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# MORPHY'S

# GAMES OF CHESS,

AND

FRÈRE'S

# PROBLEM TOURNAMENT.

BY

THOS. FRÈRE.

NEW YORK: T. W. STRONG, 98 NASSAU-STREET. 1859. Entered according to Act of Congress, in the year Eighteen Hundred and Fifty-eight,

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# PREFACE.

No word of apology is necessary for the publication of Morphy's Games. It is simply a "supply" for a universal "demand." For the following brief sketch of Mr. Morphy's birth, parentage,

and career, we are indebted to the Chess Monthly.

"Paul Morphy was born in the city of New Orleans, on the 22d of June, 1537. His grandfather was a native of Spain, the land of Ruy Lopez and Xerone; but, coming to this country, he resided for some years at Charleston, South Carolina, where Mr. Morphy's father was born. On the maternal side, Mr. Morphy's relatives are of a family originally French, but long settled in Louisiana. Paul was the second son of his parents. His earlier years were passed at school at the Jefferson Academy in the place of his birth. Leaving his seminary, he became, December, 1850, a student of St. Joseph's College at Spring-hill, near Mobile, Ala. He graduated from this institution in high standing in October, 1854, but remained at Spring-hill another year as a resident graduate. Since that time Mr. Morphy has devoted himself to the study of the law, with the intention of entering at no distant day the bar of Louisiana.

"Paul's father was fond of the game of chess, and was accustomed to play occasionally with his brother, Mr. Ernest Morphy, and his brother-in-law, Mr. Le Carpentier. The boy Paul was wont to watch these encounters with so much apparent interest that his father in 1847, when Paul was ten years of age, explained to him the powers of the pieces and the laws of the game. In less than two years he was contending successfully on even terms with the foremost amateurs of the Crescent City. One peculiarity of Paul's play during the infantile stage of his chess life, while his father and his brother were his chief adversaries, used to create considerable merriment among the circle of chess lovers with whom he was brought into contact. His Pawns seemed to

him a hindrance, and his first work, upon commencing a game, was to exchange or sacrifice them all, giving free range to his pieces, after which, with his unimpeded Queen, Rooks, Knights, and Bishops, he began a fierce attack upon his opponent's forces. which was often valorously maintained until it resulted in mate. During the years 1849 and 1850, Paul contested over fifty parties with Mr. Eugene Rousseau, winning fully nine-tenths. Rousseau is well known from his famous match with Mr. Stanley in 1845, and from the fact that he played in Europe more than one hundred games even with Kierseritzky, of which the great Livonian won only a bare majority. Another adversary of Paul, during the same year, was his uncle, Mr. Ernest Morphy, whose strength was nearly equal to Rousseau's. Beginning with the year 1849, the uncle and nephew have played something like a hundred games; Paul being the victor in almost every combat. In May, 1850, Löwenthal, the distinguished Hungarian, passed through New Orleans. On the 22d and 25th of that month he played with Paul (at that time not thirteen years of age) in the presence of Mr. Rousseau, Mr. E. Morphy, and a large number of amateurs. The first game was drawn, the second and third was won by the invincible young Philidor. With Mr. James M'Connell of New Orleans, Paul Morphy has played some thirty games, winning all but one. On the 1st of March, 1856, he played in Mobile six games with Judge A. B. Meek, and was successful in all of them. On the same day he encountered Dr. Ayers, a leading amateur of Alabama, in two games with the same result. In January, 1857, he again met Judge Meek in New Orleans, and won the four games then played. During the last four or five years Mr. Morphy has played but little, except at heavy odds. His games at the odds of the Rook or Knight with Mr. C. A. Maurian, jr., a promising young amateur of Louisiana, are among the very best contests of their kind on record."

The following cleverly written article from *The Press*, a London journal of influence, gives a good picture of the excitement created by Mr. Morphy's advent in England, and of the impression which his style of play has made upon the British chess community.

"The chess world (for chess world there is, although it is seldom brought into contact with any other of the fifty worlds into which society is so curiously cross-divided) has received an impulse sufficient to arouse it from its usual meditative tranquillity. A general chess conflagration seems to be kindling just

when the political and the fashionable world begin to 'pale their ineffectual fires' in the approaching dawn of the recess. The matches which have produced this startling effect are not of the Lucifer order, but will burn longer and more steadily than the patent night-lights or Palmer's best stearine. To convey our views in a more familiar mataphor, Mr. Morphy, the champion of the American chess, is in the field, and prepared to joust with all comers. And putting aside a match with Mr. Löwenthal (now pending), and another with Mr. Staunton, also on the tapis-the event of neither of which can we assume to prejudge—thus far he has kept his ground triumphantly. Though occasionally beaten, he has scored a considerable majority of games against every player whom he has encountered, including several of our first English celebrities. And this with a "gallery" of strangers, and at the age of twenty-one. When a few months since we read of the appearance of an American phenomenon (our present visitor), who was to 'whip all creation' in the chequered field, we confess we felt somewhat skeptical. The language of the West is singularly tinged with Oriental hyperbole, and puffing under the auspices of Mr. Barnum has attained the dignity of a science. We thought of the Feejee mermaid and woolly horseof the hunter who could whip his weight in wild-cats, and of the mare whose rapid transit past successive milestones gave the country the appearance of a continuous churchyard. Even the report of the New York 'Chess Congress,' where the young amateur from New Orleans won, unless our memory fails us, eighty-one games out of eighty-four, did not completely dispel our prejudices. The games were brilliant, but they were played chiefly against third-rates, with whom it might be safe to take liberties. So dashing a style would perhaps prove fatal when tried against wary veterans, trained in defence and tenacious of the smallest advantage once gained. Such were our previous impressions and those of many abler judges-impressions not destitute of some à priori probability. But we were mistaken-we confess it frankly and deliberately-utterly and absolutely mistaken. Mr. Morphy needs no aid either of 'yarn' or 'whole cloth' (we adopt the latest American metaphors) to establish his claims as an extraordinary genius in his own line. This is no place for discussing the value of chess, either as a recreation or as a test of intellectual power. Enough to say, that its living votaries are legion, including many men (like Messrs. Staunton and Buckle, now the first names of English chess) of high literary or professional distinction; and that it is historically associated with recollections of Charles XII., Napoleon, and other

'Dead but scepter'd monarchs, who still rule Our spirits from their urns.'

Our present purpose is to claim for our distinguished visitor, as a gifted and accomplished chess-player, the praise, to which he is entitled in that character even from the non-chessplaying world.

"'Not to put too fine a point upon it,' as Dickens would say, the qualifications requisite for excellence in chess are principally four: 1. Inventive power, for original combinations; 2. Power of analysis, seen chiefly in working out the possible results of a given position; 3. Temperament—a word which we purposely use somewhat vaguely; 4. Memory. Of course it is easy to except to this division as imperfect and inaccurate, but it is our object to write for multitudes who are neither finished chessplayers nor metaphysicians. Under the first head, then, we would say that Mr. Morphy's invention seems marvellous. He is eminently an attacking player, and his schemes for harassing his adversary are as various as they are brilliant. You might play with him for a year without being able to affirm, as Cicero did of Hortensius, 'Novi omnes hominis petitiones.' Chess-players will understand us when we say that his assaults remind us of the fiery onslaught of Mr. Cochrane, but will bear scrutiny better. And here we may remark (though conscious that we are trespassing on other divisions of our subject) that Mr. Morphy's style of play is singularly fearless—more so, we must confess, than any which we have yet seen opposed to it. He is ready, for instance, to give or accept any of the most critical 'gambits,' instead of confining himself to the safer openings at present in fashion. This adds greatly to the spectator's pleasure. We remember how much disappointment was caused at the time of Mr. Staunton's conflict with M. St. Amant, by the pertinacious refusal of the latter to answer 'K P 2' with 'K P 2.' The American champion dislikes the anomaly of a 'close opening.' And well he may; for, secondly, his great power of analysis tells most in involved and complicated positions. Aided by a wonderful knowledge of chessbooks and of the recorded games of the best players, he aims (and generally with success) at looking farther forward than his antagonist's coup d'ail can reach, confident that none of the thousand intermediate variations has been overlooked. Play a dozen

back games with him, and you will fail to show him any contingency which he had not contemplated. Mr. Morphy's temperament, thirdly, is much in his favor. Look at him as he plays. You are at first struck principally by the roomy forehead, clear eye, and fine well-placed ear; but when you have observed him long or frequently, you discover that he is never flurried, never nervous-that a defeat does not discourage nor a victory elate him. Young as he is, he is always calm and self-possessed, whether in the quiet circle of the St. George's Club or in the noisier gallery of the Chess Divan, and is, consequently, as sure as any player we ever saw to do his own powers justice under the mental tension of a long match and the trials of temper which frequently attend it. We must here record the pleasure with which we have witnessed the kind, friendly reception given by the English players to their formidable competitor, and also the unassuming courtesy which invariably marks Mr. Morphy's demeanor. Fourthly. A few words under the head of memory and we have done. Mr. Morphy seems to forget nothing, from the game which he himself played vesterday to that which he read in the Chess Chronicle a year ago. He has more than once puzzled English players with 'dodges' of their own invention which they had actually forgotten. But perhaps his most wonderful performances have been those in which memory and imagination seem to work together-we mean games played blindfold, or without sight of the board. Philidor played three such games at once successfully against skilful antagonists. Harrwitz has more recently done the same. Mr. Morphy has played seven simultaneously, losing only one, and winning the other six! This is indeed astonishing; but we trust our ingenious visitor will be content with having once done the feat. As Dr. Johnson said of a young lady's masterpiece of fingering on the pianoforte, 'It is very difficult; we wish it were impossible.' Sure we are that not even Mr. Morphy's brains can repeatedly endure such a strain without injury. A less degree of the same effort killed La Bourdonnais, and had nearly destroyed Harrwitz. And even could it be made with impunity, the spectacle is rather curious than pleasing. We feel sure we will be pardoned for these remarks; they arise from a sincere wish that Mr. Morphy may long live to practice freely and without arbitrary fetters the art of which he is so distinguished a professor."

The eight blindfold games played by Mr. Morphy at Birmingham, subsequent to the appearance of the above article in The Press, will be found herein. They will speak for themselves.

The Problems.—The chess positions herein are the result of a problem tournament proposed some months since by us as Chess Editor of Frank Leslie's Illustrated Newspaper. In this tournay were offered four prizes. The first was a collection of portraits of all composers who saw fit to send a single three-move problem accompanied by their likeness. The composer of the best problem to take the collection. The Committee awarded this prize to Theodore M. Brown, of St. Louis, Mo. The prize problem is No. 1 of the series. This prize called out eleven competitors, and, strange to say, all the eleven problems are believed to be sound. They are No. 1 to No. 11, as herein printed.

The next prize, for best three-move position, was awarded to George N. Cheney, Syracuse, N. Y. It is printed as No. 12. The problems selected for publication in competition for this

prize are Nos. 12 to 22, inclusive.

The four-move prize was awarded to James H. Morrison, Avon Springs, N. Y., for problem No. 23. The others published of

this series go up to No. 28.

The five-move prize was awarded to Theodore M. Brown, St. Louis, Mo., the composer of No. 29. The selected competing

problems for this prize range to No. 39.

The Examining Committee consisted of Theodore Lichtenhein, President of the New York Chess Club, Dr. Benjamin I. Raphael, also of the N. Y. Club, and William Horner, of the Brooklyn Chess Club. We are greatly indebted to the Committee for their patient examination of eighty-three problems, being all that were entered in competition for the four prizes. We are also much indebted to Matthew Wilson, Esq., New Bedford, Mass., for a preliminary examination, with the view of selecting the unsound positions. Singular to relate, the Committee agreed upon the prize problems without consultation, and without knowledge of the authors' names.

T. F.

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# MORPHY'S GAMES.

#### GAME I.

Between Morphy and Lowenthal. PHILIDOR'S DEFENCE.

#### Mr. L. WHITE.

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

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

#### Mr. M. BLACK. 1. P. to K.'s 4th.

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

14. Q. R. to V, 8 Sq.
15. B. takes Kt.
16. P. to K. R.'s 3rd.
17. Kt. to Q.'s 5th. (c)
18. K. R. to K.'s sq.
19. Q. to Q. Kt.'s 3rd.
20. Q. to Q. R.'s 4th.
21. P. to K. B.'s 2nd.
23. Q. to Q. Kt.'s 3rd.
24. R. takes R.
25. B. takes R.
26. B. to B.'s 2nd.
27. Q. to Q. R.'s 4th.
28. Q. to Q. St.'s 3rd.
48. takes R.
29. Kt. to Q. B.'s 3rd.
49. Kt. to Q. B.'s 3rd.
40. Q. to B.'s 8th (ch.)
31. Q. takes R. P.
32. Q. takes R. P.
33. Q. to Q. B.'s 6th. (k)
44. Q. to K. B.'s 3rd.
45. P. to K. Kt.'s 3rd.
46. K. to R.'s 3rd.
47. Kt. to K.'s 4th.
48. Kt. to R.'s 2rd.

87. Kt. to K.'s 4th. 88. Q. to B.'s 5th. (ch.)

39. K. to B.'s sq. 40. Kt. to K.'s 4th. 41. K. to B.'s 2nd. 42. Q. to Q. B.'s 3rd. 43. K. to K.'s 2nd. 44. Kt. to K. B.'s 2nd. 45. Q. to Q.'s 2nd. 46. Q. to K.'s 3rd. 47. Q. to K.'s 4th. 48. P. to K. B.'s 4th. 49. P. takes Kt. 50. K. to B.'s sq.

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

89. Q. takes R. P. 40. R. to K. R.'s 8th. (ch. 41. Q. to Q. B.'s 8th. 42. Q. to K. B.'s 5th. 43. P. to K. R.'s 4th. 44. P. to K. R.'s 5th. 45. Q. to K. Kt.'s 6th. 46. P. to Q. R.'s 4th. 47. B. to K.'s 3rd. 48. Kt. takes B. 49. B. to K. Kt.'s 5th. (ch.) 50. B. to K. B.'s 4th.

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

#### Drawn game.

(a) Mr. Morphy here very judiciously preferred bringing out the King's Knight to the advance of the Q.'s P., as this would have given the White the better game.

(b) P. to K.'s 5th would have been bad play, as Black would then have moved the Kt. to K. R.'s 4th, followed by P. to Q.'s 5th, with an excellent

position.

(c) A very good move, which might have proved dangerous had White

omitted to make the proper reply.

(d) The only correct move. Had White played P. to K.'s 3rd, or K. R. to K.'s sq., Black would have gained at least a Pawn by playing Q to her Kt.'s 5th, &c.

(e) Had White played P. to K. R.'s 3rd, Black would have drawn the game by perpetual check, and if P. to K. Kt.'s 3rd, Black would have won

easily by playing Q. to Q.'s 8th (ch.), &c. (f) Very well played; it forces the retreat of White's Queen from a square where she occupied a strong position.

(g) It is obvious that had White captured the Q. Kt.'s P., the loss of a

piece would have immediately followed.

(h) This was much better than playing the P. to Q. R.'s 4th, as Black would then have moved the Queen to her Kt.'s 5th, &c.

(i) Kt. taking Kt.'s P., instead of the move in the text, would have been bad play; Black would have replied with Q. to Q. Kt.'s 5th, threatening to take the Kt., and at the same time improve the position of his Queen.

(k) Correctly played. Had Black preferred Kt. to Q.'s 5th, White would have replied Q. takes Q. Kt. Black's best move would then have been Kt. takes B., to which White would have answered with Q. to Q. B.'s 8th (ch.), regaining the piece with a pawn ahead and a good position.

#### GAME II.

# Between Morphy and Lowenthal.

#### KING'S GAMBIT DECLINED.

Mr. M. BLACK.

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

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

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

Q. takes B.
 P. to Q. Kt.'s 4th. (a)

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

WHITE. Mr. L.

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

3. P. to Q's 3rd.
4. Q. B. to K. Kt.'s 5th.
5. B. takes Kt.
6. K. Kt. to B.'s 3rd.

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

9. P. to K. B.'s 5th.
10. P. to K. Kt.'s 4th.
11. K. to K.'s 2nd.
12. P. to K. Kt.'s 5th.
13. B. takes P.
14. B. to Q. Kt.'s 3rd. (b) 9. Q. to K.'s 2nd. 10. P. to K. R.'s 3rd. 11. P. to Q. B.'s 3rd.
12. P. takes P.
13. P. to Q.'s 4th.
14. Q. to Q.'s 3rd.
15. P. to Q. R.'s 4th. 15. Kt. to Q.'s 2nd.
16. P. takes R.'s P.
17. P. to K. R.'s 4th.
18. Kt. to K. B.'s sq.
19. K. B. to Q. B.'s 2nd.
20. Q. B. to Q. B.'s 2nd.
20. Q. B. to Q. B.'s sq. (e)
21. P. takes P.
22. B. takes R.
23. K. to K.'s sq.
24. B. takes Kt.|
25. K. to Q.'s 2nd. (h)
26. K. to B.'s 2nd.
27. Kt. to Q.'s 2nd.
28. Kt. to Kt.'s sq. 15. Kt. to Q.'s 2nd. 15. P. to Q. E.'s 4th.

16. R. takes P. (c)

17. K. Kt. to K. R.'s 4th.

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

19. Q. R. to Q. Kt.'s 4th. (d)

20. Q. P. takes P. (f)

21. R. to Q. Kt.'s 7th. (d)

22. Kt. to K. B.'s 5th. (ch.

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

24. Kt. takes B. (ch.)

25. Kt. takes B. (dis. ch.)

26. O. to Q. R.'s 6th. (d) 26. Q. to Q. R.'s 6th. (i) 27. B. to Q. B.'s 2nd. (k)

#### And white Resigns.

(a) This appears lost time; P. to Q.'s 3rd at once might have been

(b) If Black had taken Pawn with Pawn, White would have gained a

fine attack by pushing P, to K.'s 5th. (c) White's pieces are all well in play, and he has an excellent game.

(d) It was afterwards pointed out by Mr. Medley, that R. to Q. R.'s 6th here would have been stronger play, and, on examination, such will be found the case.

(e) Black's position is now any thing but an enviable one, and his adver-

sary, with ordinary care, ought to have secured the victory, for if 21 B. takes Kt., 21 R. to Q. Kt.'s 7th, renders White's game hopeless.

(g) This, as the result proved, was a foolish sacrifice.
(h) In forming the plan of attack on the 19th move, Mr. L. concluded too hastily that the Black King could never be played here, exposed as he is to the check by discovery, whereas it is the only move to save game, and makes the sacrifice of the Rook referred to utterly useless.

(i) Kt. to Q. B.'s 5th might even now have led to the game being drawn. (k) This is an unaccountable blunder to occur in a match of such im-

portance.

### GAME III.

# Between Morphy and Lowenthal.

#### PETROFF'S DEFENCE.

WHITE. Mr. L. 1. P. to K.'s 4th.

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

6. B. to O.'s 3rd. 7. Castles.

BLACK. Mr. M.

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

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

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

7. Kt, to Q. B.'s 3rd. (a)

8. R. to K.'s sq. 9. P. to Q. B.'s 4th. 10. P. takes P. 10. F. takes P.
11. Kt. to Q. B.'s 3rd.
12. P. takes Kt.
13. Q. B. to K. B.'s 4th.
14. B. takes B.
15. Kt. to K.'s 5tb.
16. P. to Q. B.'s 4th. (b)
17. Kt. takes Kt.
18. B. to K. B.'s sq.
19. Q. to Q.'s 9rd. 18. b. to K. B. S Sq.
19. Q. to Q.'s 2nd.
20. R. takes R.
21. Q. to Q. R.'s 5th (c)
22. Q. takes Q. B.'s P.
23. Q. to K. B.'s 4th.
24. P. to K. R.'s 3rd. 24. P. to K. R.'s 3rd.
25. Q. to Q. B.'s 7th.
26. R. to K.'s 7th.
27. Q. to Q. B.'s 8th. (ch.)
28. Q. to Q. B.'s 7th.
29. Q. to K.'s 5th.
20. Q. to K.'s 2nd. 29. Ø to K.'s 5th.
30. Q. to K.'s 2nd.
31. R. to K.'s 2nd.
32. P. to K. B.'s 3rd.
33. P. to K. R.'s 4th.
34. P. to Q. B.'s 5th.
35. R. to K.'s 2nd.
36. K. to R.'s 2nd.
37. K. to Kt.'s 2nd.
40. Q. to Q. R.'s 6th.
39. Q. to Q. R.'s 6th.
40. Q. to Q. K. Srd.
40. Q. to K. Kt.'s 3rd.
42. K. to Kt.'s 2nd.
43. K. takes P.
44. B. to Kt.'s 2nd. 44. B. to Kt.'s 2nd. 45. Q. to K. B.'s sq. 46. B. takes Q. 47. B. to Q. B.'s 4th. 48. R. takes B. 49. K. to K. B.'s 4th. 43. K. to K. B.'s 4th.
50. R. to Q.'s 4th.
51. R. to Q. R.'s 4th.
52. R. takes R.'s P. (e)
53. R. to Q. R.'s 8q.
54. P. to K. R.'s 5th
55. K. to B.'s 5th.
56. K. to B.'s 4th.
57. R. to R.'s 6th (ch.) (f)
58. R. takes P.
59. R. takes P.
60. R. to K. R.'s 7th.
61. R. to Q.'s 7th. (ch.)
62. K. to B.'s 2td.
63. K. to B.'s 2td.
64. R. to Q. B.'s 7th. (ch.)
65. R. to Q. S.'s 7th. (ch.)
66. R. to Q. B.'s 7th. (ch.)
67. R. to Q. S.'s 7th. (ch.)
68. R. to Q. S.'s 7th. (ch.)
69. R. to Q. S.'s 7th. (ch.)
60. R. to Q. S.'s 7th. (ch.)

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

24. Q. to Q. Kt.'s 7th.

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

26. R. to Q.'s 8th.

27. R. to Q.'s 8th.

28. R. to Q.'s 8th.

29. Q. to Q.'s Kt.'s 8th.

30. K. to K. B.'s sq.

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

32. Q. to Q. B.'s 8th.

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

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

35. Q. takes P. (ch.) 35. Q. takes P. (ch.) 36. Q. takes P. (ch.) 36. Q. to Q. B.'s 5th. 37. R. to Q.'s 7th. 38. R. takes Q. R.'s P. 39. R. to Q.'s 7th. 88. R. takes Q. K. S r.

89. R. to Q.'s 7th.

40. R. to Q.'s 8th.

41. P. takes P.

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

43. Q. to K. Kt.'s 5th. (ch.)

44. R. to Q.'s 7th.

45. Q. takes Q.

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

47. B. takes B.

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

50. K. to K.'s 2rd.

50. K. to K.'s 2rd.

51. K. to Q.'s 3rd.

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

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

54. P. takes P.

55. R. to K.'s 6th.

56. R. to K.'s 4th.

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

59. K. to Q.'s 4th.

59. K. to Q.'s 5th.

60. R. to Q. B.'s 6th.

59. K. to Q.'s 5th.

60. R. to Q. B.'s 5th.

60. R. to Q. B.'s 5th.

60. R. to Q. B.'s 5th. 59. K. to Q. s. 5th.
60. B. to Q. B.'s sq.
61. K. to Q. B.'s sq.
62. E. to K.'s sq. (ch.)
63. P. to Q. B.'s fth.
64. K. to Q.'s 6th.
65. K. to B.'s 6th.
66. K. to Q.'s 7th.
67. K. to B.'s 6th. 67. K. to B.'s Sth.

#### MORPHY'S GAMES OF CHESS.

68. R. to Q. Kt.'s 7th. 69. P. to B.'s 4th. 70. K. to B.'s 3rd. 71. R. to K. R.'s 7th. 68. R. to K.'s 4th. 69. R. to K.'s 5th. 70. R. to Q. B.'s 5th.71. K. to Q.'s 7th.72. P. Queens. 72. R. to K. R.'s sq. 73. R. takes Q. 73. R. takes R. 74. R. to K.'s 8th. (ch.)
75. K. to K.'s 7th
76. K. to B.'s 6th. 74. K. to K.'s 4th. 75. K. to Q.'s 4th. 76. P. to B.'s 5th. 77. K. to Q. s 5th. 77. K. to B.'s 5th. 78. P. to B.'s 6th. 79. P. to B.'s 7th. 78. K. Kt.'s 4th. 79. R. to K. B.'s 8th. 80. Resigns.

(a) Castling is usually adopted at this point of the opening.

(b) P. to K. B.'s 4th would have given White a much better game.
(c) R. to Q.'s sq. would have been of no avail, as Black would have played up his Pawns on his Q. B.'s file, and so won the Pawn.

(d) Mr. Morphy would here have elected to draw.(e) This Pawn could never have been saved.

(f) The position is a singular one, and deserves attention from the student. With the advantage of two Pawns, Black was powerless to win, and nothing but carelessness on the part of White could have obviated the draw.

(g) This was a grievous error, K. to B.'s 4th would have insured the draw.

#### GAME IV

# Between Morphy and Lowenthal.

KING'S	GAMBIT	DECLINED.
BLACK. Mr. M.		WHITE. Mr. L.
1. P. to K.'s 4th. 2. P. to K. B.'s 4th. 3. K. Kt. to B.'s 3rd. 4. P. to Q. B.'s 3rd.		1. P. to K.'s 4th. 2. B. to Q. B.'s 4th. 3. P. to Q.'s 3rd. 4. B. to K. Kt.'s 5th.
5. K. B. to K.'s 2nd, 6. B. takes B.		<ol> <li>B. takes Kt.</li> <li>Kt. to Q. B.'s 3rd.</li> </ol>
7. P. to Q. Kt.'s 4th.		7. B. to Q. Kt.'s 3rd.
8. P. to Q. Kt.'s 5th. 9. P. to Q. s 4th.		8. Q. Kt. to K.'s 2nd. 9. P. takes B. P. (a)
10. Q. B. takes P. 11. Q. B. to K.'s 3rd.		10. Q. Kt. to K. Kt.'s 3rd. 11. K. Kt. to B.'s 3rd.
12. Q. Kt. to Q.'s 2nd. 13. Castles.		12. Castles. 13. P. to K. R.'s 3rd,
14. P. to Q. R.'s 4th.		14. P. to Q. B.'s 3rd.
15. Q. to K.'s 2nd. 16. Q. to Q.'s 3rd. (b)		15. K. R. to K.'s sq. 16. P. to Q.'s 4th.
17. P. to K.'s 5th. 18. K. B. to K. R.'s 5th. (c)		17. K. Kt. to Q 's 2nd. 18. R. to K,'s 3rd. (d)
19. P. to Q. R.'s 5th. (e) 20. R. takes K. B. P.		19. B. to Q. B.'s 2nd. 20. K. takes R. (f)

21. K. to K.'s 2nd.

Q. to K. Kt.'s sq.
 Kt. takes K. P. (g.)

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

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

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

B. takes Kt.

25. B. to Q. B.'s 5th. (ch.) 26. B. takes Q. R. 27. Q. to K. B.'s 2nd. 28. P. to Q. Kt.'s 6th. 29. P. takes P. 30. P. takes B. (ch.)

31. R. to Q. Kt.'s sq., resigns.

25. K. to Q.'s sq. 26. R. takes P. 27. Q. to K.'s 3rd.28. P. takes P.29. Q. takes B. 30. K. takes P.

(a) The books recommend here, P. takes Q. P., but the move in the text may be adopted without disadvantage.

(b) This was the proper play, providing for White's intended attack of P. to

Q.'s 4th, &c.

(c) The commencement of a combination of much merit,

(d) This was an error arising from Mr. L. seeing only when too late the threatened attack. Q. to K. R.'s 5th would have given White at least as good a game as Black.

(e) The sacrifice of the Rook at once would have been equally good.

(f) Badly played, Kt. to R.'s sq. would have been much better.
(g) A useless sacrified, deciding White's fate at once. Kt. to K. B.'s sq. might have given Black a chance of drawing. Thus:— 23. Kt. to K B.'s sq. 24. K. to Q.'s 2nd. 25. P. to K. Kt.'s 3rd.

24. B. to K. R.'s 4th (ch.) 25. B. to K. B.'s 7th. 26. B. takes Q. (best.) 27. B. takes E.

26. P. takes Q. 27. K. takes B. Leaving Black with only a Pawn a head.

#### GAME V.

# Between Morphy and Lowenthal.

#### PETROFF'S DEFENCE.

BLACK. Mr. L.

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

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

7. Castles. 8. P. to Q. B.'s 4th. 9. Q. B. to K.'s 3rd. 10. P. takes P. (b)

11. Kt. to Q. B.'s 3rd. 12. Q. Kt. takes B.

12. K. B. to Q. B.'s 2nd. 14. K. B. to Q. Kt.'s 3rd. 15. P. to Q.'s 5th. 16. Q. B. to Q.'s 4th. 17. K. R. to K.'s sq. (e)

18. B. takes B.
19. Kt. to K. Kt.'s 5th. (g)
20. P. to K. Kt.'s 3rd.
21. Q. to K.'s 2nd. (i)

22. R. P. takes Kt.

23. Q. to K. B.'s 3rd. 24. Q. to R.'s 5th.

WHITE. Mr. M. 1. P. to K.'s 4th. 2. Kt. to K. B.'s 8ra. (a)

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

7. Castles.

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

9. Kt. to Q. B.'s 3rd. 10. Q. B. takes P. 11. P. to K. B.'s 4th. (c) 12. Q. takes Kt.

13. K. to R.'s sq.

14. Q. to Q.'s 2rd. (d) 15. Q. Kt. to R.'s 4th. 16. K. B. to B.'s 3rd. 17. Q. R. to Q.'s 8q.

18. Kt. takes B. (f) 19. K. Kt. to it's 5th.
20. Q to Q. B.'s 4th. (h)
21. Kt. takes B.
22. Q R. to K.'s sq.

23. Kt to K.'s 4th.

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

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

26. Kt. to K.'s 6th. 27. K. R. to K. B.'s sq. 26. Kt. to K. Kt.'s 5th. Q. takes P. on Kt.'s 2nd. (k)
 R. takes Kt. 28. Kt. takes R. 29. Kt. to K. B.'s 3rd.

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

22. P to K R's 8rd

23. R to K B's 2nd

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

So. O. takes P., and finally wins.

(a) This appears to be Mr. Morphy's favorite defence. So commenced the third game of the match-won by Mr. M.

(b) By playing thus, Black abandons the advantage this opening ought to

vield him.

(c) At this moment we believe this is a safe move.

(d) Preventing Black's occupying this diagonal with his Q. B., and threatening P. to K. B.'s 5th.

(e) Had Black moved Q. R. to Q. B. sq., he would have lost the exchange, as White would have changed off the Kt.'s and B.'s, and then moved Kt. to Q.'s 7th. (f) Having a strong attack on Black's isolated Pawn by this mode of

play.

(g) This attack saves Black his centre Pawn, which he must have lost but for the threat of this cavalier to win the exchange.

(h) We are inclined to disapprove of this move. (i) Perhaps R. to K. B.'s sq. would have been preferable. White's only way to avoid losing the exchange would have then been to play K. R. to K. B.'s 3rd.

(k) By this 23rd move, White gave Black the attack, and he cannot now

avoid having a lost game.

22. K to K Kt's 8rd

23. P to Q B's 4th

#### GAME VI.

## Between Morphy and Lowenthal.

	SICILIAN	OPENING.
	BLACK. Mr. M.	WHITE. Mr. L.
1.	P to K's 4th	I. P to Q B's 4th
2.	P to Q's 4th	2. P takes P
3.	Kt to K B's 8rd	3. Kt. to Q. B's 3rd
4.	Kt takes P	A. P to K's 4th
	Kt takes Kt	5. Kt P takes Kt
	B to Q B's 4th	6. Kt to K B's 3rd
	Castles	7. P to Q's 4th (a)
	P takes P	8. P takes P
	B to Q Kt's 5th (ch)	9. B to Q's 2nd
	B takes B (ch)	10. Q takes B
11.	R to K's sq	11. B to Q's 3rd
	Kt to Q B's 3rd	12. P to K's 5th (b)
13.	B to K Kt's 5th (c)	13. Kt to K Kt's 5th
14.	Q takes Q P	14. B takes K R P (ch)
	K to R's sq	15. Q takes Q
	Kt takes Q	16. Castles
	P to K B 3rd	17. P takes P
	P takes P	18. Kt to K's 4th
	R to K's 3rd	19. P to K B's 3rd
	K takes B	20. Q R to Q's sq
21.	R takes Kt	21. P takes B

24. Q R to K's sq	24. K to K B's sq
25. P to Q B's 5th	25. P to K Kt's 3rd
26. P to Q B's 6th	26. R to Q B's sq
27. P to Q B's 7th	27. Q R takes P
28. R to K's 8th (ch)	28. K to Kt's 2nd
29. Kt takes R	29. Resigns.

(a) Most inconsiderately played: the loss of the Pawn, consequent on this move, should have been perceived with very slight reflection.

(b) P to Q's 5th is here better play.
(c) Correctly played, but the Game was deservedly lost after White's

seventh move.

#### GAME VII.

## Between Morphy and Lowenthal.

#### PHILIDOR'S DEFENCE.

	BLACK. Mr. L.		WHITE.	Mr.	M.
1.	P to K's 4th	1.	P to K's 4t	h	
	K Kt to B's 3rd		P to Q's 3r		
	P to Q's 4th		K P takes		
	Q takes Q's 2nd P		QB to K's		
201	0.3744.305.0.3		P to Q R's		
6.	Q to B. K's 3rd - 2, & A K 2 2 C R to O's sa	6.	K Kt to B	s 3rd	
7.	QR to Q's sq		K B to K's		
8.	K B to K's 2nd	8.	Q Kt to B'	s 3rd	
9.	Q to Q's 2nd	9.	Castles		
10.	Castles	10.	P to Q Kt'	s 4th	
	P to Q R's 3rd	11.	Q Kt to K'	s 4th	
12.	K Kt to Q's 4th	12.	P to Q B's	4th (a	)
	K Kt takes B	13.	B P takes	Kt	
	P to K B's 4th		QKt to Kt		
	K B to K's 3rd?		QR to Kt'		
	Q to K's 2nd		Q to Q B's		
	P to K R's 4th (b)		Kt takes K		
	K B to Kt's 4th		K Kt takes		
	Q takes Q Kt		Q to Q B's		
	P to K Kt's 3rd		Q Kt to K		
	K R to B's 2nd		K R to B's		
22.	QR to KB's sq (d)	22.	P to Q Kt	s 5th	
	R P takes P		B P takes		
	Q Kt to R's 4th		Q to Q B's		
	P to Q Kt's 3rd		Q takes K		
	B to Q R's 7th		QR to K		
	K R to K's 2nd		Q to Q Kt		
	B to K B's 2nd (e)		Kt takes K		
	Kt P takes Kt		R to K Kt		
	Q takes K R		R P takes		
	K R takes K P		R takes B		
52.	K to R's 2nd	5%.	Q to Q's 4t	n, ana	

Mr. Morphy wins.

(a) All the openings are played with the greatest boldness and self-reliance by Mr. Morphy.

(b) Up to this point Herr L. has preserved his advantage, and had only now to play 17. P to K Kt's 4th, to improve his situation so much as to give promise of victory. By the move made, under some hallucination, he at once throws the game into his opponent's hands.

#### GAME VIII.

Between Morphy and Lowenthal.

PHILIDOR'S DEFENCE.

#### Mr. M. WHITE.

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

 Q. takes P.
 Q. B. to K.'s 3rd. 7. K. B. to Q. B.'s 4th.

8. Q. to Q.'s 2nd.
9. Kt. takes Kt.
10. Castles K. R.
11. P. to K. B.'s 4th.
12. P. to K. B.'s 5th. (b)
13. Q. to K.'s 2nd.
14. Q. R. to Q.'s 5th.
16. Kt. takes B.
17. R. takes Kt.
19. Q. to K. Kt.'s 4th.
19. R. to Q.'s 3rd.
20. Q. to K. Kt.'s 3rd.
21. K. R. to Q.'s sq.
22. R. takes R. 8. Q. to Q.'s 2nd.

22. R. takes R. 23. B. takes B. 24. Q. to K. B.'s 2nd.

25. K. takes Q. 26. P. takes R. 27. P. to K. Kt.'s 4th. 28. P. to Q. R.'s 4th. 29. K. to K. Kt.'s 3rd. 30. K. to R.'s 4th.

31. K. to R.'s 5th. 32. P. to Q. Kt,'s 3rd, 33. K. to Kt.'s 6th.

33. R. to K. R. 8 oth.
34. P. to K. R.'s 3rd.
35. P. to K. R.'s 4th.
36. P. to K. Kt.'s 5th.
37. P. takes B.
38. K. takes P.
39. K. to R.'s 4th.

40. K. to Kt.'s 4th. 41. K. to R.'s 4th. 42. K. to R.'s 4th.

43. P. to R.'s 5th. 44. P. takes P. 45. K. to Kt.'s 4th, 46. P. takes P. 47. K. to B.'s 3rd, 48. K. to B.'s 2nd.

49. K. to Kt.'s 3rd. 50. K. to B's 2nd. 51. K. to Kt.'s sq. (1) BLACK. Mr. L.

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

17. P. to K. B.'s 3rd. 18. P. to Q. B.'s 3rd. 19. B. to Q. B.'s 4th.

20. Q. R. to Q.'s sq. 21. R. takes R. 22. R. to Q.'s sq. 23. Q. takes B. (ch.)

24. Q. takes Q. (ch.)

25. R. takes R. 26. P. to Q. B.'s 4th. (d) 27. K. to B.'s sq. 28. P. to Q. Kt.'s 3rd.; 29. K. to B.'s 2nd.

30. K. to B.'s sq.

31. K. to B.'s 2nd. 32. K. to B.'s sq. 33. K. to Kt.'s sq. 34. K. to B.'s sq.

35. K. to Kt.'s sq. 36. R. P. takes P. 37. P. takes P. 38. K. to B.'s 2nd.

39. K. to K.'s 2nd. 40, K. to B.'s 3rd. 41. P. to Q. R.'s 3rd. 42. P. to K. Kt.'s 3rd. 43. P. takes R. P.

44. K. takes P.

44, N. takes P. 45, P. to R.'s 5th. 46 P. to R.'s 4th. 47, K. to B.'s 3rd. 48, K. to B.'s 2nd. 49, K. to Kt.'s 2nd. (e) 50, K. to B.'s 3rd. 51, K. to Kt.'s 4th.

52. K. to Kt.'s 2nd. 53. K. to B.'s 2nd. 54. P. takes P. 55. K. to K.'s 2nd 56. K. to B.'s 3rd. K. to K.'s 4th.
 K. takes P.

59. K. to Q.'s 4th.

52. K. to B.'s 5th. 53. P. to Q. B.'s 5th. (g)54. K. takes P. 55. K. to Q.'s 5th. 56. K. takes P. 57. K. to Kt.'s 5th.58. K. takes P. 59. K. to Kt.'s 5th.

And wins.

(a) White might have taken P with B safely.
(b) Properly played, and very constraining to White's game.
(c) To have taken K P with Kt or B would have enabled Black to obtain an attack by pushing on his P to K B's 6th, or by lodging his Q at K Kt's 4th or K R's 5th.
(d) The correct move.

(e) To have played the K otherwise would have lost the opposition and the game.

(f) This heedless attempt to lure White's K forward costs Black an easi-

WHITE.

Mr. L.

ly and obviously drawn game. (g) This move Mr. Morphy overlooked when he played his K to the Kt's square.

#### GAME IX.

## Between Morphy and Lowenthal.

#### GIUOCO PIANO.

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

29. B to Q Kt's sq

30. R to Q's 2nd

Mr. M. BLACK. 1. P to K's 4th 2. Kt to Q B's 3rd 3. B to Q B's 4th 4. Q to K's 2nd 5. B to K B's 2rd 5. P to K B's 3rd (a) 6. B to Q Kt's 3rd 7. Kt to Q's sq 8. Kt to K B's 2nd 9. P to Q B's 3rd 10. Q to K B's sq 11. P to K Kt's 3rd 12. P to Q's 3rd 13. B to K Kt's 5th 14. B to Q B's 2nd 15. B to Q's 2nd 16 Kt to Q's sq 17. B to K's 3rd 18. Kt to K's 2nd 19. Q to K Kt's 2nd 20. Kt to B's 2nd 21. Castles K R 22. B to Q's and 23. K to R's sq 24. QB P takes QP 25. P to KB's 4th 26. QR to K's sq 27. Kt to KKt's sq 28. Kt to KB's 8rd 29. R to K Kt's sq 30. Q to K R's 3rd

81. Kt to K R's 2nd 32. Kt to K's 4th B takes Kt
 P to K B's 3rd 35. R to K B's sq 36. R to K's 2nd 37. B takes Kt 38. P to Q B's 5th 39. K R to K's sq 40. P to Q Kt's 5th 41. Q to R's 3rd 42. P to Q Kt's 6th 43. B P takes R P 44. R to Q B's sq (g) 45. B takes R 46. Q to Kt's 4th 47. R to K's sq 48. B to K Kt's 2nd 49. Kt to Kt's 4th 50. Kt to B's 2nd 51. Q to B's 3rd 52. B P takes P 53. P takes P 54. Kt takes B 55. R to Q B's sq 56. Q to K R's 3rd (h) 57. P takes Q 58. R to K B's sq 59. B to Q's 4th 60. B to K's 3rd 61. B to Q's 2nd 62. P to K R's 4th 63. K to K R's 2nd 64. K to K Kt's 3rd 65. K to Kt's 2nd 66. B to K's sq

31. P to K B's 5th 32. Kt takes Kt 33. P to K Kt's 4th 34. Q to K R's 5th 35. Kt to K R's 3rd 36. Kt to K B's 4th 37. B takes B 38. Q to R's 3rd 39. K R to K B's sq (f) 40. QR to QB's sq 41. K to Kt's sq 42. QRP takes P 43. B to Q's sq 44. R takes R 45. Q to K Kt's 3rd 46. B to O's 6th 47. B to K's 2nd 48. R to K's sq 49. P to K R's 4th 50. P to K Kt's 5th 51. B to K B's 4th 52. P takes P 53. B takes P 54. Q takes Kt 55. K to B's 2nd 56. Q takes Q 57. P to K B's 6th 58. P to K's 5th 59. B to K B's 3rd 60. R to Q R's sq 61. B to Q's 5th 62. K to K Kt's 3rd 63. R to K B's sq 64. P to K B's 7th 65. P to K's 6th 66. K to K R's 4th P takes B Q (ch.)

Resigns. (a) This move, lately adopted at the suggestion of Mr. Boden, seems to us only to give the second player a more cramped position than any other

defence, and we cannot, therefore, recommend it.

(b) Better than taking with Q B P, as Black might then have advan-

tageously played Q R to Q B's sq.

(c) This was the correct move; it effectually checked the threatened advance of the King's Pawn.

(d) This Bishop now occupies a most commanding position.
(e) The proper reply; had Mr. Morphy selected any other move, White would have taken Q P with Pawn, following with R takes K P, and have won without difficulty.

(f) With the view of releasing the King from a position when he is so

thoroughly commanded.

67. K to Kt's 3rd

(g) White had so fine a game through the advanced position of the two Pawns, that with ordinary care and judgment he ought to have made the victory his own. The move in the text is weak; P to Q R's 6th would have been far more effective, and caused Black much embarrassment, e. g.:

44. P to Q R's 6th

45. P takes P

45. R to Q Kt's sq

46. Q to Q R's 6th 46. B to Q's 5th (best) (If B to B's 4th or Q, White takes K P with Rook.)

47. B to R's 8rd, with a fine game.

(A)

45. P to Kt's 7th
46. Q takes P, with an excellent

44. P takes P 45. R to Kt's sq

46. Q takes P, with an excellent position.

(A) A grievous error: had the exchange of Queens been challenged at K B's 3rd, no play could have saved Black's game.

#### GAME X.

## Between Morphy and Lowenthal.

#### FRENCH OPENING.

BLACK. Mr. M. 1. P. to K.'s 4th. P. to Q.'s 4th.
 P. takes P.
 Kt. to K. B.'s 8rd. 5. B. to Q.'s 3rd, 6. Castles. 7. Q. Kt. to Q. B.'s 3rd. 8. Q. B. to K. Kt.'s 5th. 9. B. to K. R.'s 4th. 10. P. to K. R.'s 3rd. 11. Q. takes B. 12. K. B. to K. B.'s 5th. 12. K. B. to K.'s sqt. 14. R. to K.'s 3rd. (ch.) (b) 15. R. to K.'s 2nd. 16. Kt. takes R. 17. K. B. takes Kt. 18. Kt. to K. Kt.'s 3rd. (c) 19. Kt. to B.'s 5th. 20. B. to K. Kt.'s 3rd. (e) 21. B. P. takes B. 21. B. F. takes B.
22. P. to Q. B.'s 3rd.
23. P. to K. R.'s 4th.
24. P. to Q. B.'s 4th. (f)
25. Kt. takes Kt. P.
26. Kt. takes P. 27. Kt. to B.'s 6th. 28. Q. takes Kt. 29. R. to B.'s 5th. 30. R. to K.'s 5th. 31. R. to K.'s 7th. 32. Q. to K.'s 5th. 33. R. to K.'s 8th. (ch.)

34. Q. to K. R.'s 5th, wins,

WHITE. Mr. L. 1. P. to K.'s 3rd. P. to Q.'s 4th.
 P. takes P.
 Kt. to K. B.'s 3rd. 5. B. to Q.'s 3rd. 6. Castles. 7. P. to Q. B.'s 3rd. (a) 8. P. to K. R.'s 3rd. 9. Q. B. to K. Kt.'s 5th. 10. B. takes Kt. 11. Q. Kt. to Q.'s 2nd. 12. Q. to B.'s 2nd. 13. Q. R. to K.'s sq. 14. B. to K. B.'s 5th. 15. R. takes R. 16. B. to Q.'s 3rd. 16. B. to Q.'s 3rd.
17. Kt. takes B.
18. R. to K.'s sq. (d)
19. Kt. to K. B.'s sq.
20. B. takes B.
21. R. to K.'s 5th.
22. Kt. to R.'s 2nd.
23. P. to K. R.'s 4th.
24. Kt. to K. B.'s 3rd. (g)
25. Kt. to Kt.'s 5th.
26. R. takes P.
27. Kt. takes Kt. 27. Kt. takes Kt. 28. R. takes P. (h) 29. R. to K. Kt.'s 5th. 30. Q. to Q. B.'s sq. 81. Q. to K. B.'s sq. 82. Q. to Kt.'s 2nd. (i) 83. K. to R.'s 2nd.

(a) Preference has been given by some here to P. to K. R.'s 3rd, but no disadvantage seems attendant on the move adopted in the text.

(b) A lost move, as is proved by the subsequent play.
(c) This was well conceived, with the view of planting Kt. at K. B.'s 5th,

where its position promised to be a strong one.

(d) White dare not venture to gain the Bishop by P. to Kt.'s 4th, on account of Black's playing Kt. to K. B.'s 5th; this move was well taken, as it secured a free range for the Rook.

Mr. M.

BLACK.

WHITE.

(e) Well played.

(f) The game at this point is an even one, though extremely difficult for both players; with correct play, it would probably have ended in a draw. (g) A sad and unaccountable oversight, losing at once a pawn and the

game.

(h) R. to K. K. Kt.'s 5th would perhaps have proved better, but the game was altogether beyond recovery.

(i) Had White played R. to K.'s 5th, Black must have won through his

Pawns.

#### GAME XI.

# Between Morphy and Lowenthal.

#### SICILIAN DEFENCE.

Mr. L.

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's 4th	3. P takes P
4. Kt takes P	4. Kt to Q B's 3rd
5. Kt to Q Kt's 5th	5. P to Q R's 3rd
6. Kt to Q's 6th (ch.)	6. B takes Kt
7. Q takes B	7. Q to K's 2nd
8. Q to K Kt's 3rd (a)	8. Kt to K B's 3rd (b)
9. Kt to Q B's 3rd	9. P to Q's 4th
10. P to K's 5th	10. Kt to K R's 4th
11. Q to K B's 3rd	11. P to K Kt's 3rd
12. P to K Kt's 4th	12. Kt takes K P (c)
13. Q to K's 2nd	13. Kt takes P (d)
14. Q takes Kt	14. P to K's 4th
15. Q to Q R's 4th (ch.)	15. B to Q's 2nd
16. Q to Q Kt's 3rd	16. P to Q's 5th
17. Q takes Q Kt P	17. Castles
18. Kt to Q's 5th 19. B to K Kt's 2nd (e)	18. Q to Q's 3rd
19. B to K Kt's 2nd (e)	19. P to K's 5th (f)
20. P to Q B's 4th	20. P to K B's 4th
21. Q to Q Kt's 4th	21. Q to K's 4th
22. Q to K's 7th	22. B to K's 3rd
23. Q to Q B's 7th	23. Q to K Kt's 2nd
24. Q takes Q	24. Kt takes Q
25. Kt to Kt's 6th (g)	25. Q R to Q Kt's sq
26. P to Q B's 5th	26. Kt to K R's 4th
27. P to Q Kt's 4th	27. K to B's 2nd
28. Castles	28. P to K Kt's 4th
29 K R to Q's sq	29. K R to Q's sq (h)
30. B takes K Kt P	30. R to K Kt's sq
31. P to K R's 4th	31. R to K Kt's 3rd
32. P takes P	32. K R to K Kt's sq (i)
33. Kt to Q's 7th	33. R takes B
34. P takes R	34. R takes P
35. K to D's 2nd	35. Kt to K B's 5th
36. B to K B's sq	36. R to R's 4th (ch.)
37. K to Kis 3rd	37. Kt to Q's 4th
38. P to K B's 4th	38. P takes P en pas
39. Kt to K's 5th (ch)	39. K to B's 3rd
40. Kt takes P	40. R to R's 3rd
41. Q R to K's sq	41. R to Kt's 3rd (ch.)

42. K to B's 2nd 43. B to Q's 3rd 44. B takes P 45. K R to K B's 4th

46. R takes B.

42. Kt to Q B's 6th 43. B to Q's 4th 44. R to Kt's 2nd 45. B takes Kt Resigns.

(a) P to K's 5th is also a good move here, and gives Black a very constrained position.

 (b) The natural move, but, as the result proved, any thing but advisable.
 (c) This was a hazardous sacrifice, but Mr. Morphy preferred making it before incurring the cramped game that he would have had if Kt had retreated to Kt's 2nd.

(d) As the piece was irretrievably lost, Mr. Morphy chose the wisest course in capturing the second Pawn.

(e) This was the proper move. (f) The correct reply, threatening to win the piece if the Pawn were

(7) Better than playing to Q B's 7th.
(A) Q R to Q's sq. instead would have been preferable.
(d) Had Black played R to Q Kt's 2nd, the following variation would probably have arisen. Thus:

(A)

33. Kt to B's 4th 34. R takes B 35. B to Q's 2nd 36. P to B's 6th 37. P to B's 7th 38. P Queens

39. K to R's sq (best) (or A)

39. K to R's 2nd

40. K to R's sq (best)

41. K to Kt's sq 42. K. to B's 2nd, and wins.

40. K to R's 2nd

41. K to R's 3rd, winning.

32. Q R to Q Kt's 2nd

33. B takes Kt 34. P to K R's 3rd 35. R to Q's 2nd 36. R takes B

37. P to K's 6th 38. P takes P (ch.)

39. P to B's 8th, becoming a Kt (ch.)
40. Kt from B's Sth to Kt's

6th (ch.)

41. Kt to K's 7th (ch.)

89. Kt to Kt's 6th (ch.)

40. P. to B's 8th, becoming a Kt (ch.)

#### GAME XII.

# Between Morphy and Lowenthal.

#### FRENCH OPENING.

Mr. M. WHITE.

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

3. P. takes P.

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

6. Castles.

-

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

BLACK. Mr. L.

P. to K.'s 3rd.
 P. to Q.'s 4th.

3. P. takes P.

4. Kt. to K. B.'s 3rd. 5. Q. B. to K.'s 3rd. (a) 6. K. B. to Q.'s 3rd. 7. P. to Q. B.'s 3rd.

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

 Q. B. to K.'s 3rd.
 K. B.'s P. takes B. 12. Q. to Q.'s 2d. 13. Q. takes Kt. 14. Kt. to K.'s 2nd. 15. Kt. to K. B.'s 4th. (c) 16. Q. R. to Q. Kt.'s sq. 17. K. B. to K.'s 2nd. 18. Q. to Q. Kt.'s 3rd. 19. Kt. to Q.'s 3rd. 20. Kt. to Q. B.'s 5th. 21. Q. to R.'s 4th. (g) 22. B. takes Kt.

10. K. B. takes Kt. 11. K. Kt. to Kt.'s 5th. K. Kt. to Kt. S bu.
 K. takes Q. B.
 Q. takes Q. Kt.'s P. (b)
 Q. to Q. R.'s 6th.
 Q. to K.'s 2nd.
 Castles Q.'s R. (d)
 T. Kt. to Q. Kt.'s 3rd.
 Q. R. to Q.'s 2nd.
 Q. R. to Q.'s 2nd.
 Kt. to Q. R.'s 5th. (e) 19. Kt. to Q. B.'s 5th. (e) 20. R. to Q. B.'s 2nd. (f) 21. P. to Q. Kt.'s 3rd. 22. P. takes Kt. (h) 23. K. to Q.'s 2nd. 24. K. R. to Q.'s sq. (k)

And Mr. L. abandoned the game, seeing that the Q., at least, is lost.

(a) Not so good as K. B. to Q.'s 3rd at this juncture.

(b) Very dangerous play, as it must, at least, lose a great deal of time; the move lost being more valuable than the Pawn gained. (c) Threatening to take the B., and then win the Q. by playing out the

K. B. with check.

(d) Better to have moved the P. to Q. Kt.'s 3rd. (e) This is not a good move.

23. B. to R.'s 6th. (ch.) 24. B. to Kt.'s 7. (i)

25. B. takes Q. B.'s P. (ch.)

(f) To have played the Kt. to Q's 7th would have been useless, as White would, in reply, move Q. to R.'s 4th; and, if Kt. then take R., White takes R. P. with Q., and will either mate or win back a Rook with an irresistible position.

(g) Better first to have taken Kt. with B., as Black could not then have played next time his P. to Q. Kt.'s 3rd without the R.'s taking it at once.

(h) If Black here take B. with P., White would have decidedly the best of the battle by taking the Q. Kt.'s P. with R.

(i) Very correctly played, as usual.

(k) Suicide. Q. to K. R.'s 5th would have much prolonged the game.

#### GAME XIII.

Between Morphy and Lowenthal.

#### PETROFF'S DEFENCE.

Mr. L. WHITE. 1. P to K's 4 2. K to K B's 3rd 3. Kt takes P 4. Kt to K B's 3rd 5. P to Q's 4th 6. K B to Q's 3rd 7. Castles 8. P to Q B's 4th 9. P takes P

9. Q B takes P 10. Kt takes Kt 10. Kt to Q B's 3rd 11. P takes Kt 11. Castles 12. Q B to K B's 4th 13. B takes B 13. Q takes B 14. Kt to Kt's 5th 15. P to Q B's 4th (a)

Mr. M. BLACK. 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 K's 2nd 7. Kt to Q B's 3rd 8 QB to K's 3rd

12. K B to Q's 3rd 14. P to K B's 4th 15. B takes K Kt's P

16. K takes B 17. P to K B's 4th 18. P to Q's 5th 19. P to K R's 4th 20. K R P takes P 21. Q to K B's 3rd 22. Q to Kt's 3rd 23. P to Q B's 5th 24. K B to B's 4th 25. B to Kt's 3rd 26. Q R to K's sq 27. Q R to K's 6th 28. P takes R 29. P takes Kt 30. R to Q's sq 31. B takes R 32. B to B's 3rd 33. P to K Kt's 6th 34. Q to K's 5th 35. K to R's 3rd 86. Q to R's 5th 37. Q to R's 4th (ch.) 38. K to Kt's 3rd 39. Q to K R's Sth (d)

40. K to B's 2nd

16. Q to K Kt's 3rd 17. P to K R's 3d 18. Kt to Q's sq 19. P takes Kt 20. Kt to K B's 2nd 21. Kt to R's 3rd (b) 22. Kt to B's 2nd 23. Q R to Q's sq 24. P to Q Kt's 4th 24. F to Q Rts 4th
25. F to Q R's 4th
26. K R to K's sq
27. R takes R (c)
28. K to B's sq
29. P to R's 5th
30. R takes R 31. Q to Q B's 3rd (ch.) 32. Q takes B P 33. Q to Q's 3rd 34. Q to Q's 7th (ch.) 35. Q to Q's 6th 36. K to K's 2nd 37. K to Q's 2nd 88. Q to Q's 3rd 39. Q takes P (ch.) 40. Q takes B P.

#### Drawn game.

(a) From this point Mr. Lowenthal plays extremely well up to move 38.
(b) This loses Mr. Morphy two moves, and in consequence he gets a lost

game.
(c) There is nothing better for him to do.

(d) Once more does Mr. L. make one of those unaccountable mistakes which characterize his match play. Q to Kt's 4th must have won the game in a few moves.

#### GAME XIV.

# Between Morphy and Lowenthal.

#### RUY ROPEZ KNIGHT'S GAME.

BLACK. Mr. L. WHITE. Mr. M. 1. P to K's 4th 1. P to K's 4th 2. Kt to KB's 3rd 3. B to QKt's 5th 4. B to R's 4th P to Q's 4th
 P to K's 5th 7. Castles 8. K B takes Kt 9. Kt takes P Kt takes Kt 11. Q to K's 2nd 12. Kt to K B's 3rd 13. Kt to K's 4th (c) 14. B to K's 3rd 15. Q takes B

16. Kt to Kt's 3rd (d)

2. Kt to Q B's 3rd 3. P to Q R's 3rd (a) 4. Kt to K B's 3rd 5. P takes Q P 6. Kt to K's 5th 7. K Kt to Q B's 4th (b) 8. Q P takes B 9. Kt to K's 3rd 10. B takes Kt 11. K B to B's 4th 12. Q to K's 2nd 13. P to K R's 3rd 14. B takes B 15. B to K B's 4th 16. B takes Q B P

17. P to K B's 4th	17. P to K Kt's 3rd
18. P to K's 6th (e)	18. B to K B's 4th
19. Kt takes B	19. P takes Kt
20. P takes P (ch)	20. K takes P
21. Q to K R's 3rd	21. Q to K B's 3rd
22. Q R to K's sq	22. K R to K's sq
23. R to K's 5th	23. K to Kt's 3rd (f)
24. K R to K's sq	24. R takes R
25. R takes R	25. R to Q's sq
26. Q to K Kt's 3rd (ch.)	26. K to R's 2nd
27. P to K R's 3rd	27. R to Q's 2nd
28. Q to K's 3rd	28. P to Q Kt's 3rd
29. K to R's 2nd	29. P to Q B's 4th
30. Q to K's 2nd	30. Q to K Kt's 3rd
81. R to K's 6th	31. Q to Kt's 2nd
32. Q to K R's 5th (g)	32. R to Q's 4th
33. P to Q Kt's 3rd	33. P to Q Kt's 4th
34. R takes Q R P	34. R to Q's 3rd
35. Q takes B P (ch.)	35. Q to Kt's 3rd
36. Q takes Q (ch.)	36. K takes Q
37. R to Q R's 5th	37. R to Q Kt's 3rd
88. P to K Kt's 4th	38. P to Q B's 3rd.

And after a good many more moves, White's P's on the K's side carried the day.

(a) This and the following move Mr. L. considers to constitute the only true defence, the Ruy Lopez attack.

(b) The only move at this point of the game.(c) Threatening to play B to K Kt's 5th.

(d) The best move; Black loses too much time by taking the Q B's P. (e) Admirably played; threatening to win a piece by Q to Q B's 3rd. (f) The only move.

(f) The only move.
(g) From this point White's game seems won by force.

#### GAME XV.

# Between Morphy and Harrwitz.

#### IRREGULAR OPENING.

#### BLACK. Mr. H. 1. P to Q's 4th

2. P to Q B's 4th
3. Q Kt to Q B's 3rd
4. Q B to K B's 4th (a)
5. P to K's 3rd
6. K Kt to K B's 3rd
7. P to Q B's 3rd

7. Pto Q R's 3rd 8. K P takes P 9. K B takes P 10. K B to Q's 3rd 11. Castles 12. Q B to K's 5th

13. Q to K's 2nd 14. Q B to K Kt's 3rd 15. K R to K's sq

16. Q to K's 4th 17. Q Kt takes Kt

# WHITE. Mr. M.

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

7. Q B P takes Q P 8. Q P takes P 9. P to Q Kt's 4th 10. Q B to Q Kt's 2nd 11. K B to K's 2nd 12. Castles

13. K Kt to Q's 4th 14. K to R's sq 15. K B to K B's 3rd

16. P to K Kt's 3rd 17. Q takes Kt

18. Q takes Q P takes Q 19. Q R to Q's sq (b)
20. Q B takes Kt
21. Q R to Q B's sq
22. K R to K Kt's sq
23. K to K Kt's 2nd (c) 19. Kt to K's 5th 20. Kt takes Kt 21. Q R to Q b's sq 22. Q B to Q's 6th 23. Q B to K's 5th 24. P to K B's 4th 24. Q B to Q's 2nd 25. P to K R's 3rd 25. K to K B's 2nd 26. K to K's 3rd (d) 27. R takes R 28. R to Q B's 5th 26. Q R takes R 27. R to Q B's sq 28. K B takes B 29. K B P takes B 29. B to K's 3rd 30. P to Q R's 4th (e) 31. B takes Q R P 32. R to Q Kt's 5th 30. P takes P
31. R to Q Kt's sq
32. R to Q's sq (f) 33. R to Q R's sq 33. R to Q Kt's 6th 34. K to Q Kts oth 35. B takes B 36. R to Q Kt's 5th 37. R takes Q P 38. P takes P 34. B to Q B's sq 35. R takes B
36. R to Q R's sq
37. P to Q R's 6th 38. R takes P 39. R to Q B's 5th 40. K to K's 2nd 89. K to K B's sq 40. K to K's 2nd 41. K to Q's 2nd 42. P to K R's 4th 41. P to Q's 5th 42. R to Q B's 6th 43. R to K B's 6th 43. K to K's 2nd 44. P to Q's 6th (ch.)
45. P to K's 6th
46. R takes P (ch.)
47. P to Q's 7th 44. K to K's sq 45. P takes P 46. K to K B's 2nd 47. R to Q R's sq 48. K to K's 2nd 48. R to Q's 6th 49. R takes P 50. R to K Kt's 5th 51. K to K B's 3rd 49. K takes P 50. R to K R's sq 51. K to K's 3rd 52. P to K R's 5th (ch.) 52. K to K Kt's 3rd

53. K to K Kt's 4th 54. P to K Kt's 3rd 55. R to K R's 5th And White abandoned the game.

53. P to K R's 6th 54. K to K B's 3rd

(a) A favorite move of Mr. Harrwitz, though decried by the chief authorities.

(b) Had he taken the Q's Pawn, Black would have won at least the exchange by moving Kt to Q's 7th.

(c) Fearing to take the Bishop lest Black should obtain an entrance with the Rook.

(d) All this is exceedingly well played by Black.
(e) The coup juste. From this point it would not be easy to improve on Black's moves.

(f) Better, perhaps, to have played the Rook to Q R's sq at once.

#### GAME XVI.

Between Morphy and Harrwitz.

PHILIDOR'S DEFENCE.

Mr. M. WHITE.

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 Kt's 5th

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

8. Kt to Q B's 3rd 9. Castles (Q R)
10. K R to K's sq
11. B to K R's 4th
12. B takes B
13. P to K's 5th
14. P takes B

15. K to Kt's sq 16. R takes P 17. Kt to Q's 5th 18. K R to K's sq 19. R to K Kt's sq 20. Q to K's 3rd

21. Kt to K B's 4th

22. Q to K's 2nd 23. Q to Q B's 4th 24. Kt to K R's 5th

25. QR to K's sq 26. P to QR's 3rd 27. Q to Q's 4th 28. R to K Kt's 2nd

29. Q to Q B's 3rd

30. R to K R's sq 31. Q R to K Kt's sq 32. Q to K's sq 33. R to K Kt's 5th

34. Q to K's 6th

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

36. Q takes Kt 37. Q to K's sq

BLACK. 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. Castles 10. P to K R's 3rd

11. Kt to K's sq

12. Q takes B 13. B takes Kt 14. Q to K Kt's 4th (ch.)

15. P takes P 16. Q to K Kt's 7th

17. Q takes K R P 18. Q to Q's 3rd 19. K to R's 2nd

20. P to K B's 4th

21. Q to Q Kt's 3rd 22. R to K B's 2nd 23. Q to K B's 3rd

23. Q to K bs ord 24. Q to K's 2nd 25. Q to Q's 2nd 26. Kt to Q's 3rd 27. R to K Kt's sq 28. Kt to K's sq 29. P to K B's 5th

30. P to K Kt's 3rd

31. Q to Q's 4th 82. Q takes Kt 83. Q takes K B P

34. R to K B's 3rd

35. R to K Kt's 2nd 36. P takes R 37. Q to Q B's 3rd

And wins.

#### GAME XVII.

Between Morphy and Harrwitz.

IRREGULAR OPENING.

BLACK. Mr. H.

1. P to Q's 4th (a) 2. P to Q B's 4th 3. Kt to Q B's 3rd

WHITE. Mr. M. 1. P to K B's 4th

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

4. QB to KKt's 5th 4. K B to Q Kt's 5th 5. Q to Q Kt's 3rd 6. P to Q's 5th 7. P to K's 3rd 8. K B to Q's 3rd 9. K Kt to K's 2nd 5. P to Q B's 4th (b) 6. P to K's 4th 7. Castles
8. P to Q's 3rd (c)
9. P to K R's 3rd 10. B takes Kt 10. Q takes B 10. Q takes B
11. B takes Kt (ch )
12. Q to K Kt's 3rd
13. Kt to Q's 2nd
14. P to Q Kt's 3rd
15. P to K R's 4th
16. B to Q Kt's 2nd
17. Q to K B's 2nd
18. Q takes B
10. Kt P takes P (c) 11. P to Q R's 3rd 11. P to Q ks 3rd
12. Q takes B
13. Castles (K P.)
14. P to Q Kt's 4th
15. P to K B's 3rd
16. B to Q B's 2nd
17. B to Q R's 4th
18. B takes Kt
19. P takes P (d)
20. P to K B's 4th
10. P to Q K's 8th 19. Kt P takes P (e)
20. P to K's 5th
21. B to Q R's 3rd
22. Q to Q R's 5th
23. P to K R's 5th 20. P to K B's 4th
21. Q R to Q Kt's sq
22. K R to Q B's sq
23. Kt to K Kt's 3rd
24. Kt to K B's sq
25. Kt to Q's 2nd
25. Kt to Q's 2nd
26. R takes R
27. Q to Q Kt's 3rd
28. Kt takes Q
29. Ptels P 24. Q R to Q Kt's sq 25. R to Q Kt's 3rd (f) 26. P takes R 27. Q takes Q 28. P to Q Kt's 4th (g) 29. P takes P 29. B takes P 29. P takes P
30. Kt to Q R's 5th
31. Kt to Q R's 7th
32. R to Q B's 3rd
33. Kt to Q's 8th
34. R to Q Kt's 8rd
35. R to Q Kt's 8rd
36. K to B's 2nd
37. K to K's 2nd
38. Kt to Q B's 6th (ch.)
39. Kt to Q B's 6th (ch.) 30. R to Q R's sq 31. R to Q R's 3rd 32. K to B's sq 33. B to Q's 2nd 34. K to K's 2nd 35. P to Q B's 5th 36. P to Q B's 6th 36. P to Q B's 6th
37. R takes P
38. B takes Kt
39. P to Q B's 6th (\$\lambda\$)
40. R to Q B's 6th (\$\lambda\$)
41. R takes Q B P
42. K to B's 3rd
43. P to K Kt's 4th
44. R P takes P
45. P takes P
46. K to Kt's 3rd
47. R to Q B's 4th
48. R to Q B's 6th
49. K to R's 4th
50. K to Kt's 5th
51. K to B's 6th
52. R to Q B's 4th
53. K takes K P
54. K takes K P
54. K to B's 6th 39. P takes B 39. P takes B
40. K to Q is 2nd
41. K to Q is 2nd
42. R to Q Kt's 8rd
43. R to Q R's 8rd
44. P to K Kt's 3rd
45. R P takes P
46. Kt P takes P
47. R to Q R's 5th
48. R to Q R's 6th
49. R takes P (ch) 45. R to Q K'S oth 49. R takes P (ch.) 50. R to Q's 2nd 51. R to K Kt's 2nd (ch.) 52. R to K Kt's 5th 53. R to K F's 5th

#### And Black resigns.

54. K to B's 6th

54. R to K R's 4th

(a) Mr. Harrwitz is particularly fond of this opening, and has adopted it in every match of any importance in which he has been engaged; in fact, on such occasions, he practises but two debuts—the Queen's Gambit when he has the attack, the Philidor Defence when he is second player. He is thoroughly familiar with every variation in these two openings, but it remains to be seen how far his knowledge will avail him against his present antagonist.

(b) A very similar position occurs in the Sicilian Opening, and then, as here, this move is important and effective.

(c) Thus far the game has been opened on both sides with care, judgment,

and accuracy.

(d) The exchange of Pawns here showed want of judgment, for after giving up his Bishop the Q B P was, of course, rendered very weak by the line of play adopted; indeed, it was fatal to his game. (e) The prompt advantage which Mr. Morphy takes of the slightest error

of his opponent is the chief characteristic of his game, and it is well illus-

trated on this occasion.

(f) A very good move.

84. Kt to B 5th (ch.)

35. Kt takes Q P

(g) Excellently followed up; this secures a free passage for Q B P, which

must soon prove embarrassing to Black.
(A) When Mr. H. played, 38. Kt to B's 6th (ch.) he evidently overlooked that White on his 40th move could play R to Q B's 6th. This at once gains Black's advanced Pawn.

#### GAME XVIII.

## Between Morphy and Harrwitz.

			PHILIDOR'S	DEFE	NOE.		
	BLACK.	Mr.	M.		WHITE.	Mr.	H.
1.	P to K's	lth .		1.	P to K's 4	th.	
	Kt to K				P to Q's 3r		
	P to Q's				P takes P	CL.	
	Q takes I				Kt to QB'	s 3rd	
	K B to Q		h		B to Q's 21		
	B takes E				B takes B		
	B to K K		(a)		P to K B	s 3rd	
	B to K R		Ç <i>y</i>		Kt to KR		
	Kt to Q I				Q to Q's 2		
	Castles (E				B to K's 2		
	QR to Q				Castles (K		
	Q to Q B		h.)	12.	R to K B'	s 2nd	
	Kt to Q's		· ·	13.	Kt to K K	t's 5th	
14.	P to KR	's 3rd		14.	Kt to K's	4th	
15.	Q to K's	2nd		15.	P to K Kt	's 4th (1	5)
16.	B to KK	t's 3rd		16.	R to K Kt	's 2nd	
	Kt to K				R to K K	t's 3rd	
	P to K B				P takes P		
	R takes I				K to R's se		
	R to KR				B to K B's		
	B takes K				B P takes		
	R to K B				Q to K's 3		
23.	Kt to Q E	t's 5th			Q to K Kt		
	It to K B			24.	P to Q IN	3rd	2
	Kt takes			25.	R to Q R	s sq -4	refer
26.	Kt to Q's	oth			B takes K		
	P takes B				R to Q B's		)
	P to Q B				B to K's 2n		
	R to K R		70		Q to K's s		
27	P to Q B	s oth (a	(-1-)		Q R takes		
91.	R takes I	LIVSP	(CIL.)		K takes R		
02.	Q to K R	S Oth (	сп.)		K to Kt's s		
00.	Kt takes	15 (cn.)		33,	K to Kt's	ZHU	

84. K to Kt's sa

(a) This is not a bad move; the reply made in this instance by Mr. Harrwitz is, we believe, inferior to bringing out K Kt to B's 3rd.

(b) Very hazardous; and, as the sequel shows, only leading to increased

difficulties.

39. P to K's 4th

40. Kt takes P

41. B takes Kt

(e) Had White taken P with Q, Black would have taken P with R (ch.), and then played Q to R's 5th (ch.), changing off pieces, and finally winning back a R by Q to K B's 5th (ch.), remaining with a won position.

(d) Admirably played and followed up.

#### GAME XIX.

Between Morphy	and Harrwitz.
IRREGULAR	OPENING.
BLACK. Mr. H.	WHITE. Mr. M.
1. P to Q's 4th	1. P to K B's 4th
2. P to Q B's 4th	2. P to K's 3rd
8. Kt to Q B's 3rd 4. Q B to K Kt's 5th	3. Kt to K B's 3rd 4. B to K's 2nd
5. P to K's 3rd	5. Castles
6. K B to Q's 3rd	6. P to Q Kt's 3rd
7. K Kt to K's 2nd	7. Q B to Q Kt's 2nd
8. Castles 9. B takes B	8. Kt to K R's 4th
10. Kt to K Kt's 3rd	9. Q takes B 10. Kt takes Kt
11. R P takes Kt	11. P to Q's 3rd
12. P to K B's 4th (a)	12. Kt to Q B's 3rd
13. P to K Kt's 4th	13. Kt to Q Kt's 5th
14. P takes P 15. Q to Q's 2nd	14. P takes P 15. Q R to K's sq (b)
16. Q R to K's sq	16. Q to K R's 5th (c)
17. K B to Q Kt's sq	17. R to K's 3rd
18. Q to K B's 2nd	18. Q to K R's 4th
19. P to Q's 5th	19. R to K R's 3rd
20. Q to K B's 3rd 21. P to Q R's 3rd (d)	20. Q to K R's 5th 21. Kt to Q R's 3rd
22. P to Q Kt's 4th	22. Kt to Q Kt's sq
23. Kt to K's 2nd	23. Kt to Q's 2nd
24. Kt to K Kt's 3rd	24. P to K Kt's 3rd
25. K to B's 2nd	25. Kt to K B's 3rd
26. R to K R's sq. 27. K to Kt's sq.	26. Kt to K Kt's 5th (ch.)
28. R takes R	27. Q to K B's 3rd 28. Kt takes R
29. Q to Q's sq	29. Kt to K Kt's 5th (e)
30. Q to Q's 2nd	30. Q to K R's 5th
31. Kt to K B's sq	31. R to K's sq
32. P to K Kt's 3rd	32. Q to K R's 6th 33. Kt to K B's 3rd
33. P to Q Kt's 5th (f) 34. Q to K Kt's 2nd	34. Q takes Q (ch.)
35. K takes Q	35. P to Q R's 3rd
86. P to Q R's 4th	36. P takes P
37. R P takes P	37. R to Q R's sq (g)
38. Kt to Q's 2nd	38. R to Q R's 6th

89. P takes P

40. Kt takes Kt

41. R to Q B's 6th

42. B to K B's 3rd 43. R to K's 4th 44. B to K's 2nd 45. R to Q's 4th 46. K to B's 2nd 47. R to O's 2nd 48. K to K's sq 49. K to B's 2nd 50. R to Q R's 2nd 51. P takes P 52. R to Q R's 7th 53. R takes P 54. K to K's sq

42. K to B's 2nd 43. Q B to B's sq 44. B to K B's 4th 45. P to K R's 4th 46. K to B's 3rd 47. B to Q B's 7th 48. B to K's 5th 49. K to B's 4th 50. P to K R's 5th 51. K takes P 52. R to K R's 6th 53. R to R's 7th (ch.) 54. K to K's 6th.

Resigns. (a) An ill-advised move. The K Kt's P and K's P are now both of them weak and the subsequent cause of much embarrassment. We should have much preferred P to K's 4th.

(b) Attacking the weak point that we have noted above.

(c) Well played. Not only threatening Q to Kvs 6th, by which an irrestithle attack would have been gained, but also to bring the Rocks into

(d) The last four moves were well and correctly played.
(e) The Kt now occupies a square from which he cannot be easily dislodged. (f) Properly preventing the advance of the Q Kt's P.

(g) White might have here gained three Pawns for his Kt by taking the Q's P, but it is questionable in a match game whether such a step were prudent. Mr. M. chose a surer mode of proceeding to victory.

### GAME XX.

# Between Morphy and Harrwitz.

#### PHILIDOR'S DEFENCE.

	wніте. Mr. M.		BLACK. Mr. 1	H
1.	P to K's 4th	1.	P to K's 4th	
2.	K Kt to K B's 3rd		P to Q's 3rd	
3.	P to Q's 4th		P takes P	
4.	Q takes P	4.	Kt to K B's 3rd	
	P to K's 5th	5.	P takes P	
	Q takes Q (ch.)	6.	. K takes Q	
	K Kt takes P		. Q B to K's 3rd	
	Q Kt to Q B's 3rd	8.	K B to Q's 3rd	
	K Kt to Q B's 4th		. Q B takes Kt	
	K B takes B		. KR to K's sq (ch.	į,
	Q B to K's 3rd		K to K's 2nd	
	Castles (with Q R)		. P to Q R's 3rd	
	Q B to K Kt's 5th		. Q Kt to Q's 2nd	
	Kt to K's 4th		P to K R's 3rd	
	Q B takes Kt (ch.)		. Kt takes B	
	Kt takes B		. P takes Kt	
17.	K R to K's sq (ch.)		. K to K B's sq	
	R takes R (ch.)		. Kt takes R	
	D to de som		. R to Q Kt's sq	
	B to K B's 3rd		. P to K Kt's 3rd	
	P to Q B's 3rd		. K to K's 2nd	
44.	B to K's sq (ch.)	22.	K to K B's so	

23. K to Q B's 2nd 24. K to Q Kt's 3rd 25. K to Q R's 4th 26. P to Q Kt's 4th 27. R to K's 3rd 28. B to Q's 5th 29. P to K R's 4th 30. K to Q Kt's 3rd 31. R to K B's 3rd 32. P to Q R's 4th 32. P to Q K's 4th
33. B takes Kt
34. K to Q B's 4th
35. K to Q Kt's 5th
36. Q B P takes P
37. K takes P
38. K to Q R's 5th
39. R to Q's 3rd (ch.)
40. R takes Q P
41. R to Q's 4th (ch.) 41. R to Q's 4th (ch.)
42. K takes R
43. P to K B's 4th
44. P to Q R's 5th
45. P to Q R's 6th 46. P to Q R's 7th 47. P Queens (ch.)

23. Kt to Q B's 2nd 24. Kt to K's 3rd 25. P to Q Kt's 3rd 26. K to K's 2nd 27. K to Q's 2nd 28. P to K R's 4th 29. R to K's sq 30. R to K Kt's sq 31. K to K's 2nd 32. P to Q R's 4th 83. K takes B 84. P to K Kt's 4th 85. P takes Q Kt P 86. P takes K P 37. R to Q Kt's sq (ch.) 38. K to Q's 4th 39. K to Q B's 5th 40. R takes Q Kt P 41. K takes R 42. P to K B's 4th 43. K to K's 6th 44. K to K B's 7th 45. K takes Kt P 46. P to K R's 6th 47. K to K Kt's Sth

#### And Black resigns. (a)

#### (a) Staunton gives the following continuation:

49. Q to K Kt's 6th (ch.) 50. K to Q B's 4th

48. Q to K B's 3rd

51. Q takes P, at K R's 5th 52. K to Q's 5th

53. Q takes Q (ch.) 54. K to K's 5th, and wins. 48. P to K R's 7th
49. K to R's sq
50. P to K R's 5th
51. K to Kt's sq
52. P to K R's 8th (queens)

53. K takes Q.

# GAME XXI.

# Between Morphy and Harrwitz.

#### IRREGULAR OPENING.

## BLACK. Mr. H.

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

9. Castles 10. Q to Q's 2nd 11. P to K B's 4th 12. P to Q's 5th

13. P takes P 14. Q R to K's sq WHITE. Mr. M.

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

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

13. Q takes P 14. B to K R's 5th

15. Kt to K Kt's 3rd	15. Q to K Kt's 3rd
16. Kt to Q's 5th	16. Q B takes Kt
17. P takes B	17. B takes Kt
18. P takes B	18. Kt to Q B's 2nd
19. K to B's 2nd	19. Q R to K's sq
20. R to K R's sq	20. R to K's 2nd
21. R to K R's 4th	21. Q to K B's 2nd
22. B to K's 2nd	22. Kt to K's sq
23. Q to Q's 3rd	23. Kt to K B's 3rd
24. B to B's 3rd	24. P to K Kt's 3rd
25. R to K's 2nd	25. K R to K's sq (a)
26. P to Q Kt's 3rd	26. Q to K Kt's 2nd
27. R to K R's sq	27. P to K R's 3rd
28. K to Kt's sq	28. P to K Kt's 4th
29. P takes P	29. P takes P
30. B to K R's 5th	S0. Kt to K's 5th
31. R to K's sq	31. R to K B's sq
32. B to B's 3rd	32. Kt takes P
33. R to K R's 3rd	33. Q to K's 4th (b)
34. R to K R's 6th	34. P to K Kt's 5th
35. B to Q's sq	35. K to Kt's 2nd
36. R to K R's 4th	36. R to K R's sq
	37. K takes R
37. R takes R	
3S. B to Q B's 2nd	38. R to K R's 2nd (c)
39. Q to Q's 2nd	39. Q to Q Kt's 7th (d
40. R to Q's sq	40. R to K R's Sth (ch
41. K to B's 2nd	41. R to K B's 8th (ch.
42. K takes Kt	42. Q to K's 4th (ch.)
43. K to R's 4th	43. Q to K B's 3rd (ch
44. K to Kt's 3rd	44. Q to K's 4th (ch.)

Drawn by perpetual check.

(a) A singular variation would have arisen if White had played P to K Kt's 4th, e. g .:

26. P takes P (best)

27. K to Kt's sq 28. R to K's sq (best) 25. P to K Kt's 4th 26. Kt to K's 5th (ch.) 27. Kt takes P at Kt's 3rd

28. Q to K Kt's 2nd with a fine game.

(b) White has now a Pawn ahead, and so superior a position as to render

victory almost a certainty. (c) Mr. Morphy plays all this with his usual ability.

(d) Threatening to win the Queen.
(e) The main feature of Mr. Morphy's play is, that it is so free from mistakes. This, however, was evidently an oversight, and throws away a game which would have been won with ease had he taken Rook with Rook.

#### GAME XXII.

Between Morphy and Harrwitz.

PHILIDOR'S DEFENCE.

WHITE. Mr. M. 1. KP2

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

BLACK. Mr. H.

1. KP2

2. Q P 1 3. Q B to Kt's 5th (a) 4. B takes Kt

5. Q takes B 6. K B to Q B's 4th 7. Q to Q Kt's 3rd 8. B takes K B P (ch.) 9. Q B to Kt's 5th 10. K B to R's 5th 11. B to K R's 6th (ch.) 12. B to K B's 3rd 13. Q to Q B's 4th 14. Q to K's 2nd (c) 15. Q B to K's 3rd 16. Q Kt to Q's 2nd 17. Castles (Q R) 18. K Kt P 1 19. B to K Kt's 2nd 20. K R to K B's sq 21. K B P 2 22. Q Kt P 1 23. P to K B's 5th (d) 24. K Kt P 1 25. B to K B's 3rd (e) 26. Kt to Q Kt's sq (f) 27. Q to K B's 2nd 28. K Kt P 1 29. P to K B's 6th (ch.) 30. P to K B's 7th 31. P takes Kt (ch.) 32. B takes Kt 33. Q to K's 2nd 34. Kt to Q's 2nd 35. B to K Kt's 4th 36. Kt to K B's 3rd 37. K R P 2 38. R takes R 39. Q to Q B's 4th 40. Q to K's 6th 41. K to Q's sq 42. Kt to Q's 2nd 43. Kt to Q B's 4th 44. Q to Q's 5th 45. P takes Q 46. R to K B's 3rd (i) 47. QBP1(k) 48. P takes P 49. K to Q B's 2nd 50. K to Q B's 3rd 51. B to K's 6th (l) 52. Q Kt P 1 53. P to Q Kt's 5th 54. P to Q Kt's 6th 55. B to Q B's 8th 56. P to Q Kt's 7th 57. Kt takes Q P

58. Kt to Q Kt's 5th 59. P to Q's 6th (ch.)

5. P takes P 6. Kt to K B's 3rd (b)
7. K B to Q's 3rd
8. K to K B's sq 9. Q Kt to Q's 2nd 10. K Kt P 1 11. K to K's 2nd 12. Q Kt to Q B's 4th 13. Q Kt P 2 14. Q Kt to K's 3rd 15. Q R P 1 16. K to K B's 2nd 17. Q to K's 2nd 18. K R to Q Kt's sq 19. QRP1 20. Q R P on 21. Q R P 1 22. K to K Kt's 2nd 23. Kt to K B's sq 24. Q to K's sq 25. Q to Q B's 3rd 26. Q Kt P 1 (g) 27. Q Kt to Q's 2nd 28. K Kt home 28. K At home 29. K to K R's sq 30. Kt to Q B's 4th (h) 31. K takes P 32. B takes B 33. Q to K's 3rd 34. K to K R's sq 35. Q to K's 2nd 36. K R to Q's sq 37. R to Q's 3rd 38. P takes R 39, R to K B's sq 40, B to K's 6th (ch.) 41. Q to Q B's 2nd 42. B to K B's 5th 43. Q to Q B's 4th 44. Q takes Q (ch.) 45. R to Q's sq 46. K to K Kt's 2nd 47. R to Q Kt's sq 48. R takes P 49. K to B's sq 50. R to Q Kt's 4th 51. R to Q B's 4th 52. R to Q B's 2nd 58. K to K's 2nd 54. R to Q Kt's 2nd 55. R to Q Kt's sq 56. K to Q's sq 57. K to K's 2nd 58. K R P 1

And Harrwitz surrenders game and match; feeling, we presume, that having only won two games against five, further resistance were hopeless. Nevertheless, Harrwitz ought to have played out the last two games, if only in compliment to his opponent.

(a) Bad opening; but Harrwitz staggers under defeat like a drunken man, and seems to say, "It's all one!"

(b) Better defend with Queen.

(c) Morphy has a clear Pawn; but his foe is well in the field, and great caution is necessary. He preserves his game with wonderful talent, and this game is a lesson as to how to hold an advantage.

(d) Morphy's favorite advance of K B P.

(a) Morphy's favorite advance of K I (e) Preparing to push K Kt P.

(e) Freparing to push K Rt 1.
 (f) To restrain Q from Q B's 3rd.
 (g) His attack is spoiled by his own Pawns in front.

(h) If he play Kt to K's 2nd, you answer B to K Kt's 4th.

(i) Quiet, but good. The student hardly sees the mode in which this Rook is now played to break up opponent.

(k) Now we see why Rook was played up.

(1) Morphy will not give away even half a chance.

#### GAME XXIII.

# Between Morphy and Harrwitz.

Preliminary game played while the terms of the above match were under discussion by the seconds.

#### ALLGAIER GAMBIT.

	WHITE.	Mr.	н.
1.	P to K's 4th	1	
2.	P to K B's 4	lth	
3.	K Kt to K	B's <b>3r</b> d	l
4.	P to K R's	4th	
5.	K Kt to K's K B to Q B	55th	
6.	KB to QB	's 4th	
7.	P takes P		
S.	P to Q's 4th		
9.	K B to Q K	t's 5th	(ch
10.	P takes P P takes P Q takes K I		
11.	P takes P	T. T. (	
12.	Q takes K. I	Lt P (	ch.)
13.	Q B takes I	,	
14.	Q Kt to Q I B takes B	s's 3rd	
15.	B takes B	43- 0-3	
10.	QB to KK	t's ard	7 - >
16.	Castles (on Q R to Q's s	K'S SIG	ie)
10.	Q It to Q's	SQ.	
19.	B takes Q F K R to K's	20	
01	Q to K B's	sq 2nd	
50	O to O's Sud	oru	
02	Q to Q's 3rd Q to Q Kt's P to Q's 5th	Sth	
24	P to O's 5th	oun.	
25.	B to K B's	2nd	
26.	Q to her 3rd	1 (a)	
	Q takes Kt	. (0)	
	K to B's sq		
29.	Kt to K's 2	nd	
30.	Q R to Q's	3rd	
31	P takes B		

32, Kt to K B's 4th

Mr. M. BLACK. 1. P to K's 4th 2. P takes P 8. P to K Kt's 4th 4. P to K Kt's 5th 5. K Kt to K B's 3rd 6. P to Q's 4th 7. K B to Q's 3rd 8. K Kt to K R's 4th 9. P to Q B's 3rd Castles Q B takes P 12. K Kt to Kt's 2nd 13. Q to Q Kt's 3rd 14. B takes K Kt 15. P to K B's 3rd 16. Kt to Q R's 3rd 17. Q R to Q's sq 18. K to R's sq 19. B takes B 20. Q B to his sq 21. B to Q Kt's 2nd 22. Q R to Q's 2nd 23. Q to her sq 24. Kt to K B's 4th 25. KR to KKt's sq 26. QR to KKt's 2nd 27. R takes P (ch.) 28. B to Q R's 3rd (ch.)

Q to Q's 3rd
 B takes R
 Q R to K R's 7th
 Q R to K R's 8th (ch.)

83. K to K's 2nd
34. Kt to K's 6th
34. K t to K's 6th
35. R to Q B's sq
36. P to Q Kt's 3rd
37. Q takes K B P (ch.)
38. K to K's 3rd (b)
39. K to K's 3rd
40. Q takes R
40. Q takes R
41. K to K K's 2nd
42. R to K K's 2nd
42. R to K K's 2nd
43. K to B's 3rd
44. K to K's 3rd
45. Q takes Q P (ch.)
46. Q to Q K's 3rd
47. Q takes R
48. K to B's 3rd
49. Q takes R
40. R to K K's 2nd
41. K to K's 2nd
42. R to K K's 2nd
43. K to B's 3rd
44. L takes R (ch.)
45. Q takes R
46. Q to Q R's 8th (ch.)
46. Q to Q R's 8th (ch.)

(a) The attack obtained, though tremendous in appearance, hardly war-

rants such a sacrifice as this.

28. R to Q's 7th

47. Q takes Q R P (ch.) and wins.

(b) Curiously enough he has nothing better to do; he cannot take the Bishop on account of the threatened mate; and the check with his Queen at her Kt's 2nd, or of the Rook at K Kt's 6th, is equally unavailing.

#### GAME XXIV.

Between Morphy and Barnes in consultation against Staunton and "Alter" (Owen,) in consultation.

PHILIDOR'S DEFENCE. Messrs. S. & A. Messrs. M. & B. BLACK. WHITE. 1. P to K's 4th 2. Kt to K B's 3rd 1. P to K's 4th 2. P to Q's 3rd 3. P to K B's 4th (a) 3. P to Q's 4th 4. KBP takes P 4. P takes K P (b) 5. P to Q's 4th 5. Kt to K Kt's 5th 6. P to K's 6th 6. Kt to K R's 3rd 7. Kt to Q B's 3rd (c) 8. K Kt takes K P 7. P to Q B's 3rd 8. P takes Kt 9. P to K Kt's 3rd 10. R to K Kt's sq 7. P to Q B's 3rd 8. P takes Kt 9. Q to K R's 5th (ch.) 9. P to K Kt's 3rd Q to K's 5th
 B takes Kt 11. B takes B 12. Q to K Kt's 4th (d) 13. B takes P 12. R to Q's sq 13. Q to Q B's 7th 14. Q takes Q Kt P (e) 15. P to K B's 3rd 14. P to K's 6th 15. Q to K's 2nd (f) 16. K to K B's 2nd 17. B to K B's 5th (g) 18. K to K Kt's 2nd (h) 16. Q takes R 17. Kt to K's 4th 18. B to K's 2nd 19. Castles 20. Kt to Q B's 5th 21. K to R's sq 19. Q to Q B's 2nd 20. B takes K R P (ch.) 21. B to Q B's sq 22. B to K Kt's 6th (i) 22. R to Q's 4th 23. R to K's 4th 24. K R to Q's sq 25. R to K R's 4th 26. Q takes Kt 27. Q to K R's 2nd 23. K to K R's sq 24. Q to K Kt's 2nd 25. B takes R 26. B to Q R's 3rd 27. B takes B

28. Q to K R's 3rd

29. Kt to K's 4th
29. B to Q B's 5th
30. Kt to K B's 6th
31. R to K's 7th
31. R to K's 7th
32. Q to K Kt's sq
33. K takes Q
33. F to K's 5th, becoming a Queen (ch.)

34. R takes Q

And the White allies resigned.

34. B takes R

(a) This is a move that was favored by Philidor, but one that we consider to be hazardous.

(b) We believe that B to Q B's 4th leads to a more powerful attack. The following analysis of that move is given in the different handbooks:

4. B to Q B's 4th 4. P takes K P

5. Kt takes K P, and whether Black play 4 P takes Kt or 4 P to Q's 4th, White gains an undeniable advantage by Q to K R's 5th (ch.)

(e) The following train of play here is recommended by the best authorities, and we are of opinion that it gives White a game far superior to that they gain by the move in the text.

 7. P to K B's 3rd
 7. B to K's 2nd (best)

 8. P takes P
 8. B takes Kt

 9. Q to K R's 5th (ch.)
 9. P to K Kt's 3rd

 10. Q takes B
 10. Q takes Q

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

12. P takes P, &c.

(d) They might also have played Q to K's 2nd, but the square chosen was much the better, preventing Kt takes K P.

(e) Had Kt taken K P, the following variation would, probably, have arisen:

14. Kt takes P
15. R to Q's Sth (ch.)
16. M takes R
16. Kt to Q's 6th (ch.)
16. Kt to Q's 6th (ch.)
17. Q takes R
18. Q to K's 2nd
18. Q takes R
19. Q takes Kt
19. Q takes Kt

17. Q takes Q 17. K to K B's 2nd

remaining with a full equivalent for the lost Queen.

(f) With the view to imprison the Queen if she capture the Rook.
(g) This was necessary to prevent the liberation of Queen by Q to Q Kt's 7th, &c.

(b) This was farsighted and prudent; had they attempted to gain Queen by Q to Q B's 2nd, the variation following will show that they would have lost the game:

18. Q to Q B's 2nd
If 19. B to K's 4th
And if 19. B to K R's 3rd
20. R to Q's 7th (ch.)
If 20. B takes R

21. Q takes R (ch.) K takes Q 22. Kt to B's 6th (ch.) K to B's 2nd 19. P to K Kt's 3rd Kt to Q R's 3rd (best)
20. Kt to Kt's 5th (ch.), &c.
20. Q to Q Kt's 7th, liberating Q

20. Q takes R 21. B to Q B's 4th (ch.), winning the R

23. Kt takes Q B takes Kt
24. B takes Kt with the exchange ahead.

(i) After this move White's game was indefensible.

#### GAME XXV.

Between the same players in consultation. IRREGULAR OPENING.

BLACK. Messrs, M. & B. WHITE. Messrs. S. & "Alt."

1. P to Q's 4th 1. P to K's 4th 2. Ptakes P 2. Q takes P 3. Q Kt to Q B's 3rd 4. P to Q's 4th 3. Q to Q's sq 4. K Kt to K B's 3rd 5. Q Kt to Q B's 3rd 6. P to K's 3rd 5. K B to Q's 3rd 6. Q B to K's 3rd 7. K Kt to K B's 3rd 7. K B to Q's 3rd 8. Castles 8. Castles 9. P to Q Kt's 3rd 9. Q to K's 2nd 10. Q B to Q Kt's 2nd 11. K B to K's 2nd 10. Q B to K Kt's 5th 11. Q Kt to K's 4th 12. Kt takes Kt (ch.) 13. Q to K's 4th 12. B takes Kt
13. P to K Kt's 3rd
14. B takes B
15. P to K R's 4th
16. Q to K B's 3rd 14. Q to K R's 4th 15. Kt takes B 16. P to Q B's 3rd 17. Kt to K 2nd 18. Kt to K B's 4th 19. K R to Q's sq 17. Q R to K's sq 18. P to K B's 4th 19. Q to K R's 3rd 19. K K to V 8 sq 20. Q R to Q's sq 21. Kt to K Kt's 2nd 22. P to Q B's 4th (a) 23. B to Q R's 3rd 24. Kt takes P 25. P takes Q P 20. Q R to K's 5th 21. K R to K's sq 22. P to K Kt's 4th 23. B to K's 4th (b) 24. P takes K R P 25. B to K B's 2nd 26. B takes Kt
27. Q takes K R P
28. K to K B's 2nd
29. Q to K R's 4th 26. P takes B 26, P takes B
27, Q to K Kt's 2nd
28, Q to K B's 3rd (c)
29, B to Q's 6th
30, B to K Kt's 3rd
31, B takes P
32, Q to K Kt's 3rd
33, K to B's sq
34, B takes Q (c)
25, K takes Kt 80. Q to K Kt's 3rd 81. P to K B's 5th (d) 82. Kt to K's 4th (dis. ch. 33. Kt to K B's 6th (ch.) 34. Q takes Q 35. Kt takes R 35. K takes Kt
36. P to Q's 6th
37. K to K's 2nd
38. R to Q's 3rd (f)
39. K to K B's 3rd
40. B to K B's 4th 36. P to K R's 4th 36. K to K's 3rd
38. K to Q's 2nd
39. Q R to K Kt's 5th (g)
40. K R to K B's sq (ch.)
41. Q R to K Kt's 5th
42. P to K R's 5th 41. R to Q's 4th 42. R to K's 4th 43. R to K's 5th 44. B to K R's 2nd 43. K R to K B's 2nd (h)
44. K R to K R's 2nd
45. Q R to K R's 8th 45. K to K Kt's 2nd 46. K to K R's 3rd (i)
47. R to K B's 5th
48. P to K B's 3rd
49. P to K B's 3rd
50. P to K's 5th 46. QR to QR's 8th 47. R takes Q R P 48. R to Q Kt's 7th 49. R takes Q Kt P (ch.) 50. P to Q R's 4th 51. R to K B's 6th

52. P to Q R's 5th And, in a few moves, White resigned.

51. Q R to K's 6th

(a) Instead of this attacking move, White might have obtained a safe, though somewhat crowded game, by playing Q It to Q's 4th.
(b) Had they played the more forward game of 23. P takes P, or B to

Q Kt's 5th, many striking variations would have arisen. Suppose:

23. P takes Q B P 24. B to Q Kt's 5th

23. Q takes K B P 24. P to K B's 3rd

#### (Better than R to K's 2nd).

25. B takes R (best) 26. B to K B's 7th (ch.) 27. Q to K's 3rd (best) 28. Q takes Q 29. Kt takes K P

25. P takes R 26. K to R's sq 27. R to Q's 7th 28. P takes Q

30. B takes Kt

29. Kt takes Kt 30. P to K B's 6th

#### And White must win-

Again:

23. B to Q Kt's 5th 24. B to K's 2nd 25. P takes K R P

26. B takes Kt

 Q takes P
 K to B's 2nd 29. R to K Kt's sq

23. K R to K's 2nd 24. P takes Q P 25. Kt takes P 26. P takes B

27. Q to K Kt's 2nd 28. P takes P

(If 29. Kt to K B's 3rd, White may play 29. R to Q's 7th (ch.), and win.)

30. K to K's sq, or K's 3rd

29. R to Q's 7th (ch.) 30. K R to Q's 2nd

#### And White have a winning game.

Again:

23. B to K's 2nd 24. P takes K R P 25. B takes Kt 26. Q takes P

23. P takes Q P 24. Kt takes P 25. P takes B 26. Q to K Kt's 2nd

(&c., as in the preceding variation.)

(c) If 23. P takes Q B's P, then follows 29. Kt to K's 4th, &c.

(d) Very cleverly played.

(e) It is questionable whether taking the Queen with the Bishop is the

better play.

(f) White impredently play to win through the strength of their centre pioneers: by adopting the obvious course of K Rook to Rook's square they could have drawn the game easily.

(g) The coup juste, preventing the threatened advance of White's K B's Pawn, and thus rendering their last move of R to Q's 3rd abortive.

(h) White have now no longer a chance of retrieving the game.

(i) Bad, but they had nothing better left. If 45. R to Q R's 5th, then 46. P to K R's 6th (ch.), &c.

#### GAME XXVI.

## Between Morphy and Boden.

RUY LOPEZ.

white. Mr. M.

BLACK. Mr. B.

1. P to K's 4th 2. Kt to K B's 3rd 3. B to Q Kt's 5th 4. P to Q B's 3rd 5. Castles 6. P to Q's 4th 7. Kt to Q R's 3rd 8. Q Kt to Q B's 4th 9. Q Kt to K's 3rd 10. Q Kt to K B's 5th 11. K B to Q R's 4th 12. Q Kt to K's 3rd 13. P to Q's 5th 14. P takes P 15. Q Kt to Q B's 4th 16. P to Q Kt's 3rd 17. Q to Q's 3rd 18. Q B to R's 3rd 19. Q takes B 19. Q takes B 20. Q R to Q's sq 21. Q R to Q's 8d 22. K to R's sq 23. Q B to Q B's sq 24. P to K Kt's 4th (b) 25. P to K R's 3rd 26. K R to K Kt's sq 27. K Kt to R's 4th 28. Q R to K Kt's 3rd 29. Kt to B's 5th 30. P takes Kt 81. K R to Kt's 2nd 82. Q to K Kt's 4th 83. Q to K R's 5th 84. K R to K B's 8rd 35. Q to R's 6th 36. K R takes P (d) 37. Q takes B 38. Q takes K P 39. Q to K's 3rd 40. P takes P 41. Q to K's 2nd 42. Q B takes P 43. Q to Q's 2nd 44. P to Q Kt's 4th 45. Q B to R's 6th 46. K to Kt's sq 47. Q B to Kt's 5th (f) 48. Q to K B's 4th

49. Q to Q B's sq 50. Q B to R's 6th

51. R takes R (ch.)52. K B to Kt's 3rd (ch.)

1. P to K's 4th 2. Kt to Q B's 3rd 3. B to Q B's 4th
4. Q to K's 2nd
5. P to K B's 3rd (a)
6. B to Kt's 3rd 7. Q Kt to Q's sq
8. Q Kt to K B's 2nd
9. P to Q B's 3rd
10. Q to K B's sq
11. P to K Kt's 3rd
12. P to C's 2rd 12. P to Q's 3rd 12. P to Q's 3rd
13. Q B to Q's 2nd
14. P takes P
15. Q R to Q B's sq
16. Q B to K's 3rd
17. Q to K's 2nd
18. B takes Kt
19. K to B's sq
20. P to Q B's 4th
21. K Kt to B's 2nd 20. P to Q 8's 4th 21. K Kt to R's 3rd 22. K to Kt's 2nd 23. K R to K B's sq 24. K Kt takes Kt P 25. K Kt to R's 3rd 26. K to R's 3rd 27. K R to K Kt's sq 27. K R to K Kt's 4th 29. Kt takes Kt 30. Q to Q Kt's 2rd L 30. Q to Q Kt's 2nd (or · 31. P to Q's 4th 32. Kt to R's 3rd 33. Kt takes B P
34. Kt to Kt's 2nd (c)
35. B to Q's sq 36. B takes R 37. Q R to K B's sq 38. Q R to B's 4th 39. P to Q's 5th 40. Q R to B's 6th 41. P takes P 41. P takes C 42. P to Q's 6th 43. Q to Q's 4th 44. K R to K B (e) 45. Q R takes R P (ch.) 46. K R to K t's sq 47. Q to Q's 5th (g) 48. Q to K R's 8th (ch.) 49. Q to K's 4th 50. Kt to K's sq 51. K takes R 52. K to R's sq

53. Q B to K B's 4th 54. Q B to Kt's 3rd 55. Q to Q's sq

56. Q takes P 57. K to Kt's 2nd.

53. Q to K Kt's 2nd (ch.) 54. R to R's 4th (h)

55. R to K's 4th 56. R to K's 8th (ch.)

And after a few more moves the game was abandoned as drawn.

(a) This defence has recently come into favor with some of our best players, but its soundness not having been sufficiently tested, we cannot pronounce with certainty on its merits.

(b) Played solely with the view of gaining an attack.

(c) Kt to R's 5th would appear to gain the exchange, but such is not the case, as White takes the KBP, and when Black captures, the Rook has the formidable move R to K B's 7th, &c.

(d) Very well played, breaking up the phalanx of Black's Pawns, which threatened to become irresistible.

(e) R takes P (ch.) followed by Q to K's 4th would have been a better

(f) Had White played K B to Q Kt's 3rd, Black would have replied with the winning move, Q to K R's 4th, and if 47. Q to K B's 4th, Black would have won a piece by taking B with Rook.

(g) Q to K's 4th would have been even more threatening, and, at the same time, have prevented White from offering the exchange of Queens.

(h) We are surprised to see that a player of Mr. Boden's standing should

have failed to notice the superiority of the move R to Q's 5th; by adopting it, Black must, certainly, have won the game.

#### GAME XXVII.

# Between Morphy and Bird.

#### PHILIDOR'S DEFENCE.

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

24. Q takes B

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

23. R takes P (ch.)

24. Q takes Q (ch.)

25. K to B's 2nd	25. P to K's 6th
26. B takes P	26. B to K B's 4th (ch.)
27. R to Q's 3rd (e)	27. Q to Q B's 5th (ch.)
28. K to Q's 2nd	28. Q to Q R's 7th (ch.)
29. K to Q's sq	29. Q to Q Kt's Sth (ch.
20 Resigns	• • • • • • • • • • • • • • • • • • • •

(a) P takes K P is the correct move here, and gives the first player the better game.

(b) Taking Kt with either Bishop or Knight would have been playing

Black's game.

(c) The key-move of a most masterly combination, of which we cannot speak too highly. The brilliancy and accuracy of the succeeding moves deserve the closest attention.

(d) We see no other mode of averting the threatened danger.
(e) Had the B been interposed, the check at Q B's 5th with Queen would have won the piece.

#### GAME XXVIII.

This game was played at Versailles, by Mr. Morphy, blindfold, against M. Chamouillet and the members of the Cercle des Echecs of that city in consultation:

IRREGULAR	OPENING.
white. Mr. M.	BLACK. M. C., &c.
1. P to K's 4th 2. P to Q's 4th	1. P to K's 3rd 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. Kt to Q B's 3rd	7. P to Q B's 4th
8. P takes P	8. B takes P
9. B to K Kt's 5th	9. B to K's 3rd
10. Q to Q's 2nd 11. Q R to Q's sq	10. Kt to Q B's 3rd 11. B to K's 2nd
12. K R to K's sq	12. P to Q R's 3rd
13. Q to K B's 4th	13. Kt to K R's 4th
14. Q to K R's 4th	14. P to K Kt's 3rd
15. P to K Kt's 4th	15. Kt to K B's 3rd (a)
16. P to K R's 3rd	16. R to Q B's sq
17. P to Q R's 3rd	17. R to K's sq
18. Q Kt to K's 2nd (b)	18. P to K R's 4th
19. Kt to K B's 4th	19. Kt to K R's 2nd (c)
20. Kt takes B (d)	20. P takes Kt
21. R takes P	21. B takes B
22. R takes P (ch.) (e)	22. K to B's sq
23. Q takes P	23. R to Q B's 2nd
24. Kt takes B	24. K R to K's 2nd (f)
25. Q to K R's 6th (ch.)	25. K to K's sq
26. R to Kt's 8th (ch.)	

(a) Kt to K Kt's 2nd appears a stronger move.

(b) This Knight, which for some time has occupied a comparatively useless position, now takes up a post where it promises to be highly effective.

(c) A weak move; but White's game was already a very superior one-

the Knight has been admirably handled.

(d) The correct move; but one that, it would seem, the allies had altogether overlooked.

(e) The deciding coup.
(f) Had Black taken Kt with Kt, White would have easily won with

Q to K R's 6th, &c.

#### GAME XXIX.

## Between Morphy and Kipping.

#### EVANS' GAMBIT.

	WHITE. Mr. K.	BLACK.	Mr. M.
2.	P to K's 4th Kt to K B's 3rd B to Q B's 4th	1. P to K's 4 2. Kt to Q B 3. B to Q B's	's 3rd
	P to Q Kt's 4th	4. B takes P	
	P to Q B's 3rd	5. B to Q B'	s 4th
6.	P to Q's 4th	6. P takes P	
	P takes P	<ol> <li>B to Q Kt</li> </ol>	
	P to Q's 5th	8. Kt to Q I	
	B to Q's 3rd	9. P to Q's 3	
	P to K R's 3rd	10. Kt to K I	3's 3rd
	B to Q Kt's 2nd	11. Castles	
	Castles	12. Kt to K I	
	Q to Q's 2nd	13. P to K B'	
	Kt to Q R's 3rd	14. Kt to K F	
	KR to K's sq	15. P takes P	
	K B takes P	16. Q B to K	
	B takes B	17. Kt takes	
	R to K's 4th	18. Q to Q's 2	
19.	B to Q B's 3rd (b)	19. B to Q B's	
20.	Kt to Q B's 2nd	20. P to Q Kt	
21.	Q to K Kt's 5th	21. Q R to K	
	Q R to K's sq	22. R takes R	
	R takes R	23. P to K R	
	Q to K Kt's 4th	24. R to K B	
	R to K's 6th	25. P to Q B's	
	Q Kt to Q's 4th	26. P takes P	
	Q to K Kt's 6th	27. K Kt to E	
	Q to K Kt's 3rd	28. Q Kt to Q	
z9.	Kt takes Kt	29. Q takes R	

And White resigns.

30. Q to K Kt's 3rd

(a) A good move; it frees the KBP, and threatens Kt to Kt's 6th or B's 5th, which might either of them be played with advantage. (b) Kt to Q B's 2nd, and then B to Q B's 3rd, would certainly have been

better play.

30. Kt to Q's Sth

#### GAME XXX.

Consultation game played at the London Chess Club, between Messrs. Morphy, George Walker, and Greenaway, against Messrs. Mongredien, Lowenthal, and Medley.

#### BISHOP'S GAMBIT.

en.

WHITE. Mr. Morphy.	BLACK. Mr. Mongredi
1. P to K's 4th	1. P to K's 4th
2. P to K B's 4th	2. P takes P
3. B to Q B's 4th	3. P to Q's 4th
4. B takes P	4. Kt to K B's 3rd
5. Kt to K B's 3rd (a)	5. Kt takes B
6. P takes Kt	6. Q takes P
7. Kt to Q B's 3rd	7. Q to K R's 4th
8. P to Q's 4th	8. B to Q's 3rd
9. Q to K's 2nd (ch.)	9. K to O's sq
10. Castles	10. P to K Kt's 4th
11. Q to Q Kt's 5th	11. P to K B's 4th (b)
12. Q to Q's 5th	12. Kt to Q B's 3rd
13. Kt to K's 5th	13, R to K B's sq (c)
14. B to Q's 2nd	14. Kt to K's 2nd
15. Q to Q B's 4th	15. R to K B's 3rd
16. Q R to K's sq	16. P to Q B's 3rd
17. Kt to Q R's 4th	17. B to Q's 2nd (d)
18. Kt to Q B's 5th	18. B to Q B's sq
19. R to K B's 3rd	19. P to K Kt's 5th
20, R to Q Kt's 3rd	20. P to Q Kt's 3rd (e)

(a) The move recommended by the authors is Q to K B's 3rd, but we decidedly prefer the one in the text: it was first adopted by Herr Anderssen.

(b) Much better than moving P to K R's 3rd, as, in that case, White

might have advantageously replied with Kt to K's 5th.

(c) This move was necessary, as it prevented the Knight from being played to B's 7th, and brought the Rook into immediate and active operation.

(d) Black might with perfect safety have played P to Q Kt's 3rd. The White allies could not have ventured upon the capture of the Q B's P, as they would have subjected themselves to a strong and embarrassing attack. Thus:

```
17. P to Q Kt's 3rd
18. Kt takes Kt
18. Kt takes P (ch.)
                                             19. P to K B's 6th
  19. Q takes Kt
  20. P to K Kt's 3rd (or A)
                                             20. R to K R's 3rd
  21. R to B's 2nd
                                             21. R takes K Kt P, winning
                                      (A)
```

20. Q takes KBP 20. Q takes R P (ch.) 21. Q to R's 5th (ch.) 22. B to R's 3rd (ch.) 23. R to K B's sq 21. K to B's 2nd 22. K to K's 2nd (best) 23. K to Q's sq

With a fine attacking game.

(e) At this point, owing to the lateness of the hour, the game was given up by mutual consent as a draw. It appears to us, however, that Black have the better game. Probably the following would have been its continuation:

21. P to K B's 6th 21. Q Kt to Q's 3rd (or A) If 22. B to K B's 4th (best). 22. P to K Kt's 3rd 22. P to K B's 5th 23. Kt takes P

(If B takes P, then Q to R's 6th, winning.)

23. P to B's 7th (ch.) 24. Q takes P (ch.) 24. K takes P 25. K to K's 3rd 25. Kt to Q's 4th (ch.) 26. Kt takes Kt (best)
27. K to Q's 3rd
28. K to B's 3rd 26. Q to B's 7th (ch.)
27. B to B's 5th (ch.)
28. Ptakes Kt, and must win 22. B to Q Kt's 2nd

With a fine game.

(A) 21. B takes P 22. Kt to B 7th (ch.) P takes Kt 22. Q takes Kt 23. Q takes Q 24. B takes B 23. R takes Q 24. P takes P With a Pawn ahead.

#### GAME XXXI.

Between Morphy and Barnes.

#### RUY LOPEZ OPENING.

Mr. B. BLACK. Mr. M. WHITE. 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 8. B to Q Kt's 5th
4. P to Q's 4th
5. P to K's 5th. 3. Kt to K B's 3rd (a) 4. P takes P 5. Kt to K's 5th 6. P to Q R's 3rd 7. Kt to Q B's 4th 8. Q P takes B 6. Castles 7. B to Q R's 4th 8. B takes Kt 9. Kt takes P 9. B to K's 2nd 9. B to R s 11. Castles 11. P to K B's 3rd 12. R takes P 13. R to K Kt's 3rd 14. P to C's 3rd y, at takes Y
10. Kt to QB's 3rd (b)
11. B to K's 3rd
12. P takes P
13. Q to K's 2nd
14. K to K R's sq
15. Q to R Q's sq
16. P to K B's 4th
17. Kt to K B's 3rd
18. B takes Kt 14. B to Q's 3rd 15. Q to K R's 5th 16. B to K Kt's 5th 17. Q to K R's 4th 18. B takes B
19. B to Q Kt's 3rd
20. P to K R's 3rd
21. K to K R's sq
22. K to K R's 2nd 18. B takes Kt 19. Kt to K's 4th 20. Q Kt to K Kt's 5th 21. Q to Q B's 4th (ch.) 22. Kt to K B's 7th (ch.) 23. Q Kt to K's 5th 24. Kt takes B 23. R to K B's 3rd 24. Q takes Kt

25. Q to K's 3rd

25. Kt to K's 5th

40. QR to K's 7th

26. Q to K's 4th (ch.) 26. Q to K B's 4th 27. Q takes Q (ch.) 27. R takes Q 28. P to K Kt's 4th 29. P to K B's 5th 30. Kt to K Kt's 6th 28. R to K B's 3rd 28. R to K B's 3rd
29. R to K's 5q (c)
30. R to K's 7th
31. R takes Kt (d)
32. K takes P
33. R takes Q B P
34. B to Q's 5th
35. R takes Q K P
36. R takes Q R P
37. P to Q R's 4th (e)
38. K to K Kt's 4th
39. K to K I's 5th
40. P to Q R's 5th 31. R to Q's 8th 32. P takes R (ch.) 33. R to Q's 7th
34. K R to K B's 7th
35. R takes Q B P
36. R takes Q Kt P 37. P to K R's 4th
38. P to K R's 5th (ch.) (f)
39. R takes K Kt P (ch.)

#### 40. P to Q R's 5th And White resigns.

(a) We much prefer P to Q R's 3rd, and then Kt to K B's 3rd. (b) P to K B's 4th would, perhaps, have been more attacking.

(c) From this point to the end the game is conducted by Mr. Morphy in a very masterly style.

(d) Black's Rook and Bishop are so advantageously placed, that the sac-

rifice of the Rook was perfectly sound.

(e) We beg our readers will bestow close attention on this move; it appears

most unimportant, but is a link in the chain of the combination of high value, and brings the game to a speedy and successful termination.

(f) Mr. Barnes was evidently impressed with the idea that moving the King either to R's 2nd or Kt's 4th would be equally disadvantageous for Black, overlooking the effect of K to R's 5th, in case the latter move were adopted, whether the Bishop were exchanged for the Rook or not.

#### GAME XXXII.

Between Morphy and Barnes.

#### IRREGULAR OPENING.

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

20. K R to K's sq .

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

WHITE, Mr. B.

1. P to K B's 3rd (a) 2. P to K's 3rd

21. P to Q B's 5th

22. Q R to Q's sq

23. R takes R

24. B to Q R's 4th

25. R to Q's sq

27. Kt to K B's 2nd

28. K to K B's sq

29. B takes R

30. K to K's sq

31. K to Q's 2nd

32. B takes R

34. K to K K's sq

35. K to K K's sq

36. K to K's sq

37. K to Q S 2nd

38. K to K K's 3rd

39. B takes Kt

30. K to K's 3rd

30. K to K's 3rd

31. K to Q S 2nd

34. P to K K's 3rd

35. K to K B's 2nd

36. K to Q B's 3rd

37. K to Q's 4th

39. P takes P

40. P to Q R's 4th

41. K to K's 4th

42. K to C's 2nd

43. K to K's 4th

43. K to K's 4th

44. K to K's 4th

45. K to K's 4th

46. K to K's 4th

47. K to C's 2nd

48. K to K's 4th

49. K to K's 4th

40. R to C's 2nd

40. K to K's 4th

41. K to K's 4th

42. K to C's 2nd

43. K to K's 4th

44. Kt to K B's 2nd 45. Kt to K's 4th

49. K to Q B's 7th

50. Kt takes Q Kt P

46. K to K's 5th 47. Kt to K Kt's 4th (ch.) 48. K to Q's 6th

21. B to K's 3rd

22. Kt to Q B's 3rd

And Black resigns.

(a) Mr. Morphy is very well acquainted with all the book openings, and Mr. Barnes, probably, adopted this unusual mode of defence, in order to at once throw his adversary on his own resources.

(b) White might have won the piece here by P to K Kt's 4th, but thought, no doubt, that thereby his King would be too much exposed. The move in

the text is a good one, and wins a clear Pawn.

(c) This was compulsory.

(d) Mr. Barnes conducted the whole game with both skill and prudence.

#### GAME XXXIII.

Between Morphy and Baucher.

### KING'S GAMBIT.

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

9. Q to K's 2nd (ch.)
10. Kt to B's 6th (ch.)

BLACK. Mr. M.

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. Kt to K B's 3rd
6. Kt takes K P
7. Kt to Kt's 6th

8. Kt takes R (a)
9. Q to K's 2nd
10. K to Q's sq

11. K takes B 12. K to Q's sq 13. B takes Kt (b) 11. B takes Q B P (ch.) 12. Kt to Q's 5th (ch.) 13. Kt takes Q 14. P to Q's 3rd (c) 14. Q to K Kt's 4th 15. R to K Kt's sq 16. B to K's 3rd 17. Kt to Q B's 3rd 18. Kt to K Kt's 6th 15. Q to K B's 4th 16. Kt to Q B's 3rd 17. B to K's 2nd 18. Castles 19. B to K B's 3rd 20. P to Q's 4th 21. K to Kt 22. P takes Kt 19. Kt to K B's 4th (d) 20. Kt takes K R P 21. Kt takes B 22. P to Q's 4th 23. R to Q B's sq 23. Kt to Q Kt's 5th 24. P to Q B's 4th 25. P takes P 24. K to Q's 2nd 25. B takes P 26. B to Q's 3rd 27. B to K's 3rd 26. Kt to Q B's 3rd 27. Q to K B's 5th (ch.) 25. K to B's 2nd
29. B to Q's 2nd
30. K to K's sq
31. K R to K's sq
32. Kt to K's 4th
33. B to K B's 4th 28. Q to Q Kt's 5th 29. K to R's sq 30. Kt to Q's 5th (ch.) 31. Kt to B's 6th 32. P to Q's 5th (e) 33. Q to K's 2nd 84. Kt to K's 4th 85. P takes B 34. B takes Kt
35. Kt to Q B's 5th
36. P to Q Kt's 4th (f)
37. Kt takes K P 36. R to Q B's sq 37. P to K's 5th 38. Q takes P (ch.)
39. R to Q's sq
40. Q to R's 6th 38. K to R's sq 89. R to Q B's 7th 40. P to K B's 4th 41. K to Kt's sq 41. R to Q B's 2nd 42. Kt to Q B's 5th 48. R to Q Kt's sq 44. B to Q R's 6th 42. R to K B's sq 43. R to K B's 2nd 44. P to Q Kt's 3rd

#### And White resigns.

## (a) The line of play recommended here is:

8. Q to K's 2nd (ch.)

9. B to K's 2nd 9. Q to Q Kt's 5th (ch.)
10. B to Q's 2nd 10. Q to Q Kt's 3rd, &c.

(b) This mode of play is not usual, but Black gains by it a full equivalent for his lost Queen, and as White cannot retard the development of Black's pieces on the right wing, the latter's game might be taken for choice.

(c) R to K is also an effective move.

(d) The game of the second player is now well developed. His pieces are ready to act in combination, and he has the advantage both in force and position.

(e) White prosecutes the attack with undeniable spirit and energy, and it might have proved successful against a less formidable antagonist.

(f) B to K B's 4th might also have been played with advantage, as White would have incurred the loss of his Queen if he had ventured on capturing the Knight.

#### GAME XXXIV.

Between Morphy and Journoud.

## SICILIAN DEFENCE.

WHITE	. Mr. M.		BLACK.	Mr. J.
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		8.	P to K's 4t	h
4. KB to	Q B's 4th	4.	B to K's 2n	đ
5. P to Q	B's 3rd	5.	P to Q's 3r	d
6. Q to Q	Kt's 3rd	6.	P takes P	
7. K B tak	ces P (ch.)	7.	K to B's sq	
S. Q Kt ta		8.	Kt to Q B's	3rd
9. B takes	Kt	9.	R takes B	
10. Castles		10.	Q to K's sq	
11. Kt to K	Kt's 5th	11.	B takes Kt	
12. B takes	В	12.	B to K's 3r	d
13. Kt to Q	's 5th	13.	P to K R's	3rd
14. P to K	B's 4th	14.	Q to Q's 2n	d
15. P takes	K P (dis. ch.)	15.	K to K's so	l

16. Kt to Q B's 7th (ch.)
17. Q takes B (ch.)

And Black resigns.

16. Q takes Kt

#### GAME XXXV.

The following game was played by consultation at the London Chess Club, between Messrs. Morphy and Mongredien (the President of the Club), and Messrs. Medley (the Secretary) and Herr Lowenthal:

## PHILIDOR'S DEFENCE.

white. Medle	y & L.	BLACK. Morphy & Mong.
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. P to K B's 4th
4. P to Q's 4th		4. Kt to Q B's 3rd
5. P takes K P		
		5. Q P takes P
6. Q takes Q (ch.)		6. Kt takes Q
7. Kt takes P		7. P takes P
8. Q B to Q's 2nd		8. K B to Q's 3rd
9. B to Q B's 3rd		9. Kt to K B's 3rd
10. P to K R's 3rd		10. B to K's 3rd
11. Q Kt to Q's 2nd		11. Castles
12. Castles K R		12. Kt to Q's 4th
13. B takes Kt		13. B takes B
14. Q Kt to B's 4th (a	1	14. P to Q Kt's 4th (b)
15. Kt takes B	,	15. P takes Kt
16. K R to Q's sq		
17 D to b D / 35		16. P to K's 6th (c)
17. P takes P (d)		17. B takes K Kt's P
18. K takes B		18. P takes Kt
19. B takes P		19. Kt to Q B's 3rd

20. B to Q's 4th (e) 20. Q R to K's sq (f) 21. K R to Q's 2nd (g) 22. Q R to K's sq (i) 23. K to R's 2nd 21. Q R to K's 3rd (h) 22. R to K Kt's 3rd (ch.) 23. K R to K B's 6th 24. R to Kt's 2nd 24. Kt takes B 25. P takes Kt 25. R to K R's 3rd 26. R to K's 7th 27. K to Kt's sq 28. K to B's 2nd 26. K R takes P (ch.)
27. R to R's 8th (ch.)
28. R to K B's 3rd (ch.)

30. R to K's Sth (ch.) 30. R to B's sq And the game was, by mutual consent, abandoned as drawn.

(a) The best line of play, threatening to take off the Bishop, which occupied so commanding a Diagonal, and giving Rook a free range, when played to Queen's square.

(b) This loses a valuable Pawn. They should have played Q B takes Kt.

White, however, in any case, would have had a slight advantage.

(c) The only move, and one that gave Black a chance to draw the game

if it were not properly opposed.

(d) The White allies did not sufficiently consider this move, otherwise they would not have missed the opportunity they had of securing a manifest advantage, as follows: 17. P takes P (ch.) (best)

 R takes B
 K to B's sq 19. R takes P

29. K to K's 2nd

18. P takes Kt 19. R to Q B's sq

29. R to B's 2nd

If

19. Kt to Q B's 3rd
20. R takes Q Kt's P, and Black's K B P cannot be long maintained. 20. R takes Q Kt P 20. R to Q B's 2nd

21. QR to Q's sq

And Black's advanced Pawn must eventually be lost.

(e) The correct move was B to K B's 4th, retaining the advantage of the Pawn with the better position.

(f) Well played. Taking prompt advantage of White's last move.
(g) The only move to avoid the loss of a Pawn.

(h) Black might have immediately regained the Pawn by the following line of play, viz: 21. Kt takes B

22. P takes Kt (best) 22. R to K's 6th And then K R to K B's 6th; but they, probably, apprehended danger from

the advance of the Queen's Pawn. (i) This, on examination, will be found the correct move.

#### GAME XXXVI.

# Between Morphy and Barnes.

## PHILIDOR'S DEFENCE.

BLACK. Mr. M. Mr. B. WHITE. 1. P to K's 4th 1. P to K's 4th 2. Kt to K B's 3rd P to Q's 3rd
 P to K B's 4th 3. P to Q's 4th 4. P takes K P 4. K B P takes P 5. Kt to Kt's 5th 5. P to Q's 4th 6. P to K's 6th 6. B to Q B's 4th 7. Q to K B's 3rd 7. Kt to K B's 7th

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

And White resigns.

(a) The last move of Mr. Barnes was highly objectionable, permitting Mr. Morphy to form this admirable combination, which places victory in his hands. (b) The sacrifice of the Queen was forced as Black threatened B to Q Kt's 5th (ch.) &c.

## GAME XXXVII.

# Between Morphy and Bird.

Detween .	morphy and Dird.
EVA	.NS' GAMBIT.
wніте. Mr. M.	BLACK. Mr. B.
1. P to K's 4th 2. Kt to K B's 3rd	1. P to K's 4th 2. Kt to Q B's 3rd
3. K B to Q B's 4th	3. K B to Q B's 4th
4. P to Q Kt's 4th	4. B takes Kt P
5. P to Q B's 3rd	5. B to Q B's 4th
6. P to Q's 4th	6. P takes P
7. P takes P	7. B to Q Kt's 3rd
8. Castles (a) 9. P to Q's 5th	8. P to Q's 3rd 9. Kt to Q R's 4th
10. P to K's 5th	10. Kt takes B
11. Q to Q R's 4th (ch.)	11. B to Q's 2nd
12. Q takes Kt	12. P takes P
13. Kt takes P	13. Q to K B's 3rd (b)
14. Kt takes B	14. K takes Kt (c)
15. Q to K Kt's 4th (ch.)	15. K to K's sq
16. Q B to K Kt's 5th 17. Kt to Q B's 3rd	16. Q to K Kt's 3rd (d) 17. Kt to K B's 3rd
18. Q R to K's sq (ch.)	18. K to B's sq
19. Q to Q Kt's 4th (ch.)	19. K to Kt's sq
20, B takes Kt	20. Q takes B
21. Kt to K's 4th	21. Q to K Kt's 3rd
22. K to R's sq	22. P to K R's 4th
23. P to K B's 4th	23. P to K R's 5th
24. P to K B's 5th 25. R to K B's 4th	24. Q to K R's 4th
26. Kt takes P (ch.)	25. P to K B's 3rd 26. P takes Kt
PO. ILO OUNCO E (OII.)	PO. I WAKES IX

27. R to K Kt's 4th (ch.)	27. Q takes R
28. Q takes Q (ch.)	28. K to B's sq
29. R to K's 6th	29. R to K R's 3rd
30. Q to K B's 4th	30. K to Kt's 2nd

31. R to K's 7th (ch.), and wins.

(a) Boden, in his "Popular Introduction," has suggested B to Q Kt's 2nd here, a move well worthy the attention of the student. A close examination of it has satisfied us that it is correct.

(b) This exposes Black to an immediate attack; the better move would

have been K Kt to B's 3rd.

(c) Taking the Rook with Queen would have been impolitic, for in that

case the Queen would have been in danger of being captured.

(d) If Black had ventured to take the Rook, he would have been mated

in eight moves, as follows:

	10. Q takes K
17. R to K's sq (ch.)	17. Kt to K's 2nd (best)
18. R takes Kt	18. K to B's sq
19. R takes P (ch.)	19. K takes R
20. Q to K's 6th (ch.)	20. K to B's sq
21. B to K's 7th (ch.)	21. K to K's sq
22. B to K B's 6th (dis. ch.)	22. K to B's sq
23. Q to K's 7th (ch.)	23. K moves.
24. Q mates.	

#### GAME XXXVIII.

# Between Morphy and Barnes.

### PHILIDOR'S DEFENCE.

WHITE. Mr. M.	BLACK. Mr. B.
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. B to Q B's 4th (a)	4. B to K's 2nd (b)
5. P to Q B's 3rd	5. P to Q's 6th
6. Q to Q Kt's 3rd	6. B to K's 3rd
7. B takes P	7. P takes B
8. Q takes Q Kt P	8. Kt to Q's 2nd
9. Q to Q Kt's 5th	9. Kt to K B's 3rd
10. Kt to K Kt's 5th	10. R to Q Kt's sq
11. Q to Q R's 4th (c)	11. Castles
12. Kt takes K P	12. Kt to Q B's 4th (d)
13. Kt takes Kt	13. P takes Kt
14. Q to Q B's 4th (ch.)	14. K to K R's sq
15. Castles	15. Kt to K Kt's 5th
16. P to K B's 4th	16. P to Q's 7th
17. B takes P	17. QR takes QKt P
18. P to K R's 3rd	18. R takes B
19. Kt takes R	19. Kt to K's 6th
20. Q to K's 2nd	20. Kt takes R
21. R takes Kt	21. Q to Q's 2nd
22. Kt to Q B's 4th	22. Q to Q Kt's 4th
23. P to K's 5th	23. B to K R's 5th
24. P to K B's 5th	24. B to K's 2nd
95 O to W Kto Ath	25 O to O's 2nd

26. R to Q's sq (e) 27. Q takes Q 28. R to Q's 7th 29. P to K's 6th

26. Q takes K B P 27. R takes Q 28. B to K B's sq

#### And Black resigns.

(a) This mode of resolving the opening into a Scotch game is quite sound. Our readers may remember that it was adopted in one of the consultation games between Staunton and Lowenthal at the St. George's.

(b) Kt to K B's 3rd is the correct play.

(c) Keeping the Knight confined and powerless to defend the threatened King's Pawn.

 (d) Under the circumstances this was the proper move.
 (e) Finely played; the sacrifice of the Pawn and exchange of the Queens renders Black unable to stop the King's Pawn from Queening, excepting with the loss of a piece.

#### GAME XXXIX.

# Between Morphy and Kipping.

#### EVANS' GAMBIT.

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

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

30. R to K's 4th (ch.), and wins.

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

29. K to B's 5th

(a) Black might have taken Kt with Queen without fear. Had White continued the attack (as he probably intended to have done) with B takes K B's (ch.), K moves to Bishop's square, and the position in no wise compensates him for the loss of the piece.

(b) If Black had played P to Q B's 4th, White would have captured B

with R, and thus gained an advantage.

(c) Attempting to save the Bishop would have cost the game at once.
(d) Had Black taken the Bishop, White would have retaken the Pawn with Kt, and won without difficulty.

#### GAME XL.

# Between Morphy and Medley.

KING'S GAMBIT.

BLACK. Mr. Medley. WHITE. Mr. Morphy. 1. P to K's 4th 1. P to K's 4th 2. P takes P 2. P to K B's 4th 8. P to K Kt'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 (b) 4. P to K Kt's 5th 5. Kt to K B's 3rd (a)
6. P to Q's 4th
7. B to Q's 3rd 7. P takes P 8. Kt to K R's 4th (c) 8. P to Q's 4th 9. Kt to Q B's 3rd (d) 10. Kt to K's 2nd 9. B to K B's 4th (e) 10. Q to K B's 3rd
11. Kt to Kt's 6th
12. Kt takes Kt
13. B checks (g) 11. Q Kt takes P 12. Kt to R's 5th (f) 13. B to K Kt's 5th 14. Q to Q's 3rd 15. K Kt to Kt's 2nd 16. Kt takes R 14. P to Q B's 3rd 15. Castles 16. R takes B (h) 17. Kt to K's 2nd 17. Q takes P 18. R to K 18. P to K R's 4th 19. Q to B's 3rd 20. B checks 21. P takes P 22. Kt takes P 19. R to R's 2nd 20. P to B's 3rd 21. P takes P 22. Kt takes Kt

(a) The old line of defence, and the one laid down in the books, is P to K R's 4th. It originated with Cozio, and was analyzed fully by Allgaier and Kieseretzky, and until lately was considered the best that could be adopted. Cozio, in his "II Giuoco degli Scacchi," 1766, also recommends Q to K's 2nd here, and proves that Black thereby gets the better game. Salvo suggests B to K's 2nd, and Kieseretzky P to Q's 3rd. Philidor, in his analysis, gave the move in the text, Kt to K B's 3rd, and considered it led to an even game, but no great attention was paid to it by analysts. The following variation was given in the German Handbook, was repeated by Staunton in his Handbook, and accepted as satisfactory:

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

23. B takes Kt. and wins

6. Q to K's 2nd 6. P to Q's 3rd 8. Q takes K P (ch.) 9. Q takes Q (ch.) 10. P to Q's 4th

And White has the better game.

It was not until the match between Lowenthal and Harrwitz that denotice was taken of the move, Kt to K B's 3rd. The former played it ve

successfully against his opponent, and the opinion now entertained is that it furnishes the best defence against the attack. Staunton subsequently adopted it versus Heydebrand, and with success.

(b) Kt takes K P is generally preferred.

(c) We have elsewhere, in opposition to Mr. Staunton, who in the "Chess Player's Chronicle," vol. 1553, fol. 347, declares this the best move, given it as our opinion that Q to E's 2nd is the correct defence; the Kt afterwards can be played to the K E's 4th with much greater effect.

(d) A novelty, and one that deserves consideration.
 (e) It is questionable whether Black might not here have played Kt to

Kt's 6th, with safety. Suppose:

10. B takes P (best)11. Q to K's 2nd12. K to Q's sq

WHITE.

 9. Kt to Kt's 6th
 10. Kt takes R
 11. Q takes P (ch.)
 12. Q to K B's 7th, With safe game.

(f) Ingenious, and productive of a most interesting game.

(g) We consider that Q to Kt's 2nd would have been better play.

(h) All this is finely played by Morphy.

Mr. R.

#### GAME XLI.

# Between Morphy and Riviere.

#### RUY LOPEZ OPENING.

1.	P to K's 4th
2.	Kt to K B's 3rd
	KB to QKt's 5th
4.	K B to O R's 4th
5.	K B to Q R's 4th Kt to Q B's 3rd (a)
6.	P to Q's 3rd
7.	Q B to K's 3rd
S	P takes B
9.	Castles
10.	B takes Kt
11.	Q to K's sq
12.	Kt to K R's 4th
13	Kt to K R's 4th Q R to Q's sq
14.	P to Q's 4th
15.	P to K R's 3rd
16.	R to K B's 3rd
17.	Q R takes P (b)
18.	P to Q R's 4th
19.	R to Q's 2nd
20.	Kt to O's 5th
21.	P takes B
22	R to K's 2nd
23.	P to Q B's 4th R to K B's 4th
24,	R to K B's 4th
25.	Kt to K B's 3rd
26.	Kt to Q's 2nd
27.	Q takes Kt
28.	Q to Q R's 5th Q takes R P R takes R
29.	Q takes R P
80.	R takes R

Mr. M. BLACK. 1. P to K's 4th 2. Kt to Q B's 3rd 3. P to Q R's 3rd 4. Kt to K B's 3rd 5. K B to Q B's 4th 6. P to K R's 3rd 7. B takes B S. P to Q's 3rd 9. Castles 10. P takes B 11. B to K's 3rd 12. P to K Kt's 3rd Q to K's 2nd 14. Q R to K's sq. 15. B to Q B's 5th 16. P takes P 17. B to Q Kt's 4th 18. P to Q B's 4th 19. B to Q B's 3rd 20. B takes Kt 21. Kt to K's 5th 22. Q to K's 4th 23. R to Q Kt's sq 24. K R to K's sq 25. Q to K Kt's 2nd 26. Kt takes Kt 27. R to Q Kt's 6th 28. P to K B's 4th 29. R takes Q Kt P 30. Q takes R

31. Q to Q B's 6th	81. R takes K P
32. Q takes Q B P	32. R to K's 8th (ch.
33. K to R's 2nd	33. Q to K's 4th
34. Q to Q's Sth (ch.)	34. K to B's 2nd
35. Q to Q's 7th (ch.)	35. K to B's 3rd
36. O to O's 8th (ch.) (c)	

And the game was drawn.

(a) This is not the correct move, it only gives Black the opportunity of bringing his K B into play. P to Q B's 3rd is the proper play.
 (b) Taking with the Pawn would have lost the Pawn at K's 4th.

(c) This being the first game contested between these gentlemen, great caution was observed on both sides. Considering the antagonist to whom he was opposed, Mons. de Riviere deserves much credit for the able manner in which he conducted his game.

#### GAME XLII.

Between Morphy and De Riviere.

### EVANS' GAMBIT.

WHITE. Mr. M.	BLACK. M. de R.
1. P to K's 4th	1. P to K's 4th
2. K Kt to K B's 3rd	2. Q Kt to Q B's 3rd
3. K B to Q B's 4th	3. K B to Q B's 4th
4. P to Q Kt's 4th	4. K B takes Kt P
5. P to Q B's 3rd	5. K B to Q B's 4th
6. Castles	6. P to Q's 3rd
7. P to Q's 4th	7. P takes P
8. P takes P	8. K B to Q Kt's 3rd
9. Q Kt to Q B's 3rd	9. K Kt to K B's 3rd
10. P to K's 5th	10. P to Q's 4th
11. P takes Kt	11. P takes B
12. P takes K Kt P	12. KR to KKt's sq
13. K R to K's sq (ch.)	13. Q B to K's 3rd
14. P to Q's 5th	14. Q to K B's 3rd
15. Q B to K Kt's 5th	15. Q takes Q Kt
16. Ptakes B	16. Q to Q's 6th
17. P takes P (double ch.)	17. K takes P
18. R to K's 7th (ch.)	18. K to Kt's 3rd
19. Q to K's sq	19. Q to Q's 4th
20. Q R to Q's sq	20. Kt to Q's 5th
21. QR takes Kt	21. B takes R

And Black surrendered.

22. Q to Q Kt's sq (ch.)

#### GAME XLIII.

Between Morphy and De Riviere.

#### EVANS' GAMBIT.

WHITE. Mr. M.	BLACK. M. de R.
1. P to K's 4th 2. K Kt to K B's 3rd 3. K B to Q B's 4th	1. P to K's 4th 2. Q Kt to Q B's 3rd 3. K B to Q B's 4th

4. P to Q Kt's 4th 5. P to Q B's 3rd 6. Castles 7. P to Q's 4th 8. P takes P 9. P to Q's 5th 10. P to K's 5th 11. P to K's 6th 12. P takes P 13. K Kt to Kt's 5th 14. Q to K R's 5th (a) 15. K Kt to K B's 7th 16. P takes R (ch.) 17. K B to Q's 3rd 18. Q B to K Kt's 5th 19. K R to K's sq 20. Q B takes K Kt 21. Q to K Kt's 4th 22. Q Kt to Q B's 3rd (b) 23. K to R's sq 24. R takes B 25. R to K B's sq 26. Kt to Q Kt's 5th 27. Q to K Kt's 3rd 28. B to Q B's 2nd 29. B to K Kt's 6th 30. B to K B's 5th 31. Kt to Q's 6th 32. B to Q B's 8th 33. B to K B's 5th 34. B to K Kt's 6th 35. Kt to K B's 5th 86. Kt takes R (ch.) 87. P takes Q 88. Kt takes B 89. P to Q R's 3rd 40. K to Kt's sq 41. R to K B's Sth 42. R to Q B's 8th 43. K to B's 2nd

4. K B takes Kt P 5. K B to Q B's 4th 6. P to Q's 3rd 7. P takes P 8. K B to Q Kt's 3rd 9. Q Kt to K's 2nd 10. Q Kt to K Kt's 3rd 11. P takes P 12. K Kt to K's 2nd 13. Castles 14. P to K R's 3rd 15. R takes Kt 16. K to R's 2nd 17. Q B to K's 3rd 13. QB takes doubled KBP
19. K to Kt's sq
20. Kt takes B 21. Q to K B's sq 22. B takes K B P (ch.) 23. B takes R 24. P to Q's 4th
25. R to Q's sq
26. P to Q B's 4th
27. P to Q B's 5th
28. Kt to Q B's 3rd
29. R to Q's 2nd
30. R to K's 2nd
31. O C K't's 2nd 31. Q to Q Kt's sq 32. Kt to Q's sq 33. P to Q Kt's 4th 34. B takes B 35. Q takes Q 36. K to R's 2nd 30, K to K's 2nd 37, P to Q's 5th 38, K takes Kt 89, P to Q B's 4th (c) 40, Kt to Q B's 3rd 41, P to Q B's 6th 42, Kt to K's 4th 43, Kt to Q B's 5th 44, P to Q B's 7th

And White resigned.

(b) Overlooking, apparently, the somewhat obvious purpose of Black's last

move.

44. K to K's 2nd

(c) These are terrible Pawns now

<sup>(</sup>a) The attack now seems irresistible; but M. de Riviere manages to repel it very cleverly.

#### GAME XLIV.

Between Morphy and Boden.

RUY LOPEZ KNIGHT'S GAME.

Mr. M. WHITE. 1. P to K's 4th 2. Kt to K B's 3rd 3. B to Q Kt's 5th 4. P to Q B's 3rd 5. Castles 6. P to Q's 4th 7. Kt to Q R's 3rd 8. Q Kt to Q B's 4th 9. Q Kt to K's 3rd 10. Q Kt to K B's 5th 11. K B to Q R's 4th 12. Q Kt to K's 3rd 13. P to Q's 5th 14. P takes P 15. Q Kt to Q B's 4th 16. P to Q Kt's 3rd 17. Q to Q's 3rd 18. Q B to R's 3rd 19. Q takes B 20. Q R to Q's sq 21. Q R to Q's 3rd 22. K to R's sq 23. Q B to Q B's sq 24. P to K Kt's 4th 25. P to K R's 3rd 26. K R to K Kt's sq 27. K Kt to R's 4th 28. Q R to K Kt's 3rd 29. Kt to B's 5th 30. P takes Kt 31. K R to Kt's 2nd 32. Q to K Kt's 4th 33. Q to K R's 5th 34. K R to K B's 3rd 35. Q to R's 6th 36. K R takes P 37. Q takes B 38, Q takes K P 39, Q to K's 3rd 40, P takes P 41. Q to K's 2nd 42. Q B takes P 43. Q to Q's 2nd 44. P to Q Kt's 4th 45. QB to R's 6th 46. K to Kt's sq 47. Q B to Kt's 5th 48. Q to K B's 4th 49. Q to Q B's sq

50. Q B to R's 6th 51. R takes R (ch.)

Mr. B. BLACK. I. P to K's 4th 2. Kt to Q B's 3rd 3. B to Q B's 4th 4. Q to K's 2nd 5. P to K B's 3rd 6. B to Kt's 3rd 7. Q Kt to Q's sq 8. Q Kt to K B's 2nd 9. P to Q B's 3rd 10. Q to K B's sq 11. P to K Kt's 3rd 12. P to Q's 3rd 13. Q B to Q's 2nd 14. P takes P 15. Q R to Q B's sq 16. Q B to K's 3rd 17. Q to K's 2nd 18. B takes Kt 19. K to B's sq 20. P to Q B's 4th 21. K Kt to R's 3rd 22. K to Kt's 2nd 23. KR to KB's sq 24. K Kt takes Kt P 25. K Kt to R's Srd 26. K to R's sq 27. K R to K Kt's sq 28. P to K Kt's 4th 29. Kt takes Kt 30. Q to Q Kt's 2nd (ch.) 31. I' to K's 4th 32. Kt to R's 3rd 33. Kt takes B P 34. Kt to Kt's 2nd 35. B to Q's sq 36. B takes R 37. Q R to K B's sq 38. Q R to B's 4th 39. P to Q's 5th 40. Q R to B's 6th 41. P takes P 42. P to Q's 6th 43. Q to Q's 4th 44. K R to K B's sq 45. Q R takes R P (ch.) 46. K R to K Kt's sq 47. Q to Q's 5th 48. Q to K P's 8th (ch.)
49. Q to K's 4th
50. Kt to K's sq
51. K takes R

52. K B to Kt's 3rd (ch.) 53. Q B to K B's 4th

54. Q B to Kt's 3rd 55. Q to Q's sq

56. Q takes P 57. K to Kt's 2nd

52. K to R's sq 53. Q to K Kt's 2nd (ch.) 54. R to R's 4th (ch.) 55. R to K's 4th 56. R to K's 8th (ch.)

And after a few more moves the game was abandoned as drawn.

#### GAME XLV

Between Morphy and De Riviere & Journoud, consulting together.

# EVANS' GAMBIT.

The Allies. WHITE.

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

6. Castles

7. P to Q's 4th 8. P takes P 9. Q B to Q Kt's 2nd

10. Q Kt to Q's 2nd
11. P to K's 5th
12. P takes P
13. Q Kt to K's 4th
14. K Kt to Kt's 5th

15. K Kt takes B

16. Q to K Kt's 4th (a)
17. Q R to Q's sq
18. Q takes K P

19. B takes Kt 20. Q R takes Kt
 21. Q B takes R
 22. R to K's sq

23. B to K B's 3rd

24. Q to Q B's 4th 25. P to K's 6th (b) 26. Q to Q R's 4th

27. Q to Q B's 2nd 28. Q to K Kt's 6th

29. Q to K's 4th 30. P to K Kt's 3rd 31. R to K's 2nd 32. B to K R's 5th

33. B to K R's 7th

34. Q to Q B's 2nd 35. Q to K's 4th 36. Q to Q's 5th 37. P takes P 38. B to K Kt's 6th

39. B to Q Kt's sq 40. Q to K B's 5th 41. Q to K Kt's 6th BLACK. Mr. M.

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

4. K B takes Kt P

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

9. K Kt to K B's 3rd

10. Castles

11. P takes P 12. K Kt to Q's 4th

13. Q B to K's 3rd 14. P to K R's 3rd

15. P takes Kt
16. K to R's sq
17. K R to K B's 5th
18. K R takes Kt

19. Kt to Q's 5th 20. K R takes R

21. B takes B 22. Q to K Kt's 4th

23. R to K B's sq 24. P to Q B's 4th 25. Q to K's 2nd 26. Q to K R's 5th

27. Q to K's 2nd

28. R to K B's 3rd 29. R to K B's sq 30. P.to Q Kt's 4th 31. P to Q Kt's 5th

32. P to Q R's 4th

32. P to Q R's 4th 33. P to Q R's 5th 34. R to Q R's sq 35. R to Q Kt's sq 36. P to Q Kt's 6th

37. P takes P 38. P to Q Kt's 7th 39. R to Q's sq 40. P to K Kt's 4th

41. B to K B's 3rd

42. K to Kt's sq

43. B to K Kt's 2nd 44. K to B's sq 45. R to Q's Sth (ch.)

46. B to K B's 3rd

50. Q to Q Kt's 2nd

47. B to Q's 5th 48. K to Kt's sq 49. K to R's sq

42. Q takes K R P (ch.)
43. Q to K Kt's 6th (ch.)
44. Q to K R's 7th (ch.)
45. P to K R's 4th
46. K to Kt's 2nd
47. P takes P

47. P takes P 48. Q to K B's 5th (ch.) 49. Q to K Kt's 6th (ch.) 50. R to K's 4th 51. P to K's 7th

51. P to K's 7th

#### And Black surrendered.

(a) Very well played.
(b) Cleverly conceived. If Black venture to take the Bishop, he must inevitably lose.

#### GAME XLVI.

# Between Morphy and Barnes.

## PHILIDOR'S DEFENCE.

	PHILLIDO
	BLACK. Mr. B.
1.	P to K's 4th
2.	K Kt to K B's 3rd
3.	P to Q's 4th
4.	Q takes P
o.	Q B to K's 3rd
77	Q to Q's 2nd K B to Q's 3rd
6.	C 17440 O Dia 2nd
0.	Q Kt to Q B's 3rd Castles (K R)
J.	D to K D's 2nd
11	P to K R's 3rd P to K Kt's 4th
10	K Kt to K R's 2nd
12.	P takes P
14	P to K R's 2rd
15	P to K B's 3rd K to Kt's 2nd K R to K R's sq
16	K R to K R's so
17	K Kt to K B's so
18.	K Kt to K B's sq K Kt to Kt's 3rd
19.	Q Kt to Q's 5th
20.	K Kt to K R's 5th (ch.)
91	O.P. to O's sa
22.	K B to K's 2nd K to B's 2nd
23,	K to B's 2nd
24.	Q Kt takes K B
25.	O takes O P
26.	Q takes Q (ch.) (a) K Kt to K Kt's 3rd
27.	K Kt to K Kt's 3rd
28.	Q R to Q's 6th
29.	Q R to Q's 2nd
30.	P to K B's 4th

31. Q B takes P

32. Q B to K R's 6th 33. K to K's 3rd 84. Kt to K B's 5th

1. P to K's 4th 2. P to Q's 3rd 3. P takes P 4. B to Q's 2nd 5. Q Kt to Q B's 3rd 6. Kt to K B's 3rd 7. K B to K's 2nd 8. Castles 9. P to K R's 3rd 10. K Kt to K R's 2nd 11. P to K R's 4th 12. P takes P 13. Q Kt to K's 4th 14. P to K Kt's 4th 15. P to Q B's 4th 16. K to Kt's 2nd 17. K R to K R's sq 18. P to K B's 3rd 19. K Kt to K B's sq 20. K to B's 2nd 21. K Kt to K Kt's 3rd 22. K Kt to K R's 5th (ch.) 23. B to Q B's 3rd 24. Q takes Kt 25. P to Q Kt's 3rd 26. K takes Q 27. K to B's 2nd 28. K to K's 2nd 29. K to B's 2nd 30. P takes P 31. K Kt to K Kt's 3rd 82. K R to K's 2nd 33. Q R to K R's sq 84. K Kt to K's 2nd

WHITE. Mr. M.

## MORPHY'S GAMES OF CHESS.

35. Kt takes Kt	35. K takes Kt
36. P to K Kt's 5th	36. K to K's 3rd
37. K R to Q's sq	37. P takes P
38. Q R to Q's 6th (ch.)	38. K to B's 2nd
39. K B to R's 5th (ch.)	39. K to K's 2nd
40. Q B takes P (ch.)	40. K to B's sq
41. K R to K B's sq (ch.)	

And wins.

(a) Better, we believe, to have taken the K Kt with K R; the attack then, apparently, would have been quite irresistible.

#### GAME XLVII.

# Between Morphy and De Riviere.

	RUY LOPEZ	KNIGHT'S GAME.
	WHITE. Mr. de R.	BLACK. Mr. M.
1.	P to K's 4th	1. P to K's 4th
	K Kt to K B's 3rd	2. Q Kt to Q B's 3rd
	K B to Q Kt's 5th	3. P to Q R's 3rd
	K B to Q R's 4th	4. K Kt to K B's 3rd
	Q Kt to Q B's 3rd	5. K B to Q B's 4th
	P to Q's 3rd	6. P to K R's 3rd
7.	Q B to K's 3rd	7. B takes B
	P takes B	8. P to Q's 3rd
	Castles	9. Castles
	B takes Kt	10. P takes B
11.	Q to K's sq	11. B to K's 3rd
	K Kt to K R's 4th	12. P to K Kt's 3rd
13.	Q R to Q's sq	13. Q to K's 2nd
	P to Q's 4th	14. Q R to K's sq
	P to K R's 3rd	15. B to Q B's 5th
	K R to K B's 3rd	16. P takes Q P
10	Q R takes P P to Q R's 4th	17. B to Q Kt's 4th 18. P to Q B's 4th
10.	Q R to Q's 2nd	19. B to Q B's 3rd
	Kt to Q's 5th	20. B takes Kt
21	P takes B	21. Kt to K's 5th
	Q R to K's 2nd	22. Q to K's 4th
23.	P to Q B's 4th	23. Q R to Q Kt's sq
	KR to KB's 4th	24. K R to K's sq
	Kt to K B's 3rd	25. Q to K Kt's 2nd
26.	Kt to Q's 2nd	26. Kt takes Kt
27.	Q takes Kt	27. Q R to Q Kt's 6th
28.	Q to Q R's 5th	28. P to K B's 4th
29.	Q takes Q R P	29. Q R takes Q Kt's P
	R takes R	30. Q takes Q
81.	Q to Q B's 6th	31. R takes P
82,	Q takes P at Q B's 7th	32. R to K's 8th (ch.)
	K to R's 2nd	33. Q to K's 4th
25	Q to Q's Sth (ch.)	34. K to B's 2nd
26	Q to Q's 7th (ch.)	85. K to B's 3rd 86. Q to K's 2nd
37	Q to Q's 8th (ch.) Q to K R's 8th (ch.)	37. Q to K Kt's 2nd
38.	Q to Q's 8th (ch)	01. Q to 12 12 to 2 11Q

And the game was drawn.

#### GAME XLVIII.

Between Morphy and Paulsen.

#### IRREGULAR OPENING.

Mr. P. Mr. M. WHITE. BLACK. 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. Kt to K B's 3rd 3. Kt to Q B's 3rd (a)
4. K B to Q Kt's 5th 4. K B to K B's 4th 5. Castles Castles 6. K Kt takes P 6. R to K's sq (b) 7. K Kt takes Kt (c) 7. Q P takes Kt 8. P to Q Kt's 4th (e) 8. K B to Q B's 4th (d) 9. K B to K's 2nd (f) 9. Kt takes K P 10. Kt takes Kt (g) 10. R takes Kt 11. B to K B's 3rd 11. R to K's 3rd 12. P to Q B's 3rd (h) 12. Q to Q's 6th 13. B to Q Kt's 3rd 13. P to Q Kt's 4th 14. P takes R P 14. P to Q R's 4th 15. Q takes R P 15. B to Q's 2nd (i) 16. R to Q R's 2nd (j) 17. Q to Q R's 6th (l) 18. P takes Q 16. Q R to K's sq (k) 17. Q takes B (m) 18. R to K Kt's 3rd (ch.) 19. Q B to K R's 6th 19. K to R's sq 20. B to K Kt's 7th (ch.) 20. R to Q's sq (n) 21. Q B takes P (disc. ch.)
22. B to Kt's 7th (ch.)
23. B to R's 6th (disc. ch.) 21. K to Kt's sq 22. K to K B's sq 23. K to Kt's sq 24. K B takes K B P 24. K to R's sq 25. Q to K B's sq (o) 26. R takes B 27. R to Q R's sq 25. B takes Q 26. R to K's 7th 27. R to K R's 3rd 28. B to K's 6th 28. P to Q's 4th

#### And White resigns.

This was the sixth game between these players in the fourth section of the Grand Tournament of the American Chess Congress.

(a) This seems to be a favorite opening with Mr. Paulsen. The move, though a safe one, is not likely to lead to interesting positions.

(b) Better than 6. Kt takes Kt, in which case White would advance 7. P

to Q's 4th, regaining the piece with the better position.

(c) By retreating 7. Kt to Q's 8rd, White might have preserved his Pawn, but the cramped situation of his game would have amply compensated Black for his loss.

(d) Indirectly protecting his King's Pawn, for suppose 8. Kt takes K P
9. Kt takes Kt
10 B takes K B P (ch.)

10 B takes K B P (ch.) and White keeps his Pawn, since if 10. K takes B, White wins the Rook by 11. Q to K B's 3rd (ch.)

(e) Black might also have played 8. Kt to K Kt's 5th.

(f) If

9. B to Q Kt's 3rd

10. Q to K's sq

with a decided advantage.

(a) If, instead, White play 10. B to K B's 3rd, he loses directly.

10. Kt takes K B P 11. Q to Q's 5th 11. R takes Kt

12. Q to K B's sq (A) 13. Q takes Q

12. Q takes R (ch.) 13. R to K's 8th (mate).

(A)

12. Kt to K's 4th 13. B takes R 14. K to R's sq 15. B to K B's 3rd 12. R takes Kt Q takes R (ch.)
 B to K Kt's 5th
 R to K's sq

#### And wins.

(h) With the idea of playing 13. P to Q's 4th; 12. P to Q's 3rd would have been better, since Black is enabled by his next move to completely shut in White's pieces on the Queen's side.

(i) 15. R to K Kt's 3rd promises more than it would yield.

(j) Intending to proffer the exchange of Queens by playing 17. Q to Q B's 2nd; 16. Q to Q R's 6th would have been much better, compelling Black either to exchange or retreat his Queen.
(k) Threatening mate in two moves by 17. Q takes R (ch.), followed by

18. R to K's Sth. The real object of this move, however, is to enable Black,

if possible, to take the K B with Q.

(1) 17. Q to Q's sq was the proper reply to Black's last move, preventing both the threatened mate and capture of the Bishop.

(m) The winning move, for play as White may, Black must now score

the game.

(n) This, or 20. Q to Q's 3rd (see variation), was the only method of avoiding Black's threatened mate in two moves, by 20. B to K Kt's 7th (ch.), followed by 21. Q B takes K B P (dis. mate). If 20. R to K Kt's sq. Black plays

20. R takes R (ch. 21. K takes R 21. R to K's Sth (ch.) 22. Q to K B's sq 22. R takes Q (mate)

Variation.

20. Q to Q's 3rd ....: 20. P to K B's 4th

Again threatening the mate in two moves.

21. K to B's sq (best) If Black move 21. K to R's sq, White plays 22. Q to K B's 7th, and must win.

22. Q to K B's 4th (A) 22. B takes K B P 23. Q to K Kt's 3rd 23. B takes Q

And wins.

(A) 22. Q to K R's 4th 22. B takes R (best) 23. B to K Kt's 7th (ch.) 23. P to K R's 3rd (best) 24. K to R's 2nd (best) 34. Q B takes K B P

And must win.

(o) The only move.

21. Q to Q B's 4th (ch.)

WHITE Mr. S.

## GAME XLIX.

Between Morphy and Schulten.

KING'S GAMBIT REFUSED.

BLACK, Mr. M.

WHITE. MIT. D.	BLACK. Mr. M.
1. P to K's 4th	1. P to K's 4th
2. P to K B's 4th	2. P to Q's 4th
3. K P takes Q P	3. P to K's 5th
4. Kt to Q B's 3rd	4. Kt to K B's 3rd
5. P to Q's 3rd	5. B to Q Kt's 5th
6. B to Q's 2nd	6. P to K's 6th (a)
7. Q B takes P (b)	7. Castles
8. Q B to Q's 2nd	8. K B takes Kt
9. Kt P takes B	9. R to K's sq (ch.)
10. K B to K's 2nd	10. B to K Kt's 5th
11. P to Q B's 4th (c)	11. P to Q B's 3rd
12. P takes P	12. Q Kt takes P
13. K to B's sq (d)	13. R takes B
14. Kt takes R	14. Kt to Q's 5th
15. Q to Q Kt's sq	15. B takes Kt (ch.)
16. K to B's 2nd	16. Kt to Kt's 5th (ch.)
17. K to Kt's sq (e)	17. Kt to K B's 6th (ch.)
18. P takes Kt	18. Q to Q's 5th (ch.)
19. K to Kt's 2nd	19. Q to K B's 7th (ch.)
20. K to R's 3rd	20. Q takes K B P (ch.)
21. K to R's 4th	- or & miles 11 12 (one)
And Black mates in	three morres
(a) A sacrifice that may be fairly ventu	red in an off-hand game like the
present.	
(b) If 7. Q to K's 2nd	7. Castles
8. Q B takes P (A)	8. R to K's sq
And play as White may, Black must win	a piece.
And play as White may, Black must win	a piece.
• •	a piece.
(A)	a piece.  8. B takes Kt
8. Q takes P	8. B takes Kt
(A) 8. Q takes P 9. Q B takes B	8. B takes Kt 9. R to K's sq
8. Q takes P 9. Q B takes B 10. Q B to K's 5th	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11.
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish	S. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11- op.
8. Q takes P 9. Q B takes B 10. Q B to K's 5th	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. is a probable continuation:
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P.
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following If White take the Bishop, Queen takes Kin	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily.
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following If White take the Bishop, Queen takes Kin 12. K to B's sq (A)	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. 11. Q takes QP. g's Knight's Pawn, winning easily. 12. B takes B (ch.)
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following If White take the Bishop, Queen takes Kin 12. K to B's sq (A)	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A)	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. its a probable continuation: 11. Q takes Q P. ig's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd ne is preferable.
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B  And although minus a Pawn, Black's gam (A) 12. K to B's 2nd	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. 11. Q takes Q P. 12. B takes B (ch.) 13. Kt to Q B's 3rd 14. It is preferable.  14. Q to Q B's 4th (ch.)
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam 12. K to B's 2nd 13. P to Q's 4th	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. its a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q E's 3rd a is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.)
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best)	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. its a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd ne is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.) 14. B takes B
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best) 15. Kt takes B (best)	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd 14 is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.) 14. B takes B 15. Q to K R's 4th
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best) 15. Kt takes B (best)	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd 14 is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.) 14. B takes B 15. Q to K R's 4th
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best)	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd 14 is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.) 14. B takes B 15. Q to K R's 4th
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best) 15. Kt takes B (best) And Black must win. White's proper pla (d) Too late.	8. B takes Kt 9. R to K's sq 10. KKttakes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd ie is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.) 14. B takes B 15. Q to K R's 4th ay was 11. K to K B's 2nd.
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to K's 2nd 13. P to Q's 4th 14. K to K's sq (best) 15. Kt takes B (best) And Black must win. White's proper pla (d) Too late. (e) If 17. K to Kt's 3rd	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. is a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd ne is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.) 14. B takes B 15. Q to K B's 4th ny was 11. K to K B's 2nd.  17. Kt to K B's 4th (ch.)
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best) 15. Kt takes B (best) And Black must win. (d) Too late. (e) If 17. K to K's 3rd 18. K to R's 3rd 18. K to R's 3rd	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. its a probable continuation: 11. Q takes Q P. ig's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd ne is preferable.  12. Q to Q B's 4th (ch.) 14. B takes B 15. Q to K R's 4th ay was 11. K to K B's 2nd.  17. Kt to K B's 4th (ch.) 18. Q or Kt mates.
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best) 15. Kt takes B (best) And Black must win. White's proper pla (d) Too late. (e) If 17. K to Kt's 3rd 18. K to It's 3rd And if 17. K to K's sq	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. its a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd its is preferable.  12. Q to Q B's 4th (ch.) 13. Kt to K's 5th (ch.) 14. B takes B 15. Q to K R's 4th ay was 11. K to K B's 2nd.  17. Kt to K B's 4th (ch.) 18. Q or Kt mates. 17. Q to K R's 5th (ch.)
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K K's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam 12. K to B's 2nd 13. P to Q's 4th 14. K to K's 4q (best) 15. Kt takes B (best) And Black must win. White's proper pla (d) Too late. (e) If 17. K to Kt's 3rd 18. K to R's 3rd And if 17. K to K's 3rd 18. P to K K's 3rd 18. P to K K's 3rd	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. its a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd 12. G to Q B's 4th (ch.) 14. B takes B 15. Q to K R's 5th (ch.) 14. B takes B 15. Q to K R's 4th ay was 11. K to K B's 2nd.  17. Kt to K B's 4th (ch.) 18. Q or Kt mates. 17. Q to K R's 5th (ch.) 18. R to K's sq
8. Q takes P 9. Q B takes B 10. Q B to K's 5th P to K B's 3rd, winning the Queen's Bish (c) If 11. P to K R's 3rd, the following  If White take the Bishop, Queen takes Kin 12. K to B's sq (A) 13. Kt takes B And although minus a Pawn, Black's gam (A) 12. K to B's 2nd 13. P to Q's 4th 14. K to K's sq (best) 15. Kt takes B (best) And Black must win. (d) Too late. (e) If 17. K to K's 3rd 18. K to R's 3rd 18. K to R's 3rd	8. B takes Kt 9. R to K's sq 10. KKt takes QP, followed by 11. op. its a probable continuation: 11. Q takes Q P. g's Knight's Pawn, winning easily. 12. B takes B (ch.) 13. Kt to Q B's 3rd 12. G to Q B's 4th (ch.) 14. B takes B 15. Q to K R's 5th (ch.) 14. B takes B 15. Q to K R's 4th ay was 11. K to K B's 2nd.  17. Kt to K B's 4th (ch.) 18. Q or Kt mates. 17. Q to K R's 5th (ch.) 18. R to K's sq

#### GAME L.

Between Morphy and Schulten.

#### RISHOP'S GAMBIT.

		DIGITOI 9	GRADII.	
	WHITE. Mr.	S.	BLACK.	Mr. M.
	P to K's 4th		1. P to K's	
	P to K B's 4th		2. P takes	
	B to Q B's 4th		3. P to Q's	
	P  takes  P(b)		4. K Kt to	
	Q Kt to B's 3rd		5. B to Q's	3rd
6.	P to Q's 4th (c)		6. Castles	
7.	K Kt to K's 2nd		7. P to K	
8.	P takes P		8. K Kt to	K R's 4th
9.	P to K R's 4th		9. R to K's	ssq
10.	Q Kt to K's 4th		10. B to K	Kt's 6th (ch.)
11.	K to Q's 2nd (e)		11. B to Q's	3rd
12.	K to B's 3rd (f)		12. P to Q 1	
13.	B takes P		13. P to Q 1	B's 3rd
14.	Kt takes B		14. Q takes	Kt
15.	B to Q R's 4th		15. B to Q 1	R's 3rd
16.	R to K's sq		16. Kt to Q'	's 2nd
	P to Q Kt's 3rd		17. Kt to Q	
18.	B takes Q B P		18. Q R to	Q B's sa
19.	K to Q's 2nd (g)		19. R takes	В
	P takes R		20. B takes	Kt
21.	R takes B		21. Q takes	O P (ch.)
	K to K's sq		22. Q to Kt	
	K to Q's 2nd		23. R to Q's	
	K to B's 3rd		24. O to O 1	B's 4th (ch.)
	K to Kt's 2nd		25. Kt to O	R's 5th (ch.)
		4		

#### And White resigns.

(a) We regard this as a good defence to the Bishop's Gambit.

(b) 4. B takes P may also be played. (c) 6. Kt to K B's 3rd, as played by Mr. Schulten, in subsequent games, with the same opponent, is better at this point.

(d) A sound sacrifice.(e) If 11. K to B's sq, then

11. R takes Kt 12. Kt takes Kt (ch.) 13. Kt takes R 12. Kt takes B (best) 13. K to Kt's 2nd 14. P takes R 14. Q takes K R P

And wins. (f) 12. P to Q B's 3rd and afterwards K to Q B's 2nd would have been safer. 19. R takes B

(g) If 19. K to Kt's 2nd

20. P takes R 21. R takes B (A) B takes Kt 21. Kt to R's 5th (ch.) 22. Kt to Q B's 6th (ch.) 22. K to Q Kt's sq

Winning both Queen and Rook. If at move 22. P takes Kt, Black mates with Queen at Queen's Knight's 5th. (A)

21. Q to Q's 2nd

Winning the Queen, for suppose

22. P takes Kt 23. K to Q B's 3rd 21. Kt to Q B's 5th (ch.)

22. R to Q Kt's sq (ch.) 23. Q to Q Kt's 5th (mate)

#### GAME LI.

Between Morphy and Thompson.

EVANS' GAMBIT.

Mr. T. BLACK. Mr. M. WHITE. 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 B's 4th
4. P to Q Kt's 4th
5. P to Q B's 3rd 3. KB to QB's 4th 4. B takes Kt P
5. B to Q R's 4th
6. P takes P 6. P to Q's 4th
7. Q to Q Kt's 3rd
8. Castles. 7. Q to K B's 3rd (a) 8. P to Q's 3rd 9. B to Q Kt's 3rd 9. P takes P 10. P to K's 5th 10. P takes P 11. P takes P
12. B to Q R's 3rd
13. Q Kt to Q's 2nd
14. B takes B 11. Q to K Kt's 3rd 12. Q B to K's 3rd 13. K Kt to K's 2nd 14. B P takes B 15. Castles (with K P.) 15. Q R to K's sq 16. Q Kt to K's 4th 17. Q Kt to K Kt's 5th 18. Kt takes R 16. Q R to Q's sq 17. K R takes K Kt (b) 18. Q R to Q's 6th 19. R takes Kt 20. B to Q's 5th 19. Q to Q Kt's 2nd (c) 20. K to R's sq 21. Q to Q B's sq 21. R to Q B's 6th 22. R to K Kt's 6th 22. Q to Q Kt's 2nd 23. R takes K Kt P 24. Kt to K B's 4th 23. Q to Q B's sq 24. Q to K B's 4th 25. R takes K R P (ch.) (d) Q to K B's 3rd
 K takes R 26. B takes P (ch.)
27. Kt takes R
28. Kt to K R's 5th 27. R takes B (e) 28. Q to K R's 3rd 29. P to K B's 3rd 29. Q to Q B's 7th (ch.) 29. F to K B's 3rd 30. K to K R's sq 31. B to Q B's sq 32. B to K B's 4th 30. Kt to K B's 4th 31. Q to K's 7th 32. Kt to Q's 6th 33. P to K's 4th (f) 33. B takes Q B P
34. K to K Kt's sq (g)
35. Q to K R's 2nd (h)
36. B to Q Kt's 8th (i)
37. K to K B's 2nd 34. Kt to K B's 5th 35. Q to Q B's 5th 36. Kt to K's 7th (ch.) 37. Q to Q's 5th (ch.)
38. Kt (from KB's 4th)toKt's 6th 38. K to K's sq 39. Q to K R's 3rd (j) 40. K to K B's 2nd 41. P takes Kt (k) 39. Q to Q B's 6th (ch.) 40. Kt to K's 5th (ch.) 41. Q takes Q 42. Q to K Kt's 7th (ch.) 42. K takes Kt And Black wins.

(a) Decidedly better than 7. Q to K's 2nd.

(b) Unexpected but quite sound; Black must win two pieces for the Rook.

(c) If 19. Q to Q B's 2nd 19. R takes B If 19. Kt to K R's 4th 19. R takes Q 20. Kt takes Q. 20. R takes B

Winning easily. (d) The game is rendered still more lively by this sacrifice; we think, too, that Black's superiority in force and position enabled him to make it with

safety.

(e) Compulsory; otherwise mate ensues in a few moves. (f) Black might have won the exchange by 33. Kt to K B's 7th (ch.) The move in the text, however, is decidedly preferable.

(g) If 34. Q takes Kt 34. Q takes R (ch.) 35. K to R's 2nd 36. K to R's sq (A) 35. Q to K B's 7th (ch.) 36. Q to K R's 5th (ch.) 37. K to Kt's 2nd

If 37. K to Kt's sq, Black mates in two moves.

37. Kt to K B's 5th (ch.) And White must now capture the Knight with Queen or be mated in three moves.

(A)

36. K to R's 3rd 36. Kt to K B's 5th (ch)

Here again White must take the Knight or mate follows in four moves. (h) If 35. Queen to Knight's 4th, Black wins the Queen by 35. Pawn to King's Rook's 4th.

(i) Evidently the only square for the Bishop. (j) His best move under the circumstances.

(k) If 41. King takes Knight, Queen mates at Queen's 7th, and if 41. King to Knight's 2nd, Black checks with Knight at King's Bishop's 5th. winning with ease.

#### GAME LII.

## Between Morphy and Lichtenhein.

#### PETROFF'S DEFENCE.

WHITE. Mr. M. BLACK. Mr. L. 1. P to K's 4th 1. P to K's 4th K Kt to B's 3rd
 Kt takes P 2. K Kt to B's 3rd 3. K B to Q B's 4th 4. Q Kt to B's 3rd 4. P to Q's 4th (a) 5. B takes P 5. Kt to K B's 3rd 6. B to Q Kt's 3rd 7. P to Q's 3rd 8. P to K R's 3rd 6. K B to Q's 3rd 7. Castles 8. P to K R's 3rd 9. Q B to K's 3rd 9. Q Kt to B's 3rd 10. Q to Q's 2nd 11. P to K Kt's 4th 12. Q R P takes Kt 13. K R to Kt's sq 10. Q Kt to R's 4th (b)
11. Kt takes B
12. Q B to Q's 2nd 13. Kt to K R's 2nd 14. K to K R's 2nd 14. K to K R's sq 15. P to K R's 4th 16. P to K Kt's 3rd 17. Q B to Q B's 3rd (c) 18. P takes P 14. Q Kt to K's 4th 15. P to K Kt's 5th 16. Kt to KR's 4th 17. Q to K's 2nd 18. P to K B's 4th (d) 19. B to Q's 4th (ch.) 19. K to Kt's sq

22. Castles 23. P takes B 24. P to K's 5th

20. Kt to K B's 5th (e) 21. Kt to K R's 6th (ch.)

20. R to K's sq 21. K to B's sq 22. B takes Kt 23. Q to K's 2nd 24. B takes P 25. B takes B 25. Q takes B

26. R to Q's 7th (f)

27. Q to Q B's 4th 28. R takes R 29. R to K's sq (ch.) 26. Q to K Kt's 2nd (a) 27. R to K's 2nd 28. K takes R

And Black resigns.

This Game was the second in the Third Section of the Grand Tournament of the American Chess Congress.

(a) Unusual, but appears to be good.

(b) Well played.

(c) He should not have abandoned the command of his Queen's Bishop's diagonal

(d) At once taking advantage of Black's erroneous move. (e) The only move; if 20. P takes Kt, White wins immediately by 21. Kt to K B's 6th (ch.), followed by Q takes K R P.

(f) The winning move.

(g) We see no better move.

27. R takes K B P (ch.) 28. R to K B's 8th (ch.)

26. K to Kt's 2nd 27. K to R's sq

If Black play 28. R takes R, then White 29. Q takes Q (ch.), and wins. If 28. Kt takes R, then 29. Kt checks at B's 7th winning the Queen, therefore

29. R to Kt's 8th (ch.) 30. Q takes Q and wins

28. K to Kt's 2nd 29. R takes R

If Black 26. Kt takes Kt P. then White 27. R takes Kt. If Black 16. Q to K B's 4th, then White 27. Q to Q's 3rd.

#### GAME LIII.

Between Morphy and Lichtenhein.

## EVANS' GAMBIT.

Mr. M. WHITE. 1. P to K's 4th

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

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

8. P takes P 9. P to K's 5th (b)

10. P takes Kt 11. P takes Kt P 12. R to K's sq (ch.) 13. Q B to K Kt's 5th 14. Kt to Q B's 3rd (c)

15. Q Kt to K's 4th 16. Kt to B's 6th (ch.) 17. R to K's 5th 18. B to K R's 6th

BLACK, Mr. L.

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

5. B to Q B's 4th
6. Kt to K B's 3rd (a)
7. P takes P

8. B to Q Kt's 3rd 9. P to O's 4th

10. P takes B
11. R to K Kt's sq
12. Q Kt to K's 2nd
13. Q B to K's 8rd

14. B to Q R's 4th 15. R takes Kt P 16. K to B's sq 17. P to Q B's 3rd

18. Kt to K B's 4th

19. R takes Q B (d)
20. Kt to K Kt's 5th
21. B takes R
22. Q to K B's 3rd
23. R to Q's sq
24. Kt to Kt's 5th (ch.)
25. Q to B's 7th (ch.)
26. Kt to K B's 3rd

19. P takes R
20. K to K's 2nd (e)
21. Kt takes B
22. Q takes Q P (f')
23. B to Q's 7th (g)
24. R takes Kt
25. K to Q's sq

#### And wins.

(a) Bad; the correct move is 6. P to Q's 3rd.
(b) 9. Q B to Q R's 3rd, although not usual, is equally good.
(c) If 14. B takes Kt
15. P to Q's 5th
15. Castles

15. P to Q's 5th with a good game.

(d) The more obvious move of 19. B takes R (check) would, perhaps, have been sounder; but the line of play adopted leads to very pretty positions. We apprehend that White's proper course would have been to capture the Knight with his Rook and then move 20. Kt to K R's 5th, afterwards remaining with a clear piece.

(e) Black's position is critical in the extreme; we believe this to be the

best move at his command; if

20. Q to K's 2nd 21. Q to K R's 5th 22. Q takes Kt

and White must win.

(f) He should have played 22. Kt to K B's 4th. (g) Obviously the only move to prolong the game.

#### GAME LIV.

Between Morphy and Marache.

EVANS' GAMBIT.

WHITE. Mr. Marache.

1. P to K's 4th

2. K Kt to K B's 3rd

3. K B to Q B's 4th

4. P to Q K's 4th

5. P to Q B's 8rd

6. P to Q's 4th

7. P to K's 5th

8. P takes P (en Passant)

9. Castles

10. Kt to K K's 5th (a)

11. K B to Q's 3rd

12. B takes B

13. B to Q R's 3rd

14. B takes K R

15. B to Q B's 3rd

16. Q B to B's 8q

17. B to K B's 4th

18. Q to Q B's 8rd

18. Q to Q B's 4th

19. Q to K's 4th (o)

BLACK. Mr. Morphy.

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

And White resigns,

(a) Weak; 10. B to Q R's 3rd, followed by 11. R to K's square, was the

proper line of play.

(b) Decidedly the best move; Black purposely gives up the exchange, foreseeing that he must remain with more than an equivalent in Pawns and

(c) If 19. Q to Q's 3rd, Black, by the same move 19. K Kt to Kt's 6th, will

win the Queen for the two Knights.

If 19. R to Q's sq
20. Q takes Q
21. K to R's sq

If 19. Q to Q R's 4th 20. Q takes B 21. K to R's sq

22. R to K Kt's sq (A) 23. P to K Kt's 3rd 24. P to K B's 3rd

22. P to K Kt's 3rd 23. P to K B's 3rd 24. R takes Q 25. R to K B's sq

19. K Kt to K's 6th 20. Q Kt to K's 7th (ch.) 21. R takes R (mate)

19. P to Q Kt's 4th
20. Kt to K's 7th (ch.)
21. Kt takes B
22. R to Q's 8th

23. Q to Q B's 3rd (ch.) 24. Q takes P (mate)

22. Q to Q B's 3rd (ch.)23. Q takes P (ch.)24. R to Q's 8th (ch.) 25. R takes R (mate)

#### GAME LV.

(A)

## Between Morphy and Schulten.

#### EVANS' GAMBIT.

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

27. Q to K B's Sth

BLACK. Mr. ...

1. P to K's 4th
2. Q Kt to Q B's 3rd
3. K B to Q B's 4th
4. K B takes Kt P
5. K B to Q B's 4th
6. P to Q's 3rd
7. P takes P
8. B to Q Kt's 3rd
9. Q B to K Kt's 5th (b)
10. Q B takes Kt (c)
11. K to B's sq (a)
12. Q Kt to K's 2nd
13. P to Q B's 3rd
14. P to Q's 4th
15. Q R to Q Kt's 8rd
16. B to Q B's 2nd
17. Q Kt to K K's 3rd
18. Q to K R's 5th
19. Q to K R's 6th (e)
20. P to K B's 3rd
21. Kt takes Kt
22. P to K K's 4th
23. K to K's 3rd
24. R takes R
25. K to B's 2nd
26. K to K's 3rd
27. Q to Q's 2nd (g) BLACK. Mr. S.

28. K B takes R 29. P takes P 30. K B to K's 4th (ch.) 31. Q B to K's 3rd

31. Q B to K's 3rd 32. R to K Kt's 3rd 33. Q to K B's 7th (ch) 28. B to Q's sq 29. B takes P 30. K to R's 4th 31. P to K R's 3rd 32. B to K Kt's 2nd

#### And White wins.

(a) This, or 9. P to Q's 5th, is, in our judgment, better than the more usual move of 9. B to Q Kt's 2nd.

(b) Undoubtedly the best reply to White's last move.
(c) He should have retreated the Bishop to Queen's 2nd.

If 10. P to Q R's 3rd

11. B to Q R's 4th

12. K B takes Kt (ch.)

12. P takes B

11. B to Q R's 4th 11. B 12. K B takes Kt (ch.) 12. F 13. Q to Q R's 4th 13. K 14. Q takes P (ch) 14. B 15. Q takes K B, with the better game.

(d) Indispensable to avoid loss of some kind.

(e) He evidently cannot capture the proffered King's Bishop's Pawn.
(f) The winning move.

28. Q takes K B P (ch.) 29. R takes K Kt P (ch.) 30. R to Kt's 4th (dis ch.) 31. K B to B's 7th (mate) If 27. R to Q Kt's sq 28. Kt takes Q 29. K to R's 3rd 30. K to R's 4th

13. K B takes Q Kt

14. B to Q's 2nd

#### GAME LVI.

Mr. Paul Morphy gives the Queen's Knight to Mr. Denis Julien, of New York.

#### KING'S KNIGHT'S GAMBIT.

(Remove White's Queen's Knight.)

WHITE. Mr. M.

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

P to K's 5th
 Q to Q B's 8th (ch.)
 P takes P (dis. ch.)
 R takes B (ch.)
 B to Q Kt's 5th (ch.)

BLAOK. Mr. J.

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

14. R to Q Kt's sq 15. R takes Q Kt P 16. R takes B 17. Q to Q's sq 18. B to Q's 4th 19. Kt takes R

And Black resigns.

#### GAME LVII.

Between Paul Morphy and Mr. F. Perrin, President of the Brooklyn Chess Club.

#### SICILIAN OPENING.

$\alpha$
,

## And Black resigns.

(a) Losing time and therefore bad. B to K's 2nd was the coup juste.
(b) Faulty, like the check of Bishop at move sixth. He should have castled instead.

(c) Not only a perfectly safe move, but one which gives White an im-

26. B to K Kt's 5th

mediate advantage.

(d) A very feasible sacrifice, as an examination of the position will satisfy

the reader.

(e) Had Black captured the Bishop, White would have checked with Queen at K R's 5th, gaining a second Pawn in return for the sacrificed piece and speedily winning through the cramped situation of the Black forces, and the irresistible strength of his own passed centre Pawns.

(f) After this move we think White's game won, from its nature.

(i) By eastling at this late stage of the game (an odd looking, but we think excellent move) Black might have maintained a fierce defence. The ultimate result, however, would have been the same.

(h) Had Black interposed the Knight, he would have been mated in two

moves.

#### GAME LVIII.

## Between Morphy and Kennicott.

#### SCOTCH GAMBIT.

	WHITE. Mr. K.		BLACK.	Mr. M.
1.	P to K's 4th	1.	P to K's 4t	h
2.	Kt to K B's 3rd	2.	Kt to Q B's	3rd
	P to Q's 4th		P takes P	
	K B to Q B's 4th		K B to Q I	
	Kt to K Kt's 5th		Kt to K R'	
	Kt takes K B P		Kt takes K	t
	B takes Kt (ch.)		K takes B	
	Q to K R's 5th (ch.)		P to K Kt'	
	Q takes B		P to Q's 3r	
	Q to Q Kt's 5th		R to K's sq	
	Castles (a)		R takes K	
	Q to Q's 5th (ch.)		R to K's 31	
	B to K Kt's 5th		Q to K's sq	
	P to K B's 4th		K to Kt's 2	
	P to K B's 5th		P takes P	
	Q takes B P		R to K Kt	
	B to K B's 6th (ch.)		K to Kt's s	
	Q to K B's 4th		B to K R's	
	B to K Kt's 5th		Q to K's 6t	n (cn.) (c)
	Q takes Q		P takes Q	
	P takes B		R takes B	
	K to R's sq		P to K's 7t	
	R to K's sq		Kt to Q's 5	
ZŁ,	Kt to Q R's 3rd (d)	24.	QR to K's	sq

## And wins.

(a) This is unquestionably the best move at White's command. The attack consequent upon its adoption is not as familiar to American players, we believe, as some others, springing from different variations of the same opening, and we are therefore induced to lay the present game before our readers.

(b)
16. P to B's 6th (ch.)
17. P to B's 7th

16. K to R's 4th
16. K to R's sq (best)

And Black cannot save the game.

(c) The winning move, forcing an exchange of Queens and Bishops, and enabling Black to preserve his Pawn and the better position.

(d) If 24. Kt to Q B's 3rd
25. R to K Kt's sq (best)
26. R takes R (ch.) (best)
27. R to K's sq (best)
27. R to K's sq (best)
28. K to E's sq (best)
27. R to K Kts sq (best)

And play as White may, Black wins the exchange and consequently the game. The above variation is very instructive, and shows the great accuracy with which end games must be conducted.

#### GAME LIX.

## Between Morphy and Thompson.

## EVANS' GAMBIT.

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

WHITE.

Mr. T.

BLACK. Mr. M.

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

28. Kt to Q's 8th (g)

#### And White resigns.

(a) It has long been a mooted point among chess authorities whether this or 5. B to Q B's 4th be the better move. On the whole, we should be inclined to accord the preference to the latter, as leaving fewer modes of attack at the choice of the first player.

(b) Black's best defensive move.
(c) The usual, and undoubtedly the strongest move, is 10. R to K's sq. 1110. B to Q R's 3rd, Black's rejoinder is 10. K Kt to K's 2nd, and all attack

is at an end. Let us examine

10. R to K's sq

25. R to K B's sq 26. P to K B's 5th 27. Kt to K B's 2nd

28. R to Q Kt's sq

#### 10. B to Q's 2nd.

We think this move of the Bishop first occurred in a game played by consultation at the Chicago Chess Club; see Chess Monthly, August, 1857, p. 239. In the game alluded to, the defence committed the error of playing their Queen at move sixth to K's 2nd instead of K B's 3rd. But for that mistake, the move of 10. B to Q's 2nd, would, it appears to us, have given them the better game. The variations are very numerous, and our limited space will only allow us to present the leading one.

Kt takes K P
 B takes B P (ch.)
 R takes Kt (ch.) (best)

11. Kt takes Kt 12. Q takes B (best) 13. Kt to K's 2nd 14. B to Q R's 3rd 15. R takes Kt (best) 16. P takes Q

14. Castles (with K R) 15. Q takes Q 16. P takes P

#### And must win.

(d) If 18. Kt to Kt's 5th, Black's reply is 18. R to K's 6th.

(e) It was of the utmost importance to get rid of White's King's Bishop, as with such a powerful auxiliary the attack planned by the first player must have been irresistible.

(f) It is apparent that White would have lost a piece by capturing the

Queen's Pawn; thus:

21. B takes P 22. Q takes Kt (if)

WHITE.

Mr. M.

21. Kt takes B 22. B to Q Kt's 3rd

(g) This leaves White no resource. If the Knight is taken with Rook, Black mates in two moves.

#### GAME LX.

## Between Morphy and Schulten.

RUY LOPEZ KNIGHT'S GAME.

1. P to K's 4th 2. Kt to K B's 3rd 3. KB to QKt's 5th 4. P to Q B's 3rd 5. Castles 6. P to Q's 4th 7. P takes P 8. P to Q's 5th 9. P to Q's 6th 10. B to K B's 4th (b) 11. Kt to Q B's 3rd 12. B to Q B's 4th 13. B to Q Kt's 3rd 14. Q B takes P 15. Q takes B 16. Q R to Q's sq 17. Q to K B's 4th 18. Kt to K's 5th Q takes Q
 Kt to K Kt's 4th 21. Kt takes K B P 22. P to K's 5th 23. R to Q's 3rd 24. Q Kt to Q's 5th 25. B takes Kt 26. R to K Kt's 3rd (ch.) 27. Kt to Q Kt's 6th 28. R to Q's sq 29. R to Q's 4th 30. K R to Kt's 4th (e)

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

27. R to Q R's 2nd

28. B to Q Kt's 4th 29. R to Q B's 2nd

BLACK. Mr. S.

And White wins.

<sup>(</sup>a) The defence known as the "Berlin Defence," beginning with 3. Kt to K B's 3rd, is recognized as the best.

(b) We are decidedly of opinion that this is much stronger and much more effective than the "book move" of 10. Q takes P.

(c) Uncalled for.

(d) Evidently the best on the board bad as it looks.

(e) Winning by force. This game has certainly no claims to brilliancy, but illustrates the difficulty of a correct defence to the Ruy Lopez Game. White's tenth move certainly appears to be an improvement on that given in the leading treatises of the day.

#### GAME LXI.

Played at the New Orleans Chess Club, January, 1858, Mr. Morphy playing this and two other games simultaneously, without sight of the boards.

#### EVANS' GAMBIT.

WHITE. Mr. M.	nr.on Ma
WHITE. MIT. M.	BLACK. Mr. —
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. KB to QB's 4th	3. K 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. P to Q's 4th	6. P takes P
7. Castles	7. P to K R's 3rd (a)
8. Q to Q Kt's 3rd	8. Q to K B's 3rd
9. P to K's 5th	9. Q to K Kt's 3rd
10. P takes P	10. K Kt to K's 2nd
11. P to Q's 5th	11. Q Kt to Q's sq
12. P to Q's 6th (b)	12. K Kt to Q B's 3rd
13. Q B to R's 3rd	13. Kt to K's 3rd
14. B takes Kt (c)	14. K B P takes B (d)
15. P takes P	15. B takes P
16. Q Kt to B's 3rd	16. P to Q R's 3rd
17. QR to Q's sq	17. Kt takes P
18. Kt takes Kt	18. B takes Kt
19. P to K B's 4th	19. B takes Kt
20. Q takes B	20. Q to K B's 3rd
21. Q to her B's 5th	21. Q to K B's sq (e)
22. R to Q's 6th	22. Q to B's 4th
23. R to Q's 5th	23. Q to K B's sq
24. Q to Q R's 5th	24. Q to K B's 3rd
25. P to K B's 5th (f)	25. P to Q Kt's 3rd
26. Q to K's sq	26. P to K's 4th (g)
27. R takes K P (ch.)	27. K to B's 2nd 28. Q to Q B's 3rd
28. Q to K's 4th	29. K to Kt's sq
29. R to K's 7th (ch.)	20. IX to IX to Sq

#### White announced mate in four moves.

(a) Weak; the accepted move is P to Q's 3rd.
(b) White offers to give up a second Pawn the further to cramp his adver-

sary's game and strengthen his own attack. (c) This was deemed advisable, as the Knight might subsequently have

given White a good deal of trouble.

(d) We should have preferred re-taking with Queen or Queen's Pawn.

(e) An exchange of Queens, even at the loss of Rook for Bishop, would greatly relieve Black's game. White declined availing himself of his antag. onist's offer, the superiority of his position being such as to insure a speedy victory.

(f) This leaves Black no resource. If he capture the Rook, he evidently

loses at once.

(g) The game being irretrievable, it is immaterial what course Black may pursue.

#### GAME LXII.

Between Mr. Paul Morphy, and Mr. F. Perrin, Mr. W. J. A. Fuller, and Mr. D. W. Fiske, consulting together.

#### TWO KNIGHTS'

## The Allies. WHITE. 1. P to K's 4th 2. Kt to K B's 3rd 3. K B to Q B's 4th 4. Kt to K Kt's 5th 5. P takes P 6. P to Q's 3rd (b) 7. Kt to K B's 3rd 8. Q to K's 2nd 9. P takes Kt 10. P to K R's 3rd (d) 11. Kt to K R's 2nd 12. B to K's 3rd Castles 14. P to K B's 4th (e) 15. Kt takes P 16. Kt to Q B's 3rd 17. Q to K B's 2nd 18. B to Q's 4th Kt takes Kt 20. Q R to K's sq 21. R takes R 22. Kt to K R's 4th 23. P to Q B's 5th 24. B takes B 25. P to Q B's 4th 26. Kt to K B's 3rd 27. P takes B 28. P to K B's 4th 29. P takes P 30. Q takes Q 31. K to Kt's 2nd 32. P to Q's 6th P takes P 34. P to Q B's 5th 35. R to K B's 3rd 36. K to Kt's 3rd 37. R to Q Kt's 3rd 88. K to B's 3rd 39. P to Q's 7th 40. K to K's 4th 41. R takes P

42. R to Q B's 7th

DEFENCE.
BLACK. Mr. M.
1 D to 17% 4th
2. Kt to Q B's 3rd 3. Kt to K B's 3rd (a) 4. P to Q's 4th 5. Kt to Q R's 4th 6. P to K R's 3rd (c) 7. P to K R's 3rd (c)
3. Kt to K B's 3rd (a)
4. P to U's 4th
5. Kt to Q R's 4th 6. P to K R's 3rd (c) 7. P to K's 5th
6. P to K R's 3rd (c)
8. Kt takes B
2. K D to & D 2 4th
10. Castles
11. Kt to K R's 2nd 12. B to Q's 3rd
12 O to I P's 5th
14 Ptakes P (en nassant)
15. Q to K R's 4th
16. R to K's sq
17. Kt to K B's 3rd (f)
18. Kt to K's 5th
14. P takes P (en passant) 15. Q to K R's 4th 16. R to K's sq 17. Ktto K B's 3rd (f) 18. Kt to K's 5th 19. R takes Kt
20. B to K B's 4th
22. R to K B's sq (g) 23. B to K's 4th
25, B to K'S 4th
24. Q takes B 25. P to K Kt's 4th
26. B takes Kt
27 R to K's so
27. R to K's sq 28. Q to K's 6th
29. P takes P
30. R takes Q 31. K to Kt's 2nd
31. K to Kt's 2nd
32. P takes P
33. R to Q's 6th 34. K to Kt's 3rd
34. K to Kt's 3rd
35. R to Q's 7th (ch.)
36. P to K B's 4th 37. P to B's 5th (ch.)
38. R to K R's 7th
89 R takes P (ch.)
39. R takes P (ch.) 40. R to K R's sq 41. K to B's 3rd
41. K to B's 3rd
40 777 . 7744 0 3

42. K to K's 2nd

43.	R to Q B's 8th
	R takes R (h)
	P to B's 6th
46.	K to Q's 5th (i)
47.	K to K's 4th
48.	P to Q Kt's 3rd
49.	P to Q R's 3rd
50	P to Kt's 4th

51. P takes P (g)

43. R to Q's sq 44. K takes R 45. P to Q R's 4th 46. K to K's 2nd 47. K to Q's sq 48. K to K's 2nd 49. K to Q's sq 50. P takes P

#### And Black resigns.

(a) This deviation from the line of play laid down in the books as the best Black can adopt, gives rise to many highly interesting variations, and generally leads to positions affording far more scope for brilliant combina-tions than the more correct but more dull and monotonous routine of the "Ginoco Piano."

(b) Far better than checking with Bishop at Knight's 5th, as recommended by most authors. Indeed we look upon this move as the only one

which enables the first player to preserve his advantage.\*

(c) B to Q's 3rd leaves Black more resources.

(d) This is extremely well played, and on a careful examination of the position will be found to be the only move on the board which does not turn the scales in Black's favor.

(e) The proper style.

(f) Black's attack has been foiled. He has a Pawn less than his adversary and no advantage in position to compensate for the loss.

(g) P to K B's 4th was certainly preferable.
 (h) P to Q B's 6th would have shortened the contest.

(i) Ingenious, but a loss of time, as Black's next move compels the White

King to retreat.

(j) This game, highly creditable to the skill of the three distinguished adversaries of Mr. Morphy, is an instructive specimen of the "Two Knights' Game." The defence of the allies, simple and correct, from the debut to the termination, deserves especial praise.

#### GAME LXIII.

Between Morphy and an Amateur.

#### MUZIO GAMBIT.

(Remove White's Queen's Knight.)

WHITE. Mr. M.	BLACK. A.
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. K B to Q B's 4th	4. P to Kt's 5th
5. P to Q's 4th	5. P takes Kt
6. Castles	6. B to K R's 3rd
7. Q takes P	7. Kt to Q B's 3rd
8. B takes K B P (ch.)	8. K takes B
9. Q to K R's 5th (ch.)	9. K to Kt's 2nd

<sup>\*</sup> It is, perhaps, but just to say that this move owes its introduction to Mr. Morphy, from whom the Allies first learned its strength. - D. W. F.

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10. Q B takes P	10. B takes B
11. R takes B	11. Kt to K R's 3rd
12. QR to KB's sq	12. Q to K's sq
13. Q to K R's 4th	13. P to Q's 3rd (a)
14. Q to K B's 6th (ch.)	14. K to Kt's sq
15. Q takes Kt	15. B to Q's 2nd
16. K R to B's 3rd	16. Kt to K's 2nd
17. P to K R's 4th	17. Kt to Kt's 3rd
18. P to K R's 5th	18. B to K Kt's 5th
19. P takes Kt	19. P takes P (b)

And White mates in three moves.

(a) As good a move as Black could make in a position of such difficulty. To save the piece was utterly impossible.
(b) If B takes R, White replies with P to Kt's 7th, with an easy game.

#### GAME LXIV.

Odds of Pawn and move. Occurring in the match between Mr. Paul Morphy and Mr. C. H. Stanley.

#### (Remove Black K B P.)

	WHITE. Mr. S.	BLACK.	Mr. M.
	P to K's 4th P to Q's 4th	1. P to K's 8 2. P to Q's 4	
	P to K's 5th	3. P to Q B's	
	Q B to K's 3rd (a)	4. Q to Q K	
	P to Q Kt's 3rd	5. Kt to Q E	's 3rd
6.	Kt to K B's 3rd (b)	6. P takes P	
	B takes P	7. Kt takes ]	В
	Kt takes Kt	8. K B to Q	
	P to Q B's 3rd (c)	9. Kt to K's	
10.	B to Q Kt's 5th (ch.)	10. Kt to Q B	
	B takes Kt (ch.)	11. P takes B	
12.	Q to K R's 5th (ch.)	12. P to K K	t's 3rd
	Q to K Kt's 4th	13. Castles	
	Castles	14. B to Q R'	3 3rd ( <i>d</i> )
	Q takes K P (ch.)	15. K to R's s	
16.	K R to Q's sq	16. Q R to K	s sq
	Q to K Kt's 4th (e)	17. QR takes	KP(f)
	Q Kt to Q's 2nd	18. Q B to Q	B's sq
	Q to K Kt's 3rd	19. K B to Q'	
	Q to Q's 3rd	20. Q B to R'	
21.	Q  to  Q  B's 2nd(g)	21. R to K R	
22.	OKt to K B's 3rd (h)	22. P to Q B's	
	Lt to K's 2nd	23. R takes K	
	P takes R	24. Q to Q's s	
Zð.	P to Q B's 4th (j)	25. R takes K	
	R takes Q P	26. Q to K's I	
26.	Q to Q B's 3rd (ch.)	27. K to Kt's	SO

And White resigns.

28. Q to K R's 6th

28. Kt to Kt's 2rd

(a) Not orthodox; White should have played K B to Q's 3rd, or P to Q B's 3rd.

(b) If 6. P to Q B's 3rd 6. P takes P 7. P takes P (or A) 7. B to Kt's 5th (ch.)

And Black must win a Pawn or debar the White King from Castling,

(A) 7. B takes P

7. Kt takes B 8. Q takes Kt (best) 8. K B to Q B's 4th

With a fine game.

(c) Had White checked with the Bishop at Kt's 5th, Black's reply would have been K to Q's sq, winning a piece.

(d) Advisedly leaving the King's Pawn to be taken.

(e) He would obviously have lost a piece by taking the Queen's Bishop's Pawn.

(f) White's mistake in capturing the unprotected King's Pawn of his antagonist a few moves back is now apparent. Black has gained a Pawn in return for the one sacrificed, and has, besides, a fine attacking situation.

(g) Why not P to Q B's 4th?

(h) If 22. K Kt to B's 3rd 22. B takes R P (ch.) 23. Kt takes B (best) 23. Q takes B P (ch.) 24. K to R's sq 24. R to B's 5th

And White cannot save the game. His proper play was 22. P to K R's 3rd.

(i) Perfectly safe. (j) If, instead of advancing this Pawn, White had moved Kt to Kt's 3rd, Black would have answered with Q to K R's 5th, winning in a few moves.

#### GAME LXV.

## Between Morphy and Lowenthal.

#### SICILIAN OPENING.

BLACK. Mr. L. WHITE, 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. K Kt to K B's 3rd 3. P to Q's 4th 4. P takes P

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

7. K Kt to B's 3rd 8. K B to K's 2nd 8. Castles 9. Q B to K's 3rd 9. P takes P

10. Q B takes P 10. Castles 11. Kt to Q B's 3rd 11. Q Kt to Q B's 3rd 12. B takes B 12. B takes Kt

13. Kt takes Q P 14. Q R to Q Kt's sq 15. K to R's sq 13. B takes Q Kt P
14. B to Q's 5th (ch.)
15. R to Q Kt's sq
16. B to Q B's 4th

16. P to Q B's 3rd 17. P to K B's 5th 18. P to K Kt's 3rd 19. P to K B's 6th 20. P takes P 21. B to K's 4th 17. Q to K R's 5th 18. Q to K Kt's 4th 19. Kt to K's 4th

20. K R to Q's sq 21. Q takes P at Kt's 7th

22. R to Q's 3rd 22. Q to K R's 5th

28. B takes P (ch.)
24. B to K's 4th
25. Q to K B's 5th
26. R to Q Kt's 2nd 27. Kt to K B's 6th 28. R to K Kt's 2nd 29. B takes Q 30. Q takes K R 31. R takes R 32. R to K B's 5th 33. B to Q's 5th 34. R to K B's 6th 35. R to Q B's 6th 36. R to Q B's 7th 37. K to Kt's 2nd 38. K to B's 3rd 39. B to K's 4th 40. B takes Kt 41. P to K R's 4th 42. R to Q B's 6th 43. K to Kt's 3rd 44. R to K B's 6th 45. K takes P 46. K to K's 4th 47. R to B's 5th (ch.)

48. R takes B 49. K to Q's 5th 23. K to B's sq
24. R to K R'S 3rd
25. Q takes K Kt P
26. Q R to K'S sq
27. R to K'S 3rd
28. Q takes R (ch.) (a)
29. K R takes Kt
30. R takes Q
31. Kt to K K's 5th
32. P to Q K'S 3rd
33. Kt to K K'S 3rd
34. K to K K'S 2nd
35. P to Q E'S 4th
36. K to K K'S 3rd
37. P to K B'S 3rd
38. Kt to K B'S 4th
49. K takes B
41. K to K K'S 4th
40. K takes B
41. K to K K'S 4th
42. P to K B'S 5th
44. P to B'S 5th
45. B to B'S 5th
46. B to B'S 5th
47. B To B'S 5th
48. B T B B'S 5th
49. B B B'S 5th
40. B B B'S 5th
40. B B B'S 5th
41. B B B S 5 Th
42. B D B'S 5 Th
43. B D B'S 5 Th
44. B B B B S 5 Th

47. K takes P

48. P takes R

#### And White wins.

The present game was played on the 25th of May, 1850, during the brief visit of the distinguished Hungarian master to New Orleans.

(a) This is evidently the only move.

## GAME LXVI.

Between Morphy, playing without seeing the board, and Lichtenhein.

#### KING'S KNIGHT'S GAMBIT.

WHITE. Mr. M.

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

BLACK. Mr. L.

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

17. Q B to Q's 2nd 17. Kt to Q B's 3rd 18. K R takes K B 18. K to Q B's 2nd 19. B to K B's 4th (ch.) 19. K to Kt's 2nd 20. R to Q's 6th 21. Kt to K's 4th (c) 20. Q to Q B's 4th 21. Q takes Q B P 22. K R takes B (ch.) 22. Kt takes K R 23. Q takes Kt (ch.) 23. K to R's 3rd 24. Kt to Q's 6th 25. Q to Q Kt's 7th (ch.) 26. B to Q's 2nd (ch.) 24. K R to Q's sq 25. K to R's 4th 26. Q takes B 27. K to R's 5th 27. Kt to B's 4th (ch.) 28. P to Q Kt's 3rd

Mate.

(a) The German Handbuch (p. 250) recommends the preferable move of 4. K B to Q's 3rd.

(b) The reader will observe that the game now assumes something of the character of the Cunningham or Three Pawns Gambit.

(c) Stronger than taking the Bishop at once.

#### LXVII.

Mr. Paul Morphy gives the odds of Queen's Knight and move to Mr. Charles A. Maurian, of New Orleans.

#### ALLGAIER GAMBIT.

one Plantin Oreamin Unight

(Remove Black's	Queen's Knight.)
WHITE. Mr. Maurian.	BLACK. Mr. Morphy.
1. P to K's 4th	1. P to K's 4th
2. P to K B's 4th	2. P takes P
3. K Kt to 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. K Kt to K's 5th	5. K Kt to K B's 3rd (a)
6. K B to Q B's 4th	6. P to Q's 4th
7. B takes P	7. Kt takes B
8. P takes Kt	8. P to K B's 6th (b)
9. Castles	9. Q takes K R P
10. P to Q's 4th	10. P to B's 7th (ch.)
11. R takes P	11. P to Kt's 6th
12. R to K B's 4th	12. Q to K R's 7th (ch.)
13, K to B's sq	13. Q to K R's 8th (ch.)
14. K to K's 2nd	14. Q takes Kt P (ch.)
15. K to Q's 3rd	15. Q to K R's 6th
16. Q to K's sq	16. B to K B's 4th (ch.)
17. K to Q B's 4th	17. Castles
18. Q to Q R's 5th	18. P to Q R's 3rd
19. Kt to Q B's 3rd	19. B takes Q B P
20. R takes K B P	20. B to Q's 3rd
21. Kt to Q Kt's 5th	21. P takes Kt (ch.)
22. K takes P (c)	22. K to Q Kt's sq
23. B to K Kt's 5th	23. B takes Kt
24. B takes R	24. R takes B
25. Q to Q B's 3rd	25. R takes Q P (ch.)
26. K to Q B's 4th	26. R takes Q P (ch.)
27. Q takes R	27. Q to K's 3rd (ch.)
28. Q to Q's 5th	28. B to Q's 6th (ch.)
And Rle	ck wine

And Black Wins.

(a) For an analysis of this defence to the Allgaier Gambit, see the first volume of the "Chess Monthly," pages 234—236.

(b) The Leitfaden here makes Black play 8. K B to K's 2nd.

(c) Taking with the Queen would be no better.

#### GAME LXVIII.

Mr. Paul Morphy gives his Queen's Rook to an Amateur of the New Orleans Club.

#### TWO BISHOPS' OPENING.

#### (Remove White's Queen's Rook.)

,	· ·
WHITE. Mr. M.	BLACK. A.
1. P to K's 4th	1. P to K's 4th
2. KB to QB's 4th	2. K B to Q B's 4th
3. P to Q's 4th	3. P takes P (a)
4. Kt to K B's 3rd (b)	4. P to Q Kt's 4th
5. B to Q Kt's 3rd	5. P to Q's 3rd
6. Kt to K Kt's 5th	6. Kt to K R's 3rd
7. Castles	7. Castles
8. P to K B's 4th	8. P to Q R's 4th
9. P to K B's 5th	9. Q to K B's 3rd
10. Q to K R's 5th	10. P to Q R's 5th
11. B to Q's 5th	11, P to Q B's 3rd
12. Kt K takes R P (c)	12. K takes Kt
13. QB to KKt's 5th	13. Q to K's 4th
14. Kt to Q's 2nd	14. P takes K B
15. Kt to K B's 3rd	15. Q to K's sq
16. P to K B's 6th	16. Q B to K Kt's 5th
17. Q to K R's 4th	17. B takes Kt
18. P takes K Kt P	18. P to Q's 6th (dis. ch.)
19. K to R's sq	19. B takes P (ch.)
20. K takes B	20. K takes P
21. B takes Kt (ch.)	21. K to R's 2nd
22. B takes R (dis. ch.)	22. K to Kt's sq
23. B to K's 7th	23. Kt to Q B's 3rd
24. Q to Kt's 5th (ch.)	24. K to R's 2nd
25. R to K B's 4th	

#### And Black resigns.

(a) He ought rather to have taken with the Bishop.
(b) White might have played 4 B takes K B P (ch.), but was averse to an exchange of pleees at such an early stage of the game.

(c) The game from this point is very lively and animated.

#### GAME LXIX.

Between Mr. Morphy and an Amateur of the New Orleans Club.

## EVANS' GAMBIT.

#### (Remove White's Queen's Knight.)

	WHITE. Mr. M.	BLACK. 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
8.	K B to Q B's 4th	3. K B to Q B's 4th
4.	P to Q Kt's 4th	4. B takes Kt P
5.	P to Q B's 3rd	5. B to Q B's 4th
6.	Castles	6. Kt to K B's 3rd
7.	P to Q's 4th	7. P takes P
8,	P takes P	8. B to Q Kt's 3rd
9.	Q B to R's 3rd (a)	9. P to Q's 3rd
10.	P to K's 5th	10. Kt to K's 5th
11.	R to K's sq	11. P to Q's 4th
12.	K B to Q Kt's 5th	12. Q B to K Kt's 5th
13.	QR to QB's sq	13. Q to Q's 2nd
14.	Q to Q R's 4th	14. B takes Kt
15.	R takes Q Kt	15. Castles (Q R)
16.	P to K's 6th (b)	16. P takes P

#### And White wins.

(a) When giving the odds of a Rook or Knigot, the first player will frequently find the move in the text quite as effective as the more customary ones of P to K's 5th or P to Q's 5th.

(b) Much better than capturing the King's Bishop at once, as the Black Queen might then have been moved to K Kt's 5th, and the issue of the con-

test rendered doubtful.

17. R takes B

#### GAME LXX.

Played at the New York Club between Mr. Morphy and an Amateur.

#### SCOTCH GAMBIT.

#### (Remove White's Queen's Knight.)

WHITE. Mr. M.	BLACK. 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. P to Q's 4th	3. Kt takes P
4. Kt takes P	4. Kt to K's 3rd
5. K B to Q B's 4th	5. K Kt to B's 3rd
6. Kt takes K B P (a)	6. K takes Kt
7. B takes Kt (ch.)	7. K takes B
8. P to K's 5th	8. K B to Q B's 4th
9. Castles	9. Kt to Q's 4th
10. O to K Kt's 4th (ch.)	10. K takes P (b)

11. Q B to K Kt's 5th	11. Q to K B's sq
12. Q R to Q's sq	12. K to Q's 3rd
13. Q to K's 4th	13. Q to K B's 2nd
14. P to Q B's 4th	14. K to Q B's 3rd
15. R takes Kt	15. K to Q Kt's 3rd
16. R takes B	16. P to Q B's 3rd (c)
17. Q to K's 5th	17. R to K's sq

White mates in four moves.

(a) The sacrifice of the Knight at this juncture, as most of our readers are probably aware, is one of the many felicitous inventions of Mr. Cochrane.

(b) Black is eager to preserve his numerical superiority, and loses the game in the attempt. He should have retreated his K to B's 2nd, and on White's then playing Qt to Q B's 4th, sustained his K t with P to Q B's 8rd, and submitted to the loss of the Bishop.

(c) The game is irredeemably lost, whether he take the proffered Rook

or not.

20. B takes R

#### GAME LXXI.

Played at the New Orleans Club between Mr. Morphy and an Amateur.

#### MUZIO GAMBIT.

#### (Remove White's Queen's Knight.)

	WHITE. Mr. M.	BLACK. A.
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.	K B to Q B's 4th	4. P to K Kt's 5th
5.	Castles	<ol><li>P takes Kt</li></ol>
6.	Q takes P	6. Q to K B's 3rd
	P to K's 5th	7. Q takes P
	B takes K B P (ch.)	8. K takes B
	P to Q's 4th	9. Q takes P (ch.)
	Q B to K's 3rd	10. Q to K B's 3rd
	Q to K R's 5th (ch.)	11. Q to K Kt's 3rd
12.	R takes P (ch.)	12. Kt to K B's 3rd
	R takes Kt (ch.)	13. K takes R
	B to Q's 4th (ch.)	14. K to K's 2nd
	R to K's sq (ch.)	15. K to B's 2nd
	Q to Q's 5th (ch.)	16. Q to K's 3rd
17.	Q to K B's 3rd (ch.)	17. K to K's sq
	Q to K R's 5th (ch.)	18. K to Q's sq
19.	R takes Q	19. P takes R

And White won the game.

#### GAME LXXII.

Between Paul Morphy and Ernest Morphy.

BUY LOPEZ KNIGHT'S GAME.

	WHITE. Mr. P. M.	BLACK. Mr. E. J
1.	P to K's 4th	1. P to K's 4th
2.	K Kt to K B's 3rd	2. Q Kt to Q B's 3rd
8.	K B to Q Kt's 5th	3. K B to Q B's 4th
	P to Q B's 3rd	4. Q to K's 2nd
	Castles	5. K Kt to K B's 3rd
	P to Q's 4th	6. K B to Q Kt's 3rd
	Q B to K Kt's 5th	7. P to K R's 3rd
	Q B takes K Kt	8. Kt P takes Q B (
	P to Q's 5th	9. Kt to Q's sq
	K Kt to K R's 4th	10. P to Q B's 3rd
	K Kt to K B's 5th	11. Q to Q B's 5th
	P to Q Kt's 4th	12. Q to K B's sq
	Q P takes P	13. Q P takes P
	K Kt to Q's 6th (ch.)	14. K to K's 2nd
	Q to Q's 3rd	15. B P takes B
	K Kt takes Q B (ch.)	16. Q R takes Kt
	K R to Q's sq	17. Q to K Kt's 2nd
18.	Q to Q's 7th (ch.)	18. K to K B's sq

19. Q takes Q R And White wins.

1. D 1.

(a) His best move.

## GAME LXXIII.

Between Morphy and an Amateur.

PETROFF'S DEFENCE.

th

hite's Queen's Knight.)
BLACK. A.
1. P to K's 4th
2. Kt to K B's 3rd
3. P takes P
4. Q to K's 2nd
5. Kt to K's 5th
6. P to Q's 4th
7. Kt takes P at Q's 6
8. B to K's 3rd
9. Q to Q's 2nd
10. Q to Q B's sq
11. B to K's 2nd
12. K takes B
13. Kt takes Kt
14. Kt to Q's sq
15. R to K Kt's sq
16. Kt takes R
17. Kt to Q B's 3rd
18. K to K B's 3rd
19. K to K's 2nd
20. K to Q's sq

And White wins.

#### GAME LXXIV.

Between Morphy and Barnes.

#### PHILIDOR'S DEFENCE.

	WHITE. Mr. B.		BLACK.	Mr.	M.
1	P to K's 4th	1.	P to K's 4t	h	
	Kt to K B's 3rd		P to Q's 3r		
	P to Q's 4th		P to K B's		
	Q P takes K P		K B P take		
	Kt to K Kt's 5th		P to Q's 4t		
	P to K's 6th		K B to Q I		(4)
			Q to K B's		(4)
	Kt to K B's 7th				
	Q B to K's 3rd		P to Q's 5t		
	B to K Kt's 5th		Q to K B's	4111	
	Kt takes R		Q takes B		
	K B to Q B's 4th		Q Kt to B'		
	Kt to K B's 7th		Q takes K		
13.	R to K B's sq		Kt to KB		
	P to K B's 3rd		Q Kt to Q		h
15.	Kt to Q R's 3rd	15.	Q B takes	P (b)	
16.	B takes B	16.	Kt to Q's 6	th (ch.	)
17.	Q takes Kt (c)	17.	P takes Q	•	
	Castles	18.	K B takes	Kt	
	B to Q Kt's 3rd	19.	P to Q's 7th	h (ch.)	
	K to Kt's sq		B to B's 4t		
	Kt to K's 5th		K to B's sq		
	Kt to Q's 3rd		R to K's sq		
	Kt takes B		Q takes R (		
	ALV UMACO AS	20.	& empos re /	w)	

And White resigns.

(a) This move appears in none of the books; all the authors regard K Kt to R's 3rd as Black's only move.
(b) To prepare the way for 16. Kt to Q's 6th (ch.)
(c) Forced, for if 17. P takes Kt, Black mates in two moves.
(d) Even the tyro will see that White cannot capture the Queen.

## GAME LXXV.

Between Morphy and Boden.

#### SCOTCH GAMBIT.

	Multip. mil. m.	BLACK. MIT. D
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
	P to Q's 4th	3. P takes P
	K B to Q B's 4th	4. K B to Q B's 4th
	Castles	5. P to Q's 3rd
	P to Q B's 3rd	6. Kt to K B's 3rd (a)
	P takes P	7. B to Q Kt's 3rd
8.	Q Kt to B's 3rd	8. Castles
	P to Q's 5th	9. Kt to Q R's 4th
10.	B to Q's 3rd	10. P to Q B's 4th
	Q B to K Kt's 5th	11. P to K R's 3rd
12.	B to K R's 4th	12. Q B to K Kt's 5th

13.	P to K R's 3rd
	P to K Kt's 4th
	Q to Q's 2nd
	Q R to K's sq
	Kt to Q Kt's 5th
18.	B takes Kt
19.	Kt takes B
20.	Q to Q B's 3rd
	Kt to K R's 4th
	P to K B's 4th
	Kt takes B
	P to K's 5th
25.	B to Q Kt's sq
26.	P to K's 6th (ch.)
27.	Q to Q's 3rd
28.	P takes K B P
	P takes K Kt P
	P to K B's 5th
	P to K's 7th
	Q to K Kt's 3rd
04.	W to V V V S SLU

13. B to K R's 4th 14. B to K Kt's 3rd 15. R to K's sq 16. B to Q B's 2nd 17. K to R's 2nd 18. Kt P takes B 19. Q takes Kt 20. Q to Q's sq 21. P to Q Kt's 3rd 22. K to Kt's 2nd 23. P takes Kt 24. Q R to B's sq 25. K to B's 2nd 26. K to Kt's 2nd 27. P to K B's 4th 28. O to K B's 3rd 29. Q takes Q Kt P 30. Q to K B's 3rd 31. P to Q B's 5th 32. P to Q B's 6th 33. Q to Q's 5th (ch.)

34, Q takes Q P

#### And Black resigns.

(a) This is now the usual defence to the Scotch Gambit. The present position occurs in the Giuoco Piano, where it is brought about as follows: 1. P to K's 4th

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

84. Q to K B's 2nd 85. P to K B's 6th (ch.)

4. P to Q B's 3rd 5. P to Q's 4th

33. R to K's 6th

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

#### GAME LXXVI.

## Between Morphy and Elkin.

#### ALLGAIER GAMBIT.

Mr. E. WHITE.

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

9. Q to Q's 2nd 10. K to Q's sq 11. Q to K's sq 12. Kt to Q's 3rd

13. Q to Q B's 3rd 14. Q Kt to Q's 2nd 15. Kt to K B's 3rd

16. B to Q Kt's 5th 17. B takes Kt

18. B to Q's 2nd

BLACK. Mr. M.

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. Kt to K B's 3rd

6. P to Q's 4th 7. K B to Q's 3rd 8. Kt to K R's 4th 9. Q to K's 2nd 10. Castles 11. R to K's sq

12. Q to Q's sq 13. P to K Kt's 6th 14. Q B to K Kt's 5th (ch.)

15. Q Kt to Q's 2nd 16. R to K's 2nd 17. Q takes B

18. Q R to K's sq

19. R to K's sq 20. P takes B 21. Kt to K's 5th 22. B takes B P 23. Q to K's 3rd 24. P takes B 25. Q takes Kt 19. B takes Kt (ch.)
20. Q to K R's 6th
21. P to K Kt's 7th
22. Kt takes B
23. B takes Kt
24. R takes P
25. R takes P (ch.)

And White resigns.

#### GAME LXXVII.

## Between Morphy and Kipping.

## EVANS' GAMBIT.

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

80. R to K's 4th (ch.)

WHITE. Mr. M.

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

And White mates in two moves.

#### GAME LXXVIII.

# Between Morphy and Kipping. EVANS' GAMBIT.

	WHITE.	Mr.	K.
1.	P to K's 4th	1	
2.	K Kt to B's	3rd	
2	K R to O R	'a 4th	
4.	P to Q Kt's	4th	
5.	P to Q Kt's P to Q B's 3	Brd	
6.	P to Q's 4th	l	
7.	P takes P		
8.	P to Q's 5th	ı	
9.	B to Q's 3rd	Į.	
10.	B to O Kt's	2nd	
11.	F to K R's	3rd	
12.	Castles		
13.	Q to Q's 2nd	1	
14.	Kt to Q R's K R to K's	3rd	
15.	K R to K's	sq	
16.	K B takes b		
17.	B takes B		
18.	R to K's 4th	1	
19.	B to Q B's	3rd	
20.	Kt to Q B's	2nd	
21.	Q to K Kt's	5th	
22.	QR to K's	sq	
23.	R takes R		
24.	Q to K Kt's	4th	
25.	R to K's 6th	1	
26.	Q Kt to Q's	4th	
27.	Q to K Kt's	6th	
28.	Q to K Kt's	3 3rd	
	Kt takes Kt		
80.	Kt to Q's 8t	th	

BLACK. Mr. M.

1. P to K's 4th
2. Q Kt to B's 3rd
3. K B to Q B's 4th
4. B takes Kt P
5. B to Q B's 4th
6. P takes P
7. B to Q K's 8rd
8. Kt to Q R's 4th
9. P to Q's 3rd
10. Kt to K B's 8rd
11. Castles
12. Kt to K R's 4th
13. P to K B's 4th
14. Kt to K K's 6th
15. P takes P
16. B to K B's 4th
17. Kt takes B
18. Q to Q's 2nd
19. B to Q B's 4th
19. P to Q K's 8rd
21. Q R to K's 8rd
21. Q R to K's 8rd
22. R takes R
23. P to K R's 3rd
24. R to K B's 2nd
25. P to Q B's 3rd
26. P takes P
27. K Kt to K's 2nd
28. Q Kt to K's 2nd
29. Q K't S R's 3rd
26. P takes P
27. K Kt to K's 2nd
29. Q K't to B's 3rd
29. Q K't to B's 3rd
20. Q K't to B's 3rd

And Black wins.

#### GAME LXXIX.

Between Morphy and Medley.

#### ALLGAIER GAMBIT.

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

Mr. Morphy.

WHITE.

BLACK. Mr. Medley.
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. Kt to K B's 3rd
6. P to Q's 4th
7. B to Q's 3rd
8. Kt to K R's 4th
9. B to K B's 4th
10. P to K B's 3rd

29. Q takes R 30. P to K Kt's 3rd 11. Q Kt takes P 12. Kt to K R's 5th 13. Q B to K Kt's 5th 14. P to Q B's 3rd 15. Castles
16. R takes B
17. Q takes Kt P
18. R to K's sq 19. Q to K B's 3rd 20. B to Q'Kt's 5th (ch.)

21. P takes P
22. Kt takes Q B P
23. B takes Kt (ch.)

24. B takes Kt (ch.) 25. R takes Q 26. B takes R

11. Kt to K Kt's 6th 12. Kt takes Kt 13. B to Q Kt's 5th (ch.) 14. Q to Q's 3rd 15. Kt to K Kt's 2nd 16. Kt takes R

16. Kt takes K 17. Kt to K's 2nd 18. P to K R's 2nd 19. R to K R's 2nd 20. P to Q B's 3rd 21. P takes P 22. Q Kt takes Kt 23. K to B's sq

24. Q takes B 25. B takes R

And White wins.

## GAME LXXX.

Between Morphy and Boden.

KING'S GAMBIT EVADED.

WHITE. Mr. M.

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

10. P takes P
11. Q B to K's 3rd
12. Q B to K B's 2nd
13. Castles
14. Q to Q's 3rd
15. Kt to Q B's 3rd
16. P to K Kt's 3rd
17. K to K t's 3rd

17. K to Kt's 2nd 18. Q R to K's sq 19. B to K's 3rd 20. Kt to K's 2nd

21. B to Q's 2nd 22. Kt to K B's 4th

22. Kt to K B's 4th 24. Rt takes Q 25. B to Q Kt's 4th 26. B takes R 27. Kt to K B's 4th 28. B takes Q P 29. B takes Kt 30. B to Q's 5th 31. P to K's 6th

BLACK. Mr. B.

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

7. Rt to Q R's 4th
S. B takes Kt
9. P takes Q P
10. Q to K B's 3rd
11. Kt to Q B's 5th
12. Q takes K B P
13. Kt to K B's 3rd
14. Kt to C B's 4th

14. Kt to Q R's 4th Castles (K R)
 Q to K R's 3rd

17. Q R to K's sq 18. K to R's sq 19. Q to K Kt's 3rd 20. P to K R's 3rd 21. P to Q's 4th

21. If to Q \$ 4th
22. Q to K E's 2nd
23. Q takes Q
24. Kt to Q B's 5th
25. Kt to K's 5th
26. R takes B
27. K Kt to Q's 7th
28. Kt to Q's 7th
30. B takes Q P
31. P to K K E's 4th

31. P to K Kt's 4th

32. P to K's 7th 33. B takes K B P 34. P takes P 35. R takes R 32. R to K's sq 33. P takes Kt 34. R takes P

And White wins.

#### GAME LXXXI.

## Between Morphy and Bird.

## PHILIDOR'S DEFENCE.

	WILLIAM MET.
1.	P to K's 4th
2.	Kt to K B's 3rd
3.	P to Q's 4th
4.	Kt to Q B's 3rd
5.	Q Kt takes P
6.	Kt to K Kt's 3rd
7.	Kt to K's 5th
8.	Q B to K Kt's 5tl
9.	Kt to K R's 5th
10.	O to O's 2nd
11.	P to K Kt's 4th
12.	Kt takes Kt
13.	Kt to K's 5th
14.	B to K's 2nd
	Kt takes Kt
	B to K's 3rd
17.	Castles (Q R)
18.	B takes R
19.	P to Q B's 3rd
20.	P to Q Kt's 4th
	K to B's 2nd
	K to Kt's 2nd
23.	P takes B
24	Q takes R
25	K to B's 2nd
26	B takes P
27	R to Q's 3rd
28	K to Q's 2nd
DO.	11 00 00 2 2110

29. K to Q's sq

WHITE. Mr. B.

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

26. B to K B's 4th (ch.)
27. Q to Q B's 5th (ch.)
28. Q to Q R's 7th (ch.)
29. Q to Kt's 8th (ch.)

And White resigns.

#### GAME LXXXII.

Between Morphy and Bird.

EVANS' GAMBIT.

WHITE. Mr. M.
1. P to K's 4th
2. Kt to K B's 3rd
3. B to Q B's 4th
4. P to Q Kt's 4th

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

5. P to Q B's 3rd 6. P to Q's 4th 7. P takes P
8. Castles
9. P to Q's 5th
10. P to K's 5th 9. Pt to Q's 5th
10. Pt of K's 5th
11. Q to R's 4th (ch.)
11. B to Q's 2nd
12. Q takes Kt
12. P takes P
13. Q to K B's 3rd
14. Kt takes P
14. Kt takes B
14. K takes B
15. Q to K K's 4th (ch.)
16. Q to K K's sq
16. B to K K's 5th
16. Q to K K's 8q
17. Kt to Q B's 3rd
18. Q R to K's sq
18. K to B's 8rd
19. Q to Q K's 4th (ch.)
19. K to K's sq
19. Q to Q K's 4th (ch.)
19. K to K's sq
20. B takes Kt
20. Q takes B
21. Kt to K's 4th
22. K to R's sq
22. K to R's sq
22. K to R's 4th
23. P to K B's 5th
24. P to K B's 5th
25. R to K B's 4th
26. Kt takes P (ch.)
27. R to K Kt's 4th (ch.)
28. Q takes R
29. R to K's 6th
30. Q to K B's 4th
30. Q to K B's 4th
31. R to K's 7th (ch.) 81. R to K's 7th (ch.)

5. B to Q B's 4th 6. P takes P 7. B to Q Kt's 3rd 8. P to Q's 3rd 9. Kt to Q R's 4th 10. Kt takes B

And White wins.

### GAME LXXXIII.

Between Morphy and Barnes.

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

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

BLACK. Mr. B. P to K's 4th
 Kt to K B's 3rd
 Kt takes K P 4. Kt takes Kt 5. P to K B's 3rd 6. Kt to Q B's 3rd 7. Q to K's 2nd 8. Q to Q B's 4th
9. P to Q's 4th
10. Q to Q B's 4th
11. Q B to K's 3rd
12. P to K Kt's 3rd
13. B to K B's 2nd 15. B to K B's 2nd 14. Q B takes Kt 15. R to K Kt's sq 16. B to K's 2nd 17. B to K B's 2nd 18. Kt to Q's sq 19. P to K's 5th 20. B takes R 21. Kt B's gc 21. K to B's sa

22. B takes B
23. P to Q Kt's 4th
24. P to K B's 5th
25. P to K B's 6th
26. P to Q Kt's 5th
27. B takes Kt
28. B to K R's 6th
29. B takes R
30. B to Q Kt's 3rd
31. R to K B's 7th (ch.)
32. Q takes R (ch.)
33. Q takes B
34. K to B's 2nd
35. K to Kt's 3rd
QG O to V Die 6th (ah)

87. B to K's 6th (ch.)

22. R to K Kt's 2nd
23. Q to Q R's 3rd
24. Kt to K B's 2nd
25. B takes P
26. Q to Q's 3rd
27. P to Q Kt's 3rd
28. K to K's 2nd
29. B takes B
30. R to K B's sq
31. R takes R
32. K to Q's sq
33. Q to Q's Sth (ch.)
34. Q to Q's 5th (ch.)
35. P to K's 6th
36. K to Q B's sq

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And Black resigns.

#### GAME LXXXIV.

Between Morphy and Lichtenhein,

#### SCOTCH GAMBIT.

	WHITE. Mr. L.	
1.	P to K's 4th	
2.	K Kt to B's 3rd	
3.	P to Q's 4th	
	K B to Q B's 4th	
	P to K's 5th	
	B to Q Kt's 5th	
	Kt takes P	
	Kt takes Q Kt	
	K B to Q's 3rd	
	B takes Kt	
11.	Q to K's 2nd	
12.	Q B to K's 3rd	
13.	Q to Q B's 4th	
	P to K Kt's 3rd (a)	
	P takes B	
	K to K B's 2nd	
	K to K Kt's sq	
10	O token O P P (ob )	
18.	Q takes Q B P (ch.)	
		An

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

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

Mr. M.

And White resigns.

(a) If Q takes Q B P (ch.), Black would play K to B's sq. and, upon White capturing the Queen's Rook, would play K to K's 2nd, and win.

#### GAME LXXXV.

Mr. Paul Morphy gives an Amateur of New Orleans the Queen's Rook.

## TWO KNIGHTS' DEFENCE.

## (Remove White's Queen's Rook.)

WHITE. Mr. M.	BLACK. A.
1. P to K's 4th	1. P to K's 4th
2. K Kt to B's 3rd	2. Q Kt to B's 3rd
3. K B to Q B's 4th	3. K Kt to B's 3rd
4. K Kt to Kt's 5th	4. P to Q's 4th
5, K P takes P	5. K Kt takes P
6. K Kt takes B P	6. K takes Kt
7. Q to K B's 3rd (ch.)	7. K to K's 3rd
8. Kt to Q B's 3rd	8. Q Kt to Q's 5th
9. K B takes K Kt (ch.)	9. K to Q's 3rd
10. Q to K B's 7th (a)	10. Q B to K's 3rd
11. B takes B	11. Kt takes Kt
12. Kt to K's 4th (ch.)	12. K to Q's 4th
13. P to Q B's 4th (ch.)	13. K takes Kt
14. Q takes Kt	14. Q to Q's 5th
15. Q to K Kt's 4th (ch.)	15. K to Q's 6th
16. Q to K's 2nd (ch.)	16. K to B's 7th
17. P to Q's 3rd (ch.)	17. K takes B
18. Castles (checkmate)	

(a) Threatening mate next move.

### GAME LXXXVI.

Between Morphy and Boden.

## EVANS' GAMBIT.

WHITE. Mr. M.	BLACK. Mr. B
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 B's 4th	3. K 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 B's 4th
6. P to Q's 4th	6. P takes P
7. P takes P	7. B to Q Kt's 3rd
8. Castles	8. P to Q's 3rd
9. P to Q's 5th	9. Kt to Q R's 4th
10. P to K's 5th	10. Kt takes B
11. Q to Q R's 4th (ch.)	11. B to Q's 2nd
12. Q takes Kt	12. P takes P
13. Kt takes P	13. Q to K B's 3rd
14. Kt takes B	14. K takes Kt
15. Q to K Kt's 4th (ch.)	15. K to K's sq
16. Q B to K Kt's 5th	16. Q to K Kt's 3rd (a
17. Kt to Q B's 3rd	17. Kt to K B's 3rd
18. Q R to K's sq (ch.)	18. K to B's sa

19. Q to Q Kt's 4th (ch.) 20. B takes Kt 21. Kt to K's 4th 22. K to R's sq 23. P to K B's 4th 24. P to K B's 5th 25. R to K B's 4th 26. Kt takes P (ch.)
27. R to K Kt's 4th (ch.)
28. Q takes Q (ch.)
29. R to K's 6th

30. Q to K B's 4th 31. R to K's 7th (ch.)

20. Q takes B 20. Q takes B 21. Q to K Kt's 8rd 22. P to K R's 4th 23. P to K R's 5th 24. Q to K R's 4th 25. P to K B's 8rd 26. P takes Kt 27. Q takes R 28. K to B's sq 29. R to K R's 3rd 30. K to Kt's 2nd

19. K to Kt's sq

#### And White wins.

(a) Mr. Lowenthal correctly states that if Black had ventured to take the Rook he would have been mated in eight moves, thus:

17. R to K's sq (ch.)
18. R takes Kt (ch.)
19. R takes P (ch.)
20. Q to K's 6th (ch.)
21. B to K's 7th (ch.) 22. B to B's 6th (ch.) 23. Q to K's 7th (ch.) 24. Q Mates.

16. Q takes R 17. Kt to K's 2nd (best) 17. Kt to K's sq 18. K to B's sq 19. K takes R 20. K to B's sq 21. K to K's sq 22. K to B's sq 23. K moves

## GAME LXXXVII.

Between Morphy and Boden.

SCOTCH GAMBIT.

Mr. M. WHITE. 1. P to K's 4th 2. K Kt to K B's 3rd 3. P to Q's 4th 4. K B to Q B's 4th

5. Castles 6. P to Q B's 3rd 7. P takes P 8. Q Kt to Q B's 3rd 9. P to Q's 5th 10. K B to Q's 3rd

10. K B to Q's 8rd
11. Q B to K Kt's 5th
12. Q B to K R's 4th
13. P to K E's 8rd
14. P to K Kt's 4th
15. Q to Q's 2nd
16. Q E to K's 8q
17. Q Kt to Q Kt's 5th
18. Q B takes Kt
19. Q Kt takes B
20. Q to Q B's 3rd
21. Kt to K R's 4th
22. P to K R's 4th

22. P to K B's 4th 23. Kt takes B

BLACK. Mr. B.

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

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

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

24. P to K's 5th	24. Q R to Q B's sq
25. B to Q Kt's sq	25. K to K B's 2nd
26. P to K's 6th (ch.)	26. K to Kt's 2nd
27. Q to Q's 3rd	27. P to K B's 4th
28. P takes K B P	28. Q to K B's 3rd
29. P takes K Kt P	29. Q takes Q Kt P
30. P to K B's 5th	30. Q to K B's 3rd
81. P to K's 7th	31. P to Q B's 5th
32. Q to K Kt's 3rd	32. P to Q B's 6th
33. Q R to K's 6th	33. Q to Q's 5th (ch.)
84. Q to K B's 2nd	34. Q takes Q P
85 P to K R's 6th (ch)	0

And Black struck his colors.

#### GAME LXXXVIII.

Mr. Morphy plays the following eight games simultaneously without sight of men or boards. These games were played at the Birmingham Chess Meeting in 1858.

## FIRST BOARD-LORD LYTTLETON.

## ALLGAIER GAMBIT.

white.(a) Mr. M.	BLACK. Lord. L.
1. P to K's 4th	1. P to K's 4th
2. P to K B's 4th	2. P takes P
3. K Kt to 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 Q's 3rd
6. Kt takes K Kt P	6. K B to K's 2nd
7. P to Q's 4th	7. B takes K R P (ch.)
S. K Kt to K B's 2nd	8. B takes Kt (ch.)
9. K takes B	9. K Kt to K B's 3rd
10. Q Kt to Q B's 3rd	10. Q to K's 2nd
11. Q B takes P	11. Kt takes P (ch.)
12. Kt takes Kt	12. Q takes Kt
13. K B to Q Kt's 5th (ch.)	13. K to B's sq (b)
14. Q B to K R's 6th (ch.)	14. K to Kt's so
15. K R to K R's 5th (c)	15. B to K B's 4th
16. Q to Q's 2nd	16. B to K Kt's 3rd
17. Q R to K's sq	10. D to 12 12 13 51 d
II. & L to L's sq	

And Black resigned.

(a) To say the White men were played by Mr. Morphy means no more than that, as his opponent used the dark ones, it was presumed he mentally adopted the opposite color.

(b) To avoid the threatened loss of his Queen by K R to K's sq. &c.

(c) Very prettily played.

#### GAME LXXXIX.

SECOND BOARD-THE REV. GEORGE SALMON.

## EVANS' GAMBIT.

	WHITE. Mr. M.	BLACK. Mr. S.
1.	P to K's 4th	1. P to K's 4th
	K Kt to K B's 3rd	2. Q Kt to K B's 3rd
	K B to Q B's 4th	3. K B to Q B's 4th.
4.	P to Q Kt's 4th	4. P to Q's 4th
	P takes Q P	5. Kt takes Q Kt P
	Castles	6. K Kt to K's 2nd
	Kt takes K P	7. Castles
	P to Q's 4th	8. K B to Q's 3rd
	Q Kt to Q B's 3rd	9. Q B to K B's 4th
	K B to Q Kt's 3rd (a)	10. P to Q R's 4th
	P to Q R's 3rd	11. P to Q R's 5th
12.	Q Kt takes Q R P	12. Q Kt takes Q P
	P to Q B's 4th	13. Q R takes Kt
	P takes Kt (b)	14. QR to QR's 4th
	Q to K B's 3rd	15. Q B to K Kt's 3rd
	K R to K's sq	16. K B to Q Kt's 5th
	K R to K's 2nd	17. Kt to K B's 4th
	Q B to Q Kt's 2nd	18. Q to Q R's sq
	P to K Kt's 3rd	19. Q to Q R's 2nd
	Kt takes B	20. K R P takes Kt
	K R to K's 5th	21. B takes Q R P (c)
	P to Q's 6th	22. B to Q Kt's 5th
23.	K R takes R	23. B takes R

(a) In these games Mr. Morphy overlooks nothing; the moment an enemy makes an attack the correct defence follows, as if every thing had been foreseen and provided for.

(b) He plainly saw that by taking the Rook he would be subjected to loss by 14. Kt to Q B's 6th; 15. Kt to K's 7th (ch.); and 16. Kt takes Q P, &c. (c) Better to have taken the Q's Pawn with Kt.

(d) From this point, owing to an error on the part of the transcriber, the record of the game is no longer intelligible, which is to be regretted, as, upon the whole, it was perhaps the best contested partie of the series, and excited more interest than any other. It was carried on after this for above twenty moves on each side, and was finally won, amidst general applause, by Mr. Morphy.

## GAME XC.

THIRD BOARD-MR. AVERY.

## SICILIAN OPENING.

WHITE, Mr. M.

1. P to K's 4th

2. P to Q's 4th

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

24. Q to Q's 5th

BLACK. Mr. A.

24. P to Q Kt's 3rd (d)

1. P to Q B's 4th

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

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

5. KKt to KB's 3rd 6. P to Q's 4th 7. P takes Kt 8. Kt to Q's 2nd 9. QB to QR's 3rd 10. B takes B 11. B to Q B's 4th
12. B takes B (ch.)
13. Q to Q Kt's 3rd (b) 14. Castles on K's side 15. P to K B's 3rd 16. K R takes P 16. K R takes P 17. Q R to K B's sq 18. Q takes Q 19. P to K K's 8rd 20. P to K's 4th 21. P takes P 22. Q R to K B's 2nd 23. K R takes P 24. K to K's 2nd 25. K R to K B's 8rd 20, K to K B's Sq 26, K to K B's Sq 27, Q R takes R 29, K to K B's 2nd 30, R to K B's 2nd 30, R to K B's sq 31, R to B's 2nd 32, R to K B's sq 32, R to K B's sq 33, R to K B's sq 33. R to K B's 2nd

And the game was abandoned as a drawn battle.

(a) Much better than taking the Bishop, because that would have enabled Black, after he had checked with his Queen and regained the piece, to impede White's castling.

(b) This game of exchanging off all the pieces is rather favorable to the

unseeing player.

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

(c) Foreseeing that, by taking the proffered Pawn, he must have lost a piece.

#### GAME XCI.

### FOURTH BOARD-MR. KIPPING.

#### SCOTCH GAMBIT.

1. P to K's 4th 2. K Kt to K B's 3rd 3. P to Q's 4th 4. KB to QB's 4th 5. Castles 6. P to Q B's 3rd 7. QB to KKt's 5th S. P takes P 9. Kt takes Kt 10. P to K B's 4th

11. K to R's sa

WHITE. Mr. M.

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

11. Kt to K R's 3rd

12. P to K R's 8rd (a) 12. Q B takes K R P 13. P takes B 13. Q takes K P (ch.) 14. Q takes K Kt 14. Q to K B's 3rd 15. K R to K's sq (ch.) 15. K to Q's 2nd 16. Kt to Q R's 3rd
17. B to Q Kt's 5th (ch.)
18. P takes B (b)
19. Q R to Q B's sq
20. Q to Q Kt's 3rd
21. B to Q's 3rd 16. B takes Kt 17. P to Q B's 3rd
18. K R to K's sq
19. P to Q's 4th
20. K to Q B's 2nd
21. K R to K's 6th 21. A K. W. K. S th 22. Q takes R P (ch.) 24. P to Q Kt's 3rd 25. Q to K Kt's 6th (ch.) 26. Q takes P (ch.) 27. Q to K Kt's 4th (ch.) 28. Kt to Kt's 5th 22. R takes R 23. R to Q Kt's sq 24. K to K Kt's sq 25. R to K's sq 26. K to B's sq 27. K to Kt's 2nd 28. K to B's sq 29. R to K's 2nd 29. Kt to K's 6th (ch.)

And White resigned.

(a) Throughout the whole of this prodigious exploit, the present move was the only instance in which Mr. Morphy was guilty of a miscalculation; and in this case the error is not at all obvious, even to a player who has board and men before him.

(b) All this is very ingenious, but the loss of Pawns and exposure of his King entailed by the slip at move 12 are not to be recovered; and he very soon appears to have made up his mind to abandon this game and direct

his attention to the others.

#### GAME XCII.

## FIFTH BOARD-MR. RHODES.

## KING'S GAMBIT DECLINED.

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

22. R takes Kt 22. Q to K B's 2nd 23. Kt takes KBP 23. R takes R 24. Q takes Q R P 25. K to Kt's 2nd 24. Q takes R 25. Q to K's 8th (ch.)

And White gave mate in three moves.

(a) This capture was made in the expectation, perhaps, that White would take with the Queen's Pawn, in which case Black, of course, must have gained a piece in return.

#### GAME XCIII.

## SIXTH BOARD .- DR. FREEMAN.

## KING'S BISHOP'S GAMBIT.

BLACK. Dr. F. WHITE, Mr. M. 1. P to K's 4th
2. K B to Q B's 4th
8. P to Q K's 4th
4. K K to K B's 3rd
5. P to Q's 4th
6. K K's 4th 1. P to K's 4th 2. K B to Q B's 4th
3. K B to Q Kt's 3rd
4. P to Q's 3rd
5. P takes P 6. KKt takes P 6. K Kt to K B's 8rd 7. Castles
8. Kt takes K P
9. P to Q's 4th 7. Q Kt to Q B's 3rd 8. Castles 8. Castles
9. Kt takes Kt
9. Kt takes Kt
9. P to Q's 4th
10. Q B to K Kt's 5th
10. Q B to K Kt's 5th
11. K B takes Q P
11. F to K's sq
12. Q to Q's 2nd
13. Kt to K's 6th (ch.)
13. P takes Kt
14. Q B takes P
15. Kt to K's 6th (b)
16. Q to K R's 5th
17. K to E's aq
17. Q to K B's 5th
18. R takes Q B
18. Kt to Q's 2nd
19. Q B to K K's 2nd
19. P to K Kt's 3rd
19. P takes Q
22. B takes B
23. Q R to K Kt's 3rd
24. Q R takes Kt (ch.)
25. R takes P (ch.)
26. R to K Kt's 4th (ch.)
27. K B to Q's 3rd
29. R to K Kt's 5th
30. Q R to K's 5th
31. Q B to K B's 4th
32. R to K Kt's 5th
33. K to K's 2nd
34. K B takes P (ch.)
35. P to K Kt's 3rd
36. Q R to K K's 5th
37. Q R to K K's 5th
38. K to K's 2nd
39. C R to K's 2nd
39. C R to K's 2nd
39. C R to K's 2nd
30. C R to K's 2nd
30. C R to K's 2nd
30. C R to K's 2nd
31. K to R's 2nd
32. C R to K's 2nd
33. K to K's 2nd
34. K to K's 2nd
35. P to K E's 4th
36. Q B takes R
36. R to K's 2nd
36. R to K's 2nd
37. Y L 2nd
38. K to K's 2nd
38. K to K's 2nd
39. C R to K's 2nd
39. C R to K's 2nd
30. 36. Q B takes R 87. K to B's 3rd

And Black struck his colors.

36. R to K's so

(b) Beautifully played.

<sup>(</sup>a) Had he taken the Bishop with Queen or Pawn, White would have von instantly, by playing R to K's 5th.

#### GAME XCIV.

## SEVENTH BOARD .- MR. CARR.

#### IRREGULAR OPENING.

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

#### And Black surrendered.

(a) This bizarre defence was adopted, we presume, with the notion that it would embarrass the blindfolded performer, but it only tended to facilitate his victory by enabling him to bring his forces more rapidly to the attack.

(b) What a deplorable game Black has now got by the vain attempt to perplex his adversary in the opening!

#### GAME XCV.

## EIGHTH BOARD,-MR. WILLS.

#### SICILIAN OPENING.

WHITE. Mr. M. BLACK. Mr. W. 1. P to K's 4th 1. P to Q B's 4th

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

6. K B to Q's 3rd 6. P to K's 4th

7. Q Kt P takes Kt 7. Kt takes O Kt

8. P to Q's 3rd 8. Castles 9. P to K B's 4th 9. P takes P 10. Q B takes K B P 10. K B to K's 2nd 11. Q Kt to Q B's 3rd 12. P to K's 5th 13. Q B takes P 14. Q to K B's 3rd 15. K to R's sq 16. O to K's sq 11. Q R to Q Kt's sq 12. P takes P 11. Q.K to Q.Kt's Sq
12. P takes P
13. Q.R to Q.Kt's 5th
14. Q to Q.Kt's 3rd (ch.)
15. Q.B to K.Kt's 5th
16. Q takes Q.
17. K.B to Q.B's 4th
18. K.B to K's 2nd
20. Q.B to Q's 2nd
21. P takes Kt
22. B takes B
23. Q.R takes Q.K t P
24. B to K's 3rd
25. K to K's 2nd
26. K.R to Q.Kt's Sth
27. Q.R to Q.Kt's Sth
28. P takes B
29. K to Q's 3rd
30. R takes B
20. K to Q's 3rd
30. R takes B
21. Q.R to Q.Kt's Sth
22. P takes B
23. R to Q.Kt's Sth
24. R to Q.Kt's Sth
25. R to Q.Kt's Tth
36. R takes Q.B P (ch.)
37. R to Q.Kt's Tth
38. R takes Q.B P (ch.)
39. K to K.B's 4th
39. R to Q.Kt's Tth
39. R takes B. 10. K to K's sq 16. Q to K B's 2nd 17. K R takes Q 18. K R to K B's sq 19. P to Q R's 3rd 20. Q Kt to K's 4th 21. Kt takes Kt (ch.) 22. Q B takes P 23. K R takes B 24. Q R to K's sq (ch.) 24. Q R to K's sq (ch.) 25. B to K B's 5th 26. K R to K R's 6th 27. B takes B
28. Q R to K Kt's sq
29. R takes K R P (ch.)
30. R takes Q R P 31. K takes R 82, K to K B's 2nd 83, P to K R's 4th 84, K to K B's 3rd 85, P to K R's 5th 35. K to K B's 4th 36. P to K R's 6th 36. R to Q's 7th 37. P to K R's 7th

And Black cried "enough!"

## GAME XCVI.

Eight games played in Paris by Mr. Morphy, simultaneously, without sight of boards or men, against eight of the strongest French players.

## FIRST BOARD-MR. BOUCHER.

## PHILIDOR'S DEFENCE.

WHITE. Mr. M.

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

13. Q R to Q's sq 14. P to K B's 4th 15. P to K B's 5th 16. K Kt to K's 6th 17. P to Q R's 4th 18. Q to K's 2nd 19. B to K Ky's 3rd 19. B to K Kt's Srd
20. B takes Kt
21. K R to K B's Srd (b)
22. K B to K R's Srd (d)
23. Q to Q's 2nd
24. Q takes Q B
25. K R takes K R P (ch.) (f)
26. B to Q's Srd (g)
27. Q to K B's 7th (ch.)

13. K R to K B's 2nd
14. P to Q R's 4th
15. K R to K B's sq
16. K R to K K's Sq
17. Kt to K's 5th
18. Kt to K's 4th
19. Q to Q B's sq (a)
20. Q P takes B
21. Q B to Q's 2nd (c)
22. P to K R's 3rd
23. K to E's 2nd (e)
24. B to Q's 3rd
25. K takes R
26. K to R's 4th

13. K R to K B's 2nd

And wins; the battle having lasted about seven hours.

(a) To enable him to capture the Bishop, which is about to take the Knight with the Queen's Pawn. (b) The attack looks already irresistible, but the actual finish is charm-

ingly accomplished.

(c) By this move, Black may be said to lose a piece. His best course but that a bad one—was possibly to retreat this Bishop to K's square.
(a) Threatening mate in two moves.
(e) To avert the promised mate, by R takes P, &c.

(f) The termination is very pretty—quite an elegant little problem.
(g) And Black has no possible means of escape; for if he play Q to K's sq.
White simply captures the Queen for nothing: if B to Q B's 4th (ch.), then follows K to B's sq, &c.

## GAME XCVII.

## SECOND BOARD-MR. BIERWIRTH.

#### FRENCH OPENING.

Mr. M. WHITE. 1. P to K's 4th 2. P to Q's 4th 3. K B to Q's 3rd 4. P takes P 5. K Kt to K B's 3rd 6. Castles 7. P to K R's 3rd 8. Q B to K's 3rd 9. K R to K's sq 9. K to K s sq 10. Q Kt to Q's 2nd 11. Kt takes B 12. Q to Q's 2nd 13. P to Q B's 4th 14. K B takes P 14. K. B takes F 15. Kt to K's 5th 16. K B to K's 6th 17. P takes B 18. Q to Q B's 3rd (a) 19. Q to Q R's 3rd 20. Q R to Q B's sq

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

BLACK. Mr. B.

21. P to K B's 4th 22. Q B takes P 23. Q to K's 3rd 24. Q to K B's 3rd 25. K to K R's 2nd 26. R takes R 27. R to K's 2nd 28. Q B to Q's 2nd 29. K B takes Kt 30. B takes K R P 31. B to K Kt's 7th 32. B to K B's 6th 33. Q to K R's 5th 34. Q takes R

21. P takes P 21. P takes P
22. Q R to Q's 5th
23. Q R to K's 5th
24. Q to Q Kt's 5th
25. Q R takes R
26. Q to Q Kt's 5th
27. K Kt to K Kt's 3rd
28. Q to Q Kt's 4th
29. R takes B
30. R takes B
30. R to K F's so 30. R to K R's sq 31. R to K R's 2nd 32. R to K B's 2nd

33. Kt to K B's 5th

And Black surrenders, after a struggle of nearly nine hours.

(a) A very ingenious move. If Black take the Pawn with his Queen, ne of course loses her by "B takes Q R P (ch.)," &c., and if with the Knight, it costs him at least a piece.

#### GAME XCVIII.

## THIRD BOARD-MR. BORNEMANN.

### KING'S GAMBIT DECLINED.

Mr. M. WHITE. 1. P to K's 4th 2. P to K B's 4th 3. K Kt to K B's 3rd 5. K B to Q B's 3rd 5. K B to Q B's 4th 6. P takes P 7. Q takes B 8. P to Q's 3rd | 10. B to K's 2nd | 11. Q to Q's 2nd | 12. Castles (Q R) | 12. Castles (Q R) | 13. P to K R's 3rd | 14. P to K K't's 3rd | 14. P to K K't's 3rd | 16. K to Q's 5th | 16. K to C's 5th | 17. P to K S's 4th | 17. P to K S's 4th | 17. P to K S's 4th | 18. P takes P | 18. K K to Q's 3rd | 19. E to Q's 4th | 17. P to K B's 4th | 19. E to Q's 4th | 19. E to Q's 4th | 19. E to X's 6th | 19. E to X's 8rd | 19. E to X' 9. QB to K Kt's 5th
10. QKt to Q's 2nd
11. Castles (QR)

BLACK. Mr. B. 1. P to K's 4tu 2. K B to Q B's 3. P to Q's 3rd 4. Q B to K K 5. K Kt to K F 1. P to K's 4th 2. K B to Q B's 4th 4. Q B to K Kt's 5th 5. K Kt to K B's 3rd 6. B takes Kt 6. B takes Kt
7. Q P takes P
8. Q Kt to Q B's 3rd
9. P to Q R's 3rd
10. B to K's 2nd
11. Q to Q's 2nd
12. Castles (O P)

And Black gave up the battle, after fighting for above nine hours,

(a) A manœuvre altogether unforeseen by Mr. Bornemann.

(b) No hurry: poor Black is in the toils, and escape impossible, do what he can.

(c) Capitally played. Black can take it only at the expense of a piece.

#### GAME XCIX.

## FOURTH BOARD-MR. GUIBERT.

#### IRREGULAR OPENING.

BLACK. Mr. G. Mr. M. WHITE. 1. P to Q's 4th 1. P to O's 4th 2. P takes P 2. Q takes P 8. Q Kt to Q B's 3rd 4. P to Q's 4th 5. K Kt to K B's 3rd 3. Q to Q's sq 4. P to K's Srd 5. K B to Q's 3rd 6. KB to Q's 3rd 6. K Kt to K's 2nd 8. P to Q B...
9. Q Kt to Q's 2nd
10. Q Kt to K B's 3rd
11. K Kt to K B's 4th
12. K B to Q B's 2nd
13. Q Kt to Q's 4th
14. Q to K's 2nd
14. Q to K's 2nd 7. Castles 8. Q B to K's 3rd 9. K Kt to K's 5th 10. P to K B's 4th 11. Q Kt to K's 4th 12. Q B to K B's 2nd 13. P to Q B's 3rd 14. Q to K B's 3rd 15. QR to K's sq 16. Q P takes B (a) 16. P to K R's 4th 16. P to K is 44u
17. Q to Q's sq
18. Kt takes B
19. P to K Kt's 3rd
20. Kt to K's 2nd
21. B to Q's 2nd
22. P to K I's 5th
23. Kt to K B's 4th
24. K P takes Kt 17. Q B to Q B's 5th 18. Kt to Q's 6th (ch.) 19. Q B takes Kt (b) 20. Q to K Kt's 3rd (c) 21. QR to Q's sq 22. Q R to Q's 2nd 23. Q to K Kt's 4th 24. K B takes Kt 25. Q to K B's 3rd 26. K to R's sq 27. P to Q B's 4th 28. P to K Kt's 3rd 25. Q to Q Kt's 3rd (ch.) 26. Castles (Q R) 27. P to K R's 6th 28. B to K's 3rd 25. B to K s ord 22. Q R to Q's 2nd 30. P to Q B's 4th 81. K R to Q's sq 32. P to Q R's 3rd 33. Q to Q B's 3rd (d) 34. P to K B's 3rd 29. Q to Q B's 3rd 30. K R to Q's sq 31. K to K Kt's sq 82. Q to Q R's 3rd 33. B takes Q B P 84. B to Q's 6th 35. Q R to Q's 5th (e) 36. R takes B 37. P takes R 35. B takes R 36. R takes B 37. K to Kt's sq 38. R takes P 88. Q to Q's 3rd 89. Q to Q's 2nd (f) 40. P takes R 39. R takes R 40. Q to Q B's 4th (ch.) 41. K to B's sq 41. Q to Q B's 5th (ch.) 42. K to B's 2nd 42. Q to Q B's 4th (ch.) And the game was declared drawn, having lasted about nine hours.

<sup>(</sup>a) White thus early has acquired a vast superiority in position; his forces are all in the field, and his King safely housed, while the adversary's

men are out of play, and he is prevented from castling by the threatened move of Q B to Q B's 5th.

(b) The Bishop, so posted, is invincible.

(c) Threatening to take the K Kt P with his K's Bishop, and thus win off-hand.

(d) This saves Black's game, as his opponent, on account of the threatened mate at K Kt's 2nd, is unable to exchange Rooks.

(e) Admirably played; and this blindfold, and with the thousand shifting combinations of seven other games to keep in mind! Verily, it makes one's brain ache only to think of the strain.

(f) He obviously could not take the Rook because of the mate before-

mentioned.

#### GAME C.

## FIFTH BOARD-MR. LUQUESNE.

#### IRREGULAR OPENING.

WHITE. Mr. M.		BLACK.	Mr. L.
1. P to K's 4th		1. P to Q K	
2. P to Q's 4th		2. Q B to Q 3. P to K's 3	
3. K B to Q's 3rd 4. K Kt to K R's 3rd		4. K Kt to l	
5. Castles		5. P to Q's 4	
6. P to K's 5th		6. K Kt to (	
7. P to Q B's 3rd		7. K B to K	
8. P to K B's 4th		8. P to K K	
9. P to K Kt's 4th		9. P to K R	
10. P takes P	,	0. KR take	
11. Q to K Kt's 4th		1. KR to K	
12. O to K Kt's 3rd		2. K to Q's	
13. Q Kt to Q's 2nd		3. Q to K R	
14. K Kt to K Kt's 5th		14. K Kt to	
15. Q Kt to K B's 3rd		15. K B take	
16. P takes B		16. K R to K	
17. Q to K Kt's 2nd		17. Q Kt to (	Q B's 3rd
18. Q B to Q's 2nd		<ol><li>Q Kt to I</li></ol>	C's 2nd
19. Q R to Q B's sq		19. Q R to Q	B's sq
20. P to Q Kt's 4th		20. P to Q R	
21. P to Q R's 4th		21. Q to K F	s 4th
22. Kt to K's sq		22. K Kt to 1	
23. K R to K B's 3rd		23. K R to E	
24. K R to K B's 4th		24. KR take	
25. Q B takes R		25. P to Q B	
26. Q Kt P takes P		26. P takes I	
27. R to Q Kt's sq		27. P to Q B	
28. K B takes Kt		28. K Kt P (	
29. Kt to Q B's 2nd		29. B to Q B	s sra
30. P to Q R's 5th		30. Q to K F	os otn
31. Q to K Kt's 3rd		31. Q to K I	s 4th
32. Q to K Kt's 2nd		32. Q to K I	rs oth

At this point, neither party being disposed to vary his moves, the game was resigned as a DRAWN BATTLE.

#### GAME CI.

## SIXTH BOARD-MR. POTIER.

#### PETROFF'S DEFENCE.

	WHITE.	Mr. M.		BLACK.	Mr. P.
1	P to K's 4th		1	P to K's 4t	h
	K Kt to K			K Kt to K	
	K B to Q B			Kt takes K	
	Q Kt to Q F			K Kt to K	
	Kt takes K			P to Q's 4th	
	K B to Q K			K B to K's	
	P to Q's 4th			P to Q B's	
	Castles	•		Q Kt to Q's	
	P to K B's	1th		QKt to Q	
	Q to K B's 8			P to K R's	
	P to K B's			Q to Q B's	
	Q B to K B			K B to Q's	
	QR to K's s			K to B's sq	0.4
	Q to K Kt's			P to Q R's	5th
		s 6th (ch.) (b)		K to Kt's s	
	Q B takes B			P takes Q	1
	Q B takes Q			P takes Kt	
	K B P takes			P takes K I	
19.	K to R's sq			B to K Kt's	
	QR to K's	7th		Q Kt to Q's	
	QB to K's &			K to B's sq	
		7th (ch.) (c)		K to Kt's se	
23.	Kt takes Q	P		P takes Kt	•
	K B takes P			QKt to QI	Xt's 3rd

And Black abandons the game.

(a) It is to be regretted that Mr. Potier did not take the Kt rather than retreat, as many amateurs would have been pleased to see Mr. Morphy carrying out the attack of this interesting and comparatively novel debut. (b) Finely played.

(c) The termination of this partie is as elegant and finished as that of the first game.

#### GAME CII.

## SEVENTH BOARD-MR. PRETI.

#### SICILIAN OPENING.

Mr. M. WHITE. 1. P to K's 4th P to Q's 4th
 K Kt to K B's 3rd 4. K B to Q B's 4th 5. P to Q B's 3rd 6. P takes P

25. K B to Q Kt's 3rd

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

BLACK. Mr. P.

21. Q to K's 6th (ch.) 22. K B takes Kt (ch.) 23. P to K Kt's 4th (ch.) 24. K B takes Kt (ch.)

And Black surrenders.

(a) This is more effectual than taking the Queen's Pawn with Queen at once.

#### GAME CIII.

## EIGHTH BOARD-MR. SEGUIN.

#### PHILIDOR'S DEFENCE.

WHITE. Mr. M.

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

9. Castles

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

27. Kt takes B

BLACK. Mr. S.

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

7. P to Q B's 4th
S. Q K tto Q B's 3rd
9. Q B to K Kt's 5th
10. P to Q R's 3rd
11. P to K R's 3rd
12. Q B takes Kt
13. Q Kt to Q Kt's 5th
14. Q to Q B's 2nd
15. Q Kt takes B
16. K R to K's 2nd
17. Q to Q B's 2rd
18. P takes P
19. Q takes Q
20. Kt to K K's 2nd
21. Q R to Q K's 3nd 20. Rt to Q Kt's sq 22. R to K B's sq 22. K to Cy's sq 24. R takes R 25. R to Q B's sq 26. R to Q B's 2nd 27. Kt takes Kt

28. R takes P
29. B takes R
30. B to K's 3rd
31. P to K Kt's 4th
32. K to K B's 2nd
33. K to K's 2nd
34. P takes P
35. K to Q's 3rd
36. B to Q B's 5th (ch.)
37. K to K's 4th
39. P to K B's 5th
40. P takes P
41. B to Q Kt's 6th
42. P to K's 6th (ch.) (b)
43. P takes P
44. B to Q B's 5th
45. B takes Kt (ch.)
46. K to Q's 6th

47. P to K's 7th

23. Rt takes R
29. Kt to K's 3rd
30. P to K Kt's 3rd
31. Kt to Q's sq
22. Kt to Q B's 3rd
33. P to Q Kt's 4th
34. P takes P
35. K to B's sq
36. K to K's sq
36. K to K's sq
37. K to Q's 2nd
38. Kt to Q's sq
39. P takes P
40. P to K E's 4th
41. Kt to Q Kt's 2nd
42. P takes P
43. K to K's 2nd
44. K to Q's sq (ch.)

45. K takes B 46. K to K's sq

And Mr. Seguin gave in.

(a) To enable him to play the Rook to the Queen's side.
(b) Every step is made with the same precision by Mr. Morphy, in this, the conclusion of the last game, after ten hours of unexampled mental tension, which he exhibited in the outset of the first partie.

# FRÈRE'S PROBLEM TOURNAMENT.

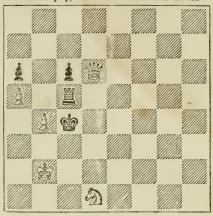
PROBLEM No. 1 .- BY THEO, M. BROWN.

White to play, and checkmate in three moves.

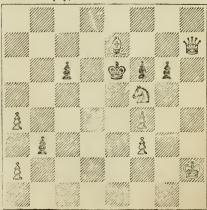
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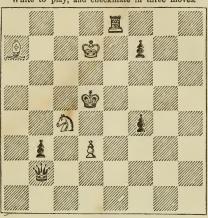
PROBLEM No. 2.—BY SAMUEL LOYD.
White to play, and checkmate in three moves,



PROBLEM No. 3.—By J. H. Morrison.
White to play, and checkmate in three moves.

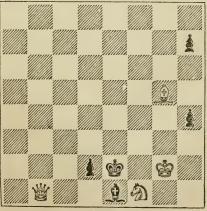


PROBLEM No. 4.—By PATTERSON.—PHILA. White to play, and checkmate in three moves.

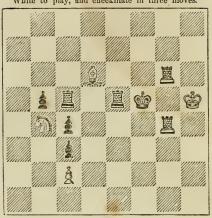


WHITE.

PROBLEM No. 5.—By S. H. WESTCOTT. White to play, and checkmate in three moves.

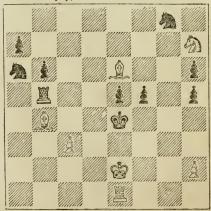


PROBLEM No. 6.—By JACOB ELSON.
White to play, and checkmate in three moves.



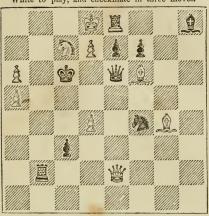
WHITE.

PROBLEM No. 7.—By JOHN GARDNER.
White to play, and checkmate in three moves.



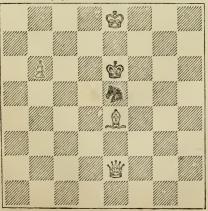
WHITE,

PROBLEM No. 8.—By N. J. HAMILTON. White to play, and checkmate in three moves.

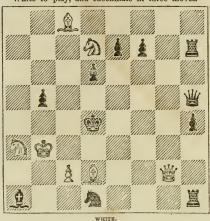


WHITE.

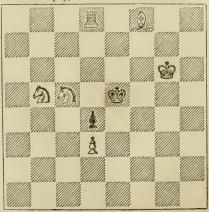
PROBLEM No. 9.—By Dr. C. C. Moore. White to play, and checkmate in three moves.



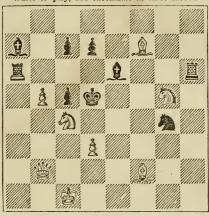
PROBLEM No. 10 .- BY E. A. BALLAQUER. White to play, and checkmate in three moves.



PROBLEM No. 11.-By Dr. N. C. REID. White to play, and checkmate in three moves.

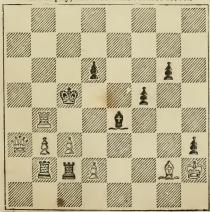


PROBLEM No. 12.—By Geo. N. CHENEY. White to play, and checkmate in three moves.

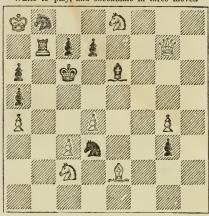


December No. 12 Dec

PROBLEM No. 13.—By JACOB ELSON.
White to play, and checkmate in three moves.

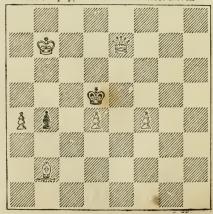


PROBLEM No. 14.—By Dr. C. C. Moore.
White to play, and checkmate in three moves.



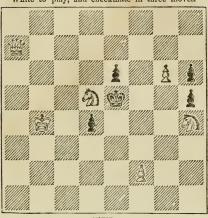
WHITE.

PROBLEM No. 15.—By SAML. LOYD.
White to play, and checkmate in three moves.



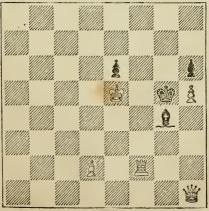
WHITE.

PROBLEM No. 16.—By Theo. M. Brown. White to play, and checkmate in three moves.

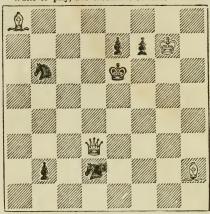


PROBLEM NO. 17—By 6

PROBLEM No. 17—By Geo. N. CHENEY. White to play, and checkmate in three moves.



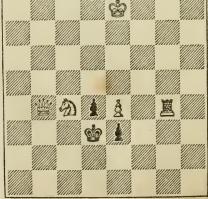
PROBLEM No. 18.—By Theo. M. Brown.
White to play, and checkmate in three moves.



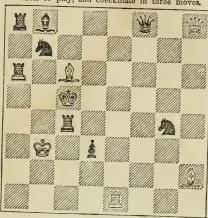
WHITE.

PROBLEM No. 19.—By Dr. C. C. Moore.

PROBLEM No. 19.—By Dr. C. C. MOORE.
White to play, and checkmate in three moves.

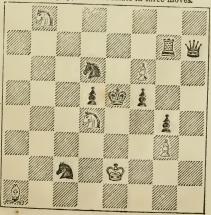


PROBLEM No. 20.—By E. A. BALLAGUER. White to play, and checkmate in three moves.



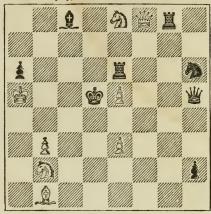
WHITE.

PROBLEM No. 21.—By John Gardner. White to play, and checkmate in three moves.

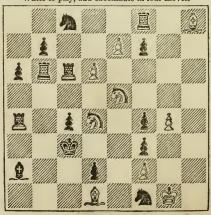


WHITE

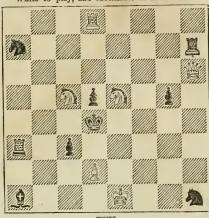
PROBLEM No. 22.—By Dr. N. C. REID.
White to play, and checkmate in three moves.



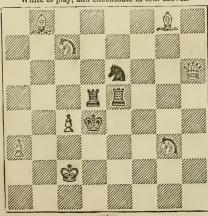
PEOBLEM No. 23.—By J. H. Morrison.
White to play, and checkmate in four moves.



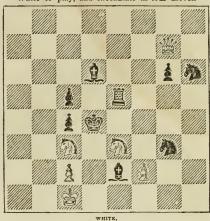
PROBLEM No. 24.—BY CLOTILDE. White to play, and checkmate in four moves.



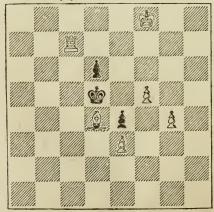
PROBLEM No. 25.—By N. MARACHE. White to play, and checkmate in four moves.



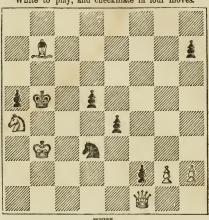
PROBLEM No. 26.—By JACOB ELSON. White to play, and checkmate in four moves.



PROBLEM No. 27.-BY JOHN GARDNER. White to play, and checkmate in four moves.

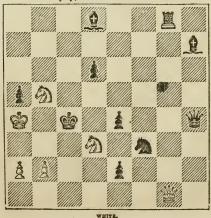


PROBLEM No. 28 .- By GEO. N. CHENEY. White to play, and checkmate in four moves.

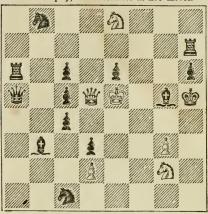


WHITE.

PEOBLEM No. 29 .- By THEO. M. BROWN. White to play, and checkmate in five moves.

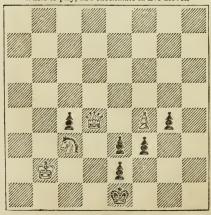


PEOBLEM No. 30.—BY SAML. LOYD.
White to play, and checkmate in five moves.



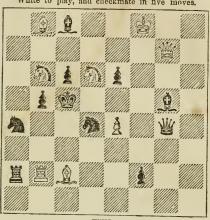
WHITE.

PROBLEM No. 31.—By Geo. N. CHENEY.
White to play, and checkmate in five moves.



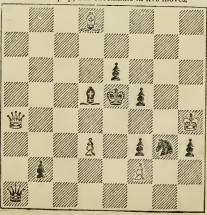
WHITE

PROBLEM No. 32.—By Dr. S. H. WESTCOTT. White to play, and checkmate in five moves.



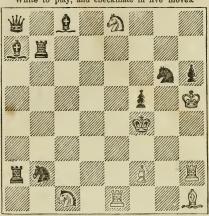
WHITE.

PROBLEM No. 33.—By Dr. S. H. WESTCOTT. White to play, and checkmate in five moves.



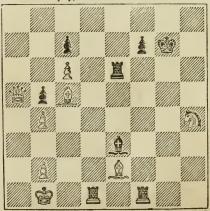
WHITE,

PROBLEM No. 34.—By Jacob Elson.
White to play, and checkmate in five moves.



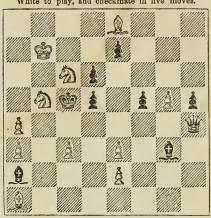
WHITE.

PROBLEM No. 35.—By Dr. C. C. Moore. White to play, and checkmate in five moves.



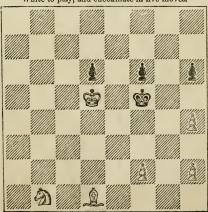
WHITE,

PROBLEM No. 36.—By J. H. MORRISON.
White to play, and checkmate in five moves.

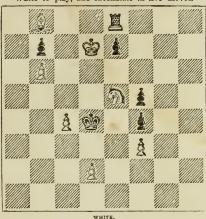


WHITE.

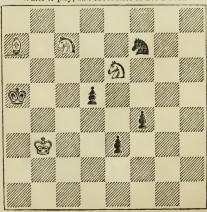
PROBLEM No. 37.—By John GARDNER.
White to play, and checkmate in five moves.



PEOBLEM No. 38.—By PATTERSON.
White to play, and checkmate in five moves.



PROBLEM No. 39.—By P. J. D.
White to play, and checkmate in five moves.



## SOLUTIONS

TO THE

## CHESS PROBLEMS.

## PROBLEM No. 1.

WHITE.

1. B to Kt's 6th 2. R to K's 4th

3. Q mates

2. Kt to B's 7th

3. Q to Q R's sq (mate)

2. Q takes Q (ch.)

3. R mates

BLACK.

1. B to B's 4th 2. Any thing

Q takes Kt

2. K moves

1. B takes P

2. B covers

## PROBLEM No. 2.

WHITE.

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

3. Q mates

2. K to Kt's 3rd 3. Q or Kt mates

2. Kt to Kt's 2nd (ch.)

8. Q mates

BLACK.

K takes P (ch.)
 Moves

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

1. R to Q's 4th

2. K moves

BLACK.

## PROBLEM No. 3.

WHITE.

1. B to Q B's 5th 2. P takes P

3. Q takes P (mate)

2. Q to K's 7th

8. Q takes P (mate)

1. P takes Kt (A B C) 2. K to Q's 4th

(A) 1. K takes Kt 2. K takes P(a)

(a) 2. P moves

2. Q to K's 4th (mate)

(B) 1. K to Q's 4th 2. K moves 2. Q to Q's 7th (ch.) 3. Q to Q's 4th (mate)

(C) 1. P moves Q to K's 7th (ch.)
 Kt to K's 3rd (mate) 2. K to Q's 4th (best) (a)

(a) 2. K takes Kt 3. Q to K's 4th (mate)

## PROBLEM No. 4.

WHITE. BLACK. 1. B to K Kt's sq 1. Q to Q's 5th or K B 3rd (best)

2. R to K's 5th (ch.) 2. Q takes R 3. Kt to Q Kt's 6th (mate)

If 1. Q to K B's 7th 2. B takes Q (mate next move)

#### PROBLEM No. 5.

WHITE. BLACK. 1. Kt to Kt's 3rd (ch.) 1. P takes Kt

2. B to R's 6th 2. Any thing 3. Q mates

## PROBLEM No. 6.

WHITE. BLACK.

1. R to K R's 6th 1. R to Q B's 3rd (best) 2. Any thing

2. Kt to Q's 5th 3. Either R mates

#### PROBLEM No. 7.

WHITE. BLACK. 1. P to K B's 5th 1. B to K's 7th

2. R takes K P (ch.)
3. K to B's 3rd (dis. mate) 2. K takes R

1. Kt takes B 2. R to K B's sq 2. Kt to K Kt's sq 8. B mates

If 2. Kt to Q B's 4th 3. Kt mates

Other variations.

#### PROBLEM No. 8.

WHITE. BLACK.

1. B to Kt's 3rd (ch.) 1. K moves, Q's 3rd (best) 2. Q to Q Kt's 5th 2. R takes Q

8. Kt takes R (mate)

3. Q takes Q (mate) 3. B takes P (mate) 2. Q takes P (ch.)

2. Q to Q's 4th

If, instead of 1. K moves. Black should interpose Q or Kt, White plays Q

## PROBLEM No. 9.

WHITE.

1. Q to K B's 2nd Q to K B's 5th (ch.)

to B's 4th (ch.), and mates next move.

3. Q to Q's 5th (mate)

2. Q to Q B's 5th 3. Q to K's 7th (mate)

2. Q to K B's Sth (ch.) 8. Q to K's 7th (mate) BLACK.

1. Kt to Kt's 3rd 2. K moves

1. Kt to K B's 6th 2. Any thing

1. K to O's 3rd 2. K to K's 3rd

## PROBLEM No. 10.

WHITE.

 B to Q Kt's 7th
 Q to K Kt's 4th (ch.) 3. Kt takes P (mate)

8. Q takes R (mate)

2. Q takes Q 3. Kt or Q mates BLACK.

1. R to K's Sth 2. Q takes Q

If 2. R interpose

If 1. Q to K B's 6th (ch.) 2. Any thing

### PROBLEM No. 11.

WHITE.

BLACK.

1. Kt to K's 6th

1. K takes Kt 2. K moves

2. Kt to B's 7th (ch.) 8. B to Q's 6th (mate)

## PROBLEM No. 12.

WHITE.

1. Q to K R's 8th R takes B
 B mates

2. R to Q's 6th (ch.) 8. O mates

2. Kt takes B 8. Q mates

BLACK.

1. R takes Q 2. Any thing

1. B takes B 2. Takes R.

1. P to Q B's 3rd 2. Takes Kt

# PROBLEM No. 13.

WHITE.	No. 13.
1. Q to R's 8th 2. P to Q's 4th (ch.) 8. Q to R's 4th (mate)	BLACK.  1. R takes Q B P  2. K takes R
2. Q to Q B's 8th (ch.) 3. R to Kt's 5th, or Q tks B (mate)	1. R takes Q P 2. Any move
2. Q to Q R's 6th 3. Q or R mates	1. P to Q's 4th 2. Any move
2. P to Q's 4th (mate)	1. B takes Q

# PROBLEM No. 14.

WHITE.	- NOBLEM 110. 14.
1. Kt to K's 3rd 2. B to K B's 3rd (ch.) 3. B takes B (mate)	BLACK.  1. B to Q Kt's 5th  2. B interposes
3. Q takes B P (mate)	If 2. P interpose
2. R takes P (ch.) 3. Kt takes B (mate)	1. B to Q's 4th 2. K moves (dis. ch.
2. Q takes B 3. Q mates accordingly	1. B to K B's 2nd 2. Any thing
2. B to Q Kt's 5th 3. P takes P (mate)	1. Kt to K's 4th 2. P takes B

# PROBLEM No. 15.

WHITE.	EM No. 15.
1. Q to K R's 7th 2. Q to Q B's 2nd (ch.) 3. Q to B's 6th (mate)	BLACK.  1. K to B's 5th  2. K to Q's 4th
2. Q to K B's 5th (ch.)	1. P moves
3. Q or B mates	2. K moves
2. Q to K B's 7th	1. K to Q's 3rd
3. B to R's 3rd (mate)	2. P moves
2. K to B's 6th -	1. K to K's 3rd
3. P to Q's 5th (mate)	2. P or K moves

# PROBLEM No. 16.

WHITE.	I KOBLEM	No.	16.
1. Kt to K B's 6th 2. Q to Q's 4th (ch.) 3. Kt to B's 8rd (mate	)	2.	BLACK Q's P 1 K takes Q K takes Kt

2. B's P 2 3. Q mates

2. Q takes P (ch.) 3. Kt to R's 7th (mate)

2. Q to B's 5th (mate)

2. Any thing

 K to B's 5th 2. K moves

1. K to Q's 3rd

#### PROBLEM No. 17.

(A)

WHITE.

1. R to K R's 2nd 2. Q to Q R's 8th 3. Q mates

2. Q to Kt's sq (ch.)
3. Q to K's 3rd (mate)

BLACK.

1. B takes P (A) 2. Any thing

1. B anywhere else 2. B covers

WHITE.

1. B to Q Kt's 7th 2. Q to Q's 5th (ch.) 8. B to B's 8th (mate)

# PROBLEM No. 18.

BLACK. 1. Any thing 2. Kt takes Q

#### PROBLEM No. 19.

WHITE.

1. R to K B's 4th 2. Q to Q Kt's sq 3. Q to K B's sq (mate)

2. Q to Q Kt's 2nd (ch.) 3. R mates 3. Kt to K's 5th (mate)

BLACK. 1. K to K's 7th

2. P moves 1. K to Q B's 7th 2. K to Q's 8th (A)

(A) If 2. K to Q's 6th

#### PROBLEM No. 20.

WHITE.

 Q to Q's 4th (ch.)
 R to K's 4th (ch.) 8. R takes R (mate)

2. R to Q B's sq (ch.) 3. R takes R (mate)

BLACK.

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

1. R takes Q 2. R interposes

### PROBLEM No. 21.

WHITE.

1. Kt to Q's 7th (ch.)
2. Kt to K B's 3rd (double ch.) 8. Kt to K Kt's 5th (mate)

2. Kt to Q B's 5th (ch.)
3. Kt to K B's 8rd (mate)

BLACK.

1. R takes Kt 2. Moves

1. K moves 2. K moves

## PROBLEM No. 22.

WHITE.

Q to Q B's 5th (ch.)
 B to K's 4th
 P to Kt's 4th (mate), or Kt to Q's 3rd (checkmate)

1. K takes Q 2. Any thing

BLACK.

PROBLEM No. 23.		
WHITE.		BLACK.
1. B to K B's 6th		1. K takes Kt (A B C D E)
2. Kt to Q's 7th (dis. ch.)		2. K to Q's 4th (a)
8. B takes P (ch.)		3. K to K's 3rd
4. P takes R, being Kt (mate)	(a)	2. K to K's 5th
3. Kt to Q B's 5th (ch.)	(")	3. K to Q's 4th
4. B takes P (mate)		
0 The colored (-1)	(A)	1. K to Q Kt's 7th
2. Kt to Q's 3rd (ch.) 3. B to Q B's 2nd (ch.)		2. K to Q Kt's 8th (a b c) 3. K to Q R's 8th
4. Kt to Q Kt's 3rd (mate)		
0.7714 0.791 0.141911 1.14	(a)	2. K to Q R's 8th
3. Kt to Q B's 2nd (d'ble ch.) 4. Kt to Q R's 3rd (mate)		3. K to Q Kt's 8th
4. It to Q It's ord (mate)	(b)	2. P takes Kt
3. Kt to Q Kt's 5th (dis. ch.)	` '	3. K to Q Kt's 8th
4. Kt to Q R's 3rd (mate)	(0)	2. K to Q B's 6th
3. Kt to K's 6th (dis. ch.)	(c)	3. K takes Kt
4. Kt to Q B's 5th (mate)		
0 White - P. 10 Ph. 415	(B)	1. Kt to K Kt's 6th
2. Kt takes P at Q B's 4th 3. Kt to K's 5th (ch.)		2. K to Q's 6th (a b c) 3. K to K's 5th
4. B takes P (mate)		0, 11 10 11 0 011
• • •	(a)	2. Kt to K's 7th (ch.)
3. Kt takes Kt (double ch.) 4. Kt to K's 5th (mate)		3. K to Q's 6th
4. Kt to K s oth (mate)	(b)	2. B takes Kt
3. Kt to K's 6th (dis. ch.)	,	3. K to Q's 6th
4. Kt to Q B's 5th (mate)	(0)	2. Any thing else
3. Kt to Q Kt's 5th (dbl. ch.)	(c)	3. K to Q's 6th
4. Kt to K's 5, or Q Kt's 2 (m.		· ·
0 W(4.1 - D	(C)	1. R to Q Kt's 6th
2. Kt takes R 3. Kt takes P (double ch.)		2. K to Q Kt's 2nd (a) 3. K to Q Kt's 8th
4. Kt to Q R's 3rd (mate)		5. <u>2</u> 15 <b>Q</b> 22 5 5 12
	(a)	2. Any thing else
<ol> <li>Kt takes P (dis. ch.)</li> <li>Kt to K's 5, or Q Kt 2 (ma)</li> </ol>	104	3. K to Q's 6th
4. At to K 8 5, or Q Kt 2 (ma	(D)	1. R takes R, or to Q Kt's 4th
2. Kt to Q Kt's 5th (ch.)		2. P takes R (a)
3. Kt takes P at Q B 4th (dis.	ch.)	3. K to Q's 6th
4. Kt to Q Kt's 2nd (mate)	(a)	2. K to Q Kt's 7th
8. Kt to Q's 3rd (double ch.)	(-,	3. K to Q Kt's Sth
4. Kt to Q R's 3rd (mate)	æ	1 P to O Trio Stb

(E) 1. R to Q Kt's 5th

2. P takes Kt (a) 2. Kt to K's 2nd (ch.) 3. Kt to Q's 7th (dis. ch.) 3. K to Q's 6th 4. Kt to Q B's 5th (mate) 2. K to Q Kt's 7th (a) 8. K to Q R's Sth

3. Kt takes P (double ch.) 4. Kt to O R's 3rd (mate)

If Black move otherwise, mate takes place as in some of the variations.

#### PROBLEM No. 24.

WHITE. BLACK.

1. Q takes P, &c.

#### PROBLEM No. 25.

BLACK. WHITE. 1. B to Q R's 7th (ch.)

 K takes P (best), (or A B)
 R takes Q (best) (or C) 2. Q takes Kt 3. Kt to K's 4th 3. R to Q's 7th (ch.)

4. Kt takes R (mate)

If 3. R takes Kt, White takes other R with B (mate).

(A) 1. R interposes 2. K takes P 2. Q to Q's 2nd (ch.)

3. Q mates (B) 1. Kt interposes 2. Q to Q's 2nd, or K to B's 4th,

and mates next move 2. R to K's 7th (ch.) (C) 3. Q takes R (mate)

### Problem No. 26.

WHITE. BLACK.

1. Either Kt or P takes Kt (A) 1. Kt to K B's 5th (ch.) 2. R moves (best)

2. Q to Q Kt's 7th. 3. Q to Q's 5th (ch.) 3. K takes Kt

4. Q to Q's 2nd (mate) 1. K takes Kt (A) 2. Q to Q Kt's 7th 2. Any thing 3. Q to Q Kt's 2nd (mate)

#### PROBLEM No. 27.

WHITE. BLACK.

 B to Q R's 7th
 K to K's 7th K moves 2. K moves 3. B to Q Kt's 8th 3. K moves

4. B to O B's 5th (mate)

#### PROBLEM No. 28.

WHITE. BLACK. 1. P to K R's 4th 1. P to K R's 4th (A) 2. P to Q's 5th (ch.) (a) 3. P to K's 6th

2. K to Q B's 3rd 3. K to Q Kt's 3rd 4. Q takes Kt (mate)

WHITE.

8. B to B's 6th (ch.) 4. Q mates	(a)	<ol> <li>K takes Kt</li> <li>K to R's 3rd</li> </ol>
2. P to R's 5th 3. Kt's P moves 4. O takes Kt (mate)	(A)	<ol> <li>P to K R's 3rd</li> <li>P to Q's 5th</li> <li>P to K's 6th</li> </ol>

#### PROBLEM No. 29.

WHITE.	BLACK.
1. Q to B's 5th (ch.) 2. R takes B 3. Kt to K B's 4th 4. P to Kt's 3rd (ch.) 5. P takes Q (mate)	1. P takes Q 2. Q takes R 3. Q to Q's Sth (ch.) 4. Q takes P (ch.)

# PROBLEM No. 30.

BLACK.

1	Kt to K B's 6th (ch.)		1. B takes Kt (ch.) (A)
	K takes P (dis. ch.)		2. K to Kt's 3rd (B)
3,	Q to R's 5th (ch.)		3. K takes Q (C)
4.	K to B's 5th		4. Any thing
	Kt or P mates		21 22117 1211119
υ,	Kt of I mates	(m	O TE 4 TE (1 O 3
		(C)	3. K to Kt's 2nd
4.	Q to B's 7th (ch.)		4. K to R's sq
	Q to B's 8th (mate)		•
•	Q to 25 oth (miles)	(B)	2, K to Kt's 5th (or b)
	TT: 1 TT: 0 1 ( 1 )	(B)	
	Kt to K's 3rd (ch.)		3. K takes P (best)
4.	Q to Kt's 2nd (ch.)		4. K moves
5	Q to Kt's 4th (mate)		
٠.	& to 110 111 (1100)	(b)	2. B to Kt's 4th
_	TT : THE W.1	(0)	
	K to B's 5th		3. B to Q's Sth (best)
4.	Kt to B's 4th (ch.)		4. B takes Kt
	Q to R's sq (mate)		
٠.	& to rep od (mase)	(4)	1. K to Kt's 3rd
	0. 771 (12 ( 2 )	(A)	
	Q to K's 4th (ch.)		2. K moves
3.	Q takes R (ch.)		8. K to B's sq
	Q to Kt's Sth (ch.)		4. K to K's 2nd
	Q to K's 8th (mate)		1 11 10 11 0 110
υ.	Q to L s oth (mate)		

PROBLEM No. 31.			
WHITE.	BLACK.		
1. Q to K R's 8th 2. Kt to K's 4th (ch.) 3. Q to Q B's 3rd 4. Q to Q's 2nd (ch.)	<ol> <li>K to Q's 7th (A B)</li> <li>K to Q's 8th (a)</li> <li>P to K's 8th (becomes Kt)</li> <li>P takes Q</li> </ol>		
5. Kt to Q B's 3rd (mate) 3. Kt to Q B's 5th (ch.) 4. Q to Q B's 3rd (ch.) 5. Q mates	2. K to Q's 6th 3. K to Q's 7th 4. K to Q's 8th		
2. Q to Q R's 8th 8. Kt to K's 4th 4. K takes P 5. Q mates	<ol> <li>P to K B's 7th</li> <li>P Queens (a)</li> <li>P checks</li> <li>Any thing</li> </ol>		

(a)

Q to K Kt's 2nd
 K to Q B's sq
 Q takes P (mate)

2. Q to K R's 2nd (ch.) 3. Q to K's Sth (ch.) 4. Q to Q Kt's Sth 5. Q or Kt mates

2. P Knights 3. Kt to K Kt's 6th 4. Kt moves

(B) 1. K to K B's 7th 2. K to K's Sth 3. K to Q's 7th 4. Any thing

#### PROBLEM No. 32.

WHITE.

 Kt to Q's 7th (ch.)
 B to R's 7th (ch.)
 Q to K's 5th (ch.) 4. B to Kt's Sth (ch.)

5. P mates

BLACK.

1. B takes Kt 2. K takes Kt 8. K takes Q 4. K to B's 3rd

#### PROBLEM No. 33.

WHITE.

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

4. B to Q's Sth 5. B mates

BLACK.

1. K takes Q 2. P interposes 3. Q to K's Sth (A) 4. Q takes B

S. Kt to B's 8th (A) 4. Any thing

#### PROBLEM No. 34.

WHITE.

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

4. Kt to K's 2nd (ch.) 5. P to K B's 4th (mate) BLACK.

1. Kt takes R 2. Kt to K Kt's 7th (best) 8. B takes R

4. K moves

### PROBLEM No. 35.

WHITE.

1. Q takes B P 2. R takes B

8. R takes R 4. R to K Kt's sq 5. Q mates

4. Q takes P (ch.) 5. R or Kt mates

3. Q takes R 4. Q takes P

5. Q to B's 6th (mate)

4. R takes P (ch.) 5. Mate

BLACK.

1. B to K B's 5th 2. R to B's 3rd 3. K takes R. 4. K moves

If 3. K to Kt's sq 4. K moves

 R to K's 2nd
 K to R's 3rd 4. K moves

If 3. K to R's 2nd

4. Moves

2. B to B's 8th (ch.)

3. R takes R 4. Q takes P

5. Mate

Q takes R
 R to Kt's sq (ch.)

4. Q takes B (ch.)

5. Q mates

4. Q takes P 5. Q mates

3. R takes B (ch.)

4. Q checks 5. Mate

1. R to B's 3rd

2. Any thing 3. Any thing 4. Any thing

1. R to K's 2nd 2. B to B's 5th 3. B to Kt's 4th

4. K moves

3. K to R's 3rd or R's sq 4. B moves

2. B to Kt's 6th

3. K moves 4. Moves

#### PROBLEM No. 36.

WHITE. 1. Kt at Kt's 5th to Q's 4th

2. Kt to Kt's 4th 3. Kt to Kt's 3rd (ch.)

4. Kt to Q R's 6th (ch.) 5. B to Q Kt's 5 (mate)

#### BLACK.

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

4. K moves

#### PROBLEM No. 37.

WHITE.

1. B to K R's 5th 2. Kt to Q B's 3rd

3. P to R's 3rd 4. B to Kt's 4th 5. Kt mates

BLACK.

1. K moves 2. K moves 3. K moves 4. Any thing.

## PROBLEM No. 38.

WHITE.

1. R to Q B's 8th
2. R to Q B's 6th
8. B to Q's 6th
4. R to Y B's 8th

4. B to K B's Sth

5. B to K Kt's 7th (mate)

#### BLACK.

1. P to K's 3rd 2. P takes R

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

#### PROBLEM No. 39.

WHITE.

1. Kt takes P 2. Kt takes P

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

4. Kt takes P 5. Kt mates

BLACK.

1. Kt to Q's 3rd or K's 4th

2. Kt to Q B's 5th 3. Kt takes B

4. Kt moves

Britains yame between . la Immell and an arm Mr e le Z, yerres Quen tit. 1 KP two Dy. 1 KT. 2 2 KKt 615.3: 2 QKt-B3. 3 KB-OB-4 3 the Dum 4 Q.KL. P. 2 4 KBXKIP 5-KB-QR4. 5 QBP.1. b Casilles O KKt B 3" SQB-OR3 " Cartter 18 R -K. 59. 9 QP 2 39of the sum 110 KKLYP 16 KPXP. 11 Kt. + QBR 11 QPYKP 12 Kt +R. 12 WR - WJg. 13 03:02 13 KR XKL 14 KB x KBP.ch. 14 K + B. 15 R xB 11 15 Q. xR. 16 Kt. ch. 16 K - Kt. sg. 1/ QxRPx muts // the Concluding Droves are most brilleanly Jolnyet

GAME EIGHTEENTH.

And fourteenth in the series between Labourdonnais and M' Donnell.

SICULAN OPENING.

(SICILIA)	- 1 Jamagia
	RIACK, Labouraonnesso.
WHITE. M' Donnell.	I. P. to Q. B. fourth
1 P to K. fourth	2. P. to K. third
2 P to K. B. fourth	3. Q. Kt. to B. third
3. K. Kt. to B. third	J. Q. Kt. (o D. the
4. P. to Q. B. third	4. P. to Q. fourth
4. F. 10 Q. D. Land	5. P. to K. B. third
5. P. to K. fifth	6 K Kt. to R. third
6. Q. Kt. to R. third	7 O to O. Kt. third
7 O. Kt. to B. second	8. Q. B. to Q. second
	9. Q. B. P. takes P.
9. Q. Kt. to K. third (a)	9. Q. D. 1. takes (ch)
10. Q. B. P. takes P.	10. K. B. to Kt. fifth (ch)
10. Q. D. I. taken	II. Castles (K. R.)
11. K. to B. second	19 P takes P.
12. K. to Kt. third	13 O B. to K. square
13. B. P. takes P.	14. Q. B. to R. fourth
14 V to R third	15. Q. B. to Kt. third
15 P to K. Kt. fourth	15. Q. B. to Rt.
16. B. to K. Kt. second	16. B. to K. fifth
10. D. to K. Kt. Second	17. K. Kt. to B. fourth
17. P. to K. Kt. fifth	18. R. takes Kt.
18. Kt. takes Kt.	19 B. takes ht
19. Q. B. to K. third	20. Kt. takes K. P.
on R takes B.	21. Kt. takes B.
21. K. B. to Kt. fourth	22. Q. R. to K. B. square
22. Q. takes Kt.	22. Q. R. to R. D. square
23. Q. R. to K. Kt. square	23. K. B. to Q. third
3. Q. R. to R. R. Square	24. R. to B. sixth (ch)
24. Q. B. to B. square	25. R. to K. B. min
25 K. to R. fourth	Jampaig wing (b)

And Labourdonnais wins.(b)

NOTES. (a) Premature; surely 9. K. B. to K. second or Q. third would

have been better play.
(b) The game is capitally played from first to last by Labour-

ionnais, but very indifferently by his antagonist.

#### KOLISCH AND AN AMATEUR.

The following ingenious and remarkable game has been placed 'at our disposal by ou distinguished lungarian friend, HERR Kollscht. It exhibits in a pre-eminent degree the varied resources of this very fine player. His arragonist on "...is occasion was a highly talented amateur of the Cafe de la Regence.—Erg.

•	(REMOVE	HELLE B & TE.	
WHITE.	BLACK.	WHITE,	BLACK.
Mr. K.	Amateur.	Mr. K.	Amateur.
1 P to K 4	P to K 4	13 B tks B	Q tks B
2 P to K B 4	B to Q B 4	14 B tks Kt	P tks B
3 Kt to K B 3	P tks P	15 Q to R 5	P to KR 8
4 P to Q 4	B to Kt 3	16 Kt to B 6 (ch) (c)	K to R sq
5 B to Q B 4	Kt to K 2	17 Kt tks Q P	Q to Q 2
6 Castles	Castles	18 Kt tks P (ch)	R tks Kt
7 Kt to Q B 3	P to Q B 3	19 R tks R	Q to K Kt 5
8 P to K 5 (a)	P to Q 4	20 Kt to B 6 (d)	Q tks Q P (ch)
9 P tks P (en pas)	Q tks P	21 K to R rq	Kt to Q 2
10 Q Kt to K 4	Q to Q sq	22 Q tks R P (ch) (e)	P tks Q
11 D the P	B to B 2	23 R to R 7 mate.	

(a) In order to take Black's Q's Pawn in passing, should it be advanced.

(b) We invite the attention of our readers to this strikingly brilliant combination, and one which secures the victory, however Black may play.

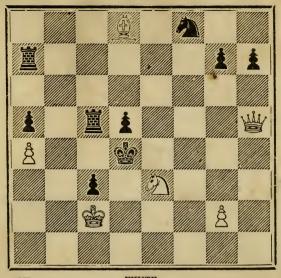
(c) Followed up in the usual style of the Hungarian master.

Kt to Q 4

(d) All this is very ingenious. (e) A splendid termination.

12 K Kt to Kt 5 (b)

#### BLACK.



#### WHITE.

White to play, and mate in five moves.

Of this beautiful and difficult stratagem we shall withhold the solution for a fortnight.

A capital little Game, the terminating one in a match between Messrs. KOLISCH and SCHROEDER, wherein Mr. Kolisch gave the odds of his Q Kt. (Remove White's Q Kt from the Board.)

(K Kt Game.)

WHITE (Mr. K.)	BLACK (Mr. S.)	WHITE (Mr. K.) BLACK (Mr. S.)
1. P to K 4th	P to K 4th	(Observe, now, how effectively every piece
2. Kt to K B 3rd	Tr to & D ard	of White is disposed, and the utter helpless- ness of the forces on the adverse side.)
3. B to Q B 4th	B to K 2nd	
4. P to Q 4th	P to Q 3rd	19. K to K 2nd 20. R takes K Kt P
5. P to Q B 3rd	Tree T D ord	
6. P to Q 5th	Kt to QR 4th	(A masterly stroke of play.)

7. B to Q 3rd 8. P to K R 3rd 9. B to K 3rd 10. P to K Kt 4th P to Q Kt 3rd P to Q B 4th B takes R 21. B to K Kt 5th (ch) P to K B 3rd Castles

(If he had played B to K B 3rd, then followed 22. B takes B (ch), and, as Black dares not take the Bishop because of the threatened mate, he must have given up his Queen.) (Determined to break ground at all hazards.) 10. P to K R 3rd R to K Kt sq Q to K B sq 22. Q to K R 7th P takes P 11. P to K Kt 5th 23. B to K R 6th

12. Kt takes K Kt P Kt to K R 2nd (If 23. K to B sq, the game would have K takes Kt Kt takes Kt 14. Q to K R 5th (ch) K to Kt sq Q to K 2nd

proceeded thus:

24. R to K Kt sq Q to K 2nd
25. B takes B (ch) R takes B
26. Q to K R 8th (ch), and wins. 15. R to K Kt sq B to K B 3rd 16. P to K B 4th P to Q B 5th KR to Ksq 24. R to K Kt sq Q to K B 2nd 17. B to Q B 2nd 18. P to K B 5th B takes K B P K to B sq B takes B

19. Castles. 26. B takes K B P (ch)

and Black surrenders.

09 02 Tom Harlford P. K. 4 P. K. LL Ki, K.B. 3 2. Kt + B 32 3 Ke takes K. P. 3 B. b. 4 4 P. G. 4 4 Kt. Q.B.30 8. Ket 9 3 g HALL ? Ke tobe B. G, K. 2 K B. B. S. G takes 1st 8 B. K.3 9 B. R. L. Check 9 Kt & B, 3 106 miles 10 ht, K.3 11BG. hts chie 11 Kt. G. B. 4 127Q.R.4. 12 B. Q. 2 13 B Alta K.P. 13 Kg te Ket 140.0.5 15, Gte Q KIP. 15 B. Kt. 5 10 P. B.B. 3. 16 Belles











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