

^{*} The more attacking move here, I think, is P. takes Q. P. I give a diagram to facilitate the analysis.

GAME 1.

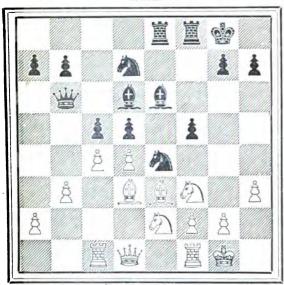
23. Q. to Q. B's 2nd.

23. Q. to Q's 3rd.

24. Q. to Q. B's 4th.

24. Q. to Q's 4th.

BLACK.



Let us now suppose the variation I suggest.

16. P. takes Q. P.

16. B. takes P.

17. B. takes Kt. 18. P. takes P.

17. B. takes B. (best) 18. B. takes P. (best)

(If he take with the Kt., P. to Q. Kt.'s 4th wins White a Piece.)

19. Q. takes Kt.

19. B. takes B.

20. P. takes B. (best) 20. Q. takes P. (ch.) 21. R. to K. B's 2nd (best) 21. B. takes Kt.

22. Q. R. to Q. B's 7th.

(If White take the B. with his Kt. P. first, he will get an inferior game.)

22. Q. to K. Kt.'s 4th.

23. R. takes B.

23. R. takes Kt. 24. Q. to Q's 5th (ch.) 24. K. to R's sq.

25. K. R. takes K. B. P. 25. Q. to K's 6th (ch.)

25.	Ω.	takes	Ω

26. R., to Q. B's sq.

27. Kt. takes Kt.

28. Kt. to Q. B's 3rd.

29. R. to Q's sq.

30. Kt. takes R.

R. takes Q.

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

27. R. takes Kt.

28. Kt, to K. B's 5th.

29. R. takes R.

Drawn game.

GAME II.

Second game between the same players.

[SICILIAN OPENING.]

BLACK. (Mr. R.)

1. P. to K's 4th.

2. B. to Q. B's 4th.

3. P. to Q. R's 3rd.

4. P. to Q's 3rd.

5. Kt. to Q. B's 3rd.

6. K. Kt. to K's 2nd.

Castles.

8. B. to K. B's 4th.

9. Q. to Q's 2nd.

10. P. takes P.

11. B. to Q. R's 2nd.

12. K. R. to K's sq.

13. Kt. to K. Kt.'s 3rd. 14. B. to K. R's 6th.

15. Q. takes B.

Q. to Q's 2nd.

17. Q. Kt. to K's 2nd.

18. R. takes Kt.

WHITE. (Mr. H.)

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

P. to Q. R's 3rd.

4. P. to K. Kt.'s 3rd.

P. to K's 3rd.

6. B. to K. Kt.'s 2nd.

K. Kt. to K's 2nd.

8. P. to Q's 3rd.

9. P. to Q's 4th.

10. P. takes P. 11. Q. B. to K's 3rd.

12. Castles.

13. P. to Q. Kt.'s 4th.

B. takes B.

15. Kt. to Q's 5th.

Q. to Q's 2nd.

17. Kt. takes Kt. (ch.)

18. Q. R. to Q. B's sq.

It is pretty clear that Black must lose the game by taking the Rook. If, instead of checking, he play Q. to her sq., the rejoinder may be Q. to her 7th, and White ought to win.

26. K. to R's 2nd. 27. R. takes Q. Kt. P. 26. K. R. to K. Kt.'s sq. 27. R. to K's 8th.

It is worth observing here, that if either the Q. or R. be moved off the file they now occupy. White wins off-hand, by taking the K. R. (ch.), and then checking with the R. at Q. Kt.'s 8th, &c.

28. Q. to Q. B's 5th.

And White must win.

19. Q. R. to K's sq.	19. Kt. to K. B's 4th.*
20. Kt. takes Kt.	20. B. takes Kt.
21. P. to Q. B's 3rd.	21. B. to K's 3rd.
22. P. to Q's 4th.	22. P. to Q. B's 5th.
23. B. to Q. Kt.'s sq.	23. Q. to Q's 3rd.
24. Q. to K. R's 6th.	24. R. to Q. B's 2nd.+
25. R. to K's 5th.	25. R. to Q's 2nd.
26. P. to K. R's 4th.	26. B. to K. Kt.'s 5th.
27. P. to K. B's 3rd.	27. P. to K. B's 3rd.
28. K. R. to K's 2nd t	28. B. to K. R's 4th.

* This is not at all commendable.

- + K. R. to K's sq., with the view to bring his Q. to K. B's sq. immediately, would have been much better play.
- ‡ R. to K.'s 8th looks to me more forcing. In that case, the following variation is not improbable:—
 - 28. K. R. to K's 8th. 28. R. takes R. or (A.) 29. R. takes R. (ch.) 29. K. to B's 2nd. 30. B. takes K. Kt. P. (ch.) 30. P. takes B.

31. Q. to K. R's 8th.

And wins.

(A.)

28. B. to K. B's 4th.

(If he play the B. to R's 4th, White exchanges the Rooks and Queens, and wins the Bishop.)

29. P. takes B.
30. R. takes K. R. (best)
31. K. to B's 2nd.
32. K. to K's 3rd, or (B.
33. K. to B's 2nd.
34. K. to Kt.'s 2nd.
35. Q. to K's 2nd (best)

And Black mates in two moves.

(B.)

	32. R. to K's 2nd.
33. Q. takes R. P. (ch.)	33. K. to K's 3rd.
34. Q. to Kt.'s 8th (ch.)	34. R. to B's 2nd (best)
35. R. to R's 7th.	35. Q. to K's 2nd or Q's 2nd.
36. P. to K. R's 5th.	

And wins, as White has no power to prevent the Pawn queening.

The situation is so instructive that I cannot resist appending a diagram of it before Black's 28th move.

29. K. R. to K's 6th.

30. R. takes K. B. P.

31. R. takes R.

32. Q. to K's 3rd.

33. Q. to K's 6th (ch.)

34. R. to K's 5th.

35. Q. takes Q. P. 36. R. to K's 6th.

37. Q. to K's 5th (ch.)

38. R. to K's 8th.

29. Q. to Q. B's 2nd.*

30. Q. R. to K. B's 2nd.

31. Q. takes R.

32. Q. to Q. B's 2nd.†

33. R. to K. B's 2nd.

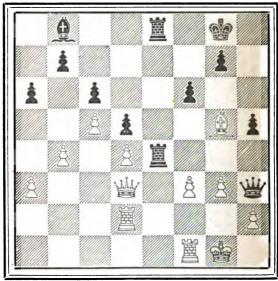
34. K. to Kt.'s 2nd.

35. Q. to Q. B's sq. 36. P. to K. R's 3rd.

37. K. to R's 2nd.

And wins.

BLACK.



WHITE.

* The natural move of Q. to K. Kt.'s 6th would have been fatal to him, as Black would immediately have played K. R. to K's 7th, winning.

† Intending to draw the game, at least, if Black thoughtlessly advanced his K. Kt. P.

GAME III.

Third game between the same players.

[EVANS' GAMBIT.]

[EVANS	GAMBIT.
WHITE. (Mr. H.)	BLACK. (Mr. R.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q. Kt.'s 4th.	4. B. takes Kt. P.
5. P. to Q. B's 3rd.	5. B. to Q. R's 4th.
6. Castles.	6. Kt. to K. B's 3rd.
7. P. to Q's 4th.	7. Castleo.
8. B. to Q. R's 3rd.	8. P. to Q's 3rd.
9. Q. P. takes P.	9. K. Kt. takes K. P.
10. P. takes Q. P.	10. Kt. takes Q. P.
11. Q. to Q. Kt.'s 3rd.	11. Q. to K. B's 3rd.
12. R. to K's sq.	12. B. to Q. Kt.'s 3rd.
13. B. to Q's 5th.	13. B. to Q's 2nd.
14. Q. Kt. to Q's 2nd.	14. Q. R. to K's sq.
15. Kt. to K's 4th.	15. Q. to K. Kt.'s 3rd.
16. Q. Kt. to K. Kt.'s 5th.	16. R. takes R. (ch.)
17. R. takes R.	17. P. to K. R's 3rd.
18. Kt. to K's 4th.	18. R. to K's sq.
19. Q. B. takes Kt.	19. P. takes B.
20. P. to K. R's 3rd.*	20. Kt. to K's 2nd.†
21. Kt. takes Q. P.	21. Q. takes Kt.
22. B. takes P. (ch.)	22. K. to B's sq.
23. B. takes R.	23. B. takes B.
24. R. to K's 6th.	24. Q. to Q. B's 4th.
25. Q. to Q. B's 2nd.	25. Kt. to Q. B's 3rd.
26. R. to K's 4th.	26. B. to K. B's 2nd.
27. R. to K. B's 4th.	27. K. to Kt.'s sq.
28. R. to K. B's 5th.	28. Q. to Q. B's 5th.
29. Kt. to K's 5th.	29. Kt. takes Kt.
30. R. takes Kt.	30. Q. takes Q. R. P.‡
31. R. to K's 8th (ch.)	31. B. takes R.
32. Q. takes Q (ch.)	

And Black resigns.

- * This little snare is too obvious for so cautious an adversary as Mr. Ranken.
- † The youngest player will observe, that if Black had taken the offered Pawn he must have lost the game, by Kt. to K. B's 6th (ch.) &c.
 - ‡ With the game in his hands this oversight was doubly aggravating.

GAME IV.

Fourth and last game between the same players.

SICILIAN	OPENING.
BLACK. (Mr. R.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. B. to Q. B's 4th.	2. Kt. to Q. B's 3rd.
3. P. to Q's 3rd.	3. P. to K's 3rd.
4. Kt. to Q. B's 3rd.	4. P. to Q. R's 3rd.
5. P. to Q. R's 3rd.	5. P. to K. Kt.'s 3rd.
6. Kt. to K. B's 3rd.	6. B. to K. Kt.'s 2nd.
7. Castles.	7. K. Kt. to K's 2nd.
8. B. to K. B's 4th.	8. Castles.
9. R. to Q. Kt.'s sq.	9. P. to Q's 4th.
10. B. to Q. R's 2nd.	10. P. to Q's 5th.
11. Q. Kt. to K's 2nd.	11. P. to K's 4th.
12. B. to K. Kt.'s 5th.	12. K. to R's sq.
13. Q. to Q's 2nd.	13. P. to K. B's 4th.
14. B. to K. R's 6th.	14. P. to K. B's 5th.
15. B. takes B. (ch.)	15. K. takes B.
16. P. to K. R's 3rd.	16. Kt. to K. Kt.'s sq.
17. P. to Q. B's 3rd.*	17. P. to K. Kt.'s 4th.
18. P. takes Q. P.	18. Q. B. P. takes P.
19. Kt. to K. R's 2nd.	19. P. to K. R's 4th.†
20. P. to K. B's 3rd.	20. Kt. to K. R's 3rd.
21. K. to R's sq.	21. P. to K. Kt.'s 5th.
22. B. P. takes P.	22. P. takes P.
23. Q. Kt. to K. Kt.'s sq.	23. P. to K. Kt.'s 6th.
24. K. Kt. to K. B's 3rd.	24. R. to K. R's sq.;
25, Kt. takes K. P.§	25. Kt. takes Kt.
26. Q. takes P.	26. Kt. to K. Kt.'s 3rd.
27. Q. takes P.	27. Q. to K's 2nd.

* Instead of this comparatively feeble move he had better have taken of the K. Kt, with his Bishop.

28. Q. to K's 4th.

28. Kt. to K's 2nd.

† White has now an excellent attack, but he did not follow it up with half the care and vigour which it demanded, or the day would certainly have been his own.

§ This is an excellent counter-manœuvre, and succeeds perfectly in frustrating all White's attack.

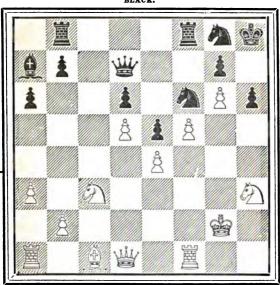
‡ It is at this point that White failed in making the most of his position. To prove this, I give a diagram and several interesting variations.

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

30. K. to Kt.'s sq.

29. Kt. to K. Kt.'s 5th. 30. R. to K. B's sq.

BLACK.



WHITE.

If he had now played Kt. to K. Kt.'s 5th, he could scarcely have failed to win the game, for example :-

24. Kt. to K. Kt.'s 5th. 25. P. takes Kt. 25. R. to K. R's sq. (ch.)

26. Q. Kt. to K. R's 3rd. 26. B. takes P.

27. K. Kt. to his sq.

27. R. to K. R's 3rd.

28. Q. to her B's 2nd.

(This appears his strongest play.)

28. Q. to K. B's 3rd.

29. Q. to her Kt.'s 3rd. 29. Q. R. to K. R's sq. 30. Q. takes Kt. P. (ch.) 30. Kt. to K's 2nd.

31. Q. to Q. B's 7th.

(Has he any better move?)

31. B. takes Kt.

32. P. takes B., or (A.) 32. Q. R. to Q. B's sq.

31. Kt. to K. R's 5th (ch.)	31. Q. takes Kt.
32. Q. to Q. B's 7th (ch.)	32. K. to R's 3rd.
33. R. takes R.	33. Kt. takes R.
34. K. R. P. takes Kt.	34. B. takes P.
35. R. to K. B's sq.	35. Kt. to K. Kt.'s 3rd.
36. R. to K. B's 7th.	36. Q. to K's 4th.*
37 O to O R's sa (ah)	37 Kt to K R's 5th

37. Q. to Q. B's sq. (ch.)
38. R. takes Kt.
30. Q. to K S 4th.
37. Kt. to K. B's 5th
38. K. to R's 4th.

39. B. to K. B's 7th (ch.) 39. K. to R's 4th. 39. K. to R's 5th.

40. K. to K. B's 2nd.

And White resigns.

This, I believe, is the only sure way of winning, if, instead of so playing, White take the K. R. P. (ch.), or move P. to K. B's 6th, his adversary may escape. For instance—

In the first place:

32. R. takes P. (ch.)

33. Kt. takes R. 34. K. to Kt.'s 2nd.

33. R. takes Kt. (ch.)

And the attack cannot be maintained.

In the second place:

32. P. to K. B's 6th.

33. Kt. takes P. 34. K. to Kt.'s 2nd.

33. R. takes P. (ch.)

And again I do not see how White can win.

Let us now return to the original point:—

Q. to her R's 5th. or
 R. to Q. B's 7th.
 Kt.'s 7th.

34. Kt. to K. B's 3rd (best) 34. P. to K. Kt.'s 7th (ch.) 35. K. to Kt.'s sq. 35. P. takes R. Queens, checking.

36. K. takes Q. (best) 36. R. takes K. R. P.

And wins easily.

(A.)

32. Kt. takes B. 32. P. to K. B's 6th.

33. K. to Kt.'s sq. (best)

(If he take the P. with R. or P. he is mated immediately.)

33. P. to K. B's 7th (ch.)

34. R. takes P. (best) 34. R. takes Kt.

And Black cannot save the game in any way.

* An irrecoverable error; while by playing the R. to K. R's sq. he might still have defended his position, and have obtained as good a game, at least, as his adversary.

GAME V.

FIRST GAME RETWEEN MESSRS. BODEN AND BRIEN.

[GIUOCO PIANO.] (Mr. Boden.) (Mr. Brien.) WHITE. BLACK. 1. P. to K's 4th. P. to K's 4th. 2. B. to Q. B's 4th. 2. B. to Q. B's 4th. 3. Kt. to K. B's 3rd. 3. Kt. to Q. B's 3rd. 4. Castles. P. to Q's 3rd. 5. P. to K. R's 3rd. 5. Kt. to K. B's 3rd. 6. Kt. to Q. B's 3rd. Q. B. to K's 3rd. 7. B. to Q. Kt.'s 3rd. Q. to Q's 2nd. 8. K. to R's 2nd. 8. Castles on K's side. 9. P. to Q's 3rd. P. to K. R's 3rd. B. to K's 3rd. 10. B. to Q. Kt.'s 3rd. 11. Kt. to K's 2nd. 11. Kt. to K's 2nd. 12. Kt. to K. Kt.'s 3rd. Kt. to K. Kt.'s 3rd. 13. Q. to Q's 2nd. 13. K. to R's 2nd. 14. Q. R. to Q's sq. 14. P. to Q's 4th.* 15. P. takes P. 15. Kt. takes P. 16. P. to Q's 4th.† 16. Kt. takes Q. B.1 17. P. takes Kt. 17. Q. B. takes K. B. 18. R. P. takes B. 18. Q. R. to Q's sq. 19. P. to Q. B's 4th. 19. P. takes P. 20. P. takes P. 20. P. to Q. B's 3rd. 21. Q. to Q. B's 2nd. 21. B. to Q. B's 2nd. 22. B. takes Kt. 22. Kt. to K's 5th.§ 23. Q. to K's 3rd. 23. P. takes B. 24. Q. R. to K's sq. 24. K. to Kt.'s sq. 25. Q. to Q. B's 3rd. 25. Q. R. to K's sq. 26. Kt. to K. B's 5th. 26. Kt. takes P. 27. Q. to K. Kt.'s 3rd. 27. Q. to K. Kt.'s 3rd. 28. Q. to Q. B's 3rd. 28. P. to K. B's 3rd. 29. Q. R. to K's 3rd. 29. Q. to K. R's 2nd. 30. Q. R. to K. Kt.'s 3rd. 30. P. to K. Kt.'s 3rd.

31. Kt. to K. B's 2nd.

§ This costs White his centre Pawn.

31. Q. to Q's 2nd.

^{*} This game well exemplifies the superiority of this fine old classic opening, in developing all the forces on each side before any positive demonstration of attack is made.

[†] It would, perhaps, have been more judicious to take the B. off first.
‡ P. to K. B's 4th, threatening to fork the Pieces, would have led to many positions of striking interest.

32. P. to K. R's 4th.	32. K. to R's sq.
33. Kt. to Q's 6th.	33. Kt. takes Kt.
34. Q. takes Kt.	34. Q. to K. B's 2nd.
35. Q. to Q's 3rd.	35. K. to Kt.'s 2nd.
36. K. R. to K. B's 3rd,	36. Q. R. to Q's sq.
37. Q. to K's 3rd.	37. K. R. to K's sq.
38. Q. takes Q. R. P.	38. Q. R. to Q's 8th.
39. K. R. to K's 3rd.	39. R. takes R.
40. Q. takes R.	40. R. to Q's 2nd.
41. R. to K. B's 3rd.	

And after a move or two more, the game was voted drawn.

GAME VI.

Second game between the same players.

[FRENCH GAME.]

WHITE. (Mr. Boden.)

1 P to K's 3rd

(Mr. Brien.)

BLACK.

1 P to K's 4th

2. P. to Q's 4th.
3. P. takes P.
4. B. to Q's 3rd.
Kt. to K. B's 3rd.
6. Castles.
7. P. to K. R's 3rd.
8. B. to K's 3rd.
9. Q. to Q's 2nd.
10. Kt. to Q. B's 3rd.* (!)
• •

Resigns.

* After this astounding oversight White, of course, surrendered.

GAME VII.

Third game between the same players.

[CENTRE GAMBIT.]

- · · · ·	-
white. (Mr. Boden.)	BLACK. (Mr. Brien.)
1. P. to K's 4th.	1. P. to K's 4th.

^{2.} P. to Q's 4th. 2. P. takes P.

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

- 3. B. to Q. Kt.'s 5th (ch.)*
- 4. P. takes P.
- 5. Q. to K. B's 3rd.
- 6. Q. takes R.
- 7. Q. to K. B's 3rd.
- 8. Q. to K. Kt.'s 3rd.
- 9. P. to Q's 4th.
- 10. Kt. to K. R's 3rd.
- 11. Castles.
- 12. P. to Q. B's 3rd.
- 13. B. to K's 3rd.
- 14. B. takes B.
- 15. Q. to K. Kt.'s 5th.
- 16. Q. Kt. to Q's 2nd.
- 17. Q. to K. Kt.'s 4th.
- 18. P. to K. B's 3rd.
- 19. Q. to Q. Kt.'s 4th.
- Q. Kt. takes Kt.
 K. to R's sq.
- 22. Q. to Q. Kt.'s 3rd.
- 23. R. to Q's sq.
- 24. Q. to Q. B's 2nd.
- 25. R. to K's sq.
- 26. Q. to K's 4th. 27. K. Kt. to K. B's 2nd.
- 28. Q. to Q. Kt.'s 4th.
- 29. R. to Q's sq.
- 30. K. Kt. to K's 4th.
- * The best move here is, probably, Kt. to K. B's 3rd, which resolves the opening into a position of the Knights' defence to the Bishop's Game, as, I believe, was first shown in Mr. Boden's "Popular Introduction to Chess."
- + If he had retreated the B. either to K's 2nd or Q. R's 4th, he would have lost a Piece; and if to Q. B's 4th, White might have taken the K. B. P., checking, &c.
- ‡ Kt. to Q. B's 3rd, seems, at least, as advantageous a mode of continuing the attack.
- § If he had taken the Queen, Black could have gained two Pieces for the Rook.
- || Black was certainly a good deal hampered, but I do not think there was any absolute necessity for giving up the exchange.
 - ¶ I should have preferred playing forward the K. B. P.
 - ** Better, possibly, to have played the R. to K. Kt.'s sq. at once.

47. P. takes Kt.

31. Q. to K. Kt.'s 3rd.	31. Kt. to K's 3rd.
32. R. to K. Kt.'s sq.	32. Q. to K's 7th.
33. P. to K. R's 4th.	33. Kt. to Q's 6th.
34. K. to R's 2nd.	34. P. to K. Kt.'s 3rd.
35. Kt. to K. R's 6th.	35. R. to Q's 2nd.
36. Q. to Q. Kt.'s 8th (ch.)	36. Q. Kt. to Q's sq.
37. Kt. to K. Kt.'s 4th.*	37. Kt. takes B.
38. R. takes Kt.	38. Q. to Q. Kt.'s 7th.
39. Q. to K. B's 4th.	39. P. to K. B's 4th.†
40. P. takes P.	40. R. to Q's 7th.
41. P. takes P.	41. Kt. to K's 3rd.
42. Q. to K's 5th (ch.)‡	42. Q. takes Q.
43. Kt. takes Q.	43. R. to K's 7th.
44. Kt. to K. B's 7th (ch.)	44. K. to Kt.'s 2nd.
45. P. takes R. P.	45. K. takes P.
46. Kt. to K. Kt.'s 5th (ch.)	46. Kt. takes Kt.

And Black resigns.

GAME VIII.

Fourth game between the same Players.

[Philidor's Defence	TO THE KNIGHT'S GAME.]
WHITE. (Mr. Brien.)	BLACK. (Mr. Boden.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4 Kt takes P	4. P. to Q's 4th 8

* White feared now to play either Q. to her B's 8th, or Kt. to K. B's 7th (ch.), on account of White's threatened move of Q. to K. B's 7th.

† Black has a difficult game, but this grave miscalculation deprives him of all resource.

I think Q. to K. B's 7th rather more conclusive; but the move made was, though tardier, a very good one.

§ This reply to White's capture of the P. with the Kt., was first suggested by Major Jaenisch; see his admirable "Analyse Nouvelle, &c., page 55, vol. 2. The best after-move for White seems to be that proposed by Mr. Boden, of playing the Kt. back again to K. B's 3rd, which appears to regain for him the advantage of the move; because if the P. takes P., White exchanges Queens, and afterwards playing Kt. to Kt.'s 5th, has the better game. If White, instead of retreating his Kt. as proposed at the 5th move, advance the P. to K's 5th, Black gains time by throwing forward his Q. B. P.

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

- 5. P. to Q. B's 4th.
- 6. P. to Q. B's 5th.
- 7. P. to Q. R's 3rd.
- 8. P. takes Kt.†
- 9. Kt. to Q. B's 3rd.
- 10. Q. to Q. R's 4th (ch.)
- 11. B. to Q's 3rd.
- 12. K. Kt. to K's 2nd.
- Castles on K's side.
- 14. Kt. takes Q.
- Q. Kt. to Q. B's 3rd.
- 16. B. to K. B's 4th (ch.)
- 17. Q. Kt. to Q. Kt.'s 5th.
- 18. P. to Q. Kt.'s 3rd.
- Kt. takes K. B.
- 20. B. to Q's 2nd.
- 21. K. R. to Q's sq.
- 22. B. takes B.
- 23. Kt. to Q. B's 3rd.
- 24. Kt. to Q's 5th.
- 25. K. R. to Q. B's sq.
- Kt. to Q. Kt.'s 4th.
- 27. Kt. takes Kt.
- 28. Q. R. takes P. 29. P. to Q. Kt.'s 4th.
- 30. K. to B's sq.
- 31. K. to K's 2nd.
- 32. P. to K. R's 4th.
- 33. B. P. takes P.
- 34. B. to Q. B's 3rd.

+ It is obvious that, if he had taken the Q., White would have won his Q. in return, by checking with the Kt. at Q. B's 7th.

‡ I doubt the prudence of this exchange at this moment.

§ The temptation of planning this shallow device to catch the Bishop seems to have led White to break up the true strength of his position. think that he ought now rather to have played P. to K. Kt.'s 4th. As the situation is an instructive example of a Piece against Pawns, I give a diagram of the position.

^{*} Ingenious, but certainly an imprudent step in the deciding game of a match.

35. Q. R. to Q's sq.*

36. K. to Kt.'s 3rd.

37. K. to R's 4th.

38. Q. R. to Q's 4th.

39. K. to Kt.'s 5th.

40. K. R. to K's 5th.

41. K. takes P.

35. Q. R. to Q. R's 7th (ch.)

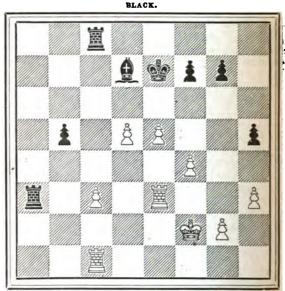
36. Q. R. takes Kt. P. (ch.)

37. K. R. to K. B's sq.

38. Q. R. to K. B's 7th. 39. P. to K. R's 5th.†

40. Q. R. to K. Kt.'s 7th (ch.)

41. B. to K's sq. ‡



WHITE.

- * Here Mr. Brien falls into another error; but this is of less importance than the preceding, as his game now is almost hopeless.
 - † This is well played, as it threatens an immediate mate.
 - # After this coup, White's game is utterly irretrievable.

FOURTH SERIES.

COMBATANTS.

MESSRS.

MESSES.

BODEN AND RANKEN.

HODGES AND BRIEN.

[The four prizes having been gained by the players in this division, the first match is to decide which of the two opponents claims the First Prize and which the Second Prize. The next match is to determine which of the two takes the Third and which the Fourth Prize.]

GAME I.

FIRST GAME BETWEEN MESSRS. BODEN AND RANKEN.

[KING'S GAMBIT.]

(Mr. B.) WHITE.

1. P. to K's 4th.

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

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

5. Castles.

P. to Q's 4th.

7. P. to Q. B's 3rd.

8. Kt. to Q. R's 3rd.* 9. P. to K. Kt.'s 3rd.

10. Kt. to K's sq.

11. Kt. takes P.†

12. Q. takes P.

13. B. takes K. B. P. (ch.) 13. K. to R's 2nd.

BLACK. (Mr. R.)

1. P. to K's 4th.

2. P. takes P.

3. P. to K. Kt.'s 4th.

4. B. to K. Kt.'s 2nd.

5. P. to K. R's 3rd. 6. P. to Q's 3rd.

7. Kt. to K's 2nd.

8. Kt. to K. Kt.'s 3rd.

9. P. to K. Kt.'s 5th.

10. P. to K. B's 6th. 11. P. takes Kt.

12. Castles.

* If the first player intends to pursue his attack by advancing the P. to K. Kt.'s 3rd, &c., he ought to do so at this moment. Bringing out the Q's Kt. only loses important time.

+ The sacrifice of a piece for two Pawns may be often ventured in an ordinary game to give zest and spirit to the contest, but in a match of consequence, it is rarely justifiable. If White, instead of giving up his Kt., had played him to Q's 3rd, he would have had a good and safe opening.

30. R. interposes.

31. P. takes Kt.

BLACK.

1. P. to K's 4th.

13. Q. takes Kt.

14. P. to K's 5th.	14. R. takes B.
15. Q. takes R.	15. P. takes P.*
16. B. to K's 3rd.	16. B. to K. R's 6th.
17. K. R. to K. B's 2nd.	17. Q. to Q's 2nd.
18. P. takes P.	18. Kt. takes P.
19. Q. to Q. Kt.'s 3rd.	19. Q. to Q. B's 3rd.
20. Q. to Q's sq.	20. Q. Kt. to Q's 2nd.
21. B. to Q's 4th.	21. R. to K. B's sq.
22. Q. to Q. B's 2nd (ch.)	22. K. to Kt.'s sq.
23. R. takes R. (ch.)	23. B. takes R.
24. R. to Q's sq.	24. K. Kt. to K. B's 6th
_	(ch.)
25. K. to B's 2nd.	25. Q. Kt. to K's 4th.
26. B. takes Kt.	26. Kt. takes B.
27. K. to K's sq.	27. B. to K's 2nd.
28. Q. to K's 2nd.	28. Kt. to K. B's 6th (ch.)
29. K. to B's 2nd.	29. B. to Q. B's 4th (ch.)

31. B. takes P. (ch.) And White resigns.

30. Kt. takes R.

WHITE.

1. P. to K's 4th.

13. Q. to K's sq.

(Mr. B.)

GAME II.

Second game between the same players.

[GIUOCO PIANO.]

(Mr. R.)

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

^{*} This was necessary, to prevent White's playing his R. to K. B's 6th next move.

GAME II.

BODEN AND RANKEN.

14. Castles on K's side.*

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

15. P. takes K. B. P.

15. Q. B. takes Kt.

16. P. takes K. Kt.'s P.

16. Q. to K. Kt.'s 3rd.†

* P. takes P. seems to me far preferable. Let us suppose—

14. P. takes P.

14. R. takes P.

Or,

14. P. takes P.

15. Q. R. to Q. B's sq. 15. B. to Q's 2nd.

16. Castles.

With a better disposed game.

15. Kt. to K's 5th.

15. B. to Q's 2nd.

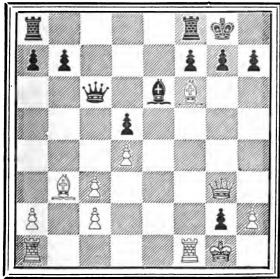
(This appears to be as good a move as he can find. If he play the B. to Q. R's 3rd, Black wins a Piece by P. to Q. R's 4th, and if he play it to Q. Kt.'s 2nd, the same reply will involve him in great difficulties.)

16 Castles.

And has a better position than his opponent.

+ The termination is beautifully played. I give a diagram of the situation after White's 16th move.

BLACK.



WHITE.

- 17. P. takes R. (becoming a 17. R. takes Q. Q (ch.)*
- 18. P. to K. Kt.'s 3rd.
- 19. B. to K. B's 4th.
- 20. Q. to K's 3rd.
- 21. Q. to K's 8th (ch.)
- 18. Q. to K. Kt.'s 5th.
- 19. R. takes B.
- 20. Q. to K. R's 6th. 21. R. to K. B's sq.

And Black resigns.

GAME III.

Third and last game between the same players.

[KING'S BISHOP'S GAME.] (Mr. B.) WHITE.

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

- (Mr. R.) BLACK.
- P. to K's 4th.
- 2. B. to Q. B's 4th. 3. Kt. to Q. B's 3rd.
- P. takes P.
- 5. Kt. to K. B's 3rd.
- 6. B. to Q. Kt.'s 5th (ch.)
- 7. B. takes B (ch.)
- 8. P. to Q's 4th.
- 9. K. Kt. takes P.
- 10. Castles.
- 11. Q. Kt. to K's 2nd. 12. P. to Q. B's 3rd.
- 13. Q. Kt. to K. Kt.'s 3rd.
- 14. P. takes K. B. 15. P. to Q. Kt.'s 3rd.†
 - 16. B. to K. Kt.'s 5th.
 - 17. P. to K. B's 4th.
 - 18. Kt. to K. R's 5th,
 - 19. Kt. takes Kt.
- * It is quite immaterial what he does. No ingenuity can possibly save the game after White's capital move of Q. to K. Kt.'s 3rd.

† Q. to her Kt.'s 3rd would have been stronger, as it compels Black to play Q. Kt. to K's 2nd.

This was an evident oversight.

§ The only move, to all appearance, to prevent serious loss. For suppose now-

18. Q. Kt. to K's 2nd.

18. B. takes K. Kt.

19. P. takes B. 19. Q. to K. Kt.'s 4th (ch.) 20. Kt. to K. Kt.'s 3rd. 20. P. to K. B's 5th.

Winning a Piece.

20.	Ρ.	takes	Kt.
~ ·		COLLEGE	170.

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

22. Kt. to K's 4th.

23. Kt. to K. Kt.'s 5th.

24. Q. to Q. B's 4th (ch.) 25. Kt. to K. B's 7th (ch.)

26. Q. takes R.

20. B. to K. R's 6th.

21. P. to K. B's 5th.

22. Q. to K. R's 5th. 23. B. to K. B's 4th.*

24. K. to R's sq.

24. R. to R's sq. 25. R. takes Kt.

And Black resigns.

GAME IV.

FIRST GAME BETWEEN MESSRS. HODGES AND BRIEN.

[Queen's Gambit Evaded.]

WHITE. (Mr. H.)

P. to Q's 4th.
 P. to Q. B's 4th.

3. P. to K's 3rd.

4. Kt. to K. B's 3rd.

5. Kt. to Q. B's 3rd.

6. P. to K. R's 3rd.

P. to Q. R's 3rd.
 P. takes Q. B. P.

9. P. takes P.

10. B. to Q's 3rd.

11. Castles.

12. P. to Q. Kt.'s 4th.

13. B. to Q. Kt.'s 2nd.

Q. Kt. to K's 2nd.
 R. to Q. B's sq.

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

17. P. takes B.

18. R. to K's sq.

19. R. to K's 3rd. 20. Q. to K's sq.

21. Kt. to K. R's 2nd.

22. P. to K. B's 3rd.†

BLACK. (Mr. B.)

1. P. to Q's 4th.

P. to K's 3rd.
 P. to Q. B's 4th.

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

5. Kt. to K. B's 3rd.

D. Kt. to K. B's 3rd.

P. to Q. R's 3rd.
 B. to Q's 3rd.

8. B. takes P.

9. P. takes P.

10. Castles.

11. P. to K. R's 3rd.

12. B. to Q's 3rd.13. B. to K's 3rd.

14. Kt. to K's 5th.

15. Q. to Q's 2nd.

16. B. takes Kt.

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

18. Q. to K. B's 2nd.

19. K. to R's 2nd.

20. Q. to K. R's 4th.

21. B. to Q's 2nd.

22. Kt. to K. B's 3rd.

* Mr. Ranken's play all through this game was considerably below his customary force. In this case, the obvious reply to avoid the threatened loss of the exchange, was K. to R's sq.

† White I think omitted to take the advantage his adversary afforded him by the feeble move of B. to Q's 2nd. He ought now to have played P. to K. Kt.'s 4th, and he would have got a fine attack; ex. gr.—

33. Q. takes Q.

23. Q. R. to Q. B's 2nd.	23. P. to Q's 5th.
24. K. R. to K's 2nd.	24. K. Kt. to Q's 4th.
25. Q. to K. Kt.'s 3rd.	25. Q. R. to K's sq.
26. Kt. to K. Kt.'s 4th.	26. R. takes R.
27. R. takes R.	27. R. to K's sq.
28. R. takes R.	28. Q. takes R.
29. Kt. to K's 5th.	29. Kt. takes K. B. P.
30. Kt. takes Kt.	30. Q. to K's 6th (ch.)
31. K. to R's 2nd.	31. Kt. takes B.
32. B. takes P.	32. Q. to K. B's 5th.

Drawn game.

33. Kt. takes Q.

GAME V.

Second game between the same players.

[SICILIAN OPENING.]

BLACK. (Mr. B.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. B. to Q. B's 4th.	2. Kt. to Q. B's 3rd.
3. Kt. to Q. B's 3rd.	3. P. to K's 3rd.
4. P. to Q's 3rd.	4. P. to K. Kt.'s 3rd.
5. P. to K. B's 4th.	B. to K. Kt.'s 2nd.
6. Kt. to K. B's 3rd.	6. P. to Q's 3rd.

22. P. to K. Kt.'s 4th. 22. P. takes P., or (A.) 23. P. takes P.

(If now the B. take P., Kt. takes the B., and on the Q's capturing the Kt., R. to K. Kt.'s 3rd wins; therefore,)

23. Q. moves.

24. P. to K. B's 3rd.

Winning a Piece.

(A.)

22. Q. to K. Kt.'s 3rd.

23. P. to K. B's 3rd. 23. P. to Q's 5th.

23. P. to K. B's 3rd. 24. R. to K's 2nd.

(A little examination will show that taking the Kt. with R. would not be beneficial to White.)

24. Kt. to Q's 3rd (best).

25. Q. to K. B's 2nd. 25. Q. to K. B's 3rd.

26. P. to K. R's 4th.

And I believe it will be admitted that White has a vast superiority.

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

And wins.§

GAME VI.

Third game between the same players.

[QUEEN'S GAMBIT.]

WHITE. (Mr. H.)	BLACK. (Mr. B.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. takes P.
3. P. to K's 3rd.	3. P. to K's 4th.
4. B. takes P.	4. P. takes P.
5. P. takes P.	5. Kt. to K. B's 3rd.
6. Kt. to K. B's 3rd.	6. B. to Q's 3rd.
* He should have played P. to C. B. to Q. Kt.'s 2nd looks to m The winning move, play as Bl For if	e somewhat stronger.
26. Q. to K. R's 4th. T	hen
	26. R. takes B.

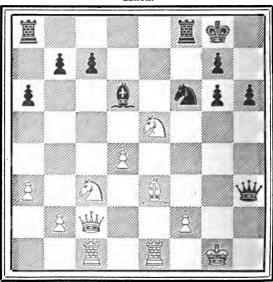
27. R. to Q. B's 7th.
28. K. takes B. (best.)
27. B. takes Kt. P. (ch.)
28. Q. R. to K's 7th (ch.)

And wins.

- 7. P. to K. R's 3rd.
- 8. Castles.
- 9. Kt. to Q. B's 3rd.
- 10. B. to K's 3rd.
- 11. R. to K's sq.
- 12. P. to Q. R's 3rd.
- 13. B. to Q's 3rd.
- 14. Q. R. to Q. B's sq.
- 15. Q. to Q. B's 2nd.
- 16. P. takes B.
- 17. B. takes Kt.
- 18. Kt. to K's 5th,
- 19. P. takes B.

- 7. P. to K. R's 3rd.
- 8. Castles.
- 9. B. to K. B's 4th.
- 10. Q. to Q's 2nd.
- 11. Kt. to Q. B's 3rd.
- 12. P. to Q. R's 3rd.
- 13. Q. Kt. to K's 2nd. 14. Q. Kt. to K. Kt.'s 3rd.
- 15. B. takes K. R. P.
- 15. B. takes K. R. P.
- Q. takes P.
 P. takes B.
- 18. B. takes Kt.*
- 19. Kt. to K. Kt.'s 5th.
- * The position is one of much interest, and to enable the young player to examine it, I add a diagram of the Pieces after White's 18th move.

BLACK.



WHITE.

00 0 . 771 4.3	
20. Q. to K's 4th.	20. R. takes K. B. P.*
21. B. to K. B's 4th.	21. P. to K. Kt.'s 4th.
22. Q. to K. R's sq.†	22. Q. takes Q. (ch.)
23. K. takes Q.	23. P. takes B.
24. Kt. to Q's 5th.	24. R takes Q. Kt. P.1
25. R. takes Q. B. P.	25. Kt. checks.
26. K. to Kt.'s sq.	26. Kt. to K. R's 6th (ch.)
27. K. to R's sq.	27. P. to K. B's 6th,
28. P. to K's 6th.	28. R. to K. Kt.'s 7th.
29. P. to K's 7th.	29. Kt. to K. B's 7th.

Check Mate. \

GAME VII.

Fourth game between the same players.

[QUEEN'S GAMBIT EVADED.]

BLACK. (Mr. B.) 1. P. to Q's 4th.

WHITE. (Mr. H.)

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

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

* This is certainly an ingenious coup, but Black strangely enough overlooked a much better and much more obvious one which he had at command, and that would have enabled him to give mate by force in three moves. For example-

21. K. to B's sq. 22. B. takes R.

20. Q. to K. R's 7th. (ch.)

21. R. takes K. B. P (ch.) 22. Q. takes B.

Mate.

+ Kt. to Q's 5th, threatening to draw (to which Black's best reply is, R. takes B.) would have given him a better prospect of recovering himself.

Surely, Mr. Brien, an unnecessary protraction of the contest, as P. to K. B's 6th gains a Rook or mates immediately, for instance—

24. P. to K. B's 6th.

25. K. R. to Q's sq.

(If Kt. to K. B's 4th, Black loses a clear Rook.)

25. R. to K. R's 7th (ch.)

26. K. to Kt.'s sq. 27. K. to B's sq.

26. R. to K. Kt.'s 7th (ch.)

27. Kt. to R's 7th (ch.) 28. R. to K's 7th.

28. K. to his sq.

Mate.

- 3. P. to K's 3rd.
- 4. Kt. to Q. B's 3rd.
- 5. Kt. to K. B's 3rd.
- 6. B. takes P.
- 7. P. takes P.
- 8. P. to Q. R's 3rd.
- 9. Castles.
- 10. P. to K. R's 3rd.
- 11. P. to Q. Kt.'s 4th.
- 12. B. to Q's 3rd.
- 13. Q. R. to Q. R's 2nd.
 - 14. K. R. to K's sq.
 - 15. Q. to K's 2nd.
 - 16. R. to Q. B's 2nd.
 - 17. K. Kt. to Q's 2nd.
- 18. Q. Kt. to K's 4th.†
- 19. Kt. takes Kt. (ch.)
- 20. Kt. takes Kt.
- 21. B. takes P.
- 22. P. to K. B's 4th.
- 23. Q. to K. B's 2nd.
- 24. B. to Q. Kt.'s 3rd.
- 25. Q. R. to K's 2nd.
- 26. K. to R's 2nd.
- 27. B. to R's 2nd.
- 28. R. to K's 3rd.
- 29. Q. to K. B's 3rd.
- 30. R. takes Q.
- 31. P. takes R.
- 32. B. to Q. Kt.'s 3rd.
- 33. B. to Q. R's 4th.
- 34. P. to Q. Kt.'s 5th.
- 35. B. takes P.
- 36. K. to Kt.'s 2nd.
- 37. P. to Q. R's 4th.
- 38. K. to R's sq.
- 39. B. to K's 3rd.
- 40. R. to Q. B's sq.
- 41. B. takes R.
- * K. B. to Q. Kt.'s sq. seems better Chess.
- † An oversight, I presume.
- ‡ A tempting move, but I like K. R. to Q. B's sq. much better.

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

42. K. to R's 2nd.	42. P. to K. Kt.'s 4th.
43. P. to Q. R's 5th.	43. B. to Q. R's sq.
44. P. to Q. R's 6th.	44. B. takes P. (ch.)
45. B. takes B.	45. P. takes B.
46. B. to Q's 7th.*	46. B. to Q's 4th.
47. B. to Q. B's 8th.	47. B. to Q. B's 5th.
48. P. to Q. R's 7th.	48. B. to Q's 4th.
49. B. to Q. R's 6th.	49. K. to K. B's sq.
50. K. to Kt.'s sq.	50. K. to K's sq.
51. K. to B's 2nd.	51. K. to Q's sq.
52. B. to K's 2nd.	52. K. to Q. B's 2nd.

And White wins.

* An ingenious resource. Intending to play the B. to the Q. Kt.'s 7th, &c.

† This nullifies the effect of his clever move of the B. to Q's 7th: he ought here to have played the B. to Q. Kt.'s 7th. He would still have had a bad game, but one not so utterly beyond redemption as the move in the text gives him.

‡ It is curious that if the White King had been one square more distant from the adverse Pawn, Black's ingenious manœuvre for exchanging the Bishops would have succeeded, and given him the game.

RESULTS OF THE PROVINCIAL MATCHES.

		I	IRST	SERI	ES.			
					Games won.			Games drawn.
Boden and	}	••••	••••	••••	2 0			0
Angas	J	••••	••••	••••				
Brien and	Ì	••••	••••	••••	2			0
Trelawny	1		••••		0			
Ranken and)	••••	••••	••••	2			0
Robertson	ſ		••••	••••	0	••••	••••	·
Hodges)	••••	••••	••••	2			2
and Wellman			•.••	••••	O	••••	••••	Z
Deacon	í	••••	****	****	2			_
and	}					••••	••••	0
Gilb y)	••••	****	••••	1			
		SEC	OND	SE	RIES	S.		
		IN	CIDENT	AL MA	TCH.			
	(See	Note	to Game	e No.	l, pag	e 194.)		
Ranken and	1		••••	••••	2			0
Deacon	ſ	••••	••••	••••	0	••••	••••	
		1	HIRD	SER	IES.			
Ranken)				2			
and	}	••••			_		••••	1
Hodges	J	***	••••	••••	1			
Boden	1	••••	••••	••••	2			1
and Brien	Ì	••••			1	••••	••••	•
	•	_			RIES.			
			OURTH		11ES. 2			
Boden and	l	••••	••••	••••	L		****	0
Ranken	1	••••	,		1			
Hodges	í	••••		••••	2			
and	}				1	****	****	1
Brien	J	****	****	****	T			

SET MATCHES

APPOINTED BY THE COMMITTEE.

COMBATANTS.

MESSES.

MESSES.

BUCKLE AND LOWENTHAL. LOWENTHAL AND WILLIAMS. HORWITZ AND BIRD.

STAUNTON AND WILLIAMS. STAUNTON AND JAENISCH. DEACON AND LOWE.

GAME I.

FIRST GAME BETWEEN MESSRS. BUCKLE AND LOWENTHAL.

(Mr. B.) BLACK.

1. P. to K's 4th.

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

3. B. to Q. B's 4th.

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

5. P. to Q's 3rd.

6. Q. Kt. to K's 2nd. 7. Q. Kt. to K. Kt.'s 3rd.

8. P. to Q. B's 3rd.

Castles.

10. P. to Q's 4th.

11. P. takes P.

12. B. to Q's 3rd.

13. B. to K's 3rd. 14. P. to K. R's 3rd.

15. Q. takes B.

16. Q. to K's 2nd.*

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

18. P. to K. B's 5th.

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

(Mr. L.) WHITE.

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. B. to Q. B's 4th.

4. Kt. to K. B's 3rd.

5. P. to Q's 3rd.

6. Q. Kt. to K's 2nd. 7. P. to K. R's 3rd.

8. P. to Q. B's 3rd.

9. B. to Q. Kt.'s 3rd.

10. P. takes P.

11. Castles.

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

13. Kt. to K. Kt.'s 3rd.

14. B. takes Kt.

15. Q. Kt. to K. R's 5th.

16. K. R. to K's sq.

17. Q. Kt. to K. Kt.'s 3rd.

18. Q. Kt. to K. B's sq.

19. P. to Q. B's 4th.

* It is pretty obvious that if he had played the Q. to K. B's 4th White would have won her by advancing the K. Kt. P.

† The march of this Pawn is well conceived; it not only serves to break up the strength of Black's centre, but becomes an obstacle presently to the development of his men.

20. P. takes P.

21. B. takes B.

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

23. R. to K. B's 3rd.

24. Q. R. to Q's sq.

25. B. to Q's 3rd.

26. B. to Q. B's 2nd.

27. K. to R's sq.

29. Kt. to K. R's 5th.†

28. Q. to her 2nd.

B. takes P. 21. P. takes B.

22. Q. to Q. B's 2nd.*

23. R. to K's 4th.

24. P. to Q. R's 3rd.

25. Q. R. to K's sq. 26. P. to Q. B's 5th.†

27. P. to Q. Kt.'s 4th.

28. Q. Kt. to Q's 2nd.

29. K. Kt. takes Kt.§

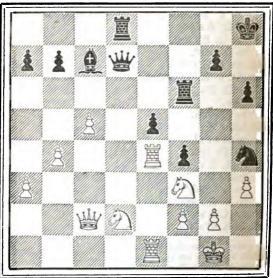
* From this point to the end White manages his attack in the most finished style.

† As we remarked before, the Pawns on this side will greatly serve to impede the freedom of Black's men.

‡ A capital manœuvre to divert the attack.

§ If, instead of capturing the Kt., he had taken the K. P. (the most natural move), Black would have turned the tables on him completely. We give a diagram of the position.

BLACK.



WHITE.

30. Q. takes Q. Kt.	30. Q. takes Q.
31. R. takes Q.	31. Kt. to K. B's 3rd.
32. R. to Q. R's 7th.	32. Kt. takes K. P.
33. R. takes Q. R. P.	33. Kt. to K. B's 3rd.
34. R. to K. B's 2nd.	34. K. R. to K's 8th (ch.)
35. K. to R's 2nd.	35. Q. R. to K's 7th.
36. K. to Kt.'s 3rd.	36. R. takes R.
37. K. takes R.	37. R. to Q. B's 8th.*
99 D to O D'o 4th	20 D tales B

And White wins.

GAME II.

Second game between the same players.

[FRENCH OPENING.]

[FRENCH	OPENING.
WHITE. (Mr. L.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. Kt. to K. B's 3rd.	4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.	5. B. to Q's 3rd.
6. Castles.	6. Castles.
7. B. to K's 3rd.	7. Kt. to Q. B's 3rd.
8. P. to Q. B's 3rd.	8. R. to K's sq.
9. P. to Q. B's 4th.†	9. Kt. to Q. Kt.'s 5th.
10. Kt. to Q. B's 3rd.‡	10. Kt. takes B.
11. Q. takes Kt.	11. P. takes P.
12. Q. takes P.	12. P. to K. R's 3rd.
13. Q. to her 3rd.	13. B. to K. Kt.'s 5th.
14. Kt. to Q's 2nd.	14. Q. to her 2nd.
15. P. to K. B's 3rd.	15. B. to K. B's 4th.

Now, suppose-

- 29. Kt. takes K. P. 30. R. takes B.
- 31. R. to K. Kt.'s 3rd.

30. B. takes Kt.

And Black must win in the end.

- * Curiously enough, the unfortunate Bishop has no escape.
- + Better to have played thus in the first instance.
- ‡ Here I should have preferred moving P. to Q. B's 5th, to drive the Bishop out of play.

16. Q. to K's 2nd.*	16. R. to K's 3rd.
17. Q. to K. B's 2nd.	17. Q. R. to K's sq.
18. K. R. to K's sq.	18. Q. to K's 2nd.
	19. B. to K. B's 5th.
20. B. to Q's 2nd.	20. B. takes B.
21. R. takes R.	21. Q. takes R.
22. Q. takes B.	22. P. to Q. B's 3rd.
23. K. to B's 2nd.	23. Q. to Q's 3rd,
24. Kt. to K. Kt.'s 3rd.	24. B. to K's 3rd.
25. Q. Kt. to K's 4th.	25. Kt. takes Kt.
26. P. takes Kt.	26. R. to Q's sq.
27. K. to K's 3rd.†	27. P. to K. R's 4th.
28. P. to K's 5th.†	28. Q. to K's 2nd.
29. Kt. to K's 4th.	29. P. to Q. B's 4th.§
30. Kt. to Q's 6th.	30. Q. to K. Kt.'s 4th (ch.)
31. K. to Q's 3rd. "	31. B. to K. B's 4th (ch.)
32. K. to B's 3rd.	32. P. takes P. (ch.)
33. Q. takes P.	33. Q. takes K. Kt. P.
34. R. to K. Kt.'s sq.	34. Q. to Q. B's 7th (ch.)
35. K. to Kt.'s 4th.	35. B. to K's 3rd.
36. Q. to Q. B's 5th,	36. P. to Q. R's 4th (ch.)
37. Q. takes P.	37. R. takes Kt.
38. P. takes R.	38. Q. to Q. B's 5th (ch.)
39. K. to R's 3rd.	39. Q. takes P. (ch.)
40. K. to Kt.'s 4th.	40. Q. takes Kt. P. (ch.)¶
	` , -

* Mr. Löwenthal plays this opening very feebly. Instead of retiring the Queen thus, K. Kt. to K's 4th would have been much better play.

† Hazardous; but what other chance has he to protect his Pawn? If he had played R. to Q's sq. instead, then came the obvious rejoinder of B. to K. Kt.'s 5th, &c.

‡ Mr. Löwenthal expressed an opinion afterwards that R. to K. B's sq. would have been better for him at this stage. I do not see what advantage he promised himself from that move.

§ Well played.

|| If he had taken the Pawn, he would have hastened the loss of the game; for instance—

30. Kt. takes P. 30. Q. to K. Kt.'s 4th (ch.)
31. K. to K's 2nd (best) 31. Q. takes K. Kt. P. (ch.)
&c. &c.

¶ Mr. Buckle, seeing one sure way of winning, overlooked an obviously better way, by

40. Q. to Q. B's 5th (ch.) 41. K. to R's 3rd. 41. Q. to Kt.'s 6th. Mate. 41. K. to B's 5th.

41. Q. to K. B's 7th (ch.)

42. K. to Kt.'s 5th.

42. Q. takes R.

And wins.

GAME III.

Third game between the same players.

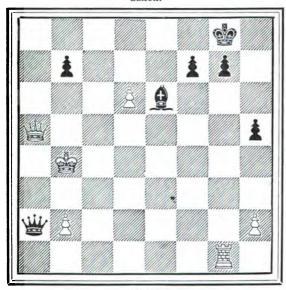
[PETROFF'S DEFENCE TO THE KNIGHT'S GAME.]

BLACK. (Mr. B.)

WHITE. (Mr. L.)

- 1. P. to K's 4th.
- 1. P. to K's 4th. 2. Kt. to K. B's 3rd. 2. Kt. to K. B's 3rd.
- 3. Kt. to Q. B's 3rd.
- 4. B. to Q. B's 4th.
- Kt. to Q. B's 3rd.
 B. to Q. B's 4th.
- 5. P. to Q's 3rd.
- 5. P. to Q's 3rd.
- 6. Q. Kt. to K's 2nd.
- 6. Q. Kt. to K's 2nd.

The following diagram shows the position before Black's 40th move. BLACK.



WHITE.

- 7. Q. Kt. to Kt.'s 3rd.
- 8. P. to Q. B's 3rd.
- 9. Castles.
- 10. B. to Q. Kt.'s 3rd.
- 11. P. to Q's 4th.
- Q. B. to K's 3rd.
- 13. P. takes K. P.
- 14. P. takes Q. B.
- Q. takes Q.
- 16. K. B. to Q's sq.
- 17. P. takes B.
- 18. Q. R. to Kt.'s sq.
- 19. B. to K's 2nd.
- 20. K. R. to Q's sq.
- 21. B. takes R.
- 22. K. to R's sq.
- 23. B. to K's 2nd.
- 24. R. to K's sq.
- 25. P. takes Kt.
- 26. K. to R's 2nd. 27. B. to Q. B's 4th.
- 28. R. to K's 2nd. 29. K. to Kt.'s sq.
- 30. R. to K. B's 2nd.
- 31. K. to Kt.'s 2nd.
- 32. R. to K. B's sq.
- 33. R. to K. R's sq.
- 34. K. takes R.
- 35. B. to K's 2nd.

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

And Black resigns.

- * From the moment White obtained an opening on the adverse King's side, he conducted the attack with laudable care and skill.
- † Every move of this end-game is well timed by Mr. Löwenthal, and no one could be improved.
- I The bringing forward this Pawn to support the Rook and Knight, was a fine stroke of Chess generalship.
- § There is no necessity for haste in such a position, as poor Black has but a sorry prospect of escape.
- II Black had taken the Kt., White must have made a Queen, as the young student will soon find with the aid of the accompanying diagram.

GAME IV.

Fourth game between the same players.

[IRREGULAR OPENING.]

WHITE. (Mr. L.)

1. P. to Q's 4th.

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

3. Kt. to Q. B's 3rd.*

4. P. takes B.

5. P. to K's 3rd.

6. Kt. to K. B's 3rd.

7. K. B. to Q's 3rd.

8. Castles.

BLACK. (Mr. B.)

1. P. to K's 3rd.

2. B. to Q. Kt.'s 5th (ch.)

3. B. takes Kt. (ch.)
4. P. to K. B's 4th.

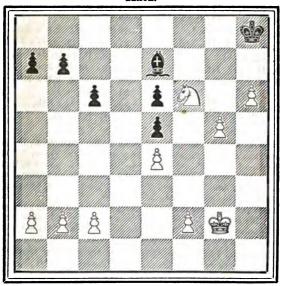
4. P. to R. B's 4th.
5. Kt. to Q. B's 3rd.

6. Kt. to K. B's 3rd.

7. P. to Q. Kt.'s 3rd.

8. Q. B. to Q. Kt.'s 2nd.

BLACK.



WHITE.

* This has always been the accredited move. I am quite convinced, however, by recent experience, that interposing the Q. Kt. in similar situations is an error. The best play is to move Q. B. to Q's 2nd.

9.	Ρ.	to	K.	R's	3rd.
----	----	----	----	-----	------

10. Q. B. to Q. R's 3rd.*

11. Q. R. to Q. Kt.'s sq.

12. P. to Q. B's 5th.

13. Q. to K's 2nd.

14. B. takes Kt.

15. Q. R. to Q. Kt.'s 3rd.

16. Kt. to Q's 2nd.

17. P. to Q. B's 4th.

18. B. to Q. Kt.'s 2nd.

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

20. Q. to K. B's 2nd.

21. B. to Q. R's 3rd.

22. P. takes Q. P.

23. Kt. to K. B's 3rd.

24. K. R. to Q. B's sq.

25. Q. R. to Q. B's 3rd.

26. Kt. to Q's 2nd.

27. Kt. to K. B's 3rd.

28. Kt. to Q's 2nd.¶

29. B. to Q. Kt.'s 2nd.

30. K. to R's 2nd.

31. P. takes Q. Kt. P.

32. B. takes R. 33. B. to Kt.'s 2nd. 9. Castles.

Q. Kt. to K's 2nd.

11. K. R. to K's sq.

K. K. to K's sq.
 Q. Kt. to K. Kt.'s 3rd.

13. K. Kt. to K's 5th.

14. B. takes B.

15. Q. to K. B's 3rd.

16. B. to Q's 4th.†

17. B. to Q. Kt.'s 2nd. 18. Q. to K. Kt.'s 4th.‡

19. Q. to K's 2nd.§

20. B. to Q. B's 3rd.

21. P. to Q's 3rd.22. P. takes Q. P.

23. Q. to Q. B's 2nd.

24. Q. to Q's 2nd.

25. Q. R. to Q. B's sq.

26. B. to Q. Kt.'s 2nd. 27. Q. R. to Q. B's 2nd.

28. K. R. to Q. B's sq.

29. Kt. to K's 2nd.

30. P. to Q. Kt.'s 4th.

31. R. takes R. 32. Kt. to Q's 4th.

33. R. takes R.

* The chief reason for interposing the Q. Kt. when the K. B. checks in these close openings, is, that after the exchange of Pieces, the Q. B. may be played to Q. R's 3rd. I believe the Bishop so played is, in three cases out of four, very badly posted; and that, after remaining inactive on that square, time is lost and difficulty experienced in bringing him again to a spot where he can be made available.

+ Black evidently played thus to provoke his adversary to advance the P. to Q. B's 4th. What advantage he expected would accrue to him from the on-coming of the Pawn in question, I have not yet been able to

discover.

‡ Here, again, I am at a loss to understand the motives of Black's play.

§ Would not Q. to K. Kt.'s 6th have been stronger? If White then ventured to attack the Queen with the Q. R., by playing P. to K's 4th, Black, I believe, would have got the better game by Kt. taking K.B. P.

|| P. to Q's 5th has been suggested as a good move here. It will be found, however, upon examination, to be of no advantage to White's game.

¶ There is a great apparent want of purpose in the manœuvring of both players during parts of this contest.

34. B. takes R.

35. Kt. to K. B's 3rd.†

36. Kt. to K. Kt.'s 5th.

37. P. to Q. R's 3rd.

38. Kt. to K. B's 3rd.

39. Q. to Q. B's 2nd.

40. P. to K. R's 4th.

41. B. to Q's 2nd.

34. Q. takes Kt. P.*

35. Kt. to Q. B's 6th.

36. Q. to Q's 4th.

37. P. to K. R's 3rd.

38. P. to Q. R's 4th.

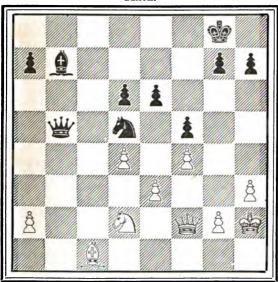
39. Kt. to K's 5th.

40. B. to B's 3rd.

41. P. to Q. R's 5th.T

* Mr. Buckle has at length acquired a superiority of position, and he conducts the remainder of the game with great ability. For the benefit of readers desirous of studying the situation at leisure, I subjoin a diagram after Black's 34th move.

BLACK.



WHITE.

+ White has no good move that I can perceive at this moment.

Instead of this, I should have preferred P. to K. Kt.'s 4th. Let us suppose, for example-41. P. to K. Kt.'s 4th.

42. P. takes P.

42. P. takes P. (best)

43. P. takes P. (best) -43. Kt. takes P.

And few will deny that Black has the best of the game.

42.	B. to Q. Kt.'s 4th.
43.	B. to Q's 2nd.
44.	B. to B's sq.
45.	P. takes B.
46.	P. to Q's 5th.*
	P. takes K. P.
	Q. to K. Kt.'s 2nd.
49 .	K. to K. R's 3rd.‡
50.	K. B. P. takes P.
51 .	K. to K. R's 2nd.
52.	Q. to Q. B's 2nd.
	K. to Kt.'s 2nd.
	K. to K. B's sq.
	K. to K's sq.
56 .	K. to K's 2nd.

42. Kt. to K. B's 3rd.

43. Q. to Q. Kt.'s 4th. 44. B. takes Kt.

45. Q. to K. B's 8th.

46. Q. takes K. B. P. 47. Kt. to K's 5th.†

48. Q. to K. R's 4th. 49. P. to K. Kt.'s 4th.

50. P. takes P.

51. P. to K. Kt.'s 5th.

52. Q. takes P. (ch.)

53. Q. to K. Kt.'s 6th (ch.) 54. Q. to K. B's 6th (ch.)

55. Q. to K. R's 8th (ch.) 56. Q. to K. Kt.'s 7th (ch.)

57. Q. takes Q. (ch.) 58. P. to K. Kt.'s 6th.

And Black wins.

GAME V.

Fifth game between the same players.

[KNIGHT'S DEFENCE TO THE KING'S BISHOP'S OPENING.]

BLACK. (Mr. B.)

1. P. to K's 4th.

57. K. to Q's 3rd.

58. K. takes Q.

2. B. to Q. B's 4th.

3. Kt. to Q. B's 3rd.

4. Kt. to K. B's 3rd. 5. P. to Q's 3rd.

P. to K. R's 3rd.
 Q. Kt. to K's 2nd.

8. Q. Kt. to K. Kt.'s 3rd.

9. Castles.

10. P. to Q's 4th.

11. K. Kt. takes P.

WHITE. (Mr. L.)

1. P. to K's 4th.

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

3. B. to Q. B's 4th.

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

5. P. to Q's 3rd.

P. to K. R's 3rd.
 Q. Kt. to K's 2nd.

8. Castles.

9. P. to Q. B's 3rd.

10. P. takes P.

11. P. to Q's 4th.

* Was this a profound inspiration, or merely a plunge of despair? I can see no evil likely to arise to Black in taking it with the Knight. If he take with the Pawn, then, indeed, White might probably draw the game.

† This appears to be the coup juste. It threatens mate, or to win the Queen in two more moves.

‡ By this play, White hastens the catastrophe.

1	2.	D	tak	^~	D
	<i>4</i> .	г.	LHK	HN.	г.

13. K. B. to Q. Kt.'s 3rd.

14. P. to Q. R's 4th.

15. Kt. takes Kt.

16. Kt. to Q. Kt.'s 5th.

17. Q. takes Q.*

18. Q. B. to K. B's 4th.

19. Q. B. to K's 3rd.†

20. P. takes B.

· 21. K. to R's 2nd.

22. B. takes B.

23. Q. R. to Q's sq.

24. Q. R. to Q's 7th.

25. P. to K. Kt.'s 3rd.

26. K. R. to Q's sq.

27. Kt. to Q. B's 7th. 28. Kt. to Q's 5th.

29. Kt. takes R. at K. B's 3rd.

30. R. takes R. (ch.)

31. K. to K. Kt.'s 2nd.

31. K. to K. Kt.'s 21 32. R. to Q's 2nd.

33. K. to K. B's 2nd.

34. R. to Q's 8th.

35. R. to K. R's 8th.

36. P. to Q. Kt.'s 3rd.

37. K. to K. B's sq.

38. R. takes P.

12. P. takes P.

13. P. to Q. R's 4th.

14. K. Kt. to K's 5th.

15. P. takes Kt.

16. Q. R. to Q. R's 3rd.

17. K. R. takes Q.

18. Q. R. to K. Kt.'s 3rd.

19. B. takes B.

20. K. R. to K. B's sq.‡

21. Q. B. to K's 3rd.§

22. Q. R. takes B.

23. P. to Q. Kt.'s 3rd.

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

25. K. R. to K. B's 3rd. 26. Kt. to Q. B's 3rd.

27. Q. R. to K's 2nd.

27. G. R. to K s 2nd. || 28. K. to K. B's 2nd.

29. P. takes Kt.

30. K. takes R. 31. Kt. to Q. Kt.'s 5th.

32. P. to K. R's 4th.

33. K. to K's 3rd.

34. Kt. takes Q. B. P.

35. Kt. to Q. Kt.'s 5th.

36. Kt. to Q's 6th (ch.) 37. Kt. to Q. B's 4th.

38. Kt. takes Q. Kt. P.

* At the first view it appears that Black might have gained a striking advantage by now taking the K. B. P., but in reality it would have been a bad move. For instance:—

17. B. takes K. B. P. (ch.) 17. K. takes B. (best)

18. Q. to K. R's 5th (ch.) 18. Q. R. to K. Kt.'s 3rd. 19. Q. takes B. 19. B. takes K. R. P.

Q. takes B.
 And White has the better game.

† He should have gone here at first, and saved time. Still the move is a very good one, and went far to save Black's game.

‡ Q. B. to K's 3rd would certainly have been better play. The present move gave Black the complete command of the Queen's file—a most important acquisition.

§ This move is now too late. He should rather have played the Kt. to K. B's 4th.

A palpable error, which invo ves the loss of the 'exchange.'

39. R. to K. R's 8th.*
40. R. to Q. Kt.'s 8th.
41. P. to K. R's 4th.
42. R. takes P. (ch.)
43. R. to Q. R's 6th.
44. K. to K. B's 2nd.
45. R. takes Q. R. P.
46. K. to K's 2nd.
47. R. to Q. R's 6th.
48. R. to Q. R's 8th.
49. K. to Q's 2nd.
50. R. to K. Kt.'s 8th (ch.)
51. R. to K. Kt.'s 7th.
52. K. to Q. B's 3rd.
53. R. to K's 7th.
54. K. to Q. B's 4th.
55. K. to Q's 5th.
56. K. to K's 6th.
57. R. to K. B's 7th.
58. R. takes P. (ch.)
59. R. takes K. B. P.
60. R. to K's 5th.
61. K. to K. B's 6th.

62. P. to K. Kt.'s 4th.

=
39. Kt. to Q. B's 4th.
40. Kt. takes P.
41. Kt. to Q. B's 6th.†
42. K. to K. B's 2nd.
43. Kt. to Q's 4th.
44. Kt. to Q. Kt.'s 5th
45. Kt. to Q's 6th (ch.)
46. Kt. to K's 4th.
47. K. to K. Kt.'s 2nd.
48. Kt. to K. Kt.'s 5th.
49. K. to K. Kt.'s 3rd.
50. K. to K. R's 4th.
51. Kt. to K's 4th.‡
52. K. to K. R's 3rd.
53. Kt. to K. B's 6th.
54. Kt. to Q's 7th (ch.)
55. Kt. to K. B's 8th.
56. Kt. takes K. P.
57. Kt. to K. B's 8th.
58. K. to K. Kt.'s 2nd.
59. Kt. to Q's 7th.

60. K. to K. R's 3rd. 61. Kt. to K. B's 8th.

White resigns.

GAME VI.

Sixth game between the same players.

[IRREGULAR OPENING.]

WHITE. (Mr. L.)	BLACK. (Mr. B.)
1. P. to K. B's 4th.	1. P. to K's 3rd.
2. Kt. to K. B's 3rd.	2. P. to K. Kt.'s 3rd.
3. P. to K's 3rd.	3. P. to Q. Kt.'s 3rd.

- * R. to K. R's 7th would, I think, have been much better Chess.
- + K. to B's 2nd would have given White a good chance of drawing the game. Playing away the Kt. seems merely suicidal.
- ‡ If he had moved the King, Black might then have taken off the Kt., winning the Pawn-ending easily.

GAME VI.]

BUCKLE AND LOWENTHAL.

- 4. B. to K's 2nd.
- 5. Castles.
- 6. P. to Q. B's 3rd.
- 7. Kt. to Q. R's 3rd.
- 8. P. to Q's 3rd.
- 9. P. to K. R's 3rd.
- 10. P. to K's 4th.
- 11. Q. to her B's 2nd.
- 12. B. to K's 3rd.
- 13. P. takes P.
- 14. B. to Q's 3rd.
- 15. Kt. to K's 5th.
- 16. Kt. to K. Kt.'s 4th.
- 17. Q. to Q's sq.
- 18. P. to Q. Kt.'s 4th.
- 19. Kt. to Q. B's 4th.
- 20. Kt. to Q. Kt.'s 2nd.
- 21. Q. B. P. takes P.
- 22. Q. to her Kt.'s 3rd.
- 23. Q. takes Kt.
- 24. Q. to her B's 2nd.
- 25. Kt. to K. B's 2nd. 26. Kt. to K. Kt.'s 4th.
- 27. Kt. to K. B's 2nd.
- 28. K. R. to K's sq.
- 29. Kt. to Q. B's 4th.
- 30. Kt. to K's 5th.
- 31. K. B. P. takes B.
- 32. Q. R. to Q's 2nd.
- 33. K. to his R's 2nd.§

- 4. B. to K. Kt.'s 2nd.
- 5. B. to Q. Kt.'s 2nd.
- 6. P. to K. B's 4th.
- 7. Kt. to Q. B's 3rd.
- 8. Kt. to K. R's 3rd.
- 9. Castles.
- 10. Kt. to K's 2nd.
- 11. Kt. to K. B's 2nd.
- 12. P. takes P.
- 13. Kt. to Q's 3rd.
- 14. B. to K. R's 3rd.
- 15. Kt. to Q. B's 3rd.
- 16. B. to K. Kt.'s 2nd.
- 17. Q. to K's 2nd.
- 18. Kt. to K. B's 2nd.*
- 19. P. to Q's 4th.
- 20. P. to Q's 5th.
- 21. Kt. takes Q. Kt. P.†
- 22. Kt. takes K. B.
- 23. Q. R. to Q's sq.
- 24. Kt. to Q's 3rd.
- 25. B. to K. R's 3rd.
- 26. B. to K. Kt.'s 2nd,
- 27. R. to K. B's 2nd.
- 28. Q. R. to K. B's sq.
- 29. P. to K. R's 4th.
- 30. B. takes Kt.
- 31. Kt. to K's sq.
- 32. Q. to K. R's 5th. 33. K. to his R's 2nd.
- * Mr. Buckle has certainly not conducted this opening with his usual ability. If we compare the situation of his men with those of the enemy, we find the former nearly all locked up or ill placed, while the latter are mostly free and well posted.
- † I am surprised that Black should have taken this Pawn, the superior advantages of taking the Q. P. being so obvious.
- ‡ A good deal of Black's subsequent embarrassment may be traced to this imprudent move.
- § An all-important move. From this moment White's position is impregnable.

34. P. to K. Kt.'s 3rd.	34. Q. to K's 2nd.
35. P. to K. R's 4th.	35. P. to Q. R's 4th.,
36. Kt. to K. R's 3rd.	36. R. to K. B's 8th.
37. R. takes R.	37. R. takes R.
38. Kt. to K. Kt.'s 5th (ch.)	38. K. to his Kt.'s sq.
39. R. to K. B's 2nd.	39. R. takes R.
40. Q, takes R.	40. B. to Q. B's sq.
41. P. to Q's 5th.	41. Q. to K. B's sq.*
42. Q. to her B's 2nd.	42. P. takes P.
43. P. takes P.	43. B. to K. B's 4th.
44. Q. to her B's 6th.	44. Q. to K's 2nd.
45. B. to Q's 4th.	45. Q. to her 2nd.
46. Q. to her B's 4th.	46. K. to his B's sq.
47. P. to Q. R's 4th.	47. Q. to K's 2nd.
48. P. to Q's 6th.†	48. P. takes P.
49. B. takes Q. Kt. P.	49. Q. to her Kt.'s 2nd.†
50. P. takes P.	50. Kt. to K. B's 3rd.§
51. Q. to her 4th.	51. Kt. to K. Kt. 's 5th (ch.)
52. K. to his Kt.'s sq.	52. Kt. to K's 4th.
•	••

- * Winning the Pawn was not to be thought of, as it must have entailed immediate ruin.
 - † An excellent move, as the sequel shows.
- I To good players, it is needless to say, Black dared not take the Pawn. My young readers, however, may be told why. Let us suppose, then, in the first place :-

49. P. takes P.

50. Kt. to Q's 3rd.

51. B. takes Kt. 51. Q. takes B.

52. Q. to K. B's 7th.

50. B. to Q. B's 5th.

Mate.

And, secondly, if the Queen take the Pawn, then White gives mate on the move.

§ Had he taken the Q. P., White would have answered with Q. to her 4th, and the following would probably have been the termination:-

50. Kt. takes Q. P.

51. Kt. to K. B's 2nd (best.) 51. Q. to her 4th.

52. Kt. to K. R's 7th (ch.) 52. K. to his sq.

53. Q. to K's 3rd (ch.) 53. K. to Q's 2nd.

And White mates in two more moves.

Of this instructive position I cannot resist giving a diagram, showing the situation of the forces after Black's 52nd move.

GAME VI. BUCKLE AND LOWENTHAL.

53. P. to Q's 7th.*

53. Kt. takes P.†

54. Q. to K. R's 8th (ch.)

54. K. to his 2nd.

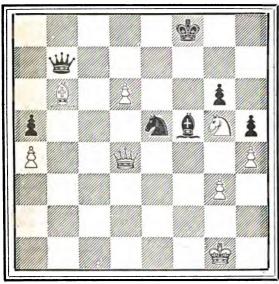
55. Q. to Kt.'s 7th (ch.)

55. K. to Q's 3rd.

56. Kt. to K. B's 7th (ch.)

And Black resigns.‡

BLACK.



WHITE.

(At this juncture Mr. Löwenthal announced that he could win the game, in effect, in five more moves.)

- * The only move to win in the stipulated number of moves.
- † Had he taken with the Q. or B., White would first have checked with his B., and then captured the Kt.
- I For, if he return the K. to his 2nd, the Kt. discovers check and wins the Q.; and if he play the K. to Q's 4th, then the Q. checks at Q's 4th, and, play as Black may, the Knight either mates or wins the Queen.

GAME VII.

Seventh and last game between the same players.

[IRREGULAR OPENING.]

=	-
BLACK. (Mr. B.)	WHITE. (Mr. L.)
1. P. to K. B's 4th.	1. P. to K. B's 4th.
2. P. to Q. Kt.'s 3rd.	2. Kt. to K. B's 3rd.
3. P. to K. Kt.'s 3rd.	3. P. to K's 3rd.
4. B. to Q. Kt.'s 2nd.	4. B. to K's 2nd.
5. B. to K. Kt.'s 2nd.	5. P. to Q. B's 3rd.
6. Kt. to Q. B's 3rd.	Kt. to Q. R's 3rd.
7. Kt. to K. R's 3rd.	7. P. to Q's 3rd.*
8. Castles.	8. Castles.
9. P. to K's 3rd.	9. B. to Q's 2nd.
10. Q. to K's 2nd.	10. P. to K. R's 3rd.
11. K. R. to K's sq.	11. Q. to her B's 2nd.
12. Kt. to K. B's 2nd.	12. P. to K's 4th.
13. P. takes P.	13. P. takes P.
14. Kt. to Q's 3rd.	14. B. to Q's 3rd.
15. P. to K's 4th.†	15. P. to K. B's 5th.‡
16. P. takes P.	16. Q. B. to K. Kt.'s 5th.
17. Q. to K. B's 2nd.	17. Q. to her 2nd.
18. Q. to K. R's 4th.	18. Kt. to K. R's 4th.§
19. P. to K. B's 5th.	19. Kt. to K. B's 3rd.
20. Kt. to K's 2nd.	20. B. takes Kt.
21. R. takes B.	21. Q. R. to K's sq.
22. K. to his R's sq.	22. P. to Q. Kt.'s 4th.
23. B. to K. B's 3rd.	23. Q. to K. B's 2nd.
24. Q. R. to K. Kt.'s sq.	24. K. to his R's 2nd.
• "	

- * The opening is too timidly played by White. His Pieces are all shat in behind his Pawns, in a way that is fatal to success against a vigorous opponent.
- † The advance of this Pawn is well timed, for, whether White take it or not, his position his weakened by it.
- ‡ Better, I opine, to have taken it. Playing on the Pawn is making an absolute sacrifice of him for nothing.
- § This is bad following bad. What possible end can this snswer, except to give Black time still further to improve his excellent game?
- || Black now commences an attack which is sustained with great ability, in the face of a most determined resistance, until the enemy surrenders.

25. Q. R. to K. Kt.'s 6th. 25. R. to K. Kt.'s sq. 26. K. R. to K. Kt.'s 2nd. 26. Kt. to Q. Kt.'s sq. 27. Kt. to K. B's 2nd.* 27. Q. Kt. to Q's 2nd. 28. P. to Q's 3rd.† 28. K. to his R's sq. 29. B, to Q, B's sq. 29. B. to K's 2nd. 30. B. to K. R's 5th. 30. Q. to K. B's sq. 31. Q. to K. R's 3rd. 31. Kt. takes B. 32. Kt. to K. B's 3rd. 32. Q. takes Kt. 33. Q. to K. R's 3rd. 33. B. to Q. R's 6th. 34. B. takes P. at K. R's 34. Kt. to K. R's 2nd. 6tb.§ 35. B. takes P. (ch.) 35. R. takes B. 36. R. takes R. 36. Q. takes R. 37. K. takes R. R. takes Q. 38. Kt. to K. Kt.'s 4th. 38. B. to Q. B's 8th. 39. Q. to K. R's 5th. 39. R. to K's 2nd. 40. Q. to K. Kt.'s 6th (ch.) 40. K. to his B's sq.

And White resigned the game.

- * Kt. to K. B's 4th would, I think, have been still more forcible; but in these cases, when the enemy cannot escape, it is important to avoid precipitating the attack.
- † Enabling him to bring another formidable auxiliary, the Q. B., to the assault. He might also, at this point, have played with much advantage the Kt. to K. R's 3rd; for, suppose-
 - 28. Kt. to K. R's 3rd.

28. K. to R's sq. (best) 29. Kt. to K. Kt.'s 5th.

And Black has an attack which nothing can resist.

- # This only accelerates his defeat.
- § Bishop takes Bishop seems even still more decisive, ex. gr.:—
 - 34. B. takes B.

41. P. to K. B's 6th.

34. Q. takes B.

35. R. takes K. Kt. P.

(Taking the Knight is not so good as this move.)

35. Q. to Q. B's 8th (ch.)

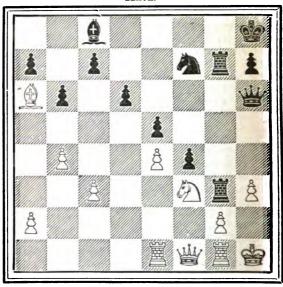
(He appears to have no better move. If R. takes R., Black mates him in three moves.)

> 36. R. to K. Kt.'s sq. 36. Q. takes R. (ch.) (best) **97.** R. takes Q.

> > &c. &c.

The following diagram of the field before Black's 34th move, will enable the student to verify the above variation, and to examine another, which is given below.

BLACK.



WHITE.

In this situation, Black may win also by taking off the Knight before capturing the Bishop; for example

34. R. takes Kt.

34. P. takes R.

(If he take the Rook with his Queen, Black equally gains a Piece.)

35. B. takes B.

35. Q. to K. B's 2nd.

36. Q. takes P. (ch.) 37. Q. takes P. (ch.) 36. Q. to K. R's 2nd.

37. R. to K. Kt.'s 2nd.

38. B. to K. B's 8th.

And Black must win easily.

MINOR MATCH.

COMBATANTS.

MESSES. DEACON AND LOWE.

[This match was for a prize of less amount than those of the others, being intended as one of a series to be got up, if circumstances permitted, for the encouragement of young and subordinate players.]

GAME VIII.

FIRST GAME BETWEEN MESSRS. DEACON AND LOWE. [SICILIAN OPENING.]

WHITE. (Mr. L.)	BLACK. (Mr. D.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. Kt. to K. B's 3rd.	2. P. to K's 3rd.
3. P. to Q. B's 4th.	3. Kt. to Q. B's 3rd.
4. Kt. to Q. B's 3rd.	4. P. to K. Kt.'s 3rd.
5. P. to Q's 3rd.	5. P. to Q. Kt.'s 3rd.*
6. B. to K's 2nd.	6. B. to K. Kt.'s 2nd.
7. B. to K. Kt.'s 5th.	7. K. Kt. to K's 2nd.
8. P. to K. R's 4th.	8. P. to K. R's 3rd.†
9. B. to K. B's 4th.	9. P. to Q. R's 3rd.
10. P. to K's 5th.‡	10. Q. to Q. B's 2nd.
11. Q. to Q's 2nd.	11. B. to Q. Kt.'s 2nd.
12. Castles (Q. R.)	12. Q. Kt. takes K. P.
* A - Al - I Al C-11 I	1-42

* Anticipating the following variation:—

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

6. B. to Q. Kt.'s 2nd.
7. Q. R. to Q. B's sq.
8. B. takes Kt.
9. K. Kt. to K's 2nd.

&c. &c.

+ To enable him to play P. to K. Kt.'s 4th, in the event of White moving his P. to K. R's 5th.

‡ This was anything but prudent. How could White expect, situated as his forces are, to support the Pawn?

- 13. P. to Q's 4th.*
- 14. Q. takes Q. P.
- 15. Q. to Q's 2nd. 16. Q. Kt. to K's 4th.
- 17. P. takes Q. P.
- 18. Q. to Q. B's 2nd.
- 19. B. takes Kt.
- 20. K. to Q. Kt.'s sq.
- 21. B. to Q. B's 4th.
- 22. Q. to K's 2nd:
- 23. R. takes R.
- 24. B. to Q's 3rd.
- 25. R. takes Kt.
- 26. Kt. to K's sq.
- 27. K. to R's sq.
- 28. Kt. takes R.

- 13. P. takes Q. P.
- 14. K. Kt. to Q. B's 3rd.†
- 15. Castles (Q. R.)
- 16. P. to Q's 4th. 17. R. takes P.
- 18. Kt. to Q's 6th (ch.);
- 19. Q. takes B. (ch.)
- 20. K. to Q. Kt.'s sq.
- 21. Kt. to Q. Kt.'s 5th.
- 22. R. takes R. (ch.)
- 23. B. takes Kt. (ch.) 24. Kt. takes B.
- 25. R. to Q's sq.
- 26. Q. to K's 4th.
- 27. R. takes R.
- 28. B. takes Kt.

And White resigns,

* If he had taken Kt. with Kt., Black would still have had the advantage, ex. gr.:—

13. Kt. takes Kt. 14. B. takes B. 13. B. takes Kt.

(Ifhe take the K. R. P., Black may take his Bishop with the Rook.)

14. Q. takes B.

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

15. Q. to Q. B's 2nd.

And retains the Pawn he has won.

- † He ought rather to have taken the K. Kt. with Kt., winning easily, as a glance at the position shows.
- ‡ Young as Mr. Deacon is in Chess, he out-plays the old stager in this game at every point. When he has acquired, by a few years' practice; nore readiness of combination, he is likely to take a distinguished rank among the players of the day. At present, the excessive slowness of his calculations detracts greatly from their merit; and, although this tedium is with him a matter of habit,—for he is above the miserable policy of endeavouring to exhaust and irritate his opponent,—the sooner he corrects so grave a fault the better.

GAME IX.

Second game between the same players.

[IRREGULAR OPENING.]

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

- * If he had played the Q. to K. B's 3rd, Black would have won a Pawr by moving his Q. to K. R's 5th.
 - † Very badly played, as the next note shows.
- ‡ A player of mettle would have struck out something better than this, in such a position. Why not have taken the K. B. P. boldly? Suppose—

15. Kt. takes K. B. P.

16. P. takes Kt. 16. Q. to K. R's 5th (ch.)

17. K. to K's 2nd, or (A.) 17. B. takes Kt.

Winning a Piece, since it is as much as White's Queen is worth for him to take the Bishop.

(A.)

17. K. to Q's 2nd. 17. Q. takes K. B. P. (ch.)

18. K. to his sq. 18. B. takes Kt.

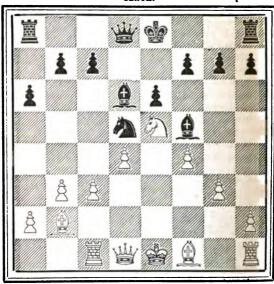
And White cannot save the game.

- 20. B. to K. Kt.'s 2nd.1
- 21. Q. takes B.
 - 22. B. to Q. B's 3rd.
 - 23. Castles.
 - 24. P. to Q. B's 5th.
 - 25. Q. to her sq.

- 20. B. takes Kt.
- 21. Q. to Q. R's 4th (ch.)
- 22. Q. takes Q. R. P.§
- 23. P. to Q. Kt.'s 4th.
- 24. B. to Q. B's 2nd.
- 25. Kt. to K. B's 4th.

The following diagram shows the position before Black's 15th move.

BLACK.



WHITE.

- ‡ White plays thus, apparently, with the view to tempt his adversary to win the Q. R. P., intending, if he does, to entrap his Queen.
 - § Black leaps at the bait like a pike.
 - Play as he could, some loss was inevitable; for, suppose-
 - 24. Q. R. to Kt.'s sq.
 - 24. Q. to her R's 5th.
 - 25. Q. R. to his sq. 25. B. to K. R's 6th.
 - 26. B. to Q. Kt.'s 2nd.

&c. &c.

23. Q. takes Q. Kt. P.

2 6.	K.	R.	to	K.	B's	2nd.
		T.0.	~			

27. Q. R. to Q. R's sq.

28. Q. takes Q.

29. B. takes Q. B. P.

30. Q. to K's sq.

31. P. to K. B's 5th.

32. P. to Q's 5th.

26. Q. to Q. R's 6th.

27. Q. takes R.

28. Kt. takes K. Kt. P.

29. Q. R. to Q. R's 2nd. 30. K. R. to Q's sq.

31. P. takes P.

32. P. to K. Kt.'s 3rd.

White announced mate in three moves.

GAME X.

Third game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. L.) 1. P. to K's 4th. 2. Kt. to K. B's 3rd.

3. P. to Q. B's 4th. 4. Kt. to Q. B's 3rd.

5. B. to K's 2nd. 6. P. to Q's 4th.

7. K. Kt. takes P 8. Kt. takes Kt. Q. to Q's 3rd.

Castles.

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

12. P. to Q. B's 5th.* 13. Q. to Q's 6th.

14. P. to K's 5th.

15. P. to Q. R's 3rd.

16. Q. takes R. (ch.) 17. P. takes R.

18. B. to Q's 3rd.

19. Kt. to K's 4th.

20. Kt. to Q's 6th.

(Mr. D.) BLACK.

 P. to Q. B's 4th. P. to K's 3rd.

3. Kt. to Q. B's 3rd.

4. P. to Q. R's 3rd. 5. P. to K. Kt.'s 3rd.

6. P. takes Q. P.

7. B. to K. Kt.'s 2nd.

8. Q. Kt. P. takes Kt. 9. Q. R. to Q. Kt.'s sq.

10. K. Kt. to K's 2nd.

11. Castles.

12. K. to R's sq.

13. Q. R. to Q. Kt.'s 5th.†

14. P. to K. B's 3rd.

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

16. Q. takes Q.

17. Kt. to Q's 5th.

18. Q. to Q's sq.§

19. P. takes P.

20. K. to Kt.'s sq.

 Well played. This little Pawn effectually and provokingly retards the development of Black's imprisoned forces.

† Hoping to gain the K. P., by taking the Kt. with his K. Bishop. # Unexpected; but sound play, since he obtains, at least, an equivalent for his Queen in force, and has, besides, the better position.

§ P. to K. B's 4th, preventing the advance of the adverse Kt., would have been much better play.

|| Here again White plays with judgment.

21. P. takes P.	21. B. takes P.*
22. Kt. to K. B's 7th.	22. Q. to Q. B's 2nd.
23. Kt. to K. R's 6th (ch.)	23. K. to Kt.'s 2nd.
24. R. to K. B's 7th (ch.)	24. K. to R's sq.
25. R. to K. B's 8th (ch.)	25. K. to Kt.'s 2nd.
26. R. to K. Kt.'s 8th (ch.)	26. K. to B's 3rd.
27. P. to K. R's 4th.†	27. B. to K. Kt.'s 6th.
28. B. to K. Kt.'s 5th (ch.)	28. K. to K's 4th.
29. Kt. to K. Kt.'s 4th (ch.)	29. K. to Q's 4th.
30. Kt. to K. B's 6th (ch.)	30. K. to K's 4th.
31. Kt. to K's 8th.	31. Q. to Q. Kt.'s sq.
32. B. to Q's 2nd.	32. Kt. to K. B's 4th.
33. B. to Q. B's 3rd (ch.)	33. K. to B's 5th.
34. Q. R. to K. B's sq. (ch.)	34. K. to Kt.'s 5th.

Mate. 1

GAME XI.

Fourth game between the same players.

[IRREGULAR OPENING.]

WHITE. (Mr. D.) 1. P. to Q. B's 4th.

35. B. to K's 2nd (ch.)

37. B. takes K. Kt. P.

36. B. to K. B's 6th (ch.)

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

- BLACK. (Mr. L.)
- 1. P. to Q. B's 4th.
- 2. P. to K's 4th.
- 3. Kt. to K. B's 3rd.
- 4. Kt. to Q. B's 3rd.
- 5. B. to K's 2nd.
- 6. P. to Q's 3rd.
- 7. B. to Q's 2nd.
- 8. Castles.

' 35. K. takes P.

36. P. to K. Kt.'s 4th.

- 9. Q. R. to Q. Kt.'s sq.
- 10. P. to K. Kt.'s 3rd.
- 11. B. to K's 3rd.
- 12. B. to K. B's 4th.
- 13. Q. to Q's 2nd.

* A fatal error.

- † Threatening mate next move.
- ‡ From the exchange of his Queen for the Rook, up to the final coup, Mr. Lowe conducts the attack with unusual spirit and ability.

14.	Ρ.	to	Ω	Kt.'s	4th.*
II.		w	va.	TZ 0. 13	3 011.

15. P. takes Kt.

16. P. to K's 4th.

17. P. takes Q. B. P.†

18. K. Kt. P. takes P.‡

19. Kt. to K. Kt.'s 3rd.

20. P. to K. B's 5th.

21. P. to K. B's 6th.

22. Q. to Q's 2nd.§ 23. Q. to K. R's 6th.

24. Q. takes K. R. P.

25. B. to K. R's 6th.

26. B. to K. R's 3rd. 27. B. takes K. B.

28. Kt. takes B.

29. Q. R. to Q. Kt.'s 2nd.

30. Q. R. to K. Kt.'s 2nd. (ch.)

31. Q. takes K. R. P.

14. Kt. takes Kt.

15. Kt. to Q's sq.

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

17. P. takes K. B. P.

18. P. takes P.

19. P. to K. R's 4th.

20. B. to Q's 3rd.

21. P. to K. R's 5th.

22. R. to K's sq. 23. B. to K. B's sq.

24. Q. R. to Q. B's sq.

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

26. Kt. to K's 3rd.

27. R. takes B.

28. P. takes Kt.

29. K. R. to K's sq.

30. K. to B's sq.

And mates next move.

* This, perhaps, is better than playing P. to K's 4th, although that move has its advantages; for instance-

> 14. P. to K's 4th. P. takes K. P.

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

(If he take the K. Kt. with his B. instead, White would capture the K. Kt. with his P., and have then a still more marked superiority.)

16. P. takes Q. P.

16. B. takes Kt.

15. Kt. takes Kt.

17. Q. takes B.

17. Kt. to Q's 5th. 18. B. takes P.

18. Q. to her sq. 19. Q. B. P. takes Kt.

And White has a Pawn more, and that a "passed" one, with no inferiority of situation.

- + He might, with the same advantage, have taken the K. P., and then have moved his Q. B. to K. R's 6th.
- # White evidently knows full well the importance of consolidating his Pawns in the centre of the field.
- § The position is highly interesting, and I therefore give a diagram of it after White's 22nd move.

GAME XII.

Fifth game between the same players.

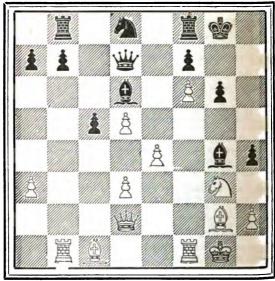
[SICILIAN OPENING.]

WHITE. (Mr. L.)

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

- BLACK. (Mr. D.)
- 1. P. to Q. B's 4th.
- 2. P. to K's 3rd.
- 3. P. to Q's 4th.
- 4. Kt. to Q. B's 3rd.
- 5. P. to Q. R's 3rd.
- 6. P. takes B.
- 7. P. to K. Kt.'s 3rd. 8. B. to K. Kt.'s 2nd.
- 9. Kt. to K. R's 3rd.

BLACK.



WHITE.

10.	Q. to K. B's 2nd.
11.	P. to K. R's 3rd.
12.	P. to K. Kt.'s 4th.
13.	B. to Q's 2nd.
14	P tokes D t

14. P. takes P. Castles on K's side. 16. Q. takes Q. B. P.

17. Kt. takes Kt.‡

18. Q. R. to K's sq. 19. B. to K. B's 4th.

20. Q. takes Q. 21. P. takes B.§

22. B. to Q's 6th.

23. R. takes R.

24. R. to Q. Kt.'s sq. 25. B. to K's 5th.

26. P. to K. R's 4th.

27. K. to Kt.'s 2nd.

28. P. to Q's 4th. 29. K. to B's 3rd.

30. K. to B's 4th.

31. P. takes P.

32. K. to Kt.'s 5th.

33. K. takes P.

34. R. to Q. Kt.'s 8th.

35. K. to R's 6th.

36. R. to Q. R's 8th.

10. B. to K. B's sq.* 11. P. to K. B's 3rd.

12. Kt. to K. B's 2nd.

13. P. takes P.

14. Q. to Q. B's 2nd.

15. B. to K. Kt.'s 2nd.

16. Kt. takes K. P. 17. B. takes Kt.

18, B. takes Kt.

19. Q. to Q. R's 2nd.

Q. R. takes Q.

21. K. R. to K. B's sq.

22. R. takes R. (ch.)

23. R. to K. B's 2nd. 24. K. to Q's 2nd.

25. R. to K. B's 6th.

26. R. to K. R's 6th. 27. R. to K's 6th.

28. R. to K's 7th (ch.)

29. R. takes Q. B. P.

30. P. to K. R's 4th.

31. P. takes P.

32. R. takes Q. R. P.

33. R. to K. Kt.'s 7th.

34. R, to K. Kt.'s 8th. 35. P. to Q. R's 4th.

36. R. to Q. R's 8th.

* Black appears to have been alarmed for the security of his centre Pawns, if farther advanced; and it is not unlikely, indeed, had he played the P. to Q's 5th, which looks the natural move at this juncture, that Black, by retreating his Q. Kt. to K's 2nd, and then moving the P. to Q. B's 3rd, would have made havoc among them presently.

+ White has now an indisputable advantage in the opening.

If he had played the Bishop to K. B's 4th, Black would probably have answered by retreating his Kt. to Q's 2nd.

§ The superiority of White's game is less striking now than it was a few moves back. Still, however, from the greater freedom of his Bishop, I should take his game for choice.

|| Taking the K. R. P. would have been injudicious, because White would have played his K. to Kt.'s 3rd, and then the Rook must have remained locked up and out of play for many moves to come.

I should have preferred plain sailing, and taken the doubled Pawn off at once. Checking the King only drives him into action, while the prudent course was to give him as little scope as possible.

37	R	tο	Ω	R'e	7th	(ch.)	*
oı.	Tr.	w	w.	L S	иш.	CH.	, ,

38. P. to K. R's 5th.

39. K. to R's 7th.

40. P. to K. R's 6th.

41. K. to Kt.'s 8th.

42. P. takes P.

43. B. to K. Kt.'s 7th.†

37. K. to K's sq.

38. P. to Q. B's 4th.

39. B. to Q's 2nd.

40. B. to Q. R's 5th.

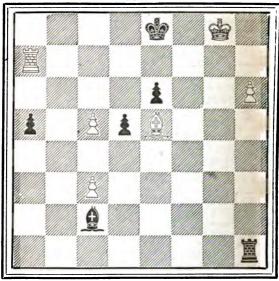
41. B. to Q. B's 7th.

42. R. to K. R's 8th. 43. P. to K's 4th.

* White has so easy and obvious a road to victory, that, unless he were absolutely worn out by Mr. Deacon's dilatory tactics, one wonders how he could miss his way.

† Again Mr. Lowe has the game in his hands. As the situation abounds in instructive combinations, I add a diagram of the board prior to White's 43rd move.

BLACK.



WHITE.

Suppose, now, he had simply moved on his Q. B. P.:-

43. P. to Q. B's 6th. 43. R. takes K. R. P. or (A.)

44. R. to Q. R's 8th (ch.) 44. K. to his 2nd.

45. P. to Q. B's 7th. 45. R. to K. Kt.'s 3rd (ch.)

(He has no better move.)

44. P. to Q. B's 6th.

44. B. to K. B's 4th.

45. R. takes Q. R. P.*

45. B. to K's 3rd. (ch.)

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

And how can Black save the game?

(A.)

43. P. to Q. B's 6th. 43. R. to K. Kt.'s 8th (ch.)

44. B. to K. Kt.'s 7th. 44. P. to K's 4th.

(Has he any better way of proceeding?)

45. R. to Q. R's 8th (ch.) 45. K. to his 2nd.

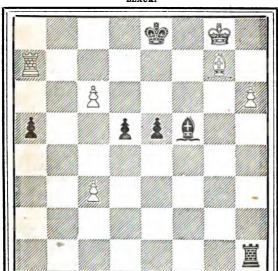
46. P. to Q. B's 7th. 46. B. to K. B's 4th.

47. P. to K. R's 7th.

And wins easily.

* Even at this late stage, if I am not much deceived, Black has an opportunity of retrieving all his errors, and winning the game. So remarkable and instructive are the variations, that I am tempted to present another diagram for the benefit of my younger readers.

Position prior to White's 45th move.



BLACK.

WHITE.

46. K. to R's 8th.	46. P. to K's 5th.
47 R. to Q. R's 8th (ch.)	47. K. to B's 2nd.
48. R. to K. B's 8th (ch.)	48. K. to K's 2nd.
49. R. to K. B's 2nd.	49. K. to Q's 3rd.

Imagine here that, instead of taking the Q. R. P., White had played 45. B. takes K. P.

(I at first thought the proper move for White, instead of taking the Pawn, was to play the less obvious one of B. to K. B's 6th. After long examination, I have not been able to convince myself satisfactorily that he can force the game by that line of play. Still, as the combinations arising from it are exceedingly beautiful, I give some of them in VARIATION I.)

45. R. to K. Kt.'s 8th (ch.)

46. B. to K. Kt.'s 7th. 46. R. to K. Kt.'s 3rd (best.)

47. R. to Q. R's 8th (ch.) 47. K. to his 2nd.

48. P. to Q. B's 7th. 48. R. to Q. B's 3rd.

(Checking with the Bishop would be injudicious.)

49. P. to Q. B's 8th, 49. R. takes Q., or (A.) Queens.

50. R. takes R.

50. B. takes R.

51. B. to K. B's 6th (ch.)

(This is indispensable; for if, instead of this move, White were to advance his K. R. P., Black would draw the game by first checking with his Bishop at K's 3rd, and then playing King to K. B's 2nd.)

51. K. moves. 52. P. to K. R's 7th.

32. F. W K. K 8 / W.

And wins.

(A.)

49. B. takes Q. 50. B. to K. B's 8th (ch.) 50. K. to B's 3rd.

(His best move; I believe, for if the King be played to K's sq., Q's sq., or Q's 2nd, the K. R. P. can at once be marched to Queen.)

51. R. takes B.

And wips.

(VARIATION I.)

As I before observed, I have not been able to satisfy myself that this variation absolutely wins, although I am disposed to think it ought,

45. B. to K. B's 6th.

(Threatening mate next move.)

45. B. to K's 3rd (ch.), or (B.)

46. K. to Kt.'s 7th. 46. R. to K. Kt.'s 8th (ch.)

50. B. to K. B's 8th (ch.)	50. K. takes P
51. R. to K. B's 6th.	51. K. to Q's 2nd.
52. B. to Q. B's 5th.	52. R. to K. R's 6th.
53. P. to K. R's 7th.	53. R. to K. Kt.'s 6th.
54. B. to K. B's 2nd.	54. R. to K. Kt.'s 7th.
55. R. to K. B's 8th.	55. K. to Q. B's 2nd.
56. B. to Q's 4th.	56. R. to K. Kt.'s 4th.
57. R. to K. B's sq.	57. R. to K. Kt.'s 3rd.
58. R. to K. Kt.'s sq.	58. R. takes R.
59. B. takes R.	59. B. to K. B's 4th.
60. K. to Kt.'s 7th.	60. B. takes P.
61. K. takes B.	61. K. to Q. B's 3rd.
62. K. to K. Kt.'s 6th.	62. K. to Q. Kt.'s 4th.

Drawn game.

47. B. to K. Kt.'s 5th.
47. R. takes B. (ch.)
48. K. to B's 6th.
48. K. to Q's sq.
(I see no better resource for him.)

49. K. takes R.

And White of course wins.

(B.)

45. R. to K. Kt,'s 8th (ch.)
46. R. to K. Kt.'s 7th.
47. K. takes R.
48. B. to K. Kt.'s 5th.
49. K. to his B's 6th.
45. R. to K. Kt,'s 8th (ch.)
46. R. takes R. (ch.)
47. P. to K's 5th, or (C.)
48. P. to Q. R's 5th.
49. B. to K. R's 2nd (best).

50. K. to K's 6th.

And wins.

(C.)

47. P. to Q. R's 5th.

(Hitherto, I think, it is pretty evident in this variation that White can force the game. My difficulty is the above move.)

48. B. takes K. P.
49. K. to B's 6th.
50. K. to his 6th.
And the game appears to me drawn.

Perhaps, however, some one, with more leisure and patience than I can at present command, may find a way of winning, even here.

GAME XIII.

Sixth game between the same players.

[IRREGULAR OPENING.]

•	
WHITE. (Mr. D.)	BLACK. (Mr. L.)
1. P. to Q. B's 4th.	1. P. to K's 4th.
2. P. to K's 3rd.	2. P. to K. B's 4th.
3. P. to Q's 4th.	3. Kt. to Q. B's 3rd.
4. P, to Q. R's 3rd.	4. Kt. to K. B's 3rd.
5. Kt. to Q. B's 3rd.	5. P. to Q's 3rd.
6. P. to K. Kt.'s 3rd.	6. B. to K's 2nd.
7. B. to K. Kt.'s 2nd.	7. Castles.
8. K. Kt. to K's 2nd.	8. Q. to K's sq.
9. P. to Q. Kt.'s 3rd.	9. B. to Q's 2nd.
10. B. to Q. Kt.'s 2nd.	10. P. to K's 5th.
11. Q. to Q. B's 2nd.	11. Q. to K. B's 2nd.
12. P. to K. B's 3rd.	12. P. takes K. B. P.
13. B. takes K. B. P.	13. Q. R. to K's sq.
14. Castles on K's side.	14. B. to Q's sq.
15. Q. to her 3rd.	15. Q. to K. Kt.'s 3rd.
16. Q. R. to K's sq.	16. Q. to K. R's 3rd.
17. K. Kt. to K. B's 4th.	17. K. to R's sq.
18. Q. R. to K's 2nd.	18. K. R. to K. B's 2nd.
19. K. R. to K's sq.	19. K. R. to K's 2nd.*
20. P. to K's 4th.†	20. P. takes P.
21. Q. Kt. takes P.	21. B. to K. B's 4th.
22. B. to Q. B's sq.‡	22. P. to K. Kt.'s 4th.
23. K. Kt. to Q's 5th.	23. Kt. takes K. Kt.
24. P. takes Kt.	24. Kt. to Q. Kt.'s sq.

* Threatening to play his Kt. to K's 5th.

25. B. takes K. Kt. P.§

+ Q. Kt. to Q's 5th would have been a still better move, I think.

‡ It is difficult now for Black to escape without some loss, play as he may.

25. Q. takes B.

§ This ill-judged move costs White a Piece! Had he moved his Q. w her Kt.'s 5th, he might have maintained and even increased the advantage of position he had already acquired; for example-

25. Q. to her Kt.'s 5th.

25. B. takes Kt.

26. R. takes B. 26. P. to Q. Kt.'s 3rd, or (A.)

27. Q. takes R. (ch.) 27. R. takes Q. 28. Q. R. takes R. (ch.) 28. K. to Kt.'s 2nd.

26. Kt. takes Q.	26. B. takes Q.
27. R. takes R.	27. R. takes R.
28. Kt. to K's 6th.	28. P. to Q. B's 3rd.*
29. R. to Q's sq.	29. B. to Q. B's 7th.†
30. R. to Q's 2nd.	30. B. takes Q. Kt. P.
31. Kt. takes B.	31. B. takes Q. P.
32. B. takes B.	32. P. takes B.
33. R. to Q. Kt.'s 2nd.	33. Kt. to Q. B's 3rd.
34. Kt. takes Q. Kt. P.	34. Kt. takes Q. P.
35. Kt. takes Q. P.	35. R. to Q's 2nd.
36. Kt. to K's 8th.	36. Kt. to Q. B's 3rd.
37. R. to K. B's 2nd.‡	37. R. to K. Kt.'s 2nd.
38. Kt. takes R.	38. K. takes Kt.
39. K. to B's sq.	39. Kt. to K's 4th.
40. K. to K's 2nd.	40. Kt. to Kt.'s 5th.
41. R. to K. B's 4th.	41. Kt. to B's 3rd.
42. R. to Q. R's 4th.	42. K. to Kt.'s 3rd.
43. R. takes Q. R. P.	43. K. to B's 4th.
44. K. to K. B's 3rd.	44. K. to K's 4th.
45. R. to K. B's 7th.	45. Kt. to K's 5th.
46. K. to K's 3rd.	46. P. to Q's 5th (ch.)
47. K. to Q's 3rd.	47. Kt. to Q. B's 4th (ch.)
48. K. to Q. B's 4th.	48. Kt. to K's 5th.

29. K. R. to K's 6th. 29. B. to K. B's 3rd. 30. Q. R. takes Kt., &c. &c.

49. R. to K's 7th (ch.) And Black resigns.

(A.)

26. R. takes R.

27. B. takes R. 27. R. to K. B's sq.

28. Q. takes Q. Kt. P., &c. &c.

* This was about as sapient as White's 25th move.

† Surely he had better have taken the Kt., retaining, then, three minor Pieces against the adverse Rook and Bishop.

‡ The winning move; for if Black attempt to escape by moving his K. R. P., he loses the Rook; and if—

37. Kt., to K's 2nd.

Then

38. R. to K. B's 8th (ch.) 38. Kt. to Kt.'s sq.

39. R. takes Kt. (ch.) 39. K. takes R.

40. Kt. to B's 6th (ch.)

And gains the Rook.

GAME XIV.

Seventh game between the same players.

[FRENCH OPENING.]

•	· •
BLACK. (Mr. L.)	WHITE. (Mr. D.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q. B's 4th.	2. P. to Q. B's 4th.
3. Kt. to Q. B's 3rd.	3. Kt. to Q. B's 3rd.
4. Kt. to K. B's 3rd.	4. P. to K. Kt.'s 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. K. Kt. takes P.	6. B. to K. Kt.'s 2nd.
7. B. to K's 3rd.	7. K. Kt. to K's 2nd.
8. P. to K. B's 4th.	8. Castles.
9. Kt. takes Kt.	9. Q. Kt. P. takes Kt.
10. B. to K's 2nd.*	10. P. to Q's 3rd.
11. Castles.	11. P. to K. B's 4th.
12. Q. to Q's 2nd.	12. B. takes Kt.
13. Q. takes B.	13. K. B. P. takes P.
14. Q. to Q's 4th.	14. P. to Q's 4th.
15. B. to K. Kt.'s 4th.	15. Kt. to K. B's 4th.
16. B. takes Kt.	16. K. P. takes B.
17. K. R. to Q's sq.	17. B. to K's 3rd.†
18. Q. to K's 5th.	18. Q. to K. B's 3rd.
19. Q. to Q's 6th.	19. Q. R. to Q's sq.
20. Q. to Q. B's 5th.‡	20. Q. to K. B's 2nd.
21. B. to Q's 4th.§	21. Q. to Q. B's 2nd.
22. P. to Q. Kt.'s 3rd.	22. K. R. to K. B's 2nd.
23. P. to K. Kt.'s 3rd.	23. P. takes Q. B. P.
24. P. takes P.	24. K. R. to Q's 2nd.
25. K. to B's 2nd.	25. K. to B's 2nd.

- * B. to Q. B's 5th looks a telling move at this moment.
- † B. to Q. Kt.'s 2nd would, perhaps, have been better. ‡ Taking the Q. B. Pawn would have been imprudent.
- § The fine position this Bishop occupies, raking almost the whole diagonal up to the adversary's K. R's sq., more than compensates for the Pawn Black threw away.

 \parallel Had he ventured to take the K. B. P., it would have cost him at least a Piece; ex. gr.—

22. Q. takes K. B. P. 23. Q. to K's 7th. 23. Q. to her B's 2nd.

(If B. to K. B's 2nd, White wins evidently at once by Q. to K. B's 6th.)
24. Q. takes B. (ch.) &c. &c.

26. Q. R. to Q. Kt.'s sq.*

27. B. to K's 5th.‡

28. R. to Q. Kt.'s 8th.

26. P. to K. R's 3rd.†

27. Q. to Q. B's sq. 28. Q. takes R.§

* Well played. This move adds greatly to the strength of Black's game, because it enables him to play away his Bishop without appre-

hension of his opponent's forcing an exchange of Queens. + If White had endeavoured to exchange Queens, the game would pro-26. Q. to her 3rd.

bably have proceeded thus-

27. Q. to Q. R's 5th. 27. Q. to K's 2nd.

28. Q. to K's 5th, &c. &c.

‡ By this and his next move, Black appears to me to precipitate the attack too much.

§ Manifestly ruinous. Why not have left the Queen, and by capturing the other Rook with Rook, have drawn the game? For instance:

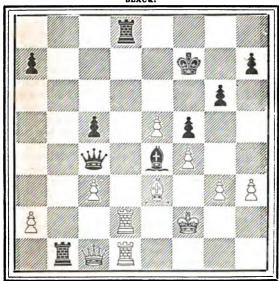
28. R. takes K. R.

29. R. takes Q.

29. Q. R. to Q's 7th (ch.) 30. Q. R. to Q's 6th (ch.)

30. K. to his 3rd. Having perpetual check.

I give a diagram of the board before White's 28th move. BLACK.



WHITE.

29.	R.	takes	R.	(ch.)
	_	_	_	

30. B. takes Q.

31. Q. takes Q. R. P.

32. K. to K's 3rd.

33. K. to Q's 4th.

34. P. to Q. R's 4th. 35. Q. to Q. Kt.'s 8th.

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

37. P. to Q. R's 5th.

29. B. takes R.

30. R. takes B.

31. R. to Q. Kt.'s 7th (ch.)

32. K. to K's 3rd.

33. R. takes K. R. P. 34. R. to K. Kt.'s 7th.

35. R. takes K. Kt. P.

36. K. to B's 2nd.

And White resigned.

GAME XV.

Eighth game between the same players.

[SCOTCH GAMBIT.]

WHITE. (Mr. D.)

1. P. to K's 4th.

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

3. P. to Q's 4th.

4. B. to Q. B's 4th.

5. P. to Q. B's 3rd.

6. Q. to Q. Kt.'s 3rd.

7. Castles.

8. B. to K's 3rd.

9. Q. Kt. to Q's 2nd.

10. K. to R's sq.

11. Q. R. to K's sq.

12. B. takes Q. P.

13. B. to K. B's 4th.

14. Kt. takes Kt.

15. B. to K. Kt.'s 3rd

16. Q. to her 5th.*

17. Q. takes Q.

18. B. to Q. B's 4th.

19. Q. R. to Q's sq.

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

21. P. takes P.

22. Kt. to Q. B's 4th.

BLACK. (Mr. L.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. P. takes P.

4. P. to Q's 3rd.

5. P. to Q's 6th.

6. Q. to K. B's 3rd.

7. P. to K. R's 3rd.

8. B. to K's 2nd.

9. Q. to K. Kt.'s 3rd. 10. Kt. to K. B's 3rd.

11. Castles.

12. K. Kt. to K. Kt.'s 5th.

13. K. Kt. to K's 4th.

14. P. takes Kt.

15. Q. to Q's 3rd.

16. B. to K's 3rd.

17. B. takes Q.

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

19. P. to K. Kt.'s 4th.

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

21. B. takes K. B. P.

22. K. R. to K. B's 3rd.

^{*} If Black were compelled to exchange Queens, this would be a very good move, but as he is not obliged to do so, Mr. Deacon would have played better in placing his Queen at her B's 2nd sq.

23 .	K.	R.	to	K's	sq.
24.	Q.	R.	to	Q's	5th.*
					3rd.

26. B. to K. R's 2nd.

27. B. takes Kt.

28. Q. R. to Q. R's 5th.

29. Kt. to Q's 2nd.

30. Kt. to K's 4th. 31. K. R. takes B.

32. P. to K. B's 3rd.

33. P. to Q. Kt.'s 3rd.

Q. R. takes Q. R. P.
 K. R. to K's sq.

36. B. takes B.†

37. P. takes P. (ch.) 38. P. takes R.

39. K. to R's 2nd.

40. R. to Q's 7th.

41. P. to Q. R's 4th. 42. P. to Q. R's 5th.

43. P. to Q. R's 6th.

44. P. to Q. R's 7th.

45. R. to Q. B's 7th.

23. K. R. to K's 3rd.

24. P. to K. R's 4th.

25. P. to K. R's 5th.

26. K. to R's 2nd.

27. P. takes B.

28. B. to Q's 6th. 29. K. to Kt.'s 3rd.

30. B. takes Kt.

31. K. to B's 4th.

32. Q. R. to Q. Kt.'s sq.

33. Q. R. to Q. Kt.'s 4th.

34. Q. R. to Q's 4th.

35. P. to K's 5th.

P. takes B.
 K. to Kt.'s 3rd.

38. R. takes R. (ch.)

39. P. takes P. 40. R. to K's 3rd.

41. K. to B's 4th.

42. K. to K's 5th. 43. K. to Q's 6th.

44. R. to K's sq. 45. P. to Q's 5th.

* Had he attacked the Bishop by playing the Kt. to K's 3rd, Black would have removed the K. R. to K. B's 3rd again. Still, with White's game, I should have preferred that plan of operation; for suppose

24. Kt. to K's 3rd. 25. Kt. takes B. K. R. to K. B's 3rd.
 K. R. takes Kt.

26. B. to Q's 3rd.

26. K. R. to K. B's 3rd.

27. K. R. to K's 4th.

And then, by throwing forward the K. R. P., he must lay the adverse King open to dangerous attacks presently.

+ Taking the Pawn first seems perilous, for

36. P. takes P. (ch.)

If

36. R. takes P.

37. R. takes R. 38. B. to K. Kt.'s sq.

37. R. to Q's 8th (ch.) 38. K. takes R.

39. R. to Q. R's 5th.

(This is necessary, since Black threatens to take off the Bishop, checking and then to give check with his Bishop at Q. B's 4th.)

39. B. to K. B's 5th.

and afterwards B. to K's 6th, &c.

40	D	407-00	D
46.	Ρ.	takes	r.

47. P. to Q. Kt.'s 4th.

48. P. to Q. Kt.'s 5th.

49. P. to Q. Kt.'s 6th.

50. R. to Q. Kt.'s 7th.

51. R. to Q. Kt.'s 8th.

46. K. takes P.

47. R. to Q. R's sq.

48. K. to K's 6th.

49. P. to Q's 4th.

50. P. to Q's 5th.

And wins.

GAME XVI.

Ninth game between the same players.

WHITE. (Mr. L.)

1. P. to K's 4th.

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

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

Kt. to K. B's 3rd.
 Kt. to Q. B's 3rd.

6. B. to K's 2nd.

7. Castles.

8. P. to Q's 3rd.

9. Kt. to K. Kt.'s 5th.*

10. B. to K's 3rd.

11. P. to K. R's 3rd.

12. Kt. to K. B's 3rd.

13. B. takes Kt.†

14. Q. Kt. to Q. Kt.'s sq.

15. P. takes P.

16. Q. takes P.17. Q. Kt. to Q. B's 3rd.

18. R. takes B.

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

20. K. Kt. to Q's 4th.

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

BLACK. (Mr. D.)

1. P. to K's 3rd.

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

3. Kt. to Q. B's 3rd.

4. P. to K. Kt.'s 3rd.

5. B. to K. Kt.'s 2nd.

6. P. to Q's 3rd.

7. Kt. to K. R's 3rd.

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

9. Q. Kt. to Q's 5th.

Castles.
 K. Kt. to K. B's 2nd.

12. B. to Q's 2nd.

13. P. takes B.

14. P. takes P.

15. P. to Q's 6th.‡

16. B. takes Q. Kt. P.

17. B. takes R.

18. B. to Q. B's 3rd.

19. Kt. to K. R's 3rd.

20. K. R. to K. B's 3rd.

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

^{*} Why was time lost in playing this Kt. forward to occupy a post where his services are of no avail, and from whence he retreats ignominiously in two or three moves?

[†] If exchanging Pieces had involved no worse consequences than having the Kt. driven bootless home again, it would be objectionable enough, but when, as in this instance, the result is serious loss, such play becomes fatuity.

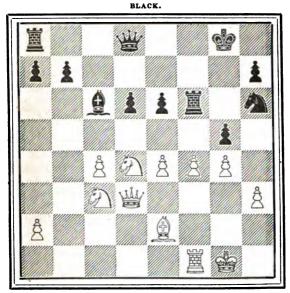
[#] Winning the exchange at least.

- 22. P. takes K. Kt. P.*
- 23. B. takes R.
- 24. Kt. takes K. P.
- 25. K. Kt. to Q's 4th.
- 26. K. Kt. to K. B's 5th.
- 27. B. to K. Kt.'s 2nd.
- 28. P. takes P.
- 29. Q. Kt. to Q's 5th.
- 30. Q. to K. Kt.'s 3rd.
- 31. K. to R's 2nd.
- 32. Q. Kt. to K's 7th (ch.)
- 33. Q. Kt. to Q. B's 8th.
- 34. Q. Kt. takes Q. P.
- 35. Kt. takes Kt.

- 22. R. takes R. (ch.)
- 23. Kt. to K. B's 2nd.
- 24. Q. to K's 2nd.
- 25. Q. takes K. Kt. P.
- 26. P. to K. R's 4th.
- 27. P. takes P.
- 28. R. to K's sq.
- 29. R. to K's 3rd.
- 30. Q. to Q. B's 8th (ch.)
- 31. Q. takes Q. B. P.
- 32. K. to B's sq.
- 33. B. takes K. P. 34. Kt. takes Kt.
- 35. R. to K. R's 3rd. (ch.)

And Black wins.

* I give a diagram of the position at this point, where White, by advancing his K. R. P., may still defend his game some time at least.



WHITE.

GAME XVII.

Tenth and last game between the same players.

[QUEEN'S GAMBIT EVADED.]

(3.5 D.)	
WHITE. (Mr. D.)	BLACK. (Mr. L.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to Q. B's 3rd.*
3. P. to K's 3rd.	3. Kt. to K. B's 3rd.
4. Kt. to Q. B's 3rd.	4. P. to K's 3rd.
5. P. to Q. R's 3rd.	5. B. to Q's 3rd.
6. P. to K. B's 4th.	6. P. to K. R's 4th.
7. B. to Q's 3rd.	7. P. to K. Kt.'s 4th.†
8. P. takes K. Kt. P.	8. Kt. to K. Kt.'s 5th.
9. Kt. to K. B's 3rd.	9. Q. to Q. B's 2nd.
10. Q. Kt. to K's 2nd.	10. Kt. takes K. R. P.
11. Q. Kt. to K. B's 4th.	11. B. takes Kt.
12. P. takes B.	12. Kt. to K. Kt.'s 5th.
13. Kt. to K's 5th.	13. P. takes Q. B. P.
14. B. takes P.	14. P. to K. B's 4th.
15. Kt. takes Kt.	15. K. B. P. takes Kt.
16. Q. to K's 2nd.†	16. Q. to her 3rd.
17. P. to K. B's 5th.	17. Q. takes Q. P.
18. B. takes K. P.	18. B. takes B.
19. Q. takes B. (ch.)	19. K. to Q's sq.
20. B. to K's 3rd.	20. Q. takes Q. Kt. P.
21. Q. R. to Q's sq. (ch.)	21. K. to B's 2nd.
22. Q. to K's 7th (ch.)	22. K. to Q. B's sq.
23. B. to K. B's 4th.	23. Q. to Q. B's 6th (ch.)
24. K. to B's 2nd.	24. P. to K. Kt.'s 6th (ch.)

* Inferior to playing P. to K's 3rd.

25. K. to Kt.'s sq.

+ All this is much too hazardous to be ventured in a match game.

I should have preferred taking the K. Kt. P.; ex. gr. -

16. Q. takes K. Kt. P. 16. P. takes Q.

(If, instead of taking the Q., Black plays Q. to Q. R's 4th (ch.), the reply is P. to Q. Kt.'s 4th, &c.)

17. R. takes R. (ch.)

17. K. to Q's 2nd.

18. R. to R's 7th (ch.)

18. K. to Q's 3rd.

And Black surrendered.

19. R. takes Q.

19. K. takes R.

20. B. to K's 2nd.

And ought to win.

GAME XVIII.

FIRST GAME BETWEEN MESSRS. LOWENTHAL AND WILLIAMS.

[IRREGULAR OPENING.]

•	· · •
WHITE. (Mr. W.)	BLACK. (Mr. L.)
1. P. to K. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to Q. Kt.'s 3rd.
3. Kt. to K. B's 3rd.	3. B. to Q. Kt.'s 2nd.
4. P. to Q. Kt.'s 3rd.	4. Kt. to Q. B's 3rd.
5. B. to Q. Kt.'s 2nd.	5. P. to K. B's 3rd.
6. B. to K's 2nd.	6. Kt. to K. R's 3rd.
7. Castles.	7. B. to K's 2nd.
8. B. to Q. Kt.'s 5th.	8. Castles.
9. B. takes Kt.	9. B. takes B.
10. P. to Q. B's 4th.	10. P. to Q's 3rd.
11. P. to Q's 3rd.	11. P. to K's 4th.
12. P. to Q's 4th.	12. P. to K's 5th.
13. Kt. to K's sq.	13. P. to K. B's 4th.
14. Kt. to Q. B's 3rd.*	14. B. to Q's 2nd.
15. Q. to K. R's 5th.	15. B. to K. B's 3rd.†
16. P. to K. Kt.'s 3rd.	16. Kt. to K. Kt.'s 5th.
17. Kt. to K. Kt.'s 2nd.	17. P. to Q. B's 3rd.‡
18. Kt. to Q's sq.	18. Q. to K's 2nd.§
19. Kt. to K. B's 2nd.	19. P. to K. Kt.'s 3rd.
20. Q. to K. R's 3rd.	20. Q. to K. Kt.'s 2nd.
21. Q. R. to Q's sq.	21. P. to K. R's 3rd.¶"

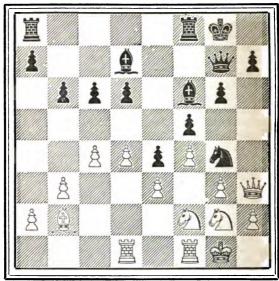
- * P. to Q's 5th would certainly have been much better play.
- † I should have preferred playing the Kt. to Kt.'s 5th, which White would have some difficulty in dislodging, because if he attacked him with the K. R. P. his own Queen would be lost.
- ‡ This was absolutely called for before proceeding with the attack, lest White should play his Q. Kt. to Q's 5th.
- § Lost time, apparently. He should rather have moved the Q. P. to Q's 4th for the purpose of shutting out the adverse Bishop, and then have prepared to play his R. to K. B's 3rd, and K. R's 3rd.
- || By this move Black prevents his adversary from taking the Kt., except at the fearful penalty of losing his Queen.
- ¶ Feeble play. If he had now moved the P. to Q. B's 4th, I cannot see how the White Queen would have been extricated without some loss. A diagram will assist the reader to examine the situation.

- 22. B. to Q. B's sq.
- 23. Kt. takes Kt.
- 24. Q. to K. R's 5th.†
- 25. R. takes P.
- 26. K. R. to K. B's sq.
- 27. Kt. to K. B's 4th.
- 28. P. to Q's 5th.
- 29. K. P. takes B.

- 22. P. to K. Kt.'s 4th.*
- 23. P. takes Kt.
- 24. P. takes P.1
- 25. B. to K. Kt.'s 4th.
- 26. R. to K. B's 6th.§
- 27. K. to K. R's 2nd.
- 28. B. takes Kt.
- 29. P. to Q. B's 4th.

Position of the forces prior to Black's 21st move.

BLACK.



WHITE.

* Threatening to win the Queen by first taking the Kt. with Ku, then playing P. to K. Kt.'s 5th, and finally B. to K's sq.

† The situation of White's Queen seems one of imminent peril; but, after a very careful analysis, I have not discovered any way to win her.

I doubt if he have any better move.

§ If he had attacked the Queen by playing the Q. B. to K's sq., White could have taken the K. Kt. P. with impunity, because, if Black then took the K. P. with his K. B., thinking to win the Queen, White would have retaken the Bishop with his Knight, protecting the Queen.

30.	K.	R.	to	K's	sq.
91	727	D	4.	771-	0.1

31. K. R. to K's 2nd.

32. Q. takes Q. (ch.)

33. Q. R. to K's sq. 34. R. to K's 3rd.

35. P. to K. R's 4th.

36. R. takes R.

37. K. to K. B's 2nd.

38. B. to Q's 2nd.

39. B. to Q. R's 5th.

40. R. to K's 2nd.

41. R. to Q's 2nd.

42. B. to Q. B's 3rd.

43. B. to R's 5th. 44. K. to K's 3rd.

45. B. to Q's 8th.

46. R. to Q. Kt.'s 2nd.

47. B. to K. Kt.'s 5th. 48. B. to K. R's 6th.

49. B. to K. Kt.'s 5th (ch.)

50. R. to Q. Kt.'s sq.

51. R. to Q. R's sq. 52. P. to Q. R's 4th. 30. Q. R. to K's sq. 31. Q. to K. Kt.'s 3rd.

32. K. takes Q.

33. B. to K. B's 4th.

34. P. to K. R's 4th. 35. R. takes R.

36. B. to Q's 2nd.

37. K. to K. B's 4th.

38. P. to Q. Kt.'s 4th.

39. R. to Q. B's sq. 40. B. to K's sq.

41. P. to Q. R's 3rd.

42. R. to Q. B's 2nd. 43. R. to Q. Kt.'s 2nd.

44. P. to Q. Kt.'s 5th.

45. B. to K. Kt.'s 3rd.

46. R. to Q's 2nd. 47. P. to Q. R's 4th.

48. K. to K. B's 3rd. 49. K. to K. B's 2nd.

50. B. to K. B's 4th.

51. R. to Q. Kt.'s 2nd.

Drawn game.

GAME XIX.

Second game between the same players.

[FRENCH OPENING.]

WHITE. (Mr. L.) 1. P. to K's 4th.

2. P. to Q's 4th.

3. P. takes P.

4. Kt. to K. B's 3rd.

5. K. B. to Q's 3rd.

6. Castles.

7. Kt. to Q. B's 3rd.

8. B. to K's 2nd.

9. Q. B. to K's 3rd.

10. K. Kt. to K's sq.

11. Kt. takes B.

BLACK. (Mr. W.)

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

3. P. takes P.

4. Kt. to K. B's 3rd.

5. K. B. to Q's 3rd.

6. Castles.

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

8. P. to K. R's 3rd.

9. Kt. to Q. B's 3rd.

10. B. takes B.

11. K. Kt. to Kt.'s 5th.

- 12. B. to K. B's 4th.
- 13. B. takes B.
- 14. Q. Kt. to K. Kt.'s 3rd.
- 15. P. to Q. B's 3rd.
- 16. Q. to K. B's 3rd.*
- 17. P. takes Q.†
- 18. P. takes Kt.
- 19. R. P. takes P.
- 20. Q. R. to Kt.'s sq. ‡
- 21. P. to K. B's 4th.
- 22. Kt. to K. B's 3rd.
- 23. K. R. to B's 2nd.
- 24. K. to B's sq.§
- 25. K. takes R.
- 26. K. takes R.
- 27. K. to K's 2nd.
- 28. K. to Q's sq.
- 29. P. takes Kt.
- 30. K. to K's 2nd.
- 31. K. to K's 3rd.
- 32. K. to Q's 3rd.
- 33. K. to K's 3rd.¶

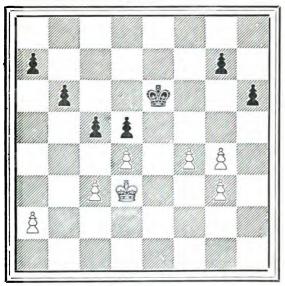
- 12. P. to K. B's 4th.
- 13. Q. takes B.
- 14. Q. to K. B's 5th.
- 15. Q. R. to K's sq.
- Q. takes Q.
- P. to K. B's 5th. 18. P. takes Kt.
- 19. R. to K's 7th.
- 20. Kt. to Q. R's 4th.
- 21. K. R. to K's sq.
- 22. Kt. to B's 5th.
- 23. K. R. to K's 6th.
- 24. R. takes R. (ch.)
- 25. R. takes Kt. (ch.)
- 26. Kt. to Q's 7th (ch.)
- 27. Kt. takes R.
- 28. Kt. takes P. (ch.)
- 29. K. to B's 2nd.
- 30. K. to K's 3rd.
- 31. P. to Q. Kt.'s 3rd. 32. P. to Q. B's 4th.
- 33. K. to Q's 3rd.
- * I question the prudence of seeking an exchange of Queens at this moment. The obvious move of Kt. to Q's 3rd, it is true, would have been incautious, because Black might then have retired his Queen, threatening to advance his K. B. P. much to White's discomfiture, but I cannot see the objection to playing the Q. to her Kt.'s 3rd, or Kt. to K. B's 3rd.
- † By taking with the Pawn, he avoids the necessity of retreating his Kt. to K. R's sq., and gains a Pawn. In return, however, he is obliged to double two of his own Pawns, and afford his adversary an opportunity of posting one of his Rooks advantageously.
- i Surely a grave error. Why not have moved the Kt. to Q's 3rd, and then have challenged an exchange of Rooks?
- § Owing to the mistake of defending the Q. Kt. P. with his Q. R., and the almost equally censurable move of P. to K. B's 4th, White has anything but an enviable game just now.
 - || K. to Q's 3rd would have been much better play.
- ¶ P. to Q. B's 4th looks more to the purpose. I give a diagram of the position before Black's 33rd move, that the reader disposed for the task may determine whether Mr. Löwenthal could not, as he thought, have drawn the game with proper play.

GAME XIX. LOWENTHAL AND WILLIAMS.

34. P. to K. B's 5th.* 34. K. to K's 2nd. 35. K. to B's 3rd. 35. P. takes P. 36. P. to Q. Kt.'s 4th. 36. P. takes P. 37. P. to K. Kt.'s 5th. 37. P. takes P. 38. P. to K. Kt.'s 4th. 38. K. to Q's 3rd. 39. K. to K's 3rd. 39. K. to B's 3rd. 40. K. to Q's 3rd. 40. K. to Kt.'s 3rd. 41. K. to R's 4th. 41. K. to B's 3rd. 42. K. to Kt.'s 3rd. 42. P. to Q. Kt.'s 5th.

And White resigned.

BLACK.



WHITE.

* This is evidently fatal, and opens an easy road for Black to victory.

(Mr. L.)

GAME XX.

Third game between the same players.

[IRREGULAR OPENING.]

BLACK.

28. K. R. to Q. B's sq.

30. P. to Q. Kt.'s 4th.

29. Kt. takes R.

31. R. to Q's sq.

32. P. takes P.

33. Q. takes R.

(Mr. W.)

WHITE.

28. K. R. to Q's sq.

30. Q. to Q. Kt.'s 3rd. 31. P. to K's 4th.

33, R. takes R. (ch.)

29. R. takes R.

32. P. takes P.

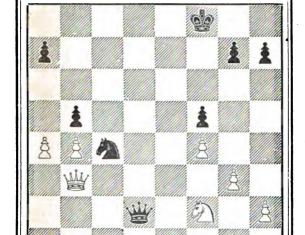
AUTIE: (mr. A.)	BLACK. (BII. L.)
1. P. to K. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to Q. Kt.'s 3rd.
3. Kt. to K. B's 3rd.	3. B. to Q. Kt.'s 2nd.
4. P. to Q. Kt.'s 3rd.	4. Kt. to K. R's 3rd.
5. B. to Q. Kt.'s 2nd.	5. P. to K. B's 3rd.
6. B. to K. 's 2nd.	6. B. to K's 2nd.
7. Castles.	7. Castles.
8. P. to Q. B's 4th.	8. P. to Q. B's 4th.
9. Q. Kt. to Q. B's 3rd.	9. P. to Q's 4th.
10. Q. to Q. B's 2nd.	10. Q. Kt. to Q. R's 3rd.
11. P. to Q. R's 3rd.	11. Q. Kt. to Q. B's 2nd.
12. Q. R. to K's sq.	12. P. to K. B's 4th.
13. Q. Kt. to Q's sq.	13. K. B. to K. B's 3rd.
14. Q. B. to K's 5th.	14. B. takes B.
15. K. Kt. takes B.*	15. Q. Kt. to K's sq.
16. Q. Kt. to K. B's 2nd.	16. K. Kt. to K. B's 2nd.
17. P. to Q's 4th.	17. Q. R. to Q. B's sq.
18. Q. to Q's sq.	18. Q. Kt. to Q's 3rd.
19. K. B. to K. B's 3rd.	19. Q. P. takes P.
20. B. takes B.	20. Q. Kt. takes B.
21. K. Kt. takes P.	21. K. Kt. to Q's 3rd.
22. K. Kt. to K's 5th.	22. P. takes P.
23. Q. takes P.	23. Q. to K's 2nd.
24. P. to Q. Kt.'s 4th.	24. K. R. to Q's sq.
25. Q. to Q. Kt.'s 2nd.	25. K. Kt. to Q. B's 5th.
26. Kt. takes Kt.	26. R. takes Kt.
27. Q. R. to Q. B's sq.	27. Kt. to Q's 3rd.
00 TZ TD 4 Ot	00 T/ TD 4- O TV

^{*} Black would have acted more prudently in retaining either his Q. P. or K. B. P. unadvanced, to deter or expel an intruder like this Knight.

GAME XX. LOWENTHAL AND WILLIAMS.

34. P. to Q. R's 4th.	34. Q. to Q's 7th.*
35. P. to K. Kt.'s 3rd.	35. K. to B's sq.†
36. Q. to K. B's 3rd.†	36. Kt. to K's 6th.
37. Q to Q R's 8th (ch.)	37. K. to B's 2nd.

- * Hitherto the game has been so utterly deficient in anything like variety, or interest, or ingenuity, that a flash of true Chess spirit is quite refreshing; and Mr. Löwenthal is thanked accordingly for the very skilful and artistic manner in which he winds up this otherwise most tiresome contest.
- † The move of the King to B's sq., it will be found, was an indispensable prelude to the plan of operations Black contemplated at this point.
- ‡ With the fallacious hope, since Black had freed his Kt., of escaping with a drawn game, by perpetual check. His better course would have been to play the Queen to her sq., but in every case the game was lost. I give a diagram of the field from this point, where Mr. L. moved his King to B's sq.



BLACK.

WHITE.

38. Q. takes R. P. (ch.)

38. K. to K. Kt.'s 3rd.

39. Q. to Q. Kt.'s 6th (ch.) 39. K. to R's 4th.

And White resigns.

GAME XXI.

Fourth game between the same players.

[GIUOCO PIANO.]

BLACK. (Mr. L.) 1. P. to K's 4th.

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

3. B. to Q. B's 4th.

4. Castles.

5. P. to Q's 3rd.

6. P. to K. R's 3rd.

7. P. to Q. B's 3rd.

8. P. to Q's 4th.

9. Q. P. takes P.

10. Kt. to Kt.'s 5th.

11. B. takes Kt.

12. P. takes P.

13. B. to Q's 3rd.

14. Kt. to Q's 2nd. 15. B. to K. R's 4th.

16. B. takes Kt.

17. Kt. to Q. B's 4th.

18. B. to K. Kt.'s 3rd.

19. Kt. to K's 3rd.*

20. Kt. to Q's 5th.

21. Kt. takes B.

22. K. R. to K's sq.

23. Q. to Q's 4th.

24. Q. takes Q.+

25. K. R. to K's 7th.

26. B. to Q. B's 7th,

27. Q. R. to K's sq.

WHITE. (Mr. W.) 1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. B. to Q. B's 4th.

4. Kt. to K. B's 3rd.

5. P. to Q's 3rd.

6. Q. Kt. to K's 2nd.

Castles.

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

9. Kt. takes K. P.

10. Kt. takes Kt.

11. Q. B. to K's 3rd.

12. P. takes P.

13. Q. to Q's 2nd.

14. P. to K. B's 3rd. 15. Kt. to K. B's 4th,

16. B. takes B.

17. B. to Q. B's 2nd.

18. Q. R. to Q's sq.

19. B. to K's 3rd.

20. Q. to K. B's 2nd.

21. Q. takes Kt.

22. B. to K. B's 2nd.

23. Q. to Q. B's 4th. 24. P. takes Q.

25. B. to Q's 4th.

26. Q. R. to K's sq.

27. R. takes R.

* Checking with the Queen at her 5th would have been unavailing, as White would have interposed the Bishop, and then Black could not take the Q. Kt. P. on account of his Kt. being attacked.

† I should have preferred maintaining my attack on the Pawn by moving the Q. R. to Q's sq.

•	
28. R. takes R.	28. R. to K. B's 2nd.
29. R. checks.	29. R. interposes.
30. R. takes R. (ch.)	30. K. takes R.
31. B. to Q's 6th (ch.)	31. K. to K. B's 2nd.
32. B. takes P.	32. P. to Q. Kt.'s 3rd.
	33. B. takes Q. R. P.
	34. K. to K's 3rd.
35. K. to K's 2nd.	35. B. to Q. B's 5th (ch.)
	36. B. to K. B's 8th.
37. K. to K. B's 3rd.	37. P. to K. Kt.'s 3rd.
38. Pto K. R's 4th.	38. P. to K. R's 4th.
39. P. to K. Kt.'s 3rd.*	39. B. to Q. B's 5th.
40. K. to K. B's 4th.	40. B. to Q. Kt.'s 6th.
	41. B. to Q. B's 5th.
	42. B. to K. B's 8th.
	43. B. to K's 7th.
44. P. to Q. Kt.'s 4th.	44. B. to Q's 6th.
	45. B. to Q. B's 5th.
46. K. to K's 3rd.	46. K. to K. B's 4th.

Resigned as a drawn battle.

GAME XXII.

Fifth game between the same players.

[IRREGULAR OPENING.]

WHITE. (Mr. W.)

1. P. to K's 4th.

47. K. to Q's 2nd.

49. P. takes P.

48. K. to Q. B's 2nd.

P. to K. B's 4th.
 Kt. to K. B's 3rd.

4. B. to Q. B's 4th.

5. P. takes P. 6. Q. takes B.

7. Q. to her Kt.'s 3rd.†

BLACK. (Mr. L.)

47. P. to K. Kt.'s 4th.

48. P. takes P.

1. P. to Q's 3rd.

P. to K's 4th.
 Q. B. to K. Kt.'s 5th.

4. Kt. to K. B's 3rd.

5. B. takes Kt.

6. P. takes P.

7. B. to Q. B's 4th.

* As far as comments on the play go, the game may be dismissed by me here, for it is impossible to extract an interesting variation from a struggle so deplorably barren and unsuggestive.

† But that by experience, as well as observation, I know the serious disadvantages under which Mr. Löwenthal suffered in this apparently

8. B. takes P. (ch.)	8. K. to K's 2nd.
9. Q. to K's 6th (ch.)	9. K. to B's sq.
10. R. to K. B's sq.	10. Kt. to Q. B's 3rd.
11. P. to Q. B's 3rd.	11. Q. to K's 2nd.
12. P. to Q's 3rd (!)	12. Q. takes B.

And Black finally won the game.

GAME XXIII.

Sixth game between the same players.						
[FRENCH	Opening.]					
WHITE. (Mr. L.)	BLACK. (Mr. W.)					
1. P. to K's 4th.	1. P. to K's 3rd.					
2. P. to K. B's 4th.	2. P. to Q's 4th.					
3. P. to K's 5th.	3. P. to Q. B's 4th.					
4. B. checks.	4. B. to Q's 2nd.					
5. B. takes B. (ch.)	5. Q. takes B.					
6. Kt. to K. B's 3rd	6. Kt. to Q. B's 3rd.					
7. P. to Q's 3rd.	7. B. to K's 2nd.					
8. Castles.	8. Kt. to K. R's 3rd.					
9. Kt. to Q. B's 3rd.	Castles on K's side.					
10. Q. Kt. to K's 2nd.	10. P. to K. B's 4th.					
11. P. to Q. B's 3rd.	11. Q. R. to Q. Kt.'s sq.*					
12. P. to K. R's 3rd.	12. Q. to K's sq.					
13. P. to Q's 4th.	13. Q. to K. Kt.'s 3rd.					
14. K. to R's sq.	14. P. takes P.					
15. P. takes P.	15. Q. R. to Q. B's sq.					
16. B. to Q's 2nd.	16. K. to R's sq.					
17. Q. R. to Q. B's sq.	17. K. Kt. to K. B's 2nd.					
18. Q. R. to Q. B's 3rd.	18. Q. to K. R's 3rd.					
19. Q. R. to Q. Kt.'s 3rd.†	19. Q. R. to Q. B's 2nd.					
20. P. to Q. R's 3rd.	20. K. R. to K. Kt.'s sq.					

interminable match, protracted as it was for nearly two months, it would be inconceivable how so steady and experienced a player could permit an inferior opponent to get the whip-hand of him in this fashion at the beginning of a game.

* What avails this move? Played to the Q's sq., or Q. B's sq., the Rook might be useful; but for any service he can do where he now is, he might as well have remained at his original post.

† This I account lost time. It was of much more importance to

mature and strengthen the attack he had in view on the King's side.

21.	Q.	R	to	Q.	B's	3rd.

22. P. takes P.

23. P. to K. R's 4th.

24. Q. Kt. to K. B's 4th.

25. P. takes Kt.

26. K. Kt. to R's 2nd.†

27. R. takes Q.

28. B. takes B.

29. Q. R. to Q. B's 2nd.

30. Kt. to K. B's 3rd.

31. P. to K. Kt.'s 3rd.

32. Q. R. to K. R's 2nd.

33. K. to Kt.'s 2nd.

34. K. to B's 2nd.§
35. P. to Q. Kt.'s 4th.

36. R. to K. R's 3rd.

37. Kt. to K. R's 2nd.

38. R. to Q's 3rd.

39. Kt. takes R.

40. R. to K. R's sq.

41. R. interposes.

42. R. to Q's 3rd. 43. K. to his sq.

44. B. to his sq.

45. K. to Q's sq.

46. B. to Q. Kt.'s 2nd.

47. K. to Q's 2nd.

48. Q. R. to K. B's sq.

49. R. to Q. B's 3rd.

50. R. to K. B's 7th.

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

22. K. Kt. takes P.*

23. Q. to K. R's 4th.

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

25. B. takes P.

Q. takes Q.
 B. takes Kt.

28. Q. R. to K. Kt.'s 2nd.

29. P. to K. R's 4th.

30. R. to K. Kt.'s 3rd.

31. K. to K. Kt.'s 2nd.

32. K. R. to K. R's sq.

33. Q. R. to K. Kt.'s 5th.

34. K. to K. Kt.'s 3rd.

35. P. to Q. R's 3rd. 36. Kt. to Q. R's 2nd.

37. Kt. to Q. Kt.'s 4th.

38. R. to Q. B's sq.

39. K. B. P. takes Kt.

40. R. checks.

41. R. to Q. B's 5th.

42. R. checks.

43. R. to Q. R's 7th.

44. R. to Q. B's 7th.

45. R. to Q. B's 5th. 46. R. to Q. B's 3rd.

47. R. to Q. B's sq.

48. Kt. to B's 2nd.

49. K. to Kt.'s 4th.

50. P. to K. R's 5th.

* A strange blunder. How could be expect this Kt. would ever escape?
† I should have preferred taking the K. P. with the Knight.

‡ From the timidity Mr. Löwenthal manifests, one would think he had lost a Piece, instead of having one "to the fore." Why not have kept this Rook well posted as he was, and have played P. to K. Kt.'s 3rd? Surely the position would then have been as sound and impregnable as could be desired.

§ He might have marched forward with his Kt., attacking the K. P. with perfect safety.

|| The object of this move was not to protect the already doubly-guarded Pawn, but to entrap the adverse Rook, a manœuvre Black appears to have overlooked.

- 51. P. takes P. (ch.)
- 52. K. R. takes Kt.
- K. takes P. 52. R. to K. Kt.'s sq.
- 53. Q. R. to K. Kt.'s 7th.
- 53. R. to K. B's sq.
- 54. K. R. to K. B's 7th.

And Black at length abandoned the contest.

GAME XXIV.

Seventh game between the same players.

[SICILIAN OPENING.]

- (Mr. W.) WHITE.
- 1. P. to K's 4th.
- 2. P. to K. B's 4th.
- 3. Kt. to K. B's 3rd.
- 4. K. B. to K's 2nd.
- Castles.
- P. to Q's 3rd.
- 7. P. to K. B's 5th.
- 8. K. Kt. to K. R's 4th.
- 9. P. to K. Kt.'s 3rd.
- 10. B. to K. R's 5th (ch.)
- 11. P. takes P.
- 12. R. takes K. B. P. (ch.)
- 13. K. R. to K. B's 2nd.
- 14. Q. to K. B's 3rd.
- 15. B. to K. Kt.'s 4th. 16. Q. B. to Kt.'s 5th.
- 17. Q. B. to R's 6th.
- 18. K. to Kt.'s 2nd.
- Q. takes Q.

- BLACK. (Mr. L.)
- 1. P. to Q. B's 4th.
- 2. P. to Q. R's 3rd.
- 3. P. to K's 3rd.
- 4. Kt. to Q. B's 3rd.
- 5. P. to K. B's 3rd.
- 6. K. B. to Q's 3rd.
- 7. K. Kt. to K's 2nd.
- 8. Q. to Q. B's 2nd.*
- 9. Q. Kt. to Q's sq.
- 10. K. to B's sq. P. takes P.†
- 12. K. to Kt.'s sq.;
- P. to K. Kt.'s 3rd.
- K. Kt. to Q. B's 3rd.
- 15. Q. to K. Kt.'s 2nd.
- Q. takes Q. Kt. P.
- 17. Q. to Q's 5th. 18. Q. takes K. R. (ch.)

And Black resigns.

* Was ever such an opening as this of Black's seen? One half of his Pieces quite beyond hope of coming into action, and the rest huddled up in a very chaos of confusion!

+ Courting defeat! A player of a year's standing would hardly fail to see the obvious advantage this reckless move affords the enemy.

It is evident that if he had taken the Rook, mate would have followed at once; ex. gr.—

12. P. takes R.

13. B. to K. R's 6th (ch.) 13. K. to Kt.'s sq.

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

&c. &c.

GAME XXV.

Eighth game between the same players.

[GIUOCO PIANO.]

Lamoco	PIANO.]
WHITE. (Mr. L.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.	3. B. to Q. B's 4th.
4. P. to Q's 3rd.	4. P. to Q's 3rd.
5. P. to K. R's 3rd.	5. Kt. to K. B's 3rd.
6. Castles.	6. P. to K. R's 3rd.
7. Kt. to Q. B's 3rd.	7. Castles.
8. Q. Kt. to K's 2nd.	8. P. to Q's 4th.
9. P. takes P.	9. K. Kt. takes P.
10. P. to Q. B's 3rd.	10. K. B. to Q. Kt.'s 31
11. P. to Q. Kt.'s 4th.	11. P. to Q. R's 3rd.
12. B. takes Kt.	12. Q. takes B.
13. P. to Q. B's 4th.	13. Q. to K's 3rd.
14. P. to Q. B's 5th.	14. B. to Q. R's 2nd.
15. P. to Q. R's 3rd.	15. Q. to K. B's 3rd.
16. Kt. to K's sq.	16. Q. B. to K. B's 4th.
17. B. to Q. Kt.'s 2nd.	17. Q. to K. Kt.'s 3rd.
18. Q. Kt. to K. Kt.'s 3rd.	18. Q. R. to Q's sq
19. Kt. takes B.	19. Q. takes Kt.
20. Q. to K's 2nd.	20. Kt. to Q's 5th.
21. B. takes Kt.*	21. R. takes B.
22. P. to K. Kt.'s 4th.	22. Q. to K. B's 3rd.
23. Kt. to K. B's 3rd.	23. Q. R. to Q's 4th.
24. Q. R. to K's sq.	24. K. R. to K's sq.

^{*} It can hardly fail to strike the most unobservant reader that in this match there is scarcely any combination on either side. Mr. Williams, with his habitual imperturbability, contents himself by keeping his game together, and exchanging his Pieces as opportunity serves, satisfied to await the chances which a twelve or fourteen hours' sitting may turn up. The Hungarian, in despair of infusing anything like fire into such an unimaginative opposite, resigns himself to the fur niente tactics of the enemy, and like him resolves to wait and watch also. The remarkable thing is, that with all this wariness and lack of enterprise, with hours upon hours devoted to the consideration of the shallowest conceptions, the games abound with blunders. In a game shortly preceding this one, Mr. W. leaves a Bishop en prise. In the present, we find Mr. L. very generously giving up his Queen, and in the very next game Mr. W. loses his Queen in a similar manner!

25. Q. to K's 4th.

25. P. to Q. B's 3rd.

- 26. P. to Q's 4th.
- 27. Q. R. to K's 3rd.
- 28. P. takes P.
- 29. Q. to K. B's 5th(!).
- 26. B. to Q. Kt.'s sq. 27. K. R. to K's 3rd.
- 28. B. takes P.
- 29. B. to K. R's 7th (ch.) And White resigned.

GAME XXVI.

Ninth game between the same players.

[IRREGULAR OPENING.]

- (Mr. W.) WHITE.
- 1. P. to K. B's 4th.
- 2. P. to K's 3rd.
- 3. Kt. to K. B's 3rd.
- 4. P. to Q. Kt.'s 3rd.
- 5. B. to Q. Kt.'s 2nd.
- B. to Q's 3rd.
- 7. P. to Q. R's 3rd.
- 8. P. to K. Kt.'s 4th.*
- 9. P. to K. Kt.'s 5th.
- 10. K. B. P. takes P.
- 11. Kt. takes Kt.
- 13. Q. to R's 5th (ch.)
- 14. P. to K. Kt.'s 6th.
- 15. Q. takes B.
- 16. Q. to K. Kt.'s 3rd.
- 17. R. to K. Kt.'s sq.
- 18. Q. takes K. Kt. P.
- 19. K. to Q's sq.
- 20. Q. to K. Kt.'s 5th.§
- R. takes R.
- 22. Kt. to Q. B's 3rd.

- (Mr. L.) BLACK.
- 1. P. to Q's 4th.
- 2. P. to K's 3rd.
- 3. K. B. to Q's 3rd.
- 4. Kt. to K. B's 3rd.
- 5. Castles.
- 6. Kt. to Q. B's 3rd.
- 7. Q. to K's 2nd.
- 8. P. to K's 4th.†
- 9. Kt. to K's sq.
- 10. Q. Kt. takes P.1
- K. B. takes Kt.
- 12. K. B. takes K. R. P. (ch.) 12. K. takes B.
 - 13. K. to his Kt.'s sq.
 - 14. P. takes Kt. P.
 - 15. Q. to K. R's 5th (ch.)
 - 16. Q. to K's 5th.
 - 17. K. R. to K. B's 6th.
 - 18. Q. to K. R's 5th (ch.) 19. B. to K. B's 4th.
 - 20. R. to B's 8th (ch.)
 - Q. takes Q.
 - 22. Kt. to K. B's 3rd.

* From this unexpected venture, one has hopes that the present short game may show a spark of that life and interest which will be sought in vain through the foregoing parties of this woful duello.

+ It is evident enough that if Black had taken the K. Kt. P., he would have been exposed to a trying attack from the combined operations of so many pieces which could be brought to bear upon his King.

I Taking with the Bishop would have been less hazardous.

§ It would appear that the prodigious time Mr. Williams makes a point of expending on every move when the day is against him, has the effect of not only confusing and exhausting his opponent, but occasionally of be-muddling his own faculties also. By this move he loses his Queen.

- 23. P. to Q's 3rd.
- 24. K. to Q's 2nd.
- 25. Kt. to Q's sq. 26. R. takes B.!
- 23. B. to K. Kt.'s 5th (ch.)
- 24. P. to Q's 5th.
- 25. B. takes Kt.
- Q. takes K. P.

Mate.

GAME XXVII.

Tenth game between the same players.

[FRENCH OPENING.]

- (Mr. L.) WHITE.
- 1. P. to K's 4th.
- 2. P. to Q's 4th.
- 3. P. takes P.
- 4. Kt. to K. B's 3rd.
- 5. K. B. to Q's 3rd.
- 6. Castles.
- 7. Kt. to Q. B's 3rd.
- 8. Q. B. to K's 3rd.
- 9. P. to K. R's 3rd.
- 10. P. to K. Kt.'s 4th.
- 11. B. takes B.
- 12. Kt. to K. R's 4th.
- 13. P. to K. Kt.'s 5th. 14. K. to his Kt.'s 2nd.*
- 15. Q. B. takes P.
- 16. Q. to K. B's 3rd.
- 17. Q. R. to Q's sq.
- 18. K. R. to K's sq.
- 19. K. R. to K's 3rd.
- 20. Q. takes Q.
- 21. K. R. to K's 6th.
- 22. B. takes Kt.
- 23. K. Kt. to K. B's 3rd.
- 24. Q. R. to K. B's sq.

- BLACK. (Mr. W.)
- 1. P. to K's 3rd.
- P. to Q's 4th.
- 3. P. takes P.
- Kt. to K. B's 3rd. 5. K. B. to Q's 3rd.
- Castles.
- P. to K. R's 3rd.
- 8. Q. B. to K. Kt.'s 5th.
- 9. Q. B. to K. R's 4th.
- Q. B. to K. Kt.'s 3rd.
- 11. K. B. P. takes B.
- 12. K. to his R's 2nd.
- 13. Q. to her 2nd. 14. K. R. P. takes P.
- Q. to K. B's 2nd.
- 16. Kt. to Q. B's 3rd.
- 17. Q. Kt. to K's 2nd.
- 18. P. to Q. B's 3rd. 19. K. Kt. to K. R's 4th.
- 20. R. takes Q.
- 21. Kt. to K. B's 5th (ch.)
- 22. B. takes B.
- 23. Q. R. to K. B's sq. 24. Kt. to K. B's 4th.
- If he had taken the Knight, Black would have captured the K. R. P. and have got the better game speedily. For instance:
 - 14. P. takes Kt.
- 14. Q. takes K. R. P. 15. R. takes P.
- 15. Kt. to K. B's 3rd. 16. Kt. to K's 5th.
- B. takes Kt.
- 17. P. takes B.
- 17. R. to K. B's 4th.

And Black must win.

From this time forward, the advantage, † An imprudent move. though indecisive, is on White's side.

25. Q. Kt. to K's 2nd.	25. Kt. to Q's 3rd.
· · · · · ·	-
26. P. to Q. B's 3rd.*	26. Kt. to K's 5th.
27. Kt. takes B.	27. K. R. takes Kt.
28. R. takes Kt.†	28. K. R. takes Kt.‡
29. R. to K's 7th.	29. K. R. to K. B's 2nd.
30. R. takes R	30. R. takes R.
31. R. to K's sq.	31. P. to K. Kt.'s 4th.
32. K. to his Kt.'s 3rd.	32. K. to his R's 3rd.
33. R. to K's 6th (ch.)	33. K. to his R's 4th.
34. P. to K. B's 3rd.	34. P. to Q. R's 3rd.
35. P. to Q. R's 4th.	35. R. to Q's 2nd.
36. P. to Q. R's 5th.	36. R. to K. B's 2nd.
37. P. to Q. Kt.'s 3rd.	37. R. to Q. B's 2nd.
38. R. to K's 5th.	38. R. to K. B's 2nd.
39. P. to K. R's 4th.	39. K. to his Kt.'s 3rd.
40. P. takes P.	40. K. to his R's 2nd.
41. P. to K. B's 4th.	41. P. to K. Kt.'s 3rd.
42. K. to his Kt.'s 4th.	42. K. to his Kt.'s 2nd.
43. P. to K. B's 5th.	43. P. takes P. (ch.)
44. R. takes K. B. P.	44. R. to K's 2nd.
45. R. to K's 5th.	45. R. to K. B's 2nd.
46. R. to K's 6th.	•

At this point, as the game had lasted till midnight, the play was adjourned.

- * From the first view, White's play appears to be to take the Bishop. Upon examining the position attentively, however, that move will be found of no advantage to him. Let us suppose
 - 26. Kt. takes B. 26. R. takes Kt.
 - 27. Kt. to K. Kt,'s 5th (ch.)

(I doubt if he have any better move.)

27. K. to R's 3rd.

28. R. takes Kt. 28. K. takes Kt.

And White has certainly no superiority.

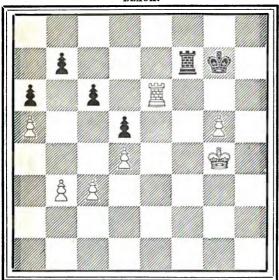
- + Well played. If he had moved away his Kt., Black would evidently have gained a valuable Pawn.
 - # This is preferable to taking the Rook; ex. gr.—
 - 28. K. R. takes R. or (A.)
 - 29. Kt. to K. Kt.'s 5th (ch.) 29. K. to R's 3rd.
 - 30. Kt. takes R. 30. P. takes Kt.
 - 31. R. to K's sq.
 - 31. R. to K's sq. 32. P. to K. B's 3rd. 32. P. to K's 6th.
 - 33. P. to K. B's 4th.

And he will gain the King's Pawn.

GAME XXVII. | LOWENTHAL AND WILLIAMS.

Position of the game after White's 46th move.

BLACK.



WHITE.

At the next sitting, the partie was resumed by Black's playing-

Ī	_			46	.]	R.	to	Q.	B,	8	2nd

53. K. takes P.

And White finally won the game.

28. P. takes R.

29. Kt. to K. Kt.'s 5th (ch.) 29. K. to R's 3rd.

30. Kt. to K's 6th.

And, after the exchange of Pieces, Black's centre Pawn will be difficult to defend.

GAME XXVIII.

Eleventh game between the same players.

[RUY LOPEZ' KNIGHT'S GAME.]

WHITE. (Mr. W.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt.'s 5th.	3. B. to Q. B's 4th.
4. P. to Q. B's 3rd.	4. Q. to K's 2nd.
5. Castles.	5. P. to Q. R's 3rd.
6. B. takes Kt.	6. Q. P. takes B.
7. P. to Q's 4th.	7. B. to Q's 3rd.
8. P. takes P.	8. B. takes P.
9. Kt. takes B.	9. Q. takes Kt.
10. P. to K. B's 4th.	10. Q. to her B's 4th (ch.)
11. K. to his R's sq.	11. Kt. to K. B's 3rd.*
12. P. to K's 5th.	12. B. to K. Kt.'s 5th.
13. Q. to K's sq.	13. Kt. to Q's 4th.
14. Q. to K. Kt.'s 3rd.	14. P. to K. R's 4th.
15. P. to K. R's 3rd.	15. Castles on Q's side.†
16. P. to Q. Kt.'s 4th.	16. Q. to her B's 5th.
17. Q. Kt. to Q's 2nd.	17. Q. takes Q. B. P.‡
18. Q. takes Q.	18. Kt. takes Q.
19. K. R. P. takes B.	19. P. takes P. (dis. ch.)
20. K. to Kt.'s sq.	20. Kt. checks.§
21. K. to B's 2nd.	21. Kt. takes B.
22. K. R. takes Kt.	22. Q. R. takes Kt. (ch.)
23. K. to his Kt.'s 3rd.	23. K. R. to Q's sq.
24. K. R. to K. Kt.'s sq.	24. Q. R. to Q. Kt.'s 7th.

^{*} This game is better opened on both sides than most of those between the same players, and we find in it more evidences of stratagem and combination.

⁺ Very well played.

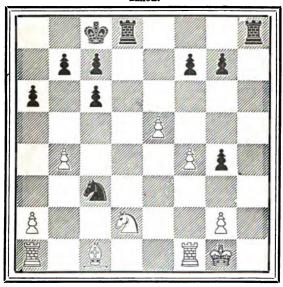
[‡] Here again Black plays cleverly, as he not only avoids the loss of a Piece with which he was threatened, but comes off the winner of two Pawns.

[§] I give a diagram of the situation, to afford the reader an opportunity of examining the consequences of Black's playing P. to K. Kt.'s 6th instead of checking with the Knight.

- 25. P. to Q. R's 3rd.
- 26. K. takes Kt. P.
- 27. R. takes R.
- 28. K. to B's 3rd.
- 29. P. to K. B's 5th.
- 30. R. to K. Kt.'s sq.
- 31. R. to Q's sq.
- 32. P. to K. B's 6th.

- 25. K. R. to Q's 7th.*
- 26. R. takes Kt. P. (ch.)
- 27. R. takes R. (ch.)
- 28. R. to Q's 7th.
- 29. R. to Q's sq.†
- 30. R. to K. Kt.'s sq. 31. P. to K. Kt.'s 3rd.
- 32. R. to Q's sq.





WHITE.

- * It would, perhaps, have been more prudent to break up White's two centre Pawns by advancing the K. B. Pawn.
- † Although inferior in force, the favourable position of White's King and his centre Pawns enables him to exercise a very troublesome constraint upon Black's operations. If now, instead of retreating his Rook, Black had moved his King to Q's 2nd, he would have been subjected to embarrassment, if not danger, by the adverse Rook being played to K. Kt.'s sq.

33. R. to K. R's sq.	33. K. to Q's 2nd.*
34. R. to Q's sq. (ch.)	34. K. to his sq.
35. R. to K. R's sq.	35. R. to Q's 4th.†
36. K. to his 4th	36. R. to Q's sq.
37. R. to R's 7th.	37. P. to Q. Kt.'s 3rd.
38. P. to K's 6th.	38. P. takes P.
39. R. to K's 7th (ch.)	39. K. to his B's sq.
40. R. takes Q. B. P.	40. R. to Q's 4th.
41. R. takes Q. B. P.	41. R. to Q. Kt.'s 4th.
42. R. takes K. P.	42. K. to B's 2nd.
43. R. to Q. B's 6th.	43. P. to Q. R's 4th.
44. P. takes P.	44. P. takes P.

* This is specious, but it does not avail Black much. His better course, I believe, was simply to advance his P. to Q. Kt, 's 3rd. It is curious, that if he had made the natural move of R. to Q's 6th (ch.), and then had taken the Pawn, it would have been difficult for him to save the game; ex. gr.:—

•		33.	R. to Q's 6th (ch
34.	K. to his 4th.	34.	R. takes Q. R. P
35.	R. to K. R's 8th (ch.)	35.	K. to Q's 2nd.
36.	R. to K. B's 8th.	36.	K. to his 3rd.
37.	R. to K's 8th (ch.)	37.	K. to Q's 2nd.
38.	R. to K's 7th (ch.)	38.	K. to Q's sq.
	R. takes K. B. P.		-

&c. &c.

† I should rather have placed the Rook at Q's 5th, for the purpose of cutting off the adverse King. In that case, the following seems a likely continuation:—

	35. R. to Q's 5th.
36. R. to K. R's 8th (ch.)	36. K. to Q's 2nd.
37. K. to his 3rd.	37. R. to Q. B's 5th.
38. K. to Q's 3rd.	38. R. to K. Kt.'s 5th.
39. R. to K. B's 8th.	39. K. to his 3rd.
40. R. to K's 8th (ch.)	40. K. to Q's 4th.
or (A.)	
41. R. to K's 7th.	41. R. to K. Kt.'s 6th (ch.)
42. K. moves.	42. R. takes Q. R. P.

And must win.

		(A.)	•			
40.	R. to Q. B's 8th.	40. K. takes	K. P.			
41.	R. takes Q. B. P.	41. R. to K.	. Kt.'s 6th (ch.)			
42.	K. to Q. B's 2nd.	42. K. takes	K. B. P.			
43.	R. takes Q. Kt. P.	43. K. to K'	's 3rd.			
	And wins.					

4 5.	R.	to Q. R's 6th.	45.	R.
46	ĸ	to his R's 4th	16	D

47. K. to Kt.'s 4th.

48. P. to B's 7th (dis. ch.) 49. K. to R's 5th.

50. K. to Kt.'s 4th.

51. K. to B's 3rd.

52. K. to K's 4th.

53. R. to K. Kt.'s 6th.

54. K. to Q's 4th.

55. K. to Q. B's 4th.

56. K. to Kt.'s 4th.

57. K. to Kt.'s 5th.

58. R. to Kt.'s 7th (ch.)

to Q. B's 4th.

P. to Kt.'s 4th (ch.)

47. K. to Kt.'s 3rd.

48. K. takes P. 49. K. to his 2nd.

50. K. to Q's 2nd.

51. K. to Q. B's 2nd.

52. K. to Kt.'s 7th.

53. P. to Q. R's 5th.

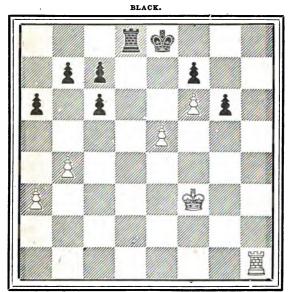
54. R. to Kt.'s 4th.

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

56. R. to B's 5th (ch.) 57. P. to K. Kt.'s 5th.

58. K. to Q. B's sq.

A diagram of the field before Black's 35th move will enable the reader to follow out the variations at greater length than I have room for here.



WHITE.

59. K. to B's 6th.	59. K. to Q's sq.
60. K. to Q's 6th.	60. K. to his sq.
61. K. to his 5th.	61. R. to Q. B's 5th.
62. K. to Q's 5th.	62. K. to B's sq.
63. R. to Kt.'s 5th.	63. R. to K. B's 5th.
64. K. to K's 5th.	64. R. to K. B's 6th.
65. R. takes P.	65. R. takes P.
66. K. to Q's 5th.	66. K. to his 2nd.
67. R. to Kt.'s 7th (ch.)	67. K. to Q's sq.
68. K. to Q. B's 4th.	68. R. to K. B's 6th.

And the game was here abandoned as drawn.

Game	XXIX.
Twelfth game betw	een the same players.
[French	Opening.]
WHITE. (Mr. L.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. Kt. to K. B's 3rd.	4. Kt. to K. B's 3rd.
5. P. to Q's 4th.	5. B. to Q's 3rd.
6. B. to Q's 3rd.	6. Castles.
7. Castles.	7. P. to Q. B's 4th.
8. P. to Q. B's 3rd.	8. Kt. to Q. B's 3rd.
9. K. to R's sq.	9. B. to K. Kt.'s 5th.
10. P. takes P.	10. K. B. takes Q. B. P.
11. P. to Q. Kt.'s 4th.	11. B. to Q. Kt.'s 3rd.
12. P. to Q. R's 4th.	12. P. to Q. R's 3rd.
13. P. to Q. R's 5th.	13. B. to Q. R's 2nd.
14. P. to K. R's 3rd.	14. B. takes Kt.
15. Q. takes B.	15. R. to K's sq.
16. Q. B. to Q's 2nd.	16. K. Kt. to K's 5th.
17. B. to K's sq.	17. Q. R. to Q. B's sq.
18. Kt. to Q. R's 3rd.	18. Q. to K. B's 3rd.*
19. Q. R. to Q's sq.†	19. Q. to K's 2nd.

^{*} Threatening to take the Q. Kt. P. with his Q. Kt.

† Intentionally leaving the Q. B. P. to be taken, as the capture would cost Black his Knight; for suppose—

GAME XXX.] LOWENTHAL AND WILLIAMS.

20. Kt. to Q. B's 2nd.	20. P. to K. B's'4th.
21. P. to Q. B's 4th.	21. P. takes P.
22. B. takes P. (ch.)	22. K. to R's sq.
23. P. to Q. Kt.'s 5th.*	23. Kt. takes Q. R. P.
24. B. to Q's 3rd.	24. Q. Kt. to Q. B's 5th
25. P. takes P.	25. P. takes P.
26. B. takes Q. Kt.	26. R. takes B.
27. Kt. to K's 3rd.	27. B. takes Kt.
28. Q. takes B.	28. R. to Q. B's 7th.
29. Q. to Q's 3rd.	29. R. to Q. B's 3rd.
30. Q. to Q. Kt.'s 3rd.	30. Q. to K. B's 3rd.
31. Q. to Q. R's 4th.	31. K. R. to Q. B's sq.
32. K. to R's 2nd.	32. Q. R. to Q. B's 7th.
33. K. R. to K. B's 3rd.†	33. Q. to Q. Kt.'s 7th.
34. B. to K. B's 2nd.1	34. Kt. takes B.
35. R. to K. Kt.'s sq.	35. Q. to Q. Kt.'s 4th.
36. Q. to Q's 4th.	36. Kt. to K's 5th.
37. K. R. to Q's 3rd.	37. P. to K. R's 3rd.
38. R. to Q. R's 3rd.	38. Q. to Q. B's 4th.
39. Q. to Q. R's sq.	39. Q. to K. B's 7th.

And wins.

GAME XXX.

Thirteenth game between the same players.

[PETROFF'S DEFENCE TO THE KING'S KNIGHT'S GAME.]

WHITE. (Mr. W.)

1. P. to K's 4th.

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

3. Kt. takes P.

4. Kt. to K. B's 3rd.

BLACK. (Mr. L.)

1. P. to K's 4th.

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

3. P. to Q's 3rd.

4. Kt. takes P.

19. K. Kt. takes Q. B. P.

20. B. takes Kt.

And Black dare not take the Bishop, on account of the other Bishop taking the K. R. P. (ch.), and thus winning his Queen.

* A strange miscalculation, and as unfortunate as strange, since White's game had improved considerably during the last few moves.

† Mr. Löwenthal plays the latter portion of this game deplorably ill. What a predicament this move involves him in immediately!

‡ He could do nothing better. After playing his R. to K. B's 3rd, the game was past redemption.

- 5. P. to Q's 3rd.
- 6. P. to Q's 4th.
- 7. K. B. to Q's 3rd.
- 8. P. to Q. B's 4th.
- 9. P. to K. R's 3rd.
- 10. Kt. to Q. B's 3rd.
- 11. Q. B. to K's 3rd.
- 12. P. takes P.
- 13. Q. to her B's 2nd.
- 14. Castles on K's side.
- 15. P. takes B.
- 16. K. B. to Q. Kt.'s 5th.
- 17. B. takes Kt.
- 18. Kt. to K's 5th.
- 19. P. to Q. B's 4th.
- 20. P. to K. B's 4th.
- 21. Q. to her Kt.'s 3rd.
- 22. Q. R. to K's sq.
- 23. B. to his sq.
- 24. K. B. P. takes Kt.
- 25. K. R. to K. B's 2nd.
- 26. B. to Q. Kt.'s 2nd.
- 27. Q. to K's 3rd.
- 28. P. to Q's 5th.†
- 29. Q. to K's 4th.
- 30. Q. R. to K. B's sq.
- 31. P. to K. R's 4th.
- 32. R. to K. B's 5th.
- 33. Q. R. to K. B's 4th.;
- 34. Q. takes R.
- 35. P. to K. R's 5th.
- 36. B. to Q's 4th.
- 37. B. to his 3rd.
- 38. K. to R's 2nd.

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

+ White has now a capital game. Every Piece in play, and three centre Pawns, which are almost an army in themselves.

‡ This is the turning-point of the contest, and a moment most critical for both competitors.

^{*} Either now, or on the preceding move, Black might have taken the Q. P. (checking.) The opportunity is too palpable for Mr. Löwenthal to have missed it, at the beginning of a game, so I presume there is some objection to the capture, although at the moment I do not see it.

AAD	***	LOWENTHAL	AND	WILL	LIAMS.
3 9.	B. to Q	's 2nd.	3	9. Q.	to K's 7th.
40.	B. to K	's 3rd.			to Q's 2nd.
41.	Q. to K	. B's 3rd.*	4	1. Q.	takes Q. B. P.†
42.	R. to K	. B's 4th.			to her B's 6th.
43 .	R. to K	's 4th.			to K's sq.
		. B's 2nd.	4	4. Q.	to her B's 7th.
45.	R. to K	's 2nd.	4	5. Q.	to her B's 5th.‡
46.	K. to hi	is Kt.'s 3rd.	4	6. B.	to Q. Kt.'s 4th.
47.	R. to K	's 3rd.			to Q. Kt.'s 3rd.
48.	P. to Q.	R's 3rd.	4	∂. B.	to Q. R's 3rd.
49.	P. to Q'	s 6th.	49	9. Q.	to K's 3rd.
50.	Q. to K	. Kt.'s 4th.			to his sq.
51.	Q. takes	3 Q.	5	1. R.	takes Q.
52.	K. to hi	s B's 4th.	5:	2. P.	to K. B's 3rd.
	P. takes		5	3. R.	takes P. (ch.)
		s Kt.'s 3rd.	5	4. B.	to Q's 2nd.
5 5.	R. to Q	's 3rd.	5	5. R.	to K. B's 4th.
5 6.	B. to K	's 3rd.	5		takes R. P.
57 .	B. to K.	B's 4th.	5	7. R.	to K. B's 4th.
5 8.	R. to Q	's 2nd.			to K. Kt.'s 4th.
5 9.	B. to K	s 3rd.	5	9. K.	to his B's 2nd.
6 0.	K. to R	's 2nd.	6	0. P.	to K. R's 4th.
61.	P. to K.	. Kt.'s 4th.			takes P.
62.	K. to hi	s Kt.'s 3rd (!)	62	2. R.	to K's 4th.§
	R. to Q		6	3. P.	to Q. B's 5th.
64.	R. to Q	. B's 3rd.	64	4. B.	to K's 3rd.
65.	P. to Q	. R's 4th.	6	5. R.	to Q. R's 4th.
					to Q. Kt.'s 4th.
67.	B. to Q'	s 2nd.	6	7. R.	takes P.
6 8.	R. takes	R.	6	8. P.	takes R.
	T	TT . 4 4 . 3			

^{*} It need hardly be said that if he had taken the K. B. P. with his R. he would have lost the game by Black's taking the K. R. P. (checking),

69. K. to his sq.

69. B. to Q. Kt.'s 4th.

[†] The fine position White had but a few moves since, is already beginning to melt away.

[†] Threatening B. to K. Kt.'s 5th. Here is another instance where, but that his game is lost already, Mr. W., in trying to wear his opponent out, might have fallen a victim to his own manœuvres. Unfortunately for Mr. Löwenthal, he was too much fatigued by this time to detect the blunder, or by checking with the Rook and then taking the Bishop, he might have saved himself some few hours' labour.

70. K. to his B's 2nd.

72. B. to his 3rd.

71. K. to his 3rd.

70. K. to Q's 2nd. 71. K. to Q. B's 3rd.

72. P. to Q. R's 6th.

And, after a few more useless moves, White finally surrendered.

GAME XXXI.

Fourteenth game between the same players.

[THE CENTRE GAMBIT.]

(Mr. L.) BLACK. (Mr. W.) WHITE. 1. P. to K's 4th. 1. P. to K's 4th. 2. P. to Q's 4th. 2. P. takes P. 3. Kt. to K. B's 3rd. 3. B. to Q. B's 4th. 4. B. to Q. B's 4th. 4. Q. to K's 2nd. 5. Kt. to K. B's 3rd. 5. P. to Q's 3rd. Castles. Castles. 7. B. to K. B's 4th. 7. Q. B. to K. Kt.'s 5th. 8. P. to K. R's 3rd. 8. Q. B. to K. R's 4th. 9. Q. Kt. to Q's 2nd. 9. Kt. to Q. B's 3rd. 10. P. to K. Kt.'s 4th. Q. B. to K. Kt.'s 3rd. 11. Q. B. to K. Kt.'s 5th. 11. K. R. to K's sq. 12. K. R. to K's sq. 12. Q. Kt. to K's 4th. 13. K. B. to Q's 3rd. 13. P. to K. R's 4th. 14. P. takes P. 14. K. Kt. to K. R's 2nd. 15. P. takes P. P. to Q's 4th. 16. Q. to K. B's sq.* P. takes P. 17. B. takes P. 17. Q. to Q's 3rd 18. B. takes Kt. 13. Q. takes B. 19. P. to K. B's 4th. 19. Kt. to Q. B's 3rd. 20. P. to K. B's 5th.† B. to K. R's 2nd. 21. K. Kt. to K. B's 3rd. Q. to Q's 3rd.

* Already White has a disagreeable game. This must be attributed partly to his ill-chosen opening, but in a great degree to the premature advance of his K. Kt. Pawn.

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

23. Kt. to K's 4th.

22. Q. to K. R's 3rd.

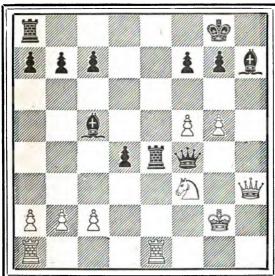
23. K. to Kt.'s 2nd.‡

⁺ This is plausible, but it is to be doubted whether playing the Pawn to K. Kt.'s 5th would not have been a better move.

[‡] A fatal miscalculation.

24.	P	tο	K	Κt	'a	5th	*

- * It is quite clear that if he had taken the Kt., Black would have gained two Pieces for one.
- † At the first glance it appears as if White could win a Piece in return for his lost Knight by now playing the P. to K. Kt.'s 6th, then taking R. with R., then B. with Q. (ch.), and finally checking King and Queen with the Kt. Unfortunately for this combination, the last move, upon which all depends, cannot be made, as the Queen prevents the Kt. moving. The following is the situation after Black's 25th move:—



BLACK.

WHITE.

31. P. to K. B's 6th. 32. Q. to K's 6th (ch.)

WHITE.

31. P. takes P.

32. K. to Kt.'s 2nd.

And Black wins.

GAME XXXII.

Fifteenth game between the same players.

[PHILIDOR'S DEFENCE IN THE KNIGHT'S OPENING.]

(Mr. W.)

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

24. Kt. to Q's 5th (ch.)

29. P. to K. Kt.'s 4th.

25. Kt. takes Q. 26. K. to B's sq.

27. R. to K's sq. 28. K. takes R.

BLACK. (Mr. L.) 1. P. to K's 4th.

2. P. to Q's 3rd. 3. P. takes P. 4. P. to Q's 4th.

5. P. to Q. B's 4th. 6. B. to Q's 2nd. 7. Q. takes B.

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

9. Castles.

10. P. to K. B's 3rd.

11. K. Kt. takes P. 12. P. to Q's 5th.

13. K. Kt. to Q's 4th.

14. P. to Q. R's 3rd.

B. to Q's 3rd. Q. takes B.

Q. to K. B's 3rd.

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

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

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

21. K. to B's 2nd.

22. R. takes R.

23. Q. takes Q.

24. K. to Q's 3rd.

25. P. takes Kt.

26. P. to Q. B's 5th.

27. R. takes R. (ch.)

28. K. to Q's 4th.

29. Kt. to K's 4th.

^{*} Although repulsed in his first attack from having injudiciously advanced with too little force, White has still a fine aggressive position. † Prettily played.

90	TZ.A	takes	TZA
asu.	NT.	takes	Mt.

31. K. to his 2nd.

32. P. takes P.

33. P. to K. R's 4th.

34. P. to K. B's 3rd (ch.)

30. K. takes Kt.

31. P. to Q. Kt.'s 4th.

32. P. takes P.

33. K. to K's 5th.

34. K. to K's 4th.

And the game was given up as a drawn battle.

GAME XXXIII.

Sixteenth and last game between the same players.

[Ruy Lopez' Knight's Game.]

WHITE. (Mr. L.)

1. P. to K's 4th.

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

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

4. Castles.

5. Kt. to Q. B's 3rd.

6. P. to Q's 4th.

7. Kt. takes P.

8. B. takes Kt.

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

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

11. Kt. to K. B's 3rd.

12. P. to K's 5th.

13. Q. to K's sq.14. P. takes P. in passing.

15. Q. to K's 6th (ch.)

16. Kt. to K. Kt.'s 5th.

17. R. to K's sq.

18. B. to Q's 2nd.

19. Q. takes Q.

20. Kt. to K's 6th.†

21. R. to K's 2nd.

22. Q. R. to K's sq.

BLACK. (Mr. W.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. Kt. to K. B's 3rd.

4. K. B. to K's 2nd.

5. P. to Q's 3rd.

6. P. takes P.

7. B. to Q's 2nd.

8. P. takes B. 9. Castles.

10. P. to Q. B's 4th.

11. Q. B. to his 3rd.

12. Kt. to K's 5th.*

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

14. Kt. takes P.

15. K. to R's sq.

16. Q. to K's sq.

B. to Q's sq.
 P. to K. R's 3rd.

19. Kt. takes Q.

20. R. to K. B's 2nd.

21. B. to K. B's 3rd.

22. R. to Q. Kt.'s sq.

* Taking the Pawn would have left him with two isolated and helpless Pawns on his Q. B's file.

† If the attack White has obtained is not carried on with all the fiery energy with which La Bourdonnais in such positions seemed to sweep aside and overawe resistance, it is maintained to the last with much more firmness and determination than Mr. Löwenthal exhibits in most of these games.

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23 .	P. to Q. Kt.'s 3rd.	23. B. to Q's 2nd.
24.	K. to R's 2nd.	24. K. to R's 2nd.
25 .	Kt. to Q's 5th.	25. P. to Q. B's 3rd.
2 6.	Kt. takes B. (ch.)	26. Kt. takes Kt.
27.	P. to Q. B's 4th.	27. B. takes Kt.
28.	R. takes B.	28. Q. R. to Q's sq.
29.	P. to K. Kt.'s 4th.	29. K. to Kt 's sq.*
3 0.	B. to Q. R's 5th.	30. Q. R. to Q's 2nd.
31.	P. to K. B's 5th.	31. K. to B's sq.
32 .	B. to Q. B's 3rd.	32. Q. R. to Q's sq.
	B. takes Kt.	33. R. takes B.
	R. takes R. (ch.)	34. P. takes R.
	R. to K's 6th.	35. K. to B's 2nd.
	K. to Kt.'s 3rd.	36. R. to Q's 2nd.
	K. to B's 4th.	37. P. to Q. R's 4th.
	P. to K. R's 4th.	38. R. to Q's sq.
	P. to K. Kt.'s 5th.	39. R. P. takes P. (ch.)
	P. takes P.	40. P. takes P. (ch.)
41.	K. takes P.	41. P. to Q's 4th.
42 .	R. takes Q. B. P.	42. P. to Q's 5th.
43.	R. to K. R's 6th.	43. P. to Q's 6th.
44.	R. to R's 7th (ch.)	44. K. to K's sq.
45.	R. to K. R's sq.	45. P. to Q's 7th.
46.	R. to K. R's 6th. R. to R's 7th (ch.) R. to K. R's sq. R. to Q's sq. K. to B's 6th.	46. R. to Q's 5th.
47.	K. to B's 6th.	47. K. to his B's sq.
40.	A. to A s oth.	48. K. to his sq.
	P. to K. B's 6th.	49. R. to Q's 6th.
	K. to B's 5th.	50. K. to B's 2nd.
	K. to K's 4th.	51. R. to Q's 5th (ch.)
	K. to K's 3rd.†	52. P. to Q. R's 5th.
	R. takes Q. P.	53. Q. R. P. takes P.
	Q. R. P. takes P.	54. R. to K. R's 5th.
	R. to K. B's 2nd.	55. R. to K. Kt.'s 5th.†
	K. to Q's 3rd.	56. R. to Kt.'s 6th (ch.)
57.	K. to Q. B's 2nd.	57. R. to Kt.'s 4th.

^{*} Fearing the farther advance of White's Pawn to K. Kt.'s 5th, and then to the 6th sq., attacking King and Rook.

† This latter portion of the game is conducted with remarkable precision and ability by Mr. Löwenthal.

[#] If he had checked with his Rook to force an exchange of Rooks, White would afterwards have gained "the opposition" with his King, and have won without difficulty.

GAME XXXIV. | HORWITZ AND BIRD.

58. P. to Q. Kt.'s 4th.* 58. P. takes P.

59. K. to Kt.'s 3rd.

59. R. to Kt.'s 8th.

60. K. takes P.

And White ultimately won the game.

GAME XXXIV.

FIRST GAME BETWEEN MESSES, HORWITZ AND BIRD.

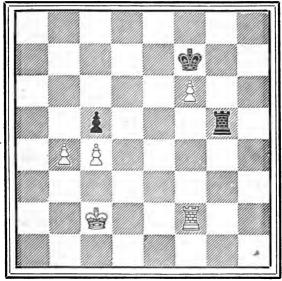
[RUY LOPEZ' KNIGHT'S GAME.]

BLACK. (Mr. B.)

WHITE. (Mr. H.)

- 1. P. to K's 4th.
- 1. P. to K's 4th.
- 2. Kt. to K. B's 3rd.
- 2. Kt. to Q. B's 3rd.
- 3. B. to Q. Kt.'s 5th.
- 3. Kt. to K. B's 3rd.
- * Ingeniously played. I give a diagram of this really instructive situation.

BLACK.



WHITE.

25. K. R. to K. R's 2nd.

26. R. interposes.

27. K. takes B.

28. B. takes R.

-		[
4.	P. to Q's 4th.*	4. P. takes P.
5.	P. to K's 5th.	5. Kt. to K's 5th.
6.	Castles.	6. P. to K. B's 4th.
7.	Kt. takes Q. P.	7. Kt. takes Kt.
8.	Q. takes Kt.	8. B. to Q. B's 4th.
9.	Q. to her 3rd.	9. Castles.
10.	Kt. to Q. B's 3rd.	10. Kt. takes Kt.
11.	P. takes Kt.	11. Q. to K's 2nd.
12.	B. to K. B's 4th.	12. K. to his R's sq.
13.	Q. to K. Kt.'s 3rd	13. P. to K. R's 3rd.
14.	P. to K. R's 4th.	14. P. to Q. R's 3rd.
15.	B. to Q's 3rd.	15. Q. to K's 3rd.
16.	K. R. to K's sq.	16. P. to Q. Kt.'s 3rd.
17.	P. to Q. R's 4th.	17. B. to Q. Kt.'s 2nd.
18.	K. R. to K's 2nd.	18. K. R. to K. B's 2nd
19.	Q. R. to Q's sq.	19. Q. R. to K. Kt.'s sq
20.	K. R. to Q's 2nd.	20. B. to Q. B's 3rd.
21.	K. B. takes Q. R. P.	21. P. to K. Kt.'s 4th.†
22.	P. takes P.	22. P. takes P.
	B. takes P.	23. Q. to K. Kt.'s 3rd.
24 .	B. to Q. B's 4th.	24. K. R. to K. Kt.'s 2n

29. R. takes B. (ch.) And White resigns.

25. Q. to K. R's 4th (ch.)

26. B. to K. B's 6th (ch.)

27. B. takes R. (ch.)

28. R. takes P. (ch.)§

- * This appears to be a favourite move with Mr. Bird, but Castling, or Kt. to Q. B's 3rd, is considered equally good.
- + White ventures too much in advancing this Pawn, and exposing his King.
- ‡ Had he either doubled his Rooks or marched his Pawn to K. B's 5th, Black would have won at least the exchange by playing Q. to K. R's 4th (ch.), followed by B. to K. B's 6th (ch.)
- § Mr. Bird avails himself of the advantage afforded by his adversary's 21st move with great ability.

18. Kt. to Q's 2nd.

GAME XXXV.

Second game between the same players.

[FRENCH GAME.]

[OARE.]
WHITE. (Mr. H.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. B. to Q's 3rd	4. Kt. to K. B's 3rd.
5. Kt. to K. B's 3rd.	5. K. B. to Q's 3rd.
6. Castles.	6. Castles.
7. B. to K. Kt.'s 5th.	7. B. to K's 3rd.
8. P. to Q. B's 3rd.	8. P. to Q. B's 3rd.
9. Kt. to K's 5th.	9. Q. Kt. to Q's 2nd.
10. P. to K. B's 4th.	10. Q. to her Kt.'s 3rd.
11. Kt. takes Kt.	11. B. takes Kt.†
12. Q. B. takes K. Kt.	12. Kt. P. takes B.
13. Q. to K. R's 5th.	13. P. to K. B's 4th.
14. Q. to K. Kt.'s 5th (ch.)	14. K. to R's sq.
15. Q. to K. B's 6th (ch.)	15. K. to Kt.'s sq.
16. Q. takes K. B.	16. B. to K's 3rd.
17. P. to Q. Kt.'s 3rd.	17. K. R. to K's sq.

And Black resigned the game.

GAME XXXVI.

Third game between the same players.
[Ruy Lopez' Knight's Game.]

WHITE. (Mr. H.)
1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. Kt. to K. B's 3rd.
4. K. Kt. takes K. P.
5. K. P. takes Q. P
6. P. to K. B's 4th.

* This move, as the sequel shows, was the proximate cause of Black's losing a Piece.

† It is quite clear that if he had taken Kt. with Kt., he would have lost his Q. Bishop immediately.

7. K. B. to Q. B's 4th.*
8. P. takes R.
9. P. to K. Kt.'s 3rd.
10. Q. to K's 2nd.
11. Kt. to K's 4th.
12. Castles.
13. Kt. takes B.
14. R. to K. B's 2nd.
15. P. to Q. B's 3rd.
16. P. to Q's 4th.
17. P. to Q. B's 4th.
18. P. to Q's 5th.†
19. P. to Q's 6th.‡
20. Q. B. to K's 3rd.§
21. B. to K. Kt.'s 5th.
22. B. takes K. Kt.
23. Q. to Q's 2nd.
24. R. takes Kt.
25. B. takes Q. P.
26. R. to K's sq.
27. B. to K. B's 4th.
28. P. to Q. Kt.'s 3rd.¶
29. Q. to K. B's 2nd.**
30. R. to Q's sq.
31. R. to Q's 5th.††
32. R. to Q's sq.

* This was over-hasty, and involves a serious loss.

+ Considering the disadvantage Mr. Horwitz fights under, from the disparity of the forces, he plays for a long while with remarkable ingenuity and spirit.

A capital manœuvre, by which White gains a Piece back in return

for the one he lost. § Indispensable, for the purpose of liberating his Rook, before be attacked the Knight.

|| Although White has managed to equalize the forces, the position of his adversary's Queen and Bishop renders his game extremely critical.

This was lost time. I should have much preferred playing Q. to her 5th.

** Again I should have preferred Q. to her 5th. White must always be in jeopardy while the adverse Queen and Bishop command his K. Kt.'s 2nd sq.

†† It is not usual for Mr. Horwitz to throw away moves in the way he does during this game.

-	
33. Q. to K. Kt.'s 5th.	33. R. to Q's 2nd.
34. R. to K's 3rd.	34. R to Q's 8th (ch.)*
35. K. to K. R's 2nd.	35. R. to Q's 2nd.
36. Q. to K. B's 4th.	36. R. to Q's sq.
37. Q. to K's 5th.	37. Q. to Q's 2nd.
38. P. to K. B's 4th.	38. Q. to K. B's 2nd.
39. P. to Q. Kt.'s 3rd.	39. B. to Q. Kt.'s 8th.
40. R. to K's 2nd.	40. B. to Q's 6th.
41. R. to K's 3rd.	41. B. to Q. Kt.'s 8th.
42. P. to K. Kt.'s 4th.	42. P. to Q. B's 5th.
43. Q. to Q. Kt.'s 2nd.	43. B. to Q's 6th.
44. Q. to K's 5th.	44. R. to Q. B's sq.
45. Q. to Q's 6th.	45. P. to K. Kt.'s 4th.
46. P. to K. B's 5th.†	46. P. takes Q. Kt.'s P.
47. R. takes B.‡	47. Q. to Q. B's 2nd.
48. Q. takes Q.	48. R. takes Q.
49. Q. R. P. takes P.	49. P. to Q. R's 4th.
50. B. takes K. Kt.'s P.	50. P. to Q. Kt.'s 4th.
51. B. to K. B's 4th.	51. R. to Q. B's 7th (ch.)
52. K. to K. Kt.'s 3rd.	52. P. to Q. Kt.'s 5th.
53. K. to K. B's 3rd.	53. R. to Q. R's 7th.
54. K. to K's 4th.	54. R. to Q. R's 6th.
55. K. to Q's 4th.	55. P. to Q. R's 5th.
56. K. to Q. B's 4th.	56. P. takes Q. Kt. P.
57. R. takes P.	57. R. to Q. R's 2nd.
58. R. takes Q. Kt.'s P.	58. R. to Q. R's 6th.
59. P. to K. R's 4th.	59. R. to K. R's 6th.
60. B. to K. Kt.'s 5th.	60. P. to K. R's 3rd.

And Black wins.

61. R. to Q. Kt.'s 8th (ch.)

- * Better to have reserved this check for a more favourable moment, since now it avails White nothing.
 - + Mr. Bird considers his Bishop too well stationed to be disturbed.
- ‡ R. to K's 7th looks more decisive. In that case, if White play R. to Q. B's 7th (ch.), Black simply moves K. to Kt.'s 3rd, and wins; and if, instead of checking with the Rook, White plays Q. to Q. B's 5th, he must be mated in four moves. I give a diagram of the position before Black's 47th move.

GAME XXXVII.

Fourth game between the same players.

[PHILIDOR'S DEFENCE TO THE KNIGHT'S GAME.]

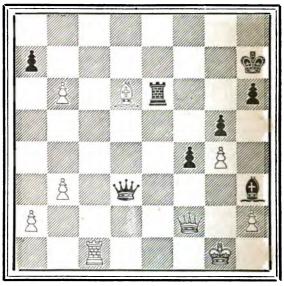
BLA	C	ĸ.	(Mr.	B.)
-		***	`	,

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

WHITE. (Mr. H.)

- 1. P. to K's 4th.
- 2. P. to Q's 3rd.
- 3. P. takes P.
- 4. B. to K's 2nd. 5. Kt. to K. B's 3rd.
- 6. Castles.
- 7. K. Kt. takes P *
- 8. P. to Q's 4th.
- 9. Q. takes B.

BLACK.



WHITE.

^{*} This move Black should certainly have foreseen and provided against.

10. Kt. to Q. B's 3rd.	10. Q. to Q's sq.
11. Q. B. to K. B's 4th.	11. Q. Kt. to Q. R's 3rd.
12. K. R. to K's sq.	12. B. to K. B's 3rd.
13. K. Kt. to Q. Kt.'s 5th.	13. Q. B. to Q's 2nd.
14. Q. to K. B's 3rd.	14. Q. B. to Q. B's 3rd.
15. Q. to K. Kt.'s 3rd.	15. K. B. takes Q. Kt.
16. Kt. takes B.	16. Q. to K. B's 3rd.*
17. B. takes Q. B. P.	17. Kt. takes B,
18. Q. takes Kt.	18. Q. to K. Kt.'s 3rd.
19. Q. to K. Kt.'s 3rd.	19. Q. takes Q. B. P.
20. K. R. to K's 2nd.	20. Q. to K. B's 4th.
21. Q. R. to K's sq.	21. Q. R. to Q's sq.
22. K. R. to K's 5th.	22. Q. to K. B's 3rd.
23. P. to K. R's 3rd.	23. P. to K. R's 3rd.
24. P. to Q. Kt.'s 4th.†	24. P. to Q. R's 3rd.
25. P. to Q. R's 4th.	25. R. to Q's 5th.
	26. Q. R. P. takes P.
27. Q. R. P. takes P.	27. Q. B. to Q's 2nd.
28. Kt. to Q's 5th.	28. Q. to Q's 3rd.
20. Kt. to K'e 7th (ch)	29. K. to K. R's sq.
30 O to K R's 3rd	30. P. to Q. Kt.'s 3rd.
29. Kt. to K's 7th (ch.) 30. Q. to K. B's 3rd. 31. P. to K. Kt.'s 4th.	31. R. to Q's 6th.
32. Q. R. to K's 3rd.	32. R. takes R.
33. Q. takes R.	99 P to K's so
34. Kt. to K. Kt.'s 6th (ch.)‡	33. R. to K's sq. 34. K. B. P. takes Kt
35. R. takes R. (ch.)	35. B. takes R.
36. Q. takes B. (ch.)	36. K. to K. R's 2nd.
37. Q. to Q. B's 6th.	
38. K. to K. Kt.'s 2nd.	37. Q. to Q's 5th. 38. P. to K. R's 4th.
39. P. takes P.	39. P. takes P.
40. Q. to K's 6th.	40. P. to K. Kt.'s 3rd.
41. Q. to K. B's 7th (ch.)	41. K, to K. R's 3rd.
42. Q. to K. B's 8th (ch.)	42. K. to K. R's 2nd.
43. Q. to K's 7th (ch.)	43. K. to K. Kt.'s sq.
44. Q. to K's 6th (ch.)	44. K. to K. Kt.'s 2nd.
45. Q. to Q. B's 6th.	

And the game was resigned as drawn.

‡ It is difficult to suggest any better move.

^{*} Very well played. White is assured of immediately regaining a Pawn for the one he gives up.

† Threatening to dislodge the adverse Bishop from his present commanding station. A very good move.

GAME XXXVIII.

Fifth game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. H.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. Kt. to Q. B's 3rd.
3. Kt. to K. B's 3rd.	3. P. to K's 3rd.
4. K. B. to Q. Kt.'s 5th.	Q. to Q. Kt.'s 3rd.
5. Kt. to Q. B's 3rd.	5. K. B. to K's 2nd.*
6. P. to Q's 3rd.	6. Kt. to K. B's 3rd.
7. B. takes Q. Kt.	7. Kt. P. takes B.
8. Castles.	8. Castles.
9. Q. Kt to Q. R's 4th.†	9. Q. to Q. B's 2nd.
10. P. to Q. B's 4th.	10. P. to Q's 4th.
11. Q. Kt. to Q. B's 3rd.	11. B. to Q. R's 3rd.‡
12. P. to Q. Kt.'s 3rd.	12. Q. R. to Q's sq.
13. Q. to K's 2nd.	13. K. R. to K's sq.
14. P. to K's 5th.	14. Kt. to Q's 2nd.
15. B. to Q. Kt,'s 2nd.	15. P. to K. B's 3rd.
16. Q. R. to K's sq.	16. K. B. P. takes K. P.
17. K. B. P. takes P.	17. K. R. to K. B's sq.
18. Q. Kt. to Q's sq.	18. Q. to Q. R's 4th.§
19. Q. B. to its 3rd.	19. Q. to Q. B's 2nd.
20. B. to Q's 2nd.	20. Kt. to Q. Kt.'s 3rd.
21. B. to K. Kt.'s 5th.	21. Q. B. to Q. B's sq.
22. B. takes K. B.	22. Q. takes B.
23. K. R. to K. B's 2nd.	23. B. to Q's 2nd.
24. P. to K. Kt.'s 3rd.	24. B. to K's sq.
25. K. Kt. to K. R's 4th.	25. K. R. takes R.

^{*} P. to K. Kt.'s 3rd, followed by B. to K. Kt.'s 2nd, is undoubtedly a much better line of play.

[†] The object of this move was to enable White to advance his Q. B. Pawn, and at the same time prevent Black from advantageously throwing forward his Pawn to Q's 4th. The more natural-looking move of Q. Kt. to K's 2nd, it will be found, does not effect the same purpose.

[‡] The Bishop is badly posted here. He should rather have occupied the Q. Kt.'s 2nd sq.

[§] This was mere lost time. He would have done better by moving K. R. to B's 2nd, with the view to double, and bring his Rooks into good play

GAME XXXVIII. HORWITZ AND BIRD.

26. Q. Kt. takes R. 26. P. to K. Kt.'s 4th. K. Kt. to K. B's 3rd. 27. B. to K. R's 4th. 28. P. to K. R's 3rd. 28. Q. to K's 3rd. 29. P. to K. Kt.'s 4th. 29. B. to K. Kt.'s 3rd. 30. P. to K. R's 4th. 30. R. to K. B's sq. 31. K. R. P. takes P. 31. P. to Q's 5th. 32. Q. to K's 2nd. 32. Q. to K. B's 2nd.* 33. K. to Kt.'s 2nd. 33. P. to K. R's 4th. 34. R. to K. R's sq. 34. Kt. to Q's 2nd. 35. Kt. to K. R's 4th. 35. Kt. takes K. P. 36. Kt. takes B. 36. Kt. takes Kt. 37. K. to Kt.'s sq. 37. Kt. to K. B's 5th. 38. Q. to K's 4th. 38. P. to K's 4th. 39. P. takes K. R. P. 39. Kt. takes K. R. P. 40. R. to K. R's 2nd. 40. Kt. to K. Kt.'s 6th. 41. Q. to K. R's 4th.† 41. Kt. to K's 7th (ch.) 42. K. to K. B's sq. 42. Q. to K. B's 4th. 43. K. takes Kt.‡ 43. Q. to K. B's 6th (ch.) 44. K. to K. B's sq. 44. Q. takes Q. P. (ch.) 45. Q. to Q. Kt.'s 8th (ch.) 45. K. to K. Kt.'s sq. 46. K. to Kt.'s 2nd. 46. Q. to K. B's 4th.

48. Q. takes K. P.§ 48. Q. takes Kt. (ch.) And Black draws the game.

- * Had he taken the Pawn with Pawn, White would have retorted with Q. Kt. to K. R's 3rd, &c.
- † I should have preferred taking the K. P. with the Queen. In this case it appears to me impossible for Black to escape both the Scylla and Charybdis of checkmate, or the loss of his Knight; for suppose
 - 41. Q. takes K. P.

47. R. to K. R's 3rd.

41. Kt. to K. R's 4th.

47. P. to K's 5th.

(This appears his only feasible move. If Q. to K. B's 5th White can mate in five moves.)

42. P. to K. Kt.'s 6th.

And wins.

- ‡ If, instead of taking the Kt., he had simply moved P. to K. Kt.'s 6th, he would have won immediately.
- § Again, by playing P. to K. Kt.'s 6th, White must have ensured an easy victory. I give a diagram of the position.

GAME XXXIX.

Sixth game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. H.)

BLACK. (Mr. B.)

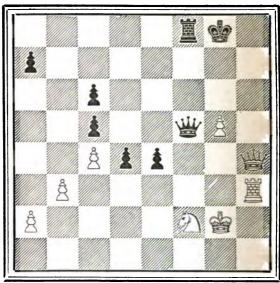
1. P. to K's 4th.

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

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

2. P. to K's 3rd.

BLACK.



WHITE.

Suppose now, instead of the suicidal capture of Black's Pawn, Mr. Horwitz had played

48. P. to K. Kt.'s 6th. 48. Q. takes Kt. (ch.)

(This appears his best move. If he take the Pawn, White wins his Q. by R. to K. Kt.'s 3rd, and if he play K. to Kt.'s 2nd, White wins the game by Q. to K. R's 6th, &c.)

49. Q. takes Q. 50. K. takes R.

49. R. takes Q. (ch.) 50. K. to Kt.'s 2nd.

51. R. to K. Kt.'s 3rd.

And Black has no resource.

GAME XXXIX. HORWITZ AND BIRD.

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

- 3. P. to Q's 4th.
- 4. K. B. to K's 2nd.
- 5. Q. B. to Q's 2nd.
- 6. Kt. takes B.*
- Kt. to K. R's 3rd.
- 8. Castles.
- Q. to Q. Kt.'s 3rd.
- 10. P. to K. B's 3rd.
- 11. Q. R. to Q's sq.
- 12. K. Kt. to K. B's 4th.
- 13. K. B. P. takes K. P.
- 14. K. R. to K. B's 2nd.
- 15. Q. R. to K. B's sq.
- 16. P. to Q. R's 4th.
- 17. Q. B. P. takes P.
- 18. B. to Q. Kt.'s 5th.
- 19. B. takes Kt.
- 20. K. Kt. takes Q. P.
- 21. Q. to Q. Kt.'s 5th.§
- 22. Q. takes Q. R.
- 23. Q. R. to K's sq.
- 24. Q. R. takes K. P.
- 25. K. takes Kt.
- 26. Kt. to K. B's 3rd. 27. R. to K's 3rd.
- 28. Kt. P. takes B.
- 29. P. to Q. Kt.'s 3rd.
- * It is considered better play to take the Bishop in similar cases with the Queen.
- † Mr. Horwitz fails to conduct the opening of this game with his accustomed skill. The move of the B. to Q. R's 3rd is comparatively ## Hardly vigorous enough, considering the superior development of
- Black's forces. Why not rather have prosecuted the attack with Kt. to K. R's 5th? § He might have obtained a strong but insecure attack by taking Kt.
- with Kt., and sacrificing his Queen. I This portion of the game is extremely animated. White appears to have extricated himself completely from his embarrassments, and has

now, I think, the advantage of position.

I am strongly of opinion that White might not only have gained two of the adversary's Pawns, but have acquired a great superiority of position by checking with the Q. at K. R's 5th, and then capturing the Q. P. To

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

30. Q. takes Q. Kt. P.

31. Q. takes R. P. (ch.)

31. K. to B's sq.

Drawn game.

GAME XL.

Seventh game between the same Players.

[PHILIDOR'S DEFENCE TO THE KNIGHT'S GAME.]

BLACK. (Mr. B.)

1. P. to K's 4th.

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

3. K, B. to Q. B's 4th.

4. B. takes B.

5. P. to Q's 4th.

WHITE. (Mr. H.)

1. P. to K's 4th.

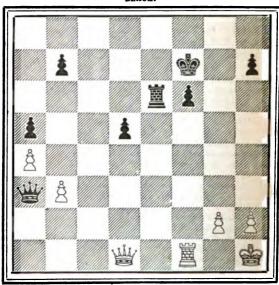
2. P. to Q's 3rd.

Q. B. to K's 3rd.
 P. takes B.

5. P. takes P.

facilitate the examination of this instructive end-game, I append a diagram of the disposition of the forces prior to White's 29th move.

BLACK.



WHITE.

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

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

Through some inattention on the part of the Secretary, the rest of the game was not recorded. It was won by Mr. Horwitz.

GAME XLI.

Eighth game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. H.)

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

- BLACK. (Mr. B.)
- 1. P. to Q. B's 4th.
- 2. P. takes P.
- 3. P. to K's 3rd.
- 4. Kt. to Q. B's 3rd. 5. P. to K. Kt.'s 3rd.
- 6. K. B. to K. Kt.'s 2nd.
- 7. K. B. to K's 4th.
- 7. * This inconsiderate and reckless move might have cost the game.
 - + Ingenious. White now gains the Kt. without exchanging Queens.

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

- 8. K. B. to Q. Kt.'s sq.
- 9. K. Kt. to K's 2nd.
- 10. K. Kt. to Q's 4th.
- 11. Castles.
- 12. K. Kt. to K's 2nd.
- 13. B. to Q. B's 2nd.†
- 14. B. takes Kt.
- 15. Kt. to K. B's 4th.
- 16. Q. to Q. Kt.'s 3rd.
- 17. Q. to K's 6th.
- 18. Kt. takes Q.
- 19. Kt. to K. Kt.'s 7th (ch.) 20. Kt. takes B. P.
- 21. P. to K. B's 4th.
- 22. Kt. takes B.
- 23. P. to K's 4th.
- 24. P. to Q. Kt.'s 3rd.
- P: takes P.
- 26. K. to B's 2nd.
- 27. K. to K's 3rd.
- 28. Q. R. to Q. Kt.'s sq.
- 29. P. to K. B's 5th.
- 30. K. to K. B's 4th.
- 31. B. to Q. Kt.'s 2nd.
- 32. Q. R. to Q's sq.
- * The present opening is certainly entitled to the merit of originality. Who could possibly have anticipated, when Black played his B. to K. Kt.'s 2nd, that he would be found two moves afterwards in the extraordinary position he now occupies?
- † Owing to the carelessness with which the games in this match were taken down, I have been repeatedly at a loss to make out the moves. In the present instance, the manuscript gives "P. to Q. Kt.'s 3rd," but this, as the Q. is played immediately after to that square, is evidently not the move made. As the sequel shows, neither is P. to Q. R's 3rd or 4th. In despair of finding the correct move, which appears to have been a lost one in every sense, I venture to give "B. to Q. B's 2nd."
- ‡ The object Mr. Horwitz had in view by sacrificing the K. B. P. is beyond my comprehension. Was it an oversight?
- § The position is somewhat remarkable, and I append a diagram of it prior to White's 29th move.

33. R. to K. R's 7th.

34. P. to Q's 7th.

35. Kt. to Q. Kt.'s 5th.

36. P. to Q. R's 4th.

37. R. P. takes B.

38. R. to K's 7th.

39. R. to Q's sq.

40. R. takes P. (ch.)

41. R. to Kt.'s sq. (ch.)

33. B. to R's sq.*

34. B. to Kt.'s 2nd.

35. B. to R's 3rd.

36. B. takes Kt.

37. Kt. to Kt.'s sq.

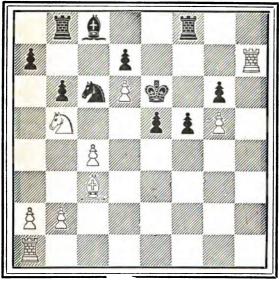
38. Kt. takes P.

39. Kt. to Q. B's 4th.

40. K. to K. Kt.'s 5th. 41. K. to R's 6th.

41. IL. WILSON





WHITE.

In this situation, instead of moving the Rook to Q's sq., White might have played his Bishop to Q. Kt.'s 4th with perfect safety. In this case Black's only mode of escape is to advance his K. B. P. If he were to take the Bishop, it is plain the Rook gives mate; and if he play P. to k's 5th, or Q. R. to Q. Kt.'s 2nd, his defeat, though less immediate, is almost equally inevitable. The variations will be found to be extremely interesting and instructive.

* Had he taken the Q. P., White would have answered with Kt. to Q. Kt.'s 5th.

42. P. checks.
43. R. to Q's 2nd.
44. Kt. takes R.
45. Kt. to Q. B's 4th.
46. Kt. to K's 5th (ch.)
47. Kt. takes P. (ch.)
48. K. to R's 7th.
49. R. takes B. (ch.)
50. R. to K. B's 7th,
51. R. takes Q. Kt.'s P.
52. R. checks.
53. R. to Q's 5th.
54. R. checks.
55. K. to R's 6th.
56. R. to Q. B's 2nd.
57. K. to Kt.'s 5th.
58. R. takes P.
59. K. to Kt.'s 4th.
60. R. to Q. B's 7th.
61. R. to Q. B's 4th.
62. R. to Q. B's 6th.

And Black resigns.

63. K. to Kt.'s 8th.

GAME XLII.

Ninth game between the same players.

[RUY LOPEZ' KNIGHT'S GAME.]

BLACK. (Mr. B.)	WHITE. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. K. B. to Q. Kt.'s 5th.	3. P. to Q's 3rd.
4. P. to Q. B's 3rd.	4. B. to Q's 2nd.‡
5. P. to Q's 4th.	5. P. takes P.
6. P. takes P.	6. B. to K's 2nd.

^{*} Portions of this difficult end-game are beautifully played by Mr. Horwitz.

† The winning move. All further resistance is futile.

[‡] The defence to Ruy Lopez' move of B. to Q. Kt.'s 5th, in the Knight's opening, is still an unsolved problem. That adopted in the present game, though not satisfactory, may still be ventured without any great danger.

-	TT.		\sim	ъ.	
7.	Kt.	to	W.	K'8	3rd.

8. Castles.

9. P. to K. R's 3rd.

10. K. B. to Q's 3rd.

11. P. to Q. R's 3rd.

12. P. to Q. Kt.'s 4th.

13. Q. to Q. B's 2nd.

14. K. B. takes K. P.

15. K. Kt. to its 5th. 16. Q. Kt. takes Kt.

17. K. Kt. to K. B's 3rd 1

18. Kt. P. takes R.

19. Q. to Q's 3rd.

20. K. to R's 2nd.

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

22. K. R. to K's sq.

23. P. takes Q. B. P.

24. Q. takes Kt.

Q. takes P.
 R. takes Q.

27. R. to K's 7th.

28. B. to K's 3rd.

29. K. to K. Kt.'s 3rd.

30. R. to K's 4th.

31. B. to Q's 4th.

32. R. to K's 5th. 33. B. to K's 3rd.

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

8. Castles.

9. P. to Q. R's 3rd.

10. P. to Q. Kt.'s 4th.*

11. K. Kt. to K's sq.

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

13. P. takes P.

14. K. Kt. to K. B's 3rd.

15. Kt. takes K. B.

16. K. R. to K. B's 4th.†

17. K. R. takes Kt.

18. Kt. takes Q. P.

19. P. to Q. B's 4th. 20. Q. to K. B's sq.

21. Q. to K. B's 4th.§

P. to Q's 4th.
 P. takes Kt.

24. K. B. to K. B's 3rd.

25. Q. takes Q.

26. K. B. takes Q. R.

27. R. to Q's sq.

28. B. to Q. Kt.'s 7th. 29. K. to B's sq.

30. B. takes P.

31. B. to K. B's 4th.

32. P. to K. Kt.'s 3rd. 33. B. to Q. Kt.'s 7th.¶

- ‡ P. to K. B's 4th, threatening P. to Kt.'s 4th afterwards, would, I think, have been preferable.
 - § Intending to win the Knight next move.

If he had taken the Pawn with his Knight, the results would have been still more disastrous; for instance:—

23. Kt. takes P.

23. B. takes Kt. 24. B. takes Q.

24. Q. takes Q.25. Kt. P. takes B.

25. Kt. to B's 6th (ch.)

And in every case White gains a Piece.

TEnmeshing the poor Rook inextricably.

^{*} This move exercises considerable influence on the game all through.

[†] It is not easy to suggest a better move, but this strikes me as very hazardous.

34. P. to Q. B's 6th.

'34. B. takes R. 35. R. to Q. B's sq.

35. P. takes B.

And Black resigns.

J

GAME XLIII.

Tenth game between the same players.

[FRENCH GAME.]

WHITE. (Mr. H.)	BLACK. (Mr. B.)
1. P. to K's 4th.	1. P. to K's 3rd.
2. P. to Q's 4th.	2. P. to Q's 4th.
3. P. takes P.	3. P. takes P.
4. B. to Q's 3rd.	4. Kt. to K. B's 3rd.
5. Kt. to K. B's 3rd.	5. B. to K. Kt.'s 5th.
6. Castles.	6. B. to K's 2nd.
7. P. to K. R's 3rd.	7. B. takes Kt.
8. Q. takes B.	8. Castles.
9. P. to Q. B's 3rd.	9. P. to Q. B's 4th.
10. P. takes P.	10. B. takes P.
11. B. to K. Kt.'s 5th.	11. B. to K's 2nd.
12. Kt. to Q's 2nd.	12. Kt. to Q. B's 3rd.
13. K. R. to K's sq.	13. Q. to Q's 3rd.
14. Q. to K. B's 5th.*	14. P. to K. Kt.'s 3rd.
15. Q. to K. B's 3rd.	15. Kt. to K's 4th.
16. Q. to K. Kt.'s 8rd.	16. Kt. takes B.
17. Q. takes Kt.	17. Q. R. to K's sq.†
18. B. to K. R's 6th.	18. B. to Q's sq.
19. B. takes K. R.	19. R. takes B.
20. R. to K's 2nd.	20. B. to Q. B's 2nd.
21. Kt. to K. B's 3rd.	21. Kt. to K. R's 4th.
22. R. to K's 5th.	22. Kt. to K. B's 5th.
23. Q. to Q's 4th.‡	23. Q. takes R.

This turns out a lost move. B. to K. B's 4th, to prevent the adverse Kt. from coming prominently into action, would, I think, have been more advisable.

[†] An incredible blunder, this locking up of the King's Rook when the adverse Bishop is so palpably going to the R's 6th to attack it.

[‡] Mr. Horwitz obligingly made the very move his adversary desired, and thus threw away the advantage before given him.

, 24. Q. takes Q.* 24. B. takes Q. 25. Kt. takes B. 25. R. to K's sq. 26. R. to K's sq. 26. R. to K's 3rd. 27. K. to B's sq. 27. K. to Kt.'s 2nd. 28. P. to K. R's 4th. K. to B's 3rd. 29. Kt. to Kt.'s 4th (ch.) 29. K. to K's 2nd. 30. Kt. to K's 3rd. 30. K. to Q's 3rd. 31. P. to K. Kt.'s 3rd. 31. Kt. to Q's 6th. 32. R. to K's 2nd. 32. P. to K. B's 4th. 33. R. to Q's 2nd. 33. Kt. to Q. B's 4th. 34. R. takes P. (ch.) 34. K. to Q. B's 3rd. 35. R. to Q's 4th. 35. Kt. to K's 5th. 36. K. to Kt.'s 2nd. 36. P. to Q. Kt.'s 3rd. 37. Kt. to Q's 5th. 37. P. to Q. Kt.'s 4th. 38. Kt. to Q. Kt.'s 4th (ch.) 38. K. to Q. Kt.'s 3rd. 39. P. to K. B's 3rd. 39. Kt. to Q. B's 4th. 40. K. to B's 2nd. 40. Kt. to Q. Kt.'s 2nd. 41. Kt. to Q's 5th (ch.) 41. K. to Q. B's 3rd. 42. Kt. to K. B's 4th.† 42. R. to Q's 3rd. 43. R. takes R. (ch.) 43. K. takes R. 44. K. to K's 3rd. 44. Kt. to Q. B's 4th. 45. P. to Q. R's 4th. 45. P. to Q. Kt.'s 3rd. 46. K. to Q's 4th. 46. P. to Q. R's 5th. 47. Kt. to Q. Kt.'s 6th(ch.) ‡ 47. P. to Q. Kt's 4th. 48. K. to Q's 3rd. 48. Kt. to Q. B's 8th (ch.) 49. Kt. takes R. P. 49. K. to Q. B's 2nd. 50. K. to Q. Kt.'s 2nd. Kt. takes B. P. 51. K. takes Kt. K. to K's 4th. 52. Kt. to Q's 3rd (ch.) 52. K. to Q's 4th. 53. Kt. to K's sq. 53. P. to K. R's 3rd. 54. K. to K's 4th. 54. Kt. to Q. B's 2nd. 55. K. to Q's 3rd. 55. K. to Q's 4th.

^{*} It is evident that if White had taken the Q. with his Kt., Black, by checking at K's 7th, would have gained the White Q. in return, and thus have equalized the game.

[†] Nothing more clearly shows the utter incompetence of Mr. Bird, though an amateur of lively imagination and unquestionable ability, to make a stand against such a player as Horwitz, than these end-games.

[‡] This is ingenious, but unsound; since, although White cannot at the moment capture the Kt. (because the Q. R. P. would immediately pass to Queen) still, as it cannot escape, it must fall in a very few more moves.

56	K+	to	Λ	R'a	3rd.
JO.	AL.	w	w.	T. S	oru.

57. P. takes P.

58. Kt. takes P.

59. Kt. to Q. R's 3rd.

60. P. to K. Kt.'s 4th.

61. K. to Q. B's 3rd.

62. K. to Q. B's 4th.

56. P. to K. Kt.'s 4th.

P. takes P.

58. K. to K's 4th.

59. P. to K. B's 5th.

60. K. to Q's 4th.

61. K. to Q's 3rd.

And Black resigns.

GAME XLIV.

Eleventh game between the same players.

[RUY LOPEZ' KNIGHT'S GAME.]

(Mr. B.) BLACK.

1. P. to K's 4th.

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

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

4. P. to Q. B's 3rd.

5. P. to Q's 4th.

6. Castles.

7. P. to Q's 5th.

8. K. B. to Q's 3rd.

9. Kt. to K's sq.

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

11. Q. to B's 2nd.

12. B. takes P.

13. Kt. to Q's 2nd.

14. K. Kt. to K. B's 3rd.

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

16. Kt. to Q's 4th.

17. B. to Q. B's 4th. 18. P. to Q. Kt.'s 4th.

19. B. to Q's 3rd.

20. Q. Kt. to K. B's 3rd.

21. P. to Q. B's 4th.

22. Kt. to K. R's 4th.

23. Kt. takes B.

24. Kt. to Q. B's 6th.

25. P. to K's 5th.

(Mr. H.) WHITE.

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

P. to Q's 3rd.

4. Q. B. to Q's 2nd.

Kt. to K. B's 3rd.

B. to K's 2nd.

7. Kt. to Q. Kt.'s sq.

8. Castles.

9. P. to Q. Kt.'s 3rd.

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

11. K. P. takes P.

12. Q. Kt. to Q's 2nd.

13. B. to K. R's 4th. 14. P. to K. R's 3rd.

15. B. to K. Kt.'s 3rd.

16. Kt. to Q. B's 4th.

17. P. to Q. R's 3rd.

18. Kt. to Q. Kt.'s 2nd.

19. Q. to her 2nd.

20. K. R. to K's sq. 21. P. to Q. R's 4th.

22. R. P. takes P. 23. P. takes Kt.

24. Kt. to Q. B's 4th.

25. Kt. takes B.

00 O 4-1 174 *	00 D 4-1 D
26. Q. takes Kt.*	26. P. takes P.
27. B. takes K. P	27. B. to Q. B's 4th (ch.)
28. K. to R's sq.	28. K. to R's 2nd.
29. B. takes Kt.	29. R. takes R.
30. R. takes R.	30. P. takes B.
31. P. to Q's 6th.	31. Q. takes P.†
32. Q. to K. B's 3rd.	32. R. to Q. R's 6th.
33. Q. to K's 4th.	33. P. to K. B's 4th.
34. Q. to K's 8th.	34. R. to K's 6th ‡
35. R. takes R.	35. B. takes R.
36. Q. takes B.	36. Q. takes Kt.
37. Q. to K's 7th (ch.)	37. K. to Kt.'s sq.
38. Q. takes Q. Kt. P.	38. Q. to Q's 3rd.
39. Q. to Kt.'s 3rd.	39. K. to B's 2nd.
40. P. to Q. R's 4th.	40. Q. to Q. B's 4th.
41. P. to K. R's 3rd.	41. P. to K. B's 5th.
42. Q. to Q's 3rd.	42. Q. to K's 6th.
43. Q. to Q's 7th (ch.)	43. Q. to K's 2nd.
44. Q. to Q's 5th (ch.)	44. Q. to K's 3rd.
45. Q. to Q's 4th.	45. P. to K. Kt.'s 4th.
46. P. to Q. B's 5th.	46. K. to K's 2nd.
47. Q. to Kt.'s 7th (ch.)	47. K. to Q's sq.
48. P. takes P.	48. Q. takes P.
49. Q. to B's 8th (ch.)	49. K. to Q's 2nd.
50. Q. to Kt.'s 7th (ch.)	50. K. to Q. B's sq.
51. P. to K. R's 4th.	51. Q. to Q. R's 4th.
52. Q. takes R. P.	52. Q. to K's 8th (ch.)
53. K. to R's 2nd.	53. Q. to K. Kt.'s 6th (ch.)
54. K. to Kt.'s sq.	55. 4. 15 11. 110. 5 out (cm.)
07. 12. W 121. p by.	

^{*} Playing P. to K's 6'h, and then, if Whitetook the Q's Rook, taking the K. Kt. P. would hardly have been safe.

And the game was agreed to be drawn.

⁺ If he had captured the Knight, Black would evidently have won without any difficulty.

¹ Cleverly conceived.

GAME XLV.

Twelfth game between the same players.

[SICILIAN OPENING.]

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

^{*} In the highest degree imprudent. It would surely have been much better play, on the previous move, to have placed the Q. at K's 2nd, and thus have exchanged Queens, or have obtained the power to Castle on the King's side.

[†] Again White plays most rashly. The least consideration must have shown that the advance of any one of the Pawns on this side would expose the King to an overwhelming attack immediately.

30.	В.	to	Q.	R's	3rd.*
		-			v. u.

31. K. to Q's sq.

32. Kt. takes P.

33. R. to Q's 2nd.

34. R. to K. B's 2nd.

35. Kt. to K's 4th.

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

31. Kt. takes B.

32. R. to K's 6th.

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

34. P. to Q's 7th.

35. R. to K's 8th (ch.)

And White resigns.‡

GAME XLVI.

Thirteenth game between the same players.

[PHILIDOR'S DEFENCE TO THE KNIGHT'S GAME.]

BLACK. (Mr. B.)

1. P. to K's 4th.

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

4. Q. takes P.

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

6. B. takes Kt.

7. Castles.

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

9. Kt. to Q's 5th.

10. P. takes B.

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

12. K. R. to K's sq.

13. B. to K. R's 4th. 14. Q. to Q's 2nd.

15. Q. to Q's 4th.

16. P. to Q. B's 4th.

17. R. to K's 2nd.

18. B. to K. Kt.'s 3rd.

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

20. Q. to Q's sq.

WHITE. (Mr. H.)

1. P. to K's 4th.

2. P. to Q's 3rd. 3. P. takes P.

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

5. B. to Q's 2nd.

6. B. takes B.

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

8. B. to K's 2nd.

9. B. takes Kt.

10. Castles.

11. Q. to her 2nd.

12. P. to K. R's 3rd.

13. K. R. to K's sq. 14. Q. to Q. Kt.'s 4th.

15. Q. to Q's 2nd.‡

16. P. to Q. R's 4th.

17. P. to K. Kt.'s 4th.

18. Kt. to K. R's 4th.

19. B. to K. B's 3rd.

20. R. takes R.

* Fatal.

† In this game there is scarcely anything to remind you of the force and brilliancy which characterize the best play of Mr. Horwitz. It is upon a par almost with those incredible blunders, his four games with the Hungarian, Szen.

‡ It is pretty obvious that White would have lost a Piece if he had taken the Q. P. either with his Kt. or Q.; because, if with the first, Black's reply would have been P. to Q. B's 4th, and if with the latter, B. takes Kt.

	_
21. Q. takes R.	21. Kt. to K. Kt.'s 2nd.
22. Q. to Q. B's 2nd.	22. P. to Q. Kt.'s 3rd.
23. Kt. to Q's 2nd.	23. Kt. to K. B's 4th.
24. Kt. to K's 4th.	24. B. to K. Kt.'s 2nd.
25. R. to Q's sq.*	25. Kt. to Q's 5th.
26. Q. to Q's 2nd.	26. P. to K. B's 4th.
27. Kt. takes K. Kt.'s P.	27. P. takes Kt.
28. Q. takes P.	28. Kt. to K's 7th (ch.)
29. K. to B's sq.	29. Kt. takes B. (ch.)
30. Q. takes Kt.	30. R. to K's sq.
31. P. to K. R's 4th.	31. R. to K's 5th.
32. P. to K. R's 5th.	32. R. takes Q. B. P.
33. P. to K. B's 4th.	33. Q. to Q. R's 5th.
34. P. to Q. Kt.'s 3rd.	34. R. takes K. B. P. (ch.)
35. K. to Kt.'s sq.	35. R. to K. Kt.'s 5th.†
36. Q. to K. R's 3rd.	36. Q. to K. B's 5th.
37. R. to K's sq.	37. B. to Q's 5th (ch.)
38. K. to R's sq.	38. R. to K. R's 5th.

And Black resigns.

GAME XLVII.

Fourteenth and last game between the same players.

routteenth and last game between the same players.				
[Allgaier Gambit.]				
WHITE. (Mr. H.)	BLACK. (Mr. B.)			
1. P. to K's 4th.	1. P. to K's 4th.			
2. P. to K. B's 4th.	2. P. takes P.			
3. Kt. to K. B's 3rd.	3. P. to K. Kt.'s 4th.			
4. P. to K. R's 4th.	4. P. to K. Kt.'s 5th.			
5. Kt. to K's 5th.	5. P. to K. R's 4th.			
6. B. to Q. B's 4th.	6. Kt. to K. R's 3rd.			
7. P. to Q's 4th.	7. P. to Q's 3rd.			
8. Kt. to Q's 3rd.	8. P. to K. B's 6th.			
9. P. takes P.	9. B. to K's 2nd.			
10. B. to K. B's 4th.‡	10. B. takes R. P. (ch.)			

- * This involves some loss to Black, let him play as he will.
- † Mr. Horwitz conducts the termination in his old dashing style.
- ‡ The move now in vogue at this point of the attack is Q. B. to K's 3rd. The present variation has not yet received sufficient examination to warrant any decided expression of opinion upon its merits.

- 11. K. to Q's 2nd. 12. Q. takes P.
- 13. Q. to K's 3rd.
- 14. Kt. to Q. B's 3rd.*
- 15. Q. R. to K. Kt.'s sq.† 16. Q. Kt. to Q's 5th.
- 17. P. to Q. B's 3rd.
- 18. B. to K. Kt.'s 5th.
- 19. Q. R. to K. B's sq.
- 20. K. Kt. to K. B's 4th.
- 21. Kt. takes Q. B.
- 22. Kt. takes K. B. P. (ch.)
- 23. B. takes Kt.
- 24. R. takes B.
- 25. Q. to K. Kt.'s 5th.
- 26. P. takes P.
- 27. P. to Q's 6th.;
- 28. B. takes R.
- 29. Q. takes R. (ch.)§
- 30. R. to K. B's 8th (ch.) 31. R. takes Q. (ch.)
- 32. P. takes Q. B. P. (ch.)
- 33. R. takes K. R. P.
- 34. R. to K. B's 5th. 35. K. to K's 3rd.
- 36. K. to K. B's 4th.

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

And Black resigns.

- * Scant knowledge of Chess will suffice to show that taking the Kt and afterwards the Rook, would have been a fatal error for White.
 - † This compels Black to look to the safety of his K. Kt.
- ‡ Threatening to win the Q. by playing B. to K's 6th. An ordinary player would have been content to win the Kt. by moving R. to K. B's 7th, followed by R. to K's sq., &c., but the move in the text is not only better Chess, but a more decisive line of action.
- § P. takes Kt. would have been still more conclusive, since it gives White the clear gain of two Rooks!

GAME XLVIII.

FIRST GAME BETWEEN MESSES. STAUNTON AND WILLIAMS. [IRBEGULAR OPENING.]

	<u>-</u>
WHITE. (Mr. W.)	BLACK. (Mr. S.)
1. P. to K. B's 4th.	1. P. to Q. B's 4th.
2. P. to K's 3rd.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. P. to K. Kt.'s 3rd.
4. K. B. to K's 2nd.	4. B. to K. Kt.'s 2nd.
5. Castles.	5. Kt. to K's 2nd.
6. Kt. to Q. B's 3rd.	6. P. to Q's 4th.
7. K. B. to Q. Kt.'s 5th	7. Q. Kt. to Q's 2nd.*
(ch.)	4 15 4 5 2 2
8. Q. Kt. to K's 2nd.	8. Castles.
9. P. to Q. B's 4th.	9. · Q. Kt. to K. B's 3rd.
10. K. Kt. to K's 5th.†	10. P. to Q. R's 3rd.
11. K. B. to Q. R's 4th.	11. Q. P. takes P.
12. Q. Kt. to K. Kt.'s 3rd.	12. P. to Q. Kt.'s 4th
13. K. B. to Q. B's 2nd.	13. Q. B. to Q. Kt.'s 2nd.
14. Q. to K's 2nd.	14. Q. Kt. to Q's 4th.
15. Kt. to K. B's 3rd.	15. P. to K. B's 4th.
16. P. to Q. R's 3rd.	16. K. Kt. to Q. B's 3rd.
17. Q. R. to Q. Kt.'s sq.	17. Q. to her 3rd.
18. P. to K. R's 4th.	18. Q. R. to K's sq.
19. P. to K. R's 5th.	19. P. to K's 4th.
20. K. R. P. takes P.	20. K. R. P. takes P.‡
21. K. B. P. takes P.	21. K. Kt. takes P.
22. P. to Q. Kt.'s 3rd.	22. K. Kt. to K. B's 5th.§
23. Q. to her sq.	23. Q. Kt. takes Kt. (ch.)
24. K. Kt. P. takes Kt.	24. Kt. to Q's 6th.
ZI. II. IIV. I . WARDS IIV.	= 1. 110. to a b out.

* The coup juste.

† This move not only lost White a Pawn, but was the primary cause of

his speedy defeat.

‡ Taking the Pawn with the Queen would have been imprudent, because in that case White would have retorted by capturing the K. B. P. with his Kt., &c.

§ He would have gained a good game also by moving Q. Kt. to K. Kt.'s 5th, ex. gr.—

22. Q. Kt. to K. Kt.'s 5th. 23. P. to Q. B's 6th.

23. Q. to K's sq.

|| Kt. to K. R's 6th (ch.), followed by Kt. to K. Kt.'s 4th, would have been equally effective.

25. P. to K. B's 4th.	25. Q. to her 4th.
26. Q. to K's 2nd.	26. Kt. takes Q. B.
27. K. R. takes Kt.	27. P. to Q. B's 6th.*
28. K. R. to Q's sq.	28. P. takes Q. P.
29. R. takes P.	29. K. B. to Q's 5th.
30. K. to his B's sq.†	30. Q. to her B's 3rd.
31. K. R. to Q's 3rd.	31. K. R. to K. B's 2nd.
32. Q. to K. B's 2nd.	32. B. to K. Kt.'s 2nd.‡
33. Q. R. to Q's sq.	33. K. B. to his sq.
34. K. to his 2nd.	34. P. to Q. B's 5th.
35. P. takes P.	35. P. takes P.
36. K. R. to Q. B's 3rd.§	36. B. to K. Kt.'s 2nd.
37. K. to Q's 2nd.	37. K. R. to Q's 2nd (ch.)

And White resigned.

GAME XLIX.

Second game between the same players.

[IRREGULAR OPENING.]

BLACK. (Mr. S.)	wніте. (Mr. W.)
1. P. to Q. B's 4th.	1. P. to K's 3rd.
2. P. to K's 3rd.	2. P. to K. B's 4th.

- * This appears the best mode of prosecuting the attack.
- + An excellent move.
- ‡ At the first view, Black seems to preserve his advantage by now taking the K. P., but, on examination, it is seen that in reality he would have improved the enemy's game, by that move. For suppose
 - 32. B. takes P. 33. R. takes B. 33. R. takes R. 34. Q. to K. Kt.'s 7th (ch.) 34. Q. takes R. 35. K. to his sq. 35. Q. takes B. 36. Q. to K's 8th (ch.) 36. K. to Kt.'s 2nd. 37. Q. to K's 5th (ch.) 37. K. to R's 2nd. 38. Q. to Q. B's 8th (ch.) 38. R. to Q. Kt.'s 2nd. 39. K. to B's 2nd. 39. R. to Q's 2nd. 40. R. to K's 2nd. 40. Q. to Q. Kt.'s 8th.

(To prevent White taking the K. B. P. with his Kt.)

41. Q. to K's 8th.

And White has the better game.

§ K. R. to Q's 4th looks much more likely to prolong the contest.

|| Against an opponent who avowedly declines all open games, I prefer advancing this Pawn to playing P. to K's 4th.

- 3. P. to K. Kt.'s 3rd.
- 4. K. B. to K. Kt.'s 2nd.
- P. to Q's 4th.*
- Q. Kt. to Q's 2nd.
- 7. Kt. to K's 2nd.
- 8. Castles.
- 9. Q. B. takes B.
- 10. P. to Q. Kt.'s 4th.
- 11. P. to Q. Kt.'s 5th.
- 12. Q. P. takes P.
- 13. Q. B. to Q. Kt.'s 4th.
- 14. Q. to her B's 2nd.
- 15. Q. R. to Q's sq.
- Q. B. to his 3rd.
- 17. Kt. to Q's 4th.
- 18. Q. B. to Q. R's sq.
- 19. Kt. takes B.
- 20. Q. B. takes Kt. †
- 21. Q. R. to Q's 4th.
- 22. Q. to her sq.|
- 23. R. to Q's 8th (ch.)
- 24. Q. to her 5th.
- 25. Q. R. takes Q.
- 26. K. R. to Q. B's sq.¶
- 27. Q. R. to Q. B's 5th.
- 28. R. takes Q. B. P.

- 3. Kt. to K. B's 3rd.
- 4. Kt. to Q. B's 3rd.
- 5. B. to Q. Kt.'s 5th (ch.)
- Castles.
- 7. P. to Q's 3rd.
- 8. B. takes Q. Kt.
- Q. to K's sq.
- P. to K's 4th. 11. Q. Kt. to K's 2nd.
- 12. Q. P. takes P.
- 13. K. R. to K. B's 2nd.
- 14. Kt. to K. Kt.'s 3rd.
- 15. P. to K's 5th.
- 16. K. Kt. to K. Kt.'s 5th.
- 17. K. Kt. to K's 4th.† Q. B. to K's 3rd.
- 19. Q. takes Kt.
- 20. Kt. takes B.
- 21. P. to K. Kt.'s 4th.§
- 22. P. to K. Kt.'s 5th.
- 23. K. R. to K. B's sq.
- 24. Q. takes Q.
- 25. Kt. takes P.
- 26. Kt. to Q. Kt.'s 3rd.
- 27. K. R. to K. B's 2nd.
- 28. Q. R. to Q's sq.
- * P. to K. B's 4th is better play, because it affords the adversary no good opportunity for bringing his K. B. into action.
- + White now manages to plant a Kt. at the K's 4th, and subjects his adversary to a good deal of awkward restraint and danger.
- ‡ These exchanges were imperatively called for by the exigence of Black's position, since the combined manœuvres of the two Knights would soon have proved fatal to him. Even as it is, his situation is one of some peril.
 - § The best move to sustain the attack.
- | A coup de ressource which White was evidently unprepared for, and which serves completely to frustrate all his train of operations.
- ¶ Much better than playing Q. R. to Q. B's 5th first, because White might in that case have moved the Kt. to Q's 7th, and then to K. B's 6th (ch.), with a very strong game.

29. B. to his sq.	29. K. R. takes R.
30. R. takes R.	30. R. to Q. Kt.'s sq.
31. B. to K's 2nd.*	31. P. to Q. R's 3rd.
32. P. takes P.	32. P. takes P.
33. R. to Q. R's 7th.†	33. R. to Q. B's sq.
34. B. takes Q. R. P.1	34. R. to Q. B's 8th (ch.)
35. K. to his Kt.'s 2nd.	35. Kt. to Q's 4th.§ `

- * Intending to play the Bishop presently to Q's sq., and then to Q. Kt.'s 3rd (checking).
- † Black has now a winning game, but, through the excessive slowness of his opponent, this point was not reached before many hours had elapsed, and then what chance could a player in enfeebled health stand against one who would patiently devote an hour and a half, and even two hours, to a single move? Instead of moving the Rook thus, it would, perhaps, have been better to take off the Pawn at once; ex. gr.—``

33. B. takes Q. R. P.	33. R. to Q. R's sq.
34. B. to K. B's sq.	34. R. takes P.
35. R. to Q. B's 5th.	

And ought to win.

He might, with the same advantage, have played R. to Q. B's 5th at once; for instance—

```
33. R. to Q. B's 5th.
34. B. takes Q. R. P.
35. B. to K. B's sq. (best.)
34. R. to Q. R's sq.
```

And Black has a winning superiority.

‡ A little consideration would have shown that taking the Pawn with his Rook was stronger play, but, even after taking with the Bishop, Black has advantage enough, if he followed up the game properly, to win without much difficulty. Let us suppose he had taken with the Rook:—

34. R. takes Q. R. P.	34. R. to Q. B's 8th (ch.)
35. K. to Kt.'s 2nd.	35. Kt. to Q's 4th.
36. R. to Q. R's 5th.	36. R. to Q. B's 7th.
37. R. takes Kt.	37. R. takes B.
38. P. to Q. R's 4th.	

And Black must win.

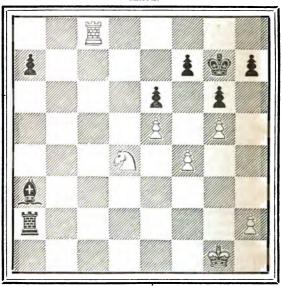
§ White plays the termination of the game with great ability.

- 36. P. to Q. R's 4th.*
- 37. R. to Q. R's 8th (ch.)‡
- 38. R. to Q. B's 8th.§
- 39. P. to Q. R's 5th.

which is certainly instructive.

- 36. Kt. to Q. Kt.'s 5th.†
- 37. K. to Kt.'s 2nd.
- 38. Kt. to Q. B's 7th. 39. Kt. to K's 8th (ch.)
- * Lost time; but from sheer exhaustion Black would readily have seen that, by playing his R. to Q. Kt.'s 7th, and thus cutting off the adverse Kt. from the Q. Kt.'s 5th and Q. B's 7th, the day was yet his own. I give a diagram of the disposition of the forces before Black's 36th move,

BLACK.



WHITE.

- + The correct play.
- ‡ Again a useless move. He ought now to have withdrawn his Bishop home, and suffered White to achieve his wished-for object of perpetual check.
- § Overlooking the palpable rejoinder of Kt. to Q. B's 7th, which his adversary has at command.
- Again he should rather have played his Bishop home, and put up with a drawn battle, which was the utmost White could hope for.

)

-	
40. K. to his B's sq.	40. R. to Q. R's 8th.*
41. P. to K. B's 4th.†	41. K. Kt. P. takes P. in
·	passing.
42. K. to his B's 2nd.	42. Kt. to K. Kt.'s 7th.
43. B. to Q. B's 4th.‡	43. R. takes R. P.
44. P. to K. Kt.'s 4th.	44. P. takes P.
45. R. to K. Kt.'s 8th (ch.)§	45. K. to his B's 3rd.
46. R. takes P.	46. K. to his B's 4th.
47. R. to K. Kt.'s 8th.	47. R. to Q. B's 4th.
48. R. to K. B's 8th (ch.)	48. K. to his Kt.'s 3rd.
49. R. to K. Kt.'s 8th (ch.)	49. K. to R's 3rd.
50. B. to Q. R's 6th.	50. R. to Q. B's 7th (ch.)
51. K. to his Kt.'s 3rd.	51. Kt. takes K. P.
52. K. to his B's 4th.	52. Kt. to Q's 4th (ch.)
53. K. to his 5th.¶	53. Kt. to Q. Kt.'s 5th.
54. K. takes P.	54. Kt. takes B.
55. K. takes P.	55. R. takes P.
56. R. to Q. B's 8th.	56. Kt. to Q. Kt.'s 5th.
57. R. to Q. B's 4th.	57. Kt. to Q's 4th.
58. R. to Q. B's 6th (ch.)	58. K. to his Kt.'s 2nd.
59. R. to Q. B's 5th.	59. Kt. to K. B's 3rd.
60. R. to K. Kt.'s 5th (ch.)	60. K. to his B's 2nd.
61. R. to Q. R's 5th.	61. R. to K. R's 5th.
62. K. to his Kt.'s 3rd.	62. R. to Q's 5th.
63. K. to his R's 3rd.	63. K. to his Kt.'s 3rd.
64. R. to Q. R's 6th.	64. K. to his Kt.'s 4th.

* An excellent move.

† The only play to save the game. If he had made the natural move of K. to his 2nd, White would have had a forced mate by Kt. to K. B's 6th, and then R. to K's 8th. The position is exceedingly curious.

I To prevent the fatal check which White threatened at his Q. R's 7th.

§ Even now, with only two Pawns to four, it is hardly too much to say, that if Black could have borne three or four hours' more battling, he might have drawn the game; for suppose he had here moved 45. R. to K's 8th, it would have been surely most difficult for White to have saved his Pawn.

|| Well played. I doubt, now, if any skill could save the game.

¶ He has only the choice of two evils. If, instead of playing the King thus, he had taken the Pawn, the following moves show the inevitable result:—

53. K. takes K. P. 54. K. to Q's 3rd.

53. Kt. to K. B's 3rd (ch.) 54. R. to Q. R's 7th.

And White must win.

WHITE

65. R. to R's 7th.	65. R. to Q's 6th (ch.)
66. K. to Kt.'s 2nd.	66. P. to K. R's 4th.
67. R. to Q. R's 5th (ch.)	67. Kt. to Q's 4th.
68. R. to Q. R's 8th.	68. Kt. to K. B's 5th (ch.)
69. K. to his B's 2nd.	69. Kt. to K. R's 6th (ch.)
70. K. to his Kt.'s 2nd.	70. K. to Kt.'s 5th.
71. R. to K. Kt.'s 8th (ch.)	71. K. to his R's 5th.
72. K. to his R's 2nd.	72. R. to Q's 7th (ch.)
73. K. to R's sq.	73. Kt. to K. B's 7th (ch.)
74. K. to his Kt.'s 2nd.	74. Kt. to K. Kt.'s 5th (ch.)
75. K. to his B's sq.	75. K. to his Kt.'s 6th.
76. R. to Q. R's 8th.	76. Kt. to R's 7th (ch.)
77. K. to his sq.	77. Kt. to B's 6th (ch.)
78. K. moves.	78. R. mates.

GAME L.

Third game between the same players.

BLACK (Mr S)

[PETROFF'S DEFENCE TO THE KNIGHT'S GAME.]

(Mr W)

BLACK. (MII. D.)
1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 3rd.
4. Kt. takes P.
5. P. to Q's 4th.
6. K. B. to Q's 3rd.*
7. Castles.
8. P. to Q. B's 3rd.
9. P. to K. B's 4th.
10. K. to R's sq.
11. Q. P. takes P.†
12. Kt. takes Kt.
13. P. to Q. Kt.'s 4th.
14. P. to K. B's 5th.§

^{*} Kt. to K. B's 3rd again may be safely played by the second player, at this point.

† This was indispensable, for the avoidance of immediate loss.

‡ I cannot understand White's preference for taking this Kt. with his Queen instead of the Pawn.

§ A most important move for the conservation of Black's game, which, if the adverse Kt. could have reached his 5th square, would have been seriously compromised.

15. Kt. to K's 5th.

16. Kt. takes Q. B. P.*

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

18. P. to K. Kt.'s 3rd.

15. Q. to K. B's 3rd.

16. P. to K. B's 6th.

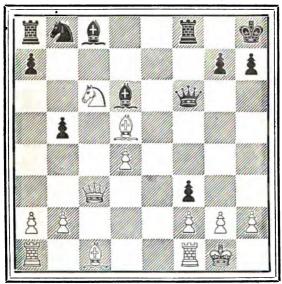
17. B. to Q. Kt.'s 2nd.†

18. K. R. to Q. B's sq. 1

* This move, although the result of some two hours' deliberation, is founded on a miscalculation so transparent, that one would suppose it obvious after two minutes' inspection.

† It was this rejoinder which White forgot to take into account when he ventured on the dangerous step of capturing the offered Pawn. The many other variations of which the position is capable he seems to have examined accurately, but, with a strange blindness, overlooked the most important, and not the least obvious one of all. As the game turns upon this point, it may be well to give a diagram of the situation before Black's 17th move:—

BLACK.



WHITE.

‡ Black expressed regret afterwards that he had not chosen the more chivalrous train of play which depended on his now taking off the Knight.

•	
19. Q. takes K. B. P.	19. Q. takes Q.
20. K. B. takes Q.	20. Q. B. takes Kt.
21. P. to Q's 5th.	21. Q. B. to Q. Kt.'s 2nd.
22. K. R. to K's sq.	22. K. R. to K. B's sq.
23. K. to his Kt.'s 2nd.	23. Q. Kt. to Q. R's 3rd.
24. K. R. to K's 6th.	24. Q. R. to Q's sq.
25. Q. B. to K. Kt. \$ 5th.	25. Q. R. to Q's 2nd.
26. Q. R. to Q. B's sq.	26. K. B. to Q. Kt.'s sq.†
27. Q. B. to K's 7th.	27. K. R. takes K. B.§
28. K. takes R.	28. B. takes Q. P. (ch.)
29. R. to K's 4th.	29. B. takes R. (ch.)
30. K. to his 3rd.	30. Q. B. to Q. Kt.'s 2nd

And White surrenders.

GAME LI.

Fourth game between the same players.

[FRENCH GAME.]

(Mr. S.)

BLACK.

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

stead of merely manoeuvring to win a Piece. Had he done so, the following is the probable continuation:—

18. B. takes Kt.

19. K. B. takes B.

19. Kt. takes B.

20. Q. takes Kt.

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

WHITE. (Mr. W.)

And Black can in no way save the game.

* A good move, and one which compels Black, notwithstanding his superior force, to play with the utmost possible circumspection.

+ His only safe move.

- † Tempting Black to move his K. R. to K's sq., when White would have withdrawn the Bishop to K. R's 4th, and if the Rooks were then exchanged, White must have won the game.
 - § The winning move.

3
11. Q. to her B's 2nd.
12. Q. B. to K. R's 4th.
13. Q. B. to K. Kt.'s 3rd.
14. K. Kt. to Q's 4th.
15. K. B. P. takes B.
16. Q. takes Kt.
17. Q. R. to K's sq.
18. Q. to her Kt.'s 5th.
19. Q. to her R's 4th.
20. Q. R. takes R. (ch.)
21. Kt. takes Q. Kt. P.*
22. Q. to K. R's 4th.
23. Q. takes B.
24. Q. to K's 5th.
25. K. to his R's sq.
26. Q. to K. B's 5th.
27. Q. to her Kt.'s sq.
28. Q. to her 3rd.
29. Q. to K. B's 5th.‡
30. Q. to her 3rd.
31. Kt. to K. B's 3rd.
32. Q. to her sq.
33. Kt. to Q's 4th.
34. Kt. to K. B's 5th.
35. Q. to K. B's 3rd.
36. P. takes P.
37. P. to K. R's 3rd.
38. Kt. P. takes Q.
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39. Kt. to Q's 4th.
40. P. to K. Kt.'s 4th.

41. R. to Q. R's sq.¶

42. R. to Q. R's 8th (ch.)

Q. to her B's 2nd. K. B. to Q's 3rd. 13. Q. Kt. to Q. B's 4th. 14. K. B. takes B. 15. Q. Kt. takes B. 16. K. R. to K's sq. 17. B. to K. R's 4th. 18. P. to Q. R's 3rd. 19. P. to Q. Kt.'s 4th. 20. Kt. takes R. 21. Q. to Q. B's 3rd.† 22. Q. R. P. takes Kt. 23. Kt. to K. B's 3rd. 24. Q. to her Kt.'s 3rd (ch.) 25. R. takes Q. R. P. 26. Q. to K's 3rd. 27. R. to Q. R's sq. 28. Q to her B's 3rd. 29. Q. to K's 3rd. 30. Q. to her B's 3rd. 31. Q. to her B's 5th. 32. R. to K's sq. 33. P. to Q. Kt.'s 5th.§ 34. R. to K's 3rd. 35. P. takes P. 36. Q. to K's 5th. Q. takes Q. 38. R. to K's 7th. 39. R. to Q's 7th 40. P. to K. Kt.'s 3rd. 41. Kt. to Q's 2nd. 42. K. to Kt.'s 2nd.

† Had he moved the Q. to her 2nd sq., Black would have been much more embarrassed.

I The situation is one of great difficulty for both parties.

|| Every move requires the nicest observation just now.

^{*} This was not sufficiently considered, but White failed to discover the advantage it afforded him.

[§] If he had played the natural move of Kt. to K. Kt.'s 5th, Black would have won a Piece by simply playing P. to Q. Kt.'s 3rd.

This looks like the proper play; but it is questionable whether K. to Kt.'s sq., followed by R. to K. B's 2nd, would not have been surer.

- 43. R. to Q's 8th. 44. R. takes P.*
- 45. Kt. takes Kt.†
- 46. K. to Kt.'s 2nd.
- 47. K. to Kt.'s 3rd.
- 48. P. to R's 4th.
- 49. P. to Kt.'s 5th. 50. K. to B's 4th.
- K. takes R.
- 52. P. takes P.
- 53. K. to his 3rd.§
- 54. K. to his 4th.
- K. to Q's 4th.
- 56. K. to his 5th.
- 57. K. to his B's 6th.
- 58. K. takes P.
- 59. K. to B's 7th.
- 60. P. to K. Kt.'s 6th.
- 61. P. to K. Kt.'s 7th.
- 62. K. to B's sq.
- 63. K. to his 8th. 64. K. to B's 8th.
- 65. K. to Kt.'s 8th.
- 66. K. to K. R's 7th.
- 67. K. to K. R's 8th.
- 68. K. to Kt.'s sq.

- 43. Kt. to K's 4th.
- 44. Kt. takes K. B. P.
- 45. R. takes R.
- 46. R. to Q. B's 4th.
- 47. R. takes P.
- 48. P. to R's 4th.
- 49. P. to B's 3rd.
- 50. R. takes Kt. (ch.) ‡
- 51. P. takes P.
- 52. K. to B's 2nd.
- 53. K. to his 3rd.
- 54. K. to Q's 3rd.
- 55. K. to Q. B's 3rd.
- 56. K. to Q. B's 4th. 57. P. to K. R's 5th.
- 58. P. to K. R's 6th.
- 59. P. to K. R's 7th.
- 60. P. to R's 8th (Queens).
- 61. Q. to Q's 4th (ch.)
- 62. Q. to K. B's 4th (ch.) 63. Q. to K. Kt.'s 3rd (ch.)
- 64. Q. to K. B's 3rd (ch.)
- 65, K. to Q's 3rd.
- 66. Q. to K. B's 2nd.
- 67. Q. to K. R's 4th (ch.)
 - 68. K. to K's 3rd.

And mates next move.

- * By first driving away the Kt. with his K. B. P., he has unquestionably the advantage, but taking the Pawn at once was an error as fatal as it was obvious.
 - † In this dilemma he has no other resource.
- # Before taking this Knight, White had evidently an easy, winning game; but from this point, Black could have drawn the battle without any difficulty.
 - § The game, it will be seen, is palpably drawn.
- || K. to K's 4th would have maintained the opposition, and drawn secundum artem. The move in the text enables White to win!

GAME LII.

Fifth game between the same players.

[SICILIAN OPENING.]

wніте. (Mr. W.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to K. B's 4th.	2. P. to K's 3rd.
3. Kt. to K. B's 3rd.	3. P. to K. Kt.'s 3rd.
4. B. to K's 2nd.	4. B. to K. Kt.'s 2nd.
5. Castles.	Kt. to K's 2nd.
6. Kt. to Q. B's 3rd.	6. Castles.
7. Q. R. to Q. Kt.'s sq.	7. P. to Q. Kt.'s 3rd.
8. P. to Q's 3rd.	8. B. to Q. Kt.'s 2nd.
9. Q. to K's sq.	9. Kt. to Q. B's 3rd.
10. P. to Q. R's 3rd.	10. R. to Q. B's sq.
11. Q. B. to Q's 2nd.	11. P. to K. B's 4th.
12. Q. to K. Kt.'s 3rd.	12. Q. Kt. to Q's 5th.
13. K. B. to Q's sq.	13. K. Kt. to Q. B's 3rd.
14. Q. B. to K's 3rd.	14. Q. B. to Q. R's 3rd.*
15. B. takes Kt.	15. P. takes B.
16. Q. Kt. to K's 2nd.	16. K. B. P. takes P.
17. Q. P. takes P.	17. P. to Q's 6th.†
18. Q. B. P. takes P.	18. Q. B. takes P.
19. Q. R. to his sq.	19. Q. B. takes K. P.
20. Q. R. to his 2nd.	20. Q. B. to Q. Kt.'s 8th
21. Q. R. to his sq.	21. Q. B. to Q's 6th.
22. Q. R. to his 2nd.	22. Kt. to K's 2nd.
23. P. to Q. Kt.'s 4th.	23. Kt. to K. B's 4th.
24. Q. to K. R's 3rd.	24. Q. B. takes Kt.‡
25. B. takes B.	25. R. to Q. B's 6th.
26. K. R. to Q's sq.	26. Kt. to Q's 5th.
27. P. to K. Kt.'s 3rd.	27. Kt. takes Kt. (ch.)
28. B. takes Kt.	28. Q. R. takes B.
29. Q. R. to Q's 2nd.	29. R. takes Q. R. P.

^{*} The game move, for play as White may, he must, after this, lose some advantage in force or position immediately.

[†] The coup juste.

[‡] Something decisive was required, as White threatened danger by moving his K. Kt. to Kt.'s 5th.

- 30. Q. R. takes Q. P.
- 30. Q. to K. B's 3rd.
- 31. Q. to K. Kt.'s 2nd.
- 31. Q. R. to his 8th.*

And White surrendered.

GAME LIII.

Sixth game between the same players.

[lrregular Opening.]

BLACK. (Mr. S.)
1. P. to Q. B's 4th.

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

- WHITE. (Mr. W.)
- 1. P. to K's 4th.
- 2. Kt. to K. B's 3rd.
- 3. P. to Q's 4th.
- 4. Q. takes P.
- 5. K. B. to Q. B's 4th.
- 6. Q. to her 3rd.
- 7. P. to Q. R's 3rd.
- 8. Kt. to Q. B's 3rd.
- 9. Castles.
- 10. K. B. to Q. Kt.'s 3rd.
- 11. Q. Kt. to K's 2nd.
- 12. Q. to her B's 3rd.
- 13. Q. R. to Q. Kt.'s sq.
- 14. K. R. to Q's sq. 15. P. to K. R's 4th.
- 16. P. to K. R's 5th.†
- 17. Kt. takes Kt.
- 18. Kt. takes Q.
- * This game is memorable, as the only one in which White entirely abandoned his Fabian strategy: it was terminated, therefore, easily in about three hours.
- † Only ventured after much consideration, since it allows White, if he choose, to take the K. B. P., and gain three Pawns for his Bishop. The following moves will show, however, that the balance of advantage would afterwards be in favour of Black.
 - 15. Q. takes K. B. P.
 - 16. K. Kt. to K's 4th. 16. B. takes K. P. (ch.)
 - 17. P. takes B. 17. Q. takes K. P. (ch.)

18. K. Kt. to K. B's 2nd.

&c. &c.

‡ With the object of presently being able to take the K. B. P., and, at the same time, attack the K. Kt. P.

19. B. takes Kt.	19. K. R. P. takes P.
20. K. R. P. takes P.	20. Q. B. to Q's 2nd.
21. K. to Kt.'s 2nd.	21. P. to K. B's 3rd.
22. K. B. to Q's 5th (ch.)	22. K. to his B's sq.
23. K. B. to Q. Kt.'s 3rd.	23. K. to his 2nd.
24. K. R. to K's sq.*	24. Q. B. to K's 3rd.
25. K. B. to Q. R's 4th.	25. K. to his B's 2nd
26. B. takes Kt.	26. P. takes B.

27. P. to Q's 4th.

28. K. P. takes P.

29. Kt. to K's 4th.

30. P. takes P.

And the game was resigned as a drawn battle.

27. P. takes Q. P.

29. P. takes P.

28. P. to Q. R's 4th.

GAME LIV.

Seventh game between the same players.

[PHILIDOR'S DEFENCE TO THE KNIGHT'S OPENING.]

_			
w	ніт в . (Mr. W.)		BLACK. (Mr. S.)
		1.	P. to K's 4th.
2. K	t. to K. B's 3rd.	2.	P. to Q's 3rd.
3. P.	. to Q's 4th.	3.	P. takes P.
4. K	t. takes P.	4.	P. to Q's 4th.
5. K	t. to K. B's 3rd.	5.	Q. B. to K's 3rd.
6. K	. P. takes P.	6.	Q. takes P.
7. K	.B. to Q's 3rd.	7.	Kt. to Q. B's 3rd.
8. Ca			Castles.
9. K	t. to Q. B's 3rd.	9.	Q. to K. R's 4th.
10. K	. Kt. to his 5th.	0.	Q. takes Q.†
11. R.	takes Q. 1	1.	Kt. to K. B's 3rd.
12. K	t. takes Q. B.	2.	K. B. P. takes Kt.
13. Q.	. B. to K's 3rd. 1	3.	K. B. to Q's 3rd.
14. P.	to K. R's 3rd. 1	4.	P. to K. R's 3rd.;
			•

^{*} This game affords another example of victory thrown away by Black through weariness at the intolerable tedium of his adversary. If he $h_{\rm b}d$ now thrown up the Q. P., the attack would have been quite irresistible in a few more moves.

[†] If he had played the B. to K. Kt.'s 5th, White would evidently have won the Piece by checking with his B. at K. B's 5th.

[‡] P. to Q. R's 3rd would have saved him much subsequent embarrassment.

- 15. K. B. to Q. B's 4th.
- 16. K. B. to Q. Kt.'s 5th.
- 17. B. takes Kt.
- 18. Kt. to Q. R's 4th.
- 19. B. to Q. B's 5th.
- 20. P. to K. Kt.'s 3rd.
- 21. P. to Q. Kt.'s 4th.
- 22. K. to his Kt.'s 2nd.
- 23. P. to K. Kt.'s 4th.
- 24. P. to Q. B's 4th.†
- 25. R. takes R.
- 26. P. to K. B's 3rd.
- 27. P. to Q. R's 3rd.
- 28. B. to K's 3rd.
- 29. P. to Q. B's 5th.
- 30. Kt. to Kt.'s 2nd.
- 31. B. takes B.
- 32. R. to Q's 3rd.
- 33. R. to K's 3rd.
- 34. Kt. to Q's 3rd.
- 35. P. takes P.
- 36. Kt. to K's 5th.
- 37. P. to K. R's 4th.
- 38. K. to his B's 3rd.
- 39. P. takes P.||
- 40. R. to Q's 3rd.
- 41. K. to his Kt.'s 3rd. 42. R. to K. B's 3rd.
- 43. R. takes Kt.
- 44. R. to K. B's 5th.
- 45. K. to B's 2nd.

- 15. K. R. to K's sq.
- P. to Q. R's 3rd.
 Q. Kt. P. takes B.
- 18. Kt. to Q's 4th.
- 19. K. R. to K. B's sq.
- 20. K. R. to K. B's 4th.
- 21. Kt. to K. B's 3rd.*
- 22. Kt. to K's 5th.
- 23. K. R. to Q's 4th.
- 24. R. takes R.
- 25. P. to K's 4th.
- 26. Kt. to K. Kt.'s 4th.‡
- 27. Kt. to K's 3rd.
- 28. R. to K. B's sq.
- 29. B. to K's 2nd.
- 30. B. to K. Kt.'s 4th.
- 31. Kt. takes B.
- 32. R. to K. B's 5th.
- 38. R. to Q's 5th.§
- 34. P. to K's 5th.
- 35. Kt. takes P.
- 36. K. to Kt.'s 2nd.
- 37. Kt. to K. B's 3rd.
- 38. P. to K. Kt.'s 4th.
- 39. P. takes P.
- 40. R. to K. B's 5th (ch.)
- 41. R. to K's 5th.
- 42. R. takes Kt.
- 43. R. to Q's 4th.
- 44. R. to Q's 6th (ch.) 45. R. takes R. P.
- * Nothing but the greatest care could save Black from loss, so critical is his position at this juncture.

† Very well played.

- ‡ Black dared not venture to change off the Pieces, while his adversary had the power of bringing his King immediately into the middle of the field; but, after the move of P. to K. B's 3rd, which shut the King in a manner out of play, his wisest course would, perhaps, have been to exchange the three Pieces, and bring his King up to assist his Pawns. It is usually very dangerous for a player to attempt to win a game which, from its nature, should be drawn.
 - § The situation here demands the greatest vigilance on both sides.
 - I should have preferred playing the P. to K. R's 5th.

GAME LIV. STAUNTON AND WILLIAMS.

46. R. takes K. Kt. P.

47. R. to K. Kt.'s 8th.

48. K. to his B's 3rd.

49. P. to K. Kt.'s 5th.

50. P. to K. Kt.'s 6th.

51. K. to B's 4th.

52. K. to B's 5th.

53. R. to Q. R's 8th.*

46. R. to Q. Kt.'s 6th.

47. R. takes Q. Kt. P.

48. R. to Q. B's 5th.

49. R. takes P.

50. R. to Q. B's 8th.

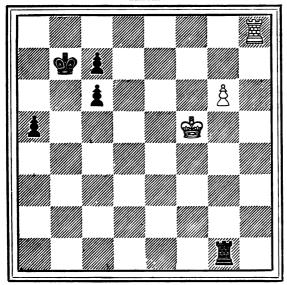
51. R. to K. Kt.'s 8th.

52. P. to Q. R's 4th.

53. R. to K. B's 8th (ch.)†

* Threatening to play the R. to K. R's 4th, and then to K. Kt.'s 4th. As the game is very instructive from this point, I give a diagram of the position after White's 53rd move.

BLACK.



WHITE.

† Is it possible for Black to win here? I believe not; but, at a ny rate, I think he might have made a push for it, retaining always the power of drawing it if he chose; for example, suppose, now,—

54. R. to K. R's 4th. 54

55. R. to Q. R's 4th.

53. P. to Q. R's 5th. 54. P. to Q. R's 6th.

54.	K.	to	his	5th.	

55. K. to B's 6th.

56. K. to K's 5th.

57. K. to B's 6th.

54. R. to K's 8th (ch.)

55. R. to K. B's 8th (ch.)

56. R. to K. Kt.'s 8th.

Drawn game.

GAME LV.

Eighth game between the same players.

[IRREGULAR OPENING.] (Mr. S.) WHITE. (Mr. W.) BLACK. 1. P. to K. B's 4th. 1. P. to K's 3rd. 2. P. to K. B's 4th. 2. P. to K's 3rd. 3 P. to K. Kt.'s 3rd. 3. Kt. to K. B's 3rd. 4. K. B. to K. Kt.'s 2nd. 4. P. to Q's 4th. 5. Kt. to K. B's 3rd. 5. P. to Q. B's 4th. 6. P. to Q. Kt.'s 3rd. Kt. to Q. B's 3rd. 7. K. B. to Q's 3rd. Castles. 8. Castles. 8. Q. B. to Q. Kt.'s 2nd. 9. Q. to K's 2nd. 9. K. B. to Q. B's 2nd. 10. P. to Q. R's 3rd. Kt. to Q. R's 3rd. 11. Q. R. to Q's sq. 11. P. to Q. Kt.'s 4th. 12. P. to Q. B's 4th.* 12. Q. Kt. P. takes P.

13. Q. Kt. P. takes P. 14. Q. B. takes K. Kt.

15. P. takes Q. P.

16. P. to Q's 4th. 17. Kt. to K's 5th.

18. Q. Kt. takes Q. B. P.

(If he interpose the R. at K. Kt.'s 4th, Black may take it, and then car win easily.)

18. P. takes Kt.

16. P. to Q. B's 5th. 17. Kt. to Q. Kt.'s 5th.

14. Q. takes B. 15. P. takes P.

13. Q. R. to Q. Kt.'s sq.

55. R. to K. Kt.'s 6th. 56. K. to Kt.'s 3rd. 57. K. to Kt.'s 4th. K. to B's 6th. 57. R. to R's 8th. 58. P. to K. Kt.'s 7th. 58. K. to Kt.'s 5th. 59. R. takes Q. 59. P. Queens. 60. R. takes R. 60. K. to Kt.'s 6th. 61. K. to K.'s 5th.

And I see nothing for Black but a drawn battle.

The correct move.

GAME LV.

STAUNTON AND WILLIAMS.

19. P. to Q. R's 3rd.*

20. Q. P. takes B.†

21. Q. R. P. takes Kt.

22. Q. R. to Q's 6th.

23. P. to K's 6th.1

24. Q. R. to Q's 7th.

19. B. takes Kt.

20. Q. to K. B's 2nd.

21. Q. R. takes P.

22. B. to Q. Kt.'s 2nd.

23. Q. to her B's 2nd.

24. Q. to her B's sq.

* But for this coup in reserve, Black could not safely have given up his Knight, for suppose him to have, played the more obvious move—

19. Q. takes P. (ch.)

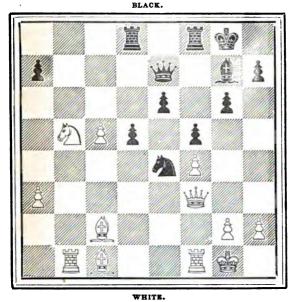
19. R. to K. B's 2nd.

20. Kt. takes R.

20. Q. takes Kt.

And White has the better game.

I add a diagram of this instructive position, before Black's 19th move.



† This will be found to be better than taking with the K. B. P.

‡ The only mode, I believe, by which Black can maintain the advantage he has won.

26. B. takes B.

27. Q. to her 4th.

28. R. to Q's 6th. ‡

29. Q. R. to Q's 8th (ch.) 30. R. takes R. (ch.)

31. Q. to her 6th (ch.)

32. R. to Q's sq.

25. B. to his 3rd.† 26. Q. takes B.

27. R. to K. B's 3rd.

28. Q. to her Kt.'s 4th. 29. R. to K. B's sq.

30. K. takes R.

31. K. to his sq.

And White resigned.

GAME LVI.

Ninth game between the same players.

[SICILIAN OPENING.]

WHITE. (Mr. W.)

1. P. to K's 4th.

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

P. to Q's 4th. 4. Kt. takes P.

5. Q. B. to K's 3rd. 6. K. B. to Q's 3rd.

Castles.

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

9. Kt. takes Q. Kt.

10. P. to K's 5th.

11. Kt. to K's 2nd.

P. to Q. B's 3rd.

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

P. to Q. Kt.'s 3rd.

(Mr. S.) BLACK.

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

2. P. to K's 3rd.

3. P. takes Q. P.

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

5. Kt. to K. B's 3rd.

6. B. to K's 2nd.

7. Castles.

8. P. to Q's 4th.

9. P. takes Kt.

10. Kt. to K's sq.

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

12. P. to Q. R's 4th.

13. P. to Q. B's 4th.

14. B. to Q. Kt.'s 2nd.

* He might also have played Q. to her 2nd, and the game would probably have proceeded thus-

25. Q. to her 2nd.

25. P. to Q. B's 6th.

26. Q. to her 6th.

And White can only avert the mate by sacrificing a Piece.

† He has no better move.

Undoubtedly his strongest play. R. to Q's 8th (ch.), or Q. to Q. R's 7th, may at first sight look more compulsory, but neither is so good as the move in the text, which absolutely compels the loss of the Queen, or enables Black to give mate in three or four moves.

§ Unless he chose to sacrifice his Queen, this, or Q. to her R's 5th,

was his only resource.

15. P. to K. R's 3rd.

16. K. to his R's 2nd. 17. K. R. to K. Kt.'s sq.

18. P. to K. Kt.'s 4th.

19. P. takes K. B. P.

20. Q. to her B's 2nd.

21. Kt. to K. Kt.'s 3rd.

22. Q. to K's 2nd.†

23. Q. R. to Q. B's sq.

24. Q. B. P. takes Q. P.

25. B. takes Kt.

26. Q. R. to Q. B's 4th.

27. R. takes R.

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

29. R. to K. B's sq.

30. B. to Q. B's 4th.

Q. to her 2nd.

16. Q. to her B's 3rd.

17. Q. R. to Q's sq.*

18. P. to K. Kt.'s 3rd.

19. K. P. takes P.

20. Kt. to Kt.'s 2nd.

21. K. to his R's sq

22. Kt. to K's 3rd. 23. P. to Q's 5th.

24. Kt. takes Q. P.§

R. takes B.

26. K. R. to Q's sq.¶

27. R. takes R.

28. Q. to K. B's 6th. 29. Q. to her 4th.**

30. Q. to her sq.

* This was a little premature. If he had first moved P. to K. Kt.'s 3rd, and then Kt. to K. Kt.'s 2nd, anticipating White's moves of R. to K. Kt.'s sq., and P. to K. Kt.'s 4th, he would have saved himself much unnecessary trouble.

† With the view of dislodging the adverse Queen from her present threatening position, by playing the B. to Q. Kt.'s 5th when occasion required.

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This is passing the Rubicon, since Black must now persevere in his attack, or fall. The game from this moment becomes extremely interesting.

§ It was not without due consideration that Black resolved on the move in the text, rather than take the Pawn with his Q. R. The following moves will show that he acted prudently in adopting the former line of play :-

24. Q. R. takes P.

25. K. B, to Q. B's 4th. 25. Kt. takes K. B. P.

26. Q. to K. B's sq.

And Black has compromised his game.

|| The correct move.

¶ Better, I believe, than Q. to her 4th; for suppose—

26. Q. to her 4th.

27. R. takes R. 27. Q. takes R. 28. R. to K. B's sq. 28. R. to Q's sq.

29. B. to Q. B's 4th. 29. Q. to her B's 6th.

30. R. to Q's sq.

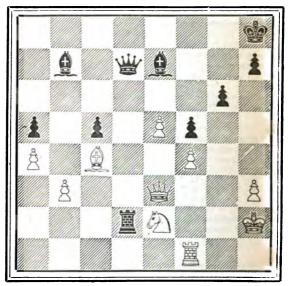
And Black has no advantage, I think.

** Taking the Q. would have been imprudent, and playing Q. to her B's 6th would only have given White time to extricate himself; ex. gr.—

- 31. Q. to K's 3rd.
- 32. Kt. to K's 2nd.
- 33. P. to Q. R's 4th.†
- 34. R. to K. Kt.'s sq.§
- 35. Q. takes Q.

- 31. Q. to her 2nd.
- 32. R. to Q's 7th.*
- 33. Q. to her B's 3rd.‡ 34. Q. to K. B's 6th.
- 35. B. takes Q.
- 29. Q. to her B's 6th.
- 30. B. to K. R's 5th. , 30. R. to Q's sq.
 - 31. R. to Q's 3rd, &c. &c.
- * The only plan of operation by which the attack could be kept up.
- † The advance of his P. to K's 6th would have availed him nothing, since Black could have replied at once with Q. to her 5th, compelling an exchange of Queens, and thereby winning a Piece in the long run.
- I give a diagram of the situation prior to Black's 33rd move, that the student may the more readily examine whether at this crisis the move in the text, or Q. to her 5th, was the better chess.

BLACK.



WHITE.

- § This seems his best move.
- It is impossible now for White to avoid some loss, play as he can.

GAME LVII. STAUNTON AND WILLIAMS.

- 36. R. to K. Kt.'s 2nd.* 36. K. B. to K. R's 5th. 37. B. takes R. 37. K. to his Kt.'s sq. 38. K. takes B. 38. K. to his Kt.'s 2nd. 39. K. to his B's 3rd. 39. R. to Q's sq. 40. R. to Q's 7th. 40. Kt. to Q. B's 3rd. 41. Kt. to K's 2nd. 41. R. to Q's 8th. 42. P. to K. R's 3rd. 42. K. to his Kt.'s 2nd. 43. Kt. to Kt.'s 3rd. 43. B. takes Kt. 44. K. takes B. 44. P. to K. Kt.'s 4th. 45. K. to B's 3rd. 45. R. to Q. B's 8th. 46. P. takes P. 46. P. takes P. 47. P. to K's 6th. 47. R. to Q. B's 6th (ch.) 48. K. to Kt.'s 2nd. 48. K. to B's 3rd.
- 49. B. to Q's 5th. 50. B. to Q. B's 4th.
- 50. B. to Q. B's 4th. 51. B. to Q's 5th.
- 52. B. to Q. B's 4th,
- 53. K. to R's 2nd.

White resigned.

GAME LVII.

Tenth game between the same players.

[IRREGULAR OPENING.]

- BLACK. (Mr. S.)
 1. P. to K. B's 4th.
 2. P. to K's 3rd.
 3. Kt. to K. B's 3rd.
 4. P. to Q. Kt.'s 3rd.
 5. B. to Q. Kt.'s 2nd.
 6. B. to K's 2nd.
 7. Castles.
 - 8. P. to Q. B's 4th.
 - 9. P. to Q's 3rd.

- WHITE. (Mr. W.)
- 1. P. to K. B's 4th.

49. K. to his 2nd. 50. P. to K. B's 5th.

51. K. to Q's 3rd.

52. R. to K's 6th.

53. R. to K. Kt.'s 6th.

- Kt. to K. B's 3rd.
 P. to K's 3rd.
- 4. P. to Q. Kt.'s 3rd.
- 5. B. to Q. Kt.'s 2nd.
- 6. B. to K's 2nd.
- 7. Castles.
- 8. Kt. to K's 5th.
- 9. B. to K. B's 3rd.
- His best play. If K. to Kt.'s 3rd, the game would have run as follows:—
 - 36. K. to Kt.'s 3rd.
 - 37. R. to K. Kt.'s 2nd.
 - 38. R. takes R.
 - 39. R. to Q's 7th.
- 36. B. takes Kt.
- 37. B. takes B.
- 38. B. takes Q. Kt. P.
- 39. B. to K. B's sq.

&c. &c.

5th.

	_
10. B. to K's 5th.	10. B. takes B.*
11. Kt. takes B.	11. Kt. to K. B's 3rd.
12. Kt. to Q. B's 3rd.	12. P. to Q's 3rd.
13. Kt. to K. B's 3rd.	13. Q. to K's 2nd.
14. Q. to Q's 2nd.	14. P. to K's 4th.
15. Q. R. to K's sq.	
	16. Q. R. to K's sq.
	17. P. to Q. B's 4th.
18. P. to Q. Kt.'s 5th.	18. P. to K. R's 3rd.†
19. K. Kt. to K. R's 4th.	19. Q. to K's 3rd.
20. P. takes P.	20. Q. Kt. takes P.
21. K. Kt. takes P.	21. K. Kt. to K. Kt.'s 5th
22, P. to K's 4th.	22. Q. to K. Kt.'s 3rd.
23. P. to K. R's 3rd.	23. Kt. to K. B's 3rd.
24. Q. R. to K's 3rd.‡	24. Kt. to K. R's 4th.
25. Q. to K. B's 2nd.	25. Q. Kt. to K. B's 2nd.
26. Q. to K. R's 4th.	26. Q. to K. B's 3rd.
27. B. takes Kt.	27. Q. takes Q. Kt.
28. Kt. to K's 7th (ch.)	28. K. to R's 2nd.
29. B. to K. Kt.'s 6th (ch.)	
30. B. takes Kt.	30. Q. to Q's 5th.

33. Kt. takes K. R. P. And wins.§

1 31. Q. to Kt.'s 7th.

32. R. takes B.

- P. to Q's 3rd would have been fatal to White.
- + This was not judicious.

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

32. B. takes R.

He might also have safely taken the Q. P.; for suppose

24. K. Kt. takes Q. P. 24. Q. R. to Q's sq.

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

&c. &c.

(The move in the text, however, seems less hazardous, and almost equally potent.)

5 In this, as in every other game in the contest which was not unreasonably protracted, Black won without much trouble.

GAME LVIII.

Eleventh game between the same players.

[QUEEN'S GAMBIT EVADED.]

[Queen's GA	MBIT EVADED.
white. (Mr. W.)	BLACK. (Mr. S.)
1. P. to Q's 4th.	1. P. to Q's 4th.
2. P. to Q. B's 4th.	2. P. to K's 3rd.
3. Kt. to Q. B's 3rd.	3. Kt. to K. B's 3rd.
4. P. to K's 3rd.	4. B. to K's 2nd.
5. Kt. to K. B's 3rd.	5. P. to Q. Kt.'s 3rd.
6. K. B. to Q's 3rd.	6. Castles.
7. Castles.	7. P. to K. R's 3rd.
8. Kt. to K's 5th.	8. B. to Q. Kt.'s 2nd.
9. P. takes Q. P.	 9. P. takes P.
10. P. to K. B's 4th.	10. P. to Q. B's 4th.
11. Kt. to K's 2nd.	11. Kt. to K's 5th.
12. Kt. to K. Kt.'s 3rd.	12. P. to K. B's 4th.*
13. Q. to K. R's 5th.	13. B. to Q. B's sq.
14. P. to Q. Kt.'s 3rd.	14. P. takes Q. P.
15. P. takes P.	15. Q. to Q's 3rd.
16. B. to K's 3rd.	16. Kt. to Q. B's 3rd.
17. Q. R. to Q. B's sq.	17. Q. Kt. to Q's sq.
18. Q. R. to Q. B's 2nd.	18. Q. to K's 3rd.†
19. K. R. to Q. B's sq.	19. B. to Q's 3rd.
20. Q. to K. R's 4th.	20. P. to Q. R's 3rd.‡
21. Q. B. to Q's 2nd.	21. B. to Q. Kt.'s 2nd.
22. Q. to K. R's 3rd.	22. B. to Q. R's 6th.
23. K. R. to Q's sq.	23. B. to Q's 3rd.
24. K. R. to Q. B's sq.	24. Q. R. to Q. B's sq.§
25. R. takes R.	25. B. takes R.
26. Kt. takes Kt.	26. K. B. P. takes Kt.
27. R. takes B.	27. Q. takes Q.

* He should have taken off the Knight at once.

+ This was highly important, both to protect the Q. B., which is threatened next move, and also to prevent the adverse Rook from being planted presently at Q. B's 7th.

‡ It was necessary to make this precautionary move before playing out the Q. B., lest White should answer with B. to Q. Kt.'s 5th, and then

B. to Q's 7th, &c.

§ Black refused to accept White's offer of a drawn battle here, preferring to hazard the loss of the game by the obviously bad move of R. to Q. B's sq., rather than endure another thirteen hours' sitting.

1		
28. P. takes Q.	28.	B. takes Kt.
29. Q. P. takes B.		P. takes B.
30. P. to K. R's 4th.	3 0.	Kt. to K's 3rd.*
31. R. takes R. (ch.)		K. takes R.
32. K. to B's 2nd.		P. to Q's 5th.
33. K. to B's 3rd.		K. to B's 2nd.
34. K. to K's 4th.		P. to K. Kt.'s 3rd.
35. K. takes P.		P. to K. R's 4th.
36. K. to K's 4th.		Kt. to Kt.'s 2nd.
37. K. takes P.		K. to K's 3rd.
		Kt. to B's 4th (ch.)
39. K. to K's 4th.		Kt. to K's 2nd.
		P. to Q. Kt.'s 4th.
41. K. to Q's 4th.		Kt. to Q's 4tn.
42. B. to K. Kt.'s 3rd.		Kt. to Q. Kt.'s 5th.
43. P. to Q. R's 4th.		P. takes P.
44. P. takes P.		
		Kt. to Q's 4th.
45. K. to Q. B's 5th.		Kt. to Q. B's 6th.
46. P. to Q. R's 5th.	46.	Kt. to Q's 4th.

And White eventually won.

GAME LIX.

Twelfth game between the same players.

[IRREGULAR OPENING.]

LIMMUULA	OFBRING
BLACK. (Mr. S.)	WE
1. P. to K. B's 4th.	1. P.
2. Kt. to K. B's 3rd.	2. P.
3. P. to K's 3rd.	3. P.
4. B. to Q. Kt.'s 5th (ch.)	4. B.
5. B. takes B. (ch.)	5. K
6. P. to Q. Kt.'s 3rd.	6. K.
7. P. to Q. B's 4th.	7. B.
8. P. takes P.	8. P.
9. Castles.	9. Ca
10. Kt. to Q. B's 3rd.	10. Q.
11. Kt. to K's 2nd.	11. K.
12. B. to Kt.'s 2nd.	12. B.

47. K. to B's 6th.

. to K's 3rd. . to Q. B's 4th.

. to Q's 2nd.

t. takes B. Kt. to K. B's 3rd.

. to K's 2nd.

. takes P.

astles. . to Q. Kt.'s 3rd.

. Kt. to K's 5th. 12. B. to B's 3rd.

* K. to B's 2nd would have been much better play.

HITE. (Mr. W.) '. to Q's 4th.

11A.J	SIAUNION	AND	** 11	ALLAMO.
B. takes I	3.		13.	Q. Kt. takes B.
Kt. to K's	5th.			Q. to Q. R's 4th.
P. to Q's	3rd.		15.	Kt. to B's 6th.
Kt. takes	Kt.			Q. takes Kt.
R. to K. 1	B's 3rd.		17.	Q. R. to Q's sq.
Q. R. to	Q. B's sq.			Q. to R's 4th.
				Q. to Kt.'s 3rd.
Kt. to K.	Kt.'s 4th.	- :	2 0.	Kt. takes Kt.
Q. takes	Kt.	9	21.	Q. to K. B's 3rd.
P. to K. 1	R's 4th.*			P. to Q. Kt.'s 3rd
Q. R. to 1	K. B's sq.	. :	23 .	K. R. to K's sq.
P. to K. 1	3's 5th.			R. to K's 2nd.
Q. R. to 1	K. B's 4th.	9	2 5.	Q. R. to K's sq.
Q. takes I	K. Kt. P. (ch.)		Q. takes Q.
R. takes	Q. (ch.) `		27 .	K. takes R.
P. to B's	6th (ch.)		28.	K. to Kt.'s 3rd.
			29 .	R. takes P.
K. to B's	2nd.	;	30.	P. to K. R's 4th.
K. to B's	3rd.	;	31.	R. to K's 4th.
P. to Q. 1	Kt.'s 4th.†	;	32 .	R. to K. B's 4th:
Kt. P. tal	kes P.			P. takes P.
P. to K's	4th.‡		34.	R. to K's 4th.§
P. takes (Q. P.			R. takes P.
K. to K's	3rd.		36.	P. to K. B's 4th.
R. to Q.	R's 4th.	;	37.	R. to Q's 2nd.
R. to Q. 1	R's 6th (ch	.) ;	38.	K. to Kt.'s 2nd.
			3 9.	R. to Q. B's 2nd.
P. to K. 1	Kt.'s 3rd.	•	4 0.	P. to Q. B's 5th.
	B. takes I Kt. to K's P. to Q's Kt. takes Q. R. to C. R. to K. I Q. R. to I Q. R. to I Q. R. to I Q. R. to I Q. takes I R. to B's P. to B's P. to B's P. to K. I C. takes I K. to B's P. to K. I C. takes I K. to B's P. to K. I R. to C. I K. to B's P. to K. I R. to C. I	B. takes B. Kt. to K's 5th. P. to Q's 3rd. Kt. takes Kt. R. to K. B's 3rd. Q. R. to Q. B's sq. R. to K. Kt.'s 3rd. Kt. to K. Kt.'s 3rd. Kt. to K. Kt.'s 4th. Q. takes Kt. P. to K. B's 5th. Q. R. to K. B's 5th. Q. R. to K. B's 4th. Q. takes K. Kt. P. (R. takes Q. (ch.) P. to B's 6th (ch.) P. takes R. K. to B's 3rd. K. to B's 3rd. P. to Q. Kt.'s 4th. Kt. P. takes Q. P. Kt. K's 3rd. R. to K's 3rd. R. to K's 3rd. R. to K's 3rd. R. to Q. R's 4th.	B. takes B. Kt. to K's 5th. P. to Q's 3rd. Kt. takes Kt. R. to K. B's 3rd. Q. R. to Q. B's sq. R. to K. Kt.'s 3rd. Kt. to K. Kt.'s 3rd. Kt. to K. Kt.'s 4th. Q. takes Kt. P. to K. B's 4th.* Q. R. to K. B's 5th. Q. R. to K. B's 4th. Q. takes K. Kt. P. (ch.) R. takes Q. (ch.) P. to B's 6th (ch.) P. takes R. K. to B's 3rd. P. to Q. Kt.'s 4th.† Kt. P. takes P. P. to K's 3rd. R. to Q. R's 4th. R. to Q. R's 6th (ch.) R. to Q. R's 6th (ch.) R. to Q. R's 5th. R. to Q. R's 5th.	B. takes B. 13. Kt. to K's 5th. 14. P. to Q's 3rd. 15. Kt. takes Kt. 16. R. to K. B's 3rd. 17. Q. R. to Q. B's sq. 18. R. to K. Kt.'s 3rd. 19. Kt. to K. Kt.'s 4th. 20. Q. takes Kt. 21. P. to K. R's 4th.* 22. Q. R. to K. B's sq. 23. P. to K. B's 5th. 24. Q. R. to K. B's 4th. 25. Q. takes K. Kt. P. (ch.) 26. R. takes Q. (ch.) 27. P. to B's 6th (ch.) 28. R. to B's 3rd. 30. K. to B's 3rd. 31. P. to Q. Kt.'s 4th.† 32. Kt. P. takes P. 33. P. to K's 4th.† 34. P. takes Q. P. 35. K. to K's 3rd. 36. R. to Q. R's 4th. 37. R. to Q. R's 6th (ch.) 38. R. to Q. R's 5th. 39.

* Black would have played badly had he taken the unguarded Pawn.

41. R. takes P.

42. K. to Kt.'s 3rd.

† This apparently hazardous move, which seems to give White a passed Pawn, is quite safe, and we believe, the best mode of play which Black could adopt.

The necessary consequence of Black's 32nd move. Any other play would have given a winning advantage to the adversary.

§ The coup juste. If he played the more obvious move of 34. R. takes R. (ch.)

Then

35. K. takes R. 35. P. to Q. B's 5th. 36. P. takes Q. P. and wins.

|| This is not well played.

41. P. takes P.

42. R. takes Q. R. P. (ch.)¶

I He might also have got a winning game by taking the K. B. P.

43. P. to	Q. R's 4th.		43.	R. 1	to Q. Kt.'s 5th.
	Q. R's 5th.				to Q. R's 5th.
	Q. R's 6th (c				to Kt.'s 2nd.
	Q. R's 8th.				to R's 2nd.
	Q. R's 6th.		-		to Kt's 2nd.
	Q. R's 7th.				
					to Q. R's 6th (ch.)
	Q's 4th.		49.	ĸ.	to Q. R's 4th.
50. K. to	Q. B's 4th.		5 0.	K.	to R's 2nd.
51. K. to	Kt.'s 4th.		51.	R.	to Q. R's 8th.
52. K. to	B's 5th.		52.	K.	to Kt.'s 2nd.
53. K. to	Q's 6th.		53.	K.	to R's 2nd.
	K's 5th.		54.	R.	to R's 4th (ch.)
55. K. to	B's 6th.				to Q. R's 3rd (ch.)
56. K. to	K. Kt.'s 5th.				to Kt.'s 2nd.
57. K. ta	kes R. P.		57.	R.	to Q. R's 6th.
58. K. to	Kt.'s 5th.†				takes P. (ch.)
59. K. ta	kes P				to Q. R's 6th.
	K. R's 5th.				
		_			to R's 2nd.
61. P. to	K. R's 6th.	Drawn	gan	ne.	

GAME LX.				
Thirteenth and last game between the same players.				
[IRREGULAR OPENING.]				
WHITE. (Mr. W.)	BLACK. (Mr. S.)			
1. P. to Q's 4th.	1. P. to K. B's 4th.			
2. P. to Q. B's 4th.	2. Kt. to K. B's 3rd.			
3. Kt. to Q. B's 3rd.	3. P. to K's 3rd.			
4. P. to K's 3rd.	4. B. to Q. Kt.'s 5th.			
5. B. to Q's 2nd.	5. B. takes Kt.			
6. B. takes B.	6. P. to Q. Kt.'s 3rd.			
7. Kt. to K. B's 3rd.	7. Castles.			
8. B. to Q's 3rd.	8. P. to Q's 3rd.			
9. Castles.	9. P. to K. Kt.'s 3rd.			

* He could not possibly prevent the King from crossing the line, otherwise this check would have been imprudent.

+ Here Black has palpably won his match by merely moving the R. to Q. Kt.'s 8th, and then taking the other Pawn; but, after a sitting of some thirteen hours, it is hardly to be wondered at that an invalid should be too much worn out to avail himself of the advantage. When it is considered that even in this short contest three games were thrown away by Black from the same cause, it does seem necessary that some regulation should be come to as to the maximum time a player should occupy in a single move.

10 We to W Weth 5th	10 0 40 772 0 3
10. Kt. to K. Kt.'s 5th.	10. Q. to K's 2nd.
11. Q. to K. B's 3rd.	11. P. to Q. B's 3rd.
12. Q. to K. R's 3rd.	12. Q. Kt. to Q. R's 3rd.
13. P. to K. B's 4th.	13. Kt. to Q. B's 2nd.
14. Q. R. to Q's sq.	14. Q. R. to Kt.'s sq.
15. P. to Q. R's 3rd.	15. Q. Kt. to K's sq.
16. K. R. to K's sq.	16. P. to Q. R's 4th.
17. Q. to R's 4th.	17. Kt. to K's 5th.
18. B. takes Kt.	18. P. takes B.
19. P. to Q's 5th.*	19. K. P. takes P.
20. P. takes P.	20. P. to Q. B's 4th.
21. Q. R. to Q's 2nd.	21. Kt. to Q. B's 2nd.
22. Q. to R's 6th.†	22. Kt. to K's sq.
23. P. to K. R's 3rd.‡	23. Kt. to K. B's 3rd.
24. P. to K. Kt.'s 4th.	24. R. to Q. Kt.'s 2nd.
25. K. R. to Q's sq.§	25. P. to Q. Kt.'s 4th.
26. B. takes Q. R. P.	26. P. to Q. Kt.'s 5th.
27. P. takes P.	27. R. to Q. Kt.'s 4th.¶
28. Kt. to K's 6th.**	28. B. takes Kt.††

• The attack is well sustained by White, but the inconceivable slowness of every manœuvre detracts greatly from its merit.

† This prevents Black's meditated move of Kt. to Q. Kt.'s 4th, to cut off the Bishop, since in that case White could take the K. P. with impunity.

I The best move.

§ To enable him to play away the other R. to K. Kt.'s 2nd, and then force on his Pawns in that quarter.

|| Black's only chance of averting the threatened peril on his K's side,

was to make a counter-assault.

¶ Much better than taking the Pawn, because in that case White would have extricated his Bishop at once by playing R. to Q's 4th. Black new threatens to win a Piece immediately.

** A lucky resource. This move enables White to save his Bishop.

†† The only move; for suppose, instead

28. R. to K. B's 2nd, or (A.) (B.) 29. B. to Q's 8th, &c.

(A.)

28. R. to K's sq.

29. Kt. to Q. B's 7th, &c. &c.

(B.)

28. P. takes P.

29. Q. takes R. (ch.) 29. Q. takes Q.

30. Kt. takes Q. 30. K. takes Kt.

(If Black take the B., the Kt. can return to K's 6th.)

31. B. to Q's 8th, &c.

29. P. takes B.

30. P. to K. Kt.'s 5th.

31. P. takes Kt.

32. Q. to K. Kt.'s 5th.†

33. Q. to Q's 5th.

34. Q. takes Q.

35. B. to B's 7th.

36. B. to K's 5th.

37. K. to B's sq.

38. B. to Q's 4th.

39. P. to Q. Kt.'s 3rd.

29. P. to Q's 4th.

30. P. to Q's 5th.*

31. K. R. takes P.

32. P. to Q's 6th.

33. Q. takes P. 34. R. takes Q.

35. K. R. to Q. B's 3rd.

36. P. takes P.

37. Q. R. to Q. B's 4th.

38. Q. R. to Q. B's 7th.;

39. R. takes R.

- * The giving up the Kt. seems doubly hazardous, but twelve hours' play again rendered Black indifferent to consequences.
- † This was necessary, as Black threatened to take the Q. Kt. P., and then to play Q. R. to K. R's 4th, winning the Queen.
- ‡ I give a diagram of the position, which will be found enables Black at least to draw the game if he pleased.



BLACK.

WHITE.

-	
40. R. takes R.	40. R. to Q. B's 8th (ch.)
41. K. to B's 2nd.	41. K. to B's 2nd.*
42. R. to Q. R's 2nd.	42. R. to K. R's 8th.
43. R. to Q. R's sq.	43. R. to K. R's 7th (ch.)†
44. K. to Kt.'s 3rd.	44. R. to Q. B's 7th.
	45. P. to K. R's 3rd.‡
46. P. to K. R's 5th.	46. P. takes P.
47. P. to K. B's 5th.	47. P. to R's 5th (ch.)
48. K. takes P.	48. R. to K. B's 7th.
49. K. to Kt.'s 4th.	49. P. to R's 4th (ch.)
50. K. takes P.	50. R. takes P. (ch.)
51. K. to Kt.'s 4th.	51. R. to B's 6th.
52. B. to Q. B's 5th.	
53. R. to K's sq.	53. R. to B's 4th.
54. B. takes P.	54. R. to Q. Kt.'s 4th.
55. B. to Q's 2nd.	55. R. takes P.
56. K. to K. Kt.'s 3rd.	56. R. to Q. Kt.'s 7th.
57. R. to Q's sq.	57. K. to Q's 4th.
	58. R. to Q. Kt.'s sq.
59. B. to B's 3rd.	59. R. to K. B's sq. (ch.)
60. K. to K's sq.	60. R. to K. Kt.'s sq.
61. R. to Q. B's sq.	61. R. to K. Kt.'s 8th (ch.)
62. K. to Q's 2nd.	62. R. to Kt.'s 7th (ch.)
63. K. to Q's sq.	63. R. to K. Kt.'s 6th.
64. B. to Q's 4th.	
65. K. to Q's 2nd.	64. R. to K. Kt.'s 8th (ch.)
	65. R. to Kt.'s 7th (ch.)
66. K. to B's 3rd.	66. R. to K. Kt.'s sq.
67. R. to Q. R's sq.	67. R. to Q. B's sq. (ch.)
68. K. to Q's 2nd.	68. R. to Q. B's 7th (ch.)
69. K. to Q's sq.	69. R. to K. Kt.'s 7th.
70. R. to Q. R's 4th.	70. R. to K. Kt.'s 8th (ch.)

* It is clear that Black could have made a drawn battle if he chose, by

41. R. to K. R's 8th.

42. K. to Kt.'s 2nd, or 3rd. 42. R. to Q. Kt.'s 8th.

43. K. to B's 2nd, &c. 43. B. to Q. Kt.'s 2nd.

but it having been long quite evident that his opponent would protract the sitting until he (Black) could no longer support the fatigue (the present game lasted above twenty hours!), he preferred resigning the contest, although two games ahead, to undergoing the torture of another game.

+ He might even have taken the K. R. P., and drawn the game.

‡ P. to K. R's 4th leads to a forced drawn position.

71. K. to Q's 2nd.	71. R. to K. Kt.'s 7th (ch.
72. K. to B's 3rd.	72. R. to Q. B's 7th (ch.)
73. K. to Kt.'s 3rd.	73. R. to Q. B's sq.
74. B. to B's 3rd.	74. R. to Q. Kt.'s. sq. (ch.
75. R. to Q. Kt's 4th,	75. R. to K's sq.
76. R. to Kt.'s 5th (ch.)	76. K. to Q's 3rd.
77. K. to Q. B's 4th.	77. R. to Q. R's sq.
78. K. to Q's 4th.	78. R. to Q. R's 7th.

79. K. takes K. P.
And Black resigns.

GAME LXI.

FIRST GAME BETWEEN MESSRS. STAUNTON AND JAENISCH.

FIRST WARD DELWESS ARCORD. STAUNTON AND FARMISTIC.			
[Scotch Gambit.]			
BLACK. (Mr. S.)	WHITE. (Major J.)		
1. P. to K's 4th.	1. P. to K's 4th.		
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.		
3. P. to Q's 4th.	3. P. takes P.		
4. B. to Q. B's 4th.	4. B. to Q. B's 4th.		
5. Castles.	5. P. to Q's 3rd.		
6. P. to Q. B's 3rd.	6. P. takes P.		
7. Q. Kt. takes P.	7. B. to K's 3rd.		
8. B. takes B.	8. P. takes B.		
9. Q. to her Kt.'s 3rd.	9. Q. to her B's sq.		
10. Kt. to K. Kt.'s 5th.	10. Kt. to Q's 5th.		
11. Q. to her R's 4th (ch.)	11. P. to Q. B's 3rd.		
12. B. to K's 3rd.	12. P. to Q. Kt.'s 4th.*		
13. Q. to her sq.	13. P. to K's 4th.		
14. P. to Q. Kt.'s 4th.	14. B. takes P.†		
15. B. takes Kt.	15. P. takes B.		
16. Q. takes P.	16. B. takes Kt.		
17. Q. takes B.	17. Kt. to K. B's 3rd.		
18. P. to K's 5th.	18. Kt. to Q's 4th.		
19. Q. to K. B's 3rd.	19. Q. to her 2nd.		
20. P. to K's 6th.	20. Q. to K's 2nd.		
21. Kt. to K. B's 7th.	21. K. R. to K. B's sq.		

• Impolitic play. His best move, I believe, was P. to K's 4th.

† If he had retreated the Bishop, Black would have moved Q. R. to
Q. B's sq., threatening to win the Q. Kt. P. presently; or have played

P. to Q. R's 4th with good effect.

22. K. R. to K's sq.	22. Q. to K. B's 3rd.
23. Kt. takes Q. P. (ch.)*	23. K. to his 2nd.
24. Q. to K. Kt.'s 3rd.	24. Q. takes K. B. P. (ch.)†
25. Q. takes Q.	25. R. takes Q.
26. K. takes R.	26. K. takes Kt.
27. Q. R. to Q. B's sq.	27. Q. R. to K's sq.
28. Q. R. to Q. B's 2nd.	28. P. to Q. B's 4th.
29. K. R. to K's 4th.	29. P. to Q. B's 5th.
30. Q. R. to Q. Kt.'s 2nd.	30. P. to Q. R's 3rd.
31. P. to Q. R's 3rd.‡	31. R. takes K. P.
32. R. takes R. (ch.)	32. K. takes R.
33. K. to his 2nd.	33. K. to his 4th.
34. K. to Q's sq.	34. Kt. to K's 6th (ch.)
35. K. to Q. B's sq.	35. P. to K. Kt.'s 3rd.§
36. P. to K. Kt.'s 3rd.	36. P. to K. Kt.'s 4th.
37. P. to Q. R's 4th.	37. P. takes P.
38. R. to Q. R's 2nd.	38. Kt. to K, B's 8th.
39. P. to K. Kt.'s 4th.	39. K. to B's 5th.
40. R. to K. B's 2nd (ch.)	40. K. takes P.
41. R. takes Kt.	41. K. to K. R's 6th.
42. R. to K. B's 5th.	42. P. to K. R's 3rd.
43. R. to K. B's 6th.	43. K. takes P.
44. R. takes P. (ch.)	44. K. to Kt.'s 6th.
45. K. to Q's 2nd.	45. P. to K. Kt.'s 5th.
	46. K. to K. Kt.'s 7th.
46. K. to his 3rd.	
47. K. to K. B's 4th.	47. K. to K. B's 7th.¶
48. R. to K. R's 2nd (ch).	48. K. to his 8th.

- * If he played his Q. to K. Kt.'s 3rd, or to Q. R's 3rd, White would have taken off the Kt. with his R., giving up the exchange, but gaining two Pawns as an equivalent.
- † I doubt if he could have done better; if he had moved the Q. to K. B's 5th, Black would have taken the K. Kt. P. (checking), then have played Q. to her 7th (checking), and finally have checked with the Q. R. at Q. B's sq., and have obtained a winning position.
- ‡ This seems much better than playing the P. to Q. R's 4th, because in that case White might have advanced the Q. B. P. advantageously.
- § He should rather have marched boldly forward with this Pawn to his 4th sq.
- || Major Jaenisch sacrifices the Kt. in the hope of drawing the game by his Pawns.
 - ¶ His best move.

49. K. to his 6th.

49. K. to Q's sq.*

59. K. to Q's 5th.

And wins easily.

GAMR LXII.

Second game between the same players.

[KING'S GAMBIT EVADED.]

BLACK. (Mr. J.)

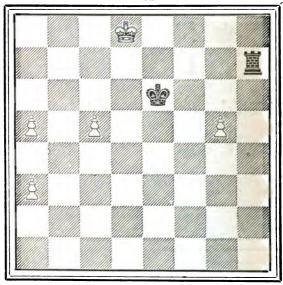
white. (Mr. S.)
1. P. to K's 4th.

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

2. P. to Q's 4th.

* I give a diagram of this somewhat curious position.

BLACK.



WHITE.

Upon the termination of the game, White remarked that his propes move, perhaps, was K. to K. B's 8th, but it was found on examination that the simple reply on Black's part of K. to K. B's 5th proved equally decisive in that case, as K. to Q's 5th was in the other instance.

- 3. P. takes Q. P.
- 3. P. to K's 5th.*
- 4. Kt. to Q. B's 3rd.†
- 4. Kt. to K. B's 3rd.
- * This mode of evading the King's Gambit has long been known and occasionally practised in England. Since playing the present game, my attention has been directed by Major Jaenisch to an article on the subject in the "Schachzeitung" for June, 1850, entitled "Falkbeer-Lederer's Variation," from which it appears that the opening has lately been brought into vogue in Vienna by Messrs. Falkbeer and Lederer, two Austrian players of some note. The move of P. to K's 5th is certainly an embarrassing one to the first player, for it proves not merely a defence, but a counter-attack of considerable power.
- † In a note which the late Mr. Hanstein appended to the article just mentioned, the line of play recommended as the best for the first player is to move his K. B. to Q. Kt.'s 5th (checking); the game then proceeds in the manner following:—
 - 4. K. B. to Q. Kt.'s 5th 4. P. to Q. B's 3rd. (ch.)

(Interposing the Q. B. is justly decried by Mr. Falkbeer, the author of the analysis, as inferior.)

- 5. P. takes P.
- 5. P. takes P.
- 6. B. to Q. B's 4th.
- 6. Kt. to K. B's 3rd.
- 7. P. to Q's 4th.
- 7. K. B. to Q's 3rd.

Mr. Hanstein considers this is the second player's best move, and observes that the advantage of position which he has obtained is not sufficient to compensate for the loss of his Pawn.

From a subsequent number of the "Schachzeitung" it appears that Mr. Falkbeer, instead of playing 7. K. B. to Q's 3rd, is in the habit of moving 7. Q. to her Kt.'s 3rd, and has found it successful in maintaining the counter-attack against many strong opponents. I must confess that neither 7. K. B. to Q's 3rd, nor 7. Q. to her Kt.'s 3rd, appears to me to avail much, and I cannot help preferring a move which occurred in a game at this opening which I played with Major Jaenisch. My move was 7. Q. Kt. to Q's 2nd, and to this, even with the assistance of my distinguished competitor, perhaps the most acute and unwearied analyzer jving, I have not yet discovered any perfectly satisfactory answer for the first player. In one of our games the after-moves ran thus:—

- 7. Q. Kt. to Q's 2nd.
- 8. Kt. to K's 2nd.
- 8. Q. Kt. to his 3rd.
- 9. K. B. to Q. Kt.'s 3rd. 9. B. to Q. R's 3rd.
- 10. Q. Kt. to Q. B's 3rd. 10. B. to Q. Kt.'s 5th.
- 11. Castles.
- 11. B. takes Q. Kt.
- 12. P. takes B. 12. K. Kt. to Q's 4th.

 And the second player has undoubtedly the superior game.

If, at the 11th move, the first player had moved his Q. B. to Q's 2nd, the following seems a probable continuation:—

**	THE CHESS	TOURNAMENT.	GYWE LYIL
5.	P. to Q's 3rd.	5. B. to Q.	Kt.'s 5th.
6.	P. takes P.	6. Kt. takes	K. P.
	Q. to her 4th.	7. B. takes	Kt. (ch.)
	P. takes B.	8. Castles.	` '
9.	Kt. to K. B's 3rd.	9. K. R. to	K's sq.
10.	B. to K's 2nd.	10. K. Kt. to	
11.	B. to Q. Kt.'s 2nd.	11. K. R. to	
	Q. to K. B's 2nd.	12. Kt. to Q.	B's 5th.
13.	Castles on Q's side.†	13. Kt. takes	В.
14.	K. takes Kt.	14. Q. to Q's	3rd.
15.	Q. R. to Q's 4th.	15. R. takes	K. B. P.
16.	R. takes R.	16. Q. takes 1	R.
17.	Q. to Q's 4th.	17. Q. to her	3rd.
18.	R. to K's sq.	18. B. to Q's	2nd.
	B. to Q's 3rd.	19. P. to K. I	R's 3rd.
20.	P. to K. Kt.'s 4th.	20. Kt. to Q.	R's 3rd.
21.	P. to K. Kt.'s 5th.	21. Kt. to Q.	B's 4th.
22 .	P. takes P.	22. Kt. to Q.	R's 5th (ch.)
23.	K. to Q. R's sq.	23. Q. takes I	P. at K. R's 3rd.
	R. to K. Kt.'s sq.	24. R. to K's	sq.
25.	Kt. to K's 5th.	25. Kt. to Q.	Kt.'s 3rd.
26.	P. to Q. B's 4th.	26. Q. to K.	B's 3rd.
27.	Kt. to K. B's 3rd.	27. Q. takes	Q. (ch.)
28.	K. Kt. takes Q.	28. Kt. to Q.	R's 5th.
29.	Kt. to Q. Kt.'s 3rd.	29. P. to Q. I	
30.	K. to Kt.'s sq.	30. R. to K's	4th.
31.	K. to B's sq.	31. Kt. to Q.	B's 6th.

11. Q. B. to Q's 2nd. 12. Castles.

32. K. to Q's 2nd.

33. K. to K's 3rd.

11. Castles.

32. Kt. to K's 5th (ch.)

33. Kt. to K. Kt.'s 4th (dis. ch.)

(Taking the K. P., though a natural move, is not a good one, since his opponent might first take the Bishop (checking), and then play his R. to K's sq.)

12. K. B. takes Q. Kt.

13. B. takes B. 13. Q. Kt. to Q's 4th. And again the second player has the advantage.

* Far better, I believe, than the more apparent move of Kt. to K. B's 3rd.

+ White certainly failed to make the most of the advantages he acquired in the beginning.

34.	K.	to	Κ.	B's 4	th.
35.	R.	to	Ķ.	Kt.'s	2nd.

36. K. to K. B's 3rd.

37. R. to Q's 2nd.

38. K. to K. Kt.'s 2nd.

39. K. to Kt.'s 3rd. 40. K. to Kt.'s 2nd.

41. Kt. to Q's 4th.

42. K. to K. B's sq.

43. B. to K. B's 5th.

44. Kt. takes B.

45. Kt. to K. R's 6th (ch.)

46. Kt. takes K. Kt. P.

47. Kt. to B's 2nd.

48. R. to Q's sq. 49. Kt. takes R.

50. Kt. to K's 3rd.

51. K. to his sq.

52. K. to Q's 2nd. 53. P. to Q. B's 3rd.

54. Kt. to K. Kt.'s 4th.

55. Kt. to K's 3rd (ch.)

56. P. to Q's 6th.§

57. Kt. to Q's 5th (ch.) 58. Kt. takes Q. Kt. Pi

59. K. to K's sq.

60. K. to Q's 2nd.

61. P. to K. R's 4th.

62. K. to K's 3rd.

63. P. to K. R's 5th.

64. Kt. to Q. B's 8th.

65. K. takes P.

34. P. to K. B's 3rd.

35. Kt. to K. R's 6th (ch.)

36. P. to K. Kt.'s 4th.

37. P. to K. Kt.'s 5th (ch.)

38. R. to K's 8th.*

39. R. to K's 6th (ch.)

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

41. P. to K. B's 5th.

42. P. to K. B's 6th.

43. B. takes B.

44. R. to Q. R's 6th.†

45. K. to B's sq.

46. R. takes Q. R. P.‡

47. R. to Q. R's 8th (ch.)

48. R. takes R. (ch.)

49. K. to K's 2nd. K. to Q's 3rd.

51. K. to K's 4th.

52. K. to K's 5th.

53. P. to Q. R's 4th.

54. K. to K. B's 4th. 55. K. to K. B's 5th.

P. takes P.

57. K. to K's 5th.

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

59. Kt. to Q's 6th (ch.)

60. Kt. to K's 4th.

61. K. to B's 4th.

62. K. to Kt's 5th. 63. K. takes P.¶

64. Kt. takes Q. B. P. (ch.)

65. P. to Q. R's 5th.

* Threatening mate next move.

† The only possible move to secure his advantage of position. ‡ Again threatening mate. The way in which White's Kt. and K. B. P. confine the adverse King, is somewhat curious.

§ A good conception. Without great care now White will be unable to win.

Intending to march on with his K. B. P.

¶ K. to Kt.'s 6th would have enabled White to win, I think; but taking the Pawn, though a slower, was a surer process. Appended is a diagram of the situation.

- 66. K. to K's 4th.
- 67. K. to Q's 5th.
- 68. K. to K's 4th.
- 69. P. to Q. B's 4th.
- 70. Kt. takes P.

- 66. P. to Q. R's 6th.
- 67. Kt. to K's 6th (ch.)
- 68. Kt. to Q's 8th.
- 69. Kt. to Q. Kt.'s 7th.

70. Kt. takes P.

And Black resigns.

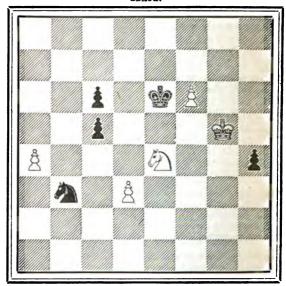
GAME LXIII.

Third game between the same players.

[KING'S BISHOP'S OPENING.]

- WHITE. (Mr. S.)
- 1. P. to K's 4th.
- B. to Q. B's 4th.
 Kt. to K. B's 3rd.
- 4. P. to Q. B's 3rd.
- BLACK. (Major J.)
- 1. P. to K's 4th.
- 2. B. to Q. B's 4th.
- 3. P. to Q's 3rd.
- 4. Kt. to K. B's 3rd.

BLACK.



WHITE.

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

- * At this point White has an undeniable superiority of position.
- + A very necessary preparative to taking the K. Kt. P.
- If he had taken the Bishop, White must have won; ex. gr.-
 - 28. P. takes B.

25. K. to Kt.'s 2nd. 26. K. R. to K. R's sq.

27. Q. to Q's 3rd.

29. K. to B's sq.

28. Q. R. to K. Kt.'s sq. 1

- 29. R. takes P. (ch.) 29. Q. takes R (best).
- 30. Q. to her 7th (ch.) 30. K. to B's 3rd.
- 31. R. takes Q. (ch.), &c.

25. Q. to K. R's 3rd.

28. B. takes K. Kt. P.

26. Q. R. to K. Kt.'s sq.

27. K. R. to K. Kt.'s 4th.+

29. B. to K's 4th. (dis. ch.)§

- § Q. to K. R's 5th would have been much stronger play. He might also have moved the B. to Q. B's 2nd, discovering check, and have had a fine game; for example—
 - 29. B. to Q. B's 2nd (dis. 29. K. to B's sq. (best.)
 - ch.)
 30. R. takes R. (ch.)
 30. R. takes R.
 - 31. Q. to her B's 8th (ch.) 31. B. or Q. to Q's sq.
 - 32. R. takes R. (ch.), followed by
 - Q. takes Q. Kt. P.

And White has an evident advantage.

30. R. takes R. (ch.)	30. R. takes R.
31. Q. to Q. B's 8th (ch.)*	31. K. to K's 2nd.
32. Q. to K. R's 3rd.	32. R. takes R. (ch.)
33. K. takes R.	33. Q. takes Q. P.
34. Q. takes K. R. P.†	34. Q. takes Q. Kt. P.
35. Q. to K. Kt.'s 5th (ch.)	35. Q. to K. B's 3rd.
36. P. to K. R's 4th.	36. Q. takes Q. (ch.)
37. P. takes Q.	37. B. to K. B's 5th.
38. P. to K. Kt.'s 6th.	38. P. takes P.
39. B. takes K. Kt. P.	39. P. to Q. B's 4th.
40. B. to Q's 3rd.	40. K. to Q's 3rd.
41. K. to B's sq.	41. P. to Q. R's 3rd.
42. P. to Q. R's 4th.	42. K. to K's 4th.
43. K. to K's 2nd.	43. K. to Q's 5th.
44. B. to K. B's 5th.‡	44. P. to Q. Kt's 4th.
45. P. takes P.	45. P. takes P.
46. K. to Q's sq.	46. K. to Q. B's 6th.
47. B. to K's 4th.	47. P. to Q. Kt.'s 5th.
48. B. to K. R's 7th.	48. P. to Q. B's 5th.
49. B. to K. Kt.'s 8th.	49. P. to Q. Kt.'s 6th.
50. B. to K's 6th.	50. K. to Q. Kt.'s 5th.
51. B. to Q's 5th.	51. P. to Q. B's 6th.
52. B. to K's 4th.	52. K. to Q. R's 6th.

And White resigns.

- * Hasty and ill-considered play. Having a Pawn more than the adversary, he might have taken the Rook with Rook, and then have forced an exchange of Queens.
- + This is one of those positions in which the player attempting to win is pretty sure to over-reach himself, and lose.
- ‡ White would possibly have escaped, even now, with a drawn battle if he had played his Q. R. P. to R's 5th; for suppose

44. P. to Q. R's 5th. 44. B. to Q. B's 2nd.

(The result appears to be the same whatever Black plays at this moment.)

```
45. B. to K's 4th.
46. P. takes P.
47. B. to Q. Kt.'s 7th.
48. B. to Q. B's 6th.
47. P. to Q. R's 4th.
```

And although Black has the better game, it is not easy for him to win.

As this situation is interesting, I add a diagram of the board previous to White's 44th move.

GAME LXIV.

Fourth game between the same players.

[GIUOCO PIANO.].

BLACK. (Major J.)

1. P. to K's 4th.

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

3. B. to Q. B's 4th.

4. P. to Q. B's 3rd.

5. P. to Q's 4th.

6. P. to K's 5th.

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

8. B. takes Kt. (ch.)

9. P. takes P.

10. Kt. to Q. B's 3rd.

11. Q. B. to K's 3rd.

WHITE. (Mr. S.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. B. to Q. B's 4th.

4. Kt. to K. B's 3rd.

5. P. takes P.

6. P. to Q's 4th.

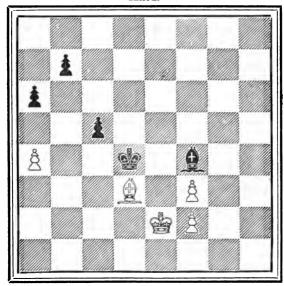
7. K. Kt. to K's 5th.

8. P. takes B.

9. B. to Q. Kt.'s 3rd.

10. Q. B. to K. Kt.'s 5th. 11. Castles.

BLACK.



WHITE.

12. Q. to Q. R's 4th.*	12. Q. to Q's 2nd.
13. Kt. takes Kt.	13. P. takes Kt.
14. Kt. to Q's 2nd.	14. Q. to Q's 4th.
15. Q. R. to Q. B's sq.†	15. B. to Q's 2nd.
16. Q. to Q. B's 4th.	16. Q. R. to K's sq.
17. Castles.	17. K. to R's sq. 1
18. Kt. to Q. Kt.'s 3rd.	18. P. to K. B's 3rd.
19. Kt. to Q. B's 5th.§	19. B. to Q. B's sq.
20. Q. takes Q.	20. P. takes Q.
21. P. takes P.	21. K. R. takes P.
22. P. to Q. Kt.'s 4th.	22. P. to Q. B's 3rd.
23. P. to Q. R's 4th.	23. B. to K. Kt.'s 5th.
24. K. R. to K's sq.	24. P. to K. R's 3rd.
25. P. to K. R's 3rd.	25. B. to Q. B's sq.

* This is a novelty; at least, I cannot call to mind any book in which it occurs. The best answer White could have made, was, perhaps, to break up his opponent's position by taking off both the Knights; for example—

26. B. takes Kt.

12. Kt. takes Kt. 13. P. takes Kt. 14. P. takes B. 14. Q. to Q's 2nd.

26. K. R. to K's 2nd.¶

Followed by P. to K. B's 3rd, and certainly White's game is preferable.

- † The game now assumes an interesting aspect, and both attack and defence are conducted with great spirit and judgment to the close.
 - ‡ An all-important preliminary before advancing the K. B's Pawn.
- § Threatening obviously to gain the Bishop by first taking the Queen with Queen.
 - || With the object of playing him to K's 7th, and then to Q. B's 5th.
- ¶ The position is now in Black's favour, as he threatens to move his K. R. to Q. B's 2nd, and then advance the Q. Kt. P.; menacing afterwards to take the K. P. with his Kt. To guard against these dangers, White is forced to capture the Kt., for if

26. P. to Q. R's 3rd. 27. K. R. to Q. B's 2nd. 28. P. to Q. Kt.'s 5th. 29. P. takes P. 30. Kt. takes K. P. 26. P. to Q. R's 3rd. 27. P. to K. Kt.'s 4th. 28. Q. R. P. takes P. 29. P. takes P. 30. P. or R. takes Kt.

R. takes B.
 And Black has the advantage of situation.

27. Q. Kt. P. takes B.*

28. K. R. to Q. Kt.'s 2nd.

29. Q. R. to Q. Kt.'s sq.

30. K. R. to Q. Kt.'s 4th.

31. K. to R's 2nd.

32. P. to K. Kt.'s 3rd.

27. P. to K. Kt.'s 4th.†

28. B. to Q. R's 3rd.

29. K. R. to K. B's sq. ‡

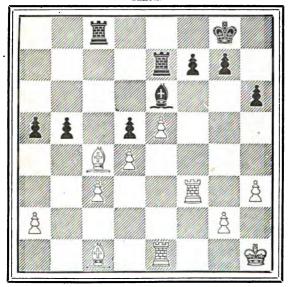
30. K. to Kt.'s 2nd.

31. K. to Kt.'s 3rd.

32. P. to K. R's 4th.§

* Black plays theoretically correct in thus uniting two Pawns in the centre of the board; but, in the present position, he would have done better, practically, by taking the Bishop with his Rook, and then playing K. R. to Q. B's 2nd. To assist in the examination of the game at this crisis, I give a diagram of the position before Black's 27th move.

BLACK



WHITE.

† For a long time one leading object of White's game has been to keep the adverse Bishop restricted to an unimportant range of squares. The present move is made with the same purpose.

‡ This renders the projected march of the Black King into White's territory altogether impracticable.

§ A needless risk, since it is self-evident the game can be drawn without hazard of any kind.

33.	P.	to	K.	R'a	4th.

34. Q. R. to Q. Kt.'s 2nd.

35. P. takes P.

36. K. R. to Q. Kt.'s 8th.

37. R. takes R.

38. P. to Q. R's 5th.

39. R. to Q. B's 8th.

40. R. to K. R's 8th.

41. R. to K. Kt. 8th (ch.)

42. R. to K. R's 8th.

43. R. takes R.

44. K. to Kt.'s 3rd.

45. B. to K. B's 4th.

33. B. to Q's 6th.

34. P. takes P. 35. K. R. to K. B's 6th.

36. R. takes R.

37. B. to Q. B's 7th.

38. R. to K. B's 2nd.

39. B. to Q. R's 5th. 40. R. to K. R's 2nd.

41. R. to K. Kt.'s 2nd.

42. R. to K. R's 2nd.

43. K. takes R.

44. K. to Kt.'s 3rd.

45. K. to K. B's 4th.

Drawn game.

GAME LXV.

Fifth game between the same players.

[SCOTCH GAMBIT.]

WHITE. (Mr. S.)

1. P. to K's 4th.

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

3. P. to Q's 4th.

4. B. to Q. B's 4th.

5. Castles.

6. P. to Q. B's 3rd.

7. Q. Kt. takes P.

8. B. takes B.

9. Q. to her Kt.'s 3rd.

10. K. Kt. to K. Kt.'s 5th.

11. Q. to Q. R's 4th (ch.)

11. Q. to Q. K 8 4th (ch.)
12. Q. B. to K's 3rd.

13. B. takes Kt.

14. Q. to Q. Kt.'s 3rd.

15. Q. Kt. to K's 2nd.

16. Q. R. to Q's sq.

17. Kt. to K. B's 3rd.

18. P. to Q. R's 4th.

19. Q. to Q. R's 3rd.

20. P. to Q. R's 5th.

BLACK. (Major J.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. P. takes P.

4. B. to Q. B's 4th.

5. P. to Q's 3rd.

6. P. takes P.

7. B. to K's 3rd.

8. P. takes B.

9. Q. to Q. B's sq.

Q. Kt. to Q's 5th.
 P. to Q. B's 3rd.

12. P. to K's 4th.

13. B. takes B.

14. Q. to Q's 2nd.

15. B. to Q. Kt.'s 3rd.

16. Kt. to K. R's 3rd.

17. Q. to K's 2nd.

18. Castles on Q's side.

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

20. B. to Q. B's 2nd.

21	P	tο	Ω	R's	6th.*
21.	г.	w	w.	11 2	om.

22. P takes P. (ch.)

23. Q. R. to Q. R's sq.

24. Q. to Q. R's 6th (ch.)

25. Q. Kt. to Q. B's 3rd.

26. K. R. to Q. B's sq.

27. P. to Q. Kt.'s 4th.

28. Q. Kt. to Q. R's 4th.

29. Q. to Q. B's 4th.

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

31. K. Kt. to K's sq.

32. K. Kt. to Q's 3rd.§

33. Q. to Q. Kt.'s 3rd.

34. K. Kt. takes K. P.

35. K. Kt. to Q. B's 4th.

36. P. takes B.

37. P. to K's 5th.

38. Kt. to Q. Kt.'s 6th.**

39. Q. takes R.

40. K. R. to K's sq. ‡‡

41. Q. to Q. B's 4th. 42. P. to K's 6th.

43. P. to K's 7th.

44. Q. to K. B's 7th.

21. B. to Q. Kt.'s 3rd.

22. K. takes P.

23. P. to Q's 4th.

24. K. to Kt.'s sq.

25. Kt. to K. B's 2nd.

Q. R. to Q's 3rd. 27. P. to Q's 5th.

28. Q. to Q. Kt.'s 2nd.

29. K. R. to Q. B's sq.†

30. Q. to K's 2nd.

31. Q. R. to K. Kt.'s 3rd.‡

32. Kt. to Q's 3rd.

33. Kt. to Q. Kt.'s 4th.||

34. Q. R. to Q's 3rd.

35. B. takes Kt. 36. Q. R. to K's 3rd.

37. Q. takes Q. B. P.¶

38. Q. takes Kt. ††

39. Kt. to Q. B's 6th.

40. P. to Q. B's 4th. 41. R. to K's sq.

42. P. to Q. R's 4th.

43. Q. to Q. Kt.'s 5th.

And Black resigned.

+ This seems to lose time at a moment when Black had none to spare. ‡ To make room for his Kt., who will be well stationed at his Q's 3rd,

§ This Kt. now becomes an all-important auxiliary. Without his aid, indeed, White's attack would soon have melted away.

|| Overlooking, unfortunately, the dangerous move White threatened when he played his Kt. to Q's 3rd.

¶ He should rather have taken the K. P. with his Rook, I think. ** Much better Chess, I believe, than the more obvious play of Kt. to Q's 6th.

†† His best move, under the circumstances.

‡‡ Even now, White must be careful and vigilant, or he may lose in a moment all the advantage he has toiled for.



^{*} The game from this juncture is played with studious care on both

GAME LXVI.

Sixth game between the same players.

[QUEEN'S KNIGHT'S OPENING.]

[dozan a winds	ar o ormanda.
BLACK. (Major J.)	WHITE. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. K. B. to Q. B's 4th.*
3. P. to K. B's 4th.	3. B. takes Kt.
4. K. R. takes B.	4. P. to Q's 3rd.
5. P. to Q's 4th.	5. Q. Kt. to Q. B's 3rd.
6. Q. P. takes P.	6. P. takes P.
· 7. Q. takes Q. (ch.)	7. K. takes Q.
8. P. takes P.	8. Q. Kt. takes P.
9. B. to K. B's 4th.	9. Q. Kt. to K. Kt.'s 3rd.
10. Castles (ch.)†	10. B. to Q's 2nd.
11. B. to K. Kt.'s 3rd.	11. P. to Q. R's 3rd.
12. B. to Q. B's 4th.	12. K. Kt. to K. R's 3rd.
13. Q. Kt. to Q's 5th.	13. Q. R. to Q. B's sq.
14. K. R. to K. B's sq.	14. K. R. to K's sq.
15. Q. R. to Q's 4th.	15. Q. Kt. to K's 4th.;
16. B. to K. R's 4th (ch.)	16. P. to K. B's 3rd.
17. R. takes K. B. P.§	17. P. takes R.
18. B. takes K. B. P. (ch.)	18. R. to K's 2nd.
19. Kt. takes R.	19. K. Kt. to K. Kt.'s 5th.
20. B. to K. R's 4th.	20. P. to Q. B's 4th.
21. Kt. takes R. (dis. ch.)	21. K. takes Kt.
22. R. to Q's 5th.	22. Kt. takes B.
23. R. takes Q. B. P. (ch.)	23. B. to Q. B's 3rd.
24. R. takes Kt.	24. Kt. to K's 6th.
25. R. to Q's 4th.	25. Kt. takes K. Kt. P.
26. B. to K. Kt.'s 3rd.	26. P. to K. R's 4th.
27. P. to K. R's 4th.	27. Kt. to K's 6th.
28. P. to K's 5th.	28. Kt. to K. B's 4th.
29. R. to Q's 3rd.	29. B. to K's 5th.
30. R. to Q. B's 3rd (ch.)	30. K. to Q's 2nd.

^{*} Kt. to K. B's 3rd, as played in a subsequent game, is much stronger.

+ From this point to the end, White appears never to have been able to extricate himself from the thraldom of his position.

31. K. to K's 3rd.

31. K. to Q's 2nd.

[‡] A fatal error.

[§] He might also have taken with the Knight advantageously, but the move in the text seems better.

32. K. to K's 2nd.	32. Kt. takes B. (cl.)
33. R. takes Kt.	33. B. takes Q. B. P.
34. R. to K. Kt.'s 5th.	34. B. to K. B's 4th.
35. K. to B's 3rd.	35. K. takes P.
36. R. takes K. R. P.	36. K. to B's 3rd.
37. K. to B's 4th.	37. B. to Q's 2nd.
38. R. to K. Kt's 5th.	38. B. to Q. Kt.'s 4th.
39. R. takes B.	39. P. takes R.
40. P. to Q. Kt.'s 4th.	40. K. to Kt.'s 3rd.
41. K. to Kt.'s 4th.	41. P. to Q. Kt.'s 3rd.
42. P. to Q. R's 3rd.	

And Black wins.

GAME LXVII.

Seventh game between the same players.

ILIDOR'S DEFENCE TO THE KNIGHT'S GAME.

[Philidor's Defence to	THE KNIGHT'S GAME.]
WHITE. (Mr. S.)	BLACK. (Major J.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. B. to Q. B's 4th.	3. Q. B. to K. Kt.'s 5th.
4. P. to Q. B's 3rd.	4. B. takes Kt.
5. Q. takes B.	5. Kt. to K. B's 3rd.
6. Castles.	6. B. to K's 2nd.
7. Q. to K's 2nd.†	7. Castles.
8. P. to Q's 4th.	8. Q. Kt. to Q's 2nd.
9. P. to K. B's 4th.	9. P. to Q. B's 3rd.
10. K. B. to Q's 3rd.	10. Q. to Q. B's 2nd.
11. Q. Kt. to Q. R's 3rd.	11. K. R. to K's sq.
12. Kt. to Q. B's 2nd.	12. P. to K. R's 3rd.
13. Kt. to K's sq.	13. P. takes Q. P.
14. P. takes P.	14. Q. to her Kt.'s 3rd.
15. Q. B. to K's 3rd.	15. P. to Q's 4th.
16. P. to K's 5th.	16. K. Kt. to K. R's 2nd.
17. Q. to K. Kt.'s 4th.	17. Q. Kt. to K. B's 3rd.1

* K. B. to K's 2nd is, perhaps, his best move at this stage.

+ Preparing to advance the K. B. P.; a most important step in the

present opening.

[‡] A sacrifice ventured only after long deliberation, and which, but for an unlucky error afterwards, would have obtained for Black a very powerful attack.

18. P. take	s Kt.
-------------	-------

19. B. to K. B's 2nd.*

20. B. takes Kt. (ch.)

21. Kt. to K. B's 3rd. 22. K. R. takes B.

23. Kt. to K. Kt.'s 5th. (ch.)

24. Q. takes R.

25. P. takes K. Kt. P.

18. B. takes P.

19. B. takes Q. P.

20. K. takes B.

21. B. takes B. (ch.)

22. R. to K's 7th.† 23. P. takes Kt.

24. P. to Q's 5th.

And Black resigns.

* An attempt to defend the Bishop either with the Queen or the Kt. must have cost White at least a Piece. Playing his Q. to K. B's 5th, too, would have proved equally disastrous, as the following variation shows:—

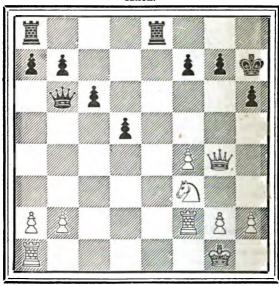
19. Q. to K. B's 5th.

19. P. to K. Kt.'s 3rd.

20. Q. to K. R's 3rd. 20. R. takes B. &c.

† This was a fatal slip. I give a diagram of the field before Black
made this move.

BLACK.



WHITE.

GAME LXVIII.

Eighth game between the same players.

[QUEEN'S KNIGHT'S OPENING.]

white. (Major J.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to Q. B's 3rd.	2. Kt. to K. B's 3rd.*
3. P. to K. B's 4th.	3. P. to Q's 4th.
4. P. takes Q. P.	4. P. to K's 5th.†
5. P. to Q's 4th.	5. B. to Q. Kt.'s 5th.
6. B. to Q. B's 4th.	6. K. Kt. takes Q. P.
7. B. takes Kt.	7. Q. takes B.
8. K. Kt. to K's 2nd.	8. Q. B. to K. Kt.'s 5th.
9. Castles.	9. K. B. takes Q. Kt.
10. Kt. takes B.‡	10. Q. to Q's 2nd.
11. Q. to K's sq.§	11. P. to K. B's 4th.
12. B. to K's 3rd.	12. Castles.
13. Q. to K. R's 4th.	13. K. R. to K. B's 3rd.
14. P. to K. R's 3rd.	14. R. to K. R's 3rd.
15. Q. to K. B's 2nd.	15. B. to K. R's 4th.
16. P. to K. Kt.'s 4th.	16. B. to K. B's 2nd.
17. P. to K. R's 4th.	17. B. to Q. B's 5th.

- * In a preceding game, Black replied with K. B. to Q. B's 4th, which is certainly inferior to the present move.
- † The best move; reducing the game, curiously enough, to a position where the King's Gambit is evaded. See the second game in this match where the same position is brought about by
 - 1. P. to K's 4th.
 2. P. to K. B's 4th.
 3. P. takes Q. P.
 4. Kt. to Q. B's 3rd.
 1. P. to K's 4th.
 2. P. to Q's 4th.
 3. P. to K's 5th.
 4. Kt. to K. B's 3rd.
 - ‡ Decidedly better than taking with the Pawn.
- § White intentionally leaves the Pawn. If Black had taken it, the following variation proves that he would have gained nothing:—
 - 11. Q. takes P. (ch.)
 12. B. to K's 3rd.
 13. P. to K. R's 3rd.
 14. Q. R. to Q's sq.
 15. B. to Q's 4th.

Regaining a Pawn, with a better position.

|| It would, perhaps, have been still stronger to play R. to K. Kt.'s 3rd; for example:—

18. K. R. to K's sq.	1	8.	K.	R.	to	K's	sa.
----------------------	---	----	----	----	----	-----	-----

19 Kt. takes P.

20. P. to K. B's 5th.

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

22. P. to Q. B's 4th.

18. P. takes P.

19. B. to Q's 4th.

20. K. R. to Q. Kt.'s 3rd.

21. Q. Kt. to Q. R's 3rd. 22. B. takes Q. B. P.

16. R. to K. Kt.'s 3rd.

17. Kt. takes K. P.

18. P. takes B., or (A.)
19. P. to K. Kt.'s 5th.

17. B. takes P.

18. P. takes Kt. 19. Q. to K. B's 4th.

With a better position.

(A.)

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

19. K. to R's 2nd.

20. K. takes B.

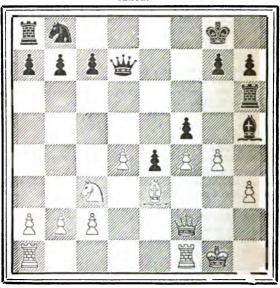
18. B. takes P. (dis. ch.)

19. Q. to K. B's 2nd. 20. R, to K. Kt,'s 5th.

And wins.

The situation being instructive, I subjoin a diagram of it before Black's 16th move.

BLACK.



WHITE.

GAME LXVIII. . STAUNTON AND JAENISCH.

23. Kt. to Q. B's 5th.	23. P. to K. Kt.'s 6th.*
24. Q. takes K. Kt. P.	24. Q. takes K. B. P.†
25. K. R. to K's 5th.	25. Q. to K Kt.'s 3rd.
26. P. to Q. Kt.'s 3rd.	26. B. to K. B's 2nd.
27. Kt. to Q's 7th.	27. K. R. to Q's 3rd.
28. P. to K. R's 5th.‡	28. Q. takes K. R. P.
29. Kt. to K. B's 6th (ch.)§	29. P. takes Kt.
30. B. takes K. B. P. (dis.	30. Q. to K. Kt.'s 3rd.
ch.)	
31. R. to K. Kt.'s 5th.	31. R. takes B.
32. K. to R's 2nd.	32. Q. R. to K's sq.
33. Q. R. to K. Kt.'s sq.	33. Q. takes R.
34. Q. takes Q. (ch.)	34. K. R. to K. Kt,'s 3rd.
35. Q. to her 2nd.	35. P. to Q. B's 3rd.
36. R. takes R. (ch.)	36. B. takes R.∥
37. Q. to K. Kt.'s 5th.	37. Kt. to Q. B's 2nd.
38. Q. to Q. R's 5th.	38, Kt. to Q. Kt.'s 4th.
39. P. to Q's 5th,	39. P. to Q. Kt.'s 3rd.

* This appears to be the only move by which Black can keep his ground.

† Taking the Kt. would have been injurious; ex. gr .-

24. Kt. takes Kt.

P. takes Kt.
 Q. to her B's 3rd.

25. R. takes Q. Kt. P.

And wins.

This shows the advantage of White's 22nd move. It would have been almost equally bad for Black to have taken the Q. P., as the reader may soon discover on playing through that variation.

‡ I should have preferred playing R. to K's 7th; in that case, the

following is not an unlikely continuation:-

28. R. to K's 7th.

28. B. to Q's 4th.

(To avoid the fatal consequences of Kt. to K's 5th, attacking both Queen and Bishop.)

29. Kt. to K's 5th. 29. Q. to K's 5th.

30. R. takes K. Kt. P. (ch.) 30. K. takes R.

31. B. to K. R's 6th (double ch.) And wins.

It must be admitted, however, that the move actually adopted by White is of a much higher order of play.

§ Unquestionably superior to playing B. to K. B's 6th, to which Black would have replied with Q. to K. R's 3rd, and have saved himself from all embarrassment.

|| P. takes R. would have been safer.

40. Q. to her 2nd.*	40. R. to Q's sq.
41. P. to Q. R's 4th.	41. R. takes Q. P.
42. Q. to K. B's 4th.	42. Kt. to Q's 3rd.
43. Q. to K. B's 6th.	43. R. to Q's 7th (ch.)
44. K. to Kt.'s sq.	44. R. to Q's 8th (ch.)
45. K. to R's 2nd.	45. R. to Q's 7th (ch.)
46. K. to Kt.'s sq.	46. R. to Q's 8th (ch.)
47. K. to R's 2nd.	47. R. to Q's 4th.†
48. Q. to Q.'s 8th (ch.)	48. Kt. to K's sq.
49. Q. to K's 7th.	49. R. to Q's 7th (ch.)
50. K. to Kt.'s sq.	50. R. to Q's 6th.

• He should rather have played Q. to her R's 6th. The following diagram will be of service to the student in examining this critical position.

BLACK.

WHITE.

+ The checks were unavailing, White prudently resolving not to budge an inch beyond the corner.

51. P. to Q. Kt.'s 4th.	51. R. to Q's 5th.
52. P. to Q. Kt.'s 5th.	52. P. takes P.
53. P. takes P.	53. R. to Q's 4th.
54. Q. to K's 6th (ch).	54. B. to K. B's 2nd.
55. Q. to K. Kt.'s 4th (ch.)	55. K. to B's sq.
56. Q. to Q. Kt.'s 4th (ch.)	56. Kt. to Q's 3rd.
57. Q. to Q. R's 3rd.	57. K. to K's sq.
58. Q. takes Q. R. P.	58. R. takes Q. Kt. P.
59. Q. to Q. B's 7th.*	59. R. to Q. Kt.'s 8th (ch.)
60. K. to R's 2nd.	60. R. to Q. Kt.'s 7th (ch.)
61. K. to K. Kt.'s sq.	61. Kt. to Q. B's 5th.
62. Q. to Q. B's 6th (ch.)	62. K. to K's 2nd.
63. Q. to K's 4th (ch.)	63. B. to K's 3rd.
64. Q. takes K. R. P. (ch.)	64. K. to Q's 3rd.
65. Q. to K. Kt's 7th.	65. P. to Q. Kt.'s 4th.
66. Q. to K. B's 8th (ch.)	66. K. to Q's 4th.
67. Q. to her 8th (ch.)	67. K. to Q. B's 3rd.
68. Q. to K's 8th (ch.)	68. B. to Q's 2nd.
69. Q. to K's 4th (ch.)	69. K. to Q. B's 2nd.
70. Q. to Q's 4th.	70. B. to Q. B's 3rd.
71. Q. to Q. B's 5th.	71. K. to Q. Kt's 2nd.
72. K. to K. B's sq.	72. R. to Q's 7th.
73. K. to his sq.	73. R. to Q's 2nd.
74. K. to K's 2nd.	74. R. to Q's 7th (ch.)
75. K. to K's sq.	75. R. to Q's 4th.
76. Q. to K. B's 8th.	76. Kt. to K's 4th.
77. Q. to K. Kt.'s 7th (ch.)	77. K. to Q. R's 3rd.
78. Q. to Q. B's 7th.†	78. P. to Q. Kt.'s 5th.
79. Q. to Q. B's 8th (ch).	79. K. to Q. Kt.'s 4th.
79. Q. to Q. B's 8th (ch). 80. Q. to Q. Kt.'s 8th (ch.)	80. K. to Q. B's 5th.
81. Q. to Q. Kt.'s 6th.	81. P. to Q. Kt.'s 6th.
82. K. to his 2nd.	82. B. to Q. Kt.'s 4th.
83. Q. to Q. B's 7th (ch.)	83. K. to Kt.'s 5th (disc. ch.)
84. K. to his 3rd.	84. R. to Q. B's 4th.
85. Q. to Q's 8th.	85. Kt. to Q's 6th.

* An excellent move. Nothing but the greatest care could have prevented White winning something at this crisis.

⁺ This defence is certainly very creditable to the patience and resource of the Russian amateur. With his unsided Queen he has managed to keep the whole adverse force at bay for nearly fifty moves, and frequently left it doubtful whether, with all his superiority, Black would do more than make a drawn battle.

	86.	Q. to Q's 4th (ch.)	86. B. to Q. B's 5th.
		K. to Q's 2nd.	87. P. to Q. Kt.'s 7th.
,	88.	Q. to Q. B's 3rd (ch.)	88. K. to Q. R's 5th.
		K. to Q. B's 2nd.*	89. B. to Q. Kt.'s 6th (ch.)
	90.	K. to Kt.'s sq.	90. B. to Q. R's 7th (ch.)†
	91	K tokes B	Q1 R tokes Ω

And wins.

GAME LXIX.

Ninth game between the same players.

[SCOTCH GAMBIT.]

WHITE. (Mr. S.)	BLACK. (Major J.
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. B. to Q. B's 4th.	4. B. to Q. B's 4th.
Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. takes P.
7. Q. Kt. takes P.	7. Q. B. to K's 3rd.
8. B. takes B.	8. P. takes B.
9. Q. to her Kt.'s 3rd.	9. Q. to Q. B's sq.
10. Q. B. to K's 3rd.‡	10. B. takes B.
11. P. takes B.	11. Kt. to K. B's 3rd.
12. Kt. to K. Kt.'s 5th.	12. Q. Kt. to Q's sq.
13. Q. R. to Q. B's sq.§	13. P. to Q. R's 3rd.
14. Kt. to Q. R's 4th.	14. Q. to her 2nd.
15. P. to K's 5th.	15. P. to K. R's 3rd.

- * White did not make the obvious move of Q. to her B's 2nd (ch.), foreseeing the following:-
 - 89. Q. to her B's 2nd (ch.) 89. B. to Q. Kt.'s 6th.
 - 90. Q. takes Kt.
- 90. R. to Q's 4th.
- 91. Q. takes R.
- 91. B. takes Q.
- And wins.

- † The young player should observe the extreme care such games as this require to the last. If Black had taken the Queen, the game was drawn!
- This appears a decided improvement on the usual move of Kt. to Q. Kt.'s 5th, as it prevents the effective reply of Kt. to Q's 5th from the opposite side.
 - § Threatening to win at least a Pawn, by playing Kt. to Q. Kt.'s 5th.
 - The only move to avoid immediate loss.

3

16. Kt. to K. B's 3rd.

16. P. to Q. Kt.'s 4th.

17. P. takes Kt.*

17. P. takes Kt.

18. Q. to Q. B's 2nd. 19. Q. to K. Kt.'s 6th (ch.)

18. P. takes P. 19. K. to K's 2nd.†

20. Kt. to K's 5th.†

21. Q. takes K. B. P. (ch.)

20. Q. P. takes Kt.

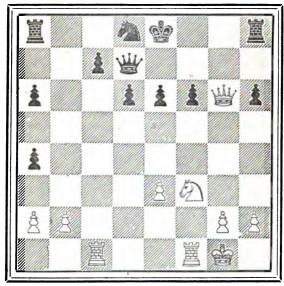
And wins.

* Q. Kt. to Q. B's 5th would also have given White a fine attacking position.

† This move loses the game on the moment; but by playing Q. to K. B's 2nd, Black might still have made a long, if not a successful resistance. The following is a diagram of the game before Black moved his King.

1 After this, Black's game is utterly irretrievable.





WHITE.

GAMR LXX.

Tenth and last game between the same players.

[RUY LOPEZ' KNIGHT'S GAME.]

WHITE. (Major J.)	BLACK. (Mr. S.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to Q. Kt.'s 5th.	3. Kt. to K. B's 3rd.
4. Q. to K's 2nd.	4. P. to Q s 3rd.
5. P. to Q's 4th.	5. B. to Q's 2nd.
6. P. to Q's 5th.	6. Kt. to K's 2nd.
7. Q. B. to K. Kt.'s 5th.	7. B. takes K. B.
8. Q. takes B. (ch.)	8. P. to Q. B's 3rd.
9. Q. takes Q. Kt. P.	9. Q. R. to Q. Kt.'s sq.
10. Q. takes Q. R. P.	10. P. takes P.
11. B. takes Kt.	11. P. takes B.
12. Q. to Q. R's 4th (ch.)	12. Q. to Q's 2nd.
13. Q. takes Q. (ch.)	13. K. takes Q.
14. Kt. to Q. B's 3rd.	14. P. to Q's 5th.*
15. Kt. to Q. R's 4th.	15. B. to K. R's 3rd.†
16. K. to his 2nd.1	16. Q. R. to Q. Kt.'s 5th.
17. P. to Q. Kt.'s 3rd.	17. K. R. to Q. B's sq.
18. P. to Q. R's 3rd.	18. Q. R. to Q. Kt.'s sq.§
19. K. to Q's 3rd.	19. P. to K. B's 4th.
20. P. takes P.	20. Kt. takes P.

- * Black might safely have taken the Q. Kt. P. with his Q. R.; but he disliked bringing the adverse Q. Kt. so immediately into play.

 † To prevent White from Castling with security.
- † If he had Castled, Black would have played K. R. to Q. B's sq. and have gained a Pawn at least; for example:—
 - 16. Castles. 16. K. R. to Q. B's sq.
 - 17. P. to Q. B's 3rd. 17. P. takes P.

(If, at move 17, White play K. Kt. to K's sq., Black may reply with B. to Q's 7th, &c.)

Q. Kt. takes P.
 &c. &c.

Observe here, that White would lose a Knight were he to take the Pawn with Pawn at move 18.

§ On looking well at the position, of which a diagram is given below, the reader will agree with me, I think, that to have taken off the Kt. at once with the Q. R., would have been more advantageous, and better Chess.

GAME LXX.]

STAUNTON AND JAENISCH.

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

22. P. to K. Kt.'s 5th.

23. K. R. to K's sq.

24. Q. R. to Q. R's 2nd.

25. P. takes P. in passing.

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

21. Kt. to K's 2nd.

22. B. to K. Kt.'s 2nd.

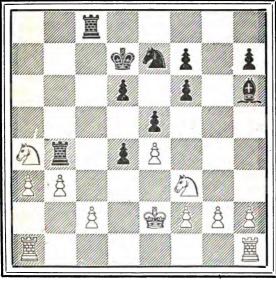
23. Kt. to Q's 4th.

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

25. B. takes P.

26. K. R. to Q. B's 6th (ch.)*

BLACK.



WHITE.

Suppose, now-

18. Q. R. takes Kt.

19. P. takes R.

19. R. takes Q. B. P. (ch.)

20. K. to Q's 3rd.

(If the K. go to his own sq., he locks in his K. R. altogether.)

20. R. takes K. B. P.

 K. R. to K. Kt.'s sq. 21. Kt. to K. Kt.'s 3rd. And Black has a decisive superiority.

* This appears to be the most conclusive mode of operation.

97	TZ+	takes	D #
21.	ML.	takes	н. т

28. Kt. takes K. P. (ch.)

29. Q. R. to his sq.

30. K. to Q's 2nd.

31. Q. R. to K. B's sq.

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

33. R. to K. Kt.'s 7th. 34. R. to K. R's 7th.§

35. R. takes K. R. P.

36. K. to his sq.

37. R. to R's 7th (ch.) ¶

38. R. to R's 6th (ch.)

39. R. to R's 5th.

40. R. to K's 5th.

41. K. to Q's sq.

42. R. takes P.

27. Kt. takes Kt.

28. P. takes Kt.

29. P. to K's 5th (ch.)

30. P. to K. R's 3rd.†

31. B. to K. Kt.'s 4th (ch.)

32. B. to K's 2nd.; 33. Kt. to Q's 4th.

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

35. R. to Kt.'s 7th (ch.)

36. B. takes Q. R. P.

37. K. to Q. B's 3rd.

38. K. to B's 4th. 39. P. to K's 6th.

40. B. to Q. Kt.'s 5th (ch.)

41. P. to K's 7th (ch.)

42. Kt. to Q. B's 6th (ch.)

And White resigned.

- * The loss of a Piece was unavoidable. If he had moved his K. to K's 4th, Black would probably have answered with K. to his 3rd, having then a winning position.
 - † Though seemingly of little moment, this is a very necessary move.
- ‡ Apprehensive, if he took the Pawn in passing, that White would take his Bishop with the Rook.
- § This only hastens the catastrophe, since it permits Black to gain command of an open file, and thus gives him the key to the adverse King's quarters. His best move, perhaps, was P. to K. B's 5th, although in any case Black must have had a winning advantage.
 - || To prevent his playing the Rook to K. B's 2nd.
 - ¶ R. to K. B's 2nd would now have been immediately fatal; ex. gr.—

 37. R. to K. B's 2nd.

 37. B. to Q. Kt.'s 5th (ch.)

And whether he move to the Q. sq. or K. B's sq., mate follows directly.

RESULTS OF THE FOREGOING CONTESTS.

Buckle* 'and Löwenthal	}	 ~		Games won. 4	·		Games drawn.
Deacon and Lowe	}	 		7 2		••••	1
Löwenthal and Williams	}	 ••••	••••	7 5	••••	••••	, 4
Horwitz and Bird	}	 	••••	7 3 ·	****	••••	. 4
Staunton and Williams	}	 	 	6 4	••••	••••	1
Staunton and Jaenisch	}	 	····	7 2			1

^{*} At the request of Mr. Buckle, who was compelled to leave town for the Continent, it was arranged that this match should be restricted to the best of seven games.

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