A Treatise on the Game of Chess

John Cochrane

A
TREATISE
ON THE

GAME OF CHESS;

CONTAINING

THE GAMES ON ODDS,

FROM THE

"TRAITÉ DES. AMATEURS;"

THE GAMES OF THE

CELEBRATED ANONYMOUS MODENESE;

A VARIETY OF

GAMES ACTUALLY PLAYED;

AND A

CATALOGUE OF WRITERS ON CHESS:

WITH A FRONTISPIECE.

By JOHN COCHRANE, Esq.

OF THE INNER TEMPLE.

TO

Mr. WILLIAM LEWIS.

My dear Sir,

I DEDICATE to you this Work; and, whatever be its deficiency, it has, at least, taken considerable time in completing; in doing so, I would fain pay a tribute to your capacity for the Game, which, without meaning invidious comparisons, ranks inferior to no man's: I would willingly also, in retiring from the chequered field, convey to you my thanks for the uniform politeness and attention I have received from

you, and for those liberal communications, on the

subject of the following Treatise, with which you

have so frequently favoured me.   Wishing you a

continuance of that success which has never

failed to attend upon your exertions in the Game,

I beg leave to subscribe myself,

Ever sincerely yours,

JOHN COCHRANE.

Inner Temple,
    9th February, 1822.

PREFACE.

WHEN the imagination has been tamed down, by the analyzation of games, little can be expected from a writer on Chess in the shape of elegance or even purity of expression: the present Work can pretend to neither. I have addressed myself merely to players who have some knowledge of the game, in a plain and, I hope, intelligible manner, without being particularly attentive to the minuter accuracies of language. Any one who has taken the trouble to examine a work upon Chess is soon satisfied that the unvarying succession of technical phrases

must tire and disgust the writer, and willingly extends that indulgence to his language which the constant repetition of terms renders absolutely necessary. In the completion of this book I have not scrupled to benefit myself by the labours of others. The Games on Odds, with a few exceptions, are taken from a French work, called the "Traité des Amateurs:" the reader will find the parties on the Pawn and Move and Pawn and Two Moves the most improving.

Next in succession come the Games of the celebrated Anonymous Modenese; they are taken from Lolli's work, (which every subsequent writer on Chess has uniformly plundered,) and speak their own commendation. To some they may be deficient in interest from the Italian method of castling, which is used throughout: I am satisfied, however, that no one is so likely to become a proficient in the game as by a careful attention to them.

After these parties, I give some Miscellaneous Games, many of them have been collected from actual play, and I am sure there can be little necessity for me to apologize for errors which so frequently occur even among the best of players. I notice, also, Two particular Openings, little known to amateurs in general, and end with the usual Checkmates.

Before I conclude this Preface, which, like other prefaces, though it stands first, is written the last, there are some observations with regard to this Game which practice and experience have tended materially to confirm. It has been well observed by Dr. Franklin " That life is a kind of Chess, in which we have points to gain and competitors or adversaries to contend with :" this parallel may be drawn still closer; for, as in life nothing is more difficult than properly to estimate our own understanding so in Chess there is nothing more difficult than to determine our relative

strength in the Game: as there are gradations of intellect in men so are there gradations of skill at Chess; indeed, the struggle for pre-eminence at this game is every way comparable to man's struggle through life: in low and illiberal minds the same principles operate relatively in each: the same feelings of envy observable in the one are equally distinguishable in the other: but it is the price which must be paid for distinction in both. I trust that few of my readers will have had the opportunity of seeing the truth of these observations practically illustrated; they are, however, of not uncommon occurrence. I know, indeed, that a generous and well-regulated mind revolts at allusions which in any way reflect on the character of mankind: it remains for experience to correct those glowing notions which the ardent and unhacknied feelings of youth naturally tend to excite; by doing which, man learns to behold human nature in its true light, to extend assistance to those who nobly emulate

him in his course, and he also learns to despise beings who meanly attempt to detract from that skill which the narrow and contracted nature of their minds precludes them from the possibility of attaining. If this be applicable, let not the application be lost.

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ERRATA.

Page 64, at the 6th move of the White, *for* Q. B. Pawn takes Kt. *read* Q. Kt. Pawn takes.

   70, at the 8th move of the White, instead of King to Q. sq. *read* King to Q. 2d sq. and, at the 11th move of the White, *for* King to B. sq. *read* King to his sq.

  110, at the 7th move of the Black, *for* Q. Bishop to K. Kt. 4th sq. *read* Q. Bishop to adv. K. Kt. 4th sq.

  114, at the 4th move of the White, *erase the words* " See Variation A."

A

TREATISE ON CHESS,

&c. &c.

CHAPTER I.

ON GIVING A PIECE.

THIS Chapter is divided into two Sections;
the first treats of the advantage of the Rook;
the second on giving the Knight.

SECTION I.

On giving the Rook.

Note.—He who gives a piece, unless it be otherwise
agreed, has the move.

B

First Game.

Black gives the Queen's Rook.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Bish. to Q. B. 4th sq.	The same.
3. K. Knight to B. 3d sq.	Q. Pawn 1 sq.
4. K. R. Pawn 1 sq.* (ᵃ)	K. Knight to B. 3d sq.
5. Q. Pawn 1 sq.	Castles.
6. Q. B. to adv. K. Kt. 4th sq.	K. R. Pawn 1 sq.
7. Q. Bishop to K. R. 4th sq.	Q. B. Pawn 1 sq. (ᵇ)
8. Q. Knight to B. 3d sq.	Q. Kt. Pawn 2 sq.
9. Bishop to Q. Kt. 3d sq.	Q. R. Pawn 2 sq.
10. Q. R. Pawn 1 sq.	Q. Kt. Pawn 1 sq. (ᶜ)
11. Q. Knight to Q. R. 4th sq.	Q. Knight to R. 3d sq.
12. Q. R. Pawn takes P.	Pawn retakes.
13. Castles.	Q. Bishop to K. 3d sq. (ᵈ)
14. Bishop takes B.	Pawn takes B.
15. K. Kt. Pawn 2 sq. † (ᵉ)	Queen to K. sq. (ᶠ)

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* Queen's bishop's pawn one square would have been a better move, the White not being able to play queen's bishop either to king's third or to adversary's king's knight's fourth square without losing a pawn.

† A move like this can only be ventured with a player to whom odds are given; it is commonly very bad play to move the pawns on the side you have castled until absolutely compelled.

BLACK.	WHITE.
16. K. Kt. Pawn 1 sq.	Pawn takes P.
17. Q. Bishop takes P.*	Queen to K. R. 4th sq.
18. King to Kt. 2d sq.	K. Knight to R. 2d sq.
19. Bishop to Q. 2d sq.	Rook to K. B. 3d sq.
20. Q. Knight takes B.	Q. Knight takes Kt.
21. Bishop to K. 3d sq.	Q. Rook to K. B. sq.
22. Knight to its sq.	Queen takes Q.
23. Rook retakes.	Q. Knight to adv. R. 4th sq.
24. Rook to Q. Kt. sq.	Q. Pawn 1 sq.
25. Pawn takes P.	Pawn on K. file takes P.
26. Q. Pawn 1 sq.	K. Pawn 1 sq.
27. Knight to K. 2d sq.	Q. Knight to its 3d sq.
28. Q. Kt. Pawn 1 sq.	Q. Knight to B. sq. (ᵍ)
29. Knight to its 3d sq.	Q. Knight to K. 2d sq.
30. Rook to Q. R. sq.	Q. Knight to K. B. 4th sq.
31. Knight takes Kt.	Rook takes Kt.
32. Rook to adv. Q. R. 3d sq.	Q. Rook to K. B. 3d sq.
33. Rook to adv. Q. Kt. 3d sq.	Q. R. to K. Kt. 3d sq. chg.
34. King to R. 2d sq.	K. Knight to its 4th sq.
35. Bishop takes Kt.	K. Rook takes B.
36. K. R. Pawn 1 sq.	R. to adv. K. Kt. 2d sq. chg.
37. King to R. 3d sq.	Rook takes B. P.
38. Rook takes Kt. P.	K. Pawn 1 sq.

* Taking with the knight would have been better play.

BLACK.	WHITE.
39. Rook to adv. Kt. 2d sq.	Q. Rook to K. 3d sq.
40. King to Kt. 3d sq.	K. Pawn 1 sq.
41. King takes R.	Pawn goes to Q. giving chk.
42. King to B. 3d sq.	Queen to adv. K. B. sq. chg.
43. King to Kt. 3d sq.	R. to Kt. 3d sq. checking.
44. King to R. 2d sq.	Q. to ad. Kt. 2d sq. giving checkmate.

(a) This move is played to prevent the White from changing his queen's bishop for your king's knight.

(b) To enable you to push the queen's pawn two squares, in order to establish your pawns in the centre.

(c) You push this pawn in order to drive away the queen's knight, which prevents your pushing the queen's pawn two squares, and establishing your pawns in the centre.

(d) You offer an exchange of bishops. It is no disadvantage, generally speaking, to bring the king's bishop's pawn into the centre; and it is commonly the surest game to exchange as frequently as possible, when a piece is given.

(e) He pushes his pawns up to attack you on the side you have castled.

(f) You bring your queen to this square, with a view of liberating your knight.

(g) Your knight being useless in its present situation, you remove with a view of bringing it into play at the bishop's fourth square.

SECOND GAME.

The one who gives the Rook plays the King's Gambit. (a)

	BLACK.	WHITE.
1.	K. Pawn 2 sq.	The same.
2.	K. B. Pawn 2 sq.	Pawn takes P.
3.	K. Kt. to B. 3 sq.	K. Knight to B. 3d sq.*
4.	K. Pawn 1 sq.	K. Knight to R. 4th sq.
5.	Q. Pawn 2 sq.	Q. Pawn 1 sq.
6.	K. Bishop to Q. B. 4th sq.	Q. B. to ad. K. Kt. 4th sq.(b)
7.	Queen to her 3d sq.	Q. Pawn 1 sq. (c)
8.	Bishop to Q. Kt. 3d sq.	Q. B. Pawn 1 sq.
9.	Castles.	K. Bishop to K. 2d sq.
10.	K. R. Pawn 1 sq.	Bishop takes Kt.
11.	Queen takes B.	Knight to adv Kt. 3d sq.
12.	Rook to K. sq.	K. Kt. Pawn 2 sq.
13.	Q. Knight to B. 3d sq.	Q. Knight to Q. 2d sq.
14.	Q. Knight to Q. sq.	Queen to its Kt. 3d sq.
15.	Q. B. Pawn 1 sq.	Castles with Q. R.
16.	Q. Knight to K. B. 2d sq.	Q. Knight to K. B. sq.
17.	K. Bishop to Q. B. 2d sq.	Q. Knight to K. 3d. sq.
18.	Q. Kt. Pawn 2 sq.	Q. Rook to K. Kt. sq.
19.	Q. R. Pawn 2 sq.	Queen to its sq.

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* Not so good a move as king's knight's pawn two squares.

BLACK.	WHITE.
20. Q. Kt. Pawn 1 sq. ([d])	Q. B. Pawn 1 sq.
21. Rook to Q. sq.	K. R. Pawn 2 sq. ([e])
22. Q. Bishop to Kt. 2d sq.	Q. B. Pawn 1 sq. ([f])
23. Q. Bishop to its sq.	Q. Rook to K. Kt. 2d sq.
24. Rook to K. sq.	K. Rook to Kt. sq.
25. Queen to its sq.	K. Kt. Pawn 1 sq.
26. Q. Bishop to Q. 2d sq.	Kt. Pawn takes P.
27. Knight takes P.	K. Knight to adv. K. 4th sq.
28. Rook takes Kt.	Rook takes Kt. P. chg.
29. King to R. sq.	Q. Pawn takes R.
30. K. Bishop takes P.	Q. Rook to adv. Kt. 3d sq.
31. King to R. 2d.	K. R. to adv. K. Kt. 4th sq.
32. Q. Bishop to K. sq.	Rook to adv. K. 3d sq.
33. K. B. to adv. K. B. 4th sq.	Q. to K. Kt. square.
34. Bishop takes R.	Pawn takes B.
35. Knight to its sq.	Queen to R. 2d sq. chg.
36. King to Kt. 2d sq.	Q. to adv. K. 4th sq. chg.
37. King to its B. sq.	K. Kt. Pawn 1 sq.
38. Queen to her 2d sq.	K. Kt. Pawn 1 sq. chg.
39. Queen takes P.	Rook takes B. checking.
40. King to B. 2d sq.	Q. to adv. K. 3d sq. giving checkmate.

([a]) A player who gives his adversary a piece tries commonly to embarrass his opponent by playing that sort of game with which he supposes him least acquainted, and now plays

the King's Gambit, which game might easily be lost in spite of the advantage of the rook, were not the true defence, for a considerable number of moves, to be opposed to it.

(b) If, instead of playing queen's bishop to adv. king's knight's fourth square, you had taken his king's pawn with your queen's, black would have taken your king's bishop's pawn, giving check; and, on your taking the bishop with the king, would have played his knight to your king's fourth square, winning back his bishop with a good position.

(c) You have no time to lose in pushing the queen's pawn on his bishop; had you taken his knight with your queen's bishop, by re-taking with his queen he would have won your knight.

(d) This pawn is pushed with a view of making an opening on the side you have castled. It would be bad play for you to take, or to allow him to exchange his knight's pawn for your bishop's, as he would then succeed in getting rid of the pawn which obstructs his pieces.

(e) Pursuing your attack on the adversary's king. It is an almost invariable rule when the kings have castled on different sides of the board, for the pawns opposed to the king to be pushed in advance upon him.

(f) By pushing this pawn you secure your king from all danger, and nothing will hinder you from pursuing the attack which you have formed upon his.

The same Game.

But instead of taking the Gambit Pawn you push the Queen's Pawn two steps.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Q. Pawn 2 sq.
3. K. Pawn takes P.	Queen takes P.
4. K. Knight to B. 3d sq.*	K. Pawn 1 sq.†
5. K. Kt. to adv. K. 4th sq.	K. Knight to R. 3d sq. (ª)
6. K. Bishop to Q. B. 4th sq.	Queen to her 3d sq.
7. Q. Knight to B. 3d sq.	K. B. Pawn 2 sq.
8. Q. Pawn 2 sq.	Q. B. Pawn 1 sq.
9. Q. Knight to K. 2d sq.	Q. Bishop to K. 3d sq.
10. Bishop takes B.	Queen retakes.
11. Q. B. Pawn 2 sq.	B. chks at adv. Q. K. 4th sq.
12. King to B. 2d sq.	Q. Knight to Q. 2d. sq.
13. Queen to Kt. 3d sq.	Q. Knight takes Kt.
14. B. Pawn takes Kt.	Kt. to adv. Kt. 4th sq. chg.
15. King to B. sq.	Queen to K. 2d sq.

* Queen's knight to bishop's third square would be a better move, as it brings out a piece and forces the adverse queen to retire.

† Queen's bishop to adv. king's knight's fourth square would not have been a bad move.

BLACK.	WHITE.
16. Q. R. Pawn 1 sq.	Bishop to R. 4th sq.
17. K. R. Pawn 1 sq.	Knight to R. 3d sq.
18. Q. Bishop takes Kt.	Pawn takes B.
19. Knight to Kt. 3d sq.	King's R. to B. sq.
20. Knight to adv. R. 4th sq.	Castles.
21. Queen to K. 3d sq.	Queen to K. Kt. 4th sq.
22. Knight to B. 4th sq.	K. Rook to Kt. sq. (ᵇ)
23. Q. Kt. Pawn 2 sq.	Bishop to Q. B. 2d sq.
24. King to B. 2d sq.	Q. Rook to Q. 2d sq.*
25. K. Kt. Pawn 1 sq.	Q. Rook to K. Kt. 2d sq.
26. R. to Kt. sq.	Pawn on R. file 1 sq.
27. K. R. Pawn 1 sq.	Queen to adv. Kt. 4th sq.
28. Q. R. Pawn 1 sq.	Bishop to Q. square.
29. Kt. to adv. K. 3d sq.	Bishop takes adv. K. R. P.
30. Knight takes R.	Rook takes Kt.
31. Q. Kt. Pawn 1 sq.	Pawn takes P.
32. Q. R. Pawn takes P.	Bishop to Q. sq.†
33. Q. Pawn 1 sq.	King's R. advanced P. 1 sq.
34. Q. B. Pawn 1 sq.	P. on R. file takes Kt. P. chg.
35. Rook takes P.	Q. takes R. checking.‡

* The queen's rook might still have been sacrificed for the queen's pawn.

† King's bishop's pawn one square would have been much better.

‡ It would have been better to move bishop to adversary's king's rook's fourth square.

BLACK.	WHITE.
36. Queen takes Q.	Rook takes Q.
37. King takes R.	Bishop to K. Kt. 4th sq.
38. K. Pawn 1 sq.	K. B. Pawn 1 sq. chg.
39. King to Kt. 2d sq.	B. to adv. R. 4th sq. (ͨ)
40. Q. Pawn 1 sq.	K. B. Pawn 1 sq. checking.
41. King to B. sq.	King's Pawn 1 sq.
42. Q. B. Pawn 1 sq.	K. Pawn 1 sq. checking.
43. King to Kt. sq.	Pawn goes to Q. and will mate in two moves.

(ͣ) If, instead of playing knight to rook's third square, you play queen's bishop to king's third square, he might play queen's knight to bishop's third square, and would gain a pawn.

(ᵇ) Instead of playing the king's rook, it would have been better play to sacrifice the queen's rook by taking the queen's pawn, and then take the knight, giving check, after which the game will be won in a few moves, viz.—

BLACK.	WHITE.
22.	Rook takes Q. P.
23. Queen takes R.	Queen takes Kt. checking.

If the queen interposes, there is mate in four moves; therefore,

24. King to Kt. square,

to prevent the loss of the queen, which would be won if the king was played to its second square.

....	Rook to Q. sq. and will win.

(ᶜ) You play your bishop to this square to prevent his king from occupying the bishop's second square, and stopping the progress of your pawns. If, instead of playing bishop to adversary's king's rook's fourth square, you had played king's bishop's pawn one square, you would have lost. See the following *Note.*

BLACK.	WHITE.
39.	K. B. Pawn 1 sq. checking.
40. King to B. 2d sq.	B. to adv. K. R. 4th sq. chg.
41. King to its 3d sq.	Pawn to B. 2d sq.
42. King to its 2d sq.	K. Pawn 1 sq.
43. Q. Pawn 1 sq.	Bishop to its 3d sq.
44. Q. B. Pawn 1 sq.	Pawn takes P.
45. Pawn retakes.	K. R. Pawn 2 sq.
46. K. Pawn 1 sq. and the Black will win.	

[*Note.*—On this Back Game I must observe that it is exceedingly ill conducted; playing the king's bishop's pawn one square will *not* lose the game, on the contrary, there can be little difficulty in winning it, as the following example will, I trust, satisfactorily determine.—*Ed.*]

BLACK.	WHITE.
39.	K. B. Pawn 1 sq. checking.
40. King to B. 2d sq.	

So far I agree with the Editors of the " Traité des Amateurs," but, instead of White playing bishop to adversary's king's rook's fourth square, he should play

BLACK.	WHITE.
40.	Bishop to K. 2d sq.
41. Q. P. 1 sq. as the best move.	Bishop takes P.
42. Pawn takes B.	King to Q. sq. winning without any difficulty.

THIRD GAME.

He who gives the Rook plays the Queen's Gambit. (a)

BLACK.	WHITE.
1. Q. Pawn 2 sq.	The same. (b)
2. Q. B. Pawn 2 sq.	Q. Pawn takes P.
3. K. Pawn 2 sq.	The same.
4. Q. Pawn 1 sq.	K. B. Pawn 2 sq. (c)
5. K. Bishop takes P.	K. Knight to B. 3d sq.
6. Q. Knight to B. 3d sq.	K. Bishop to Q. B. 4th sq.
7. Q. B. to adv. K. Kt. 4th sq.	Castles.
8. K. B. Pawn 1 sq.	Bishop takes Kt.
9. Rook takes B.	K. R. Pawn 1 sq.
10. Q. Bishop to K. R. 4th sq.	K. Kt. Pawn 2 sq.
11. Q. B. to K. B. 2d sq.	K. B. Pawn takes K. P.
12. Pawn retakes.	Q. B. to adv. K. Kt. 4th sq.

BLACK.	WHITE.
13. Queen to its 3d sq.	Q. Knight to Q. 2d sq.
14. K. R. Pawn 1 sq.	Bishop to K. R. 4th sq.
15. K. Kt. Pawn 2 sq.	Bishop to K. Kt. 3d sq.
16. K. R. Pawn 1 sq.	King to Kt. 2d sq.
17. Q. Bishop to K. 3d sq.	Knight to R. 2d sq.
18. King to Q. B. sq.*	K. R. to adv. K. B. 3d. sq.
19. Queen to K. 2d sq.	Queen to K. B. 3d sq.
20. Q. R. Pawn 1 sq.†	Q. R. to K. B. sq.
21. K. R. Pawn 1 sq.	Q. Bishop to K. sq.
22. Q. Kt. to adv. Kt. 4th sq.	Q. Knight to its 3d sq.
23. K. Bishop to Q. 3d sq.	Q. Bishop takes Kt.
24. K. Bishop takes B.	Q. B. Pawn 1 sq.
25. Pawn takes Pawn.	Pawn retakes.
26. Bishop to Q. 3d sq.	Q. Rook to Q. sq.
27. King to Q. B. 2d sq.	K. Knight to K. B. sq.
28. Rook to Q. sq.	K. Knight to K. 3d sq.
29. Q. Kt. Pawn 1 sq.	K. Kt. to adv. Q. 4th sq. chg.
30. Q. Bishop takes Kt.	Rook takes Q. B.

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* The privilege of castling on the side the rook is given (if I may use the expression) is, apparently, not taken away, according to the French laws. If, however, castling be a combined operation of the king and rook, playing the king to the queen's bishop's square, though permitted in France, would not be allowed in England.

† A very weak move.

BLACK.	WHITE.
31. Rook to Q. 2d sq.	K. R. to adv. K. Kt. 3d sq.*
32. Q. R. Pawn 1 sq.	Knight to Q. 2d sq.
33. B. to Q. B. 4th sq. (ᵈ)	Q. Knight to B. 4th sq.
34. Rook takes R.	Pawn takes Rook.
35. K. Pawn 1 sq.	Queen to adv. K. B. 3d sq.
36. Queen takes Q.	Rook retakes.
37. King to Q. Kt. 2d sq.	Kt. to adv. Q. 3d sq. chg.
38. King to Q. B. 2d sq.	Knight takes adv. K. P.
39. Bishop to adv. K. 3d sq.	Queen's P. 1 sq. checking.
40. King to Q. 2d sq.	R. to adv. K. B. 2d sq. chg.
41. King to Q. sq.	Knight to adv. K. B. 3d sq.
42. King to Q. B. sq.	Rook to adv. K. B. sq. chg.†
43. King to Q. Kt. 2d sq.	Queen's P. 1 sq. and White will win.

(ᵃ) This game is proposed with a view of instructing you to defend yourself against a superior player, who, in giving the rook, adopts this method of opening the game. The Queen's Gambit will be noticed hereafter.

(ᵇ) You may also, instead of playing queen's pawn two squares, push king's bishop's pawn two squares.

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* Queen's rook should have taken the adversary's king's bishop, and, on the Black retaking with the rook, would play king's rook to adversary's king's bishop's second square, winning the adversary's queen.

† Queen's pawn one square would have been better.

[On this note I must observe that it will not give so good a game, as White's game will be more confined than his adversary's, which should more be especially guarded against by a player who receives odds.—*Ed.*]

(*c*) You play this with a view of breaking his line of pawns, or to establish your own on your king's side.

[The Editor must remark that the moves on the part of the White are very correctly played.]

(*d*) The Black can only retard the loss of the game a few moves.

THE SAME GAME.

But instead of playing, at the third move, the King s Pawn two squares, he pushes it only one.

BLACK.	WHITE.
1. Q. Pawn 2 sq.	The same.
2. Q. B. Pawn 2 sq.	Pawn takes P.
3. K. Pawn 1 sq.*	K. B. Pawn 2 sq. (*a*)

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* Not so good a move as king's pawn two squares.

BLACK.	WHITE.
4. K. Bishop takes P.	K. Pawn 1 sq.
5. K. B. Pawn 1 sq.	K. Knight to B. 3d sq.
6. Q. R. Pawn 1 sq.	Q. B. Pawn 2 sq.
7. Queen to its Kt. 3d sq.	Queen to its 2d sq.
8. K. Knight to K. 2d sq.	Q. Knight to B. 3d sq. (ᵇ)
9. K. B. to adv. Q. Kt. 4th sq.	Q. R. Pawn 1 sq.
10. Bishop takes Kt.	Queen takes B.
11. Q. Kt. to B. 3d sq.	K. Bishop to Q. 3d sq.
12. King castles.	Q. B. Pawn 1 sq.
13. Queen to B. 2d sq.	Castles.
14. K. Pawn 1 sq.	Pawn takes P.
15. K. B. Pawn retakes.	Knight to adv. Kt. 4th sq.
16. Rook takes R. checking.	Bishop takes R.
17. K. R. Pawn 1 sq.	K. Knight to B. 3d sq.
18. Q. Bishop to K. B. 4th sq.	Q. Kt. Pawn 2 sq.
19. K. Knight to its 3d sq.	Q. Bishop to Kt. 2d sq.
20. King to R. sq.*	Rook to Q. sq.
21. Q. Bishop to K. 3d sq.	Q. R. Pawn 1 sq. (ᶜ)
22. K. Pawn 1 sq.	K. Knight to Q. 4th sq.
23. Q. Knight takes Kt.	Queen takes Kt.
24. K. Knight to B. sq.	Q. Kt. Pawn 1 sq.
25. Pawn takes P.	Pawn retakes.

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* A worse than useless move, as it gives the adversary time to bring his pieces into play and prepare his attack.

BLACK.	WHITE.
26. Q. Bishop to K. Kt. sq.*,	Q. Kt. Pawn 1 sq.
27. Queen to K. B. 2d sq.	K. B. to adv. Q. Kt. 4th sq.†
28. Queen to K. Kt. 3d sq.	Queen's B. P. 1 sq.‡

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* It is difficult to understand the reason of this move.

† Playing the king's bishop to adversary's queen's rook's third square would have been a better move, viz.

BLACK.	WHITE.
27.	K. B. to adv. Q. R. 3d sq.

If the pawn takes the bishop the game would be won thus :—

BLACK.	WHITE.
28. Q. Kt. Pawn takes B.	Rook to K. B. sq.
29. Queen to K. 2d sq.	Q. takes adv. K. Kt. P. checking.
30. Queen takes Q.	Bishop retakes, checking.
31. King takes B.	Rook takes Kt.
32. King takes R.	Q. Knight 1 sq. and will win.

Therefore, on the twenty-eighth move, the Black plays—

BLACK.	WHITE.
28. Knight to K. 3d sq. or (A)	Queen takes adv. Q. P.
29. Pawn takes B.	Queen's Kt. 1 sq. and will win.

(A)

BLACK.	WHITE.
28. Knight to K. 2d sq.	Bishop takes Kt. P.
29. Knight takes Kt. P.	Pawn takes Kt.
30. Queen takes B.	Queen takes K. Kt. P. checking.
31. Queen takes Q.	Bishop retakes, checking.
32. King takes B.	P. on Q. Kt. file 1 sq. checking, and will win.

‡ Queen should have taken adversary's king's knight's pawn, giving queen and bishop for adversary's queen. *Vide* (B)

C

BLACK.	WHITE
29. Pawn takes P.	K. B. takes P.
30. Knight to K. 3d sq.	Queen to adv. K. 4th sq.
31. Knight to K. Kt. 4th sq.	King to R. sq.
32. K. Kt. to B. 2d sq.	Queen to her 4th sq.
33. Kt. to Q. sq.	Bishop takes P.
34. Bishop takes B.	Queen retakes.
35. Knight to Q. B. 3d sq.	Rook to Q. B. sq.
36. Knight to K. 2d sq.	Queen to adv. Q. sq. chg.
37. Knight interposes.	Rook to adv. Q. B. sq.
38. Queen to K. B. 2d sq.	Queen takes Kt. checking.
39. Queen retakes.	Rook takes Q. checking.
40. King takes R.	Q. Kt. Pawn 1 sq. and will win.

(ᵃ) In the preceding game, the adversary at the third move pushed his king's pawn two squares and you played yours two squares likewise, and that for two reasons, either to break his line of pawns or to establish your own on the king's side. In the present game, seeing that he has not ventured to play his king's pawn two squares, you, on the like principle of prevent-

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(B)

BLACK.	WHITE.
28.	Q. takes adv. K. Kt. P. chg.
29. Queen takes Q.	Bishop takes Q. checking.
30. King takes B.	Q. B. Pawn 1 sq.
31. Pawn takes P. as the best move.	K. B. takes P. and P. moves on to Q.

ing him establishing his pawns in the centre, play your king's bishop's pawn two squares: it will be seen, by the result, of what utility pawns are when established in the centre of the board, for the gaining or defending a game.

[In spite of the above note, the Editor conceives that playing the king's pawn two squares would be a better move than the above; as, in case the queen's pawn took the king's pawn, the White would have a very good game by changing queens, and then supporting the Gambit Pawn, which might be done without danger.—*Ed.*]

(b) It is improper to play out the knights until the king and queen's bishop's pawns have been moved, it is evident that the knights, played to the bishop's third square, stop the advance of those pawns which are destined to support the king's and queen's: this rule, however, is not without exception; the system of attack or defence frequently obliging you to play your knights out before you have time to move your pawns.

[On the above observations the Editor must remark, that this note seems derived from that erroneous dictum of Philidor which reprobates the first player's bringing, at the second move, his king's knight to bishop's third square. The injury that this remark of Philidor has done to the improvement of Chess players in general has been such that it may be very fairly disputed whether it would not have been better for the Chess world had no such treatise ever been brought before the public.—*Ed.*]

(c) You push this pawn one square with the view of playing the queen's knight's pawn one square afterwards, in order to drive off his knight which supports his centre pawn.

ANNEXED GAMES, ACTUALLY PLAYED.

White gives the Queen's Rook and plays the King's Gambit.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. Bishop to Q.B. 4th sq.	K. Bishop to Kt. 2d sq.
5. K. R. Pawn 2 sq.	K. R. Pawn 1 sq.
6. Q. Pawn 2 sq.	Q. Pawn 1 sq.
7. Q. B. Pawn 1 sq.	Q.B. to ad. K.Kt. 4th sq.([a])
8. Queen to Kt. 3d sq.	Q. Bishop takes Kt.
9. K.B. takes ad. K.B.P. chg.	King to B. sq.
10. K. B to adv. K. Kt. 3d sq.	Queen to K. 2d sq. ([b])
11. Q. takes adv. Q. Kt. P.([c])	Q. B. to adv. K. Kt. 4th sq.
12. Queen takes R.	Queen to her sq.
13. Castles.	K. Knight to B. 3d sq.
14. K. Pawn 1 sq.	K. Knight to Q 2d sq. ([d])
15. Q. Bishop takes P.	Pawn takes B.
16. Rook takes P. checking.	King to Kt. sq. ([e])
17. Q. to adv. Q. 4th sq. chg.	Q. Bishop to K. 3d sq.
18. Queen takes B. checkmating.	

(^a) A bad move, queen's bishop's pawn one square is the proper move.

(^b) Queen's pawn should have been moved one square.

(^c) This is a good move, the attack is well conducted on the part of the White.

(^d) The knight is brought over to this square to enable the queen to remove.

(^e) Black might have protracted the game, but nothing could ultimately have saved it.

Same Odds.

White plays the King's Gambit, but instead of playing Knight to Bishop's third square at his third move, brings out King's Bishop to Queen's Bishop's fourth square.*

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* Bringing out the bishop when playing the Gambit is not good; for the adversary, by giving check with his queen at your king's rook's fourth square, and afterwards pushing his king's bishop's pawn two squares will get a better game. It is ventured however against a player to whom odds are given, with a view of entrapping his queen, as in the present game.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. B. to Q. B. 4th sq.	Q. to adv. R. 4th sq. chg.
4. King to B. sq.	K. Kt. Pawn 2 sq.
5. K. Knight to B. 3d sq.	Q. to adv. K. Kt. 4th sq. (ª)
6. K.B.takes ad.K.B.P.chg.	King to his Q. sq.
7. Q. Knight to B. 3d sq.	Q. B. Pawn 1 sq. (ᵇ)
8. K. R. Pawn 1 sq.	Queen to adv. K. Kt. 3d sq.
9. Q. Knight to K. 2d sq.	Queen takes K. Kt. chg.
10. K. Kt. Pawn takes Q. and White will win.	

(ª) Black loses a pawn and the benefit of castling by this move; he will besides have a bad game on account of the situation of his queen.

(ᵇ) Black loses his queen for a minor piece by this move.

SAME ODDS.

White plays at his second move King's Bishop to Queen's Bishop's fourth square.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.

WHITE.	BLACK.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. B. Pawn 1 sq.	Queen to K. 2d sq.
4. K. Knight to B. 3d sq. (ª)	Q. B. Pawn 1 sq.
5. Castles.	Q. Pawn 2 sq. (ᵇ)
6. K. Pawn takes P.	K. Pawn 1 sq.
7. Pawn on Q. file takes adv. Q. B. P. (ᶜ)	Pawn takes K. Kt.
8. Rook to K. sq.	Q. Bishop to K. 3d sq.
9. Bishop takes B.	K. B. Pawn takes B.
10. Q. Pawn 2 sq.	K. Bishop to Q. 3d sq. (ᵈ)
11. Queen to Kt. 3d sq.	Queen to adv. K. R. 4th sq.
12. K. Kt. Pawn 1 sq.	Q to adv. K. R. 3d sq. (ᵉ)
13. Q. takes adv. K. P. chg.	Queen takes Q.
14. Rook takes Q. checking.	King to B. 2d sq.
15. P. takes adv. Q. Kt. P.	King takes R.
16. P. takes R. making a Q.	K. Knight to B. 3d sq.
17. Q. Bishop to K. 3d sq.	K. Knight to Q. 4th sq.
18. Q. B. Pawn 1 sq.	K. Knight takes B.
19. K. B. Pawn takes Kt.	K. Rook to B. sq.
20. King to B. 2d sq. and White must win.	

(ª) This would be a very good move when playing even, but the adversary when receiving a rook may take your king's bishop's pawn with his bishop, giving check, and afterwards playing his queen to her bishop's fourth square, will succeed in exchanging bishops.

(^b) The black gives a pawn with the view of forcing your king's knight to king's square.

(^c) This is a well played move; the concluding part of this game is beautifully conducted by the White.

(^d) This move loses the game.

(^e) This move is not well played, as it enables the White to force an exchange of queens and afterwards to make another, taking queen's knight's pawn.

In this game some moves are very far from being well played; I am, however, induced to insert it, as taking the queen's bishop's pawn, together with the subsequent moves of the White, are certainly deserving of notice.

SECT. II.

On giving the Knight.

FIRST GAME.

Black gives the Queen's Knight.

	BLACK.	WHITE.
1.	K. Pawn 2 sq.	The same.
2.	Bishop to Q. B. 4th sq.	The same.
3.	Knight to B. 3d sq.	Q. Pawn 1 sq.
4.	K. R. Pawn 1 sq.	K. Knight to B. 3 sq.
5.	Q. Pawn 1 sq.	Q. B. Pawn 1 sq.
6.	Castles.	Castles.
7.	Q. B. Pawn 1 sq.	Q. Pawn 1 sq.
8.	Pawn takes P.	Q. B. Pawn takes P.
9.	K. B. to Q. Kt. 3d sq.	K. Bishop to Q. 3d sq. (ᵃ)
10.	Q. B. to ad. K. Kt. 4th sq.	Q. Bishop to K. 3d sq.
11.	Rook to K. sq.	Q. Knight to B. 3d sq.
12.	K. B. to Q. B. 2d sq.	K. R. Pawn 1 sq. (ᵇ)
13.	Bishop to K. R. 4th sq.	Q. Rook to B. sq. (ᶜ)
14.	Q. B. to K. Kt. 3d sq.	K. Knight to Q. 2d sq.
15.	Q. Pawn 1 sq.	K. B. Pawn 1 sq. (ᵈ)

	BLACK.	WHITE.
16.	Q. Rook to B. sq.	K. Bishop to Q. Kt. sq.
17.	K. Bishop to Q. Kt. sq.	K. Pawn 1 sq.
18.	Bishop takes B.	Rook takes B.
19.	Knight to R. 2d sq.	K. B. Pawn 1 sq.
20.	Q. to adv. K. R. 4th sq.	Queen to K. Kt. 4th sq. (ᵉ)
21.	Queen to K. 2d sq.	K. B. Pawn 1 sq.
22.	King to R. sq. (ᶠ)	K. B. Pawn 1 sq.
23.	Pawn takes P.	Q. B. takes adv. K. R. P.
24.	K. Rook to Kt. sq.	Queen to K. R. 4th sq.
25.	K. Rook to Kt. 3d sq.	Q. Rook to K. sq. (ᵍ)
26.	Queen to B. 2d sq.	Q. Bishop to K. B. 4th sq.
27.	Q. Rook to K. Kt. sq.	Pawn takes P. (ʰ)
28.	R. takes K. Kt. P. chg.	King to R. sq.
29.	Queen to B. sq.	Q. Bishop takes B.
30.	Queen takes B.	K. Knight to B. 3d sq.
31.	R. takes adv. Q. Kt. P.	K. Kt. to adv. K. 4th sq. (ⁱ)
32.	Queen to B. 2d sq.	K. R. to Kt. sq. and will win.

[This game is exceedingly skilfully played on the part of the White, and it is apparent, from the style of play, that the person who received the knight was the stronger player of the two.—*Ed.*]

(ᵃ) You retire your bishop in order to maintain your pawns in the centre, which, it can never be too often repeated, are essential for gaining or defending a game.

(*) Never suffer the adversary's knights or bishops to get into your game. There are exceptions, however, to this rule: and the Editor must observe that playing the king's rook's pawn one square, early in the game, is frequently a useless, and not uncommonly a very dangerous, move.

(°) You play your rook to this square allowing your bishop to retire to the knight's square, and, maintaining the communication between your rooks, you will see that this will permit you, at the seventeenth move, to play your king's pawn one square, which will entirely derange his attack: it is proper, likewise, to command the open files with the rooks as often as possible.

(⁴) You play this pawn to defend your king's and maintain your pawns in the centre. It should be observed here, that it is very bad play to push the king's bishop's pawn one square at the commencement of a game, when you have not castled, for your adversary may frequently sacrifice his knight for your king's pawn, viz.—

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	K. B. Pawn 1 sq.
3. K. Knight takes K. P.	K. B. Pawn takes Kt.*
4. Queen to adv. R. 4th sq. chg. having a winning game.	

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* After committing the mistake of defending the king's pawn with that of the bishop, the queen should be brought to king's second square, and you recover your pawn, but the adversary has a better position.

(*) Receiving a piece, your play is to propose an exchange of queens, which he will not accept for the same reason; the retiring of his queen enables you to form your attack.

(ᶠ) He retires his king from the file to which your queen is opposed.

(ᵍ) The rook is played to this square to force the adverse queen to retire.

(ʰ) The doubling his rooks and taking your king's knight's pawn will gain him no ultimate advantage; you should follow your attack, and not lose time in defending the knight's pawn. It is of the utmost importance to maintain (what is termed) the move, the gaining or losing a party frequently depending on it.

(ⁱ) It is generally good play to mask with a piece the direction of your adversary's pieces upon your king, when he has no pawns to drive it away; besides, your knight being played to this square places him under a mate.

SECOND GAME.

Queen's Knight is given.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Pawn 1 sq.*
3. K. Bishop to Q.B. 4th sq.	K. B. Pawn 2 sq.†
4. Q. Pawn 1 sq.	K. B. Pawn 1 sq. (ᵃ)
5. K. R. Pawn 1 sq.	Q. B. Pawn 1 sq.
6. Q. Pawn 1 sq.	Queen to K. B. 3d sq. (ᵇ)
7. Q. B. Pawn 1 sq.	Q. Bishop to K. 3d sq.
8. K. Bishop to Q. 3d sq.	Q. Knight to Q. 2d sq.
9. Castles.	Castles. (ᶜ)
10. K. B. to Q. B. 2d sq.‡ (ᵈ)	K. Kt. Pawn 2 sq. (ᵉ)
11. K. Knight to R. 2d sq.	K. R. Pawn 2 sq.
12. K. B. Pawn 1 sq.	K. Knight to R. 3 sq.
13. Q. Pawn 1 sq. (ᶠ)	Pawn takes P.

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* This move may be ventured when receiving the odds of a piece, but it will give a worse game playing even.

† Queen's bishop's to adversary's king's knight's fourth square would have been a better move.

‡ Queen's rook's pawn two squares would have been better.

BLACK.	WHITE.
14. Pawn retakes.	Q. Bishop to K.B. 4th sq.
15. Bishop takes B.	Queen retakes.
16. Q. Kt. Pawn 2 sq.	Q. Knight to K. B. 3d sq.
17. Q. B. Pawn 1 sq.	K. Kt. P. 1 sq.
18. K. B. Pawn takes P.	Pawn retakes.
19. K. R. Pawn 1 sq. (ᵇ)	K. Knight to B. 2d sq.
20. Queen to K. sq.	Queen to K. R. 4th sq.
21. K. Kt. Pawn 1 sq.	P. takes P; see back Game.
22. Queen takes P.	K. Bishop to K. 2d sq.
23. Q. Bishop to K. 3d sq.	Queen takes adv. K. R. P.
24. Queen to K. Kt. 2d sq.	K. Kt. Pawn 1 sq.
25. Knight to B. 3d sq.	Queen to adv. K.Kt.4th sq.
26. Q.B. takes adv. Q.R.P.*	Q. Knight to adv. K.4th sq.
27. Q. R. to K. sq.	K. Kt. to its 4th sq.
28. Knight takes Kt.	Q. Knight retakes.
29 Queen's R. to K. 3d sq.	Q. Kt. to adv. K. R. 3d sq.
	checking, and will win.

(ᵃ) You push this pawn with a view of shutting up his queen's bishop, and afterwards advancing your pawns, in case he castles on his king's side.

(ᵇ) If, instead of playing queen to king's bishop's third

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* This is not the best move, but the game at this position is quite hopeless.

square, you had taken the pawn, he would have gained his object, which was to prevent your pawn filling the centre.

(c) It is right to castle on the queen's side, when the adversary's pawns are not advanced on that side, and his pieces do not bear upon your king.

(d) If he does not retire his bishop, his queen's pawn will remain *en prise*, when you have displaced his king's knight, as will be seen in a few moves.

(e) It is almost always good play when the kings have castled.

(f) This is as good a move as he can play in his present situation. You run no risk in taking the offered pawn, his game not being sufficiently arranged to profit by the opening on your king before you have made one on his, which he will not be able to defend.

(g) He pushes this pawn to prevent uncovering his king.

BACK GAME,

Commencing at the twenty-first move, where, instead of pushing King's Knight's Pawn one square, you play King's Bishop's Pawn one square.

BLACK.	WHITE.
21.	K. B. Pawn 1 sq.
22. K. Rook to B. 2d sq. (h)	K. Bishop to R. 3d sq.
23. Q. Bishop to Kt. 2d sq.	Queen to K. B. 4th sq.
24. K. Knight to B. sq.	Q. Knight to adv. K. 4th sq.

BLACK.	WHITE.
25. K. Rook to its 2d sq.	Q. Rook to K. B. sq. (¹)
26. Q. Rook to Q. sq.	K. Knight to Q. sq.
27. K. Rook to B. 2d sq.	K. Bishop to Kt. 2d sq. (ᵏ)
28. King to R. 2d sq.	K. R. takes adv. R.P. chg. (¹)
29. Pawn takes R.	Q. to adv. K. B. 4th sq. chg.
30. King to Kt. sq.	K. Kt. Pawn 1 sq.
31. Knight takes P.	Queen takes Kt. checking.
32. King to B. sq.	Q. to adv. R. 3d sq. checking.
33. King to Kt. sq.	Rook to adv. K.B. 4th sq. and will win.

(ʰ) He plays this to get his knight into play.

(¹) You should not push your bishop's pawn, which, being supported and *passed*, is the strength of your game, and is more valuable than gaining the rook for your knight.

(ᵏ) When you are enabled to take any piece of your adversary's, or to obtain over him any particular advantage, as, for instance, gaining the exchange in the present instance, and this advantage cannot escape you, instead of taking it on the move, employ your time rather in strengthening your attack by a piece which you bring into play, or disengage, as in the present instance, when playing the bishop to the knight's second square, you free the rook, which helps to decide the game.

(¹) It is evident you have won, whatever you play, but the sacrifice of your rook is the best move in the situation, because it allows you to push the pawn, which decides the game in the fewest moves possible.

SAME GAME IN ANOTHER MANNER.

The Black, seeing the risk he ran through castling on his King's side, on account of the advance of your Pawns, prepares to castle on his Queen's side, and, with that view, plays, at the ninth move, Queen's Bishop to Queen's second square.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Pawn 1 sq.
3. K. Bishop to Q.B.4th sq.	K. B. Pawn 2 sq.
4. Q. Pawn 1 sq.	K. B. Pawn 1 sq.
5. K. R. Pawn 1 sq.	Q. B. Pawn 1 sq.
6. Q. Pawn 1 sq.	Queen to K. B. 3d sq.
7. Q. B. Pawn 1 sq.	Q. Bishop to K. 3d sq.
8. K. Bishop to Q. 3d sq.	Q. Knight to Q. 2d sq.
9. Q. Bishop to Q. 2d sq.	Q. R. Pawn 2 sq. ([a])
10. Queen to B. 2d sq.	Q. Kt. Pawn 2 sq.
11. Q. Pawn 1 sq.	Pawn takes P.
12. K.B. takes adv.Q .Kt. P.	Pawn takes P.
13. Queen takes P.	Rook to Kt. sq.
14. Q. R. Pawn 2 sq. ([b])	K. Kt. to K. 2d sq.
15. Castles with his R.	K. Kt. Pawn 2 sq. ([c])
16. K. Knight to R. 2d sq.	K. R. Pawn 2 sq.
17. K. B. Pawn 1 sq.	K. to Bishop's 2d sq. ([d])

D

BLACK.	WHITE.
18. Q. Kt. Pawn 2 sq.	Pawn takes P.
19. Pawn retakes.	Q. Pawn 1 sq.
20. Queen to K. 2d sq.	K. Knight to Q. B. sq.*
21. Q. Bishop to its 3d sq.†	Q. Pawn 1 sq.
22. Q. Bishop to Q. 2d sq.	K. Knight to Q. 3d sq.
23. K. Bishop to Q. 3d sq.	K. Knight to B. 4th sq.
24. Bishop takes Kt.	Queen retakes.(ᵉ)
25. Q. Rook to Kt. sq.	Q. Kt. to K. B. 3d sq. (ᶠ)
26. K. Rook to K. sq.	K. Bishop to Q. 3d sq.
27. Q. Kt. Pawn 1 sq.	K. Kt. Pawn 1 sq.
28. B. Pawn takes P.	Pawn retakes.
29. R. Pawn takes P.	Knight takes P.
30. Knight takes Kt.	Queen takes Kt.
31. Queen to K. 4th sq.	Q. Rook to K. Kt. sq.
32. Q. to adv. Q. Kt. 2d sq. chg.	King to B. 3d sq.
33. K. Rook to B. sq. (ᵍ)	Queen to adv. R. 3d sq.
34. King to B. 2d sq.	Queen to adv. Q. 3d sq.

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* A very bad move, cutting off the communication between his castles and taking his knight out of the game.

† It would have been better to attempt getting his passed pawns on.

‡ A bad move : White ought to have checked with the queen, viz.—

BLACK.	WHITE.
36.	Q. to adv. K. Kt. 3d sq. checking.
37. King to its 2d sq.	Q. Bishop to adv. Q. B. 4th sq. giving mate.

The latter part of this game is, however, separately considered, well worthy of notice.

BLACK.	WHITE.
35. Q. Rook to Q. sq.	K. Rook to adv. R. 2d sq.
36. K. Rook to Kt. sq.	K. Pawn 1 sq. ‡ (ʰ)
37. Q. B. takes adv. K. B. P.	K. Pawn 1 sq. checking.
38. King to B. 3d sq.	Q. Bishop to adv. K. Kt. 4th sq. checking.
39. King to Kt. 3d sq.	K. B. takes B. checking.
40. King takes B.	Queen to K. B. 4th sq. chg.
41. King to Kt. 3d sq.	Queen to K. 4th sq. giving mate. (¹)

(ᵃ) You push this pawn, and afterwards your queen's knight's, in order to make an opening on the adverse king, in case he castles on his queen's side.

(ᵇ) If he had played queen to bishop's third square, you should play queen to her square.

(ᶜ) You lose no time in pushing this pawn, as has been before observed, to make an opening on his king, and, with this view, you do not castle, but rather bring your king behind the pawns, in order to sustain them and set yourself free from his attack while you are following your own.

(ᵈ) This move will free your rooks, after you extricate your bishop.

(ᵉ) As this knight would be troublesome at the square where you intended to place it, he is forced to exchange piece for piece to get rid of it.

(ᶠ) This placed here allows you to push your king's knight's pawn one step, and to make an opening on his king.

D 2

(⁸) He brings his rook to this square to prevent you from pushing your king's bishop's pawn.

(ʰ) This is the decisive move; you can sacrifice the king's bishop's pawn, and even your bishop, although in taking the pawn he attacks your bishop and queen.

(ⁱ) You might force the queen, but it is better to give mate: [an observation the truth of which few will venture to call in question.—*Ed.*]

THE SAME GAME IN ANOTHER MANNER.

The Black, at the fifth move, instead of playing the King's Rook's Pawn one square, sacrifices a second piece for three pawns.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Pawn 1 sq.
3. K. B. to Q. B. 4th sq.	K. B. Pawn 2 sq.
4. Q. Pawn 1 sq.	K. B. Pawn 1 sq.
5. K. Knight takes K. P.	Q. Pawn takes Kt.
6. Q. to ad. K. R. 4th sq. chg.	King to Q. 2d sq.
7. Queen takes K. P.	Queen to K. B. 3d sq.
8. Q. Bishop takes P.	Queen takes Q.
9. Bishop takes Q.	Q. Knight to B. 3d sq.

BLACK.	WHITE.
10. Q. Bishop to K. Kt. 3d sq.	K. Kt. Pawn 2 sq. (ª)
11. K. B. to Q. Kt. 4th sq.	K. R. Pawn 2 sq. (ᵇ)
12. K. R. Pawn 2 sq.	K. Knight's Pawn 1 sq.
13. Q. Pawn 1 sq.	Q. R. Pawn 1 sq.
14. Bishop takes Kt. chg.	King takes Kt.
15. K. castles with Q. R.*	Q. Kt. Pawn 2 sq.
16. K. B. Pawn 2 sq.	K. Knight to B. 3d sq.
17. Q. Pawn 1 sq. checking.	King to Q. Kt. 3d sq.
18. K. Rook to K. sq.	K. Bishop to Q. B. 4th sq.
19. K. Pawn 1 sq.	K. Knight to K. sq. (ᶜ)
20. Q. R. Pawn 1 sq.	Q. Bishop to K. B. 4th sq.
21. K. Pawn 1 sq.	K. Knight to its 2d sq.
22. K. Rook to K. 2d sq.	K. Bishop to Q. 3d sq.
23. Q. B. to K. B. 2d sq. chg.	King to Q. Kt. 2d sq.
24. K. Kt. Pawn 1 sq.	K. Rook to K. sq.
25. Q. Rook to K. sq.	Q. B. Pawn 1 sq.
26. Pawn takes P. checking.	King takes Pawn.
27. K. Pawn 1 sq.	King to Q. 2d sq.
28. Q. Bishop to Q. 4th sq.	K. Knight to K. 3d sq.
29. Bishop to its 3d sq.	K. Bishop takes K. P.
30. Q. Rook to Q. sq. chg.	King to Q. B. 3d sq. (ᵈ) and will win.

* It would have been better to play queen's bishop's pawn two squares.

(ᵃ) It is necessary to push this pawn to prevent him playing his king's bishop's pawn two squares, which would place his pawns in the centre, preventing you from bringing your pieces into play, and would cause the loss of the game.

[To the last part of this observation the Editor cannot agree; the White would have a winning game, even allowing the pawn to be pushed.—*Ed.*]

(ᵇ) If you had not moved this pawn he would have attacked your rook with his bishop, gaining a piece.

(ᶜ) If you had retired your knight to queen's second square you would mask your queen's bishop; he would take advantage of it by playing king's bishop's pawn two squares, and, having three passed pawns, he would have a winning game.

[This remark is founded on the preceding note, the truth of which the Editor cannot admit.]

(ᵈ) If you had covered the check with your bishop, he would have played queen's bishop to adversary's king's fourth square, gaining a piece. You would have lost the game, in spite of the piece given, and the sacrifice of the other for three pawns, if you had not, at the early part of the game, played the very best moves, such as king's knight's pawn two squares at the tenth, and king's knight to king's square at the nineteenth. This example is merely given with a view of enabling you to defend yourself against the advance of a number of pawns: you may avoid this attack by playing, at the fourth move, king's knight to bishop's third square, instead of king's bishop's pawn one square, which will prevent the queen giving check at the sixth move.

THIRD GAME.

Queen's Knight given.

He that gives the Knight plays the Gambit.

	BLACK.	WHITE.
1.	K. Pawn 2 sq.	The same.
2.	K. B. Pawn 2 sq.	Q. Pawn 2 sq. (ᵃ)
3.	K. Pawn takes P. (ᵇ)	Queen takes P.
4.	K. Knight to B. 3d sq.	K. Pawn 1 sq.*
5.	Knight to adv. K. 4th sq.	Q. Bishop to K. 3d sq.
6.	K. Bishop to K. 2d sq.	Q. Knight to B. 3d sq.
7.	Knight takes Kt.	Queen takes Kt.
8.	Castles.	Castles.
9.	King to R. sq.	K. B. Pawn 2 sq.
10.	Q. Kt. Pawn 1 sq.	K. Bishop to Q. B. 4th sq.
11.	Q. Bishop to Q. Kt. 2d sq.	Queen to her 2d sq. (ᶜ)
12.	Q. Bishop to its sq.	K. Knight to B. 3d sq.
13.	Q. R. Pawn 2 sq.	K. R. Pawn 1 sq.
14.	Q. B. Pawn 1 sq.	K. Kt. Pawn 2 sq.
15.	Q. Kt. Pawn 1 sq.	K. Bishop to Q. 3d sq.

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* Queen's bishop to adversary's king's knight's fourth square would have been better, as it forces the exchange of a piece.

BLACK.	WHITE.
16. K. Kt. Pawn 1 sq.	Pawn takes P.
17. Pawn retakes.	Q. Rook to K. Kt. sq.
18. Q. Pawn 2 sq.	Q. Rook to K. Kt. 3d sq. (ᵉ)
19. Q. Bishop to K. 3d sq.	K. Rook to Kt. sq.
20. K. Rook to Kt. sq.	K. Knight to Q. 4th sq.
21. Queen to her 2d sq.	Queen to K. Kt. 2d sq.
22. K. Rook takes R.	Queen takes R.
23. Q. Rook to K. Kt. sq.	Queen to K. B. 2d sq.
24. Q. Rook to K. B. sq.	K. Rook to Kt. 2d sq.
25. K. Bishop to Q. sq.	Queen to K. Kt. sq.
26. Q. R. P. 1 sq.	Queen to her sq.
27. Q. Kt. Pawn 1 sq.	Queen to adv. K. R. 4th sq.
28. Q. R. Pawn 1 sq.	Q. Kt. Pawn 1 sq. (ᶠ)
29. K. B. to Q. Kt. 3d sq.	Queen to adv. R. 3d sq.
30. Queen to K. B. 2d sq.	Knight takes B.
31. Bishop takes B. chg.	King to Q. Kt. sq.
32. Q. Rook to K. Kt. sq.	Rook takes R. checking.
33. King takes R.	K. B. takes adv. K. B. P.
34. K. Bishop takes ad. B.P.	B. takes R. P. chg. and will win.

(ᵃ) You can, without danger, take the offered pawn; it is however safer, when contending with a superior player, not to take the pawn, but rather to push the queen's pawn two squares, which will save you from the difficulty of playing an unknown game, and will reduce the game to the common sort of situations.

[The above observations are undoubtedly true, in fact; but the Editor must observe, that it is much more interesting and *certainly* more improving to take the pawn and support it.—*Ed.*]

(^b) If, instead of playing queen's pawn two squares, he had taken the king's pawn, or played king's bishop's pawn one square, you should check with the queen at the rook's fourth square, and would win.

(^c) By bringing your queen to this square, you at the same time defend your king's knight's pawn and attack his queen's pawn.

(^d) He brought his bishop to the queen's knight's second square to push his queen's pawn two squares, with the view of establishing his pawns in the centre; not having succeeded in this attempt, he is forced to return the bishop to its own square to prevent losing a pawn. In giving odds, we frequently hazard moves with the hope that the adversary may not see the consequences.

(^e) You might play queen to knight's second square and force him to change queen for queen and rook for rook, which would gain you the game; and we only play differently here, that you may be instructed how to form and follow up an attack.

(^f) He pushes this pawn with a view of making an opening on your king; it would be bad play to take, as has been before observed in a similar situation.

FOURTH GAME.

Queen's Knight given.

He who receives the piece may begin by playing the Queen's Bishop's Pawn two squares. (ᵃ)

BLACK.	WHITE.
1. K. Pawn 2 sq.	Q. B. Pawn 2 sq.
2. K. B. Pawn 2 sq.	Q. Knight to B. 3d sq.
3. K. Knight to B. 3d sq.	Q. Pawn 2 sq.
4. K. Pawn 1 sq. (ᵇ)	Q.B. to ad. K. Kt. 4th sq.(ᶜ)
5. K.B. to ad.Q.Kt.4th sq.(ᵈ)	Queen to Kt. 3d sq. (ᵉ)
6. K. B. to Q. R. 4th sq. (ᶠ)	Q. B. Pawn 1 sq.
7. Q. B. Pawn 1 sq.	K. Pawn 1 sq.
8. K. Bishop to Q. B. 2d sq.	K. Bishop to Q. B. 4th sq.
9. Queen to K. 2d sq.	K. Knight to K. 2d sq.
10. Q. Pawn 1 sq.	Pawn takes P.
11. Bishop takes P.	Q. R. Pawn 2 sq.
12. Q. Kt. Pawn 1 sq.	K. R. Pawn 1 sq. (ᵍ)
13. Q. Bishop to Q. 2d sq.	Castles with his Rook.
14. Castles with Q. Rook.	Q. Pawn 1 sq. (ʰ)
15. Q. B. Pawn 1 sq.	Q. R. Pawn 1 sq.
16. K. Bishop to Q. B. 2d sq.	K.B. to ad. Q. R. 3d sq. chg.
17. King to Q. Kt. sq.	K. Rook to Q. sq. (ⁱ)
18. Q. Bishop to K. sq. (ᵏ)	Q. Kt. to adv. Kt. 4th sq.

BLACK.	WHITE.
19. K. Bishop to K. 4th sq.*	Q. Pawn 1 sq.
20. Queen to her 2d sq. (¹)	Q. R. Pawn takes Kt. P.
21. Pawn takes P.	Q. Knight to adv. Q. B.
	2d sq. and will win.

(ᵃ) This method of opening a game has for its object the bringing out the queen's knight without stopping the bishop's pawn.

(ᵇ) When you have two pawns in front, and one of them is attacked by a pawn, which is pushed upon them, it is more expedient to pass than take the offered pawn, in order to maintain the pawns united in the centre as long as possible. What are called centre pawns, are those of the king and queen, or of the king and his bishop, or of the queen and her bishop. Pawns thus united are of the greatest importance to confine your adversary's game and prevent the operation of his pieces against your king; and also to sustain those pieces you may place in his game: these two pawns united are equal to a piece when you can preserve them to the latter part of a game, and the adversary will be obliged to sacrifice a piece in order to hinder them from going to queen, from which you may judge of their utility for the winning or defending a game.

[On the above note, the Editor has to observe, that in by far

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* It would have been better to change the queen's bishop for the knight.

the greater number of situations, two passed united pawns (such as those referred to above) are not equal to a piece; neither is it true that the piece must be sacrificed for the pawns, for if the player possessing the piece manage it properly, a knight most frequently, and a bishop almost always, can prevent the advance of the pawns to queen, without there being any necessity for the sacrifice alluded to.— *Ed.*]

(^c) If you had not brought out this bishop before you push-ed your king's pawn, it would have remained inactive, and would have also prevented you from bringing your other pieces into play.

(^d) He does not play king's rook's pawn one square accord-ing to the foregoing instructions, because it is not his interest to provoke you to exchange piece for piece.

(^e) Although it is right to exchange piece for piece when one receives the advantage of a piece, you should, nevertheless, be cautious of doing so when your piece (as the bishop in the present instance) confines your adversary's game and prevents him for the time using his knight or queen, which latter would come into play were you to take the knight; it will be time enough to take when he pushes the rook's pawn on the bishop.

General Rule.—Do not exchange pieces where you have a piece in your power, but rather employ your time in bringing out your pieces and following up your attack. The science of Chess is that of gaining time; he who possesses the most has the advantage.

[By gaining time, is apparently meant bringing pieces into action first.—*Ed.*]

(^f) If, instead of bishop to rook's fourth square, he had played it to queen's third square, you should play knight to adversary's queen's fourth square, having a fine game.

(^g) If instead of playing king's rook's pawn one square you had castled, he could have taken your king's rook's pawn giving check; and, afterwards, (on your taking the bishop,) knight to your knight's fourth square, checking, gaining a pawn with the advantage of your king being exposed.

(^h) This pawn is pushed to make an opening on the adversary's king; if he should not take, it will be a *passed* pawn, which will lose him the game. A pawn is called *passed* when there are no more pawns before it which can stop its advance.

(ⁱ) You sustain the passed pawn, following the above instructions.

(^k) He retires his bishop to bring his rook against your passed pawn.

(^l) You see the utility of a passed pawn; if, instead of retiring his queen to her second square, he had taken your queen's pawn with his bishop, he would have lost at least a rook, if not his queen, by your queen's bishop playing to king's bishop's fourth square.

FIFTH GAME.

He prefers giving you the King's Knight.

	BLACK.	WHITE.
1.	K. Pawn 2 sq.	The same.
2.	K. Bishop to Q. B. 4th sq.	The same.
3.	Castles.	K. Knight to K. 2d sq. (ª)
4.	Q. B. Pawn 1 sq.	Castles.
5.	Q. Pawn 2 sq.	Pawn takes P.
6.	Pawn retakes.	Bishop to Kt. 3d sq.
7.	Q. Knight to B. 3d sq.	Q. B. Pawn 1 sq.
8.	Q. B. to adv. K. Kt. 4th sq.	King to R. sq.
9.	Q. B. to K. 3d sq. (ᵇ)	Q. Pawn 2 sq.
10.	Bishop to Q. Kt. 3d sq.	Pawn takes P.
11.	Knight takes Pawn.	K. B. Pawn 2 sq.
12.	Kt. to adv. K. Kt. 4th sq.	Queen to K. sq. (ᶜ)
13.	Knight to R. 3d sq.	K. Knight to Q. 4th sq.
14.	Bishop takes Kt.	Pawn retakes.
15.	Knight to K. B. 4th sq.	Queen to adv. K. 4th sq.
16.	Queen to adv. R. 4th sq.	King to Kt. sq. (ᵈ)
17.	Queen to her own sq.	Q. Knight to B. 3d sq.
18.	Queen to Kt. 3d sq.	Q. Knight takes P.
19.	Queen takes P. chg. (ᵉ)	Queen takes Q.
20.	Knight retakes.	Q. Kt. to adv. Q. B. 2d sq.
21.	Knight takes K. B.	Pawn takes Kt.

BLACK.	WHITE.
22. Q. Rook to B. sq.	Knight takes B.
23. Pawn retakes.	Q. Rook takes R. P.
24. Q. Rook to its B. 2d sq.	Q. Bishop to K. 3d sq.
25. Q. Rook to Q. 2d sq.	Doubled P. on Q. Kt. file 1 sq.
26. K. Rook to Q. B. sq.	Q. B. to adv. Q. B. 4th sq.
27. K. Rook to Q. B. 2d sq.	K. R. Pawn 1 sq.
28. Q. Rook to adv. Q. 2d sq.	K. Rook to K. B. 2d sq.
29. Q. R. to adv. Q. sq. chg.	King to R. 2d sq.
30. K. Rook to Q. 2d sq.	K. Kt. Pawn 2 sq.*
31. K. R. Pawn 1 sq.	K. R. Pawn 1 sq.
32. Q. R. to adv. Q. Kt. sq.	K. R. Pawn 1 sq.
33. K. R. to adv. Q. sq.	K. Rook to Kt. 2d sq. (f)
34. Q. Kt. Pawn 2 sq.	Q. R. to adv. Q. Kt. 2d sq.
35. K. R. to adv. K. B. sq.	Q. Bishop to ad. Q. 3d sq.†
36. Q. Rook to adv. Q. sq.	Q. Bishop to ad. K. 4th sq.‡
37. K. R. to adv. K. R. sq. chg.	King to Kt. 3d sq.

* This pawn should not have been moved.

† King should have gone to knight's third square: the latter part of this game is exceedingly badly played.

‡ This move would allow the Black to draw the game, were he, at the fortieth move, instead of playing the king's rook to adversary's king's bishop's square, to move the same rook to adversary's king's rook's third square, by doing which the adverse rook would be lost, but the White, of course, would draw on account of his superiority in pawns.

BLACK.	WHITE.
38. Q.R.to adv.Q. 3d sq. chg.	King to B. 2d sq.
39. Q.R.to adv.Q. 2d sq. chg.	King to B. 3d sq.
40. K R. to adv. K.B. sq. chg.	King to Kt. 3d sq.
41. Q. R. to Q. 3d sq. chg.	King to R. 2d sq.
42. K.R. to adv. K. B. 3d sq.	K. R. to Q. B. 2d sq. (ᵍ)
43. K.R.to adv.R. 3d sq. chg.	King to Kt. sq.
44. K. R. to Kt. 3d sq. chg.	King to B. sq.
45. Q. Rook to adv. K. B. 3d sq. checking.	King to its 2d sq.
46. Q.R.to adv.K. 3d sq. chg.	King to Q. sq.
47. Q.R.to adv.Q. 3d sq. chg.	K. Rook to Q. 2d sq. (ʰ)
48. Rook takes R. checking.	King retakes, and will win.

(ᵃ) When you have brought out your king's bishop it will be generally better to play the king's knight to this square, to allow you to push the king's bishop's pawn two squares. [I am, however, inclined to think that knight to bishop's third square is the better move.—*Ed.*]

(ᵇ) When one gives odds, time is frequently lost in trying moves which a weak player is not supposed to be capable of seeing : if you had not retired your king, to push your king's bishop's pawn on the adversary's queen's bishop, this bishop remaining in the direction of the queen would have confined your game.

(ᶜ) See note (ᵃ) on the First Game of this Section.

(ᵈ) You replace your king at this square to prevent the

check which you would receive from his knight, by which you would lose the game.

(*) He is compelled to lose his queen's pawn, or to exchange queen for queen, in order to take your queen's pawn : this is the forced result of those moves which he has played in expectation of your mistakes; as soon as you are strong enough to avoid them, he is no longer able to give you a piece.

(*) You retire your rook to this square to defend your king's bishop's pawn, which in the end would be *en prise*, by the checks which you are about to receive from his rooks.

(*) This move is essential to put him under the mate, at the same time, preventing the perpetual check which you would have received from his rooks.

(*) This is the proper time to cover the check with your rook, as it forces him to change rook for rook to prevent the mate.

SAME GAME PLAYED DIFFERENTLY.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.
4. Q. Pawn 1 sq. (*)	Q. B. Pawn 1 sq.
5. Castles.	Q. Pawn 2 sq.

E

BLACK.	WHITE.
6. Pawn takes P.	Pawn retakes.
7. Bishop to Q. Kt. 3d sq.	K. R. Pawn 1 sq.
8. K. R. Pawn 1 sq.	Castles.
9. King to R. sq. (b)	K. Bishop to Q. 3d sq. (c)
10. Q. Bishop to K. 3d sq.	The same.
11. Q. Knight to Q. 2d sq.	K. Knight to R. 2d sq. (d)
12. Q. Knight to K.B. 3d sq.	K. B. Pawn 2 sq.
13. K. B. to Q. B. 2d sq.	K. B. Pawn 1 sq.
14. Q. Bishop to Q. 2d sq.	K. Knight to its 4th sq.
15. K. Knight to R. 2d sq.(e)	K. Pawn 1 sq.
16. Q. Pawn 1 sq.	K. B. P. 1 sq. and will win.

(a) He dares not play queen's pawn two squares to establish his pawns in the centre, for, taking his queen's pawn, and then giving check with your bishop, he would be obliged to exchange piece for piece.

[On this note it is necessary to observe, that the move censured above (queen's pawn two squares) is undoubtedly the very best on the board, as the following examples will show, viz.—

BLACK.	WHITE.
4. Q. Pawn 2 sq.	K. Pawn takes P. or (A)
5. K. Pawn 1 sq.	Queen to K. 2d sq.
6. Q. B. Pawn takes P.	B. to adv. Q. Kt. 4th sq. chg.
7. King to B. sq.	Kt. to its sq. as the best move.
8. Q. Bishop to K. 3d sq.	Q. B. Pawn 1 sq.

BLACK.	WHITE.
9. Q. R. Pawn 1 sq.	Bishop to Q. R. 4th sq.
10. Q. Kt. Pawn 2 sq. Black having a fine game, considering that a piece is given.	

(A)

4.	Q. Pawn 2 sq.
5. Q. Pawn takes B.	Pawn takes B.
6. Queen takes Q.	King takes Q.
7. Q. B. to adv. K. Kt. 4th sq.	King to its 2d sq.
8. K. B. Pawn 2 sq.	Q. Knight to B. 3d sq.
9. Q. Knight to R. 3d sq. having a better arranged game than his adversary.—*Ed.*]	

(b) It is always prudent to retire your king to this square that he may not be attacked, at the moment you least expect it, by a check from the adversary's queen or bishop, when you have pushed, or wish to push, the king's bishop's pawn two squares.

(c) You play this to maintain your pawns in the centre.

(d) It is frequently proper to retire the knight when you have an opportunity of playing the king's bishop's pawn two squares.

(e) In receiving a piece, it is right, as often as possible, to reduce the adversary to the necessity of changing piece for piece, which will, in the end, win you the game; or retiring, which will allow you to advance your game, as in the present instance.

[On this note I must observe that the above advice requires considerable caution to be used in the application of it. It not unfrequently happens that an anxious desire of clearing the

board, by exchanging pieces, will be taken advantage of by a superior player, who will purposely frame situations, where, in case an exchange be forced, his adversary must lose the game. —*Ed.*]

ANNEXED GAMES, WHICH HAVE BEEN ACTUALLY PLAYED.

The reader will find, in some instances, that the person who receives the odds makes apparently useless moves. This game will, however, be found extremely improving, as it shows the absolute necessity, when receiving any advantage, of quickly bringing the pieces into play.

White gives the Queen's Knight.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Kt. to B. 3d sq.	Q. Pawn 1 sq.
3. Q. B. Pawn 1 sq.	Q. Bishop to K. 3d sq.
4. Q. Pawn 2 sq.	Pawn takes P.
5. Q. B. Pawn retakes.	Q. B. Pawn 1 sq.
6. K. Bishop to Q. 3d sq.	Q. Knight to Q. 2d sq.

WHITE.	BLACK.
7. Castles.	K. B. Pawn 1 sq.
8. K. Kt. to adv. R. 4th sq.	Bishop to K. B. 2d sq.
9. K. B. Pawn 2 sq. (ª)	K. Kt. Pawn 2 sq. (ᵇ)
10. Pawn takes P.	Pawn takes P.
11. Rook takes B. (ᶜ)	King takes R. (ᵈ)
12. Q. to ad. K. R. 4th sq. chg.	King to his 2d sq.
13. K. Knight to adv. K. B. 4th sq. checking.	King to his 3d sq.
14. K. Bishop to Q. B. 4th sq. checking.	Q. Pawn 1 sq.
15. Pawn takes P. checking.	Pawn takes P. (ᵉ)
16. Bishop takes P. checking.	King takes B.
17. Queen to K. B. 3d sq. checking.	King to his 3d sq. to prevent the mate.
18. Q. Pawn 1 sq.	King to B. 3d sq.
19. Knight to adv. Q. 3d sq. discovering check.	King to his Kt. 2d sq. (ᶠ)
20. Q. to adv. K. B. 2d sq. chg.	King to R. 3d sq.
21. Knight to adv. K. B. 4th sq. giving checkmate.	

(ª) This is an exceedingly well played move; the attack of the White is well conducted throughout the game.

(ᵇ) A bad move; this mistake on the part of the second player is well taken advantage of by the White.

(ᶜ) A very good move.

(ᵈ) Had the pawn taken the knight, White, by playing his

queen to adversary's king's rook's fourth square, **would have had a fine game.**

(e) If the king had taken the knight, White **would have** won the adversary's queen.

(f) Black loses the game by this move: **he should have played otherwise, and he might have drawn it.**

White gives the King's Knight.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq. (a)
4. Q. Pawn 2 sq.	Pawn takes P.
5. K. Pawn 1 sq.	Knight to adv. K. 4th sq.
6. Q. B. Pawn takes P.	B. to adv. Q. Kt. 4th sq. chg.
7. King to B. sq.	Castles.
8. K. B. to adv. Q. 4th sq.	K. Knight to its 4th sq.
9. K. B. Pawn 2 sq.	Q. B. Pawn 1 sq.
10. K. B. to Q. B. 4th sq.	Knight to K. 3d sq.
11. K. B. Pawn 1 sq.	Knight to Q. B. 2d sq.
12. Queen to K. Kt. 4th sq.	Q. Pawn 2 sq.
13. Q. B. to adv. K. Kt. 4th sq.	K. Bishop to K. 2d sq.
14. K. R. Pawn 2 sq.	Bishop takes B.

WHITE.	BLACK.
15. Pawn takes B.	Pawn takes K. B.
16. Rook takes adv. R. P.	Rook to K. sq.
17. Q. to adv. K. R. 4th sq.	King to B. sq.
18. K. B. Pawn 1 sq. and White must win.	

(ª) Queen to king's second square would have been better.

This game is not well played; there are, however, a few moves which deserve attention, and on that account I have inserted it in this Work.

CHAP. II.

ON THE ADVANTAGE OF THE PAWN AND TWO MOVES, AND THE PAWN AND MOVE.

THIS Chapter will be divided into two Sections: in the first will be treated of the advantage of the Pawn and two moves; and in the second of the advantage of the Pawn and move.

SECT. I.

Black gives the Pawn and Two Moves.

It is a rule that when a Pawn is given it is always the King's Bishop's Pawn.

FIRST GAME.

WHITE.	BLACK.
1. K. P. 2 sq. Q. P. 2 sq. (ª)	K. Pawn 1 sq.

WHITE.	BLACK.
2. K. B. Pawn 2 sq.*	Q. B. Pawn 2 sq.
3. Q. B. Pawn 1 sq.	Q. B. Pawn takes Pawn.
4. Q. B. Pawn retakes.	K. Kt. Pawn 1 sq. (b)
5. K. R. Pawn 2 sq.	K. Bishop to K. Kt. 2d sq.
6. K. R. Pawn 1 sq.	K. Knight to K. 2d sq.
7. K. R. Pawn 1 sq.	Bishop to its sq.
8. K. Kt Pawn 2 sq.	Q. Pawn 2 sq.
9. K. Pawn 1 sq.	K. Kt. to Q. B. 3d sq. (c)
10. Q. R. Pawn 1 sq.	K. Bishop to K. 2d sq.
11. K. Knight to B. 3d sq.	Q. Kt. Pawn 1 sq.
12. Q. Knight to B. 3d sq.	Q. Knight to R. 3d sq.
13. K. B. to adv. Q. Kt. 4th sq.	Q. Bishop to Kt. 2d sq.
14. Queen to R. 4th sq.	Q. Knight to its sq.
15. Queen to B. 2d sq.	Q. R. Pawn 1 sq.
16. K. Bishop to Q. 3d sq.	Queen to her 2d sq.
17. Q. Bishop to K. 3d sq. (d)	Q. R. Pawn 1 sq.
18. King to B. 2d sq. (e)	Q. Bishop to Q. R. 3d sq.
19. Q. Kt. to ad. Q. Kt. 4th sq.(f)	Castles.
20. Q. Rook to K. Kt. sq.	King to R. sq.
21. K. B. Pawn 1 sq.	K. Pawn takes B. P.
22. Kt. Pawn retakes.	Q. Bishop takes Kt.
23. B. Pawn takes Kt. P.	Q. Bishop takes B.

---

* Not so good as queen's bishop's pawn two squares, as the Black
may play, without danger, the queen's pawn two squares.

WHITE.	BLACK.
24. P. on Kt. file 1 sq. chg.	King to Kt. sq.
25. Pawn takes R. making a Q. and checking.	King takes Q.
26. Queen takes B. and will win.	

(ᵃ) Having two moves, it is best to place the king's and queen's pawns in the centre, as they allow free action to the pieces.

(ᵇ) He pushes this pawn to stop the progress of yours on the side where he is weakest; but you intend to push your rook's pawn on his pawn, in order to profit, without losing time, by your advantage.

(ᶜ) The king's knight's pawn, which you pushed two squares at the eighth move, prevents his knight from placing itself at king's bishop's fourth square, and by confining his game will enable you to win.

(ᵈ) You can also push the king's bishop's pawn as you do at the twenty-first move, but it is better to bring out your pieces; in following this method you make certain of your attack, in neglecting it, it may frequently become abortive.

(ᵉ) Having pushed your king's bishop's pawn two squares, you can no longer expect to castle, and it is better to move your king to the bishop's second square, as he will be protected by the pawns, and can support them as well as the pieces which you employ in the attack on that side, where your adversary is weak, on account of the want of the bishop's pawn which he gives you.

(^f) You should preserve your king's bishop, which is your best piece.

SECOND GAME.

You play at the third move Queen's Pawn to adversary's Queen's fourth square instead of Queen's Bishop's Pawn one square.

WHITE.	BLACK.
1. K. and Q Pawns 2 sq.	K. Pawn 1 sq.
2. K. B. Pawn 2 sq.*	Q. B. Pawn 2 sq.

---

* Not a good move, as the Black may play queen's pawn two squares without danger, which would give the second player the same game as if he had been giving the pawn and move only, viz.—

Black gives the pawn and move.

WHITE.	BLACK.
1. K. Pawn 2 sq.	K. Pawn 1 sq.
2. Q. Pawn 2 sq.	Q. B. Pawn 1 sq.
3. K. B. Pawn 2 sq.	Q. Pawn 2 sq.

4. K. Pawn 1 sq. thus reducing it to the same position: the similarity of the games proceeds from the Black not being obliged to lose a move in playing his queen's bishop's pawn one square, in order to support his queen's pawn when pushed two squares, which he is forced to do

WHITE.	BLACK.
3. Q. Pawn 1 sq.	Q. Pawn 1 sq.
4. Q. B. pawn 2 sq.	K. Pawn 1 sq.
5. K. Knight to B. 3d sq.	Q. to B. 2d sq.
6. K. Bishop to Q. 3d sq.	K. Knight to B. 3d sq.
7. Q. Knight to B. 3d sq.	Q. R. Pawn 1 sq.
8. K. B. Pawn 1 sq.	Q. Kt. Pawn 1 sq.
9. K. R. Pawn 1 sq.	The same.
10. Q. Bishop to K. 3d sq.	Q. Knight to Q. 2d sq.
11. Queen to K. 2d sq.	Q. Bishop to Q. Kt. 2d sq.
12. K. Kt. Pawn 2 sq.	K. Bishop to K. 2d sq.
13. King to B. 2d sq.*	Castles with Q. Rook.
14. Q. Rook to K. Kt. sq.	Q. Rook to K. B. sq.

---

when giving the pawn and move, to prevent losing a pawn by the check of the queen at rook's fourth square; but as this is more immediately connected with the analysis of the pawn and move, I shall defer any further observations until I come to that advantage.

* You play your king to this square, as he will be sheltered by the pieces and pawns, which are before him; castling on either side would not be good. You will want your king's rook's pawn to make an opening on the adversary's king, in case of his castling with his rook; and, had you gone to your queen's side, the adversary, by pushing his queen's knight's pawn one square, would have succeeded in making an opening on your king. When receiving the advantage of the pawn and two moves it cannot be too much impressed upon the player's mind, that it is the *situation* which this advantage gives that decides the game, and not the mere numerical strength of the pawns.

WHITE.	BLACK.
15. K. R. Pawn 1 sq.	King to Q. Kt. sq.
16. K. Kt. Pawn 1 sq.	K. Knight to K. sq.
17. Queen to her 2d sq.	K. R. Pawn 1 sq.
18. Q. Knight to K. 2d sq.	K. Rook to Kt. sq.
19. Q. Kt. to K. Kt. 3d sq.	K. Rook to its sq. (ª)
20. K. Bishop to K. 2d sq.	King to Q. R. 2d sq.
21. K. Knight to K. sq.	K. Kt. Pawn 1 sq.
22. K. B. Pawn 1 sq.	K. Knight takes P.*
23. Pawn takes Kt.	Knight takes P.
24. King to Kt. 2d sq.	Q. Bishop to its sq.
25. Q. Rook to K. B. sq.	Queen to her sq.
26. Q. B. to ad. K. Kt. 4th sq.	Q. Rook to K. B. 2d sq.
27. Q. Bishop takes Kt.	Bishop retakes.
28. Knight to B. 3d sq.	K. Rook to its 2d sq.†
29. Knight to adv. Kt. 4th sq.	Bishop takes Kt.
30. Rook takes R. checking.	Rook retakes.
31. Queen takes B.	Rook to K. B. 3d sq.‡
32. Rook to B. sq. and will win.	

* The knight should not have been sacrificed; for although the White has a very fine game, yet it would require caution in advancing his pawn on the queen's side.

† It would have been here better play to have moved this rook to bishop's square.

‡ He might have played a better move, but the game could have only been prolonged a few moves.

(ᵃ) When the advantage of the pawn and two moves is given to a player who knows how to profit by it, we are frequently obliged to play nothing but forced moves in defence, and sometimes moves which have no object whatever, and in the mean time the adversary arranges his game and forms an attack, which must either gain an ultimate advantage, or win the game.

THIRD GAME.

The Black, instead of pushing at the second move the Queen's Bishop's Pawn, plays the Queen's Pawn two squares.

WHITE.	BLACK.
1. K. and Q. Pawns 2 sq.	K. Pawn 1 sq.
2. K. B. Pawn 2 sq.	Q. Pawn 2 sq.*
3. K. Pawn 1 sq.	Q. B. Pawn 2 sq.
4. Q. B. Pawn 1 sq.	Q. Knight to B. 3d sq.

----

* This reduces the game, as has been before stated, merely to the advantage of the pawn and move; the White having played ill by moving king's bishop's pawn two squares.

WHITE.	BLACK.
5. K. Knight to B. 3d sq.	K. Knight to R. 3d sq.
6. K. Bishop to Q. 3d sq.	Queen to Kt. 3d sq.
7. Q. R. Pawn 1 sq.*	Q. Bishop to Q. 2d sq.
8. K. B. to Q. B. 2d sq. (ᵃ)	Q. B. Pawn 1 sq.
9. Q. Knight to Q. 2d sq.	K. Bishop to K. 2d sq.
10. Q. Rook to Kt. sq.	King castles with his R.
11. Q. Kt. Pawn 1 sq.	Pawn takes P. (ᵇ)
12. Q. Knight takes P.	Queen to B. 2d sq.
13. Queen to her 3d sq.	K. Kt. Pawn 1 sq.
14. K. Rook 1 sq.	Q. Rook to K. sq.
15. K. Kt. Pawn 2 sq.	Queen to her B. sq.
16. K. B. Pawn 1 sq.	K. Knight to B. 2d sq.
17. B. Pawn takes Kt. P. and White will win.	

(ₐ) You retire your bishop to this square in order to support your queen's pawn.

(ᵦ) If he take your king's bishop's pawn with his rook, by taking his queen's bishop's pawn with your knight, and attacking his queen you will gain the exchange.

---

* If, before covering his king by playing bishop to queen's second square, he had taken your queen's pawn, you should have taken his with your bishop's pawn and not with the knight first; and, in case of his attempting to gain the pawn, you would either win his knight or queen.

FOURTH GAME.

The Black at his second move plays his **King's Knight** to his **Rook's** third square.

WHITE.	BLACK.
1. K. and Q. Pawns 2 sq.	K. Pawn 1 sq.
2. K. B. Pawn 2 sq.*	K. Knight to R. 3d sq.
3. Q. B. Pawn 2 sq.	K. Knight to B. 2d sq.
4. K. Bishop to Q. 3d sq.	K. Bishop to adv. Q. Kt. 4th sq. checking.
5. Q. Knight to B. 3d sq.†	Bishop takes Kt. checking.
6. Q. B. Pawn takes Kt. (ᵃ)	Castles.
7. Q. to ad. K. R. 4th sq.(ᵇ)	K. Kt. Pawn 1 sq.
8. Queen to K. Kt. 4th sq.	King to R. sq.
9. K. R. Pawn 2 sq.	Q. Pawn 1 sq.‡
10. K. R. Pawn 1 sq.	K. Pawn 1 sq.
11. Queen to K. Kt. 3d sq.	King to Kt. 2d sq.
12. K. B. Pawn 1 sq.	Queen to K. B. 3d sq.

---

* This move, as has been before observed, is not the best; queen's bishop's pawn two squares, or king's bishop to queen's third square would have been better.

† King to bishop's second square would have been better.

‡ Queen's pawn two squares would have been better; but the Black has a game which must be irretrievably lost after a few moves.

WHITE.	BLACK.
13. K. Knight to B. 3d sq.	K. Rook to Kt. sq.
14. R. Pawn takes P.	Pawn takes P.
15. Q. Pawn takes P.	Q. Pawn retakes.
16. K. Kt. to adv. Kt. 4th sq.	Rook to its sq.
17. Castles.	Knight takes Kt.
18. Q. Bishop takes Kt.	Queen to her 3d sq.
19. Q. B. Pawn 1 sq. (c)	Queen takes P. checking.
20. Q. Bishop to K. 3d sq.	Queen to her 3d sq.
21. Q. Rook to Q. sq.	Queen to K. B. 3d sq.
22. K. B. Pawn takes P.	Queen takes P.
23. Queen to adv. K. 4th checking and will win.	

(a) It is necessary to be remarked, that a double pawn is not always a disadvantage. On the contrary, it is almost always beneficial to bring the pawn from the sides towards the centre.

(b) You bring your queen to this square to force him to push his king's knight's pawn one square, on which you will advance your king's rook's pawn.

(c) You sacrifice this pawn to bring your king's bishop into play, which, added to your other pieces will enable you to win easily.

Note.—This is an extremely well played move.

F

FIFTH GAME.

The player who receives the odds of the **Pawn** and **Two Moves**, pushes, at the second move, his **Queen's Bishop's Pawn two squares*** instead of his **King's Bishop's Pawn two squares**.

	WHITE.	BLACK.
1.	K. and Q. Pawns 2 sq.	K. Pawn 1 sq.
2.	Q. B. Pawn 2 sq.	Q. B. Pawn 2 sq. (ᵃ)
3.	Q. Pawn 1 sq.	Q. Pawn 1 sq.
4.	K. B. Pawn 2 sq.	K. Knight to R. 3d sq. (ᵇ)
5.	K. Knight to B. 3d sq.	K. Knight to B. 2d sq.
6.	K. Bishop to Q. 3d sq.	K. Bishop to K. 2d sq.
7.	Q. Knight to B. 3d sq.	K. Pawn 1 sq.
8.	K. B. Pawn 1 sq.	Castles.
9.	K. R. Pawn 2 sq. (ᶜ)	K. R. Pawn 1 sq.
10.	K. Kt. Pawn 2 sq.	Q. Knight to R. 3d sq.
11.	King to his 2d sq. (ᵈ)	Q. Knight to B. 2d sq.
13.	Q. Bishop to K. 3d sq.	Q. Bishop to Q. 2d sq.
12.	Queen to her 2d sq.	Q. R. Pawn 1 sq.
14.	K. Kt. Pawn 1 sq.	Pawn takes P.

---

* This is a much better move than the king's bishop's pawn, for the reasons before-mentioned.

WHITE.	BLACK.
15. Q. Rook to K. Kt. sq.	Q. Kt. Pawn 2 sq.

16. Q. Knight to Q. sq. and although the Black has to play he will lose easily.

(ª) He pushes this pawn to disunite yours, and to enable him to bring his pieces into play.

(ᵇ) If, instead of king's knight to rook's third square, he had played king's pawn one square, the situation would have been similar to that in the Second Game in this Section.

(ᶜ) By this move you prepare your attack upon the adversary's king, preventing, at the same time, that which he would form upon your's, and, also, guarding against the approach of his pieces by the pawn which you have pushed two squares.

(ᵈ) You may, not having castled, as well bring your king to this square as to the bishop's second square, and it is, perhaps, better, as he will be out of the direction of the adversary's rook.

Sixth Game.

The Black plays, at his first move, the **Queen's Knight** to Bishop's third square.

WHITE.	BLACK.
1. K. and Q. Pawns 2 sq.	Q. Knight to B. 3d sq.
2. K. B. Pawn 2 sq.	Q. Pawn 2 sq. (ₐ)
3. K. Pawn 1 sq.	Q. B. to K. B. 4th sq.
4. Q. B. Pawn 1 sq.	K. Pawn 1 sq.
5. K. Bishop to Q. 3d sq.	K. Knight to R. 3d sq.
6. K. Knight to B. 3d sq.	K. Bishop to K. 2d sq.
7. Castles.	Castles.
8. K. R. Pawn 1 sq.	Bishop takes B.
9. Queen takes B.	Q. to her 2d sq.
10. Q. Bishop to K. 3d sq.	K. Kt. to K. B. 4th sq.
11. Q. Bishop to K. B. 2d sq.	Q. Rook to K. sq.*
12. K. Kt. Pawn 2 sq.	K. Knight to R. 3d sq.
13. Q. Bishop to K. 3d sq.	Q. R. Pawn 1 sq.†

* King's knight's pawn one square would have been much better.

† The moving this pawn seems to have been done with no object whatever; indeed, the game, on the part of the Black, is not well played; a number of more than useless moves are ventured at the time when he should be bringing his pieces over to his king's side, and arranging them in order to sustain the attack which is forming against him.

WHITE.	BLACK.
14. Q. Knight to Q. 2d sq.	Q. Knight to Q. sq.
15. King to Kt. 2d sq.	Q. B. Pawn 1 sq.
16. King to Kt. 3d sq.	Q. Kt. Pawn 2 sq.
17. K. R. Pawn 1 sq.	Q. Knight to K. B. 2d sq.
18. K. Rook to its sq.	Q. B. Pawn 1 sq.
19. K. Kt. to adv. Kt. 4th sq.	Bishop takes Kt.
20. R. Pawn takes B. gaining a piece, or giving mate.	

(ᵃ) If the Black, at the second move, instead of playing queen's pawn two squares, had played king's pawn two squares—

WHITE.	BLACK.
3. Q. Pawn takes P.	Knight takes P.
4. K. B. Pawn takes Kt.	Queen to adv. R. 4th sq. chg.
5. King to Q. 2d sq.	Queen takes K. P.
6. Queen to K. 2d sq. and will win.	

ANNEXED GAME ON THE ADVANTAGE OF THE PAWN AND TWO MOVES.

Black gives the Pawn and Two Moves.

WHITE.	BLACK.
1. K. and Q. Pawns 2 sq.	Q. Knight to B. 3d sq.
2. K. B. Pawn 2 sq.	Q. Pawn 2 sq.
3. K. Pawn 1 sq.	Q. Bishop to K. B. 4th sq.
4. Q. B. Pawn 1 sq.	K. Pawn 1 sq.
5. K. B. to Q. 3d sq.	K. Knight to R. 3d sq. (ᵃ)
6. K. Kt. to K. 2d sq. (ᵇ)	Q. to adv. R. 4th sq. chg.
7. K. Kt. Pawn 1 sq.	Queen to adv. R. 3d sq.
8. King to Q. sq. (ᶜ)	Bishop takes B.
9. King takes B.	Q. to K. B. 4th sq. chg.
10. King to Q. 2d sq.	K. Kt. to adv. Kt. 4th sq.
11. King to B. sq.	Queen to adv. K. 4th sq.
12. Rook to Kt. sq.	Knight takes R. P.
13. Q. Knight to Q. 2d sq.	Queen to adv. Q. 3d sq.
14. King to B. 2d sq. (ᵈ)	K. Kt. to ad. Kt. 4th sq. chg.
15. King to his sq.	Q. to adv. K. 3d sq. (ᵉ)
16. Q. Knight to K. B. sq.	Queen to ad. B. 2d sq. chg.
17. King to Q. 2d sq.	Queen to ad. K. B. 3d sq.
18. King to Q. B. 2d sq. (ᶠ)	Knight to adv. K. B. 2d sq.
19. Queen to K. 2d sq.	Q. to adv. K. 4th sq. chg.
20. King to Kt. 3d sq.	Q. Kt. to R. 4th sq. chg.

WHITE.	BLACK.
21. King to Q. R. 4th sq.	Q. Kt. to adv. Q.B. 4th sq.
22. Queen to her sq.	Q. to ad. Q.B. 2d sq. giv. chk
23. Q. Kt. Pawn 1 sq. (ᵉ)	K. Kt. to adv. Q. 3d sq. (ᵇ)
24. Knight to K. 3d sq. to } save the Q.	Knight takes Kt.
25. Queen to her 2d sq.	Kt. to adv. Q. Kt. 2d sq. chg.
26. K. to adv. Q. Kt. 4th sq.	Q. B. P. 1 sq. checking.
27. King to adv. Q. R. 4th } sq.	Q. Knight to adv. Q. B. 4th sq. checking.
28. Pawn is forced to take } the Kt.	Queen to adv. Q. R. 4th sq. giving mate.

(ᵃ) The moves as far as this are the same as in the preceding game.

(ᵇ) King's knight to bishop's third square would have been better.

(ᶜ) The king plays to this square with a view of placing himself at the queen's bishop's second square, which is prevented by the play of the Black.

(ᵈ) The White, finding his game exceedingly confined, attempts to get his king to his knight's second square.

(ᵉ) The knight might move to king's third and then to queen's bishop's second square, afterwards winning the rook; but it is as well to follow up the attack.

(ᶠ) A bad move; as the Black forces the game by a series of beautiful moves, on account of the White endeavouring to save his queen.

(^{g}) This is the best move, as the king cannot move without being mated.

(^{h}) The Black might have won in two moves by playing his queen's rook's pawn one square, the White not being able to avert the threatened mate; the latter part of this game, is however, abstractedly considered, a very fine specimen of play.

SAME ODDS.

	WHITE.	BLACK.
1.	K. and Q. Pawns 2 sq.	K. Pawn 1 sq.
2.	K. B. Pawn 2 sq. (^{a})	Q. Pawn 2 sq.
3.	K. Pawn 1 sq.	Q. B. Pawn 2 sq.
4.	Q. B. Pawn 1 sq.	Q. Knight to B. 3d sq.
5.	K. Kt. to B. 3d sq.	Pawn takes P.
6.	Pawn takes P.	Queen to Kt. 3d sq.
7.	Q. Knight to B. 3d sq.	Q. Bishop to Q. 2d sq.
8.	Q. R. Pawn 1 sq. (^{b})	K. Knight to R. 3d sq.
9.	K. R. Pawn 1 sq.	K. Knight to B. 4th sq.
10.	Q. Knight to K. 2d sq.	K. Bishop to K. 2d sq.
11.	K. Kt. Pawn 2 sq.	B. to adv. R. 4th sq. chg.
12.	Knight takes B.	Knight takes Kt.
13.	King to B. 2d sq.	Castles with his R.

WHITE.	BLACK.
14. King to Kt. 3d sq.	Knight to its 3d sq.
15. Q. Kt. Pawn 2 sq.	Q. R. Pawn 2 sq.
16. Q. Bishop to Q. 2d sq.	Pawn takes P.
17. Bishop takes P.	Knight takes B.
18. Pawn takes Kt.	Queen takes P.
19. Q. Rook to Kt. sq.	Q.R. to adv. R. 3d sq. chg.
20. King to R. 2d sq.	Queen to K. 2d sq.
21. Q. Rook takes Q. Kt. P.	Q. to adv. K. R. 4th sq. (c)
22. Q. Rook takes B. (d)	Q. to adv. K. B. 2d sq. chg.
23. K. B. must interpose.	Q. R. takes K. R. P. chg.
24. King is compelled to take the R.	Queen to adv. K. R. 4th sq. and checkmates.

(a) Loses the advantage of the pawn and two moves, and reduces the game to the pawn and move, as I have before observed.

(b) A weak move.

(c) This move is particularly well played.

(d) White loses the game by this move.

SECT. II.

On the Advantage of the Pawn and Move.

FIRST GAME.

The player giving the Pawn and Move begins by push-
ing the King's Pawn one square.*

WHITE.	BLACK.
1. K. Pawn 2 sq.	K. Pawn 1 sq.
2. Q. Pawn 2 sq.	The same, see (A)
3. King's Pawn 1 sq.	Q. B. Pawn 2 sq.
4. Q. B. Pawn 1 sq.	Q. Knight to B. 3d sq.
5. K. Bishop to adv. Q. Kt. 4th sq. (ª) }	Q. Bishop to Q. 2d sq.†

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* If the person who gives the pawn and move should, when his
adversary has moved king's pawn two squares, play the same, White
would win the rook by checking, with his queen, at adversary's king's
rook's fourth square.

† This move is bad, and appears to have been played under the
expectation of the adverse party making a worse move; for, if the

WHITE.	BLACK.
6. K. Bishop takes Kt. (b)	Q. Bishop takes B.*
7. Queen to K. Kt. 4th sq.	Queen to her 2d sq.
8. K. Knight to B. 3d sq.(c)	Castles.
9. Castles.	Q. B. Pawn 1 sq.†
10. Q. Kt. Pawn 1 sq.	K. Knight to K. 2d sq.
11. Q. Bishop to adv. K. Kt. 4th sq. (d)	K. R. Pawn 2 sq.‡
12. Queen to K. R. 3d sq.	Q. Rook to K. sq.
13. K. Kt. to R. 4th sq. (e)	King to Q. Kt. sq.
14. Q. Knight to Q. 2d sq.	Pawn takes P.
15. Q. R. Pawn takes P.	Q. R. Pawn 1 sq.
16. Queen to her 3d sq.	Q. Rook to Q. sq. (f)
17. K. Rook to Q. B. sq.	Q. Rook to Q. B. sq.
18. Q. B. Pawn 1 sq.	K. Rook to Kt. sq.
19. K. B. Pawn 2 sq.	Queen to K. sq.

White had not taken the queen's knight, but had played king's bishop's pawn two squares, the Black, by taking adversary's king's pawn with the queen's knight, would have got back his pawn. A move like this cannot be sufficiently reprobated; it is unworthy of any player, and can only be ventured against a very weak antagonist.

* It would have been better to take with the pawn.

† This move appears to secure your king; it is, however, exceedingly bad, as the adversary is enabled to break the pawns, and afterwards form an attack on your king; it would have been better play to take the pawn.

‡ King's rook's pawn one square would have been better play.

WHITE.	BLACK.
20. Bishop takes Kt. (^{g})	Bishop takes B.
21. K. Knight to B. 3d sq.	K. Kt. Pawn 1 sq.
22. K. Kt. to adv. 4th sq.	Queen to her 2d sq. (^{h})
23. Q. Kt. to K. B. 3d sq.	Q. Rook to Q. sq.
24. K. Rook to Q. sq. (^{i})	K. Bishop takes Kt.
25. Knight takes B.	K. Rook to Kt. 2d sq.
26. Knight to K. B. 3d sq.	Q. Rook to K. Kt. sq.
27. K. R. Pawn 2 sq.	Queen to K. 2d sq.
28. K. Kt. Pawn 1 sq. (^{k})	Q. to adv. Q. Kt. 4th sq.
29. Knight to K. sq.	K. R. to Q. B. 2d sq. (^{l})
30. Knight to Q B. 2d sq.	Queen to K. 2d sq.
31. Knight to K. 3d sq. (^{m})	K. Rook to Q. 2d sq.
32. Pawn takes P.	Bishop takes P.
33. Knight takes B.	Rook takes Kt.
34. K. Rook to Q. B. sq.	Queen to her 2d sq.
35. Q. Rook to its 4th sq.	King to Q. R. 2d sq. (^{n})
36. Q. Rook to B. 4th sq.	K. R. to Q. Kt. 4th sq.
37. Q. R. to adv. Q. B. 2d sq.	Queen to her 4th sq.
38. K. Rook to Q. B. 4th sq.	King to Q. Kt. sq.
39. Queen to her B. 3d sq.	King to Q. R. 2d sq.
40. K. R. to Q. Kt. 4th sq.	Rook takes R.
41. Queen takes R.	Q. to adv. K. B. 3d sq.
42. Queen to her B. 3d sq.	Queen to adv. K. 4th sq.
43. Q. R. to adv. K. 2d sq.	Rook to Q. sq.
44. R. takes adv. K. P. (^{o})	Q. takes adv. Q. P. chg.
45. Queen takes Q.	Rook takes Q.

WHITE.	BLACK.
46. R. takes adv. K. Kt. P.	R. to adv. Q. Kt. 4th sq.
47. K. Pawn 1 sq.	Rook takes adv. Q. Kt. P.
48. R. to ad. K.Kt. 4th sq.(P)	Q. Kt. Pawn 2 sq.
49. King to Kt. 2d sq. (�٩)	Q. R. Pawn 1 sq.
50. K. Pawn 1 sq.	Rook to adv. K. 3d sq.
51. Rook to adv. K. 4th sq. and will win.	

(A)

WHITE.	BLACK.
2.	Q. Pawn 2 sq.
3. Q. to adv. K. R. 4th sq. chg.	K. Kt. Pawn interposes.
4. Queen to adv. K. 4th sq.	K. Knight to B. 3d sq.
5. Q. B. to adv. K. Kt. 4th sq.	K.B. to Kt. 2d sq. or (B) or (C)
6. K. Pawn takes adv. Q. P.	Castles, as his best move.
7. Pawn takes adv. K. P. and White will be able to maintain the pawn he has gained.	

(B)

WHITE.	BLACK.
5.	K. Bishop to K. 2d sq.
6. K. Pawn takes P. winning a pawn, with a much better game.	

(C)

WHITE.	BLACK.
5.	King to B. 2d sq.
6. K. Pawn takes P.	K. Pawn retakes.
7. Bishop takes Kt. and White has a fine game.	

(ᵃ) You have no better move in this situation than to play out your bishop, and take off his knight before his queen has been brought to her knight's third square.

[To this assertion the Editor can by no means assent : play-

ing out the king's bishop to adversary's queen's knight's fourth square, and afterwards taking the knight, being, in his opinion, two of the worst moves the White can play, as the following example will, he believes, make evident ; viz.—

WHITE.	BLACK.
5. K. B to adv. Q. Kt. 4th sq.	Queen to Kt. 3d sq.
6. Bishop takes Kt. checking.	Pawn takes Kt.
7. K. B. Pawn 2 sq.	Pawn takes P.
8. Pawn retakes.	Q. Bishop to R. 3d sq.
9. K. Knight to its 3d sq. as the best move.	Q. B. Pawn 1 sq.
10. Q. Knight to its 3d sq.	Pawn takes P.
11. Knight takes P.	K. Bishop to Q. B. 4th sq.

and Black certainly has a much better game than he would have had were his adversary, instead of placing his king's bishop at adversary's queen's knight's fourth square, to have moved king's bishop's pawn two squares, and defended the game the game the regular way.

(b) If you had not taken the knight you would have lost a pawn : it is true that you are deprived of your king's bishop, which is one of the best pieces, and is termed the attacking bishop ; but this bishop will become less useful as often as the adversary only pushes his king's pawn one square, because the bishop does not bear on the adversary's king's bishop's pawn.

[With the above note I cannot agree: the king's bishop should be maintained as long as possible ; for, although it does not attack the bishop's pawn, it forces the adversary to be cautious of castling on his king's side, and enables the first

player so to arrange his game that, in case of the second player's castling on his queen's side, he may push, on the adverse king, the pawns on the queen's side.—*Ed.*]

(*) It has been before laid down as a rule not to move the knight out before the bishop's pawns have been moved, but this rule admits of exceptions, as in the present instance; for if, instead of playing knight to bishop's third square, you had pushed king's bishop's pawn two squares, you would have shut out your queen's bishop, and he would have gained time to play his king's knight to rook's third square, and afterwards to king's bishop's fourth square.

(ᵈ) You bring a piece into play, and, at the same time, prevent his making use of the knight, which will not be freed until he has moved his rook from the direction of your bishop; there will be, therefore, a move lost for him and one gained by you. The science of this game consists in gaining time on your adversary by obliging him to play forced moves.—We can never be too much acquainted with this truth.

(ᵉ) You bring your queen into play and prevent his knight from moving, which could not be safely moved to the bishop's fourth square.

(ᶠ) He brings his rook again to this square, to place it in the direction of your queen's pawn, then afterwards playing bishop to queen's knight's fourth square, he would force you to play queen's bishop's pawn one step; you prevent this move by playing your king's rook to queen's bishop's square, which will force him to return with his rook to queen's bishop's square.

(ᵍ) Your knight and bishop have become useless to you in

their present situation, and you change piece for piece that you may not lose time in removing them.

(h) He does not take your knight, though, by doing so, he would force you to double a pawn; first, because the doubled pawn will defend your king better from the attack which he intends to form; and, secondly, his bishop is useful in stopping your pawns.

(i) You bring your rook to this square to defend your queen's pawn.

(k) If you had not pushed this pawn, he would have taken your queen's bishop's pawn and afterwards the knight, which would have left the rook's pawn *en prise*.

(l) See note (f) above.

(m) This is the square at which you wished to place your knight when you played, at the twenty-ninth move, knight to king's square; your knight situated at this square enables you o take his queen's pawn, which would not have been proper or you to do until you could take his bishop with your knight; because, had you taken his pawn before your knight was at king's third square, his bishop would have stopped the advance of the centre pawns, which are the strength of your game.

(n) One is sometimes forced, either when attacking or defending, to play moves which have no object whatsoever.

(o) You take this pawn seeing no danger in losing your queen's pawn, which he cannot take except with his queen; for if he were to take it with his rook, you would give checkmate.

(ᴾ) This move is essential, in order to advance your king's pawn to queen.

(ᑫ) If you had not advanced your king, he would have attacked your king's pawn with his rook; and had you moved rook to adversary's king's fourth square, defending it, he would have taken your knight's pawn giving check. It should be borne in mind, that at the end of a game the king is the most useful piece on the board.

VARIATION OF THE PRECEDING GAME.

The player giving the Pawn and Move plays, at his second move, the Queen's Bishop's Pawn two squares.

	WHITE.	BLACK.
1.	K. Pawn 2 sq.	K. Pawn 1 sq.
2.	Q. Pawn 2 sq.	Q. B. Pawn 2 sq.
3.	Q. B. Pawn 1 sq.	Pawn takes P.
4.	Pawn takes P.	Q. Knight to B. 3d sq.
5.	K. B. Pawn 2 sq.	K. Kt. Pawn 1 sq.
6.	K. Knight to B. 3d sq.	K. Bishop to Kt. 2d sq.
7.	Q. Knight to B. 3d sq.	K. Knight to K. 2d sq.
8.	Q. Bishop to K. 3d sq.	Castles.
9.	Queen to her 2d sq.	Q. Pawn 1 sq.

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WHITE.	BLACK.
10. K. Bishop to Q. 3d sq.	Q. R. Pawn 1 sq.
11. Castles with Q. R. (ª)	Q. Kt. Pawn 2 sq.
12. K. Kt. Pawn 2 sq.	Queen to her B. 2d sq.
13. King to Q. Kt. sq.	Q. Rook to Kt. sq.
14. K. R. Pawn 2 sq.	Q. Knight to R. 2d sq.
15. K. R. Pawn 1 sq.	Q. Bishop to Q. 2d sq.
16. R. Pawn takes P.	Pawn takes P.
17. Kt. to adv. K. Kt. 4th sq.	Q. Kt. Pawn 1 sq.
18. Queen to K. R. 2d sq.	K. Rook to Q. sq.
19. Q. to ad. K. R. 2d sq. chg.	King to B. sq.
20. Q. Knight to K. 2d sq.	Q. R. Pawn 1 sq.
21. K. Pawn 1 sq. (ᵇ)	Q. Pawn 1 sq.
22. Bishop takes adv. Kt. P.	Knight takes B.
23. Queen takes Kt.	Q. Bishop to its sq.
24. Rook to adv. R. 2d sq. and White will win.	

(ª) It has been already remarked, that it is often proper to castle on the queen's side, especially when the adversary has castled on his king's side ; in the present case, the pawn that is wanting on his king's side, allows you the better to form your attack on him.

(ᵇ) You push this pawn in order to mask his bishop, attacking, at the same time, his king's knight's pawn, which he cannot defend.

SECOND GAME.

The player giving the Pawn and Move begins by push-
ing his Queen's Pawn one square.

	WHITE.	BLACK.
1.	K. Pawn 2 sq.	Q. Pawn 1 sq.
2.	Q. Pawn 2 sq.	K. Knight to B. 3d sq.
3.	K. Bishop to Q. 3d sq.	K. Pawn 2 sq.
4.	Q. Pawn takes P. (ᵃ)	Pawn takes P.
5.	Q. B. to ad. K. Kt. 4th sq.	K. Bishop to Q. 3d sq.
6.	K. R. Pawn 1 sq.	Q. Bishop to K. 3d sq.
7.	K. Knight to K. 2d sq.	Castles.
8.	Castles.	Q. Knight to Q. 2d sq.
9.	Q. B. Pawn 2 sq.	Q. Knight to its 3d sq.
10.	Q. Kt. Pawn 1 sq.	Queen to K. sq.
11.	Q. Bishop takes Kt. (ᵇ)	Rook takes B.
12.	Q. Knight to B. 3d sq.	Queen to K. Kt. 3d sq.
13.	King to R. sq.	Q. B. Pawn 1 sq.
14.	Q. R. Pawn 1 sq. (ᶜ)	Q. Rook to K. B. sq.
15.	K. B. Pawn 1 sq.	Queen to K. Kt. 4th sq.
16.	Queen to her B. sq. (ᵈ)	Q. to adv. K. R. 4th sq.
17.	Queen to K. sq.	Queen to K. R. 3d sq.
18.	King to R. 2d sq.	K. Rook to Kt. 3d sq.*

* The Rook might have taken the adversary's king's bishop's pawn ;

WHITE.	BLACK.
19. K. Kt. Pawn 2 sq.	Queen to K. Kt. 4th sq.
20. K. Knight to its 3d sq.	K. Rook to its 3d sq.
21. King to Kt. 2d sq.	Q. to adv. K. R. 4th sq.
22. Rook to its sq. (ᵉ)	K. Kt. Pawn 1 sq.
23. K. Knight to K. 2d sq.	Queen to K. B. 3d sq.
24. Queen to K. Kt. 3d sq.	Queen to K. 2d sq.
25. K. R. Pawn 1 sq.	Q. Knight to Q. 2d sq.
26. Q. Kt. Pawn 1 sq.	King to R. sq.
27. K. Kt. Pawn 1 sq.	Rook to K. R. 4th sq.
28. Q. B. Pawn 1 sq.	K. Bishop to Q. B. 2d sq.
29. Q. Knight to Q. sq. (ᶠ)	Queen to K. B. 2d sq.
30. Q. Knight to K. 3d sq.	K. R. Pawn 1 sq. (ᵍ)
31. Q. Kt. to K. Kt. 4th sq.	Pawn takes P.
32. Pawn takes P.	King to Kt. 2d sq.
33. Rook takes R.	Pawn takes R.
34. Q. Kt. to K. R. 2d sq.	Bishop to Q. sq.
35. Q. Rook to K. Kt. sq.	King to Kt. 3d sq.
36. King to R. sq.	K. B. to Q. B. 2d sq. (ʰ)
37. Queen to K. R. 4th sq.	K. Rook to its sq.
38. K. Knight to its 3d sq.	Bishop to Q. sq.
39. K. Kt. to ad. K. B. 4th sq.	Knight to K. B. sq.
40. K. B. Pawn 1 sq.	Pawn takes P.
41. Queen takes P.	Bishop to Q. B. 2d sq.

the beginning of this game is not well conducted on the part of the first player.

WHITE.	BLACK.
42. Queen to K. B. 2d sq.	K. Bishop takes Kt.
43. King takes B.	K. Rook to its 2d sq.
44. Queen to her 4th sq.*	K. R. Pawn 1 sq.
45. Queen to adv. Q. 3d sq.	K. Rook to its sq. (¹)
46. Kt. to adv. K. 2d sq. chg.	King to Kt. 2d sq.
47. Q. to adv. K. 4th sq. chg.	King to R. 2d sq.
48. K. Kt. Pawn 1 sq. chg.	Knight takes P.
49. Knight takes Kt. and White must win.	

(ª) In this opening, if you had pushed the pawn instead of taking, your king's pawn stopped by his would have been useless in your attack; you prefer, therefore, to take his pawn, and leave him an isolated pawn in the centre; (an isolated pawn is one that is not supported by any other pawn;) such a pawn may be most commonly considered as lost.

(ᵇ) If you had not taken his knight, he would have played his queen to king's knight's third square, gaining either your bishop or king's rook's pawn. Never let a piece be advanced without being supported, for you frequently may lose it either by a check by discovery, or by a double check.

(ᶜ) You push this pawn with a view of afterwards moving that of the knight. (See the twenty-sixth move.)

(ᵈ) Whenever you see your adversary's queen, together

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* Or knight to king's rook's fourth square giving check. White has the game so completely in his hands, that it is needless to make any comments.

with his pieces, in the direction of your king, propose queen for queen if you cannot otherwise dislodge her.

(ᵉ) You are forced to play all these moves.

(ᶠ) See Note (ᵍ) to the First Game of Chap. I.

(ᵍ) He wishes to make use of his rook.

(ₕ) He returns his bishop to this square to sustain his king's pawn, on which he sees that you intend to push your king's bishop's pawn.

(ⁱ) The Black must lose let him play what he will.

Third Game.

The player giving the Pawn and Move begins by pushing his King's Knight's Pawn one square.

WHITE.	BLACK.
1. K. Pawn 2 sq.	K. Kt. Pawn 1 sq.
2. Q. Pawn 2 sq.	K. B. to K. Kt. 2d sq.*
3. K. R. Pawn 2 sq.	K. Pawn 2 sq.
4. Q. B. Pawn 1 sq.	K. Knight to K. 2d sq.

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* This is not a good move, as the game must necessarily be very much crowded, if the person who receives the Pawn and Move play properly.

WHITE.	BLACK.
5. Pawn takes P. (^{a})	Bishop takes P.
6. K. B. Pawn 2 sq.	Bishop to Kt. 2d sq.
7. K. B. to Q. B. 4th sq.	Q. Knight to B. 3d sq.
8. K. R. Pawn 1 sq.	Q. Pawn 1 sq.
9. K. Knight to R. 3d sq. (^{b})	Bishop takes Kt.
10. Rook takes B.	Queen to her 2d sq.
11. Queen to Kt. 3d sq.*	Q. Knight to R. 4th sq.
12. B. to adv. B. 2d sq. chg.	King to B. sq.
13. Queen to adv. K. 3d sq.	Queen takes Q.
14. Bishop takes Q.	Q. Knight to B. 3d sq.
15. K. Kt. Pawn 2 sq.	Q. Knight to Q. sq.
16. Bishop to Q. Kt. 3d sq.	K. Knight to Q. B. 3d sq.
17. Q. Knight to R. 3d sq.	Q. R. Pawn 1 sq.
18. Q. Bishop to K. 3d sq.	Q. Knight to K. B. 2d sq.
19. Castles.	King to his 2d sq.
20. K. Kt. Pawn 1 sq.	K. Rook to B. sq.
21. K. B. Pawn 1 sq.	Pawn takes B. P.
22. Pawn takes P.	King to Q. 2d sq.
23. B. to adv. K. 3d sq. chg.	King to Q. sq.
24. K. R. Pawn 1 sq.	Bishop to K. 4th sq.
25. K. Kt. Pawn 1 sq.	Pawn takes P.
26. Pawn takes P.	Knight to K. R. sq. and Black must lose.

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* This is an uncommonly well played move.

(ᵃ) You take this pawn, because the Black being obliged to retake with his bishop, enables you to gain a move, by pushing your king's bishop's pawn two squares.

[The Editor, however, conceives that it would have been better play to maintain the pawn in the centre, by doing which, the king's bishop would be kept out of play during the whole game.—*Ed.*]

(ᵇ) Having pushed your rook's pawn two squares, you play knight to king's rook's third square instead of the bishop's third square, that you may not obstruct the action of your queen.

VARIATION OF THE PRECEDING GAME.

You play at the third move King's Bishop's Pawn two squares, instead of the Rook's.

WHITE.	BLACK.
1. K. Pawn 2 sq.	K. Kt. Pawn 1 sq.
2. Q. Pawn 2 sq.	K. Bishop to K. Kt. 2d sq.
3. K. B. Pawn 2 sq.	K. Pawn 1 sq.
4. K. Knight to B. 3d sq.	Q. Pawn 1 sq.
5. Q. B. Pawn 2 sq.	Q. Knight to Q. 2d sq.
6. K. Pawn 1 sq. (ᵃ)	Q. Knight to its 3d sq.

WHITE.	BLACK.
7. K. Bishop to Q. 3d sq.	Q. Bishop to Q. 2d sq.
8. Q. Knight to B. 3d sq.	Queen to K. 2d sq.
9. Q. Bishop to K. 3d sq.	K. Knight to R. 3d sq.
10. K. R. Pawn 1 sq.	Castles with Q. Rook.
11. Pawn takes P.	Pawn takes P.
12. Q. Kt. Pawn 2 sq.	King to Q. Kt. sq.
13. Q. R. Pawn 2 sq.	Q. Knight to Q. B. sq.
14. Q. B. Pawn 1 sq.	Q. Pawn 1 sq.
15. Q. Kt. Pawn 1 sq.	K. Knight to B. 2d sq.
16. King castles.	King to Q. R. sq. (b)
17. Queen to Kt. 3d sq.	Q. Bishop to K. sq.
18. Q. R. Pawn 1 sq.	Queen to B. 2d sq.*
19. Q. Kt. Pawn 1 sq.	Queen to K. 2d sq.
20. Q. R. Pawn 1 sq. (c)	Q. Bishop to its 3d sq.
21. Q. Kt. Pawn takes P.	Knight takes P.†
22. K. Rook to Q. Kt. sq.	Q. Rook to Kt. sq.
23. Q. Knight to R. 4th sq.	Bishop takes Kt.
24. Queen takes B.	Queen to B. 2d sq.
25. K. Kt. to adv. K. 4th sq.	K. Rook to B. sq. (d)
26. Pawn takes P. chg.	Rook takes P.
27. Rook takes R.	Queen takes R.

* A very bad move on the part of the Black; the play of the White is, however, well worthy of attention.

† Black should not have taken this pawn; he should have suffered it to remain, as it in some degree covered his king.

WHITE.	BLACK.
28. Q. B. Pawn 1 sq.*	Queen to B. 2d sq.
29. K. Kt. to adv. Q. 2d sq.	K. Rook to K. sq.
30. K.B.to adv. Q. R. 3d sq.	Queen takes adv. Q. B. P.
31. K. B. to ad. Q. Kt.4th sq.	Queen to B. 2d sq.
32. B. to adv.Q.B.3d sq. chg.	Queen takes B.
33. Queen checkmates.	

(ᵃ) You push this pawn to confine his king's bishop.

(ᵇ) He plays this move having nothing else to play in the actual arrangement of the game, which has become decidedly lost for him, and which is only continued for you to learn how to follow up an attack with the greatest regularity.

(ᶜ) You push your rook's pawn one square, having it always in your power to take his pawn; he cannot take the pawn you have just pushed, on account of your rook bearing on his king.

(ᵈ) He dare not take your knight, as by doing so he would bring your queen's bishop to bear on his king.

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* This is a very bad move: White should have played knight to adversary's queen's bishop's third square, and the Black could not have averted the mate above a move or so.

Fourth Game.

The player giving the Pawn and Move begins by moving his King's Knight to Rook's third square.

	WHITE.	BLACK.
1.	K. Pawn 2 sq.	K. Knight to R. 3d sq.
2.	Q. Pawn 2 sq.	K. Knight to B. 2d sq.
3.	K. B. Pawn 2 sq.	K. Pawn 1 sq.
4.	Q. B. Pawn 2 sq.	The same.
5.	Q. Pawn 1 sq.	Q. Pawn 1 sq. (a)
6.	K. Knight to B. 3d sq.	K. Bishop to K. 2d sq.
7.	Q. Bishop to K. 3d sq. {	K. Bishop to adv. K. R. 4th sq. checking.*
8.	Q. Bishop to K. B. 2d sq.	Bishop takes B. checking.
9.	King takes B. (b) {	Queen to K. B. 3d sq. (See Variation.)
10.	Queen to her 2d sq.	Castles.
11.	K. Bishop to Q. 3d sq.	K. Knight to R. 3d sq.
12.	K. Kt. Pawn 1 sq.	K. Pawn takes P.

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* This is an exceedingly badly played move, and is only not more pernicious on account of the next move of the White, who, instead of moving his king's knight's pawn one square, interposes his queen's bishop, enabling the second player, in some degree, to free his game by exchanging piece for piece.

WHITE.	BLACK.
13. Q. B. Pawn takes P.	Q. Knight to R. 3d sq.
14. Q. R. Pawn 1 sq. (ᶜ)	Q. Knight to B. 2d sq.
15. Q. Knight to B. 3d sq.	Q. Bishop to Q. 2d sq.
16. King to Kt. 2d sq.	Q. R. Pawn 1 sq.
17. K. R. Pawn 1 sq.	Q. Kt. Pawn 2 sq.
18. K. B. Pawn 1 sq.	K. Knight to B. 2d sq.
19. K. Kt. Pawn 1 sq.	K. Knight to K. 4th sq.
20. Knight takes Kt.	Queen takes Kt.
21. K. Kt. Pawn 1 sq.	Q. Rook to K. sq.
22. Q. Rook to K. B. sq.	Q. Rook to K. 2d sq.
23. Q. Knight to Q. sq.	Q. Rook to K. B. 2d sq.
24. Q. Knight to K. 3d sq.	Queen to adv. Q. 4th sq.
25. Queen to K. 2d sq.	Q. B. Pawn 1 sq.
26. Bishop to Q. Kt. sq.	Q. R. Pawn 1 sq.
27. Q. Kt. to K. Kt. 4th sq.	Q. Kt. Pawn 1 sq.
28. K. R. Pawn 1 sq.	Q. Bishop to Q. Kt. 4th sq.
29. Q. Rook to Q. sq.	Queen to her B. 4th sq.
30. Q. R. Pawn takes P.	Pawn takes P.
31. Queen to K. sq.	Q. Bishop to Q. 2d sq.
32. K. R. Pawn 1 sq.	Q. Knight to its 4th sq.
33. K. R. Pawn 1 sq.	K. Kt. Pawn 1 sq.
34. K. Rook to K. B. sq.	Q. B. Pawn 1 sq.
35. Q. Rook to B. sq.	Q. to adv. Q. B. 4th sq.
36. K. Knight to K. 3d sq.	Queen to her B. sq.
37. Queen to K. Kt. 3d sq.	Queen to her sq.
38. Q. Kt. Pawn takes P.	Q. Kt. Pawn retakes.

WHITE.	BLACK.
39. Knight to Q. B. 4th sq.	Queen to her B. 2d sq.
40. K. Bishop to Q. 3d sq.	Q. Bishop to its sq.
41. K. B. Pawn takes P.	R. Pawn takes P.
42. Rook takes R.	Rook retakes.
43. K. Pawn 1 sq.	Q. Bishop to K. B. 4th sq.
44. Pawn takes adv. Q. P.	Queen to her 2d sq.
45. Kt. to adv. K. 4th sq.	Queen to Kt. 2d sq.
46. Kt. to adv. Q. B. 3d sq.	Bishop takes B.
47. Queen takes B.	King to R. 2d sq.
48. Knight to adv. Q. sq.	Queen to her 2d sq.
49. Knight takes R.	Q. to adv. K. Kt. 4th sq. chg.
50. Queen to K. Kt. 3d sq.	Q. to adv. K. 2d sq. chg.
51. King to Kt. sq.	Knight to adv. Q. 4th sq.
52. Pawn to adv. Q. 2d sq.	Kt. to adv. K. B. 3d sq. chg.
53. King to R. sq.	Queen to adv. K. 4th sq.
54. Knight to adv. Q. 3d sq.	Queen to adv. K. 3d sq.
55. Pawn goes to Q.	Queen takes R. checking.
56. King to Kt. 2d sq. and White will win.	

This game deserves attention, as it is, for the most part, well conducted by the first player.

(ᵃ) Black might also play his king's pawn one square, with a view of inducing you either to take or push your pawn on, in either of which cases, by checking with his queen at your

rook's fourth square, he would disarrange your game; should the king's pawn be moved on, you must play queen's knight to bishop's third square; and, in case of his not taking your pawn, you must then move your king's bishop's pawn to adversary's bishop's fourth square.

(b) It has been already remarked that it is not always disadvantageous to omit castling when, by playing king to bishop's second square, you keep up the communication between your rooks.

(c) You can make him double a pawn by taking his knight, but you prefer retaining the bishop in order to follow up your attack.

VARIATION OF THE PRECEDING GAME,

Commencing at the ninth move, where the Black, instead of playing queen to king's bishop's third square, plays—

WHITE.	BLACK.
9.	K. Pawn takes P.
10. Q. B. Pawn takes P.	Q. B. to adv. K. Kt. 4th sq.
11. K. Bishop to K. 2d sq.	Bishop takes Kt.
12. Bishop takes B.	Q. to adv. K. R. 4th sq. chg.*
13. K. Kt. Pawn 1 sq.	Queen to K. B. 3d sq.
14. Queen to K. 2d sq.	Castles.
15. Q. Kt. to B. 3d sq.	Q. Knight to Q. 2d sq.
16. King to Kt. 2d sq.	Q. R. Pawn 1 sq.

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* This move is very bad; Black should have castled.

WHITE.	BLACK.
17. Q. R. Pawn 2 sq. (^{d})	K.Kt.P.2sq.(See Back Game.)
18. K. B. to K. Kt. 4th sq.	Q. Rook to Q. sq.
19. Bishop takes Kt. (^{e})	Rook takes B.
20. Queen to K. Kt. 4th sq.	Q. Rook to K. 2d sq.
21. K. R. Pawn 2 sq. (^{f})	K. R. Pawn 1 sq.
22. K. R. Pawn takes P.	R. Pawn takes P.
23. Queen to adv. K. R. 4th sq.	Queen to K. Kt. 2d sq.
24. Q. Rook to K. B. sq.	K. Rook to K. sq.*
25. K. B. Pawn 1 sq.	Queen to K. B. 3d sq.†
26. Q. to adv. K. R. 2d sq. chg.	King to B. sq.
27. Queen to adv. K. Kt. 3d sq.	Queen to her 4th sq.
28. K. B. Pawn 1 sq. and White will win.	

(^{d}) Perceiving that he intends to push his queen's knight's pawn two squares, with a view of making a diversion on that side, you play the rook's pawn two squares to prevent him from doing so.

(^{e}) It is right to take off one of his knights, as that which remains will thereby become less dangerous.

(^{f}) There is no time to lose in making an opening on his king.

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* Knight to king's rook's square would have been a better move.

† Black might have played better; it would have only protracted the loss of the game, which has become inevitable.

BACK GAME TO THE PRECEDING VARIATION,

Beginning at the seventeenth move, where the Black, instead of moving king's knight's pawn two squares, plays—

WHITE.	BLACK.
17.	K. Knight to R. 3d sq.
18. Q. Rook to K. sq.	The same.
19. Queen to her 3d sq. (ᵍ)	Q. Rook to K. 2d sq.
20. K. Rook to B. sq.	K. Knight to B. 2d sq.
21. Bishop to K. Kt. 4th sq.	K. R. Pawn 1 sq.
22. Bishop takes Kt.	Rook takes B.
23. Q. Knight to Q. sq.	Q. Rook to K. 2d sq.
24. K. Rook to B. 2d sq.	K. Rook to K. sq.
25. K. Rook to K. 2d sq.	Queen to K. Kt. 3d sq.
26. Knight to K. B. 2d sq.	King to R. sq.
27. K. R. Pawn 1 sq.	K. R. Pawn 1 sq.
28. K. Kt. Pawn 1 sq.	Knight to K. R. 3d sq.
29. K. Pawn 1 sq.* (ʰ)	Queen to K. B. 2d sq.

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* This move is well played; should the Black attempt to gain a pawn he would equally lose the game; viz.

WHITE.	BLACK.
29.	Queen takes Q.
30. Knight takes Q.	R. Pawn takes Pawn.
31. R. Pawn takes P.	Knight takes P.
32. King to B. 3d sq.	Knight to R. 3d sq.
33. Pawn takes P.	Rook takes R.
34. Rook retakes R.	Rook takes R.
35. Pawn on Q. file 1 sq.	Knight to B. 2d sq.

WHITE.	BLACK.
30. Queen to K. B. 3d sq.	K. R. Pawn 1 sq.
31. K. Pawn 1 sq.	Queen to K. Kt. 3d sq.
32. King to R. 2d sq. (¹)	Q. Kt. Pawn 2 sq.
33. Pawn takes P.	Pawn retakes.
34. Q. Knight to K. 4th sq.	Rook to Q. sq.
35. Queen to K. B. 2d sq.	Q. Kt. Pawn 1 sq.
36. Queen takes R. P. and White must win.	

(ᵍ) As the Black intends to play his knight to bishop's fourth, and afterwards to your queen's fourth square, thus getting his knights into your game, you retire the queen out of the direction of his rook, which prevents him from placing his knight at the bishop's fourth square.

(ʰ) At last, the moment has arrived for pushing the pawn, which decides the game in your favour.

(ⁱ) You retire your king from the direction of his queen, which prevents his knight from getting into your game.

WHITE.	BLACK.
36. King takes R.	Q. Kt. Pawn 1 sq. or (A)
37. Knight to adv. K. 4th sq.	Knight to K. sq.
38. Knight to adv. Q. B. 3d sq. and will win.	

(A)

WHITE.	BLACK.
36.	Q. B. Pawn 1 sq.
37. Knight to adv. Q. B. 4th sq.	Knight to Q. sq.
38. Knight to adv. K. 3d sq. and will win.	

H

Fifth Game.

The player giving the Pawn and Move begins by moving his Queen's Knight to Bishop's third square.

The person who brings out his Queen's Knight may, at his second move, push either his King's or Queen's Pawn two squares, which will be the subject of two different games.

The player who gives the Pawn and Move pushes his Queen's Pawn two squares after the Queen's Knight.

	BLACK.	WHITE.
1.	K. Pawn 2 sq. (ᵃ)	Q. Knight to B. 3d sq.
2.	Q. Pawn 2 sq.	The same.
3.	K. Pawn 1 sq.	Q. Bishop to K. B. 4th sq.
4.	Q. Bishop to K. 3d sq.	K. Pawn 1 sq.
5.	K. Bishop to Q. 3d sq.	K. Knight to K. 2d sq.
6.	Q. B. Pawn 1 sq.	Queen to her 2d sq.
7.	Q. R. Pawn 2 sq. (ᵇ)	Bishop takes B. (ᶜ)
8.	Queen takes B.	K. Knight to B. 4th sq.
9.	K. B. Pawn 2 sq.	K. Bishop to K. 2d sq.
10.	K. Knight to B. 3d sq.	Castles with his Rook.
11.	Castles.	Q. Knight to R. 4th sq.
12.	Q. Knight to Q. 2d sq.	King to R. sq.
13.	Q. Kt. Pawn 2 sq.	Q. Knight to B. 3d sq.

BLACK.	WHITE.
14. K. Kt. Pawn 2 sq.	Knight takes B. (ᵈ)
15. Queen takes Kt.	K. Rook to Kt. sq.*
16. K. R. Pawn 2 sq.	Q. Knight to Q. sq. (ᵉ)
17. K. Kt. to adv. Kt. 4th sq.	K. R. Pawn 1 sq.
18. K. Kt. to B. 3d sq.†(ᶠ)	Q. Knight to K. B. 2d sq.
19. K. R. Pawn 1 sq.	K. Kt. Pawn 1 sq.
20. King to B. 2d sq.	King to R. 2d sq.‡
21. K. Rook to its sq.	Pawn takes R. P.
22. K. Kt. Pawn 1 sq. (ᵍ)	Pawn takes P.
23. Rook takes P. checking.	King to Kt. 3d sq.
24. Q. Rook to K. R. sq.	K. Rook to its sq.
25. Queen to her 3d sq. chg.	King to Kt. 2d sq.
26. R. to adv. R. 2d sq. chg.	Rook takes R.
27. Rook retakes, chg. (ʰ)	King to B. sq.
28. Q. to adv. K. Kt. 3d sq.	Bishop to Q. sq.
29. Q. to ad. K. Kt. 2d sq. chg.	King to his own sq.
30. Q. to adv. K. Kt. sq. chg.	King to his 2d sq.
31. Queen takes Kt. giving checkmate.	

(ᵃ) It is proper to accustom yourself to play with either colour.

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* This move is very bad.

† Queen might have played to king's rook's third square.

‡ King's knight's pawn one square would have been better.

(b) He pushes this pawn, conceiving that you intend to castle on the queen's side.

(c) Seeing that you cannot conveniently castle on your queen's side, you exchange piece for piece, in order to disengage your pieces and castle on the king's side.

(d) If, at the fourteenth move, instead of taking the adverse bishop with the knight, you had played

	BLACK.	WHITE.
14.	....	K. Knight to adv. R. 4th sq.
15.	Knight takes Kt.	Bishop takes Kt.
16.	K. Kt. Pawn 1 sq.	Queen to K. B. 2d sq.
17.	Queen to K. 2d sq.	K. R. Pawn 1 sq.
18.	Queen to K. Kt. 4th sq. and will win.	

(e) See note (g) to the First Game of Chap. I.

(f) It would at first sight appear that a move had been lost by the knight being obliged to retire to the bishop's third square; but it is not so, for he has gained his object by forcing you to advance the rook's pawn one square.

(g) If he had taken your pawn with his, it would have covered your king and masked his rook, which is his best piece.

(h) It is not indifferent whether he takes with the queen or rook; for, by taking with the rook, he brings a piece into your game, whereas, if he had taken with the queen, he would not have been able to make use of his rook to win the game.

VARIATION OF THE PRECEDING GAME.

BLACK.	WHITE.
. . K. Pawn 2 sq.	Q. Knight to B. 3d sq.
2. Q. Pawn 2 sq.	The same.
3. K. Pawn 1 sq.	Q. Bishop to K. B. 4th sq.
4. K. Kt. Pawn 2 sq. (a)	Q. Bishop to adv. K. 4th sq.
5. K. B. Pawn 1 sq.	Q. Bishop to K. Kt. 3d sq.
6. Bishop to Q. 3d sq.	Q. Bishop takes B.
7. Queen takes B.	K. Pawn 1 sq.
8. K. R. Pawn 2 sq.	K. Knight to K. 2d sq.*
9. Q. B. Pawn 1 sq.	K. R. Pawn 2 sq. (b)
10. K. Kt. Pawn 1 sq. (c)	K. Knight to B. 4th sq.
11. K. B. Pawn 1 sq.	K. Kt. Pawn 1 sq.
12. K. Knight to B. 3d sq.	King to B. 2d sq. (d)
13. Q. Bishop to K. 3d sq.	Q. Knight to K. 2d sq. (e)
14. Q. Knight to Q. 2d sq.	Queen to her 2d sq.
15. Q. Knight to its 3d sq.	Q. Kt. Pawn 1 sq.
16. Castles on his Q. side. (f)	Q. R. Pawn 2 sq.
17. King to Q. Kt. sq.	Q. R. Pawn 1 sq.
18. Q. Knight to Q. 2d sq.	Q. Kt. Pawn 1 sq.
19. Q. Rook to B. sq.	Q. Knight to B. 3d sq. (g)
20. Q. B. to K. B. 2d sq.(h)	Q. Knight to R. 4th sq.

* Queen's knight to adversary's knight's fourth square would have
been better.

BLACK.	WHITE.
21. King to Q. R. sq.	Q. Kt. to adv. Q. B. 4th sq. ([i])
22. Knight takes Kt.	Q. Kt. Pawn takes Kt.
23. Queen to B. 2d sq.	K. Bishop to K. 2d sq. ([k])
24. Q. R. Pawn 1 sq.	K. Rook to Q. Kt. sq.
25. Q. Rook to Kt. sq.	K. R. to adv. Q. Kt. 3d sq.
26. King to R. 2d sq.	Q. Rook to Kt. sq.
27. K. Rook to K. sq.	Queen to her sq.
28. K. Knight to Q. 2d sq.	Queen to K. B. sq.
29. Queen to B. sq.	Q. Rook to Kt. 2d sq.
30. Knight takes R. ([1])	R. Pawn takes Kt. chg.
31. King to Q. R. sq.	Q. Rook to its 2d sq.
32. Queen to her 2d sq.	Bishop takes Q. R. P.
33. Q. Rook to Q. sq. {	K. Bishop to K. 2d sq. discovering check.
34. King to Q. Kt. sq.	Q. R. to adv. Q. R. sq. chg.
35. King takes R.	Queen to R. sq. checking.
36. King to Q. Kt. sq.	Q. to adv. Q. R. 2d sq. chg.
37. King to Q. B. sq.	Queen to adv. Q. R. sq. and checkmates.

([a]) His object is to push up his king's pawns, because, that being the side on which the pawn is given, is your weak side.

([b]) You wish to break his pawns or to place your knight at the bishop's fourth square, in case of his playing king's knight's pawn one square.

([c]) This move on the part of the Black has already lost him his advantage; first, because your king, being covered by

his pawns, cannot be attacked on that side; and, secondly, this pawn being pushed allows your knight to place itself at the king's bishop's fourth square. Whenever we intend to form an attack upon the adverse king, one should either take the pawn that covers him or preserve the power of doing so when you have arranged your pieces for the attack. By pushing this pawn it must be apparent that any attack from the king's side must be abortive.

(d) You play the king to his bishop's second square with great reason, for it will be protected by the adversary's pawns, which are locked with yours.

(e) You wish to advance the pawns on your queen's side.

(f) It would have been better to move his king to bishop's second square, and the game must have been drawn on account of the situation of the pawns.

(g) You wish to bring the knight to adversary's queen's knight's fourth square.

(h) You remove your bishop to prevent his knight coming into your game.

(i) He is compelled to take the knight which is so far advanced into his game.

(k) If, instead of moving bishop to king's second square, you had advanced your queen's rook's pawn, he would have pushed the queen's knight's pawn two squares, forcing you to take, *en passant*, and the game would be drawn by his retaking the pawn, and afterwards moving king to the rook's second square.

(l) In the present state of the game the Black must lose, for if, instead of taking your rook, he were to play any other

move, you should play queen to knight's square, reducing him
to the necessity of making nothing but useless moves, and
allowing time for the removal of your knight from the king's
bishop's fourth square to the queen's knight's fourth square,
when, by taking his queen's rook's pawn with it, you will force
the game.

SIXTH GAME.

The player who gives the Pawn and Move advances,
at his second move, the King's Pawn two squares. (*)

BLACK.	WHITE.
1. K. Pawn 2 sq.	Q. Knight to B. 3d sq.
2. Q. Pawn 2 sq.	K. Pawn 2 sq.
3. Q. Pawn 1 sq.	Q. Knight to K. 2d sq.
4. K. Kt. to B. 3d sq. (b)	Q. Knight to K. Kt. 3d sq.
5. Q. Bishop to ad. K. Kt. } 4th sq.	K. Bishop to K. 2d sq. (See Variation.)
6. Bishop takes B.	Queen takes B.
7. Q. B. Pawn 2 sq.	K. Knight to B. 3d sq.
8. K. Bishop to Q. 3d sq.	Q. Pawn 1 sq.
9. Q. Knight to B. 3d sq.	Castles.
10. Castles.	Q. B. Pawn 1 sq.
11. Q. Kt. Pawn 2 sq. (c)	Q. B. to adv. K. Kt. 4th sq.
12. K. R. Pawn 1 sq.	Bishop takes Kt.

BLACK.	WHITE.
13. Queen takes B. ([d])	K. Knight takes Q. P.*
14. Q. Knight takes Kt.	Pawn takes Kt.
15. Queen to K. 3d sq.	Pawn on Q. file 1 sq.
16. Queen to her 2d sq.	Kt. to adv. K. B. 4th sq.
17. King to R. 2d sq.	Queen to adv. R. 4th sq.
18. K. B. Páwn 1 sq.	K. Rook to B. 3d sq.
19. K. Rook to Kt. sq.	K. Rook to Kt. 3d sq.
20. Q. Rook to K. B. sq.	Q. to adv. K. Kt. 3d sq. chg.
21. King to R. sq.	K. Rook to its 3d sq. and
	White must win.

([a]) The design of this opening is to bring both knights over to the king's side, in order to strengthen the attack which one intends to form on the adverse king. This method of playing may succeed if the adversary does not oppose to this opening the true defence, as will be proved by the examples which shall be given.

([b]) This is the principal mistake on the part of the Black; he should have played queen's bishop to adversary's king's knight's fourth square, afterwards exchanging it for one of the knights.

([c]) In laying down rules for pushing the rooks' pawns, in order either to prevent the approach of the adversary's pieces or to drive them away, it is necessary to observe that there are some exceptions, as in the following example:—

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* This move is well played.

If, at the eleventh move, the Black, instead of playing queen's knight's pawn two squares, plays—

BLACK.	WHITE.
11. K. R. Pawn 1 sq.	K. Knight to R. 4th sq.
12. Q. Kt. Pawn 2 sq.	Queen to K. B. 3d sq.
13. K. Bishop to K. 2d sq.	K. Knight to adv. B. 4th sq.
14. K. Knight to R. 2d sq.	Queen to K. Kt. 4th sq.
15. K. Bishop to K. Kt. 4th sq.	K. R. Pawn 2 sq.
16. Bishop to its 3d sq.	Q. Bishop takes adv. K. Kt.
	P. having a fine game.

Many other instances might be given where it would be very inconvenient to move the king's rook's pawn; as, for example, when the king has not castled, and when the king's bishop's pawn happens to be advanced one square, exposing you to a check from the adverse queen at the rook's fourth square.

(d) If the Black, at the thirteenth move, instead of taking the bishop with his queen, had taken with the pawn, the White, by moving queen's knight to adversary's bishop's fourth square, and afterwards his queen to her second square, would win.

VARIATION OF THE PRECEDING GAME,

Commencing at the fifth move of the White, when, instead of moving bishop to king's second square, the White plays—

BLACK.	WHITE.
5.	K. Knight to B. 3d sq.
6. Bishop takes Kt.	Queen takes B.
7. K. Bishop to Q. 3d sq.	K. Bishop to Q. B. 4th sq.
8. Castles.	Castles.

ACK.	WHITE.
Knight to Q. 2d sq.	Q. Pawn 1 sq.
B. Pawn 1 sq.	Q. Bishop to K. Kt. 4th sq.
R. Pawn 1 sq.	Q. Knight to adv. B. 4th sq. (e)
Bishop to Q. B. 2d sq.	Q. Bishop to R. 4th sq.
g to R. 2d sq. (f)	K. Kt. Pawn 2 sq.
Kt. Pawn 2 sq.	Bishop takes Kt. P.
n takes B.	Q. to K. R. 3d sq. checking.
g to Kt. sq.	Queen to adv. R. 3d sq.
Knight to K. sq. (g)	K. Rook to B. 3d sq.
Knight to K. B. 3d sq.*	Q. to adv. K. Kt. 3d sq. chg.
g to R. sq.	Rook to its 3d sq. checking.
ght interposes.	Queen takes Kt. giving mate.

The knight being moved to this square wins you the

Ie plays his king to this square to sustain his rook's
nd afterwards, in time and place, to push the bishop's

Ie has no other move to save the mate, which he cannot
ly avoid on account of his bad play at the commence-
the game.

---

the queen moved to king's bishop's third square, the game
ve been equally lost: thus,—

ACK.	WHITE.
n to K. B. 3d sq.	Knight to K. 2d sq. checking.
n takes Kt.	Queen to adv. K. Kt. 3d sq. chg.
to R. sq.	K. R. to its 3d sq. checkmating.

ANOTHER VARIATION OF THE PRECEDING GAME.

BLACK.	WHITE.
1. K. Pawn 2 sq.	Q. Knight to B. 3d sq.
2. Q. Pawn 2 sq.	K. Pawn 2 sq.
3. Q. Pawn 1 sq.	Q. Knight to K. 2d sq.
4. K. Knight to B. 3d sq.	Q. Knight to K. Kt. 3d sq.
5. Q. B. to ad. K. Kt. 4th sq.	K. Bishop to K. 2d sq.
6. Bishop takes B.	Queen takes B.
7. Q. B. Pawn 2 sq.	K. Knight to B. 3d sq.
8. K. Bishop to Q. 3d sq.	Q. Pawn 1 sq.
9. Q. Knight to B. 3d sq.	Q. Bishop to Q. 2d sq.
10. Castles.	Castles on Q. side.
11. Q. Kt. Pawn 2 sq.	Q. Kt. to adv. K. B. 4th sq.
12. Q. R. Pawn 2 sq.	K. Kt. Pawn 2 sq.
13. K. Knight to K. sq. (a)	K. R. Pawn 2 sq.
14. Q. R. Pawn 1 sq.	K. Kt. Pawn 1 sq.
15. Q. Kt. Pawn 1 sq.	K. R. Pawn 1 sq.
16. Q. Kt. Pawn 1 sq.	Q. B. Pawn takes P.
17. Pawn takes P.	Q. R. Pawn 1 sq. (b)
18. Q. R. to adv. R. 4th sq.	K. Kt. Pawn 1 sq.
19. K. R. Pawn 1 sq.	Kt. Pawn takes P. chg.
20. K. Rook takes P.	Queen to K. Kt. 2d sq.
21. King to B. sq.	K. Rook to Kt. sq.
22. K. R. to Q. R. 2d sq. (c)	Q. B. takes adv. K. R. P.
23. Queen to K. B. 3d sq.	K. Knight to R. 4th sq.

BLACK.	WHITE.
24. Q. B. Pawn 1 sq.	Q. Rook to K. B. sq.
25. K. Rook to K. B. 2d sq.	Q. B. takes ad. K. Kt. P.
	chg. and White must win.

(ᵃ) If the Black, at the thirteenth move, had taken the adversary's king's knight's pawn with his knight, instead of playing it to king's square, by moving your king's rook to its knight's square, you would have forced the knight to retire, thus gaining a move on the adversary.

(ᵇ) It has been already observed, that whenever pawns are advanced on your king, you should be careful of taking them, as by doing so you uncover the king, and thereby expose him to danger.

(ᶜ) He might have moved queen's knight to king's second square, but nothing could save his game.

ANOTHER VARIATION OF THE PRECEDING GAME.

The Black, instead of moving his King's Knight, gives check with his Queen.

	BLACK.	WHITE.
1.	K. Pawn 2 sq.	Q. Knight to B. 3d sq.
2.	Q. Pawn 2 sq.	K. Pawn 2 sq.
3.	Q. Pawn 1 sq.	Q. Knight to K. 2d sq.
4.	Q. to ad. R. 4th sq. chg.*	Q. Knight to K. Kt. 3d sq.
5.	Q. Knight to B. 3d sq. (ᵃ)	K. Knight to B. 3d sq.
6.	Queen to K. 2d sq.†	K. Bishop to Q. B. 4th sq.
7.	Q. B. to K. Kt. 4th sq.	Castles.
8.	Castles.	K. R. Pawn 1 sq.
9.	Bishop takes Kt.	Queen takes B.
10.	K. B. Pawn 1 sq.	Q. Kt. to ad. K. B. 4th sq.
11.	Queen to her 2d sq.	Q. Pawn 1 sq.
12.	K. Kt. Pawn 1 sq.	Q. Kt. to K. Kt. 3d sq.
13.	K. Bishop to K. 2d sq.	Q. B. Pawn 1 sq.
14.	K. R. Pawn 2 sq.	K. Bishop to ad. Q. 4th sq.
15.	K. R. Pawn 1 sq.	Knight to K. 2d sq.

* This move is not good, as it allows the adversary to bring his queen's knight over to his king's side.

† Queen should have gone to her own square; this move is bad, on account of its confining the king's bishop.

	BLACK.	WHITE.
16.	K. Knight to R. 3d sq.	Q. Bishop takes Kt.
17.	K. Rook takes B.	Q. Rook to B. sq.
18.	Pawn takes P.	Pawn retakes.
19.	Q. Rook to K. B. sq.	Q. Pawn 1 sq.
20.	K. B. Pawn 1 sq.	Queen to K. 3d sq.
21.	K. B. Pawn 1 sq.	Queen to K. B. 3d sq.
22.	K. Bishop to its 3d sq.	K. Rook to Q. sq.
23.	K. Bishop to Kt. 2d sq.	Bishop takes Kt.
24.	Queen takes B.	Q. Pawn 1 sq.
25.	Queen to Kt. 3d sq. chg.	King to R. 2d sq.
26.	K. Kt. Pawn 1 sq.	Q. B. Pawn 1 sq.
27.	Queen to K. Kt. 3d sq.	Q. B. Pawn 1 sq.
28.	K. Rook to its sq.	Q. B. Pawn 1 sq.
29.	Q. Kt. Pawn 1 sq.	Queen to R. 3d sq.
30.	Q. R. Pawn 2 sq.	Queen to her 3d sq.
31.	King to Q. sq.	Queen to K. B. 3d sq. (b)
32.	K. Rook to Kt. sq.	Queen to K. Kt. 4th sq.
33.	Q. Rook to K. B. 2d sq.	Knight to Q. B. 3d sq.
34.	Bishop to its sq. (c)	Kt. to adv. Q. Kt. 4th sq.
35.	Bishop to Q. 3d sq.	Kt. to adv. Q. R. 2d sq.
36.	King to his 2d sq. (d)	K. Rook to K. sq.
37.	K. Rook to B. sq.	K. Rook to B. sq.
38.	King to B. 3d sq. (e)	Kt. to adv. Q. Kt. 4th sq.
39.	Bishop to Q. B. 4th sq.	Q. Rook to K. sq.
40.	King to Kt. 2d sq.	Q. Rook to K. 2d sq. (f)
41.	King to R. 3d sq.	Queen to K. B. 3d sq.

BLACK.	WHITE.
42. Queen to K. R. 4th sq.	Queen takes Q.
43. King takes Q.	Knight to Q. B. 3d sq.
44. K. B. Pawn 1 sq.	Pawn takes P.
45. Q. Rook takes P.	Rook takes R.
46. K. Rook takes R.	Knight to Q. sq.
47. Rook to adv. B. sq.	Rook to Q. 2d sq.
48. K. Kt. Pawn 1 sq.	Pawn takes P.
49. King takes P.	Knight to Q. Kt. 2d sq.
50. Rook to adv. K. sq.	R. to K. Kt. 2d sq. chg.
51. King to adv. B. 3d sq.	Knight to Q. 3d sq.
52. Rook takes K. P.	Knight takes B.
53. Pawn takes Kt.	Q. Pawn 1 sq.
54. R. to adv. K. B. 4th sq.	Q. Pawn 1 sq.
55. Rook to B. sq.	Rook to Q. 2d sq.
56. Rook to adv. Q. sq.	Rook to Q. 4th sq.
57. K. Pawn 1 sq.	Rook to adv. K. 4th sq.
58. K. Pawn 1 sq.	Rook to adv. K. sq.
59. K. Pawn 1 sq.	King to R. 3d sq.
60. King to adv. B. 2d sq.	Rook takes R.
61. Pawn goes to Q.	Rook to adv. B. sq. chg.
62. King to adv Kt. sq.	Rook to adv. Kt. sq. chg.
63. King to adv. R. sq.	Pawn goes to Q.
64. Q. to adv. K. 3d sq. chg.	King takes P.
65. Q. to K. R. 3d sq. chg.	King to Kt. 4th sq.
66. Queen to K. 3d sq. chg.	King to B. 4th sq.
67. Q. to K. B. 2d sq. chg.	King to adv. K. 4th sq.

BLACK.	WHITE.
68. Q. to K. R. 4th sq. chg.	Q. to adv. K. Kt. 4th sq.
69. Q. to adv. K. 2d sq. chg.	King to adv. K. B. 3d sq.
70. Q. to adv. B. 2d sq. chg.	Queen to adv. K. B. 4th sq.
71. Q. to adv. Q. 4th sq. chg.	Queen to adv. K. 4th sq.
72. Q. to ad. K. B. 2d sq. chg.	King to adv. K. 2d sq.
73. Q. to ad. K. R. 4th sq. chg.	Queen to ad. K. Kt. 4th sq.
74. Q. to adv. K. 4th sq. chg.	King to adv. Q. 2d sq.
75. Q. to adv. Q. 3d sq. chg.	King takes P.
76. Q. to K. R. 2d sq. chg.	Rook to Kt. 2d sq.
77. Q. to ad. K. R. 2d sq. chg.	Queen to K. Kt. 3d sq. and White must win.

The latter part of this game will instruct you how to manœuvre the king, in order to escape from the continued checks which an adversary gives when he endeavours to make a drawn game.

(ᵃ) If the Black at the fifth move, instead of moving queen's knight to bishop's third square, had played king's knight to bishop's third square, the White would have recovered his pawn by bringing his king's knight to bishop's third square.

(ᵇ) You replace the queen at this square to prevent the advance of his pawns on your king.

(ᶜ) He plays this move to prevent you from pushing the queen's pawn one square.

(ᵈ) His intention is to bring his king to the rook's third

square, with a view of either forcing you to exchange queens or to retire yours, which stops the progress of his pawns.

(ᵉ) If, instead of moving his king to the bishop's third square, he had taken your king's pawn, you would have played queen to his king's third square giving check.

(ᶠ) If you had moved the knight to bishop's third square, before playing the rook to king's second square, by placing his bishop at your queen's knight's fourth square he would have prevented the action of your knight.

ANOTHER VARIATION OF THE PRECEDING GAME.

The Black, seeing the attack of the two Knights, plays at his fourth move the Queen's Bishop to adversary's King's Knight's fourth square.

BLACK.	WHITE.
1. K. Pawn 2 sq.	Q. Knight to B. 3d sq.
2. Q. Pawn 2 sq.	K. Pawn 2 sq.
3. Q. Pawn 1 sq.	Q. Knight to K. 2d sq.
4. Q. Bishop to adv. K. Kt. 4th sq. (ᵃ)	K. Kt. to B. 3d sq.* See Variation (A).

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* This move is exceptionable, if the Black play properly.

	BLACK.	WHITE.
5.	Bishop takes Kt.	Pawn takes B.
6.	Q. to ad. R. 4th sq. chg.	Q. Knight to K. Kt. 3d sq.
7.	K. Knight to B. 3d sq.	Queen to K. 2d sq.
8.	K. Knight to R. 4th sq.*	Queen to K. B. 2d sq. (ᵇ)
9.	Knight takes Kt.	Queen takes Kt.
10.	Queen to K. B. 3d sq. &c. &c.	

In this situation, the Black has already lost the advantage of the attack, having only a pawn more, with which it would be very difficult for him to win against a superior player; he should have pushed the queen's pawn one square. See the Variation on this game commencing at the fifth move.

(ᵃ) This is his best move, as he thereby gets rid of one of the adversary's knights.

(ᵇ) If you had given check with your queen at the adversary's queen's knight's fourth square, he would have played the queen's knight to queen's second square, and on your taking the queen's knight's pawn, would have played the queen's rook, attacking your queen with a fine game.

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* Black plays ill; the queen's pawn should have been advanced one square. See Variation (A).

VARIATION OF THIS GAME,

Commencing at the fifth move, when the Black, instead of taking the adversary's king's knight, plays better by advancing his queen's pawn one square.[*]

BLACK.	WHITE.
5. Q. Pawn 1 sq.	Q. Knight to K. Kt. 3d sq.
6. Pawn takes adv. Q. B. P.	Queen takes P.
7. Q. Bishop takes Kt.	Pawn takes B.
8. Q. R. Pawn 1 sq.	K. Bishop to Q. B. 4th sq.
9. Q. Knight to B. 3d sq. (c)	Q. Pawn 1 sq.
10. Q. Knight to adv. Q. 4th sq.	Queen to K. Kt. 2d sq.
11. K. B. to ad. Q. Kt. 4th sq. chg.	King to Q. sq.
12. Q. Kt. Pawn 2 sq.	K. Bishop to Q. Kt. 3d sq.
13. Q. Knight takes B.	Pawn takes Kt.
14. Queen takes adv. Q. P. checking and will win.	

(c) There is no time to lose in bringing out this knight, in order to place it at the adversary's queen's fourth square.

The following Variation will show the proper method of following up the attack after the queen's knight has been played to its bishop's third square. It is unnecessary to examine the above Variation; it is not well played.

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[*] This move is out of its proper place, and is *not* good, in spite of the above observation. See Variation (A).

Variation (A)

Commencing at the eighth move of the last Variation but one, where the Black, instead of playing king's knight to rook's fourth square, plays queen's pawn one square.

BLACK.	WHITE.
8. Q. Pawn 1 sq.	Q. takes P. or (B)or (C)or(D)
9. K. Knight to R. 4th sq.	If the White king's rook move to knight's square, the Black, by playing his king's bishop to queen's bishop's fourth square, will gain the exchange, therefore Q to adv. Q. Kt. 4th sq. chg.
10. Q. Knight to Q. 2d sq. as the best move. }	Rook to Kt. sq.
11. K. Bishop to Q. B. 4th sq.	Rook to Kt. 2d sq.
12. Knight to adv. B. 4th sq. winning the exchange with a fine game.	

(B)

8.	Q. B. Pawn takes P.
9. K. Bishop to Q. B. 4th sq.	King to Q. sq.
10. K. Kt. Pawn 1 sq. and Black has a fine game; the sacrifice of the queen's pawn materially improving his position and rendering the winning of the game certain.	

(C)

8.	Queen to K. B. 2d sq. or (E)
9. Pawn takes P.	Knight to adv. K. B. 4th sq.
10. Queen takes Q.	King takes Q.
11. K. B. to Q. B. 4th sq. chg.	King to his sq.
12. Castles, with a fine game.	

(E)

BLACK.	WHITE.
8.	Queen to K. Kt. 2d sq.
9. K. Bishop to Q. B. 4th sq.	Bishop takes P.
10. Knight to R. 4th sq.	King to Q. sq.
11. Knight to adv. K. B. 4th sq.	Queen to K. B. sq.
12. Knight to adv. R. 3d sq.	Knight to adv. K. B. 4th sq.
13. Kt. to ad. K. B. 2d sq. chg.	King to his 2d sq.
14. Queen to K. B. 3d sq.	Rook to Kt. sq.
15. Knight takes K. B.	Kt. takes adv. K. Kt. P. chg.
16. King to B. sq. and Black has a winning game.	

(D)

BLACK.	WHITE.
8.	Queen to K. 3d sq.
9. Q. Knight to Q. 2d sq.	Bishop takes P.
10. K. Bishop to Q. B. 4th sq. and Black must lose.	

The above Variations will, it is hoped, make it apparent to the amateur that White's playing the king's knight to bishop's third square at the fifth move is not good play: the correct move for the person who gives the pawn and move, on the first player's placing his queen's bishop at king's knight's fourth square, is to move the queen's pawn one square, as is done in the following game, which is taken from the same treatise as the foregoing.

BLACK.	WHITE.
1. K. Pawn 2 sq.	Q. Knight to B. 3d sq.

	BLACK.	WHITE.
2.	Q. Pawn 2 sq.	K. Pawn 2 sq.
3.	Q. Pawn 1 sq.	Q. Knight to K. 2d sq.
4.	Q. B. to ad. K. Kt. 4th sq.	Q. Pawn 1 sq.
5.	Q. to ad. K. R. 4th sq. chg.	K. Kt. Pawn 1 sq.
6.	Queen to K. R. 4th sq.	K. Bishop to Kt. 2d sq.
7.	K. B. Pawn 2 sq.	K. R. Pawn 1 sq.
8.	Q. Bishop takes Kt.	K. Knight takes B.
9.	K. B. Pawn 1 sq. (ᵃ)	Pawn takes P.
10.	Q. to ad. K. R. 4th sq. chg.	King to B. sq.
11.	K. Bishop to Q. 3d sq.	Pawn on K. B. file 1 sq.
12.	K. Knight to B. 3d sq.	Queen to K. sq.
13.	Queen to K. R. 4th sq.	Knight to its 3d sq.
14.	Queen to K. B. 2d sq.	Q. Bishop to Q. 2d sq.
15.	Q. Knight to B. 3d sq.	Q. B. Pawn 1 sq.
16.	Castles with Q. Rook.	Q. B. Pawn 1 sq.
17.	K. Kt. Pawn 1 sq.	Q. R. Pawn 1 sq.
18.	Q. Rook to K. Kt. sq.	Q. Kt. Pawn 2 sq.
19.	K. Kt. Pawn takes P.	Knight takes P.
20.	Queen to K. Kt. 3d sq.	K. Rook to Kt. sq.
21.	K. Knight to R. 4th sq.	Q. Kt. Pawn 1 sq.
22.	Q. Knight to K. 2d sq.	Knight takes Kt.
23.	Bishop takes Kt.	King to his 2d sq.
24.	K. B. to K. Kt. 4th sq.	Bishop takes B.
25.	Queen takes B.	Queen to K. B. 2d sq.
26.	Kt. to ad. K. B. 4th sq. chg.	King to B. sq.
27.	Q. Rook to K. B. sq.	Bishop to its 3d sq.

BLACK.	WHITE.
28. Queen to K. R. 3d sq.	K. Rook to Kt. 3d sq.
29. Knight takes adv. Q. P.	Queen to B. 2d sq.
30. Queen to adv. K. 3d sq.	King to Kt. 2d sq.
31. Q. Rook takes Bishop.	Rook takes R.
32. Rook to K. Kt. sq. chg.	King to R. 2d sq.
33. Queen takes R. and must win.	

(ᵃ) This pawn is sacrificed to make an opening on his king.

VARIATION OF THE PRECEDING GAME,

Commencing at the third move, where the Black, instead of pushing his Pawn on the Knight, takes the King's Pawn with his Queen's.*

BLACK.	WHITE.
1. K. Pawn 2 sq.	Q. Knight to B. 3d sq.
2. Q. Pawn 2 sq.	K. Pawn 2 sq.
3. Pawn takes P.	Knight takes P.

---

* This method of playing is not to be recommended, as by doing so the person giving the pawn and move will be enabled to get his pieces into better play.

BLACK.	WHITE.
4. K. B. Pawn 2 sq.	Knight to B. 2d sq.
5. K. B. to Q. B. 4th sq.	K. Knight to R. 3d sq.
6. Q. Bishop to K. 3d sq.	Q. B. Pawn 1 sq.
7. K. Knight to B. 3d sq.	K. B. to Q. Kt. 4th sq. chg.
8. Q. B. Pawn 1 sq.	Bishop to Q. R. 4th sq.
9. Q. Knight to Q. 2d sq.*	Queen to K. 2d sq.†
10. Queen to K. 2d sq.	Castles.
11. Castles with Q. R. &c. &c.	

In this situation he will push up the pawns on his king's side, in order to form an attack upon your king, following the instructions before given, and ought to win the game from the advantage he receives.

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* Queen to knight's third square would have been much better play.

† Queen's pawn two squares ought to have been played instead of this move.

GAMES

OF THE

ANONYMOUS MODENESE.
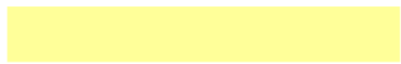
GAMES

OF THE

ANONYMOUS MODENESE.

———◆———

AFTER having passed through the parties on the different odds, the amateur now arrives at the even games : the foregoing are the common advantages which are received or given in practice, and I have deemed it unnecessary to give any other.

The following are the games of the celebrated ANONYMOUS MODENESE ; they are taken from the work of LOLLI. I have left them without a comment, principally with a view of enabling the amateur to form *his* opinion on the relative skill of this player and MR. PHILIDOR ; for my own part I have little hesitation in saying, that the brilliancy of play and accuracy in calculation, which are apparent in the games of the Modenese, have certainly never been excelled, perhaps never equalled.

The Modenese proceeds, in the first place, to instruct the one who has the move to take advantage of an improper defence; he afterwards shows the second player how to profit by an ill-conducted attack. The regular defence will be given at the end. I have omitted some notes, to prevent this book from being swelled to an unreasonable size.

FIRST GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. Bishop to Q.B. 4th sq.	The same.
4. King to R. sq. and R. to K. sq.*	K. B. takes adv. K. B. P.†
5. Rook to B. sq.	B. to Q.B. 4th sq. or (A) or (B)
6. Q. Pawn 2 sq.	Bishop takes P. or (C)
7. K. Kt. to adv. Kt. 4th sq.	K. Knight to R. 3d sq.

---

* The Italian players allow a latitude in castling which is not suffered in France or England.

† Black loses the game by this move; he should have moved his queen's pawn one square.

WHITE.	BLACK.
8. K. B. takes adv. B. P. chg.	King to B. sq.*
9. Q. to adv. K. R. 4th sq.	Q. Pawn 1 sq.
10. Knight takes adv. K. R. P. checking.	Takes the Kt. with the R. as the best move.
11. K. B. to adv. K. 3d sq. discovering check.	King to his 2d sq.
12. Q. Bishop to adv. K. Kt. 4th sq. checking.	King takes B.

13. Queen to K. R. 3d sq. checking, and, if the Kt. covers the check at B. 4th sq. Q. takes, giving mate.

VARIATION (A)

WHITE.	BLACK.
5. ·	Bishop to Q. Kt. 3d sq.
6. Q. Pawn 2 sq.	K. B. Pawn 1 sq. to prevent the adv. Kt. from advancing.†
7. Knight takes adv. K. P.	

If the pawn take the knight, the White will check with his

---

* If the Black, at the eighth move, had played king to his second square, the White, by moving knight to adversary's king's third square, would win the queen.

† If the Black, at the sixth move, had played king's rook's pawn one square, the White should take the adverse king's pawn with his knight.

WHITE.   BLACK.

queen at adversary's rook's fourth square, and on the Black's covering with the knight's pawn, will give another check with his bishop at the adversary's king's bishop's second square, winning the game in a few moves; therefore, instead of this,

	WHITE.	BLACK.
		Q. Knight takes Kt.
8.	Q. Pawn takes Kt.	K. Kt. Pawn 1 sq.
9.	Doubled Pawn takes B. P.	Knight retakes.
10.	Q. B. to adv. K. Kt. 4th sq.	K. R. to B. sq. defending Kt.
11.	K. Pawn 1 sq.	Q. P. 2 sq. attacking the B.
12.	Pawn takes Kt.	

If the Black take the bishop with the pawn, White will give mate in two moves; therefore,

	WHITE.	BLACK.
		Rook moves to B. 2d sq.
13.	Rook to K. sq. giving check.	K. to his B. sq. as his best move.
14.	Q. B. to ad. K. R. 3d sq. chg.	King to Kt. sq.
15.	Queen takes adv. Q. P. giving mate in four moves.	

(B)

	WHITE.	BLACK.
5.	. . . .	K. Bishop to adv. R. 4th sq.
6.	Q. Pawn 2 sq.	K. Bishop to its 3d sq.*
7.	Pawn takes P.	Knight takes P.
8.	Knight takes Kt.	Bishop takes Kt.

---

* If the Black had pushed his queen's pawn one square, or taken the adverse pawn with his king's, the White, by advancing his knight to the adverse knight's fourth square, would have a fine game.

WHITE.	BLACK.
Queen to adv. K. R. 4th sq. threatening to give mate at adv. bishop's second square, and attacking the adverse bishop at the same time.	Queen to K. 2d sq.
Rook takes adv. B. P.	Queen to her B. 4th sq.
Rook takes adv. K. Kt. P. discovering check.	King to Q. sq.

Q. Bishop gives check, winning the Q. and the game.

(C)

	K. Pawn takes P.
K. Kt. to adv. K. Kt. 4th sq.	Q. Knight to K. 4th sq.
Knight takes adv. K. B. P.	Knight takes Kt.
Q. to adv. K. R. 4th sq.	K. Kt. Pawn 1 sq.

Bishop takes Kt. giving check, and the Black will be mated in five moves, let him do what he can.

Second Game.

WHITE.	BLACK.
K. Pawn 2 sq.	The same.
K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
K. Bishop to Q. B. 4th sq.	The same.

K

WHITE.	BLACK.
4. King to R. sq. and R. to K. sq.	K. Kt. to B. 3d sq. or (A)
5. K.Kt. to ad. K. Kt. 4th sq.	Q. Pawn 2 sq.* or (B)
6. K. Pawn takes P.	K. Knight takes P.
7. K. Knight takes K. B. P.	King takes Kt.
8. Queen to K. B. 3d sq. checking.	King to his 3d sq. defending the Kt.
9. Q. Knight to B. 3d sq.	Q. Knight to K. 2d sq.†
10. Q. Knight to K. 4th sq.	Bishop to Q. Kt. 3d sq.
11. Knight to adv. K. Kt. 4th sq. checking.	King to Q. 2d sq.
12. Bishop takes Kt.	Knight takes B.
13. Queen takes Kt. chg.	K. to his 2d sq. for his best.
14. Rook takes K. P. chg.	King, as his best move, plays to his B. 3d sq.
15. Q. to adv. K. B. 2d sq. chg.	King takes R.
16. Q. Pawn 2 sq. giving check: if Q. take P. the White must check with the Kt. winning the Q. and, on	

* The Black loses the game by this move; he should have castled with his king at the knight's and rook at the bishop's square.

† If the Black, at the ninth move, instead of playing queen's knight to king's second square, should advance the queen's knight to adversary's queen's knight's fourth square, the White must immediately move queen's rook's pawn one square, forcing it to retire.

the Black's playing otherwise, the **White**, checking with the **B.** will mate in a few moves.*

VARIATION (A)

WHITE.	BLACK.
4.	K. R. Pawn 1 sq.†
5. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.‡
6. Q. Pawn 2 sq.	K. Pawn takes P.
7. B. Pawn retakes.	Bishop to adv. Q. Kt. 4th sq.
8. K. Pawn 1 sq.	Bishop takes R.
9. Pawn takes Kt.	Bishop to Q. R. 4th sq.
10. Q Pawn 1 sq.	Knight to adv. Kt. 4th sq.
11. Doubled P.takes ad.K.Kt.P.	Rook to Kt. sq.
12. Q. B. takes adv. K. R. P.	Queen to K. B. 3d sq.
13. Q. B. to adv. K. Kt. 4th sq.	Queen takes the doubled P.
14. Queen checks, and White will give mate.	

(B)

| 5. ....{ | King castles with K. to Kt. and R. to B. sq. |

---

* If the Black bishop should take the White queen's pawn, the White would give mate on the move.

† The Black should have moved queen's pawn one square instead of this.

‡ If the Black, at his fifth move, had taken the adversary's bishop's pawn with his bishop, instead of moving knight to bishop's third square, the White should play rook to bishop's square, afterwards taking the adversary's king's bishop's pawn, giving check.

WHITE.	BLACK.
6. K. B. Pawn 2 sq.	K. Pawn takes P.
7. K. Pawn 1 sq.	K. Knight to K. sq.*
8. Queen to adv. K. R. 4th sq.	K.R.P.1 sq. to avoid the mate.
9. Knight takes adv. K. B. P.	Queen to K. 2d sq.†
10. Knight takes adv. K. R. P. giving double check, and wherever the adverse K. moves he must be mated.	

THIRD GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. Bishop to Q. B. 4th sq.	The same.
4. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.

---

* The loss of the Black, in this Variation, proceeds from his retiring his knight to the king's square, instead of moving it to adversary's king's knight's fourth square, threatening the check at adversary's king's bishop's second square; for, should the queen take the knight, the Black, by advancing his queen's pawn two squares, will attack the White queen and bishop, at the same time, certain of recovering his piece.

† If the Black, at the ninth move, instead of moving his queen had taken the knight with his rook, the White, by retaking with his queen, would have won easily.

WHITE.	BLACK.
5. K. Kt. to adv. Kt. 4th sq.	K. to Kt. and R. to B. sq.
6. K. B. Pawn 2 sq.	K. Pawn takes P.* or (A)
7. Q. Pawn 2 sq.	K. Bishop to Q. Kt. 3d sq.
8. Q. Bishop takes P.	K. R. Pawn 1 sq.
9. K. to R. and R. to B. sq.	R. Pawn takes Kt. or (B)
10. Bishop takes doubled P.	Q. Pawn 1 sq. or (C)
11. Q. Bishop takes Kt.	K. Kt. Pawn takes K.B.
12. Queen to adv. K.R.4th } sq. threatening check } at adv. K.Kt. 3d sq. }	King to Kt. 2d sq.†
13. Rook to K. B. 4th sq. winning the game.	

VARIATION (A)

6.	K. R. Pawn 1 sq.‡
7. Knight takes K. B. P.	Rook takes Kt.
8. Bishop takes R. checking.	King takes B.
9. B. Pawn takes adv. K. P.	Knight to R. 2d sq.‖
10. Q. Pawn 2 sq. and White has a much better game.	

---

* The bad play of the Black commences at this move; he should have advanced his queen's pawn two squares.

† If the Black, instead of playing king to knight's second square, had moved knight to king's second square, the White, by taking the doubled pawn with the rook, would mate in a few moves.

‡ The mistake of the Black commences here; queen's pawn two squares should have been played.

‖ If the Black, instead of retiring his king's knight, had taken the

(B)

WHITE.	BLACK.
9.	Q. Knight to R. 4th sq.
10. Knight takes adv. K. B. P. attacking the Q. and threatening to discover check.	Rook takes Kt.
11. Bishop takes R. checking.	King takes B.
12. K. Pawn 1 sq.	K. Kt. Pawn 2 sq.
13. Pawn takes Kt.	Pawn takes B.
14. Queen to adv. K. R. 4th sq. winning the game in a few moves.	

(C)

10.	Queen to K. sq.
11. Bishop takes Kt.	Queen takes adv. K. P.
12. K. Bishop to Q. 3d sq.	Queen to her 4th sq.*
13. Queen to K. Kt. 4th sq.	K. Kt. Pawn 1 sq.
14. K. Bishop takes P.	Knight to K. 2d sq.
15. Queen mates in two moves.	

---

doubled pawn with his other knight, the White must move his queen's pawn two squares; and on the Black's taking the king's pawn with his king's knight, the White takes bishop with his pawn, having no occasion to fear the check at his rook's fourth square from the adverse queen.

* If the Black, at his twelfth move, had retired his queen to king's third square, the White should immediately play queen to adverse king's rook's fourth square.

FOURTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. Bishop to Q.B.4th sq.	The same.
4. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.*
5. Q. Pawn 2 sq.	{ Takes the P. with K. P. as his best move.†
6. Q. B. Pawn takes P.‡	K. Bishop to Q.Kt. 3d sq.‖

---

* If the Black, at his fourth move, instead of moving knight to bishop's third square, should play his queen's pawn one square, the White must do the same, leaving the Black two methods of playing; firstly, to advance his queen's bishop to adversary's king's knight's fourth square, or, secondly, to move his queen's knight to rook's fourth square: as to the first method, the White can answer that by placing his queen at her knight's third square, and, for the second, the White must give check, by taking the adversary's king's bishop's pawn with his bishop, and on the Black taking with his king the White must push his queen's knight's pawn two squares, having, in both of the above methods of play, an excellent game.

† The Black takes the pawn with that of his king, because he would lose a pawn were he to retire his bishop to knight's third square.

‡ The White may also advance his king's pawn one square, forcing the Black to move his knight to adversary's king's fourth square; this method of play will be considered in the regular defence against the advantage of the move.

‖ The mistake of the second player commences here; he should

WHITE.	BLACK.
7. K. Pawn 1 sq.	K. Knight to adv. K. 4th sq.* or (A) or (B)
8. K. B. to adv. Q. 4th sq.	K. B. Pawn 2 sq.†
9. Bishop takes Kt.	Pawn takes B.
10. Q.B.to adv.K.Kt.4th sq.	Q. Knight to K. 2d sq,
11. K. Knight to R. 4th sq.	K. Kt. Pawn 1 sq.‡
12. K.Kt.to adv.K.B.4th sq.	Pawn takes the Kt.
13. Q. to adv. R. 4th sq. chg.	King to B. sq,
14. Q.B.to adv.R.3d sq.chg.	King to Kt. sq.
15. Queen to adv. K. Kt. 4th sq. chg.	King to B. 2d sq.
16. Queen to adv. K. B. 3d sq. chg. giving mate in three moves.	

have given check with his bishop at adversary's queen's knight's fourth square.

* If the Black, at his seventh move, had played his knight to adversary's king's knight's fourth square, the White immediately takes the adversary's king's bishop's pawn with his bishop; but should the knight place itself at rook's fourth square, the White must then advance the king's knight to adversary's knight's fourth square.

† If the Black, instead of pushing his king's bishop's pawn two squares, had moved his king's bishop to queen's rook's fourth square, giving check, the White should retire his king to the bishop's square.

‡ If the Black, instead of this move, had advanced either his queen's or king's rook's pawn one square, the White must immediately check with his queen at adversary's rook's fourth square.

Variation (A)

ꟺITE.	BLACK.
· · · · · · · · · · · · · · · · ·	Knight to its sq.
Pawn 1 sq.	Q. Kt. to R. 4th sq. or (C)
to Kt. and R. to K. sq.	Knight takes B.
Bishop to adv. K. Kt. ⎱ th sq.	K. Knight to K. 2d sq. as the best move.
Pawn 1 sq.	Q. B. Pawn takes P.
Pawn takes P.	Q. Knight takes P.
B. takes adv. K. Kt.	Q. takes B.

een takes Kt. having a game won by its nature.

(C)

· · · · · · · · · · · · · · · · ·	Q. Knight to K. 2d sq.*
Pawn 1 sq.	Q. B. P. takes P. as the best.
Pawn retakes.	Knight to K. B. 4th sq.†

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the Black, at the eighth move, had played his queen's knight
ꭚwn square, the White should, notwithstanding, advance his
pawn to adversary's queen's third square.

the Black, at his tenth move, had played his queen's knight
king's knight's or queen's bishop's third square, the White
ꭡlay his queen to adversary's queen's fourth square; and on
ꭠk queen moving to king's bishop's third square, the White,
ing with his king at rook's and the rook at bishop's square,
ꞓe a won game.

WHITE.	BLACK.
11. K. Kt. Pawn 2 sq.	Knight to K. R. 3d sq.
12. K. Kt. Pawn 1 sq.	Knight plays anywhere.

13. Queen to adv. Q. 4th sq. White having a much better game than his adversary.

(B)

7.	Q. Pawn 2 sq.
8. Pawn takes Kt.	Pawn takes B.
9. Q. Pawn 1 sq.	Kt. to its sq. as the best move.
10. Queen to K. 2d sq. chg.	King to B sq.
11. King to R. and R. to K. sq.	

If the Black take the doubled P. he will be mated in three moves ; therefore,

	Q. Bishop to Q. 2d sq.
12. Q. B. to adv. K. Kt. 4th sq.	K. Kt. Pawn takes P.
13. Q. Bishop checks at adv. K. R. 3d sq.	King to Kt. sq.

14. K. Knight to R. 4th sq. and White must win.

FIFTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Kt. to B. 3d sq.	Q. Knight to B. 3d sq.

WHITE.	BLACK.
3. K. B. to Q. B. 4th sq.	The same.
4. Q. Kt. to B. 3d sq.	K. Knight to B. 3d sq.
5. K. to R. and R. to B. sq.	K. Kt. to adv. Kt. 4th sq.
6. Q. Pawn 1 sq.	Kt. takes adv. K.B.P. chg.*
7. Rook takes Kt.	Bishop takes R.
8. Queen to K. B. sq.	B. to Q. B. 4th sq. or (A)
9. K. B. takes adv. B. P. chg.	King takes B. or (B)
10. Queen mates in four moves.	

VARIATION (A)

WHITE.	BLACK.
8. ·	B. to adv. K. R. 4th sq.†
9. K. B. takes adv. K.B.P. chg.	K. to his B. sq. as the best move.
10. K. Knight takes B.	Queen takes Kt.
11. Q. Knight to adv. Q. 4th sq.	Q. Knight to Q. sq.
12. K. Bishop to adv. R. 4th sq. discovering check. }	King to his Kt. sq.
13. K. Kt. Pawn 1 sq. and Black must lose his Q. to avert the threatened mate.	

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* The Black plays ill; he should have castled: if the pawn had been taken with the bishop instead of the knight, the White would take the adversary's king's bishop's pawn with his bishop, giving check, afterwards playing knight to adversary's king's fourth square.

† The game would equally be lost were the bishop to move to its queen's knight's third square.

(B)

WHITE.	BLACK.
9.	King to B. sq.
10. Q. B. to adv. K. Kt. 4th sq.	K. Bishop to K. 2d sq.
11. Q. Kt. to adv. Q. 4th sq.	Bishop takes B. or (C)
12. K. Knight takes B.	Queen takes Kt.
13. Bishop to adv. K. R. 4th sq. winning the Q. &c.	

(C)

11.	Bishop to its 3d sq.*
12. Q. Knight takes B.	Pawn takes Kt.
13. K. Knight takes adv. K. P.	Knight takes Kt.
14. Q. Bishop takes P.	Queen takes B.
15. Queen takes Q.	Knight takes B.
16. Rook to K. B. sq. giving mate in four moves.	

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* If the Black, at this move, had pushed either his queen's or king's rook's pawn one square, the White, in case of the former being advanced, should take the adverse bishop with his queen's knight; and on the Black retaking with his knight the White must move his king's knight to rook's fourth square; but in case the king's rook's pawn is pushed, the White must then take the adverse bishop with his bishop giving check ; and on the knight retaking, the White should take the adversary's king's pawn with his king's knight, having, in both of the above methods of play a winning game.

SIXTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. Q. Pawn 2 sq.	K. Pawn takes P.
4. K. Bishop to Q.B. 4th sq.	The same.*
5. K.Kt.to ad.K.Kt. 4th sq.	Q. Knight to K. 4th sq.†
6. Kt. takes adv. K. B. P.	Knight takes Kt.
7. Bishop takes Kt. chg.	King takes B.
8. Q.to ad.K.R.4th sq. chg.	K. Kt. Pawn 1 sq.
9. Queen takes B. with a much better game.	

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* If the Black, at the fourth move, instead of moving king's bishop to queen's bishop's fourth square, had played queen's knight to its rook's fourth square, or had given check with the king's bishop at adversary's queen's knight's fourth square, the White would, in either case, be able to recover his pawn, with a game certainly not inferior.

† If the Black at the fifth move, instead of playing his queen's knight, had moved his king's knight to rook's third square, the White would still take the bishop's pawn with his knight.

[The mistake of the Black in this game, the Editor is inclined to believe, consists in moving his queen's knight to king's fourth square, he should have brought his king's knight to rook's third square; this method of playing is, however, opposed both by the Anonymous Modenese and Lolli, in their Treatises on the Defence of this difficult

SEVENTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Queen to K. B. 3d sq.*
3. K. Bishop to Q.B.4th sq.	The same, or (A)
4. K. to Kt. and R. to K. sq.	Q. Pawn 1 sq.
5. Q. Pawn 2 sq.	K. Pawn takes P.† or (B)
6. K. Pawn 1 sq.	Q. Pawn takes P.
7. Q.B.to adv. K.Kt. 4th sq.	Queen to her Kt. 3d sq.‡

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and slightly-examined Game. The reader will be able to choose, when I come to treat on this species of game, that defence which he conceives most safe. The error of the Black in this game the Modenese and Lolli conceive to begin at the third move: the opinion of these extremely accurate writers is so justly entitled to respect, that were it not for the very strict examination which I have given to the defence against this opening, I should have great hesitation in pronouncing them wrong. The reader will find the defence of the Modenese examined among the Miscellaneous Games in this Treatise.—*Ed.*]

* This is bad play on the part of the second player; queen's knight to bishop's third square is the proper move.

† The great mistake of the Black consists in taking the adversary's pawn with that of his king, instead of taking with his bishop.

‡ If the queen play any where else, the White will equally take the pawn with his knight.

WHITE.	BLACK.
8. Knight takes adv. K. P.	Q. Bishop to K. 3d sq.*
9. Kt. takes adv. K. B. P.	King takes Kt.
10. Rook takes Q. B.	Queen takes R.
11. Q. to ad. K. R. 4th sq. chg.	K. Kt. Pawn interposes.
12. Queen to K. B. 3d sq. checking, winning the Q. and the game.	

VARIATION (A)

3.	Queen to K. Kt. 3d sq.
4. K. to Kt. and R. to B. sq.	Queen takes adv. K. P.†
5. B. takes adv. K. B. P. chg.	
If the King takes the B. the Q. will be lost, therefore,	
	King moves to his 2d sq.‡
6. Rook to K. sq.	Queen to adv. K. B. 4th sq.
7. Rook takes adv. K. P. chg.	King takes B.

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* If the Black had taken the adversary's queen's knight's pawn with his queen, the White, by playing knight to queen's third square, would have won the queen by discovering check.

† In this game the principal mistake of the Black consists in taking the adverse king's pawn with his queen; the playing queen to king's bishop's third square at the third move is not good, for although it may not perhaps absolutely lose the game, it is, however, a useless move, which gives the adversary more time to bring his pieces into play.

‡ If the king had retired to queen's square, the White should take the adverse king's pawn with his knight.

WHITE.	BLACK.
8. Q. Pawn 2 sq.	Queen to K. B. 3d sq.
9. K. Kt. to ad. Kt. 4th sq. chg.	King to Kt. 3d sq.
10. Queen to her 3d sq. chg.	K. to R. 4th sq. as the best move.
11. Kt. Pawn 2 sq. White giving mate the following move.	

(B)

5.	K. Bishop to Q. Kt. 3d sq.*
6. Q. Pawn takes adv. K. P.	Q. Pawn takes P.
7. Q. B. to adv. K. Kt. 4th sq.	Queen to her 3d sq.
8. Knight takes adv. K. P.	Queen takes Q.†
9. B. takes adv. K. B. P. chg.	King to B. sq.
10. Rook takes Q. White having a game won by its nature.	

EIGHTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.

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* If the Black, at his fifth move, instead of retiring the attacked bishop had taken with it the adversary's queen's pawn, the White will take the bishop with his knight; and, on the Black retaking with his pawn, the White must advance his king's pawn one square, being able to recover the two pawns in a few moves, with a game certainly not inferior.

† If the Black, instead of taking the adverse queen, had advanced king's bishop's pawn one square, the White would have given check with his queen at adversary's king's rook's fourth square.

WHITE.	BLACK.
2. K. Knight to B. 3d sq.	Q. Pawn 1 sq.*
3. K. B. to Q. B. 4th sq. {	Q. Bishop to adv. K. Kt. 4th sq. or (A)
4. K. to Kt. and R. to K. sq.	K. Knight to B. 3d sq.
5. Q. Pawn 2 sq.	K. P. takes P.† or (B) or (C)
6. K. Pawn 1 sq.	Q. Pawn takes P.
7. K. B. takes ad. K. B. P. chg.	King to his 2d sq.
8. Knight takes adv. K. P. having a much better game.	

Variation (A)

3.	K. R. Pawn 1 sq.‡
4. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.§
5. Q. Pawn 2 sq.	K. Pawn takes P.
6. K. Knight takes P.	Knight takes adv. K. P.‖

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* For the objections to this move, see the Letter of the Modenese, on the Book of M. Philidor.—*Ed.*

† The great mistake of the Black begins at this move; he should have played queen's knight to queen's second square.

‡ If, instead of this move, the Black had played king's knight to bishop's third square, the White would have at least gained a pawn by advancing his knight to adversary's king's knight's fourth square.

§ If the Black had placed his queen's bishop at adversary's king's knight's fourth square, the White would have gone with his queen to her knight's third square.

‖ The mistake of the Black, in this Variation, consists in taking the pawn with his knight; it would have been better play to move king's bishop to king's second square.

L

WHITE.	BLACK.

7. K.B. takes adv. K. B. P. chg. King takes B.

8. Queen to adv. K. R. 4th sq. checking, and whatever the Black plays the White will recover his piece with a better game.

(B)

5. ······················ Q. Bishop takes adv. K. Kt.

6. Queen takes B. K. Pawn takes adv. Q. P.*

7. K. Pawn 1 sq. Q. Pawn takes P.

8. Q. to Kt. 3d sq. threaten-
ing to give mate in two } Queen to her 2d sq.
moves.

9. Queen takes adv. Q. Kt. P. Queen to B. 3d sq.

10. K. Bishop to adv. Q. Kt. 4th sq. having a winning game.

(C)

5. ······················ Q. Knight to B. 3d sq.

6. K. B. to adv. Q. Kt. 4th sq. Q. B. takes adv. K. Kt.†

7. Queen takes B. K. Pawn takes Q. P.

8. K. Pawn 1 sq. Q. Pawn takes P.

9. Bishop takes Kt. checking. Pawn takes B.

10. Queen takes doubled P. } Q. Kt. to Q. 2d sq. covering
checking. } the check.

11. Rook takes adv. K. P. checking, and if the Bishop covers

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* The mistake of the Black, in this Variation, commences at this move.

† The mistake of the second player commences here; he should have retired the queen's bishop to queen's second square.

the check, the R. by moving to adv. Q. 4th sq. will gain a pawn, with which, by playing properly, the White will win.

NINTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	K. Bishop to Q. 3d sq.*
3. K. Bishop to Q.B. 4th sq.	K. Knight to B. 3d sq.
4. Q. Pawn 2 sq.	If the K. P. take the adv. Q. P. the White, by advancing his K. P. will gain a piece; therefore, K. Kt. takes K. P. or (A)
5. Q. Pawn takes K. P.	K. Bishop to Q. B. 4th sq.
6. Queen to adv. Q. 4th sq.	K. Bishop takes B. P. chg.
7. King to his 2d sq.	K. to Kt. and R. to B. sq.
8. Queen takes Kt.	K. Bishop to Q. B. 4th sq.

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* The error of the Black, in this game, commences at this move, for bringing the king's bishop to the queen's third square, with a view of defending the king's pawn, not merely keeps the queen's pawn at home, but also prevents the queen's bishop from coming into play.

L 2

WHITE.	BLACK.
9. K. Knight to adv. K. Kt. 4th sq.	K. Kt. Pawn 1 sq. to prevent the mate.
10. K. Rook to B. sq. and White must win.	

Variation (A)

4.	Q. Knight to B. 3d sq.
5. Q. Pawn takes K. P.	Q. Knight takes P.*
6. Knight takes Kt.	Bishop takes Kt.
7. K. B. Pawn 2 sq.	K. Bishop to Q. 3d sq.†
8. K. Pawn 1 sq.	Queen to K. 2d sq.
9. K. to R. sq. and R. to K. sq.	K. to Kt. sq. and R. to K. sq.
10. Q. Bishop to Q. 2d sq. White having a game won by its nature.	

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* If the Black, at his fifth move, had taken the pawn with his king's bishop, the White should advance his king's knight to adversary's king's knight's fourth square, afterwards pushing his king's bishop's pawn two squares.

† If the Black, at his seventh move, instead of retiring his bishop, had taken the adversary's king's pawn with his knight, the White should immediately move his queen to adversary's queen's fourth square, having nothing to fear from the adverse queen's, checking at king's rook's fourth square.

TENTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	Q. Pawn 2 sq.
2. K. Pawn takes P.	Queen takes P.
3. Q. Pawn 2 sq.* or (A.)	Q. to adv. K. 4th sq. chg.
4. Q. Bishop to K. 3d sq.	Q. Bishop to K. B. 4th sq.
5. Q. Kt. to B. 3d sq.	Queen takes Q. B. P.†
6. Queen takes Q.	Bishop takes Q.
7. Q. Rook to B. sq.	Bishop to K. B. 4th sq.
8. Q. Knight to adv. Q. 4th sq. having a much better game.	

VARIATION (A)

3. K. Knight to B. 3d sq.	Q. B. to adv. K. Kt. 4th sq.
4. K. Bishop to K. 2d sq.	K. Pawn 2 sq.‡
5. K. R. Pawn 1 sq.	Q. Bishop to K. R. 4th sq.

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* Queen's knight to bishop's third square is the best move, as it brings a piece into play and forces the adverse queen to retire. (Ed.)

† The great error of the Black consists in taking the the adversary's queen's bishop's pawn with his queen; it is not, however, a good move to play the queen's pawn two squares after the first player has pushed, at his first move, the king's pawn two squares.

‡ The mistake of the Black, in this Variation, is in pushing his king's pawn two squares, instead of advancing it only one.

WHITE.	BLACK.

6. K. Knight takes K. P.   Queen takes Kt. or (B)

7. King to R. sq. and R. to K. sq. White having a game won by its nature.

(B)

6. ··················   Queen takes K. Kt. P.

7. Rook to K. B. sq.   Bishop takes B.*

8. Queen, as the better move, takes the B. }   K. Bishop to K. 2d sq.

9. Queen to adv. Q. Kt. 4th sq. checking. }   King, as his best move, goes to B. sq.

10. Queen to her B. 4th sq. White having a better game.

ELEVENTH GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	Q. Kt. Pawn 1 sq.
2. Q. Pawn 2 sq.	Q. Bishop to Q. Kt. 2d sq.
3. K. Bishop to Q. 3d sq.	Q. Kt. to B. 3d sq. or (A)
4. Q. Bishop to K. 3d sq.	K. Kt. Pawn 1 sq.
5. K. B. Pawn 2 sq.	K. Bishop to Kt. 2d sq.

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* If the Black, at the seventh move, had retired his bishop to king's knight's third square, the White would then have played king's bishop to its third square.

WHITE.	BLACK.

6. **K.** Knight to B. 3d sq.   The same.

7. **Q. B.** Pawn 2 sq.   **K.** to Kt. and **R.** to B. sq.

8. **Q.** Knight to **B.** 3d sq. and the White, by castling on his **Q.** side, can advance his Pawns on the adverse **K.** on account of which this cannot be a favourable opening to a game.

VARIATION (A)

3. · · · · · · · · · · · · · · · · ·   K. B. Pawn 2 sq.

4. K. Pawn takes P.   Bishop takes K. Kt. P.

5. Q. to adv. K. R. 4th sq. chg.   K. Kt. Pawn 1 sq.

6. Doubled Pawn takes P.   K. Knight to B. 3d sq.

7. Pawn takes adv. K. R. P. discovering check from the Q. }   Knight takes Q.

8. K. Bishop to adv. K. Kt. 3d sq. giving checkmate.

The Anonymous Modenese now commences with the games from the Queen's side; he begins with the Queen's Gambit, and instructs the first player how to benefit by the second player's mistakes.

QUEEN'S GAMBIT.

Showing the proper method of taking advantage when the second player commits the mistake of defending the Gambit Pawn.

WHITE.	BLACK.
1. Q. Pawn 2 sq.	The same.
2. Q. B. Pawn 2 sq.	Pawn takes P.
3. K. Pawn 1 sq.*	Q. Kt. Pawn 2 sq.†
4. Q. R. Pawn 2 sq.	{ Kt. Pawn takes P. or (A) or (B) or (C)
5. K. B. takes doubled P.	Q. Bishop to Q. 2d sq.

6. Queen to K. B. 3d sq. and Black must lose his Q. R. to prevent the threatened mate.

VARIATION (A)

4. ····················	Q. B. Pawn 1 sq.
5. R. Pawn takes P.	Q. B. Pawn takes P.

6. Queen to K. B. 3d sq. winning a piece.

(B)

4. ····················	Q. Bishop to R. 3d sq.

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* It is better play to advance this pawn two squares.

† The Black plays ill; he should have advanced his king's pawn two squares.

WHITE.	BLACK.
5. R. Pawn takes P.	Bishop takes P.
6. Q. Knight to B. 3d sq.	Bishop to R. 3d sq.*
7. Rook takes B.	Knight takes R.
8. Queen to R. 4th sq. checking, &c.	

(C)

WHITE.	BLACK.
4.	Q. Bishop to Q. 2d sq.
5. R. Pawn takes P.	Bishop takes P.
6. Q. Kt. Pawn 1 sq.	Queen to her 4th sq.
7. Q. Kt. Pawn takes P.	Q. Bishop takes P.
8. Queen to R. 4th sq. checking, winning the B. &c.	

The following games are not much played ; indeed, the openings from the Queen's side admit of little variety. The Anonymous Modenese gives no examples on playing the Queen's Bishop's Pawn two squares, it is only a species of the King's Pawn one game.

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* If the Black, at his sixth move, instead of retiring his bishop, had defended it with his queen's bishop's pawn, the White should immediately take the bishop with his knight.

WHITE.	BLACK.
1. Q. Pawn 2 sq.	The same.
2. Q. B. to K. B. 4th sq. or (A)	The same.
3. Q. Knight to B. 3d sq.	The same.
4. K. B. Pawn 1 sq.	{ Q. Knight to adv. Kt. 4th sq.* or (B)
5. K. Pawn 2 sq.	Q. Pawn takes P.
6. K. B. Pawn takes P.	Q. Bishop to K. Kt. 3d sq.
7. Q. R. Pawn 1 sq.	Q. Knight to B. 3d sq.
8. K. B. to ad. Q. Kt. 4th sq.	Queen to her 2d sq.
9. Q. Pawn 1 sq.	Q. R. Pawn 1 sq.
10. Q. Pawn takes Kt.	Queen takes Q. checking.
11. Rook takes Q.	R. Pawn takes B.
12. Pawn takes adv. Q. Kt. P.	White having a much better game.

VARIATION (A)

2. Q. Knight to B. 3d sq.	Q. Bishop to K. B. 4th sq.
3. K. R. Pawn 2 sq.	K. Pawn 1 sq.†
4. K. Pawn 2 sq. having a game won by its nature.	

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* The error of the Black, in this Variation, consists in advancing his queen's knight to adversary's knight's fourth square; he should have moved king's knight to bishop's third square.

† The Black loses the game by this move; he should have moved either his king's rook's pawn or his queen's bishop's pawn one square.

(B)

WHITE.	BLACK.
4.	K. Pawn 1 sq.
5. K. Pawn 2 sq.	Q. Pawn takes P.*
6. K. B. Pawn takes P.	Q. Bishop to K. Kt. 3d sq.
7. K. B. to adv. Q. Kt. 4th sq.	K. Knight to K. 2d sq.
8. Q. Pawn 1 sq.	Pawn takes P.
9. K. Pawn retakes, &c.	

WHITE.	BLACK.
1. **Q. B. Pawn 1 sq.**†	**K. Pawn 2 sq.**
2. **K. Pawn 2 sq.**	**K. Kt. to B. 3d sq. or (A)**
3. **Queen to B. 2d sq.**	**K. Bishop to Q. B. 4th sq.**
4. **K. Knight to B. 3d sq.**	**K. Kt. to adv. Kt. 4th sq.**‡

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* The mistake of the Black, in this Variation, is at this move; he ould have retired his bishop to king's knight's third square.

† This is a singular move, the game may, however, be considered appertaining to the king's side, for, were the moves to be transposed, , king's pawn two squares, at the first, instead of queen's bishop's n one square, the game would be reduced to one of the common nings.

‡ The error of the Black begins here; for, by moving this knight, allows the White to bring his pawns in the centre: he ought either move queen's pawn one square or queen's knight to bishop's third

WHITE.	BLACK.
5. Q. Pawn 2 sq.	K.P. takes P. as best move.
6. Q. B. Pawn retakes	K.B. to ad. Q.Kt. 4th sq. chg.
7. Q. Knight to B. 3d sq.	K. to Kt. sq. and R. to B. sq.*
8. K. R. Pawn 1 sq.	Knight to K. B. 3d sq.
9. Q.B. to adv.K.Kt.4th sq.	K. R. Pawn 1 sq.†
10. K. Pawn 1 sq.	R. Pawn takes B.
11. K. Kt. takes doubled P.	K. Bishop takes Kt. chg. as his best move.
12. Q. Kt. Pawn takes B.	Rook to K. sq.
13. K. Bishop to K. 2d sq.	Knight to Q. 4th sq. as the best move.
14. Q. to adv. K.R. 2d sq. chg.	King to B. sq.
15. Q. to adv. K. R. sq. chg.	King to his 2d sq.
16. Q. takes adv. K. Kt. P.	Rook to B. sq.
17. K.B. to adv. K. R. 4th sq.	Queen to K. sq.
18. Q. B. Pawn 1 sq. White having a game won by its nature.	

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square. It is necessary to observe that these two pawns occupying the centre of the board contribute greatly to the Black's losing the game, as they not only prevent his bringing him pieces into play but also allow the White an open game.

* If the Black, at his seventh move, instead of castling, had played his queen's pawn one square, the Black would have given check with his queen at rook's fourth square.

† If the Black, at his ninth move, had pushed his queen's pawn

VARIATION (A)

WHITE.	BLACK.
2.	K. Bishop to Q. B. 4th sq.
3. K. Knight to B. 3d sq.	Q. Pawn 1 sq.
4. K. Bishop to Q. B. 4th sq.	K. Knight to B. 3d sq.
5. K. to Kt. sq. and R. to B. sq.	Knight takes K. P.
6. Queen to R. 4th sq. chg.	Q. Bishop to Q. 2d sq.
7. K. B. takes K. B. P. chg.	King takes B.
8. Queen takes Kt.	Q. Bishop to its 3d sq.
9. Queen to her B. 4th sq. checking, having a game won by its nature.	

one square, the White should, notwithstanding, have advanced his king's pawn.

* The Black plays ill here; he should have castled or moved queen's knight to bishop's third square.

The following Games are given by the **Anonymous Modenese** with a view of enabling the second player to take advantage when his adversary misconducts the attack which the first move gives.   Black moves first.

FIRST GAME.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Kt. to B. 3d sq.*
3. K. Bishop to Q.B. 4th sq.	The same.
4. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.
5. K. to Kt. and R. to K. sq.†	The same.
6. Q. Pawn 2 sq.	K. Pawn takes P.
7. K. Pawn 1 sq.‡	K. Kt. to ad. K. Kt. 4th sq.

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* This is certainly a better method of defending the king's pawn than moving the queen's pawn one square, as Lopez, who is followed by Philidor, does.

† If the Black, at his fifth move, instead of castling, had moved king's knight to adversary's knight's fourth square, the White should castle with his king at knight's and rook at bishop's square.

‡ If the Black, at his seventh move, had taken the doubled pawn with his bishop's pawn, instead of advancing his king's pawn, the White should (as his best) move king's bishop to adversary's queen's knight's fourth square, threatening to win the adversary's king's pawn ;

BLACK.	WHITE.
8. Q.B.P. takes doubled P.*	Q. Knight takes P.
9. King's Kt. takes Kt.	Queen to adv. K.R. 4th sq.
10. K. R. Pawn 1 sq. or (A)†	Q. takes K.B.P. checking.
11. King to R. sq.	Queen to ad. K. Kt. 3d sq.
12. K. R. Pawn takes Kt.	Bishop takes Kt. threatening mate with the Q. at adv. K. R. 4th sq.
13. Q. Bishop to K. 3d sq.‡	Bishop takes K. P.
14. King plays to Kt. sq. as his best move.	K. Bishop to adv. Q. 4th sq. and White will win.

VARIATION (A)

10. Q. Bishop to K. 3d sq.	Queen takes R. P. checking.
11. King to B. sq.	Q. to adv. K.R. sq. checking.

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but if, instead of this, the Black had advanced, at his seventh move, king's knight to adversary's knight's fourth square, the White would then have advanced his queen's knight to its king's fourth square.

* The error of the Black commences here; he should have played queen's bishop to adversary's king's knight's fourth square.

† If the Black, at his tenth move, had retired the king's knight to bishop's third square, instead of moving his rook's pawn, the White would have mated him in three moves.

‡ If the Black, at his thirteenth move, had taken the bishop with his queen, the White should not immediately take the rook with his queen, but ought first to give check at the adversary's king's rook's fourth square.

BLACK.	WHITE.
12. King to his 2d sq.	Queen takes adv. K. Kt. P.
13. K. Rook to Kt. sq.	Knight takes Q. B.
14. King takes Kt.	Rook takes K. P. checking.
15. King to Q. 3d sq.	Queen takes K. B. P. having a game won by its nature.

SECOND GAME.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. Bishop to Q.B. 4th sq.	K. Knight to B. 3d sq.*
4. K. Kt. to adv. Kt. 4th sq.	Q. Pawn 2 sq.
5. K. Pawn takes P.	K. Knight takes P.
6. Queen to K. B. 3d sq.†	Queen takes Kt.

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* The White plays ill here; he should have moved king's bishop to queen's bishop's fourth square, as shall be shown in a Variation to the first game on the regular defence against the advantage of the first move.

† The error of the first player commences here; he should have moved queen's pawn in order to defend his king's knight. If the

BLACK.	WHITE.
. Bishop takes Kt.*	Q. Kt. to adv. Q. 4th sq.
. Q. takes adv.K.B.P.chg.	King to Q. sq. having a

game won by its nature. If the Black, with the view of defending the two attacked pawns, should retire his bishop to king's fourth square, the White would immediately move his queen's bishop to king's third square, attacking adversary's queen; if, however, the Black should move his king to queen's square, the White will check with his bishop at adversary's king's knight's fourth square, and on the Black interposing his pawn, the White, by retiring his bishop to rook's fourth square, will win the adverse queen.

THIRD GAME.

BLACK.	WHITE.
. K. Pawn 2 sq.	The same.

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ck, at his sixth move, had taken the adversary's king's bishop's n with his knight, the White should retake with his king, as he be able to maintain the advantage.

If the Black had taken the knight with his queen, instead of the op, the White would play queen's bishop to king's third square.

M

BLACK.	WHITE.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.*
3. K. B. to adv. Q. Kt. 4th sq.	Q. R. Pawn 1 sq. or (A)
4. K. Bishop takes Kt.	Q. Pawn takes B.
5. Knight takes K. P.	Q. to adv. Q. 4th sq.
6. K. Knight to its 4th sq. } as the best move. }	Q. Bishop takes Kt.
7. Queen takes B.	K. Kt. to B. 3d sq. White having by no means an inferior game.

VARIATION (A)

BLACK.	WHITE.
3.	K. Bishop to Q. B. 4th sq.
4. Bishop takes Kt.†	Q. Pawn takes B.
5. K. Knight takes P.‡	B. takes adv. K. B. P. chg.
6. King takes B.	Queen to adv. Q. 4th sq. chg.

* This move has been reprobated by Rui Lopez, who opposes to it king's bishop to adversary's queen's knight's fourth square; how far he has succeeded in proving the move to be bad, the reader may judge by this game and the following Variation.

† If the Black, instead of taking the knight with his bishop, had moved queen's bishop's pawn one square, the White should play queen to king's bishop's third square, and, in case the bishop should then take the knight, the queen must retake, forcing the Black either to advance his queen's pawn, or to take the adverse king's pawn with his knight.

‡ If the Black, at his fifth move, instead of taking the adversary's

FOURTH GAME.

BLACK.	WHITE.
1. King's Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. B. to Q. B. 4th sq.	The same.
4. Q. Kt. to B. 3d sq. or (A)	K. Knight to B. 3d sq.
5. K. Kt. to adv. Kt. 4th sq.*	K. to R. and R. to B. sq.
6. Kt. takes K. B. P. chg.	Rook takes Kt.
7. Bishop takes R.	Queen to K. B. sq.
8. B. to Q. B. 4th sq.	K. Bishop takes adv. K. B. P. checking.
9. If the White King take the Bishop he will be mated in four moves, therefore K. moves to B. sq.	Q. Pawn 2 sq.
10. K. Bishop to K. 2d sq.†	Q. Pawn takes K. P.

king's pawn, had played his queen's bishop's pawn one square, the White should then play his queen to adversary's queen's third square; and, should the Black take the king's pawn with his knight, the White, by taking the adversary's king's pawn with his queen, would remain with a better game.

* This move is not well played on the part of the Black ; he should have castled.

† If the Black, at his tenth move, had taken the queen's pawn with

BLACK.	WHITE.
11. Q. Pawn 1 sq.	K. B. to adv. K. R. 4th sq.
12. King to Kt. sq.	Q. to her B. 4th sq. chg.
13. Q. Pawn interposes.	Q. Knight takes P.
14. Q. Bishop to K. 3d sq.	Kt. to adv. K. B. 3d sq. chg.
15. King to B. sq. as his best move.	Queen takes B. threatening mate.
16. Q. to adv. Q. sq. chg.	Knight to its sq.
17. Q. Knight to Q. sq.	Queen to adv. K. Kt. sq. checking.
18. K. R. must take the Q.	Knight takes P. giving checkmate.

VARIATION (A)

4. K. to Kt. and R. to K. sq.	K. Knight to B. 3d sq.
5. K. Kt. to adv. Kt. 4th sq.*	K. to R. and R. to B. sq.
6. Knight takes K. B. P. chg.†	Rook takes Kt.
7. Bishop takes R.	Queen to K. B. sq.
8. K. Bishop to Q. B. 4th sq.	K. B. takes adv. K. B. P. chg.

his pawn, the White should then have played queen's bishop to adversary's king's knight's fourth square, making an attack similar to that in Game the Fifth, Variation (B) page 140, where the White has the first move.

 * The Black plays ill here; the attack is premature.

 † If the Black, at his sixth move, had taken the bishop's pawn with his bishop, the White should move his king's rook's pawn one square.

BLACK.	WHITE.
King takes B.	{ K. Knight to adv. Kt. 4th sq. discovering and giving check.
King to Kt. sq.	Queen to adv. K. B. 2d sq. chg.
King to R. sq.	Queen to adv. K. R. 4th sq. winning the game.

FIFTH GAME.

BLACK.	WHITE.
K. Pawn 2 sq.	The same.
K. Bishop to Q. B. 4th sq.	K. Knight to B. 3d sq.
Q. Knight to B. 3d sq.	K. B. to Q. B. 4th sq. or (A)
K. Knight to B. 3d sq.	Q. to K. 2d sq. or (B) or (D)
K. Kt. to adv. Kt. 4th sq.*	K. B. takes K. B. P. chg.
King takes B.†	Queen to B. 4th sq. chg.
Q. Pawn 2 sq.	Queen takes B.
Q. Pawn takes K. P.	Q. to her B. 4th sq. chg.

* The bad play of the Black commences here; he should have stled.

† If the king had not taken the bishop, the White, by castling h his king at the knight's square and rook at the bishop's square, uld still have had a superior game.

BLACK.	WHITE.
9. Q. Bishop to K. 3d sq.	Queen takes doubled P.
10. Q. to her 4th sq.	K. to Kt. and R. to K. sq.
	White having a game won by its nature.

VARIATION (A)

3.	Knight takes K. P.
4. Knight takes Kt.	Q. Pawn 2 sq.
5. K. Bishop to Q. 3d sq.*	Pawn takes Kt.
6. Bishop takes P.	K. Bishop to Q. B. 4th sq.
7. K. Knight to B. 3d sq.	K. B. Pawn 2 sq. forcing a piece.

(B)

4.	Q. Pawn 1 sq.
5. K. Kt. to ad. Kt. 4th sq. †or (C)	K. B. takes adv. K. B. P. chg.
6. If the King take the B. the White Kt. will give check at adv. Kt. 4th sq. afterwards taking adv. K. Kt. therefore, K. moves to B. sq.	K. to R. and R. to B. sq.

* The mistake of the first player commences here; he should have taken the adverse queen's pawn with his bishop, and on the White queen's retaking, Black should have brought his queen to king's bishop's third square, in order to defend his knight, which piece it would have been bad play to retire.

† The error of the Black begins at this move.

BLACK.	WHITE.
7. Kt. takes adv. K. B. P. chg.*	Rook takes Kt.
8. Bishop takes R.	Q. B. to adv. K. Kt. 4th sq.
9. Q. Knight to K. 2d sq.	Knight takes adv. K. P. and White must win.

(C)

5. K. to Kt. and R. to B. sq.	K. to R. and R. to B. sq.
6. K. Kt. to adv. Kt. 4th sq.†	The same.
7. Kt. takes adv. K. B. P. chg.	Rook takes Kt.
8. Bishop takes R.	Queen to adv. K. R. 4th sq. having a winning game.

(D)

4.	K. Knight to adv. Kt. 4th sq.‡

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* If the Black, at his seventh move, had taken the bishop's pawn with his bishop instead of the knight, the White, by retiring his king's bishop to adversary's king's rook's fourth square, would have a much finer game than his adversary.

† The mistake of the attacking player in this, as also in the preceding Variations, proceeds from supposing that the adversary's king's bishop's pawn can be taken by the knight with safety, whereas such a move cannot be ventured without risk, or, to speak properly, without losing the game.

‡ It is necessary to remark, that in playing knight to adversary's knight's fourth square, the Black does not play ill; the difference between this and the preceding Variations, consists in the first player's queen's pawn being at home; for it may be observed in the preceding Variations, that when the first player moves his king's knight to the White's knight's fourth square, the queen's pawn has been always ad-

BLACK.	WHITE.
5. K. to Kt. and R. to B. sq.	Q. B. Pawn 1 sq.
6. K. R. Pawn 1 sq.	K. R. Pawn 2 sq.
7. R. Pawn takes Kt.*	Pawn takes P.
8. Knight to R. 2d sq.	{ Queen to adv. K. R. 4th sq. threatening to give mate.
9. Rook to K. sq.	Q. takes adv. K. B. P. chg.
10. King to R. sq.	Rook takes Kt. checking, and Q. will mate.

SIXTH GAME.†

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Queen to K. B. 3d sq.‡	K. Knight to B. 3d sq.
4. Queen to K. Kt. 3d sq.	K. to R. and R. to B. sq.

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vanced one square, which enables the White to take the adversary's king's bishop's pawn with his bishop.

* The Black loses the game by this move; he should have advanced his queen's pawn one square.

† See the Seventh Game where the White has the move, p. 143, Variation (A) from which this is derived.

‡ This move is not good; the attack being premature,

WHITE. BLACK.

5. Queen takes adv. K. P.* K. Bishop takes adv. B. P.
giving check, and White
has a much better game.

SEVENTH GAME.

BLACK. WHITE.

1. K. Pawn 2 sq. The same.
2. K. Bishop to Q. B. 4th sq. The same.
3. Q. to adv. K. R. 4th sq.† Queen to K. 2d sq.
4. Q. Kt. to B. 3d sq. or (A) K. Knight to B. 3d sq.
5. Q. to adv. K. Kt. 4th sq. Q. B. Pawn 1 sq.
6. Queen takes K. Kt. P.‡ Rook to Kt. sq.
7. Q. to adv. K. R. 3d sq. { K. Bishop takes adv. K. B. P. checking, or (B)
8. King takes B. Knight to adv. Kt. 4th sq. winning the Q.

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* The great mistake of the Black is at this move, as the king's pawn cannot be taken with safety; he should have moved his king's knight out.

† This is not a good move, as the attack is premature.

‡ The principal error of the Black consists in taking this pawn; he should either have advanced his queen's pawn one square, or brought out king's knight to bishop's third square.

VARIATION (A)

BLACK.	WHITE.
4. K. Knight to B. 3d sq.	Q. Pawn 1 sq.
5. K. Kt. to adv. Kt. 4th sq.	K. Knight to B. 3d sq.
6. K. B. takes K. B. P. chg.*	King to Q. sq.
7. Queen to K. R. 4th sq.†	Rook to B. sq.
8. K. Bishop to Q. B. 4th sq.	Knight takes K. P. White having a game won by its nature.

(B)

7. ··················	Q. Pawn 2 sq.
8. If the Pawn take, or the B. retire, the Q. is lost, for	K. Bishop takes B. P. chg.
9. The K. moves anywhere.‡	Rook moves to Kt. 3d sq. winning the adv. Q.

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* The mistake of the Black commences here; he should have taken the pawn with his queen, upon which the White, by exchanging queens and afterwards on the bishop's checking, moving king to its second square, would have remained with a game not inferior to his adversary's.

† If the Black had moved his queen to any other square, the White would have moved his king's rook's pawn one square.

‡ Had the king taken the bishop, the queen would have been equally lost.

KING'S GAMBIT.

BEFORE the Anonymous Modenese gives the regular defence against the Giuoco Piano and Queen's Gambit, he proceeds to the consideration of the Gambit of the King. The opinion of Salvio, and almost every respectable writer on this game, is that the Pawn given at the second move, by the first player, may be successfully defended : such opinion is also entertained by this most celebrated of all players, who confines himself merely to the leading defences, without going into the many varieties of a game, which long practice and great experience had taught him to consider unsound. Philidor stands, I believe, alone in maintaining that the Gambit can be safely played against any antagonist. The Anonymous Modenese's Letter on Mr. Philidor's Book will be useful in setting this matter in a clearer point of view, although it may be now almost considered unnecessary, as a first-rate player when contending with an equal antagonist rarely ventures it.—(*Ed.*)

FIRST GAME.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.*	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. R. Pawn 2 sq. {	K. Kt. Pawn 1 sq. as the best move.
5. K. Kt. to adv. K. 4th sq.	K. R. Pawn 2 sq.†
6. Q. Pawn 2 sq.	Queen to K. B. 3d sq.
7. Q. B. Pawn 1 sq.‡ or (A)	Q. Pawn 1 sq.
8. Knight to Q. 3d sq.	K. Bishop to R. 3d sq.
9. Queen to K. 2d sq.§	K. Knight to K. 2d sq.
10. Queen to K. B. 2d sq.	K. Knight to its 3d sq.

* In this and the following games the mistake of the Black is not remarked, because it is supposed that his bad play consists in playing the King's Gambit at all.

† The White, at his fifth move, might also have played king's bishop to king's second square.

‡ If the Black, at his seventh move, had brought out his queen's knight, the White would then have played his queen's bishop's pawn one square.

§ If the Black had, either at his ninth or tenth move, advanced his king's pawn, the White, by taking with his queen's pawn, would, notwithstanding, have been able to preserve the advantage of the pawn.

certain of maintaining the P. which is given: which advantage, with careful play, ought to secure the game.

VARIATION (A)

BLACK.	WHITE.
7. K. Bishop to Q. B. 4th sq.	K. Knight to R. 3d sq.
8. Q. B. Pawn 1 sq.	K. Bishop to Q. 3d sq.
9. K. Knight to Q. 3d sq.	Doubled Pawn 1 sq.
10. Pawn takes P.*	K. Bishop to adv. K. Kt. 3d

sq. checking, winning the adversary's R. P. with a better situation, which method of playing Salvio does not notice at the Twenty-first Chapter of his Fourth Book, when he pushes Q. P. 1 sq. at the eighth move of the White instead of playing K. B. to Q. 3d sq.

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* If the Black, at his tenth move, instead of taking the doubled pawn had advanced either the king's pawn, or played the queen's bishop to adversary's king's knight's fourth square, the White could, notwithstanding, have taken the adversary's king's knight's pawn, having a better arranged game.

SECOND GAME.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. B. to Q. B. 4th sq.	K. Kt. Pawn 1 sq.
5. K. Kt. to ad. K. 4th sq. or (A)	Q. to ad. K. R. 4th sq. chg.
6. King to B. sq.	K. Knight to R. 3d sq.*
7. Q. Pawn 2 sq.	Q. Pawn 1 sq.
8. K. Knight to Q. 3d sq.	Doubled Pawn 1 sq.
9. K. Kt. Pawn takes P.†	Pawn takes P.
10. Queen takes P.	K. Bishop to R. 3d sq. chg. winning the Q. and the game.

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* This move is much better than playing the knight to king's bishop's third square.

† If the Black, at his ninth move, instead of taking the doubled pawn, had advanced his king's knight's pawn one square, the White should retire immediately his queen to king's second square, certain of maintaining the given pawn. I say to king's second square, for if the White queen had checked at adversary's king's rook's third square, the Black, by moving his king to its own square, would have forced the queen to move to rook's fourth square to prevent losing her. The losing of the queen is given by Salvio, in the Twentieth Chapter of his Fourth Book in a far more brilliant manner than that given above.

VARIATION (A)

If the Black, at his fifth move, had taken the adversary's King's Bishop's Pawn with his Bishop, giving check, the White should have moved as follows :—

BLACK.	WHITE.
5. K. B. takes K. B. P. chg.	King takes B.
6. Kt. to adv. K. 4th sq. chg.	King to his sq.
7. Queen takes K. Kt. P.	Queen to K. B. 3d sq.
8. Q. to adv. R. 4th sq. chg.	King to his 2d sq.
9. K. Knight to adv. B. 2d sq. attacking the R.	Queen takes Kt.
10. Q. to adv. K. 4th sq. chg.	Queen to K. 3d sq.
11. Queen takes R.	K. Knight to B. 3d sq.
12. Q. Pawn 1 sq.*	Q. Kt. to B. 3d sq. threatening to move the K. to B. 2d sq. and afterwards K. B. to Kt. 2d sq. and win the Q.

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* If the Black, at his twelfth move, had advanced his queen's knight's pawn one square, and afterwards his queen's bishop to knight's second square, the White should have played queen's knight to bishop's third square, afterwards placing it at king's fourth square.

THIRD GAME.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. B. to Q. B. 4th sq.	K. Kt. Pawn 1 sq.
5. K. Knight to adv. K. 4th sq. or (A)	K. Knight to R. 3d sq.
6. Knight takes Kt. P.	Queen to adv. K. R. 4th sq. checking or (B)
7. Knight to K. B. 2d sq.	Q. Pawn 2 sq.
8. K. Pawn takes P.	Doubled Pawn 1 sq.
9. K. Bishop to adv. Q. Kt. 4th sq. chg.	Pawn interposes.
10. Pawn takes P.	Queen to K. 2d sq. chg.
11. King to B. sq.	P. takes Kt. P. chg.
12. King takes P.*	Q. to K. Kt. 4th sq. chg.
13. King to B. sq.	Queen takes B. checking.
14. Q. Pawn 1 sq.	Queen takes the doubled P.

having a game won by its nature.

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* If the Black, at his twelfth move, instead of taking the pawn, had moved king to knight's' square, the White should immediately take the doubled pawn with his queen's knight's pawn, and on the Black bishop's retiring, take the adversary's rook with his pawn.

VARIATION (A)

It is necessary to observe, that if the Black, at his fifth move, instead of playing king's knight to adversary's king's fourth square, had castled with his king at the rook's square and the rook at bishop's square, as is given by Salvio at the Twelfth Gambit of his Third Book, the White, by taking the knight with his pawn, would have won, contrary to the opinion of the above celebrated and excellent writer, in the following manner:[*]

BLACK.	WHITE.
5. K. to R. and R. to B. sq.	Pawn takes Kt.
6. Queen takes P.	Queen to K. 2d sq.
7. Queen takes doubled P.	K. Knight to R. 3d sq.
8. Queen takes Q. B. P.	Q. Knight to B. 3d sq.
9. The same.	The Queen now must not

move to her third square, but should rather go to her bishop's fourth square, having a good game; for if the Black retire or defend the attacked bishop, the White will win the adverse queen by moving king's bishop to queen's third square; and if the Black advance his

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[*] The sacrifice of the knight, in the Muzio Gambit, was considered as safe, the Italian method of castling being allowed, by the late Mr. Sarratt, in his Translations of Salvio, Damiano, and Lopez. Indeed, I believe that the Anonymous Modenese is mistaken in the general assertion, that this game can be defended against the sacrifice of the knight, however right he may be in his observations on the game given by Salvio, who does not certainly pursue the strongest method of attack.—*Ed.*

N

knight to adversary's queen's fourth square, the White will, notwithstanding, move king's bishop to queen's third square, and on the Black, as his best, giving check with the knight at adversary's king's bishop's third square, the White must move king to his second square, having no occasion to regard the check from the knight at the queen's fourth square; but if the Black should not retire or defend the attacked bishop, nor move the aforesaid knight to adversary's queen's fourth square, but should rather remove his queen to king's bishop's fourth square, the White must take the bishop, and on the Black's placing his queen's knight at adversary's queen's fourth square, will play king's bishop to queen's third square. The winning of the above game rests upon the authority of Salvio alone: it shall not be my office to show to what varieties this Gambit can extend itself.

(B)

	BLACK.	WHITE.
6.	....	Knight takes Kt.
7.	Queen takes Kt.	Q. Pawn 2 sq.
8.	Queen takes doubled P.	Pawn takes B.
9.	Q. to adv. K. 4th sq. chg.	Q. Bishop to K. 3d sq.
10.	Queen takes R.	Queen to adv. K. R. 4th sq, chg. having a better game.

FOURTH GAME.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. B. to Q. B. 4th sq.	K. Bishop to Kt. 2d sq.*
5. K. R. Pawn 2 sq.	K. R. Pawn 1 sq.
6. R. Pawn takes P.	R. Pawn retakes.
7. Rook takes R.	Bishop takes R.
8. K. Knight to R. 2d sq.	Queen to K. 2d sq.
9. Q. Pawn 1 sq.†	Q. B. Pawn 1 sq.
10. Q. to adv. K. R. 4th sq.	K. Bishop to Kt. 2d sq.
11. K. Knight to B. 3d sq.	Q. Pawn 2 sq.

* If the White, at his fourth move, instead of playing bishop to knight's second square, had moved king's rook's pawn one square, the Black would have advanced his knight to adversary's king's fourth square; but if the White had advanced his king's bishop's pawn one square, the Black might have taken the adversary's knight's pawn with his king's knight, for if the bishop's pawn should retake, the Black would give mate in a few moves.

† If the Black, at his ninth move, had played his queen to adversary's rook's fourth square, the White should not hesitate in taking the adversary's king's pawn with his queen, although Salvio, at his Fourteenth Chapter, is of a contrary opinion.

N 2

BLACK.

12. **K. B. to Q. Kt. 3d sq.** and then the White will be able to maintain the Pawn.

FIFTH GAME.

BLACK.	WHITE.
1. **K. Pawn 2 sq.**	The same.
2. **K. B. Pawn 2 sq.**	Pawn takes P.
3. **K. R. Pawn 2 sq.**	K. Bishop to K. 2d sq.
4. **K. Knight to B. 3d sq.** or (A) or (B)	Q. Pawn 1 sq.
5. **Q. Pawn 2 sq.**	Q. B. to ad. K. Kt. 4th sq.
6. **Q. B. takes doubled P.***	K. B. takes K. R. P. chg.
7. **K. Kt. Pawn 1 sq.**	K. Bishop to Kt. 4th sq. maintaining the given P.

VARIATION (A)

4. Queen to K. Kt. 4th sq.	K. Knight to B. 3d sq.
5. Q. takes K. Kt. P. or (C)	K. Rook to Kt. sq.
6. Queen to adv. R. 3d sq.	K. Bishop to Q. 3d sq.

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* If the Black, at his sixth move, had moved his queen's knight to queen's second square, instead of taking the doubled pawn, the White should bring his king's knight to bishop's third square, in order to advance to the rook's fourth square.

BLACK.	WHITE.
7. K. R. Pawn 1 sq.	K. R. to adv. K. Kt. 4th sq.
8. K. Pawn 1 sq.	Bishop takes P. White having a much better game.

(C)

5. Queen takes doubled P.	K. to R. and R. to K. sq.
6. Q. Pawn 1 sq.	Q. Pawn 2 sq.
7. Q. Knight to B. 3d sq.*	Q. Pawn takes K. P.
8. Knight takes P.	Knight takes Kt.
9. Pawn takes Kt.	K. B. to ad. Q. Kt. 4th sq. chg.

10. If the Q. Bishop interpose, the White will take the adverse K. P. with his R. giving check, therefore,

Q. B. Pawn 1 sq.	Queen to adv. Q. 4th sq. having a much better game.

(B)

4. Queen to K. Kt. 4th sq.	K. Knight to B. 3d sq.
5. Queen takes doubled P.	King to R. and R. to K. sq.
6. K. Pawn 1 sq.	K. Knight to its sq.
7. Q. Pawn 2 sq.	Q. B. Pawn 2 sq.
8. Q. B. Pawn 1 sq.	Q. B. Pawn takes adv. Q. P.
9. Q. B. Pawn retakes.	K. B. Pawn 1 sq.
10. K. Knight to B. 3d sq.	K. B. Pawn takes adv. K. P.

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* If the Black, at his seventh move, had advanced his king's pawn, the White would play knight to adversary's knight's fourth square, and on the Black advancing his queen's pawn to the fourth square, the White, by moving his king's bishop's pawn one square, would recover his pawn in a few moves.

11. Pawn takes P.	K. Bishop to its 3d sq.
12. K. Bishop to K. 2d sq.*	K. Bishop takes P.
13. Knight takes B.	Queen to R. 4th sq. checking,

recovering the piece, and remaining with a pawn advantage.

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* If the Black, at his twelvth move, instead of covering his king with his bishop, had moved queen's bishop to queen's second square, the White, by advancing his queen's pawn one square, would have maintained his pawn advantage.

REGULAR DEFENCE AGAINST THE ADVANTAGE OF THE FIRST MOVE.

INTRODUCTION.

ALL the writers on this game have considered the First Move a great advantage, lamenting that it is the only circumstance in which chance had any place; and as no author that I have read has shown the method of successfully opposing it, I have always thought their works deficient in the most essential point. For these reasons, it has been my wish, if not altogether to supply this defect, at least to excite the attention of others to it in the following Treatise, in which will be shown the best openings of the *Giuoco Piano*, the most solid and instructive of games, together with some other irregular games, in which the best use will be made of the First Move, which is supposed to be the *Black's;* and I shall then point out to the *White* the counter-moves, which are best adapted not only to obstruct and paralize the attacks of his adversary, but also to enable him to acquire the superiority in case his opponent should make an irregular or incautious attack.

These games will appear dull and destitute of spirit, and they must necessarily appear so, because no errors are supposed to be committed on either side, each party anticipating and counteracting the designs of his adversary by the correct counter-move, so that no brilliancy can be given to the game by the victory of the one or the defeat of the other. There is another reason which contributes to the want of spirit by which these games will appear to be characterized, namely, that they are only conducted as far as that part of the game at which the advantage of the First Move is lost, which is the principal object I had in view, as it appears to me to be a point of the first importance to enable the *student* to extricate himself, with success, from the snares laid by his adversary in the early part of the game, which are generally the most dangerous and embarrassing.

I have now only to suggest to the courteous reader, that if any other moves should appear to him to be better than those which are recommended in the following Treatise, *it may be well if he do not persuade himself of this too hastily;*

for I have examined an immense number of moves, and weighed all their consequences, before adopting those which are here declared to be the best; and as I have long suspended my judgement before producing them to the public, it is but reasonable that the reader should do the same before he condemns them.

GIUOCO PIANO GAMES.*

The First Player moves at his Fourth Move Queen's Bishop's Pawn one square.

First Game.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.

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* The Giuoco Piano Game is that in which the king's knight is brought out after the king's pawns have been moved two squares; when the king's bishops are moved, it is termed the bishop's close game.—*Ed.*

BLACK.   WHITE.

3. If the Black should play king's bishop to adversary's queen's knight's fourth square, the second player must regulate his game according to the instructions given at the Fourth Game, page 161; therefore, the Black, as his best move, plays

K. B. to Q. B. 4th sq.	The same.
4. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.*

5. Q. P. 2 sq. or (A) or (B)   K. Pawn takes P. as the best move; because, were the bishop to retire, a pawn would be lost.

6. Q. B. P. takes P. or (C)   The bishop must not retire to queen's knight's third square, as by doing so he would subject himself to the attack given in the Fourth Game, page 135, but should check at the adversary's queen's knight's fourth square.

7 If the Black cover with the knight, as Greco erroneously supposes, he will lose the king's pawn; therefore, instead of this, Black moves

Q. Bishop to Q. 2d sq. }   Black, as his best, takes Q. B. with his King's.

8. Q. Knight takes B.	Q. Pawn 2 sq.

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* There has been a great deal of discussion on the propriety of this move; the reader will find it well examined by the Modenese in the following Variations.—(*Ed.*)

BLACK.	WHITE.

9. **K. Pawn takes P.***   **K. Knight takes P.**

10. **Queen to K. 2d sq. chg.** Bishop interposes, and White afterwards may castle, having quite as good a game as his adversary. If the Black, instead of checking with his queen at king's second square, had moved to her knight's third square, the White must not check with his queen at king's second square, for the Black, by retiring his king, either to queen's or bishop's square, would have a better game; the White should, therefore as a better move, play queen's knight to king's second square, having an equal game.

VARIATION (A)

BLACK.	WHITE.

5. **Q. Pawn 1 sq.**

This move is not merely defensive, it is attacking in three ways :—first, it prevents the White moving his king's knight to adversary's knight's fourth square, for by doing so, the Black might take the adversary's king's bishop's pawn, giving check; secondly, it enables the queen's bishop to place itself at adversary's king's knight's fourth square, and confine the king's

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* If the Black, at his ninth move, instead of taking the queen's pawn, had advanced his king's pawn, the White should take the adversary's king's bishop; and on the Black taking the knight with his pawn, the White must take the pawn with his queen.

BLACK.	WHITE.

knight; and, thirdly, the Black threatens to move queen's knight's pawn two squares, attacking the bishop, afterwards advancing one square, when by forcing the queen's knight to retire, the White would lose a pawn, or get a confined game. The White, therefore, moves his

5. ····················	King to R. and R. to B. sq.
6. Q. Kt. Pawn 2 sq.*	K. Bishop to Q. Kt. 3d sq.

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* If the Black, at his sixth move, instead of playing queen's knight's pawn two squares, had moved his queen's bishop to adversary's king's knight's fourth square, the White should return his king's bishop to king's second square, for if the bishop take the knight, the White, by retaking with his bishop, and afterwards moving his king's knight's pawn one square, will be able to retire his bishop to knight's second square, having a safe game; but, if the Black, instead of taking the knight, should likewise return his king's bishop to king's second square, or castle, the White, by moving knight to adversary's knight's fourth square, or its rook's fourth square, will have a safe game. The White may also play his queen's pawn one square, allowing his knight to remain confined; for if the Black should advance his knight to rook's fourth square, with a view of bringing his queen to the king's bishop's third square, in order to force his adversary's to double a pawn, the White should imdiately move his king's rook's pawn one square, forcing the Black either to take the knight, or to retire his bishop to its king's third square, and then the White, in the latter case, by taking the adverse queen's bishop, and afterwards advancing his king's knight to adversary's knight's fourth square, will obtain a better position.

If, however, the Black should advance, at his sixth move, his king's

BLACK.	WHITE.
7. Q. Kt. Pawn 1 sq.	Q. Knight to R. 4th sq.
8. Knight takes adv. K. P.	Queen to K. 2d sq.

9. If the Knight retire to K. B. 3d sq. the White, by taking the adversary's king's bishop with his knight, and afterwards the king's pawn with his queen, will have a much better game; but if the knight should take the king's bishop's pawn, giving check, the White takes with the rook, and, on the bishop's taking the rook, the queen, by retaking, will remain with an even game, having two minor pieces for a rook and two pawns.

(B)

The Black, instead of pushing his queen's pawn one or two squares as he has done above, has three different ways of playing, viz.—

First.—To move his queen's knight's pawn two squares, as has been supposed at his sixth move.

Secondly.—To move his king's knight to adversary's king's knight's fourth square.

Thirdly.—To castle.

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knight to adversary's knight's fourth square, the White must move his queen to king's second square; and should the Black advance his queen's knight's pawn two squares, attacking the bishop, the White must not retire it, but should take the pawn with the knight; for if the Black should take the knight with his queen's bishop's pawn, the king's bishop, by placing itself at adversary's queen's fourth square, will recover the piece with a better game.

With respect to the first—on the queen's knight's pawn being advanced two squares, the White should retire his king's bishop to the queen's knight's third square, and on the Black advancing the same pawn one square further, the White must move the attacked knight to its rook's fourth square; and should the Black then take the king's pawn with his knight, the White has two methods of recovering it, either by taking the adversary's bishop with his queen's knight, or by castling. But if the Black, instead of advancing the queen's knight's pawn to attack the knight, were to push his queen's pawn two squares, the White should take with his king's pawn, and, on the Black's advancing his king's pawn one square, the White can play his king's knight to adversary's king's fourth square; for, if the Black were to play king's bishop to adversary's queen's fourth square, the White might take adversary's queen's bishop's pawn with his king's knight, remaining with a pawn advantage: but if the Black were not to place his king's bishop at adversary's queen's fourth square, but should rather take the doubled pawn with his queen's bishop, the White should not take the adversary's queen's knight's pawn with his knight, but, as a better move, must advance his queen's pawn two squares, having a good game. If, however, the Black, instead of placing his bishop at adversary's queen's fourth square, should move it to adversary's queen's knight's fourth square, the White must take the adversary's queen's bishop's pawn with the doubled pawn, and not with the knight.

With regard to the second—on the Black playing his king's knight to adversary's knight's fourth square, the White must

castle as his best move, with king at the knight's and rook at the bishop's square; and should the Black try that attack which is given in Game the Third, p. 133, viz.—king's bishop's pawn two squares, the White must then push his queen's pawn two squares, for should the Black take the adversary's king's pawn with his bishop's, the White, by playing his king's knight to adversary's knight's fourth square, will either gain a piece or the exchange;* but, if the Black take the adversary's queen's pawn with his king's, the White must retake with the aforesaid knight, and, on the Black moving his queen to adversary's king's rook's fourth square, the White, by bringing his queen's bishop to king's bishop's fourth square, will get a better game:—lastly, should the Black, instead of taking either pawn, play his king's bishop to adversary's queen's knight's fourth square, the White will take the adversary's king's pawn with his knight, remaining with a pawn advantage, and having, besides, a better game; for should the Black take the knight with his knight, the White must retake with the queen's pawn, and, on the Black taking the queen's knight with his bishop, the White must not retake immediately, but should take the adversary's bishop's pawn with his king's, threatening a fatal check from the queen, at adversary's king's rook's fourth square.

If the Black, therefore, after moving his king's knight to adversary's knight's fourth square, does not push his king's

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* The exchange means gaining a rook for a bishop or knight.

bishop's pawn two squares, (which is undoubtedly a dangerous move,) but first castles with his king at rook's and rook at bishop's square, the White must not advance his queen's pawn two squares, although apparently a good move, but should rather play his king's rook's pawn one square, with a view of forcing the adversary's knight to retire to its bishop's third square, enabling the White afterwards to take the adversary's king's pawn with the knight.

Regarding the third method of playing—if the Black should castle, the White must regulate his play according to the directions which will be given in the Fourth Game, on the Defence against the Advantage of the Move, where the different methods of castling are considered.

(C)

BLACK.	WHITE.
6. K. Pawn 1 sq.*	The attacked knight moves as its best to adversary's king's fourth square, for were it to go to adversary's knight's fourth square, the Black would take the adversary's king's bishop's pawn, checking, and if the knight should play to rook's fourth

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* If the Black, at his sixth move, instead of retaking the pawn with his queen's bishop as in the First Game, or instead of advancing the king's pawn as in this Variation, had moved his king's knight to adversary's knight's fourth square, the White would still have been able to preserve an equal game by castling with his king at knight's and rook at bishop's square.

O

BLACK.	WHITE.

square, the Black would move his knight to adversary's king's knight's fourth square.

	BLACK.	WHITE.
7.	K. Bishop to adv. Q. 4th sq.*	Knight takes K. B. P.
8.	King takes Kt.	{ Pawn takes adv Q. B. P. discovering check.
9.	King to his own sq.	Pawn takes adv. Q. K. P.
10.	Q. Bishop takes P.	Knight to King's 2d sq. and

the White has a game equal to his adversary's, not merely in relative strength, but in situation also; in this position the Black has three methods of playing:—

First—To advance his king's knight to adversary's knight's fourth square, in which case the White must not castle, for the Black would then play his queen to adversary's king's rook's fourth square, but must take the bishop with his knight, and

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* Were the Black, at his seventh move, to push his queen's knight's pawn two squares, instead of playing his king's bishop to adversary's queen's fourth square, the White must not retire the attacked bishop, but should take the adversary's queen's bishop's pawn with his king's knight.

Moreover, if the Black, at his seventh move, should, instead of moving queen's knight's pawn two squares, take the adversary's doubled pawn with his bishop's, the White must then check with his bishop at the adversary's queen's knight's fourth square, and, on the Black interposing his queen's bishop, will take the bishop, giving check, forcing the Black, as his best move, to retake with the queen's knight; after which the White, by advancing his queen's pawn two squares, will remain with an equal game.

on the Black retaking with his queen, the White must take the adversary's king's knight, allowing the Black to take the king's bishop, on which the White, by taking the adverse king's knight's pawn, will get a better game.

Secondly—If the Black should place his queen at her knight's third square, the White must likewise take the bishop with his knight, and, on the Black retaking with his queen, the White must play his queen to the king's second square, and, on the adversary's rook moving to its bishop's square, the White, by moving his queen's bishop one square, afterwards advancing his queen's pawn two squares, and then bringing his queen's bishop to king's third square, will have a safe game.

Thirdly—If the Black retire his king's bishop to queen's knight's third square, the White must not move his knight, but should advance his queen's pawn two squares, and, on the Black's moving his king's knight to adversary's knight's fourth square, the White will advance his king's rook's pawn one square, forcing the knight to retire to the bishop's third square; for if the queen were to move to adverse rook's fourth square, to defend it, the knight would be lost in a few moves:—the White being afterwards able to bring his queen's bishop to king's third square, having a good game.

SECOND GAME.

Where the First Player moves at his Fourth Move, the Queen's Pawn one square.

	BLACK.	WHITE.
1.	K. Pawn 2 sq.	The same.
2.	K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3.	K. B. to Q. B. 4th sq.	The same.
4.	Q. Pawn 1 sq.*	The White must not now

play his king's knight to bishop's third square, because the Black would move his queen's bishop to adversary' sking's knight's fourth square; the White, therefore, advances his

| 4. | .... | Q. Pawn 1 sq. |
| 5. | Q. B. to adv. K. Kt. 4th sq.† or (A) or (B) | Queen to her 2d sq. |

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* In case the Black, at his fourth move, instead of advancing his queen's pawn one square, were to play queen's knight to bishop's third square, the White may equally push his queen's pawn 1 square; for if the Black were to move the knight to the rook's fourth square, the White can do the same, forcing the Black either to take the bishop, or to retire his own from the situation where it is most useful; in which latter case, the White may retire his king's bishop to the queen's knight's third square, as no injury can result from having a doubled pawn, should the Black take the bishop with his knight.

† If the Black, at his fifth move, had played his queen's bishop's

BLACK.	WHITE.
6. K.B.to ad.Q.Kt.4th sq.*	Q. R. Pawn 1 sq.
7. K. B. to Q. R. 4th sq.†	Q. Kt. Pawn 2 sq.
8. K. Bishop to Q. K. 3d sq.	K. Knight to K. 2d sq.
9. Bishop takes Kt.	Queen takes B. and the game is equal.

pawn one square, the White must not then play his queen's bishop to adversary's king's knight's fourth square, for the Black would move his queen to her knight's third square ; neither would it be good play for the White to move his queen's knight to rook's fourth square, for the Black, by taking the king's bishop's pawn with his bishop, checking, and afterwards moving his queen's knight's pawn two squares, would get a better game ; therefore the White should regulate his play according to the method given under letter (A.)

* If the Black, at his sixth move, instead of playing his queen's bishop to adversary's king's knight's fourth square, had either moved queen's knight to bishop's third square or castled, the White must move his queen's knight to rook's fourth square.

† If the Black, instead of retiring the bishop to rook's fourth square, had taken the adversary's queen's knight, the White must retake with his queen ; and in case the Black moves his king's knight to rook's fourth square, the White must take care not to move his king's bishop's pawn to attack the adverse bishop, for the Black would check with his queen at adversary's king's rook's fourth square, but the White must rather play his queen to her knight's third square, gaining a pawn. If the Black, however, instead of playing the above, were to castle with his king at knight's and rook at bishop's square, the White may advance his king's bishop's pawn one square, and after-

VARIATION (A)

BLACK.	WHITE.
5. Q. B. Pawn 1 sq.	Queen to K. B. 3d sq.
6. Q. B. to adv. K. Kt. 4th sq.*	Queen to K. Kt. 3d sq.

7. If the queen moves to her second square, with a view of moving the king's knight to rook's fourth square, the White, by advancing his king's rook's pawn one square, will gain a piece, therefore the Black

Castles with his K. at R. and R. at B. sq. } Q. B. to adv. K. Kt. 4th sq.

8. If the Black move king's bishop to adversary's queen's knight's fourth square, the White will gain a piece by

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wards, by bringing his king's knight to king's second square, will have a safe game.

* If the Black, at his sixth move, instead of playing queen's bishop to adversary's king's knight's fourth square, had castled, as he does at his seventh move, the White should move his queen's bishop to adversary's king's knight's fourth square, that the Black may not be able to remove his knight; and if the Black should attack the bishop by moving the rook's pawn one square, the White must take the knight, making the adversary double a pawn in a disadvantageous situation. But if the Black, in order to prevent the advance of the queen's bishop, should, at his sixth move, play his king's rook's pawn one square, the White must move his king's knight to rook's third square, after which, should the Black castle, as above, the White will do so likewise, and, on the Black removing his knight with a view of advancing his king's bishop's pawn two squares, the White must place his queen at the knight's third square.

BLACK.	WHITE.

taking the adversary's king's knight with his bishop, therefore White plays

	Q. Knight to Q. 2d sq.	K. Knight to R. 3d sq.*
9.	Bishop takes Kt.	Queen takes Bishop
10.	Queen to her Kt. 3d sq.	Knight to Q. sq. afterwards

castling with king at rook's and rook at bishop's square, having a secure game.

(B)

5.	K. Kt. to adv. Kt. 4th sq.†	K. Knight to R. 3d sq.

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* It should also be observed, that if the White, at his eighth move, were to place his king's knight at the bishop's third square or king's second, he would, by placing it at the first, prevent the advance of his king's bishop's pawn; and, were he to place it at the latter, the Black, by pushing his queen's knight's pawn two squares, would force the White to retire his bishop, and the Black, by afterwards advancing the pawn one square further, would force the knight to retire from the defence of the other knight, by which the White would lose the benefit of castling.

† If the Black, at his fifth move, had played queen's knight to bishop's third square, or had castled, the White would have two methods of playing. In the first place, he might move his queen's knight to rook's fourth square, in order to take off the adversary's bishop; and, secondly, he might play the queen's bishop to adversary's king's knight's fourth square, confining the adverse knight; for, if the Black were to take the adversary's king's bishop's pawn, giving check, the White might immediately take the bishop with his king; and, on the Black checking with his knight at adversary's king's knight's fourth

WHITE.	BLACK.

6. Q. to adv. K. R. 4th sq.*   King to R. and R. to B. sq.

7. If the knight take the adversary's king's bishop's pawn,
   checking, the White must take the knight with the knight,
   and, on the Black retaking with his bishop, the White
   must move queen to king's bishop's third square, having
   a much better game; the same would follow were the
   bishop to take instead of the knight; therefore Black

Castles with K. at R. and ⎱   K. B. Pawn 2 sq. and White
R. at B. sq.   ⎰   has a good game.

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square, the White, by taking the knight immediately with his queen,
will have gained a piece.

* If the Black, at his sixth move, had not played his queen to
adversary's king's rook's fourth square, but had castled with his king
at rook's and rook at bishop's square, the White must not play his
queen's bishop to adversary's king's knight's fourth square, although
at first sight a good move, for the Black would gain at least a pawn
by taking the king's bishop's pawn with his bishop, giving check;
therefore the White, as his best, must also castle; and, on the ad-
versary's moving his king's bishop's pawn two squares, the White,
instead of taking, must likewise advance his king's bishop's pawn two
squares, and the game will be equal.

But if the Black, at his sixth move, had advanced his king's bishop's
pawn two squares, the White must not, in that case, play the same,
for the Black would check with his queen at adversary's king's rook's
fourth square, but should, as his best, take with his king's pawn, and,
on the Black retaking with his queen's bishop, the White, by castling
with his king at the rook's and rook at bishop's square, will have a
better arranged game than his adversary.

THIRD GAME.

Where the First Player, at his Fourth Move, Castles with his King at Rook's and Rook at Bishop's square.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. B. to Q. B. 4th sq.	The same.
4. K. to R. and R. to B. sq.	K. Knight to B. 3d sq.
5. K. Knight to ad. K. Kt. 4th sq. or (A) or (B)	King, as his best move, Castles with K. to Kt. and R. to B. sq.
6. K. B. Pawn 2 sq.*	The White must not play his king's rook's pawn 1 square, to drive away the knight, for the Black, by playing as Salvio directs

* If the Black, at his sixth move, instead of moving king's bishop's pawn two squares, had played his queen's bishop's pawn one square, the White should have advanced his king's rook's pawn one square, and afterwards taken the adversary's king's pawn with his knight; but if the Black had moved his queen's pawn one square, the White, by playing his queen's knight to rook's fourth square, attacking the bishop, would have a better arranged game than his adversary.

BLACK.	WHITE.

at p. 61 of his **Third Book,*** would get a much
better game; the White therefore, as his best move,
advances his   **Q. Pawn 2 sq.**

7. K. Pawn takes P.†	K. Knight takes P.
8. Bishop takes Kt.‡	Queen takes B.

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* If the White, at his sixth move, had advanced his rook's pawn
one square, the following moves would have taken place.

BLACK.	WHITE.
7. Knight takes ad. K. B. P.	Rook takes Kt.
8. Bishop takes R. chg.	King takes B.
9. K. B. Pawn takes adv. K. P.	Q. Knight takes P.
10. Queen to adv. R. 4th sq. chg.	King to his 3d sq.
11. Queen to adv. K. B. 4th sq. chg.	King to Q. 3d sq.
12. Q. B. Pawn 1 sq.	Retires either the B. or K.
13. Q. Pawn 2 sq.	Retires the attacked piece.
14. K. P. 1 sq. checking, having a much better game than his adversary.	

† If the Black had taken the adversary's king's pawn with his
bishop's pawn, the White, by moving his knight to adversary's knight's
fourth square, would either gain a piece or an exchange; if, however,
the Black were to move his king's bishop to adversary's queen's knight's
fourth square, the White must place his attacked knight at adversary's
queen's fourth square; and, should the Black take the king's pawn with
his bishop's, the White, by moving his king's knight to adversary's
knight's fourth square, will gain a piece.

‡ The Black, instead of taking the knight with his bishop, has three
other methods of playing; in the first place, he may take the king's

BLACK.	WHITE.
9. Q. Knight to B. 3d sq.	Queen to her sq.
10. Q. Knight to K. 4th sq.	K. Bishop to K. 2d sq. and the game is equal.

pawn with his bishop's; secondly, he may advance his king's bishop's pawn one square; and thirdly, he can bring out his queen's knight to bishop's third square.

As to the first—On the Black taking the adversary's king's pawn, the White must take the king's knight with his queen, and if the Black take the knight with his bishop, the White must take the adversary's king's pawn with his queen; and, should the Black take the other knight with the same bishop, the White will retire his king's bishop to queen's third square, forcing the Black to move, as his best, the king's knight's pawn one square, after which the White, by taking the bishop with his knight's pawn, will have a better game: if the Black had not taken the first knight with his king's bishop, but had advanced his queen's pawn two squares, the White must move his queen to adversary's king's rook's fourth square, when, should the Black take the bishop with his queen's pawn, the White, by retaking the king's bishop with his queen, will remain with a piece advantage; if, however, the Black, instead of taking the bishop with the pawn, had taken the king's knight with his bishop, the White must take the adversary's queen's pawn with his knight, and, on the Black moving his rook to king's bishop's fourth square, the White can retire his queen to her own square, having a safe game.

With respect to the second method of playing—On the Black advancing his king's bishop's pawn one square, the White must take the adversary's king's knight with his queen, and, should the Black take the adversary's king's knight with his bishop, the White must re-

Variation (A)

BLACK.	WHITE.
5. Q. B. Pawn 1 sq.[*]	The White must not play his

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tire his queen to king's bishop's third square; if, however, the Black, instead of taking the knight, had advanced his queen's pawn two squares, the White may either play, as above, his queen to adversary's king's rook's fourth square, or move his king's knight to adversary's king's bishop's fourth square, covering the queen and threatening mate; from which position many brilliant situations may arise.

With regard to the third manner of playing—On the Black bringing his queen's knight to bishop's third square, the White must not take with the knight, for the Black would play his queen to adversary's king's rook's fourth square, but, as a better move, must return his king's knight to bishop's third square. If, however, the Black should play his king's bishop to adversary's queen's knight's fourth square, the White must move his knight to adversary's queen's fourth square; and, should the Black take the adversary's king's pawn with his king's bishop's pawn, the White, by playing his king's knight to adversary's knight's fourth square, will remain with an equal game.

[*] If the Black, at his fifth move, instead of moving his queen's bishop's pawn one square had played his queen's pawn one square, the White must castle with his king at knight's square and rook at bishop's square, when if the Black move his queen's bishop to adversary's king's knight's fourth square, the White, by bringing his king's bishop to king's second square, and afterwards retiring his knight to king's square, will free his game. If, however, the Black, instead of moving queen's bishop to adversary's king's knight's fourth square, had played to that square his king's knight, with the view of advancing

BLACK.	WHITE.

king's knight to adversary's knight's fourth square, for the Black would advance his queen's pawn two squares, afterwards taking the bishop's pawn, checking; therefore,

	Knight takes adv. K. P.
6. Queen to K. 2d sq.	The White must not attempt

to sustain the pawn he has gained, but must take the adversary's king's bishop's pawn with his knight, giving check.

7. Rook takes Kt.	Bishop takes R.
8. Queen takes B.	K. to R. and R. to B. sq.
9. Q. Pawn 1 sq.*	K. B. Pawn 1 sq.
10. K. Knight to R. 4th sq.	Q. Pawn 2 sq. the White

remaining with a game equal to his adversary's in situation and strength, on account of his having a rook and two pawns for two minor pieces.

(B)

If the Black, instead of playing any of the above referred-to moves, had brought his Queen's Knight to Bishop's third square, the following would be the method of playing.

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his king's bishop's pawn two squares, the White must move his queen's pawn two squares.

* If the Black, at the ninth move, instead of moving his queen's pawn one square, had advanced it two squares, the White would have done the same, and on the Black retiring his bishop to adversary's queen's knight's fourth square, or elsewhere, the White, by advancing his king's pawn one square, will remain with a good game.

BLACK.	WHITE.
5. Q. Knight to B. 3d sq.	K. Kt. to adv. K. Kt. 4th sq.
6. Q. Pawn 1 sq.	K. to R. and R. to B. sq.
7. K. Knight to adv. Kt. 4th sq.	The White must not now take the adversary's king's bishop's pawn with his knight, giving check, for the Black would take the knight with his rook; and, on the White retaking with the bishop, the Black, by moving his queen to adversary's king's rook's fourth square, would get a better game; therefore,

<div style="text-align:center">Q. Pawn 1 sq.</div>

8. The Black, as his best, moves K. R. P. 1 sq. }	The same.
9. R. Pawn takes Kt.	The same, and the game is even.

FOURTH GAME.

GIUOCO PIANO.

Where the First Player, at his Fourth Move,

First,—Castles with his King at Knight's square and Rook at King's square.

Secondly,—Castles with his King at Knight's square and Rook at Bishop's square.

Thirdly,—Castles with his King at Rook's square and Rook at King's square.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. B. to Q. B. 4th sq.	The same.
4. K. to Kt. sq. and R. to K. sq. or (A) or (B)	Q. Pawn 1 sq.*

5. If the Black play the same move, or bring out his queen's knight to bishop's third square, the White may play his queen's knight to rook's fourth square, attacking the adversary's bishop; therefore,

Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.

6. If the Black advance his king's knight to adversary's knight's fourth square, the White will take the adversary's king's bishop's pawn, checking; therefore,

Q. Pawn 2 sq.†	The White must not take

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* The White may also move his queen to king's bishop's third square.

† If the Black, at his sixth move, instead of advancing his queen's pawn two squares had moved it only one, the White must not move his queen's bishop to adversary's king's knight's fourth square, but should play his king's knight to adversary's knight's fourth square, on which the Black can make two defences.

with his king's pawn, but should retire his king's
bishop to queen's knight's third square.

7. Q. P. takes adv. K. P.*   K. Knight to adv. Kt. 4th
sq. allowing the Black three methods of playing.

The first is advancing his queen's pawn another square, on which
the White must take with his king's pawn, and on the Black taking
with his queen's bishop's pawn, the White must retake with his queen's
knight; and should the Black take the above knight with his king's
knight, the White, by moving queen to adversary's king's rook's
fourth square, would have a game won by its nature. If the Black,
instead of retaking the doubled pawn with his queen's bishops, had
moved his queen's bishop to adversary's king's knight's fourth square,
the White might, in such a case, leave his queen *en prise*, and take
the adversary's king's bishop's pawn with his knight.

The other defence of the Black would be playing his rook to king's
or to bishop's second square, on which the White might castle with
his king at rook's square and rook at bishop's square; and if the
Black were to move his king's knight to adversary's knight's fourth
square, the White must advance his king's bishop's pawn two squares;
and should the Black check with his knight at adversary's king's
bishop's second square, the White must take the knight with his rook,
afterwards moving his queen to adversary's king's rook's fourth square;
if, however, the Black does not check with the knight, but advances
his king's rook's pawn one square, the White must not retire, but
should push his king's bishop's pawn one square, from which a variety
of beautiful situations might arise.

* If the Black, at his seventh move, had, instead of taking the

In the first place—to defend his king's bishop's pawn with his rook, in which case, the Black, by taking the doubled pawn with his queen's knight, will remain with an equal game.

In the second place—he may play his queen's bishop to king's third square, upon which the White must take the bishop with his bishop, and, on the Black retaking with his king's bishop's pawn, the White must take the doubled pawn, as above, with his queen's knight.

Lastly—the Black may move his queen's bishop to adversary's king's knight's fourth square, in which case, the White must take the adversary's king's bishop's pawn, checking; and, on the Black retiring his king to the rook's or bishop's square, the White will take the rook with his bishop; and should the Black take the queen, the White, by checking with his knight, will recover the queen,

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king's pawn, advanced his queen's pawn one square, the White must not move the attacked knight to rook's fourth square, because it would be lost in a few moves, but should move it to its own square, remaining with an equal game. If the Black, at the above move, had played his king's knight to adversary's knight's fourth square, the White must castle with his king at knight's square and rook at bishop's square, having a safe game; if, however, the Black, instead of moving his knight to adversary's king's knight's fourth square, had placed his queen's bishop's at the same square, the White must not castle, but should, as his best, move queen to king's second square; and on

P

having gained *the Exchange*; if, however, the Black does not take the queen, but should capture the adversary's king's bishop with his queen, the White must retire his queen to her second square, remaining always with the *Exchange* and a better position.

Variation (A)

BLACK.	WHITE.

4. Castles with K. to Kt. and R. to B. sq.* } K. Knight to B. 3d sq.

5. Q. B. Pawn 1 sq.   The White must not take the adversary's king's pawn with his knight, but rather castle with his king at knight's and rook at bishop's square.

6. Q. Pawn 1 sq.†   Q. P. 2 sq. as the best move.

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the Black moving king's bishop to adversary's queen's knight's fourth square, the White, by playing queen's bishop to queen's second square, will remain with a safe game.

* This method of castling is not commendable, as it is merely defensive; it is termed castling in the Calabrese manner. (The above is, however, the only method which is permitted by the French or English players.—*Ed.)*

† If the Black, a t his sixth move, had advanced his queen's pawn two squares, instead of pushing it one, the White must not take with his king's pawn, for the Black, by retaking with his queen's bishop's pawn, would bring his king's and queen's pawns in the centre of the board, which, by the unanimous opinion of every writer, gives the

BLACK.	WHITE.
7. K. Pawn takes P.	K. Knight takes P.
8. K. Bishop to adv. Q. Kt. 4th sq.	K. Knight, as its best move, to K. 2d sq.
9. Q. B. to adv. K. Kt. 4th sq.	K. B. Pawn 1 sq. and, should

the Black check with his bishop or queen, the White, by moving his king to rook's square, will have a safe game.

(B)

4. K. to R. and R. to K. sq.   The White must not take the adversary's king's bishop's pawn with his bishop, because the Black, by moving his rook to bishop's square, would get that attack which is given at page 126, but should move his queen's pawn one square.

5. If the Black play the same, or bring his queen's knight to

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best game, but should retire the attacked bishop to queen's knight's third square, allowing the Black three methods of playing.

In the first place, to take the adversary's king's pawn with his queen's pawn, upon which the White, by taking the adversary's king's pawn with his king's knight, will remain with an equal game.

Secondly—To advance his queen's pawn one square, upon which the White will retire his knight to its own square, and on the Black taking the king's pawn with his knight, the White must force it to retire, by moving his queen's pawn one square, afterwards taking the adversary's king's pawn one square, and remaining with an equal game.

Thirdly—To move queen's bishop to adversary's king's knight's fourth square, upon which the White, by moving his queen to king's second square, will remain with an equal game.

BLACK.	WHITE.

bishop's third square, the White will move his queen's knight to rook's fourth square, attacking the adversary's bishop; therefore, Black advances his

| Q. B. Pawn 1 sq. | K. Knight to B. 3d sq. |
| 6. K. Kt. to adv. Kt. 4th sq.* | The White must not castle, |

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* If the Black, at his sixth move, instead of moving king's knight to adversary's knight's fourth square, had advanced his queen's pawn two squares, the White should retire his bishop to queen's knight's third square, upon which, if the Black take the adversary's king's pawn with his queen's pawn, or advance the queen's pawn one square further, or place his queen's bishop at adversary's king's knight's fourth square, the White can regulate his defence according to the directions given under that game, to which this Variation belongs. If, however, the Black, instead of making any of these three last-mentioned moves, should move his king's knight to adversary's knight's fourth square, the White must castle in the Calabrese manner, that is, with king to knight's square and rook to bishop's square; and on the Black advancing his king's bishop's pawn two squares, the White must, as his best move, take the adversary's queen's pawn with his king's pawn, remaining with a pawn advantage, for if the Black move his king's pawn one square, attacking the adversary's knight, the White must take the pawn with his queen's pawn, and on the Black retaking with his king's bishop's pawn, the White must move his knight to adversary's king's knight's fourth square, gaining another pawn with a better game. If the Black, instead of advancing his king's pawn one square, had pushed his king's bishop's pawn one square, the White should play his king's rook's pawn one square, attacking the knight, afterwards taking the

BLACK. WHITE.

because the Black, by pushing his king's bishop's pawn two squares, would get a good game, but moves his

Knight to adv. K. Kt. 4th sq.

7. If the Black take the adv. king's bishop's pawn with his knight, the White, by moving his queen to adversary's king's rook's fourth square, would win the game; but if the bishop should take the pawn, giving check, the White, by retiring his king to bishop's square, would gain at least a piece; therefore, Black retires his

Knight to R. 3d sq.   Queen to adv. K. R. 4th sq.

8. K. R. to B. sq. as the best. The White must not take the adversary's bishop's pawn either with his bishop or knight, but should castle with his king at rook's square and rook at bishop's square, having a safe game.

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adversary's king's pawn with his knight, which, if the Black should take with his rook, the White must advance his queen's pawn one square, recovering his piece with a winning game.

THE Anonymous Modenese, having finished the Defence against the Regular Giuoco Piano, proceeds to the consideration of two unusual methods of opening a game; in the first of which I cannot say he has been so successful in defence as he has been in those games which establish his reputation, I mean the Giuoco Piano: indeed, he is the only writer who has noticed the following opening; and it is not to be wondered at, that even so celebrated a player, when glancing slightly at an uncommon game, should overlook the defence of this singular commencement.

The following is the game I allude to. I have given it, together with the Modenese's Notes, that the amateur may determine, when I come to examine this Defence in the Miscellaneous Games of this Treatise, how far it is tenable.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.

BLACK.   WHITE.

3. *Q. Pawn 2 sq.*   The Black, with a view of escaping the attacks which are noticed at page 141, must take the adversary's queen's pawn not with his king's pawn but with his king's knight.*

4. **K. Knight** takes **K. P.**†   The White must not play his king's bishop to queen's bishop's fourth square, because the Black, by moving the same, would force the White to retire his knight to king's third square, upon which the Black, by taking it with his knight, would have a much better game; therefore, the White retires immediately his

                      Knight to K. 3d sq.

5. **K. B.** to **Q. B.** 4th sq.   The White must neither play the same nor move his queen's pawn one

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* This move of the Anonymous Modenese I consider as bad, as will be seen in the examination of this game.—*Ed.*

† If the Black, (proceeds the Modenese,) at his fourth move, were to take the knight with his knight, the White should retake with his king's pawn, and on the Black retaking with his queen, the White, with a view of freeing his game, must play his queen to king's bishop's third square, and upon the Black advancing his king's pawn, the White will place his queen at kings's knight's third square, and should the Black then bring his queen's knight out, the White must not take the adversary's queen's bishop's pawn, but should advance his queen's bishop's pawn one square, being able, in a short time, to bring his pieces into play and arrange his game.

square, but should place his queen at king's bishop's third square.

6. K. Kt. to its 4th sq. } Queen to K. Kt. 3d sq. attacking the adv. Q. } forcing the adversary to defend his king's pawn, upon which the White can play his king's bishop to queen's bishop fourth square, afterwards bringing his king's knight to bishop's third square or king's second square, by which he will be enabled to castle with an equal game.

But if the Black, instead of retiring the attacked knight to its fourth square, had defended it by moving queen to adversary's king's rook's fourth square, the White, by advancing his king's knight's pawn one square would gain the adversary's knight; but if the Black should defend his knight, by moving his king's bishop's pawn two squares, the White, by placing his king's bishop at queen's bishop's fourth square, will prevent the Black from castling for some time, remaining likewise with a safe and better arranged game than his adversary.

The following is the other game which the Modenese has considered: the Defence against this method of opening a game is perfectly correct.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. Pawn 2 sq.	The White must not take with his king's pawn, but, as his best move, takes the pawn with his king's bishop.
4. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
5. Q. B. Pawn 1 sq.*	The White must not play his bishop to queen's bishop's fourth square, but should retire it to queen's knight's third square.
6. K.Kt. to adv.Kt.4th sq.†	K. Knight to R. 3d sq.
7. Q. to adv. K. R. 4th sq.	Queen to K. B. 3d sq.

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* If the Black, at his fifth or sixth move, had played his king's bishop to adversary's queen's knight's fourth square, the White, by moving his queen to king's bishop's third square, would maintain the pawn that has been given, having besides a good situation.

† If the Black, at his sixth move, had placed his queen's bishop at adversary's king's knight's fourth square, instead of moving his king's knight there, the White must not cover with his king's bishop's pawn, but should move his king's knight to bishop's third square, afterwards castling with a safe game and a pawn advantage.

remaining always with a pawn advantage, from which it follows that such a game cannot be safely ventured against a good player.

The following is another Example of the above Species of Game.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. B. to Q. B. 4th sq.	The same.
4. *Q. Pawn 2 sq.*	The White must not take

the pawn with his king's pawn or king's knight, but should take with the bishop; and on the Black advancing his queen's bishop's pawn one square, the White should retire his bishop to queen's knight's third square, certain of being able to maintain the pawn he has gained.

THE Modenese now gives the Defence against that species of game which is termed, by Stamma, the " Bishop's Close Game." The Defence of the Modenese is confined to that " Close Game " in which the Queen's Bishop's Pawn is advanced one square, after the two King's Bishops have been moved to their fourth squares. The third move of the second player is one about which there certainly is considerable difficulty. I must candidly confess to the reader, that, if the move of the Modenese, viz. placing his Queen at King's Knight's fourth square, be not good, I am not acquainted with any other move which can enable the second player to free himself from some embarassment. The moving of *Queen to King's second square* appears always productive of a slight inferiority of position, though, per-haps, not *such an inferiority* as to induce the absolute loss of a game, even between players of *first-rate* skill.

The following is the Examination which the <mark>Modenese</mark> has given to this game.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. *Q. B. Pawn* 1 *sq.*	The White must not now

play the same as has been done by a careless writer,* because the Black, by advancing his queen's pawn two squares, will force the White to take with his king's pawn as his best move, afterwards taking the adversary's king's bishop's pawn with his bishop, giving check; and on the White taking the bishop with his king, the Black, by checking with his queen at adversary's rook's fourth square, would recover his piece with a better game.

Neither should the White move his king's knight to bishop's third square, as has been directed by other writers, for which I will afterwards give my reasons.† The move which I am going to give may appear rather extraordinary, it is

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* Captain Bertin, who wrote a small book containing a few games.

† The reason of its not being correct play for the White, at his third move, to bring his king's knight to bishop's third square, is, because the

BLACK.   WHITE.

Queen to adv. K. Kt. 4th sq.

4. If the Black should advance his queen's pawn two
squares, the White must take the adversary's king's
knight's pawn with his queen, and on the Black
bringing his queen to king's bishop's third square,
the White must exchange queens, afterwards
taking the adversary's queen's pawn with his king's
pawn, remaining with a pawn advantage; there-
fore, instead of playing the above,

Q. moves to K. B. 3d sq.   Queen to K. Kt. 3d sq.

Black can advance his queen's pawn two squares; and on the White
taking, as his best move, with his king's pawn, the Black does not
retake with his bishop's pawn, but rather advances his king's pawn
one square, leaving the White the three following methods of playing:

1. Q. Pawn 2 sq.

2. Queen to K. 2d sq.

3. K. Knight to adv. K. 4th sq.

Each of the above moves will either be pernicious to the White, or
will (to use his own expression) draw him *in gurgite vasto*, from which
he will have great difficulty in extricating himself.

. Firstly—On the White moving his queen's pawn two squares, the
Black must take the adversary's knight with his pawn, and on the
White taking the bishop with his pawn, the Black will move his queen
to adversary's king's rook's fourth square attacking the bishop, after-
wards taking the king's knight's pawn, breaking up his adversary's
game.

BLACK.   WHITE.

5. If the Black now move his king's knight to rook's third square with the view of castling, the White must bring his king's knight to king's second square, afterwards castling his king, and remaining with a game not inferior to his adversary; therefore, Black moves

Knight to K. 2d sq. intending afterwards to advance his Q. P. 2 sq.   Q. Pawn 1 sq.

With respect to the second—On the White moving his queen to king's second square the Black may do the same, forcing the adverse knight to retire to its own square, or he may take the adversary's pawn with his queen's bishop's pawn, maintaining two pawns in the centre, to the depression of the adversary's game, which, however, would be tedious to demonstrate.

Respecting the third—On the White moving his knight to adversary's king's fourth square the Black must take the adversary's king's bishop's pawn with his bishop, giving check; and on the White taking the bishop with his king, the Black must again check with his queen at king's bishop's third square, forcing the White to cover with his knight at bishop's third square, upon which the Black will take it with his pawn, threatening to check either at adversary's king's rook's fourth square or queen's fourth square, having a better game than his adversary. From these foregoing observations it may be adduced that the White, at his third move, should not play king's knight to bishop's third square, which, to say the least, is full of danger, but ought rather to move his queen to king's knight's fourth square, which, in my opinion, will reduce the game to a perfect equality.

BLACK.   WHITE.

6. The Black would play badly were he now to advance his queen's pawn two squares, because the White, by moving his queen's bishop to adversary's king's knight's fourth square, would afterwards take the adverse knight and gain a pawn; therefore, Black moves

K. R. Pawn 1 sq.   K. Knight to K. 2d sq.

7. Q. Pawn 2 sq.   The White must not take the pawn, because the Black would unite his pawns in the centre, but should retire the attacked bishop to queen's knight's third square.

8. If the Black should take the king's pawn with his queen's pawn the White must retake: if the Black should castle, the White will do the same; but should the Black advance his queen's pawn one square, the White can then move his king's bishop's pawn two squares, having, in any of the above methods of playing, a safe game.

QUEEN'S GAMBIT.

THE <mark>Modenese,</mark> having closed his Observations on the Giuoco Piano and those Miscellaneous Games he has thought necessary to consider, begins his Regular Defence to the Queen's Gambit.

BLACK.	WHITE.
1. Q. Pawn 2 sq.	The same.
2. Q. B. Pawn 2 sq.	Pawn takes P.
3. K. Pawn 2 sq.*	The same.

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* If the Black, at his third move, had moved his king's pawn one square instead of advancing it two, the White would have equally played his king's pawn two squares; and if the Black had taken the king's pawn the White would have changed queens, regulating his play as above: if the Black, instead of taking the king's pawn, had taken the doubled pawn with his bishop, the White, by taking the adversary's queen's pawn with his king's pawn, would remain with an equal game; if, however, instead of playing the above moves, the Black had advanced his queen's pawn one square, the White would then move his queen's bishop's pawn one square, and if the Black should defend the queen's pawn with his king's pawn, the White, by moving his king's bishop to queen's bishop's fourth square, would have

If the Black should take the doubled pawn with his king's bishop, the White, by taking the adversary's queen's pawn with his queen, will remain with a pawn advantage and a better situation; therefore he may

1. Take the adversary's King's Pawn with his Queen's Pawn.
2. Or, advance the Queen's Pawn one square.
3. Or, check with his Queen at her Rook's fourth square.

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a good game; or, in case of his defending with his king's bishop, by taking the adverse pawn, the White will bring his king's knight to bishop's third square, forcing the Black, in a few moves, either to lose a pawn or to give up the advantage of castling his king: lastly, if the Black should check with his queen at her rook's fourth square, the following moves would take place.

BLACK.	WHITE.
3. K Pawn 1 sq.	K. Pawn 2 sq.
4. Queen to R. 4th sq. checking.	Q. B. Pawn 1 sq.
5. Q. Pawn takes K. P.	Q. Kt. Pawn 2 sq.
6. Queen to her B. 2d sq.	Q. R. Pawn 1 sq.
7. Q. R. Pawn 2 sq.	Q. B. to Kt. 2d sq.
8. R. Pawn takes P.	Q. B. Pawn retakes White,

having a better game than his adversary.

If the Black should give the check with his queen at her rook's fourth square at the third instead of the fourth move, the White can cover with his queen's bishop's pawn, and on the adverse queen taking the doubled pawn the White may equally advance his king's pawn two squares.

Q

Each of these three methods of playing, with their principal moves, shall be examined.

FIRST.

BLACK.	WHITE.
4. *Q. Pawn takes P.*	Queen takes Q. checking.
5. King takes Q.	Q. Bishop to K. 3d sq.
6. Q. Knight to Q. 2d sq.*	Q. Kt. Pawn 2 sq.
7. Q. R. Pawn 2 sq.	Q. B. Pawn 1 sq.
8. R. Pawn takes P.	Q. B. Pawn takes P.
9. Q. Kt. Pawn 1 sq.	The White must not take or advance with his pawn, because the Black would take his other pawn with his king's bishop, giving check, but must push his queen's rook's pawn two squares.
10. Pawn takes Q. B. P.	The White must not retake, but should advance his pawn one square, having certainly a pawn less, but a much better game than his adversary, on account of having two *passed* and united pawns.

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* If the Black, at his sixth move, before bringing his knight to queen's second square, had advanced his queen's rook's pawn two squares, the White would play his queen's bishop's pawn one square, and on the Black moving his knight to queen's second square the White might advance his queen's knight's pawn two squares.

SECONDLY.

BLACK.	WHITE.
4. Q. Pawn 1 sq.	The White must not attempt to support the given pawn, but must move his K. Bishop to Q. B. 4th sq.
5. K. Bishop takes P.	K. Knight to B. 3d sq.

6. If the Black move queen's bishop to adversary's king's knight's fourth square, the White must take the adversary's king's bishop's pawn with his bishop, giving check; therefore he moves

Q. to her B. 2d sq. defending the K. P. and threatening to check with his K. B. at adv. Q. K. 4th sq. } K. to R. and R. to B. sq.

| 7. Q. B. to ad. K. Kt. 4th sq. | Queen to her 3d sq. and the game is equal. |

THIRDLY.

| 4. Q. to her R. 4th sq. chg. | Q. B. Pawn 1 sq. |

5. If the Black takes the doubled pawn with his bishop, the White will advance his queen's knight's pawn two squares, and if he should take with the queen, the White, by taking the adversary's queen's pawn with his queen, would gain a pawn; therefore,

Q 2

BLACK.	WHITE.
Q. P. takes adv. K. P.*	Queen to adv. Q. 4th sq.
6. Q. takes the doubled P.	Queen takes P. on K. file.
7. K. Knight to B. 3d sq.	The Q. moves to her B. 2d sq. and the game is even.

The foregoing are the material moves in the Queen's Gambit, which the Anonymous Modenese has given, and are fully sufficient to give the Amateur a game equal to the person who begins with this opening, without my giving any example beyond the one following ; viz.—

	BLACK.	WHITE.
1.	Q. Pawn 2 sq.	The same.
2.	Q. B. Pawn 2 sq.	Pawn takes P.
3.	K. Pawn 2 sq.	The same.
4.	Q. Pawn takes P.	Queen takes Q.
5.	King takes Queen.	Q. Knight to B. 3d sq.
6.	K. Knight to B. 3d sq.†	Q. B. to ad. K. Kt. 4th sq.

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* Were the Black, at his fifth move, instead of taking either pawn, to advance his queen's pawn one square, the White must push his queen's knight's pawn two squares, afterwards taking the adversary's pawn with his queen's bishop's, remaining with two pawns advantage.

† If the Black, at his sixth move, had advanced his king's bishop's pawn two squares, or played his queen's bishop to king's bishop's fourth square, the White would, in either case, have given check with his queen's bishop at adversary's king's knight's fourth square, afterwards castling his king, with a game by no means inferior.—*Ed.*

BLACK.   WHITE.

7. Q. Bishop to K.B. 4th sq.   Castles, giving check, and
   White has certainly as good a game as his adver-
   sary.

THE following Letter of the <mark>Modenese</mark> may be of use to the Amateur on account of the examination he gives to the openings of games.

A Letter from the celebrated Anonymous <mark>Modenese</mark> to a Friend, respecting the Book of Mr. Philidor.

My dear Friend,

I send you the account you require, concerning Mr. Philidor's book, entitled " Analyse des Echecs." It contains nine games, in which he invariably directs the White. In the two first, where the White has the move, he gives that sort of attack which he seems to prefer ; in the third and fourth he gives the move to the Black, in which he shows two different openings to be bad ; in the following four he gives the King's Gambit ; and in the ninth, and last, the Queen's Gambit ; finishing the Work with a beautiful demonstration of the victory of the bishop and rook against the rook, for which all our schools are indebted to this Frenchman, in which he has distinguished himself by a brilliancy

of play that is not to be found in his commencement of games. In these he might have spoken with less confidence and more accuracy, as I shall distinctly point out when I come to those methods of play which are opposed to our system, in the first disengagement of the pieces, omitting the remainder, which is either more easy to understand, or less important to observe.

In the First Game this is his mode of attack.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Bishop to Q. B. 4th sq.	The same.
3. Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.
4. Q. Pawn 2 sq.	K. Pawn takes P.
5. Q. B. Pawn takes P.	

It is a maxim of this writer, that he who is strongly attacked is always embarrassed in his defence, as if the advantage of the first move ought not to cease at most in eighteen moves, as has been remarked by Marcus Aurelius Severinus in the eighteenth chapter of his Theory of Chess. In the present game, however, I really cannot perceive the slightest embarrassment on the part of the Black, who does not even want so many moves to destroy the mentioned advantage of the first move; if he will, instead of retiring at the fifth, move the bishop to queen's knight's third square, regulating him-

self according to the directions given in the First Game of my Defence: thus—

WHITE.	BLACK.
5.	B. to adv. Q.K. 4th sq. chg.
6. Q. Bishop to Q. 2d sq. as the best move. }	Bishop takes B. checking.
7. Q. Knight takes B.	Q. Pawn 2 sq. certain of

taking off the adversary's king's pawn, and thereby depriving the White of the strength of his two pawns on the fourth file, upon which this author relies, from which proceeds a perfect equality of game, so far as regards the pieces; moreover, the White will be inferior in position on account of having an isolated pawn on his queen's file.

In the Second Game he begins with the same opening, but supposes that the Black, at the second move, instead of answering with the bishop to queen's bishop's fourth square, as he has done above, plays the queen's bishop's pawn one square, when the White, advancing his queen's pawn two squares, obtains a better position; upon which I do not find any thing interesting or worthy of your attention.

In the Third Game he decides that after the two king's pawns have been pushed two squares, he who has the

move must not play the king's knight to bishop's third square, concluding that such a step would lose the attack, and he gives it to the adversary.

It is truly admirable how the writer will discard the Guioco Piano Games, which have been approved of from age to age by the best chess-players in Europe: we may collect from this what influence the love of novelty has upon the mind of man. But let us come to the moves by which he proves his assertion.

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. K. K. to B. 3d sq. (move censured by Philidor.)	Q. Pawn 1 sq.
3. Ought to play his Q. P. 2 sq. as the author supposes in his first Back Game.	K. B. Pawn 2 sq.
4. Q. Pawn takes K. P.	K. B. Pawn takes P.
5. Kt. to adv. K. Kt. 4th sq.	Q. Pawn 1 sq.

The author prefers the situation of the White, and I prefer that of the Black, because, at the present move, the Black, instead of pushing the king's bishop's pawn two squares as he supposes, will advance the pawn to adversary's king's third square, threatening at the same time to move the knight to adversary's bishop's second square; on which the White must play his knight to

king's rook's third square; the Black then takes the king's rook's pawn with his knight; and if the White should take the knight with the rook, the Black gives check at adversary's king's rook's fourth square, ruining his opponent's game; and if the White, instead of taking the knight with the rook, should take the king's pawn with his queen's bishop, the Black should then take king's bishop with the knight; and, in case the White retakes with his king, he will lose the advantage of castling, having, besides, an isolated pawn; but, should the rook take the knight, the Black, by taking adversary's king's kinght with queen's bishop, and afterwards checking at adversary's rook's fourth square, will gain a pawn, and a better position. Whether the White has profited by the second move of the Black, I leave you to determine : for my own part I compare it to a man returning from a combat in which he has been wounded.

The bold assertion that it is bad, at the second move, to play king's knight to bishop's third square, always surprised me, seeing that the author proves this by a worse move on the part of the White, as the second is, when he defends the king's pawn with the queen's pawn, instead of defending with the queen's knight, as the best approved writers do. I call this move worse, inasmuch as it confines the king's bishop, which cannot speedily be placed in any attacking position, which it would be at queen's bishop's

'fourth square ; and because it often happens that you are obliged to push the queen's pawn two squares, for which object you employ two moves, when one only might be sufficient ; and, lastly, because by defending with the queen's knight at bishop's third square you bring a piece into play, in a position to act much better than it certainly could be supposed to do at its own square ; by which it is seen in practice, that he who defends, at the second move, his king's pawn with that of the queen, has at least a weak and a confined game for a long time. Upon reasons similar to these the same move of Lopez was condemned by the most celebrated academies at Naples, who adopted that of the queen's knight ; and I am satis- fied in my Treatise on the Defence to follow their steps.

At the Fourth Game he pretends that he who plays first cannot, at the second move, push the queen's bishop's pawn one square, as, if he does, he loses the attack, and probably the game. This assertion also is too bold, because

BLACK.	WHITE.
1. K. Pawn 2 sq.	The same.
2. Q. B. Pawn 1 sq. (move censured by Philidor.)	Q. Pawn 2 sq.

Here the Black should not take with the king's pawn, as that author supposes to be his best move, but should play king's knight to bishop's third square, upon which,

if the White take the king's pawn with the queen's, the
Black should check with his queen at her rook's fourth
square, taking afterwards the doubled pawn either with
the queen or king's knight, according as the White may
play; but if the White, instead of taking the king's
pawn with the queen's, should play queen's bishop to
adversary's king's knight's fourth square, the Black will
take the queen's pawn with his king's; and, on the White
retaking with his queen, or otherwise advancing the
king's pawn, attacking the knight, the Black will still
give the same check with the queen at rook's fourth
square; and if the White, in the first case, should cover
the check with the queen at her second square, the Black
must bring his king's bishop to adversary's queen's
knight's fourth square; and, on the White's moving
queen's bishop's pawn one square, the Black must take
the king's pawn with his knight, by which he will remain
with a better game; but if the White, instead of cover-
ing the check with the queen at her second square, should
cover with the queen's bishop, which would be his best
move, the Black must withdraw the queen to her bishop's
fourth square, offering the exchange of queens with a
certainty of being able to push his queen's pawn two
squares, without losing any thing in position; from which
it may be supposed that the above author in asserting
the probable loss of the Black, in consequence of his
second move, foretels an unmerited defeat.   Rui Lopez,

a celebrated Spanish writer, made use of the same move; and Carrera, who has rigidly criticised it, has found no reason for condemning it.

At the Fifth Game he plays the King's Gambit, making a remark, in a note under the Letter (L), that " Cette partie fait voir qu'un Gambit bien attaqué, et bien defendu n'est jamais une partie decisive de coté ni d' autre." So the author reasons, supposing that he who plays the Gambit recovers the pawn, which is given; but as this supposition does not hold good, even upon his own defence, we may repeat with the poet,

Gambitto a' Giuocator farsi non lice.

The following are the moves given by Philidor:—

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. B. to Q. B. 4th sq.	K. B. to K. Kt. 2d sq.
5. K. R. Pawn 2 sq.	K. R. Pawn 1 sq.
6. Q. Pawn 2 sq.	Q. Pawn 1 sq.
7. Q. B. Pawn 1 sq.	The same.
8. Queen to K. 2d sq.	These moves are correct;

the great mistake consists in the coming move of the Black, who plays the queen's bishop to adver-

sary's king's knight fourth square, allowing the White to push his king's knight's pawn one square, and thereby break up the game in such a manner that in a few moves he recovers his pawn as the author demonstrates; but if the Black, instead of playing the queen's bishop to adversary's king's knight's fourth square, were to play his queen to king's second square, the White could never regain his pawn; for, if he should play his king's knight's pawn one square, the Black pushes his knight's pawn to adversary's king's knight's fourth square; and upon the White removing, as his best move, the attacked knight, the Black will advance the Gambit pawn to adversary's king's bishop's third square, always remaining with a pawn more, as he would were his adversary to attempt any other method of attack, with which advantage I affirm that with careful play he must win.

At the Sixth Game he gives another Gambit, in which the White, at the third move, instead of playing the knight to bishop's third square, plays king's bishop to queen's bishop's fourth square. No player can possibly be persuaded that such a Gambit can be good, and much less can it be understood why the author puts a defence in the hands of the Black which allows the White to win, when this game according to him *is not decisive.* The

defence, which is given by Salvio at the Twenty-second Chapter of his Fourth Book, will give you rather more solid information.

At the Seventh Game he gives a third Gambit, in which the defending player does not take the offered pawn; upon which I shall say nothing, as it would be trouble without instruction.

At the Eighth Game he gives a fourth Gambit, known by the name of Cunningham, the moves of which, on account of their brilliancy, I deem worthy of your attention.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Bishop to K. 2d sq.
4. K. B. to Q. B. 4th sq.	K. B. to ad. R. 4th sq. chg.
5. K. Kt. Pawn interposes.	Pawn takes P.
6. Castles with K. to Kt. and R. to B. sq. according to the custom of those countries.	Pawn takes P. checking.
7. King to R. sq.	Cunningham gives the victory to the White; but Philidor, with more reason, thinks the Black should win. If, however, the White on castling, instead of placing the king at

the knight's square, should castle with the king at the rook's square, according to the Italian method; in the latter case I should rather agree with Cunningham; from which it follows that the king's Gambit might be played in case the adversary made use of this defence; but not having always this security, I subscribe to the opinion of the celebrated Philip Stamma, of Aleppo, who thinks that every one should abstain from playing it, being of itself disastrous, except when you have the good fortune to meet with a player who is only a player in name.

At the Ninth and last Game he gives the Queen's Gambit with its defence. It is similar to mine in the first and essential moves; differing however, as it proceeds, in a few immaterial points.

By what has been hitherto said, you will observe that the greater part of those maxims which Philidor approves or condemns in the opening of games, fail in their pretended success; and I should consider myself wanting in that sincerity which I owe to my own character if I should recommend you to follow his advice, the fallacy of which I have slightly touched upon, knowing that your quick discernment requires only a hint to perceive them. Give me, among other commands, new proofs of your friendship, and it will always be my endeavour to show myself your ———

MISCELLANEOUS GAMES.

R

MISCELLANEOUS GAMES,

MOST OF WHICH

HAVE OCCURRED IN PRACTICE.

BEFORE I give the following Games I know not whether it may or may not be necessary to request the indulgence of amateurs for those which have been the result of actual play. To persons best acquainted with the difficulty of going through the varieties of an intricate game, I am sure I need make little or no apology,— their own experience must have told them how few games there are that *have been played* which are free from one, two, and, I might say, even three mistakes.—To the other part of amateurs

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I have but this request to make, that they come to no *sweeping condemnation;* they may rest satisfied that, amid the following games, there are some well entitled to their attention and respect.

Those games to which an asterisk is affixed have been actually played.

GIUOCO PIANO.

First Game. (*)

	WHITE.	BLACK.
1.	K. Pawn 2 sq.	The same.
2.	K. Kt. to B. 3d sq.	Q. Knight to B. 3d sq.
3.	K. B. to Q. B. 4th sq.	The same.
4.	Q. B. Pawn 1 sq.	Queen to K. 2d sq.
5.	Castles.	Q. Pawn 1 sq.
6.	Q. Pawn 1 sq.	Q. B. to adv. K. Kt. 4th sq.
7.	Q. Bishop to K. 3d sq.	K. Bishop to Q. Kt. 3d sq.
8.	K. R. Pawn 1 sq.	Q. Bishop to K. R. 4th sq.
9.	Q. Knight to Q. 2d sq.	K. Knight to B. 3d sq.

WHITE.	BLACK.
10. Queen to K. sq.	Castles with his Rook.
11. K. Knight to R. 2d sq.	King to R. sq.
12. K. B. Pawn 2 sq.	Bishop takes B. checking.
13. Queen takes B.	Pawn takes P.
14. Rook takes P.	Q. Pawn 1 sq.
15. K. B. to Q. Kt. 3d sq.	Pawn takes P.
16. Knight takes P.	Knight takes Kt.
17. Rook takes Kt.	Queen to her 2d sq.
18. Q. Pawn 1 sq.	Q. Rook to K. sq.
19. Q. Rook to K. sq.	Rook takes R.
20. Queen retakes.	Q. B. to K. Kt. 3d sq.
21. Queen to K. B. 4th sq.	Q. Knight to R. 4th sq.
22. K. Kt. to B. 3d sq.	Knight takes B.
23. Pawn takes Kt.	K. B. Pawn 1 sq.
24. K. Knight to R. 4th sq.	B. to adv. Q. B. 2d sq.
25. Queen to K. 3d sq.	Bishop takes P.
26. Q. to adv. K. 2d sq.	Queen takes Q.
27. Rook takes Q.	Rook to Q. B. sq.
28. Kt. to adv. K. B. 4th sq.	K. Kt. Pawn 1 sq.
29. Knight to K. 3d sq.	Q. Kt. Pawn 2 sq.
30. Knight to K. Kt. 4th sq.	Rook to K. B. sq.
31. R. takes adv. Q. B. P.	Q. R. Pawn 2 sq.
32. Knight to K. 3d sq.	K. B. Pawn 1 sq.
33. R. to adv. Q. R. 2d sq.	K. B. Pawn 1 sq.
34. Knight to its 4th sq.	K. B. Pawn 1 sq.
35. Pawn takes P.	Rook takes P.

WHITE.	BLACK.
36. Rook takes adv. R. P.	Q. Kt. Pawn 1 sq.
37. King to Kt. 2d sq.	Q. Kt. Pawn takes P.
38. King takes R.	Q. Kt. Pawn takes adv. Kt. P. and White gave up the game.

This game would have been drawn had it not been for the inconsiderate play of the White at his thirty-eighth move.

Second Game. (*)

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. Bishop to Q. B. 4th sq.	The same.
4. Q. B. Pawn 1 sq.	Queen to K. 2d sq.
5. Castles.	Q. Pawn 1 sq.
6. Q. R. Pawn 2 sq.	The same.
7. King to R. sq.	K. Knight to B. 3d sq.
8. Q. Pawn 1 sq.	Castles.
9. Q. Bishop to K. 3d sq.	K. Bishop to Q. R. 2d sq.
10. Bishop takes B.	Rook takes Bishop.
11. K. Knight to its sq.	K. Kt. to adv. Kt. 4th sq.
12. K. R. Pawn 1 sq.	Q. to adv. K. R. 4th sq.

WHITE.	BLACK.
13. Queen to K. B. 3d sq.	King to R. sq.
14. K. Knight to K. 2d sq.	K. B. Pawn 2 sq.
15. K. Pawn takes P.	Q. Bishop takes Pawn.
16. K. Kt. to its 3d sq.	Q. Knight to K. 2d sq.
17. Knight takes B.	Knight takes Kt.
18. Queen takes K. Kt.	Kt. to adv. Kt. 3d sq. chg.
19. King to Kt. sq.	Queen takes Q.
20. Pawn takes Q.	Knight takes R.
21. King takes Kt.	Q. B. Pawn 1 sq.
22. Q. Knight to Q. 2d sq.	Q. Pawn 1 sq.
23. Bishop to Q. Kt. 3d sq.	K. Rook to B. 3d sq.
24. Rook to K. sq.	Rook to K. 3d sq.
25. K. B. Pawn 2 sq. and Black gave up the game.	

THIRD GAME. (*)

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. K. B. to Q. B. 4th sq.	The same.
4. Q. B. Pawn 1 sq.	Queen to K. 2d sq.
5. Castles.	Q. Pawn 1 sq.
6. King to R. sq.	K. Knight to B. 3d sq.
7. Q. Pawn 2 sq.	K. Bishop to Q. Kt. 3d sq.

	WHITE.	BLACK.
8.	Q.B. to adv. K. Kt. 4th sq.	The same.
9.	K. R. Pawn 1 sq.	Bishop takes Kt.*
10.	Queen takes B.	Pawn takes P.
11.	Bishop to adv. Q. 4th sq.	Q. Knight to K. 4th sq.
12.	Bishop takes adv. K. Kt.	Pawn takes B.
13.	Q. to adv. K. B. 4th sq.	Q. B. Pawn 1 sq.
14.	Bishop to Q. Kt. 3d sq.	Knight to adv. Q. 3d sq.
15.	Knight to Q. 2d sq.	Pawn takes P.
16.	Pawn retakes.	Knight to Q. B. 4th sq.
17.	Knight to Q. B. 4th sq.	Knight takes B.
18.	Pawn takes Kt.	Bishop to Q. B. 2d sq.
19.	K. B. Pawn 2 sq.	Queen to K. 3d sq.
20.	Q. to adv. K. R. 4th sq.	King to Q. 2d sq.
21.	K. Pawn 1 sq.	Q. Pawn 1 sq.
22.	K. B. Pawn 1 sq.	Queen to K. sq.
23.	K. Pawn 1 sq.	Pawn takes P.
24.	Pawn takes P. chg.	Queen takes P.
25.	Q. Rook to K. sq.	Bishop to K. 4th sq.
26.	Knight takes B.	Pawn takes Kt.
27.	Rook takes P.	Q. Rook to K. B. sq.
28.	Rook takes Q.	Rook takes R. chg.
29.	King to R. 2d sq.	King takes R.
30.	Queen to K. 2d sq. chg. and White must win.	

* The Black should have retired his queen's bishop to the king's rook's fourth square.

FOURTH GAME. (*)

	WHITE.	BLACK.
1.	K. Pawn 2 sq.	The same.
2.	K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3.	K. B. to Q. B. 4th sq.	The same.
4.	Q. B. Pawn 1 sq.	K. Knight to B. 3d sq.
5.	Q. Pawn 2 sq.	Pawn takes P.
6.	K. Pawn 1 sq.	K. Kt. to adv. K. 4th sq.
7.	K.B. to adv. Q. 4th sq.	K. Kt. takes adv. K. B. P.
8.	K. Bishop takes adv. K. B. P. chg.	King takes B.
9.	Knight to adv. K. Kt. 4th sq. chg.	King to Kt. sq.*
10.	Q. to her Kt. 3d sq. chg.	Q. Pawn 2 sq.
11.	K. Pawn takes (en passant) discovering check.	Q. Bishop to K. 3d sq.
12.	Queen takes B. chg.	King to B. sq.
13.	Queen to adv. K. B. 2d sq. and checkmates.	

* Black plays ill here ; the king ought to have been placed at its own square, and the White would have lost the game by having ventured to take the adversary's king's bishop's pawn with his bishop, (which is, undoubtedly, a bad move,) instead of taking the adverse knight, at the eighth move, with his king.

FIFTH GAME. (*)

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. B. Pawn 1 sq.	Queen to K. 2d sq.
4. K. Knight to B. 3d sq.	Q. Pawn 1 sq.
5. Castles.	K. Knight to B. 3d sq.
6. Q. Pawn 2 sq.	K. Bishop to Q. Kt. 3d sq.
7. Q.B. to adv. K. Kt. 4th sq.	The same.
8. Q. Knight to Q. 2d sq.	Pawn takes P.
9. Pawn takes P.	Bishop takes P.*
10. Queen to Kt. 3d sq.	Bishop to Q. Kt. 3d sq.
11. K. Pawn 1 sq.	Pawn takes P.
12. K. Knight takes P.	Q. Bishop to K. 3d sq.
13. Q. Rook to K. sq.	Castles.
14. Q. Knight to K. 4th sq.	K. Rook to K. sq.
15. K. Kt. takes adv. B. P.	King to B. sq.
16. Q. Kt. takes Kt.	Pawn takes Kt.
17. Rook takes B.	Queen takes Kt.
18. B. checks at adv. R. 3d sq.	King to Kt. sq.
19. Rook gives checkmate.	

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* The Black loses the game by this move: the White plays uncommonly well.

The following is a species of game that varies from the Giuoco Piano at the third move of the first player: I shall call it by that name which among some players in England it is already known by,

" THE QUEEN'S PAWN TWO GAME."

On the propriety or elegance of this appellation I can have little to say in defence; it is sufficient for me to be enabled to apply a specific name to a rather uncommon opening, by doing which, incorrectness of description will be avoided by having, at least, some established term to refer to.

The following game having been actually played shall precede any observations on the defence given by the Anonymous Modenese against this method of commencing a game.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.

WHITE.	BLACK.
3. Q. Pawn 2 sq.	Pawn takes P.
4. K. B. to Q. B. 4th sq.	The same.
5. K. Kt. to adv. Kt. 4th sq.	Q. Knight to K. 4th sq.
6. K. Bishop takes adv. K. B. P. chg.	Q. Knight takes B.
7. K. Knight takes Kt.	K. Bishop to adv. Q. Kt. 4th sq. chg.
8. Pawn interposes.	Pawn takes P.
9. Pawn retakes.	K. B. takes adv. P. chg.
10. Q. Knight takes B.	King takes Kt.
11. Q. to adv. Q. 4th sq. chg.	King to his B. sq.
12. Q. B. to R. 3d sq. chg.	Q. Pawn interposes.
13. K. Pawn 1 sq.	Queen to K. Kt. 4th sq.
14. K. Pawn takes Pawn.	Queen takes Q.
15. K. Pawn takes adv. Q. B. P. discovering check.	King to B. 2d sq.
16. Q. Knight takes Q.	Q. Bishop to Q. 2d sq.
17. Castles with his Rook.	Q. Rook to its B. sq.
18. Q. B. to adv Q. 3d sq.	King to his 3d sq.
19. Q. B. to K. Kt. 3d sq.	Q. Bishop to its 3d sq.
20. Q. Rook to Q. sq.	Bishop takes Kt.
21. K. Rook to K. sq. chg.	King to his B. 3d sq.
22. Q. Rook takes B.	K. Knight to R. 3d sq.
23. Q. R. to adv. Q. R. 4th sq.	Knight to K. B. 4th sq.
24. Q. R. to adv. Q. B. 4th sq.	Knight takes B.

WHITE.	BLACK.
25. K. R. Pawn takes Kt.	King to B. 2d sq.
26. K. Rook to Q. sq.	K. Rook to K. sq.
27. K. R. to adv. Q. 3d sq.	K. Rook to K. 2d sq.
28. Q. Rook to adv. K. B. 4th sq. chg.	King to his sq.
29. K. R. to adv. Q. sq. chg.	Rook takes R.
30. Q. Rook to adv. K.B. sq. chg.	King takes R.
31. Pawn takes R. and goes to Q. giving check, &c.	

In the preceding game the principal error of the player of the defence consists in playing, at his fifth move, the queen's knight to king's fourth square. I certainly agree with the Anonymous Modenese in supposing that the pawn cannot be defended without risking the game, although I do not think he has been so successful in the defence he gives against this opening as he has been to those which establish his reputation; I mean the Giuoco Piano.

The following is the Defence given by him.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. Q. Pawn 2 sq.	

At this point of the game the Modenese directs the

second player to take the offered pawn with his queen's
knight.   I object to this move, not because it can actually
be proved to entail defeat, but because the White, by
taking the adverse knight with his king's knight, and
afterwards placing his queen at her fourth square, will,
(if the situation of the game be considered,) remain with
a much better position than his adversary.   In the first
place, the White has the queen and his king's pawn in the
middle of the board, the former of which cannot be dis-
placed unless the second player make a feeble move, viz.
queen's bishop's pawn two squares.   Secondly, the power
of action, *i.e.* the number of squares which the pieces of
the White command is in favour of the first player ; and,
lastly, the White can castle his king and secure his game
sooner than his adversary.   There is nothing in Chess so
extremely difficult as the proving from any weak move of
your opponent the absolute loss of a game, more espe-
cially when one or two minor pieces have been exchanged,
the great force of the queen frequently rendering any
determinate calculation next to impossible ; the only
method we can have of approaching demonstration is to
show that the one player has apparently a more confined
game than his adversary.   This having, as I think,
been already done, it is unnecessary for me to consider
whether the White may or may not take the adverse
king's pawn with his king's knight, instead of taking, as

I should direct, the adversary's queen's knight with his king's knight.

The following is the Defence, together with its Variations, that I am disposed, after considerable time passed in its examination, to recommend to amateurs.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. Q. Pawn 2 sq.	Pawn takes P.*
4. K. Bishop to Q.B. 4th sq.	The same.
5. K.Kt. to adv. Kt. 4th sq.	K. Knight to R. 3d sq.
6. K. Bishop takes adv. K. B. P. chg.†	K. Knight takes B.
7. Knight takes Kt.	King takes Kt.
8. Q. to ad. K.R. 4th sq. chg.	K. Kt. Pawn 1 sq. or (A)
9. Queen takes B.	Queen to K. 2d sq.
10. If the White Q. give check at the adverse Q. 4th sq. the Black, by interposing his Q. at his K. 3d sq. will force the White to exchange Queens; therefore,	
11. Queen to her B. 4th sq. chg. or (B)	Queen to K. 3d sq.

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* This move has been censured by the Anonymous Modenese.

† If the White had castled, the Black should move his queen's knight to king's fourth square, attacking the adverse bishop.

WHITE.	BLACK.
12. Queen to K. 2d sq.	Q. Pawn 2 sq.
13. K. Pawn takes P.	Queen takes Q. chg.
14. King takes Q.	Q. Kt. to adv. Kt. 4th sq.
15. Q. Knight, as the best, moves to R. 3d sq.	K. Rook to K. sq. chg.
16. King to Q. sq.	Q. Knight takes P. on Q. file, and Black has full as good a game as his adversary.

VARIATION (A)

Commencing at the eighth move of the second player.

WHITE.	BLACK.
8. ························	King to B. sq.
9. Queen takes B. chg.	Queen to K. 2d sq.
10. If the Q. should move to adv. K. B. 4th sq. giving check, the Black must move K. to his own sq. and if the White Q. should move along the line where she now is, the Black, by pushing his Q. P. 2 sq. and afterwards moving his Q. Kt. to adv. Kt. 4th sq. will remain with a better game than his adversary. The White, therefore, takes the adv. Q. giving check.	
························	King takes Q.
11. Q. B. to ad. K. Kt. 4th sq. chg.	King to his own sq.
12. Castles.	Q. Pawn 1 sq.
13. K. B. Pawn 2 sq.	Q. Bishop to K. 3d sq.
14. If the White advance his K. P. 1 sq. the Black, by moving	

WHITE.	BLACK.

his Q. B. to adv. Q. B. 4th sq. attacking the R. and afterwards placing his K. at the Q. 2d sq. will remain with as good a game as his adversary; therefore, White moves

Q. Knight to Q. 2d sq.	King to K. 2d sq.
. K. B. Pawn 1 sq.	Q. Bishop to K. B. 2d sq. and the game is equal.

(B.)

Commencing at the tenth move of the first player.

. Queen takes Q.	Q. Knight takes Q.
. King castles, or (C)	Q. Pawn 1 sq.
. K. B. Pawn 2 sq.	Q. Bishop to Q. 2d sq. and the Black's game is quite as safe as the White's.

(C)

. Q. B. to adv. K. Kt. 4th sq.	Q. Pawn 1 sq.
. Castles.	Q. Bishop to K. 3d sq.
. K. B. Pawn 2 sq.	Q. Bishop to adv. Q. B. 4th sq. and the game is equal.

Having now given what I conceive to be the best 'ence against this method of commencing a game, it ᵼains for me to notice one which is recommended by a

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foreign gentleman whose skill in this game is certainly entitled to the highest respect.

The following is the Defence given by him.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.
3. Q. Pawn 2 sq.	K. B. Pawn 1 sq.

In this situation of the game the object of the White player must be to prevent the advance of the pawns from the adversary's king's side, which the second player will endeavour to do by moving his king's knight's pawn one square; the first player must be careful not to take the adversary's king's pawn with his queen's: the move I should recommend in the present situation would be king's bishop to queen's bishop's fourth square, by doing which the game of the White appears, to say the least of it, rather confined, the Black being forced, at the coming move, to play his king's knight to king's second square.

There is another Defence that I have sometimes seen used by players, it is not, however, safe, as the following example may prove.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. Knight to B. 3d sq.	Q. Knight to B. 3d sq.

WHITE.	BLACK.
3. Q. Pawn 2 sq.	THE SAME.

The first player may now gain a pawn; it is, however, better play to pursue the following course.

4. K. Knight takes P.	Knight takes Kt.
5. Pawn takes Kt.	Q. Pawn takes P.
6. Queen takes Q. chg.	King takes Q.
7. Q. Knight to B. 3d sq.	White having a better game on account of being able to bring his pieces into greater action than his adversary.

KING'S PAWN ONE GAME.

I now proceed to the consideration of a game which has been hastily passed over as bad by almost every writer on Chess; I say hastily, because they have evidently not given it that attention which its intricacy undoubtedly deserves: it is a game entirely of position, and, consequently, one of extreme difficulty. The attack, which is thrown into the hands of the second player, when the first endeavours to maintain his king's and queen's pawns in the centre, is a singular feature in it. I shall, in the first place, apprize the amateur of those mistakes which he would be most likely to commit by an incautious advance of his pawns; afterwards giving that method of play which I conceive to be the best when the second player advances, at his first move, his *king's* pawn one square.

First Game.

WHITE.	BLACK.
1. K. Pawn 2 sq.	*K. Pawn 1 sq.* *
2. Q. Pawn 2 sq.	The same.†
3. K. Pawn 1 sq.‡	Q. B. Pawn 2 sq.

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* This move is played with a view of frustrating that attack which the first move gives.

† Captain Bertin, in his small work on Chess, gives this move, and he is, I believe, the only writer who has noticed this method of play: the game he gives is not, however, well played.

‡ It is almost unnecessary to observe that the first player may remain with his move by taking the adversary's queen's pawn; the king's pawn is, however, advanced with the view of confining the adversary's game. It will be seen, by the sequel of this examination, how impossible that attempt must prove when the king's, queen's, and king's bishop's pawns have been advanced two squares: the reason of this apparent contradiction to what is generally considered a fundamental law of the game, (I mean establishing the pawns in the centre of the board,) may be shortly explained:—the White, in following one rule, overlooks another of perhaps not less importance, " the proper developement of his pieces :" it will be seen by those games in which all the centre pawns are advanced, how extremely feeble and constrained the position of the White is in comparison with that of the Black, the first player being in that situation which uniformly attends on all weak games, " *at a loss for a move.*"

WHITE.	BLACK.
4. Q. B. Pawn 1 sq.	Queen to her Kt. 3d sq.
5. K. B. Pawn 2 sq.	Q. Knight to B. 3d sq.
6. K. Knight to B. 3d sq.	Q. Bishop to Q. 2d sq.
7. K. Bishop to K. 2d sq.	K. Knight to R. 3d sq.
8. Castles.*	Pawn takes P.
9. Pawn takes P.	Q. Knight takes P.
10. K. Knight takes Kt.	K. Knight to K. B. 4th sq. and Black will recover his piece with a better game and a P. more.

SECOND GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	K. Pawn 1 sq.
2. Q. Pawn 2 sq.	The same.
3. K. Pawn 1 sq.	Q. B. Pawn 2 sq.
4. Q. B. Pawn 1 sq.	Queen to Kt. 3d sq.
5. K. B. Pawn 2 sq.	Q. Knight to B. 3d sq.
6. K. Knight to B. 3d sq.	Q. Bishop to Q. 2d sq.

* The White loses a pawn by this move.

WHITE.	BLACK.
7. Q. Kt. Pawn 1 sq.	Q. Rook to Q. B. sq.
8. Q. Bishop to K. 3d sq.	K. Knight to R. 3d sq.
9. K. B. to K. 2d sq. or (A)	K. Knight to B. 4th sq.
10. Q. B. to K. B. 2d sq. or (B)	Q. B. Pawn takes P.
11. Pawn takes P.	Q. Knight takes P.
12. K. Knight takes Kt.	K. Bishop to Q. B. 4th sq.
13. K. Knight takes Kt.	K. Bishop takes B. chg.
14. King to B. sq.	K. Pawn takes Kt. and the

Black will win; for, should the White Q. take the adverse Q. P. the game would be lost in a few moves; thus,

15. Queen takes adv. Q. P.	R. to adv. Q. B. sq. chg.
16. Bishop interposes.	Rook takes B. chg.
17. Queen takes R.	Q. Bishop to Q. Kt. 4th sq. chg. winning the adverse Q. &c.

VARIATION (A)

Commencing at the ninth move of the White.

BLACK.	WHITE.
9. K. Bishop to Q. 3d sq.	Q. B. Pawn takes P.
10. Pawn takes P.	Q. Knight to adv. Kt. 4th sq. and the Black has a much better game than his adversary; the White having really nothing to play.

(B)

Beginning at the tenth move of the White.

WHITE.	BLACK.
10. Queen to her 3d sq.	Knight takes B.
11. Queen takes Kt.	Pawn takes P.
12. Pawn takes P.	Q. Kt. takes P.
13. Queen takes Kt.	R. to adv. Q. B. sq. chg.
14. K. Bishop interposes.	K. Bishop to adv. Q. Kt. 4th sq. chg. and the White must lose the exchange at least.

The following method of play is certainly safer than advancing all the centre pawns, by doing which the first player has a confined and difficult game to conduct, while his antagonist remains ready to take advantage of the thousand errors he is liable to commit. In the following game, where the king's knight is played to king's bishop's third square, it will be seen that, although the first player gets rid of those attacks which an incautious advance of all his centre pawns may subject him to, yet still there seems nothing, at any time, preferable in the situation of the White to that of the Black; and I am afraid I must reluctantly confess that the Black, in playing his king's pawn one square, as a defence

against the attack which the first move is generally sup-
posed to give, does not play ill.

THIRD GAME.

	WHITE.	BLACK.
1.	K. Pawn 2 sq.	K. Pawn 1 sq.
2.	Q. Pawn 2 sq.	The same.
3.	K. Pawn 1 sq.	Q. B. Pawn 2 sq.
4.	Q. B. Pawn 1 sq.	Queen to Kt. 3d sq.
5.	K. Bishop to Q. 3d sq.	Q. Knight to B. 3d sq.
6.	K. Knight to B. 3d sq.	Q. Bishop to Q. 2d sq.
7.	K. Bishop to Q. B. 2d sq.	Pawn takes P.
8.	Pawn takes P.	Q. Kt. to adv. Kt. 4th sq.
9.	Q. Knight to B. 3d sq.	Q. Knight takes B. chg.
10.	Queen takes Kt.	Queen to R. 3d sq.
11.	Q. Bishop to K. 3d sq.	K. Knight to K. 2d sq.
12.	Queen to K. 2d sq.	Queen takes Q.
13.	King takes Q.	K. Knight to B. 4th sq.
14.	Q. Rook to B. sq.	K. Knight takes B.
15.	Pawn takes Kt.	Q. Rook to B. sq.
16.	Pawn on K. file 1 sq.	Pawn takes P.
17.	Q. Knight takes P.	Rook takes R.
18.	Rook takes R.	Q. Bishop to its 3d sq.
19.	Kt. to adv. Q. B. 4th sq.	Bishop takes Kt.
20.	Rook takes B.	Bishop takes Kt. chg.
21.	Pawn takes B.	King to Q. 2d sq.

WHITE.	BLACK.
22. King to Q. 3d sq.	Rook to Q. B. sq.
23. Rook takes R.	King takes R.
24. K. B. Pawn 1 sq.	King to Q. B. 2d sq. and the game must be drawn if both players move correctly.

FOURTH GAME.

The subsequent moves of the first player may be worth the attention of amateurs.

WHITE.	BLACK.
1. K. Pawn 2 sq.	K. Pawn 1 sq.
2. K. B. Pawn 2 sq.	Q. Pawn 2 sq.
3. K. Pawn 1 sq.	Q. B. Pawn 2 sq.
4. K. Bishop to adv. Q. Kt. 4th sq. chg.	Q. Knight to B. 3d sq.
5. K. Bishop takes Kt. chg.	Pawn takes B.
6. Q. B. Pawn 2 sq.	Q. Bishop to R. 3d sq.*
7. Queen to R. 4th sq.	Queen to Kt. 3d sq.
8. Q. Knight to R. 3d sq.	

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* If the pawn were to take the pawn, the second player would lose the game.

In this situation I cannot say that the Black will ultimately remain with a position inferior to that of his adversary, for I have not seen it proved. I am willing, therefore, to admit, that moving the king's pawn one square, as a defence against the advantage of the move, is, for any thing yet known, perfectly sound. I have said that I make this admission with considerable reluctance, and this reluctance has proceeded from considering the game as originally invented by those who were afraid of meeting their adversaries in the field, and who, by retiring behind their pawns, seek to weary out an antagonist with whom, in open combat, they could not, for a moment, contend. In conclusion, I will recommend those who shall do me the honour to read any part of this volume, not to acquire the habit of moving the king's pawn one square, as it will be, for the second player, an uniform and sterile waste, " Where no salutary plant takes root, no verdure quickens."

GAMBITS.

VARIATIONS OF THE KING'S GAMBIT.

FIRST GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. B. to Q. B. 4th sq.	K. Kt. Pawn 1 sq.
5. K. Kt. to adv. K. 4th sq.	Q. to adv. K. R. 4th sq. chg.
6. King to his B. sq.	Gambit Pawn 1 sq.
7. K. Kt. takes ad. K. B. P.*	K. Knight to B. 3d sq.
8. K. Knight takes R.†	K. Knight takes K. P.
9. Queen to K. sq.	Gambit Pawn takes P. chg.
10. King takes P.	Q. to adv. K. R. 3d sq. chg.
11. King to his Kt. sq.	K. B. to Q. B. 4th sq. chg.

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* This is not a safe move.

† This move loses the game: it will be seen by the following games how impossible it is for the first player to save the game when he takes the adversary's king's rook.

WHITE.	BLACK.
12. Q. Pawn 2 sq.	K. Bishop takes P. chg.
13. Q. Bishop to K. 3d sq.	K. Bishop takes B. chg.
14. Queen takes B.	Queen takes Q. chg.
15. King anywhere.	Queen to adv. K. B. 2d sq. giving checkmate.

SECOND GAME.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. B. to Q. B. 4th sq.	K. Kt. Pawn 1 sq.
5. K. Kt. to adv. K. 4th sq.	Q. to adv. K. R. 4th sq. chg.
6. King to B. sq.	Gambit Pawn 1 sq.
7. K. Kt. takes adv. K. B. P.	K. Knight to B. 3d sq.
8. K. Knight takes R.	K. Knight takes K. P.
9. Queen to K. sq.	Gambit Pawn takes P. chg.
10. King to his 2d sq.	Q. to adv. K. R. 3d sq.*

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* If the Black had taken the rook, making a queen, the White, by taking the first queen, would have been able to draw the game.

WHITE.	BLACK.
11. K. Rook to K. B. sq.* ⎰⎱	Pawn takes R. making a Q. and checking.
12. Queen takes Q.	Queen takes Q. chg.
13. King takes Q.	K. Knight to Q. 3d sq. attacking the adverse K. B. and preventing the escape of the adverse Kt.

THIRD GAME.

WHITE.	BLACK.
1. *K. Pawn 2 sq.*	*The same.*
2. *K. B. Pawn 2 sq.*	*Pawn takes P.*

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* If the White, before he move his rook to king's bishop's square, give check with his bishop at the adverse king's bishop's second square, the Black must move his king to his second square: but if, instead of either of these moves, the White retire his king to his queen's square, the Black must check with the queen at adverse king's bishop's third square, the White being forced either to lose the game next move, or to interpose the bishop, by doing which the Black will win the queen, by checking, with his knight, at adverse king's bishop's second square.

WHITE.	BLACK.
3. *K. Knight to B. 3d sq.*	*K. Kt. Pawn 2 sq.*
4. *K. Bishop to Q. B. 4th sq.*	*K. Kt. Pawn 1 sq.*
5. *K. Kt. to adv. K. 4th sq.*	*Q. to adv. K. R. 4th sq. chg.*
6. *King to B. sq.*	*Gambit Pawn 1 sq.*
7. *K. Kt. takes adv. K. B. P.*	*K. Knight to B. 3d sq.*
8. *K. Knight takes R.*	*K. Kt. takes adv. K. P.*
9. K. Kt. Pawn 1 sq.	Q. to adv. K. R. 3d sq. chg.
10. King to his sq.	Q. to adv. K. Kt. 2d sq.
11. K. Rook to K. B. sq.	Gambit Pawn 1 sq. chg.
12. King to his 2d sq.	{ Queen to adv. K. B. 3d sq. giving checkmate.

FOURTH GAME.

Where the first player does not immediately take the Rook.

WHITE.	BLACK.
1. *K. Pawn 2 sq.*	*The same.*
2. *K. B. Pawn 2 sq.*	*Pawn takes P.*
3. *K. Knight to B. 3d sq.*	*K. Kt. Pawn 2 sq.*
4. *K. B. to Q. B. 4th sq.*	*K. Kt. Pawn 1 sq.*
5. *K. Kt. to adv. K. 4th sq.*	*Q. to adv. K. R. 4th sq. chg.*
6. *King to his B. sq.*	*Gambit Pawn 1 sq.*
7. *K. Kt. takes adv. K. B. P.*	*K. Knight to B. 3d sq.*

WHITE.	BLACK.
8. K. Kt. Pawn 1 sq.	Q. to adv. K.R. 3d sq. chg.
9. King to B. 2d sq.*	Q. Pawn 2 sq.
10. K. Bishop to its sq.†	K. Kt. takes K. P. chg.
11. King to his sq.‡	Queen to K. R. 4th sq.
12. Knight takes R.	Gambit Pawn 1 sq. chg.
13. King to his 2d sq.	Queen to her K. 4th sq.
14. Q. Pawn 2 sq.	K. Knight to adv. Q. B. 3d sq. Black giving double check.
15. King to Q. 3d sq.	Queen to adv. K. sq. and White must lose the game.

* If the White king move to his own square, the Black, by placing his queen at adversary's king's knight's second square, will speedily win the game.

† If the White should take the queen's pawn with the bishop, the Black, by taking the bishop with his knight, will win a piece, as the White could not then take the rook without losing the game. If, however, the White should take the pawn with the pawn, the Black can safely take the knight with his king, having no occasion to regard the check by discovery from the adverse bishop. Lastly, should the White take the rook with his knight, the Black, by taking the king's pawn with his king's knight, will easily win.

‡ Were the White king to move to his third square, the Black, by checking with his bishop at his king's rook's third square, would force the White either to lose his queen or be checkmated.

FIFTH GAME.

WHITE.	BLACK.
1. *K. Pawn 2 sq.*	*The same.*
2. *K. B. Pawn 2 sq.*	*Pawn takes P.*
3. *K. Knight to B. 3d sq.*	*K. Kt. Pawn 2 sq.*
4. *K. Bishop to Q. B. 4th sq.*	*K. Kt. Pawn 1 sq.*
5. *K. Kt. to adv. K. 4th sq.*	*Q. to adv. K. R. 4th sq. chg.*
6. *King to his B. sq.*	*Gambit Pawn 1 sq.*
7. *K. Knight takes K. B. P.*	*K. Knight to B. 3d sq.*
8. K. Kt. Pawn takes P.	Q. Pawn 2 sq.
9. K. Knight takes R.*	K. Kt. Pawn takes P.
10. Queen takes P.	Q. B. to ad. K. R. 3d sq. chg.
11. King to his Kt. sq.	K. B. to Q. B. 4th sq. chg.
12. Q. Pawn 2 sq.	Bishop takes P. chg.
13. Q. Bishop to K. 3d sq. } interposing.	Queen to adv. K. sq. chg.
14. K. Bishop to its sq. } interposing.	K. Bishop takes Q. B. chg.
15. Queen takes B.	Queen takes Q. giving checkmate.

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* If he play any other move he will still have a bad game.

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SIXTH GAME.

WHITE.	BLACK.
1. *K. Pawn 2 sq.*	*The same.*
2. *K. B. Pawn 2 sq.*	*Pawn takes P.*
3. *K. Knight to B. 3d sq.*	*K. Kt. Pawn 2 sq.*
4. *K. B. to Q. B. 4th sq.*	*K. Kt. Pawn 1 sq.*
5. *K. Kt. to adv. K. 4th sq.*	*Q. to adv. K. R. 4th sq. chg.*
6. *King to B. sq.*	*Gambit Pawn 1 sq.*
7. *K. Kt. takes adv. K. B. P.*	*K. Knight to B. 3d sq.*
8. Q. Knight to B. 3d sq.	K. Rook to K. Kt. sq. and

the Black has a better game than his adversary.

The following moves are likely to occur.

9. Q. Pawn 2 sq.	K. Rook to K. Kt. 2d sq.
10. K. Kt. to adv. K. 4th sq.	Q. Pawn 1 sq.
11. K. Kt. to Q. 3d sq. {	Gambit Pawn takes adv. K. Kt. P. chg.
12. King takes P.	Q. to adv. R. 3d sq. chg.
13. King to B. 2d sq.*	K. Kt. Pawn 1 sq. chg.
14. King to his sq.	Kt. Pawn takes adv. R. P. &c. &c.

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* As good a move at least as to his knight's square.

SEVENTH GAME.

WHITE.	BLACK.
1. *K. Pawn 2 sq.*	*The same.*
2. *K. B. Pawn 2 sq.*	*Pawn takes P.*
3. *K. Knight to B. 3d sq.*	*K. Kt. Pawn 2 sq.*
4. *K. B. to Q. B. 4th sq.*	*K. Kt. Pawn 1 sq.*
5. *K. Kt. to adv. K. 4th sq.*	*Q. to adv. K. R. 4th sq. chg.*
6. *King to his B. sq.*	*Gambit Pawn 1 sq.*
7. Queen to K. sq.	Gambit Pawn takes adv. P. chg.
8. King takes P.	Q. to adv. K. R. 3d sq. chg.
9. King to his B. 2d sq.	K. Bishop to Kt. 2d sq.
10. Q. Pawn 2 sq.	Q. Pawn 1 sq.
11. K. Bishop takes adv. K. B. P. chg.	King to his 2d sq.
12. K. B. takes adv. K. Kt.*	Rook takes B.
13. K. Kt. to Q. B. 4th sq.	Q. to adv. K. B. 3d sq. chg.
14. King to his Kt. sq.	K. B. takes adv. Q. P. chg.
15. Q. Bishop interposes at K. 3d sq.	K. Kt. Pawn 1 sq.

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* If the White check with the queen's bishop at adverse king's knight's fourth square, the Black, by interposing his king's bishop, will gain a piece.

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WHITE.	BLACK.
16. K. R. Pawn 1 sq.*	K. Kt. Pawn 1 sq.
17. K. Rook to its 2d sq.	Q. B. takes adv. K. R. P.
18. Q. Knight to Q. 2d sq.†	Q. to adv. K. B. sq. chg.
19. Q. Knight takes Q.	Pawn takes Kt. making a Q. giving check, double check, and checkmate.

EIGHTH GAME. (*)

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Kt. to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. Bishop to Q.B. 4th sq.	K. Kt. Pawn 1 sq.

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* He has no better move.

† If the rook take with the bishop, the Black, by retaking with his queen, will afterwards win the adverse queen for a rook; but if, instead of this, the White check with his queen at her king's rook's fourth square, the Black will move his king to his own square, and the game of the White will be equally irretrievable.

WHITE.	BLACK.
5. K. Kt. to adv. K. 4th sq.	Q. to adv. K.R. 4th sq. chg.
6. King to B. sq.	Gambit Pawn 1 sq.
7. K. Kt. Pawn 1 sq.	Q. to adv. K. R. 3d sq. chg.
8. King to B. 2d sq.	Q. to adv. Kt. 2d sq. chg.
9. King to his 3d sq.	K. B. to R. 3d sq. chg.
10. King to Q. 3d sq.	Q. Pawn 2 sq.
11. K. Bishop takes P.	Q. Knight to R. 3d sq.
12. Q. B. Pawn 1 sq.	The same.
13. Bishop takes adv. K. B. P. chg.	King to his 2d sq.
14. K. Bishop to Q. Kt. 3d sq.	Q. Kt. to Q. B. 4th sq. chg.
15. King to Q. B. 2d sq.	Q. Kt. takes adv. K. P.
16. Queen to K. B. sq.	Q. B. to K. B. 4th sq.
17. Queen takes Q.	Q. Knight to adv. K. B. 2d sq. chg.
18. Q. Pawn 1 sq.	Pawn takes Q.
19. Rook to Kt. sq.	Q. Rook to Q. sq.
20. Q. B. takes adv. K. B.	K. Knight takes adv. Q. B.
21. Rook takes Gambit P.	Knight takes Q. P.
22. Knight takes Kt.	Bishop takes Kt. chg.
23. King to Q. B. sq.	K. Rook to B. sq.
24. Q. Knight to Q. 2d sq.	K. Knight to K. B. 4th sq.
25. K. Bishop to Q. sq.	K. Kt. to adv. K. 3d sq.
26. K. Rook to Kt. sq.	Bishop to adv. K. B. sq.
27. Q. Kt. Pawn 1 sq.	K. R. to adv. K. B. 2d sq.
28. Rook takes B.	Knight takes R.

WHITE.	BLACK.
29. Knight takes Kt.	Q. Rook takes B. chg.
30. King takes R.	Rook takes Kt. chg.
31. King any where.	Rook takes R. and Black must win.

THE LOPEZ GAMBIT.

This is one of the safest of all games to play, as the Gambit Pawn cannot be defended without risking the game. I shall merely confine myself to the leading Defence against this method of opening a game, omitting those mistakes which a player who supports the pawn is likely to commit.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Queen to K. 2d sq.	The same.
4. K. B. Pawn 2 sq.	K. Knight to B. 3d sq.
5. If the White attempt to pass on with his king's bishop's pawn, the Black, by advancing his queen's pawn two squares, will remain with a good game, therefore,	

WHITE.	BLACK.
K. Knight to B. 3d sq.	Q. Pawn 1 sq.

6. If the White move his king's rook's pawn one square, with the view of advancing his king's knight's pawn two squares, the Black, by moving his king's knight to rook's fourth square, will gain a pawn or the exchange; therefore, White moves

WHITE.	BLACK.
Q. Knight to B. 3d sq.	Q. B. Pawn 1 sq.
7. Q. Pawn 1 sq.	Q. B. to adv. K. Kt. 4th sq.
8. K. B. Pawn 1 sq.	Q. Knight to Q. 2d sq.
9. Q.B. to adv.K.Kt. 4th sq.	K. R. Pawn 1 sq.
10. Q. Bishop to K.R. 4th sq.	K. Kt. Pawn 2 sq.
11. P. takes *(en passant)*	Pawn takes P.
12. K. R. Pawn 1 sq.	Bishop takes Kt.
13. Queen takes B.	Castles on Q. side, and the situation of the Black is full as good as that of the White.

The following game was lately won by a gentleman, the brilliancy of whose play is conspicuous in the vivacity and boldness of his attack.

WHITE.	BLACK.
1. K. Pawn 2 sq.	The same.

WHITE.	BLACK.
2. K. B. Pawn 2 sq.	Pawn takes P.
3. K. Knight to B. 3d sq.	K. Kt. Pawn 2 sq.
4. K. Bishop to Q.B. 4th sq.	K. Bishop to Kt. 2d sq.
5. Q. Pawn 2 sq.	Q. Pawn 1 sq.
6. Q. B. Pawn 1 sq.	Q. Knight to B. 3d sq.*
7. Queen to her Kt. 3d sq.	Queen to K. 2d sq.
8. K. Knight takes P.	Queen takes Kt.
9. K. Bishop takes adv. K. B. P. chg.	King to B. sq.
10. Bishop takes Kt.	Rook takes B.
11. Q. Bishop takes P.	Queen takes K. Kt. P.
12. Rook to B. sq.	King to his 2d sq.
13. B. to adv. Kt. 4th sq. chg.	Queen takes B.
14. Q. to ad. K.B. 2d sq. chg.	King to Q. sq.
15. Queen takes R. chg.	King to Q. 2d sq.
16. R. to adv. B. 2d sq. chg.	Knight interposes.
17. Queen takes K. B.	Q. to adv. K. B. sq. chg.
18. King to his 2d sq.	Queen takes Kt. P. chg.
19. Q. Knight to Q. 2d sq.	Queen takes R.
20. Q. Pawn 1 sq. and White must win.	

* The bad play of the second player commences here.

ON THE ENDS OF GAMES.

ON THE ENDS OF GAMES.

The King and Rook against the King.

THE King and Rook will uniformly win against the
adverse King when alone.

To give this mate it is necessary to force the adverse
King to the side of the chessboard, which can be effected,
in the furthest possible position of pieces, in about seven-
teen or eighteen moves.

SITUATION.

WHITE.		BLACK.
King at adv. K. R. sq.	}	King at adv. Q. 3d sq.
Rook at Q. Kt. sq.		

SOLUTION.

1. Rook to Q. Kt. 4th sq. King to adv. Q. B. 3d sq.
2. Rook to K. Kt. 4th sq. King to adv. Q. 3d sq.

WHITE.	BLACK.
3. King to adv. Kt. 2d sq.	King to adv. K. 3d sq.
4. K. to adv. Kt. or B. 3d sq.	King to adv. B. 3d sq.
5. King to adv. B. 4th sq.	King to adv. K. 3d sq.
6. Rook to K. B. 4th sq.	King to adv. Q. 3d sq.
7. Rook to K. 4th sq.	King to adv. Q. B. 3d sq.
8. King to adv. K. 4th sq.	King to adv. Q. 3d sq.
9. K. to adv. Q. B. 4th sq.	King to adv. Q. B. 3d sq.
10. Rook to Q. 4th sq.	King to adv. Q. Kt. 3d sq.
11. Rook to Q. B. 4th sq.	

If the K. move to adv. R. 2d sq. the White will move his R. to Q. Kt. 4th sq.; therefore,

. . . .	K. to adv. R. 3d sq. or (A)
12. King to Q. 4th sq.	King to adv. Kt. 3d sq.
13. King to Q. 3d sq.	King to adv. Kt. 2d sq.
14. Rook to Q. B. 3d sq.	

If the K. move to the adv. Kt. sq. the White must place his R. at the Q. B. 2d sq. and by moving his K. first to the B. 3d sq. then to the Kt. 3d sq. will be able to mate with the R. at the Q. B. sq.; therefore, the

. . . .	King moves to R. sq.
15. King to Q. B. 2d sq.	King to R. 2d sq.
16. King to B. sq.	King to R. sq.
17. Rook to its 3d sq. giving checkmate.	

VARIATION (A)

WHITE.	BLACK.
11.	King to adv. Q. Kt. 2d sq.

WHITE.	BLACK.
12. King to Q. 4th sq.	King to adv. Kt. sq.
13. King to Q. B. 3d sq.	King to adv. Q. B. sq.
14. Retires the Rook any where along the same line	King to adv. Q. sq.
15. Rook to K. 4th sq.	King to adv. B. sq.
16. Rook gives checkmate.	

As there are some persons who are unable to mate the king on a given square, the following method may be of service.

The Black King to be checkmated while at his own square.

SITUATION.

WHITE.	BLACK.
King at B. 3d sq. Rook at K. R. 2d sq.	King at adv. K. sq.

SOLUTION.

1. Rook to K. B. 2d sq.	King to adv. Q. sq.
2. Rook to K. 2d sq.	King to adv. Q. B. sq.
3. King to his 3d sq.	King to adv. Q. sq.
4. King to Q. 3d sq.	King to adv. Q. B. sq.

WHITE.	BLACK.
5. Rook to Q. 2d sq.	King to adv. Q. Kt. sq.
6. Rook to Q. B. 2d sq.	King to adv. R. sq.
7. King to Q. 2d sq.	King to adv. Q. Kt. sq.
8. King to Q. B. 3d sq.	King to R. sq.
9. Rook to B. sq. chg.	King to adv. Q. R. 2d sq.
10. Rook to Q. sq.	King to adv. Q. R. 3d sq.
11. Rook to Kt. sq.	King to adv. Q. R. 2d sq.
12. King to Q. B. 2d sq.	King to adv. Q. R. 3d sq.
13. Rook to Q. Kt. 2d sq.	King to adv. Q. R. 4th sq.
14. Rook to Q. Kt. 3d sq.	King to Q. R. 4th sq.
15. King to Q. B. 3d sq.	King to adv. Q. R. 4th sq.
16. King to Q. B. 4th sq.	King to Q. R. 4th sq.
17. Rook to Kt. 4th sq.	King to Q. R. 3d sq.
18. R. to adv. Kt. 4th sq.	King to Q. R. 2d sq.
19. King to adv. B. 4th sq.	King to Q. R. 3d sq.
20. King to adv. B. 3d sq.	King to Q. R. 2d sq.
21. Rook to adv. R. 4th sq. chg.	King to Q. Kt. sq.
22. Rook to its 4th sq.	King to Q. B. sq.
23. Rook to Kt. 4th sq.	King to Q. sq.
24. King to adv. Q. 3d sq.	

If the K. go to his square the White will place his K. at adv. K. 3d sq. and afterwards by moving his R. either to the Q. B. or K. Kt. 4th sq. according to whatever side the K. goes, will give mate the next move; therefore,

. . . .   King returns to Q. B. sq.

WHITE.	BLACK.
25. R. to adv. Kt. 4th sq.	King to Q. sq.
26. R. to adv. Q. B. 4th sq.	King to his sq.
27. King to adv. K. 3d sq.	

If the K. return to his Q. sq. the White must retire his R. along the same line, giving mate the following move; therefore,

. . . .	K. moves to his B. square.
28. R. to adv. K. Kt. 4th sq.	King to his sq.
29. Rook gives checkmate.	

King and Queen against the King.

The King and Queen will uniformly win against the King when alone.

POSITION OF PIECES.

WHITE.

King at adv. K. R. sq.
Queen at her Kt. sq.

} BLACK.

King at his 4th sq.

SOLUTION.

1. Queen to her 3d sq.   K. to his 3d sq. or (A) or (B)
2. K. to adv. K. Kt. 2d sq.   King to his 2d sq.
3. Q. to adv. Q. 4th sq.   King to his sq.
4. K. to adv. K. B. 3d sq.   King to his B. sq.
5. Queen to adv. K. B. 2d sq. giving checkmate.

VARIATION (A)

WHITE.   BLACK.

1. ....   King to his B. 3d sq.
2. Queen to K. 4th sq.

If the K. move to his Kt. 4th sq. the White, by advancing his K. to adv. Kt. 2d sq. and afterwards to the B. 3d sq. will give mate the following move; therefore,

....   K. moves to his B. 2d sq.

WHITE.	BLACK.

3. Queen to adv. K. 4th sq.

If the K. go to his B. sq. the White, by moving his K. to adv. R. 2d sq. then to the 3d sq. and afterwards to the Kt. 3d sq. will mate the following move ; therefore,

	King moves to his Kt. 3d sq.
4. King to adv. Kt. sq.	King to R. 3d sq.
5. King to adv. B. 2d sq.	King to R. 2d sq.
6. Queen to adv. Kt. 2d sq. giving checkmate,	

(B)

	King to adv. B. 4th sq.
1.	King to adv. B. 4th sq.
2. King to adv. Kt. 2d sq.	King to his 4th sq.
3. King to adv. B. 2d sq.	King to adv. B. 4th sq.
4. King to adv. B. 3d sq.	King to adv. Kt. 4th sq.
5. Queen to K. 3d sq.	King, as his best, moves to adv. R. 4th sq.
6. King to adv. B. 4th sq.	King to R. 4th sq.
7. Queen to adv. K. Kt. 4th sq. giving checkmate.	

ANOTHER POSITION OF THE PIECES.

WHITE.	BLACK.
King at Q. R. sq. Queen at her Kt. sq.	King at his 4th sq.

U

	WHITE.	BLACK.
1.	Q. to adv. K. Kt. 3d sq.	K. to adv. B. 4th sq. or (A)
2.	King to Q. Kt. 2d sq.	King to his 4th sq.
3.	King to Q. B. 3d sq.	King to adv. B. 4th sq.
4.	King to Q. 4th sq.	K. to adv. B. 3d sq.
5.	Q. to adv. K. Kt. 4th sq.	K. to adv. K. 2d sq. or (C)
6.	Q. to K. B. 4th sq.	{ King to adv. Q. sq. as his best move.
7.	King to Q. 3d sq.	King to adv. K. sq.
8.	Q. to adv. K. B. 3d sq.	King to adv. Q. sq.
9.	Queen to K. B. sq. giving checkmate.	

VARIATION (A)

1.	. . . .	King to Q. 4th sq.
2.	King to Q. Kt. 2d sq.	King to his 4th sq.
3.	King to Q. B. 3d sq.	King to Q. 4th sq.
4.	Queen to adv. K. B. 3d sq.	K. to Q. B. 4th sq. or (B)
5.	Queen to adv. K. 3d sq.	King to Q. Kt. 4th sq.
6.	Queen to adv. Q. 3d sq.	King to Q. R. 4th sq.
7.	King to Q. B. 4th sq.	King to adv. R. 4th sq.
8.	Queen gives checkmate.	

(B)

4.	. . . .	King to adv. K. 4th sq.
5.	Q. to adv. K. Kt. 4th sq.	King to adv. K. B. 3d sq.
6.	King to Q. 3d sq.	King to adv. K. B. 2d sq.
7.	Queen to K. Kt. 4th sq.	King to adv. K. B. sq.
8.	King to his 3d sq.	King to adv. K sq.
9.	Queen to K. 2d sq. giving checkmate.	

(C)

WHITE.	BLACK.
5. ··················	King to adv. K. B. 2d sq.
6. Queen to K. Kt. 4th sq.	King to adv. K. sq.
7. King to his 3d sq.	King to adv. K. B. sq.
8. Queen to adv. K. Kt. 3d sq.	King to adv. K. sq.
9. Queen checkmates.	

The King and the Two Bishops against the King.

The two Bishops, together with the King, will uniformly mate the adverse King when alone.

SITUATION.

WHITE.		BLACK.
King at adv. Q. B. 4th sq.	⎫	
Q. B. at adv. Q. Kt. sq.	⎬ King at adv. K. 4th sq.
K. Bishop at Q. Kt. 3d sq.	⎭	

SOLUTION.

1.	K.B.to ad.Q.4th sq.chg.	King to adv. K. 3d sq.
2.	Q. B. to adv. K. 4th sq.	King to adv. Q. 3d sq.
3.	Q. Bishop to Q. 4th sq.	King to adv. Q. B. 2d sq.*
4.	King to Q. B. 4th sq.	King to adv. Q. 2d sq.
5.	K. Bishop to its 3d sq.	King to adv. K. sq.†

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* If the king had moved to adversary's queen's second square, the White would have played his king's bishop to king's fourth square.

† If the king had gone to adversary's queen's bishop's square, the White should play his queen's bishop to his king's third square.

WHITE.	BLACK.
6. King to Q. 3d sq.	King to adv. K. B. sq.
7. Q. Bishop to K. 3d sq.	King to adv. K. sq.
8. K. B. to its Kt. 2d sq.	King to adv. Q. sq.
9. Q. Bishop to K.B. 2d sq.	King to adv. Q. B. sq.
10. King to Q. B. 3d sq. in opposition to the adv. K.	King to adv. Q. sq.
11. K. B. to its 3d sq. chg.	King to adv. Q. B. sq.
12. Q. B. to K. 3d sq. chg.	King to adv. Q. Kt. sq.
13. King to Q. Kt. 3d sq.	King to adv. Q. R. sq.
14. King to Q. R. 3d sq.	King to adv. Q. Kt. sq.
15. K. B. to K. 4th sq. chg.	King to adv. Q. R. sq.
16. Q. Bishop to Q. 4th sq. giving checkmate.	

The following is another position of the pieces.

SITUATION.

WHITE.	BLACK.
King at his R. sq. K. B. at adv. Q. R. sq. Q. Bishop at its sq.	King at his R. sq.

Solution.

WHITE.	BLACK.
1. Q.B. to Q.Kt. 2d sq. chg.	King to his Kt. sq.
2. K.B. to ad.Q. 4th sq. chg.	King to B. sq.
3. Q.B. to adv. K.B. 3d sq.	King to his sq.
4. K. Bishop to adv. K. 3d sq. confining the adv. K. to 2 squares	King to his B. sq.
5. King to his Kt. 2d sq.	King to his sq.
6. King to B. 3d sq.	King to his B. sq.
7. King to his Kt. 4th sq.	King to his sq.
8. K. to adv. K. Kt. 4th sq.	King to his B. sq.
9. K. to adv. K. Kt. 3d sq.	King to his sq.
10. Q.B. to adv. K. Kt. 4th sq.	King to B. sq.
11. K. B. to adv. Q. 2d sq.	King to his Kt. sq.
12. Q. Bishop to adv. K. 2d sq. or (A)	King to his R. sq.
13. K. B. to adv. K. sq.	King to Kt. sq.
14. K. Bishop to adv. K. B. 2d sq. chg.	King to R. sq.
15. Q. Bishop to adv. B. 3d sq. giving checkmate.	

Variation (A)

12. Q. B. to adv. K. R. 3d sq.	King to R. sq.
13. Q.B. to adv. K. Kt. 2d sq. chg.	King to Kt. sq.
14. K. Bishop to adv. K. 3d sq. and checkmates.	

The King with his Two Knights against the King.

The two knights with the king are unable to mate, by force, the adverse king. To prove this, it will only be necessary for the reader to examine the solution to the following singular position, in order to perceive that the king, when alone, unless he be badly played, must necessarily be placed in a stale in attempting to give the mate. If, however, the king have a pawn on the board, the game may sometimes be forced, viz.

SITUATION.

WHITE.	BLACK.
King at adv. Q. B. 3d sq.	King at Q. R. sq.
The two Knights at their squares.	Q. Kt. Pawn advanced 1 sq.

The above situation was submitted, as a problem, to Lolli, by Signor Taruffi, a professor of philosophy at Bologna, who maintained that the White, having the move, would mate, by force, the adverse king: Lolli gives the solution in his valuable work.

SOLUTION.

WHITE.	BLACK.
1. K. Knight to B. 3d sq.	K. to R. 2d sq. or (A) or (B)
2. Q. Knight to Q. 2d sq.	King to R. 3d sq.
3. Q. Knight to its 3d sq.	Kt. Pawn 1 sq. or (C)
4. K. Knight to Q. 4th sq.	King to R. 2d sq. or (D)
5. King to adv. Q. B. 2d sq.	

If the Black advance his P. one sq. the White will move his Q. Kt. to adv. B. 4th sq. afterwards checking with his K. Kt. and mating in two moves with the other; therefore,

....	King to R. sq.
6. Q. Kt. to adv. B. 4th sq.	

If the Black push his P. the White, by moving his K. Kt. to adv. Kt. 4th sq. will afterwards checkmate in two moves with the Q. Kt.; therefore, the

....	King moves to R. 2d sq.
7. K. Knight to adv. Q. B. 3d sq. chg.	King to R. sq.
8. Q. Kt. to adv. Q. 2d sq.	Kt. Pawn 1 sq.
4. Q. Knight to adv. Kt. 3d sq. giving checkmate.	

VARIATION (A)

1.	King to Kt. sq.
2. K. Kt. to adv. K. 4th sq.	King to B. sq. or (E)
3. K. Kt. to adv. B. 2d sq.	King to Kt. sq.

WHITE.	BLACK.
4. K. Kt. to adv. Q. 3d sq.	King to R. 2d sq.
5. Q. Knight to Q. 2d sq.	King to R. 3d sq.
6. Q. Knight to its 3d sq.	King to R. 2d sq.*
7. King to adv. Q. B. 2d sq.	

If the K. move to the R. sq. the White will place his K. Kt. at adv. Q. B. sq. and then move his Q. Kt. first to adv. B. 4th sq. afterwards to R. 4th sq. and, lastly, to adv. Kt. 3d sq. giving mate. If, however, the Black advance the P. the White must move his Q. Kt. to adv. B. 4th sq. afterwards placing his other Kt. at the adv. B. sq. then moving his Q. Kt. to the adverse Q. 2d sq. in order to give the mate at the adv. Kt. 3d sq.; therefore,

. . . . {	King, as his best, moves to R. 3d sq.
8. King to adv. Q. Kt. sq.	Pawn 1 sq.
9. King to adv. Q. B. 2d sq.	

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* If the Black, at his sixth move, had advanced his pawn, the White must move his king to adversary's bishop's second square; and should the Black return his king to the rook's second square, the White, by moving his queen's knight to adversary's bishop's fourth square, afterwards his king's knight to adversary's bishop's square, giving check, and then mating with the other knight in two moves: if, however, the Black, instead of moving his king, should advance his pawn one square further, the White should move his king to adversary's bishop's third square, as he does at the tenth move.

WHITE.   BLACK.

If the K. move to R. 2d sq. the White will move his Q. Kt. to adv. B. 4th sq.; therefore,

. . . .   Kt. P. advances another sq.

10. King to adv. Q. B. 3d sq.   King to R. 2d sq.

11. Q. Knight to adv. B. 4th sq.

If the K. advance his P. or move to R. sq. the White must return with his K. to the B. 2d sq. afterwards moving his Q. Kt. to adv. Kt. 4th sq. and then his other Kt. to R. 4th sq.; therefore, the

. . . .   King goes to Kt. sq.

12. King to adv. Q. Kt. 3d sq.   Plays any where.

13. Q. Knight to R. 3d sq. the other to adv. Kt. 4th sq. and then to adv. B. 2d sq. giving checkmate.

(B)

1. . . . .   Kt. Pawn 1 sq.

2. Q. Knight to Q. 2d sq.   Kt. Pawn 1 sq.

3. Q. Knight to its 3d sq.

If the K. go to the Kt. sq. the White must move his K. Kt. to adv. K. 4th sq.; therefore,

. . . .   King to R. 2d sq.

4. King to Q. B. 2d sq.   King any where.

5. K. Knight to Q. 4th sq.   King to R. 2d sq.

6. Q. Kt. to adv. Q. B. 4th sq.   Kt. Pawn advances.

7. K. Knight to adv. Q. B. } 3d sq. chg.   King to R. sq.

8. King to adv. Q. B. sq.   Kt. Pawn advances.

WHITE.	BLACK.

9. Q. Knight to adv. K. 3d sq.   Pawn goes to Q.

10. Q. Knight to adv. Q. B. 2d sq. giving checkmate.

(C)

If the Black, at his third move, had returned his K. to the R. 2d sq. not wishing to move the P. the White should regulate his play after the following manner.

3. ·················· ········   King to R. 2d sq.

4. King to adv. B. 2d sq.   King to R. 3d sq.

5. K. Knight to Q. 4th sq.   King to R. 2d sq.

6. King to adv. B. sq.

If the K. go to the R. sq. the White will move his K. Kt. to adv. B. 3d sq.; therefore,

················ ··············   King goes to R. 3d sq.

7. King to adv. Kt. sq.   Pawn is forced to advance.

8. King to adv. B. 2d sq.

If the K. go to R. 2d sq. the White must place his Q. Kt. at adv. B. 4th sq. &c.; therefore,

··················· ··········   Kt. Pawn 1 sq.

9. King to adv. B. 3d sq.   King to R. 2d sq.

10. K. Kt. to adv. B. or Kt. 4th sq.

If the K. move to R. sq. the White must place his K. Kt. at adv. Q. 3d sq. afterwards going with his K. to adv. Kt. 3d sq.; therefore,

················ ··············   King to R. 3d sq. or Kt. sq.

11. K. Knight to adv. Q. 3d sq.

If the K. go to the R. sq. the White will place his K. at adv.

WHITE.	BLACK.

B. 2d sq. and afterwards move his Q. Kt. to adv. B. 4th sq.;
therefore,

....	King to the R. 2d sq.
12. Q. Knight to adv. B. 4th sq.	King to Kt. sq.*
13. King to adv. Kt. 3d sq.	King or Pawn moves.
14. Q. Knight to adv. Q. 2d sq.	White afterwards giving mate

with the other Kt. in two moves.

(D)

4.	Kt. Pawn 1 sq.
5. King to adv. Q. B. 2d sq.	King to R. 2d sq.
6. Q. Knight to adv. B. 4th sq.	Kt. Pawn 1 sq.
7. K. Kt. to ad. Q. Kt. 4th sq. chg.	King to R. sq.
8. Knight to R. 4th sq.	giving the checkmate afterwards at

adv. Kt. 3d sq.

(E)

2.	King to R. 2d sq.
3. Q. Knight to Q. 2d sq.	Kt. Pawn 1 sq.
4. King to adv. B. 2d sq.	King to R. 3d sq.
5. Q. Knight to its 3d sq.	Kt. Pawn 1 sq.

WHITE.	BLACK.
* 12.	King to R. sq. or Pawn 1 sq.
13. King to adv. B. 2d sq.	King or Pawn moves.
14. K. Knight to adv. Kt. 4th sq.	and White will checkmate with

the Q. Kt. in two moves.

WHITE.	BLACK.
6. King to adv. B. 3d sq.	King to R. 2d sq.
7. K. Knight to adv. Q. 2d sq.	King to R. sq. or (F)
8. King to adv. B. 2d sq.	King to R. 2d sq.
9. K. Knight to adv. B. 4th sq.	King to R. sq.
10. Q. Knight to Q. 4th sq.	Kt. Pawn 1 sq.
11. Q. Knight to adv. Kt. 4th sq.	Kt. Pawn 1 sq.
12. K. Kt. to adv. Q. 2d sq.	Pawn goes to Q.
13. K. Knight gives checkmate.	

(F)

7.	King to R. 3d sq.
8. K. Kt. to adv. Kt. sq. chg.	King to R. 2d sq.
9. King to adv. B. 2d sq.	King to R. sq.
10. Q. Knight to Q. 4th sq. then to adv. Kt. 4th sq. and afterwards to adv. Q. 2d sq. in order to give the mate at adv. Kt. 3d sq.	

The King, Bishop, and Knight against the King.

The King with the Bishop and Knight win, by force, against the adverse King when alone.

The forcing this game is justly considered the most elegant of all methods of checkmating: the object of the player who has the two pieces must be to force his adversary to that rook's square which the bishop commands, for at that part of the board alone, unless the adverse king be badly played, can the mate be given.

SITUATION.

WHITE.		BLACK.
King at adv. Q. B. 3d sq.	⎫	
Q. Bishop at its sq.	⎬ King at Q. R. sq.	
Knight at adv. Q. 4th sq.	⎭	

SOLUTION.

	WHITE.	BLACK.
1.	Q. B. to K. B. 4th sq.	King to R. 2d sq.
2.	Kt. to adv. Kt. 3d sq.	King to R. 3d sq.
3.	B. to adv. Q. Kt. sq.	King to R. 4th sq.

WHITE.	BLACK.
4. Knight to adv. Q. 4th sq.	King to R. 3d sq. or (A)
5. Kt. to its 4th sq. chg.	King to R. 4th sq.
6. K. to adv. Q. B. 4th sq.	King to adv. R. 4th sq.
7. King to Q. B. 4th sq.	King to R. 4th sq. or (B)
8. B. to adv. B. 2d sq. chg.	King to adv. R. 4th sq.
9. Bishop to adv. Kt. 3d sq.	King to adv. R. 3d sq.
10. Knight to Q. 3d sq.	King to adv. R. 4th sq.
11. Knight to its 2d sq. chg.	King to adv. R. 3d sq.
12. King to Q. B. 3d sq.	King to adv. R. 2d sq.
13. King to Q. B. 2d sq.	King to adv. R. 3d sq.
14. B. to adv. B. 4th sq. chg.	King to adv. R. 2d sq.
15. Bishop to Kt. 4th sq.	King to adv. R. sq.
16. Knight to Q. 3d sq.	King to adv. R. 2d sq.
17. Knight to B. sq. chg.	King to adv. R. sq.
18. Bishop to its 3d sq. and checkmates.	

VARIATION (A)

4.	King to adv. R. 4th sq.
5. Bishop to adv. K. 4th sq.	K. to adv. Kt. 3d sq. or(C) or (D)
6. Knight to K. 3d sq.	King to adv. Kt. 4th sq.
7. King to adv. Kt. 3d sq.	King to adv. R. 4th sq.
8. Bishop to its 3d sq.	King to adv. Kt. 3d sq.
9. Bishop to Q. 2d sq.	King to adv. R. 4th sq.
10. King to adv. B. 4th sq.	King to adv. Kt. 3d sq.
11. King to adv. Kt. 4th sq.	King to adv. R. 3d sq.
12. Knight to B. 2d sq. chg.	King to adv. Kt. 2d sq.

WHITE.	BLACK.
13. Knight to Q. 4th sq.	King to adv. R. 3d sq.
14. Bishop to its sq. chg.	King to adv. R. 2d sq.
15. King to Kt. 4th sq.	King to adv. Kt. sq.
16. Bishop to R. 3d sq.	King to adv. R. 2d sq.
17. Knight to K. 2d sq.	King any where.
18. White mates in three moves.	

(C)

5.	King to adv. R. 3d sq.
6. King to adv. Kt. 4th sq.	King to adv. Kt. 3d sq. or (E)
7. Knight to K. 3d sq.	King to adv. R. 3d sq.
8. Bishop to its 3d sq.	King to adv. Kt. 3d sq.
9. Bishop to Kt. 4th sq.	King to adv. Kt. 2d sq.
10. King to Q. B. 4th sq.	King to adv. R. 2d sq.
11. King to Q. B. 3d sq.	King to adv. Kt. sq.
12. Bishop to R. 3d sq.	King to adv. R. 2d sq.
13. Bishop to Kt. 2d sq.	King to adv. Kt. sq.
14. Knight to Q. B. 4th sq.	King to adv. R. 2d sq.
15. Bishop to R. 3d sq.	King to adv. R. sq.
16. King to Kt. 3d sq.	King to adv. Kt. sq.
17. Knight to Q. 2d sq. chg.	King any where.
18. Bishop gives checkmate.	

(E)

6.	King to adv. R. 2d sq.
7. King to Kt. 4th sq.	King to adv. Kt. sq.

WHITE.	BLACK.
8. Knight to K. 3d sq.	King to adv. B. sq.
9. Bishop to its 3d sq.	King to adv. Kt. sq.
10. King to Kt. 3d sq.	King to adv. B. sq.
11. King to R. 3d sq.	King to adv. Kt. sq.
12. Bishop to Q. 2d sq.	King to adv. R. sq.
13. Knight to B. 4th sq.	King to adv. Kt. sq.
14. King to Kt. 3d sq.	King to adv. R. sq.
15. Bishop to K. 3d sq.	King to adv. Kt. sq.
16. Knight to R. 3d sq. chg.	King to adv. R. sq.
17. Bishop to Q. 4th sq. and checkmates.	

(D)

5.	King to R. 4th sq.
6. Bishop to Q. 4th sq.	King to R. 3d sq. or (F)
7. Knight to its 4th sq. chg.	King to R. 4th sq.
8. King to adv. B. 4th sq.	King to adv. R. 4th sq.
9. King to B. 4th sq.	King to R. 4th sq.
10. Bishop to K. 3d sq.	King to adv. R. 4th sq.
11. Knight to adv. Q. B. 3d sq.	King to adv. R. 3d sq.
12. Bishop to Q. 2d sq.	King to adv. R. 4th sq.
13. Knight to Q. 4th sq.	King to adv. R. 3d sq.
14. King to adv. Kt. 4th sq.	King to adv. R. 2d sq.
15. Bishop to its sq.	King to adv. Kt. sq.
16. Bishop to R. 3d sq.	King to adv. R. 2d sq.
17. King to his Kt. 4th sq. afterwards moving to Kt. 3d sq. and then, by playing Kt. to K. 2d sq. will mate in two moves.	

X

(F)

WHITE.	BLACK.
6.	King to adv. R. 4th sq.
7. King to adv. Kt. 3d sq.	King to adv. Kt. 3d sq. or (G)
8. Knight to K. 3d sq.	King to adv. Kt. 4th sq.
9. King to adv. R. 3d sq.	King to adv. R. 4th sq.
10. Bishop to its 3d sq.	King to adv. Kt. 3d sq.
11. Bishop to Q. 2d sq.	King to adv. R. 4th sq.
12. King to adv. Kt. 3d sq.	King to adv. Kt. 3d sq.
13. King to adv. R. 4th sq.	King to adv. R. 3d sq.
14. Knight to B. 2d sq. chg.	King to adv. Kt. 2d sq.
15. Knight to Q. 4th sq.	King to adv. R. 3d sq.
16. Bishop to its sq. chg.	King to adv. R. 2d sq.
17. King to Kt. 4th sq.	King to adv. Kt. sq.
18. Bishop to R. 3d sq.	King to adv. R. 2d sq.
19. Knight to K. 2d sq.	King to adv. Kt. sq.
20. King to Kt. 3d sq.	King to adv. R. sq.
21. Bishop to Kt. 2d sq. chg.	King to adv. Kt. sq.
22. Knight to B. 3d sq. and checkmates.	

(G)

7.	King to adv. R. 3d sq.
8. King to adv. Kt. 4th sq.	King to adv. R. 2d sq.
9. King to Kt. 4th sq.	King to adv. Kt. sq.
10. Knight to K. 3d sq.	King to adv. B. sq.
11. Bishop to its 3d sq.	King to adv. Kt. sq.
12. King to Kt. 3d sq.	King to adv. B. sq.
13. Bishop to K. sq.	King to adv. Kt. sq.

WHITE.	BLACK.
14. Bishop to Q. 2d sq.	King to adv. R. sq.
15. Knight to B. 2d sq. chg.	King to adv. Kt. sq.
16. Knight to R. 3d sq. chg.	King to adv. R. sq.
17. Bishop to its 3d sq. and checkmates.	

(B)

7.	King to adv. R. 3d sq.
8. Knight to Q. 3d sq.	King to adv. R. 4th sq.
9. Bishop to adv. B. 2d sq.	King to adv. R. 3d sq.
10. Bishop to adv. K. 4th sq.	King to adv. R. 4th sq.
11. Bishop to its 3d sq.	King to adv. R. 3d sq.
12. Bishop to Kt. 4th sq. chg.	King to adv. R. 2d sq.
13. King to Q. B. 3d sq.	King to adv. Kt. sq. or (H)
14. King to Q. Kt. 3d sq.	King to adv. R. sq.
15. King to Q. B. 2d sq.	King to adv. R. 2d sq.
16. Knight to Q. B. sq. chg.	King to adv. R. sq.
17. Bishop to its 3d sq. and checkmates.	

(H)

13.	King to adv. R. sq.
14. King to Q. B. 2d sq.	King to adv. R. 2d sq.
15. Knight to Q. B. sq. chg.	King to adv. R. sq.
16. Bishop to its 3d sq. and gives checkmate.	

Although the foregoing examples are sufficient to demonstrate the victory of the two pieces, yet it may be

x 2

useful to show the proper method of forcing the adverse king to the side of the board to which he must first be driven before the mate can be effected.

SITUATION.

WHITE.	BLACK.
King at Q. R. 4th sq.	
Q. Bishop at its Kt. 2d sq.	King at adv. K. 4th sq.
Knight at adv. Q. R. sq.	

SOLUTION.

1.	King to Q. Kt. 4th sq.	King to Q. 4th sq.
2.	K. to adv. Q. Kt. 4th sq.	King to adv. K. 4th sq.
3.	King to Q. B. 4th sq.	King to adv. K. 3d sq.
4.	Kt. to adv. Q. B. 2d sq.	King to adv. K. 4th sq.
5.	Bishop to Q. 4th sq.	King to adv. B. 4th sq.
6.	Kt. to adv. Q. 4th sq. chg.	

If the King move to adv. K. 4th sq. the White must check with his Kt. at Q. B. 3d sq. afterwards moving K. to adv. Q. 4th sq.; therefore,

	. . . .	King to adv. K. B. 3d sq.
7.	King to Q. 3d sq.	King to adv. K. Kt. 3d sq.
8.	King to his 3d sq.	King to adv. Kt. 2d sq.
9.	Kt. to K. B. 4th sq. chg.	K. to ad. K. Kt. 3d sq. or (A)
10.	B. to adv. K. B. 3d sq.	King to adv. Kt. 4th sq.

WHITE.	BLACK.
11. King to his 4th sq.	King to adv. Kt. 3d sq.
12. Knight to Q. 3d sq.	

If the King move to adv. Kt. 2d sq. the White, by advancing his K. to B. 4th sq. would force the adverse K. to the side of the board ; therefore,

	King to adv. Kt. 4th sq.
....	
13. B. to adv. K. 4th sq.	The K. to prevent being driven to the side of the board, moves to Kt. 4th sq.
14. Knight to K. B. 2d sq.	King to Kt. 3d sq.
15. King to adv. Q. 4th sq.	King to B. 4th sq.
16. King to adv. Q. 3d sq.	King to Kt. 4th sq.
17. King to adv. K. 3d sq.	King to Kt. 3d sq.
18. Bishop to adv. B. 3d sq.	King to R. 4th sq.
19. King to adv. B. 4th sq.	King to R. 3d sq.
20. Knight to K. 4th sq.	King to R. 4th sq.
21. Knight to its 3d sq. chg.	King to R. 3d sq.
22. Bishop to adv. K. 4th sq.	King to R. 2d sq.
23. King to adv. B. 3d sq.	King to R. 3d sq.
24. B. to K. B. 4th sq. chg.	King to R. 2d sq.
25. King to adv. B. 2d sq.	King to R. sq.
26. Bishop to adv. R. 3d sq.	King to R. 2d sq.
27. Bishop to adv. K.B. sq.	King to R. sq.
28. Knight to adv. R. 4th sq.	afterwards checking with the same piece at adv. K. B. 3d sq. and then checkmating with the B. at adv. Kt. 2d sq.

VARIATION (A)

	WHITE.	BLACK.
9.	....	King to adv. K. B. sq.
10.	King to B. 3d sq.	King to adv. K. sq.
11.	Bishop to its 3d sq. chg.	King to adv. K. B. sq. or (B)
12.	King to his 3d sq.	King to adv. Kt. sq.
13.	King to his 2d sq.	King to adv. R. 2d sq.
14.	King to B. 2d sq.	King to adv. R. sq.
15.	Knight to K. 2d sq.	King to adv. R. 2d sq.
16.	Knight to its 3d sq.	King to adv. R. 3d sq.
17.	King to B. 3d sq.	

If the King should move to adv. R. 4th sq. the White would play his Kt. to K. 4th sq. ; therefore,

	WHITE.	BLACK.
	....	King to adv. R. 2d sq.
18.	Bishop to Q. 4th sq.	King to adv. R. 3d sq.
19.	Bishop to K. Kt. sq.	King to adv. R. 4th sq.
20.	Knight to K. 4th sq.	King to R. 4th sq.
21.	Bishop to Q. 4th sq.	King to Kt. 3d sq.
22.	Knight to adv. Q. 3d sq.	

If the King move to R. 2d sq. the White must play his B. to adv. B. 3d sq. and afterwards to adv. K. 2d sq. and if the Black move to Kt. or R. 4th sq. the White, by moving his K. to Kt. 3d sq. will win easily.

(B)

	WHITE.	BLACK.
11.	....	King to adv. Q. sq.
12.	King to his 3d sq.	King to adv. Q. B. 2d sq.
13.	King to Q. 4th sq.	

WHITE.   BLACK.

If the King move to adv. Q. or B. sq. the White will play his K. to Q. 3d sq.; therefore, Black moves

.... King to adv. Q. Kt. 3d sq.

14. King to Q. 3d sq.

If the Black move his King to adv. R. 2d or 3d sq. the White will move his Kt. to adv. Q. 4th sq. &c,; therefore,

.... King to adv. R. 4th sq.

15. King to Q. B. 4th sq.   King to adv. R. 3d sq.

16. Knight to adv. Q. 4th sq.   King to adv. R. 4th sq.

17. Kt. to adv. Kt. 3d sq. chg.   King to adv. R. 3d sq.

18. Bishop to Q. 4th sq.   King to adv. R. 2d sq.

19. King to Q. B. 3d sq.

If the King move to adv. R. 3d sq. the White will check with his B. at adv. B. 4th sq. afterwards moving his K. to B. 2d sq. and then playing his Kt. &c.; therefore,

.... King to adv. Kt. sq.

20. Bishop to K. 3d sq.   King to adv. R. 2d sq.

21. Knight to Q. B. 4th sq.   King any where.

22. King to Kt. 3d sq. and must win.

The King and Queen against the King and Rook.

As it is impracticable to give every possible method of forcing this checkmate, I shall merely confine myself to a few situations in which it is not easy to win, and notice others which it will be necessary to guard against in order to prevent the game from being drawn.

First Situation.

WHITE.	BLACK.
King at K. B. 4th sq.	King at adv. K. R. 3d sq.
Queen at K. 2d sq.	Rook at adv. K. Kt. sq.

White to move.

1. Queen to adv. K. R. 4th sq. and checks.	King to adv. K. Kt. 2d sq.
2. Queen to K. Kt. 4th sq. and checks.	King to adv. K. R. 2d sq.
3. Queen to K. R. 4th sq. and checks.	King to adv. K. Kt. 2d sq.
4. Queen to K. Kt. 3d sq. and checks.	King to adv. K. B. sq.

WHITE.	BLACK.

5. Queen to K. B. 3d sq. and checks. } King to adv. K. sq.

6. King to his 3d sq. and checkmates in three moves at most.

Second Situation.

WHITE.	BLACK.
King at K. B. 4th sq.	King at adv. K. R. 2d sq.
Queen at adv. K. 4th sq.	Rook at adv. Q. Kt. 2d sq.

Black to move.

If he play the Rook to adv. Q. Kt. 3d sq. White will check at K. 2d sq. then at Q. sq. or at adv. K. 3d sq. according to whatever square the K. moves to, winning the R. &c.

If he check at adv. Q. Kt. 4th sq. White will play K. to K. B. 3d sq. discovering check, checkmating afterwards in three moves at most.

If he play the Rook to Q. Kt. 3d sq. the White will check at K. 2d sq. then at K. 3d sq. or at K. B. sq. and afterwards at K. B. 2d sq. according to the move of the Black.

If he play the Rook to Q. Kt. 2d sq. White will check at K. 2d sq. then at K. B. 3d sq. if Black play K. to adv. K. R. sq. or K. R. 3d sq. but if he play K. to adv. K. Kt. sq. White will check at K. sq. then at K. Kt. 3d sq. and afterwards at K. B. 3d sq.

If he play the Rook to adv. Q. Kt. sq. White will play K. to K. B. 3d sq. discovering check ; and if Black move the K. to adv. K. R. sq. White will check at adv. K. R. 4th sq. and then at adv. K. Kt. 3d sq. &c.; but if Black move the K. to adv. K. Kt. sq. White will check at K. 3d sq. then at adv. K. R. 3d sq. and adv. K. Kt. 3d sq. &c.

If he play the Rook to adv. Q. B. 2d sq. White will play K. to K. B. 3d sq. and afterwards by checking at adv. K. R. sq. or K. Kt. 2d sq. will either give mate or win the R. by checking at adv. K. R. 2d sq ; Black, therefore, plays

  1st. R. to adv. K. Kt. 2d sq. or

  2d. R. to adv. Q. R. 2d sq. or

  3d. R. to adv. K. B. 2d sq. chg.

In the first place,

BLACK.	WHITE.
1. R. to adv. K. Kt. 2d sq. {	King to K. B. 3d sq. and checks.
2. King to adv. K. Kt. sq.	Q. to Q. R. sq. and checks.
3. King to adv. K. R. 2d sq.	Queen to K. sq.

4. If he play the King, White will win the R. by playing Q. to K. B. sq.

If he play the Rook to adv. K. Kt. sq. the Q. will checkmate him at K. R. 4th sq.

If he play the Rook to K. Kt. 4th sq. he will lose it by a check at K. R. 4th sq.

If he play Rook to **K. Kt.** 2d sq. or to adv. **Q. Kt.** 2d
[. he will lose it by a check at his **K.** 4th sq.; he, there-
re, plays

BLACK.	WHITE.
4. Rook to K. Kt. sq. or (A) or (B) or (C) }	Queen to adv. K. 4th sq. and checks.
5. King to adv. K. R. or K. Kt. sq. }	Queen to Q. R. sq. and checks.

6. If he interpose the Rook he will be checkmated at his
K. R. sq. and if he play K. to adv. K. R. 2d sq.
he will lose the R. by a check at Q. R. 2d sq. &c.

VARIATION (A)

4. Rook to K. Kt. 3d sq.	Q. to adv. K. 4th sq. and checks.
5. King to adv. K. Kt. sq. }	Queen to adv. Q. B. 4th sq. and checks.

6. If he play to the R. file he will lose the R. by a check at
his K. R. 4th sq. and if he play elsewhere he will be
checkmated.

(B)

4. Rook to adv. Q. B. 2d sq.	Q. to K. R. 4th sq. and checks.
5. King to adv. K. Kt. sq.	Q. to her 4th sq. and checks.
6. King to adv. K. R. 2d sq.	Q. to adv. Q. 3d sq. and checks.

7. If he play to adv. K. R. or K. Kt. sq. he will lose the R.
and if he play to adv. K. R. 3d sq. he will be check-
mated.

(C)

4. Rook to adv. Q. R. 2d sq.	Q. to adv. K. 4th sq. and checks.

5. If he play King to adv. K. R. sq. White will check at adv. K. R. sq. and then either checkmate at Q. R. sq. or win the R. by checking at adv. K. Kt. sq.; therefore,

King to adv. K. Kt. sq.	Q. to her 4th sq. and checks.
6. King to the R. file.	Q. to adv. K.R. sq. and checks,

and then either checkmates at Q. R. sq. or wins the R. by a check at adv. K. Kt. sq.

In the second place,

1. Rook to adv. Q. R. 2d sq.	King to K. B. 3d sq. discovering check.
2. K. to adv. K. Kt. sq.	Queen to her 4th sq. and checks.
3. K. to adv. K. R. sq.	Queen to adv. K. R. sq. and checks.

4. If he interpose he will be checkmated, and if he play K. to adv. K. Kt. sq. he will lose the R. by a check at his K. Kt. sq.

In the third place,

1. Rook to adv. K. B. 2d sq. and checks.	King to his 3d sq. discovering check.
2. King to adv. K. Kt. 2d sq. or (D)	Queen to adv. K. Kt. 4th sq. and checks.
3. King to adv. K. B. sq.	Queen to K. R. 4th sq.

4. If he play Rook to adv. K. Kt. 2d sq. the Q. should check at K. R. sq. then at K. B. 3d sq. and afterwards checkmate at K. 2d sq.; therefore,

BLACK.	WHITE.
Rook to adv. K. 2d sq. and checks. }	King to K. B. 3d sq.

5. If he move the Rook to adv. K. Kt. 2d sq. White will play Q. to K. R. 3d sq. and if he move it elsewhere, the Q. will checkmate at K. R. sq.

(D)

2. King to adv. K. Kt. sq. {	Queen to K. Kt. 3d sq. and checks.

3. If he interpose the Rook, White will check at K. sq. and then play K. to K. B. 3d sq. &c. as has been already shown ; therefore,

King to adv. K. R. sq.	Must not take the R. on account of the stalemate, but
	Q. to K. R. 4th sq. and chks.
4. Rook to adv. K. R. 2d sq.	Queen to K. sq. and checks.
5. King to adv. K. Kt. 2d sq.	Q. to K. B. 2d sq. and checks.
6. King to adv. K. R. 3d sq.	Q. to K. B. 3d sq. and checks.
7. King to adv. K. R. 4th sq.	King to K. B. 4th sq. and checkmates in three moves at most.

THIRD SITUATION.

WHITE.	BLACK.
King at his 3d sq.	King at adv. K. B. sq.
Queen at K. Kt. 4th sq.	Rook at adv. K. R. 2d sq.

White to move.

WHITE.	BLACK.
1. Q. to her sq. and checks.	K. to adv. K. Kt. 2d sq.
2. Q. to K. 2d sq. and checks.	K. to adv. K. Kt. sq.
3. Q. to K. sq. and checks.	K. to adv. K. Kt. 2d sq.
4. Queen to K. B. 2d sq. } and checks.	K. to adv. K. R. 3d sq.
5. Queen to K. B. 3d sq. &c. as before.	

In the following situations if the Black have the move the game will be drawn.

FOURTH SITUATION.

WHITE.	BLACK.
King at K. B. 3d sq.	King at adv. K. R. sq.
Queen at K. 3d sq.	R. at adv. K. Kt. 2d sq.

Black plays Rook to adv. K. Kt. 3d sq. and draws the game.

FIFTH SITUATION.

WHITE.	BLACK.
King at K. B. 3d sq.	King at adv. K. R. sq.
Queen at K. B. 4th sq.	Rook at adv. K. R. 2d sq.

Black plays Rook to adv. K. B. 2d sq. and draws the game.

SIXTH SITUATION.

WHITE.	BLACK.
King at **K. B.** sq.	King at adv. **K. R.** sq.
Queen at **K. B.** 2d sq.	Rook at adv. **K.** 4th sq.

Black plays Rook to adv. **K. B.** 4th sq. and draws the game.

SEVENTH SITUATION.

WHITE.	BLACK.
King at his 3d sq.	King at adv. **K.** sq.
Queen at her 3d sq.	Rook at adv. **K. B.** 2d sq.

Black plays Rook to adv. **K. B.** 3d sq. and draws the game.

King and Rook against the King and Knight.

If the Knight be close to its King, the game will be,
for the most part, drawn.

SITUATION.

WHITE.	BLACK.
King at his sq.	King at adv. K. 3d sq.
Knight at Q. B. sq.	Rook at adv. Q. R. sq.

SOLUTION.

1. King to Q. sq.	Rook to adv. Q. Kt. sq.
2. King to Q. B. 2d sq.	Rook to Q. Kt. 4th sq.
3. King to Q. sq.	Rook to adv. Q. Kt. 2d sq.
4. King to his sq.	Rook to adv. Q. 2d sq.

5. If the King were to move to his B. sq. the Black, by
checking with his R. at adv. Q. B. sq. would gain
the Kt.; therefore, White moves

Knight to its 3d sq. }
attacking the adv. R. }   Rook to adv. Q. Kt. 2d sq.

6. Knight to Q. B. sq.	Rook to adv. K. B. 2d sq.
7. King to Q. sq.	Rook to adv. K. R. 2d sq.
8. Knight to its 3d sq.	King to adv. Q. 3d sq.

WHITE.	BLACK.
9. Kt. to Q. B. sq. chg.	King to adv. Q. B. 3d sq.
10. Knight to K. 2d sq. chg.	King to adv. Q. Kt. 2d sq.
11. King to his sq.	King to adv. Q. B. 2d sq.
12. King to B. sq.	King to adv. Q. 2d sq.
13. Knight to K. Kt. sq.	

If the Black were to move his Rook to adv. R. sq. the White would go and attack it by moving his K. to Kt. 2d sq.; therefore,

. . . .	King to adv. Q. sq.
14. Knight to K. B. 3d sq. } attacking the R. }	Rook to adv. R. sq. chg.
15. Knight interposes.	Rook to K. R. 4th sq.

16. The White must not now move his Knight to K. 2d sq. because the adversary, by giving check with his R. at K. B. 4th sq. would win the Kt. but must move

King to Kt. 2d sq.	King to adv. K. sq.
17. Kt. to K. B. 3d sq. chg.	King to adv. K. 2d sq.
18. Knight to its sq. chg.	King to adv. K. 3d sq.
19. King to B. sq.	Rook to K. B. 4th sq. chg.
20. King to its sq.	Rook to adv. K. B. 2d sq.

21. If the King were to move to Q. sq. the Black, by checking at adv. K. B. sq. would gain the Kt.; therefore,

Knight to R. 3d sq. } attacking the R. }	Rook to adv. K. Kt. 2d sq.

Y

WHITE.	BLACK.

22. King to B. sq. attacking the R.

Black may now move

	R. to adv. **K. R.** 2d sq. attacking the **Kt.** or (**A**)
23. **Knight to its sq.**	{ **Rook to adv. K. B.** 2d sq. chg.
24. **King to his sq.**	{ **Rook to adv. K. Kt. or Q.** Kt. 2d sq.

25. King to B. sq. and the game must be drawn.

VARIATION (A)

22. ....   King to adv. K. B. 3d sq.

23. King to his sq.

If the Black play his K. to adv. Kt. 3d sq. attacking the Kt. the Kt. must move to adv. Kt. 4th sq. returning to the K. in a few moves. If the Black were to move his King to adv. Kt. 4th sq. the White would check with his Kt. at B. 2d sq.; therefore, Black moves

	{ Rook to adv. K. R. 2d sq. attacking the Kt.

24. The White now may check with his Kt. in two places; first, by moving to its own sq. which is the best move, as it would draw the game; and, secondly, at adv. Kt. 4th sq. which latter would lose him the game by *the Kt. being forced away from its K.* as the following example will demonstrate.

SITUATION.

WHITE.	BLACK.
King at his sq.	King at adv. K. B. 3d sq.
Knight at K. R. 3d sq.	Rook at adv. K. R. 2d sq. attacking the Kt.

24. Knight checks at adv. Kt. 4th sq.

{ King to adv. K. 3d sq. preventing the Kt. from moving to B. 3d sq. or K. 4th sq. and threatening, at the same time, checkmate.

25. If the King move to his B. sq. the Black would move his R. to its 4th sq.; therefore,

King moves to Q. sq.	Rook to its 4th sq.
26. Knight to adv. K. 3d sq. or (B)	Rook to K. 4th sq. attacking the Kt.

27. If the Knight move to adv. Kt. 2d sq. the Black will move his K. to adv. B. 4th sq. afterwards to his Kt. 4th sq. when, by placing his R. at K. 2d sq. he would win the Kt.; therefore, as its best,

Knight moves to adv. Q. B. 2d sq. or (C)	King to adv. Q. 4th sq.
28. King to Q. 2d sq. or (D)	King to adv. B. 4th sq.

29. If the Knight go to the R. sq. the Black will move his K. to Kt. 4th sq. and, should the White check with his Kt. the K. will go to the 3d, and then the 2d sq. of the Kt. and, should the K. move, the R. must go to the K. or Q. R. 2d sq. Lastly, if, instead of the above, the White K. place himself at the Q. B. 2d sq. the Black

WHITE.　　　　　　　　　　　BLACK.

will move his R. to the K. 2d sq. afterwards his K. to the
Kt. 4th sq. and then the R. either to the R. or Q. Kt. 2d
sq. according to the play of the White, forcing the Kt.

(B)

	WHITE.	BLACK.
26.	Knight to adv. K. B. 2d sq.	Rook to Q. 4th sq. chg.
27.	King to Q. B. 2d sq.	King to adv. B. 4th sq.
28.	Knight to K. R. 3d sq.*	Rook to Q. 2d sq.
29.	Knight to adv. Kt. sq.	King to Kt. 4th sq. and, by playing R. to Kt. 2d sq. will win.

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* If the knight had gone to the rook's square, or the king to the
queen's bishop's, the following moves would have taken place.

	WHITE.	BLACK.
28.	Knight to R. sq.	King to B. 4th sq.
29.	If the K. be moved, the Black must place his K. at the B. 3d sq. and then his R. at the Q. sq.; therefore, the Knight returns to B. 2d sq.	. King to the Kt. 3d sq. afterwards to the Kt. 2d sq. winning the Kt.

	WHITE.	BLACK.
28.	King to Q. B. 2d sq.	Rook to Q. 2d sq.
29.	Knight to adv. R. 3d sq. or R. sq.	Rook to the K. Kt. 2d sq. afterwards K. to the Kt. 4th sq. and then R. to the K. R. 2d sq. should the Kt. be at the R. sq. winning the Kt.

(C)

WHITE.	BLACK.
27. Knight to adv. K. B. sq.	Rook to Q. 4th sq. chg.
28. King to Q. B. 2d sq.	Rook to Q. 3d sq.
29. King to Q. B. 3d sq.*	King to adv. B. 4th sq.
30. King to Q. B. 4th sq.	King to his B. 4th sq.
31. King to adv. B. 4th sq.	Rook to Q. sq.
32. Knight to adv. R. 2d sq.	Rook to K. R. sq. or King to Kt. 3d sq. and Black must win.

(D)

28. Knight to Q. R. 3d sq.†	King to adv. Q. B. 4th sq.

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* If the knight should go to adversary's rook's 2d sq. the following moves would occur.

WHITE.	BLACK.
29. Knight to adv. R. 2d sq.	King to adv. B. 4th sq.
30. If the Knight go to the adv. B. sq. the Black will move his K. to the B. 4th sq. &c.; therefore,	
King moves to Q. B. 3d sq.	King to B. 4th sq.
31. King to B. or Kt. 4th sq.	Rook to Q. sq. then to R. sq. winning the Kt.

† If, at the twenty-eighth move, the knight should go to the rook's square, the Black should regulate his moves in the following manner :—

WHITE.	BLACK.
28. Knight to R. sq.	King to Q. B. 4th sq.
29. Knight to adv. Q. B. 2d sq.	King to Q. Kt 3d sq.
30. Knight to R. sq. chg.	King to Kt. 2d sq. winning the Kt. &c.

WHITE.   BLACK.

29. If the Knight move to the adv. Q. Kt. sq. the Black will give check with his R. at the Q. 4th sq. afterwards moving the R. to Q. 3d sq. and win the Kt.; therefore,

White	Black
Knight moves to adv. Q. B. 2d sq.	Rook to K. 2d sq.

30. If the Knight move to the R. sq. the Black, by placing his R. at Q. Kt. 2d sq. will win it; therefore,

White	Black
Knight moves to R. 3d sq.	King to Q. Kt. 4th sq.
31. Knight to adv. Q. Kt. sq.	Rook to Kt. 2d sq. and the Kt. is lost.

The King and Bishop against the King and Rook.

The King and Bishop, in any indifferent position, will uniformly draw against the King and Rook.

The method of drawing this game is to keep moving the Bishop, and not to play the King until forced, taking care always to prevent the adversary from placing his King in opposition to yours, when the Bishop has covered a check from the adverse Rook on the royal line.

Another method of securing the drawn game (but by no means the only one, as stated by Philidor) is to place the King at that Rook's square which the Bishop does not command, having the Bishop to interpose in case of check from the adverse Rook.

SITUATION.

WHITE.	BLACK.
King at his B. sq.	King at adv. K. 3d sq.
K. Bishop to adv. Q.B. 3d sq.	Q. Rook at its 3d sq.

SOLUTION.

1. B. to adv. Q. Kt. 2d sq. Rook to Q. Kt. 3d sq.

WHITE.	BLACK.
2. B. to adv. Q. 4th sq.	Rook to adv. Q. Kt. 2d sq.
3. B. to adv. Q. B. 3d sq.	R. to adv. K.B. 2d sq. chg.
4. King to Kt. sq.*	King to adv. K. 2d sq.
5. B. to adv. Q. 4th sq.	King to adv. K. sq.
6. B. to adv. B. 3d sq.	Rook to adv. K. B. 3d sq.
7. B. to adv. Q. Kt. 2d sq.	Rook to K. Kt. 3d sq. chg.
8. King to R. 2d sq.	King to adv. B. 2d sq.
9. King to R. 3d sq.	R. to adv. K. Kt. 3d sq. chg.
10. King, as his best move, plays to R. 4th sq.	Black plays any where, and White must draw the game.

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* If the king had moved to his square the bishop would have been lost; thus,

WHITE.	BLACK.
4. King to his sq.	Rook to adv. Q. B. 2d sq. threat-to give the mate at adv. B. sq.
5. Bishop to Q. R. 4th sq.	Rook to adv. Q. B. sq. chg.
6. B. is forced to interpose at Q. sq.	Rook to adv. Q. Kt. sq.

7. The White is forced to move his K. away from the B. and the Black would win.

The King, Rook, and Bishop, against the King and Rook.

The celebrated Academies of Chess that flourished at Naples were divided in opinion respecting the possibility of giving this mate. *Carrera,* at the Ninth Chapter of his Third Book, affirms that the two pieces have the absolute power of winning; and *Salvio* denies that the mate can be forced, unless the other player commit a mistake. This question is not even now determined: that there are positions in which the game can be won those proposed by Phildor and Lolli can leave no room to deny. I shall also submit to the amateur four other positions in which the game is considered as drawn; the first I have taken from Lolli, and the three last were given me by a foreign gentleman, whose name I am not at liberty to make use of. To attempt the solution of these last-mentioned situations would, in the present instance, be impossible, the Variations themselves would fill a volume. It perhaps may be satisfactory to the amateur to be apprized that the three last have been examined for upwards of six weeks by some of the best players in France prior to their coming to this determination :—they

may be subject of study for those who have more inclination and time than myself.

The following is the position given by Philidor.

SITUATION.

WHITE.	BLACK.
King at adv. K. 3d sq.	King at his sq.
Rook at Q. B. sq.	Rook at Q. 2d sq.
Bishop at adv. K. 4th sq.	

On what particular ground this writer can assert that the above is the best position for the Black, and the only good one to make a proper defence, I am utterly at a loss to determine; it cannot be from the unconfined situation of the Black King, for he is at present restricted to two squares in moving. The solution which Philidor gives to this position has been by many considered as setting the subject at rest; but I may be allowed to observe, that nothing is at all decisive of the question where little action is given to the pieces of the one in comparison to that of the other.

The following is the solution he gives: it is the best played situation in that writer's book.

SOLUTION.

WHITE.	BLACK.
1. Rook gives check.	Rook interposes.

WHITE.	BLACK.
2. Rook to adv. Q. B. 2d sq.	Rook to adv. Q. 2d sq.*
3. R. to adv. Q. Kt. 2d sq.†	Rook to adv. Q. sq.
4. R. to adv. K. Kt. 2d sq.‡	R. to adv. K. B. sq. or (A)
5. Bishop to K. Kt. 3d sq.	K. to B. sq.‖ or (B)
6. Rook to K. Kt. 4th sq.	King to his sq.§
7. Rook to Q. B. 4th sq.	R. to adv. Q. sq.¶ or (C)
8. Bishop to K. R. 4th sq.	King to B. sq.

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* He takes the situation most proper to elude you. In order to give the mate, you must force your adversary to place his rook either at your queen's square or at your queen's third square : in either situation, the game must be won after a few moves.

† He is forced to place his rook at the queen's or queen's third square.

‡ He has been forced to place his rook at one of those squares where he is in a course to lose: but that is not sufficient; for your rook must not be further from your king than a knight's move. Were you to play the rook to its queen's bishop's second square, he would play his to your queen's second square, and you would be obliged to recommence; but, by playing your rook to the right, he must, to avoid the mate, play his to your king's bishop's square, which is not better than that of his queen.

‖ As he could have moved his rook to your king's bishop's third square a Variation (B) will be given.

§ He moves his king in order to cover the check with his rook.

¶ A Variation (C) will be given, as he might have played king to bishop's square.

WHITE.	BLACK.
9. B. to adv. K. B. 3d sq.	Rook gives check.
10. Bishop interposes.	King to Kt. sq.
11. Rook to K. R. 4th sq. and must win.	

Variation (A)

4. Rook to adv. K. Kt. 2d sq.	King to B. sq.
5. Rook to adv. K. R. 2d sq.*	Rook to adv. K. Kt. sq.
6. Rook to adv. Q. B. 2d sq.†	King to Kt. sq.
7. Rook to adv. Q. B. sq. chg.	King to R. 2d sq.
8. Rook to adv. K. R. sq. chg. and must win.	

(B)

5. Bishop to K. Kt. 3d sq.	Rook to adv. K. B. 3d sq.
6. Bishop to adv. Q. 3d sq.	R. checks at adv. K. 3d sq.
7. Bishop covers the check.	Rook to adv. K. B. 3d sq.‡
8. R. checks at adv. K. 2d sq.	King to B. sq.‖

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* You oblige him, by this move, to place his rook at your king's knight's square, to avoid the mate, by which you will win his rook.

† He has no other method to avoid the mate than by moving his king to his knight's square, for, should he check with his rook, you will remain with the same attack by covering with the bishop.

‡ Had the king been moved to bishop's square, you would have placed your rook at adversary's king's rook's second square, in order to give the mate next move.

‖ If the king had been moved to his queen's square, you would have played your rook to his queen's knight's second square.

WHITE.	BLACK.
9. Rook to adv. Q. B. 2d sq.	King to Kt. sq.
10. R. to adv. K. Kt. 2d sq. chg.	King to B. sq.*
11. Rook to K. Kt. 4th sq.	King to his sq.†
12. Bishop to K. B. 4th sq. and White must win.	

(C)

7. Rook to Q. B. 4th sq.	King to his B. sq.
8. Bishop to adv. K. 4th sq.	King to his Kt. sq.
9. Rook to its K. R. 4th sq. and must win the game.	

Lolli, after bearing ample testimony to the elegance and ingenuity of the foregoing demonstration, observes, that the general proposition laid down by Philidor, of the Rook and Bishop winning against a Rook, can only be sustained on the supposition that the adversary can always be forced into this or a similar position, and this is a point, he adds, which he will not undertake to investigate. That the solution given by Philidor is justly entitled to the applause which every subsequent writer on the game has uniformly bestowed on it, it would be presumptuous in any one to deny; but, without seeking to detract from the cre-

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* If the king had been placed at the rook's square, the rook would have been won by a check by discovery.

† If the rook had been played to your king's third square, to prevent his bishop giving check, you should have played rook to king's rook's fourth square, in order to give mate next move.

dit due to him for this well played solution, I may be permitted to observe, that a want of accuracy or candour may be fairly imputed to him. In the early editions of his Analysis he assures the reader that the situation in which he has placed the pieces is the most advantageous for the defending Rook ; but, in the edition of 1777, he gives another demonstration, which he calls a method of forcing the adversary into this position, having been informed, he says, that amateurs found considerable difficulty in forcing the King to take the position originally assigned. Now it is evident that, if the position first given were the most advantageous for the defending player, any other position must be less favourable, and the new demonstration would be neither more nor less than a method of forcing the adversary to protract his defence. The truth is, Philidor seems to have fallen into this absurdity from an unwillingness to abandon his first assertion, that he had given the position which was most favourable to the defence. The amateur will perceive that I have omitted that which is termed by Philidor " forcing the king to take the position assigned," and I omit it because it is unworthy of notice by any person who pretends to the slightest knowledge of the game, as almost every move which he gives is objectionable. But I will not detain my readers any longer in commenting on a position that would ill repay them for the labour of examining.

I shall now proceed to give the Three Positions inserted in Lolli's Treatise; in the two former of which the Rook and Bishop win, and in the latter, as he affirms, the game can only be drawn.

FIRST POSITION.

WHITE.	BLACK.
King at adv. Q. B. 3d sq.	King at his Q. B. sq.
Q. R. at adv. Q. R. 3d sq.	Rook at his Q. Kt. 2d sq.
Q. B. at adv. Q. B. 4th sq.	

SOLUTION.

	WHITE	BLACK
1.	R. checks at adv. Q. R. sq.	Rook covers.
2.	Rook to adv. Q. R. 2d sq.	R. to adv. Q. Kt. 2d sq. ([a])
3.	Rook to adv. K. Kt. 2d sq.	Rook to adv. Q. 2d sq.
4.	R. to adv. K. B. 2d sq. ([b])	Rook to adv. Q. sq. ([c])
5.	Rook to adv. Q. R. 2d sq.	R. to adv. Q. Kt. sq. ([d])
6.	Bishop to Q. R. 3d sq.	R. to adv. Q. Kt. 3d sq. ([e])
7.	Bishop to adv. Q. 3d sq.	R. checks at ad. Q. B. 3d sq.
8.	Bishop covers.	Rook to adv. Q. Kt. 3d sq.
9.	Rook checks at adv. Q. B. 2d sq.	King to Q. Kt. sq.
10.	Rook to adv. K. 2d sq.	King to Q. R. sq.
11.	Rook to his K. 4th sq. and will give checkmate in four moves at most.	

(ᵃ) If he were to play king to queen's square, you would win the rook by playing your rook to adversary's king's knight's second square.

(ᵇ) You play you rook here in order to compel him to play his rook to your queen's square, your queen's third square, or to his own queen's square. Until you have forced him to occupy one of these squares the mate cannot be effected.

(ᶜ) If he play to your queen's third square, you must play your rook to his queen's rook's second square, and if he then play his king to queen's knight's square, you must retire your rook to its fourth square, threatening check with the bishop, and afterwards checkmate; and, upon his playing the rook to your queen's bishop's third square, to prevent the check, you must play your rook to king's fourth square; but if, at the fifth move, instead of playing king to queen's knight's square, he play his rook to your queen's knight's third square, you must give check with the rook at his queen's bishop's second square, and play afterwards as from the ninth move. But if, at the fourth move, he play his rook to queen's square, you must play your bishop to his king's second square; and, upon his retiring the rook to king's knight's or king's rook's square, you must play your rook to adversary's king's bishop's fourth square, and afterwards to adversary's queen's rook's fourth square.

(ᵈ) If, instead of this move, he play king to queen's knight's square, you must play your rook to its fourth square, threatening check with the bishop, and afterwards mate; and upon his playing his rook to your queen's bishop's square, you will

pass your rook to king's fourth square, and he can no longer avoid the mate.

(ᵉ) If, instead of this move, he retire his rook to his queen's knight's square, you will win immediately by playing your rook to his king's bishop's second square ; or if he play king to queen's knight's square, instead of moving his rook, you must still play your rook to his king's bishop's second square; and, upon his playing king to queen's rook's square, for his best, you must play rook to his king's bishop's fourth square, compelling him to play his rook to queen's knight's second square, and afterwards, by playing your rook to your king's bishop's fourth square, you will gain the move and give checkmate in four moves at most.

Second Position.

WHITE.	BLACK.
King at adv. **Q. R.** 3d sq.	King at his **Q. R.** sq.
Rook at adv. **Q.** 3d sq.	Rook at his **Q. Kt.** 2d sq.
Bishop at adv. **Q. R.** 4th sq.	

To force the mate in this position you must first bring ᵒur **K.** to his **Q. B.** 3d sq. which is effected in the folᵂing manner.

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SOLUTION.

WHITE.	BLACK.
1. B. to adv. Q. Kt. 3d sq.	R. checks at his 2d sq. (ᵃ)
2. K. to adv. Q. Kt. 4th sq.	R. to his K. R. 2d sq.(ᵇ) or(ᶜ)
3. K. to adv. Q. B. 3d sq.	Rook to his K. R. sq.
4. B. to adv. Q. B. 2d sq.	Rook to his K. Kt. sq.
5. Rook to adv. Q. 4th sq.	R. checks at K. Kt. 3d sq.
6. Bishop covers.	Rook to K. Kt. 2d sq.
7. Rook to adv. K. 4th sq.	Rook to K. R. 2d sq.
8. R. checks at adv. K. sq.	King to Q. R. 2d sq.
9. Bishop checks at adv. Q. B. 4th sq. and gives mate the next move.	

(ᵃ) If he retire his rook to his queen's knight's square, you must play as follows :—

WHITE.	BLACK.
2. Bishop to adv. Q. B. 2d sq.	Rook to his Q. B. sq.
3. King to adv. Q. Kt. 3d sq.	Rook to his K. Kt. sq.
4. Rook to adv. Q. 4th sq. and afterwards playing B. to adv. Q. 3d sq. will win in a few moves.	

(ᵇ) If he return rook to queen's knight's second square, you must play as follows :—

WHITE.	BLACK.
3. King to adv. Q. B. 3d sq.	Rook to Q. Kt. sq.
4. Rook to adv. Q. 4th sq.	

If the Black now check at his queen's bishop's square, you will cover with the bishop and give mate or win the rook the next move; if he return to queen's knight's second square, you

must play your rook to your queen's fourth square, to gain the move and afterwards give mate, or win the rook; and if he play the rook along the last line of the chess-board, you will check with the rook at his queen's rook's fourth square, and give mate in two moves.

(ᶜ) But if, at the second move, he play rook to your queen's rook's square, you must play as follows:—

WHITE.	BLACK.
3. King to adv. Q. B. 3d sq.	R. checks at adv. Q. B. sq.
4. Bishop covers.	Rook to adv. Q. Kt. sq.
5. Rook to Q. 4th sq. and will give mate in four moves at most.	

THIRD POSITION.

WHITE.	BLACK.
K. at adv. K. Kt. 3d sq.	King at his Kt. sq.
Rook at adv. K. 3d sq.	Rook at his K. B. 2d sq.
B. at adv. K. Kt. 4th sq.	

In this position, says Lolli, the White cannot win, for the Black can always prevent him from bringing his king to the adversary's king's third square, and his bishop to adversary's king's fourth square, without which the mate can never be given. This position of the pieces may

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occur on the chess-board in four ways with one bishop, and in four with the other. It is not, therefore, a case of such rare occurrence, but that the diligence of the defending player may frequently succeed in gaining this position. In addition to this case, I shall give three other positions which were furnished by the French gentleman to whom I have already alluded, and which, after much examination, are supposed also to make drawn games. I abstain, from the same motives which probably influenced Lolli, from tracing all the variations which arise in the investigation of these positions. The task would be endless; and it is more equitable that those who may be inclined to doubt the conclusion at which I have arrived, should show that the games may be won, than that I should be called upon to prove a negative. Upon the whole, if there be no general method of forcing the defending player into the position originally assigned to him by Philidor; if, in a number of different cases, the king, rook, and bishop, cannot give mate against the king and rook, which we are warranted in concluding, until the contrary be shown, the general proposition advanced by Philidor falls to the ground; his demonstration amounts to nothing more than an example of a mate from a given position, and is rather to be considered as an excepted case than as a general proof that the mate can be effected in all situations.

The following are the three positions I allude to in which the game is considered as drawn.

WHITE.		BLACK.
King at adv. Q. 4th sq.		
Rook at adv. Q. R. 3d sq.	}	King at Q. 2d sq.
Bishop at Q. 4th sq.		Rook at K. B. 2d sq.

Drawn Game.

King at adv. K. B. 4th sq.		
Rook at adv. Q. R. 3d sq.	}	King at B. 2d sq.
Bishop at K. B. 4th sq.		Rook at Q. 2d sq.

Drawn Game.

King at adv. Q. 4th sq.		
Rook at adv. K. R. 2d sq.	}	King at Q. sq.
Bishop at Q. 4th sq.		Rook at adv. Q. sq.

Drawn Game.

SOLUTION TO THE FRONTISPIECE.

SITUATION.

WHITE.	BLACK.
King at his R. 3d sq.	King at his Q. R. 3d sq.
Q. Bishop's and Q. Kt. P. at their 4th sq.	K. Kt. and B. Pawns at their 4th sq.
Q. R. P. at adv. R. 4th sq.	K. R. P. at adv. R. 4th sq.

The party playing first will win the game.

SOLUTION.

1. B. Pawn 1 sq.   King to Kt. 4th sq.

2. King to R. 2d sq. if he were to move to Kt. 2d sq. he would lose the game. Vide (F) } Kt. Pawn 1 sq.

3. King to Kt. 2d sq.   B. Pawn 1 sq. or (A)

4. King to Kt. sq.

Whatever Pawn the Black move, the White K. must play opposite to it, by doing which he will be able to stop the advance of them all; for instance,

WHITE.	BLACK.
. . . .	R. Pawn 1 sq.
5. King to R. 2d sq.	

If the Black advance his B. Pawn 1 sq. the White will place his K. between the Pawns, preventing their advance; therefore,

WHITE.	BLACK.
. . . .	King goes to R. 3d sq.
6. B. Pawn 1 sq.	King to R. 2d sq. to prevent the P. from going to Q.
7. Kt. Pawn 1 sq.	King to Kt. sq. or (B)
8. R. Pawn 1 sq. or (D)	King to R. or B. sq. or R. or B. 2d sq.
9. R. or B. Pawn goes to Q. in two moves.	

VARIATION (A)

WHITE.	BLACK.
3.	R. Pawn 1 sq. chg.
4. King to Kt. 3d sq.*	B. Pawn gives check.
5. King to R. 2d sq.	B. Pawn 1 sq.
6. King to Kt. 3d sq. &c.	

(B)

WHITE.	BLACK.
7.	King to R. sq.
8. B. Pawn 1 sq. or (C)	King to Kt. 2d sq.

---

* If the king had moved to any other square he would have lost the game.

9. Kt. Pawn 1 sq. King to B. sq.

10. R. Pawn 1 sq. King to Q. 2d sq.

11. R. Pawn 1 sq. and goes to Q.

(C)

WHITE.	BLACK.
8. Kt. Pawn 1 sq.	King to Kt. sq.
9. R. Pawn 1 sq.	King to R. sq.
10. B. Pawn 1 sq.	One of the Black Pawns must move, and White gives checkmate.

(D)

8. Kt. Pawn 1 sq.	King to R. sq.
9. B. Pawn 1 sq. or (E)	King to Kt. 2d sq.
10. R. Pawn 1 sq. chg.	King to B. sq.
11. R. Pawn 1 sq.	King to Kt. 2d sq.
12. R. Pawn goes to Q. chg.	King takes Q.
13. B. Pawn goes to Q. and gives checkmate.	

(E)

9. R. Pawn 1 sq.	King to Kt. sq.
10. R. Pawn 1 sq. chg.	King to R. sq.
11. B. Pawn 1 sq.	King to Kt. 2d sq.
12. R. Pawn goes to Q. and White must win.	

The amateur will perceive, by the following moves, what care must be used in playing a king with a view to stop the advance of pawns.

(F)

WHITE.	BLACK.
2. King to Kt. 2d sq.*	B. Pawn 1 sq.†

3. If the King should go either to the R. or B. 3d sq. he would lose the game, in the manner shown at the sixth move of that Position to which this is a Variation; the White, therefore, moves to R. 2d sq. he has two other methods of playing ; vide (G) and (H)

.... B. Pawn 1 sq.‡

4. King to Kt. or R. sq.§   R. Pawn 1 sq. winning the game ; for, should the adverse K. be at the R. sq. Black will be able to gain the move by the Kt. P. and he will win without the assistance of the Kt. P. if the White King should be at the Kt. sq.

(G)

3. King to Kt. sq.	R. Pawn 1 sq.
4. King to R. sq.	

The Black must not now move his Kt. Pawn, because the

---

* This move loses the game.

† If the Black had moved his knight's pawn one square he would have lost the game.

‡ If he moved the knight's pawn he would have lost the game.

§ If the king should move to the rook's third square, the Black must advance his knight's pawn, giving check, &c.

WHITE.	BLACK.

White, by placing his K. at R. 2d sq. would win the game, but plays

....   B. Pawn 1 sq. winning the

game.

(H)

WHITE.	BLACK.
3. King to R. sq.*	B. Pawn 1 sq.
4. King to R. 2d sq.	Kt. Pawn 1 sq.
5. King any where.	Kt. Pawn 1 sq. and Black must win.

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* Should the White King, at his third move, play to the bishop's or bishop's second square, the Black must regulate his moves according to the above directions, as the positions are relatively the same.

The following is a Solution to the Position given by the Second Modenese, who has been erroneously stated to be *Doctor Ercole dal Rio*; the real name of the author of the following Position is *Ponziani*.

SITUATION.

BLACK.	WHITE.
	King at his Kt. 3d sq.
King at his B. 4th sq.	K. B. Pawn at its 4th sq.
Knight at Q. 3d sq.	K. Kt. P. at adv. Kt. 4th sq.
Pawn at K. Kt. 3d sq.	K. R. Pawn at its 4th sq.
	Q. B. Pawn at its 4th sq.

The Black to move and win the game.

SOLUTION.

1. Knight gives check.   K. to R. 3d sq. or (A) or (B)
2. Kt. to adv. B. 2d sq. chg.   King to Kt. 3d sq.
3. Knight to adv. Q. 3d sq.   Q. B. Pawn 1 sq.
4. Knight takes K. B. P.   Q. B. Pawn 1 sq.
5. Kt. to R. 4th sq. chg. or (C)   King to R. 3d sq. or (E)
6. King to his 3d sq.   Single Pawn 1 sq.
7. King to Q. 2d sq.   Single Pawn 1 sq. to Q.

BLACK.	WHITE.
8. King takes P.	King to Kt. 4th sq.
9. King to Q. 2d sq.	King to B. 3d sq.
10. King to his 3d sq.	King to his 4th sq.
11. King to Q. 3d sq.	King to B. 3d sq.
12. King to his 4th sq.	King to Kt. 2d sq.
13. King to adv. B. 4th sq. and must win.	

Variation (A)

1.	King to Kt. 2d sq.
2. Knight to Q. B. 4th sq.	King to Kt. 3d sq.
3. Knight to K. 3d sq.	R. Pawn 1 sq.
4. Pawn takes P.	King to R. 4th sq.
5. Knight takes K. B. P.	Q. B. Pawn 1 sq.
6. King to Kt. 3d sq.	Q. B. Pawn 1 sq.
7. Knight to Q. 4th sq. stops the White P. and must win.	

(B)

1.	King to B. 3d sq.
2. Kt. to Q. B. 4th sq.	R. Pawn 1 sq.
3. Pawn takes P.	King to Kt. 3d sq.
4. Knight to K. 3d sq.	King to R. 4th sq.
5. Knight takes K. B. P. &c.	

1. Knight checks.	King to R. 3d sq.
2. If in this situation the K. take K. B. P. then White will	

BLACK.   WHITE.

draw the game by pushing Q. B. P. 1 sq. Vide (F.)

But if, instead of this, the White move R. P. 1 sq.

Black will win, as follows:

3. Kt. takes Kt. P and checks. King to R. 4th sq. or (G)

4. Kt. to B. 3d sq. and checks. King to R. 3d sq.

5. Pawn 1 sq.

The game would be drawn if he took the White P. Vide (H.)

· R. Pawn 1 sq.

6. Pawn checks. King to Kt. 2d sq.

7. Knight to adv. R. 4th sq. and checks. King to Kt. sq.

8. King to adv. B. 3d sq. R. Pawn 1 sq.

9. Knight to K. Kt. 3d sq. Q. B. Pawn 1 sq.

10. Pawn 1 sq. Q. B. Pawn 1 sq. or (I)

11. Knight to adv. B. 4th sq. R. Pawn to Q.

12. Knight to adv. K. 2d sq. and checks. King to B. sq.

13. Pawn checks. King to Q. sq.

14. Pawn to Q. and checks. King to Q. 2d sq.

15. Queen to adv. K. 3d sq. and checks. King to Q. B. 2d sq.

16. Knight to adv. K. 4th sq. and checks. K. to Q. Kt. sq. or Kt. 2d sq.

17. Q. to adv. K. Kt. 3d sq. and checks. King to Q. R. sq.

18. Knight gives checkmate.

BLACK.   WHITE.

If, in the first situation of the game, Black were to take Q. B. P. instead of checking with his Kt. then White will draw the game by moving R. P. one sq.; for

BLACK.	WHITE.
2. Pawn must take.	King to R. 4th sq.
3. King to Kt. 3d sq.	B. Pawn 1 sq.
4. King must take it or move off, and	King takes P.

(C)

BLACK.	WHITE.
5. Knight to Q. 4th sq.	R. Pawn 1 sq.
6. Pawn takes P.	King to R. 4th sq.
7. King to Kt. 3d sq.	King to R. 3d sq.
8. King takes Pawn.	King to Kt. 3d sq.
9. Pawn checks.	King to R. 3d sq.
10. Knight to K. 2d sq.	Pawn 1 sq.
11. Knight to Q. B. sq.	King to Kt. 2d sq.
12. King to adv. K. Kt. 4th sq.	King to R. 2d sq.
13. Pawn 1 sq.	King to R. sq. or (D)
14. King to adv. Kt. 3d sq.	King to Kt. sq.
15. Knight to Q. 3d sq.	King to R. sq.
16. Knight to adv. K. 4th sq.	Pawn to Q.
17. Knight checks.	King to Kt. sq.
18. Pawn checks.	King to B. sq.
19. Pawn to Q. and checks.	King to his 2d. sq.
20. Q. to adv. Q. sq. and checks.	King to his 3d sq.
21. Queen to adv. Q. 3d sq. and checkmates.	

(D)

BLACK.	WHITE.
13.	King to Kt. sq.
14. King to adv. Kt. 3d sq.	King to R. sq.
15. Knight to Q. 3d sq.	King to Kt, sq.
16. Knight to adv. K. 4th sq.	Pawn to Q.
17. Pawn checks.	

If King move to R. sq. Kt. will checkmate; therefore,

....	King to B. sq.
18. Pawn to Q. and checks.	King to his 2d sq.
19. Queen to adv. K. B. 3d sq. and checks. }	King to his sq.
20. Queen to adv. K. 3d sq. checks and checkmates the following move.	

(E)

5.	King to B. 3d sq.
6. King to his 3d sq.	Pawn 1 sq.
7. King to Q. 2d sq.	Pawn to Q.
8. King takes it.	King to his 4th sq.
9. King to Q. 2d sq.	King to adv. K. 4th sq.
10. King to his 2d sq.	King to his 4th sq.
11. King to his 3d sq.	King to his 3d sq.
12. King to his 4th sq.	King to B. 3d sq.
13. King to B. 4th sq.	King to Kt. 2d sq.
14. King to adv. Kt. 4th sq. and will win.	

(F)

BLACK.	WHITE.
1. Knight checks.	King to R. 3d sq.
2. King takes B. P.	

White draws the game by playing

··················	Q. B. Pawn 1 sq.

3. The Kt. cannot take it without Black's losing his P. by White playing first R. P. 1 sq. and afterwards K. to R. 4th sq.; therefore,

King to B. 4th sq.	Single Pawn 1 sq.
4. Knight to K. 3d sq.	Single Pawn 1 sq.

The Knight can never move away from protecting the B. sq. and, if the Black K. move away, White may play R. P. 1 sq. and then K. to R. 4th sq. capturing the White P. But if, when

1. Knight checks, K. move to Kt. 2d sq. and not R. 3d sq. and

2. King commit the mistake of taking the B. P. then White draws the game, not by pushing Q. B. P. 1 sq. for then he would lose the game, vide (L), but by playing R. P. 1 sq.

3. Pawn must take.	Kt. Pawn 1 sq.
4. King to Kt. 4th sq.	Kt. Pawn 1 sq.
5. Knight to B. 3d sq.	B. Pawn 1 sq.
6. King to B. 4th sq.	B. Pawn 1 sq.
7. King to his 3d sq.	B. Pawn 1 sq.
8. King to Q. 2d sq.	B. P. 1 sq. to Q.
9. King takes Q.	King to R. 3d sq.

WHITE.	BLACK.
10. King to Q. 2d sq.	King to R. 4th sq.
11. King to his 2d sq.	Pawn to Q.
12. Knight takes Q.	King takes P.

(G)

3.	King to Kt. 2d sq.
4. Pawn takes P.	Q. B. Pawn 1 sq.
5. King to his 4th sq.	Pawn 1 sq.
6. King to Q. 3d sq.	Pawn 1 sq.
7. King takes P.	King to Kt. 3d sq.
8. Kt. to adv. K. 4th sq. and checks, or to K. R. 2d sq.	King to R. 4th sq.

9. Knight to K. B. 3d sq. and protects the P. till the K. comes up ; for, if Black K. move to adv. Kt. 4th sq. he cannot take Kt. without P. going to Q.

(H)

5. Pawn takes P.	Q. B. Pawn 1 sq.

6. If Knight move, the game will be drawn by White K. moving to R. 4th sq. ; if K. go after the P. White King moves first to Kt. 3d sq. and then to R. 4th sq. winning the P. If Black P. be moved, or K. move to Kt. 4th sq. P. goes to Q.

(I)

10.	R. Pawn to Q.
11. Knight takes Q.	Pawn 1 sq.

A a

BLACK.	WHITE.
12. Knight to its 3d sq.	Pawn 1 sq.
13. Knight to K. 2d sq.	King to R. sq.
14. K. to adv. B. 2d sq. or (K)	Pawn to Q.
15. Pawn gives check.	King to R. 2d sq.
16. Pawn to Q. and checks.	King to R. 3d sq.
17. Queen to adv. Kt. 3d sq. and checkmates.	

(K)

14. Pawn checks.	King to Kt. sq.
15. Knight to Q. B. sq.	King to R. 2d sq.
16. King to adv. B. 2d sq.	King to R. 3d sq.
17. Pawn to Q.	King to R. 4th sq.
18. Queen to K. Kt. 3d sq.	King to R. 3d sq.
19. Queen to R. 4th sq. and mates.	

(L)

2. ······················	Q. B. Pawn 1 sq.
3. Knight takes it.	K. R. Pawn 1 sq.
4. Pawn takes P.	Pawn 1 sq.
5. Knight to Q. 3d sq.	King to R. 3d sq.
6. Knight to Q. Kt. 3d sq.	King to R. 4th sq.
7. King to B. 4th sq. and afterwards takes the P. and must win.	

A CATALOGUE

OF

WRITERS ON THE GAME OF CHESS.

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ABEN EZRA Carmina Rythmica de Ludo Schamat seu Shahiludio, Hebr. et Lat. vid. Th. Hyde; and with other Hebrew tracts, 1702, 8vo. Reland has given the life of Aben Ezra in the Analecta Rabbinica.

ACTII Forosempron, de Ludo Scacchorum in legali methodo, ubi variæ quæstiones legales tractantur causa dicti ludi. Pisauri ap. Hier. Concordiam, 1583, 4to. and in t. vii. Tract. univ. Juris 168. At the end of this book it appears that the author composed it for his amusement in the space of four months.

AL DAMIRI Liber Arabicus de Shahiludio, v. Hyde, lib. i. 182.

ALUNNO, FRANC. Fabrica del Mondo. Ven. 1584. fol. At page 697, of this book, at the word Giuoco, the author discusses Qui ludus, Zara, Scacchi, Tavoliere, Cavaliere, Rocco? &c.

AL SULI DE SHAHILUDIO Lib. Arab. v. Hyde l. i, 182. The army of Al Mamoun having obtained possession of a considerable post during the siege of Bagdat, Amin Ben Haroun the Sixth, Caliph of the House of the Abassides, was solicited to take arms to animate the courage of the besieged; but solici-

tation was vain, for Amin was engaged in a game of Chess. " Cease your importunities," said the sovereign of Bagdat, to the officers who surrounded him, " a fine stroke presents itself, and I am upon the point of giving checkmate to my adversary.

ALLGAIER Neue Theoretisch. pratische Anweisung zum Schachspiele. 8vo. Wien, 1811.

ARABSHAE (Achemed Ben Mohamed) Vita et Historia Tamerlanis ubi Timuris, sc. Tamerlanis Scacchariorum, apposito etiam Schemate, descriptio. Unde eam Hist. Shahiludii inseruit Hyde p. 62. de Arabshae v. Herbelot, &c.

AVERANII Jos. Diss. de Calculorum seu Latrunculorum ludo.   T. vii. Misc. var. p. 461.

AYLWARDUS SIMON de Ludo Scacchorum M.S. ante an. 1456. v. Hyde l. ii. p. 183.   This is an English poet who flourished in the reign of Hen. VI.   Gio. Pitseo, in his Hist. Relat. de rebus Angl. Append. Cent. iv. 34, cites the following verses from it :

> Ludus scacchorum datur hic correctio morum
> Non tantum morum, regimen sed et officiorum
> Miles Regalis, et corrigitur popularis,
> Si Ludi lusum, morum vertamus in usum.

It is to be hoped, for the credit of our countryman, that he was a more correct chess-player than versifier.

BARBIER, Jos.   The famous game of Chesse-play, being a princely exercise, whereby the reader may profit more by reading of this small book, than by playing of a thousand mates. Lond. 1672, 12mo.   This is a very contemptible treatise.

BAYLE PIERRE Dictionnaire Historique et Critique, t. i. 588. Art. Boi, et t. ii. 1260, Art. Gioachino Greco, where he gives an interesting account of these two celebrated players.

BERTIN, (the noble Game of Chess, by Captain Joseph) London, 1735.   Printed by H. Woodfall, for the Author, and sold only at Slaughter's Coffee House, in St. Martin's Lane,

12mo. 78 pp.   This treatise contains the laws, 26 games, and 12 ends.   Captain Bertin seems to be entitled to the praise of having invented the three pawn's gambit, of which the invention is usually ascribed, upon I know not what authority, to Cunningham.   He is also the first writer who has given any correct examples of the game in which the second player plays the King's pawn one square at the first move.

BESOLDUS in Thesaur. Pract. voce Bretspiel, p. 128, voce Spielen, p. 895, voce Shachspiel, p. 861, edit. Norimb. 1679, fol.

BINGHAM. (The incomparable Game of Chess, translated from the Italian of Dr. Ercole dal Rio, by J. S.)   Lond. 1820, 8vo.   This book is translated with sufficient accuracy for the purposes of the Chess player, but it would have been better had he not confined himself to so literal a translation.   He has translated the third edition of this book, published at Venice, 1812, which is greatly inferior to the second, published at Modena, 1782, the third being probably a reprint of the first.   The work is erroneously ascribed to Dr. Ercole del Rio, who was the celebrated Anonymous Modenese.   The author of this treatise was Domenico Canonico Ponziani, an advocate in the Ecclesiastical Courts, and a friend of Ercole del Rio, who was an advocate in the Civil Courts.   In the advertisement to the second edition, Ponziani is distinctly stated to be the author, and is said to have been assisted by his friend Del Rio, in the composition of the work.

BOCCACIO GIO, del Filocopo, l. vi. Ven. ap. Bart. Cesano, 1551, p. 261, where he describes, with much elegance, the opposite characters of two Chess-players.   Vid. the different editions of Filocopo, and the learned Conte Gio.   Batt. Baldelli, in his Life of Gio. Boccacio. Fir. Carli, 1806, 8vo. p. xliv. 29, 355; also Twiss on Chess, vol. ii. p. 89 et seq.

R. BONSENIOR (Aben-lachiæ) Oratio profana de Shahiludio. Heb. et Lat. v. Hyde in fine, p. i.

BRUNETTI FRANCESCO SAVERIO Giuochi delle Minchiaté, Ombre, Scacchi, ed altri d'ingegno. Roma, Bernabo, 1747, 8vo.

BRUNNA (DE) LAUR. PHIL. JAC. Historia Saturica à Mundi creatione usque ad Henricum vii. Romanor. Augustum, MSS. engrossed on parchment in the year 1409, by order of Vinceslaus, canon of Praga and Olmutz, at the end of which is Tractatus de Ludis Scacchorum, which begins thus, Scacchorum ludum ab Ulixe inventum, ne marcido torperet otio, obsidentibus Trojam Græcis, nonnulli autumant. C. I. de inventione Ludi Scacchorum. II. Qualiter Scaccherium figurat Babylonem. III. Qualiter Scaccherium significat duo regna inter se contraria. IV. Qualiter situs Scacchorum in regno statum civium præfigurat. V. Qualiter Scacchorum situs modum castrametandi significat. VI. Qualiter motus Scacchorum significat civium recta et laudabilia opera sequentia. VII. Qualiter motus Scacchorum congressum significat exercituum. At the end is Explicit de ludo Scacchorum v. Goetzii Memorab. Bibl. Reg. Drud. t. i. 311.

D. S. BUDDEN, S. T. D. The royal game of Chess-play, sometimes the recreation of the late king, with many of the nobility, being the study of Biochimo, the famous Italian. Lond. 1656, with a portrait of Charles I. published by F. Beale. This is a translation of Greco, by Dr. Budden, to whom some verses are addressed. Before the errata the stationer says, " Gentlemen, for few else will buy this book, I intreat you to correct these errors.

BURCHELATI, BART. Duello delli Scacchi, tratto da un' ode del Tuccio. At the end is Battaglia degli Scacchi, a translation of Vida's Scacchia, in ottava rima, by Girol. Zanuchi da Conigliano. Trevigi Ang. Mazzolini, 1589. 4to.

Among the Manuscript Treatises in the Library of S. Michelli di Murano, p. 219, is one entitled Discorsi Sopra la Monarchia di Spagna di Tomaso Campanella. Campanella was a Dominican

friar, and composed this treatise at Naples, in prison, where he was confined 27 years, till the year 1698. The following passage occurs in the marginal notes at p. 29; costui pensa poter dominare, e far fare al suo modo i Potentati, come gli Scacchi. In fatti pare volesse impastare il mondo a suo modo.

CANGII (DU) GLOSSARIUM mediæ et infimæ Latinitatis voce Scacchi, Ludi de Rege et Regina, Jocus Partitus, et in notis ad Joinvillium 59, et ad Alexiaden Annæ Commenæ 385, et in Gloss. mediæ et infimæ Græcitatis.

CARRERA, PIETRO, del Giuoco degli Scacchi, diviso in otto libri, ne' quali s' insegnano i precetti, le uscite, ed i tratti posticei del giuoco, e si discorre della vera origine di esso, con due Discorsi di Gio. Batt. Cherubino, e Mario Tortelli. Militelli Gio. Rossi, 1617, 4to. Under the name of Valentino Vespai, this writer published the Risposta in difesa di Pietro Carrera, in answer to the Apologia of Ales. Salvio. Catania Gio. Rossi, 1635, 4to. See the Life of P. Carrera, t. ii. Bibl. Sicul. Ant. Monjitoris, 133, and Twiss on Chess, vol. i. p. 68.

CAZENOVE (A selection of curious and entertaining games at Chess that have been actually played by J.) Lond. 1817, 12mo. This book has only been circulated among the private friends of the author, who is the President of the London Chess-club. Many of the games are played with ingenuity and skill, and will be found highly instructive to the amateur.

CAXTON, WILL. vid. Hyde l. i. 184, Maittaire, t. i. Annal. Typ. 128. Jo. Pridæus de illust. Anglor. Scriptor. 670. Fabricii Bibl. Lat. med. et infimæ ætatis t. i. 1015. This is a translation of the work of Jacobus de Cesollis (vid. Cesollis,) printed by W. Caxton, in 1474, and, according to Ames's Typographical Antiquities was the first book printed in England, though the editors of the Encyclopædia, printed at Edinburgh, mention a small quarto volume of 41 leaves, in the public Library at Cambridge, entitled 'Expositio Sancti Jeronimi in Simbo-

lum Apostolorum ad Papam Laurentium.' Impressa Oxonie et finita, Anno Domini, 1468, xvii die Decembris.

CERON ALPH. del juego del Axedrez, seu de Latrunculorum ludo, v. Nic. Antonii Bibl. Hisp. t. i. 13.

CESOLIS JAC. de Tessalonica Solatium Ludi Scacchorum, scilicet Libellus de moribus hominum et. officiis nobilium. Ultraj. typ. Nic. Ketelaer, et Ger. de Leems, circa 1473, fol. Mediol. 1479, fol. v. Zeno El. Ital. t. ii. 188. Dr. Hyde says, this book was written by Jacopo Dacciesole, a Dominician friar, before A.D. 1200, and translated into German verse by Conrad Ammenhusen, a monk of Stettin, in 1337. Verci says, that the original work was written either in Latin or in French; that the Latin manuscript is still preserved in the Library of the University at Padua; and that the first Italian edition was printed at Florence, in 1493, in quarto, and. the second, at Venice, in 1534, in octavo. There is also a Latin manuscript of this work in the Library of Dresden, with the following title: Solatium Ludi Scacchorum, scilicet regiminis ac morum hominum, et officium Virorum Nobilium, quorum formas si quis menti impresserit, bellum ipsum, et Ludi virtutem corde faciliter, vel feliciter poterit obtinere. At the end are the following facetious verses,

> Finito libro, sit laus et gloria Christo!
> Detur pro pænâ Scriptori pulchra puella,
> Penna, precor, cessa, quoniam manus est mihi fessa
> Explicit hic totum, pro pænâ da mihi potum.

It appears from these verses that Chess was not the only consolation which the friar allowed himself. For the other Latin, Italian, and French Manuscripts of this work, see Montfaucon. Bibl, and Echard. Script. Ord. Præd. t. i. 625.

There are two manuscript copies of this work preserved in the British Museum. MSS. Harl. 1275. Liber moralis de ludo Scaccor. Jacobus de Cesulis. This is a quarto of fifty leaves of parchment, twenty-nine lines on a page. The first

page has a border in miniature, in gold and colours, representing flowers, a peacock, and other birds, with two angels. The first letter, which is a Gothic M, of about an inch square, is ornamented with a King playing at Chess with a Monk. The colours are very vivid, and the drawing is good; eleven more capitals are embellished with flourishes in gold, and the writing is very neat, and in perfect preservation.

Harl. 3238. This is another copy of the same book, written on paper, thirty-one leaves, in small folio, without any ornaments.

Libro di Giuoco di Scacchi, intitolato, de' costumi degl' huomini, e degli offizii de' nobili. Volgarizzamento di F. Jacopone da Cessole dell' ordine de' Predicatori. Firenze per Ant. Miscomini 1493, a di primo di Marzo, 4to. ed in Ven. Alep. Bindoni, e Maffeo Pasini, 1534, 8vo.

CLERICI, DAV. Oratio de Latrunculorum ludo, in ejusd. Orat. Amst. 1687, 8vo, p. 86. He ascribes the invention of the game to the Persians.

CLODII, HEN. JO. Primæ Lineæ Bibliothecæ Lusoriæ. Lips. Joh. Christ. Langenbernius, 1761. Scacchorum ludus, 162.

COBARRUBIA (DE) PIETRO Giuoco degli Scacchi e della Palla. Ven. 1562, 4to.

COCHANOVIUS, JO. de Ludo Scacchico, Carmine Polono, p. 18. Carminum Jan. Kochanows Kiego. Cracov. 1639, 4to. The life of this Polish poet, and Chess-player, has been written by Simon Staravolssck Scriptor. Polon. Eloq. p. 72, Ven. 1627, 4to.

COCHRANE's (J.) Treatise on the Game of Chess, 8vo. Lond. 1822.

COURCELLES, JACQ. Livre du Jeu des Echets traduit du Latin en François, par Jean Ferron. This is a translation of Jac de Cesollis, of which name Courcelles is a corruption.

AUCTOR LIBRI COZARI, vulgo, Cozri, edit. Buxtorfii, 375,

where it is maintained, that the victory at this game does not depend on chance, but solely on the skill of the players, who can only lose by their own incapacity or inadvertence, v. Hyde, t. i. Proleg.

Cozio (Il Giuoco degli Scacchi, dal Conte Carlo) in Torino, 1766, 2 tom. 8vo. This book is remarkably scarce. Twiss, whose book on Chess appeared in 1787, says that it may be easily procured, but I have never yet met with a Chess-player, or Collector, who has been fortunate enough to obtain a copy.*

Damiani Petri l. i. epist. x. ad Alexandrum II. Rom. Pont. p. 45, edit. Paris, 1610, 4to. where he mentions a singular penance imposed by him on a Florentine bishop, who had played at Chess. V. vita Joh. Damiani in Surii Vitis SS. 22. Febr. p. 174, et præfixa Damiani Epistolis. Paris, 1610, 4to. Vita cum Comm. prævio God. Henschenii, t. iii. Febr. Bolland. 406, et in Actis, SS. Ord. S. Benedicti Sæcl. vi. P. ii. 245. Casim. Dudini Diss. de Scriptis P. Damiani in Comm. de Script. Eccles. Lips. 1722, 686. Jac. Laderchii Vita S. Petri Damiani Card. Romæ, 1702. t. iii. 4to. Guid. Grandi Sejami, et Ruffini Dial. de Laderchiana Hist. S. P. Damiani. Paris, 1706, 4to. Annal. Camald. t. i. c. ii. Ginanni Scritt, Ravenn. t. ii. Tiraboschi, iii. 324.

Damiano Portughese Libro da imparare giuocare a Scacchi, e de bellissimi partiti, revisti, e recorretti et con summa diligentia, emendati da molti famosissimi Giuocatori, in Lingua Spagnuola, ed Italiana nuovamente stampato. Romæ per Stephanum Guillireti, et Herculum Nani, 1512, 4to. V. Bibl. Schoeub. t. ii. 192. Bibl. Lusitan. par Diego Barbosa Machado, Lisboa 1741 f. p. 610. This seems to be the earliest edition of a Chess-book, properly so called. Lolli mentions an edition of Damiano, printed at Rome, by Antonio Bladi de Asula, in the

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* Since writing the above, a copy of this work has been obtained by the gentleman to whom this book is dedicated.

year 1524, which is the edition described by Twiss, vol. i. p. 58. v. Sarratt.

DELICIÆ REGNUM s. de Shahiludio Hist. prosaica Hebr. per Anonymum, cum vers. Lat. Th. Hyde in fine Par. i.

DORNAVII, GASP. Amphitheatrum Sapientiæ Socraticæ joco-seriæ. Hanov. 1619. t. i. p. 644.

DUCCHI GREG. la Scaccheide, overo il Giuoco degli Scacchi ridotto in Poema Eroico, sotto prosopopea di due potenti Re, e dell' eserciti loro compresa in vi. canti, e dedicato alla Sig. Isab. Pallavicina Lupi, Marchesa di So-ragna. Vicenza Perin Librajo, e Giorgio Greco, 1586, 1607, 4to. V. Cozzandi Libraria Bresciana, p. i. 144, Bresc. 1694, 8vo. Arisii Cremona Literar. t. ii. p. 111. Parmæ, 1705, fol. Le Jeu des *Eschez* moralisé. At the end is Cy finit Le Livre des Eschez e l'ordre de Chevalerie translaté de Latin en Françoys, imprimé nouvellement à Paris, e fut achevé le Vendredy vi. jour de Septembre, l'an 1504, pour Antoine Verart, fol. This is a translation of Jac. de Cessollis.

ECHECS (Le Royal Jeu des) Paris, 1615, 1636, 1674, 1696, 1713, Liege, 1741, Haye, 1700, 1742, Amst. 1752. These are all editions of the Calabrois, Gioachino Greco.

DIVERTISSEMENS innocens, contenant les règles du Jeu des *Echecs*, du Billard, de la Paume, du Pallemail, et du Trictrac. La Haye, Moetjens, 1696, 12mo. and under the title of Nou-velle Académie des Jeux, Leide, 1718, Amst. 1728, t. ii. 1752. t. iii. Paris, Theod. Le Gras. 1759. t. ii. 8vo.

Lettre touchant le Jeu des *Echecs*, dans le Recueil de Pièces curieuses et nouvelles, tant en prose, qu'en vers, à la Haye, 1694, 12mo. t. i. p. 186.

Essai sur le Jeu des *Echecs*. Hambourg, 1770. This is an edition of Stamma's Treatise.

TRAITE THEORIQUE ET PRATIQUE du Jeu des *Echecs*, par une Société d'Amateurs. Paris, 1775 and 1786. This book was published and sold only at the Café de la Regence.

Les Stratagèmes des *Echecs*. 2 tom. 16mo. Paris, Kœnig, An. x. This little work contains 120 positions, in which the game is won or drawn by brilliant and scientific moves, with the solutions, selected from Stamma, Lolli, the Anonymous Modenese, &c. An English translation of it was published at London, in 1816, and has since gone through several editions.

La superiorité aux *Echecs*, mise à la portée de tout le monde, et particulièrement des Dames. A Campen, chez. J. A. de Chalmos, 1792.

Sensuit Jeux Partis des *Eschez*. composés Novellement, pour Recreer tous Nobles cueurs et pour éviter Oysiveté a ceulx qui ont voulenté, desir et affection de le scavoir et aprendre et est appellé ce Livre le Jeu des Princes et Damoiselles. Nouvellement Imprimé a Paris—*On les vend en la Rue neufve Nostre Dame a l'enseigne St. Jehan Baytiste*, 4to.

> This rare book on the game of Chess has no date, but was printed by Denis Janot early in the 16th century; it consists of only twelve leaves, and this may in some degree account for its being unknown to any collector.

Le Jeu des *Eschecs*, avec son Invention, Science, et Practique ou par un tres docte et Intelligible discours sont amplement descrits les Moyens d'ordonner son Jeu tant pour l'Offensive que la Defensive. Paris, 1609.

Franklín, (Dr.) Morals of Chess.

Freret Nic. Diss. sur l'origine du Jeu des Echecs, dans l'Hist. de l'academ. des Inscript. t. iii. 375. t. v. 250.

Funolis (de) Jac. de Ludo Scacchorum. M.S. Membran. Bibl. Ambros. V. Montfaucon. Bibl. M.S.

Gianutio, Horatio, libro nel quale si tratta della maniera di giuocar a' Scacchi, con alcuni sottilissimi partiti. Turino Ant. de Bianchi, 1597, 4to. V. Bibl. Imperial. 208, and Schoenbergh. t. i. 261. This book is extremely rare. There is a copy in the King's library; in 1783, another copy was sold

at Paris, from the library of the Duke de la Valliere, and there is one in the possession of Lord Audley, v. Sarratt.

GRAZINI COSMI Scacchi Ludus emendatus.   Flor. 1604, ap. Juntas, 4to. v. Fabricii Bibliogr. Antiq. 623.

GRECO GIOACHINO, (Calabrese) Trattato de nobilissimo, e militare esercitio de' Scacchi, M.S. v. Bejeri Memor. lib. rar.

Le Jeu des Echets traduits de l'Italien de Gioachino Greco Calabrois.   Paris chez N. Pepingué, 1699, 12mo.

Le Royal Jeu des Echecs, par G. G. Calabrois, traduit de l'Italien.   Londres, (Hollande) 1752, 8vo.

The Royal Game of Chess, 24mo. Lond. 1750.   This English translation of Greco has an engraved frontispiece, copied from a very fine print, in small folio, which was engraved at Paris, by Lepicié, in 1746, from a picture of the same size by C. D. Moor: it represents an old man and a young one sitting and playing at Chess; a man standing with a glass of wine in his hand overlooking them; a guitar hangs against the wainscot: the dresses and furniture are such as were used in the sixteenth century.

GRECO, (GIOACHINO,) on the Game of Chess, translated and illustrated with annotations, by W. Lewis. 8vo. Lond. 1819.   This is by far the best edition of the Calabrois which has hitherto appeared. The annotations are useful, and the whole work is got up with the accuracy and elegance which distinguish all the publications of the translator.

GRUGET CLAUDE le plaisant Jeu des Escheez renouvellé, traduit d'Italien en François. Paris, Vincent Sertenas, 1560. 8vo.

HEIGII PETRI Quæstiones Juris Civilis, et Sax. Witteb. 1601, 4to. Par. Post. Quæst. x. 86, where the game of Chess is treated of.

D'HERBELOT, Bart. Bibliotheque Orientale.   Paris, 1697, fol. p. 383, where he treats of the Turkish game Girid Oini, and p. 769, at the word Schamat, and p. 218, where the invention of Chess is attributed to the Persian Buzurge Mihiro.

HUARTUS, Jo. in Scrutinio Ingeniorum, 304, de Ludo Scac-

chia, de Latrunculorum figura artis militaris, &c. unde mysterium ejus colligatur? 488, unde sit, quod in eo Ludo magis, quam in alio, ad iram quis concitetur licet nullum lusus pretium deponatur? 504, unde Ludi Hujus Spectatores plures perspiciant modos bene ludendi, quam lusores ipsi? ib. This book, which was first published in the Spanish language, under the title of Examen de Ingenios para las Sciencias, was afterwards translated into various languages. V. Bayle Dict. Hist. et Crit. Art. Jean Huart. Nic. Antonii Bibl. Hisp. t. i. 543. Bailett Jugemens des Scavans. t. ii. 172.

HYDE THOMÆ, Mandragorias, seu Historia Shahiludii, i.e. ejusdem origo, antiquitas, ususque per totum Orientem celeberrimus. Accedunt de eodem Rabbi Abraham Abbeni-Ezra elegans Poema rythmicum; R. Bonsenior Abben-Jachiæ Prosa, per innominatum. Pars. ii. Hist. Shahiludii, quæ est Hebraica seu Trias Judæorum de Ludo Scacchorum) Prætermittuntur de Shahiludio Prolegomena curiosa. Oxonii e Theatro Sheldoniano, 1694, 8vo.

HYDE THOMÆ, Nerdiludii, sc. Trunculorum cum quibusdam aliis Arabum, Persarum, Indorum, Chinensium, et aliarum gentium ludis, tam politicis, quam bellicis; item explicatio amplissimi Chinensium ludi, qui eorum Politiam, et modum perveniendi ad dignitates in aula Regia exponit, et Schemate repræsentat, ib. 1694, 8vo. V. Wolfii Bibl. Hebraic. t. i. 85, 230, 406, et Mem. Trevolt. 1713. V. Will. Ern. Tentzelium in Bibl. Curiosa, an. 1704. Voogt Catal. Lib. rar. 351. Freytag Anal. Liter. de Lib. rar. 474.

JONES, (Sir W.) Caissa, or the Game at Chess, a poem, of which the idea is taken from Vida, and from Marino, who has in the fifteenth canto of his Adone, translated part of Vida's poem.

KENNY's (W.) Chess Grammar, 4to. Lond. 1817.

———————— Chess Exercises, 12mo. Lond. 1818.

KOCH, (J. F. W.) Codex der Schachspielkunst, 8vo. Magdeburg, 1813.

KEMPELEN's (De) Automaton Chess-Player. (Inanimate

Reason, an Account of, 8vo. Lond. 1784.) The Automaton Chess-Player exposed and detected. Lond. 1784. Taruffi, Gius. Ant. Lettera sopra il famoso Automa Giuocatore di Scacchi di Kempele, and Elogio dell Ab. G. A. Taruffi per Sig. Car. Gio Gherardo. De Rossi Roma Ant. Fulgoni, 1786, p. 27. An Attempt to Analyse the Automaton Chess-Player of Mr. De Kempelen. Lond. 1821. A Selection of Fifty Games played by the Automaton Chess-Player during its exhibition in London in 1820. 12mo. Lond. 1820.

LEIBTINITZII, GOD. GUIL. Annotatio de quibusdam Ludis, imprimis de Ludo quodam Sinico, differentiâque Scacchici, et Latrunculorum, et novo genere Ludi navalis, in Misc. Soc. Reg. Berol. t. i. an. 1710. p. 22, et in Leibnitzii Epistol. a Kortholto editis. t. ii. 278, et in Fellerii Monum. inedit. 1642.

LEWIS's, (W.) Oriental Chess, or Specimens of Hindostanee Excellence in that celebrated Game. 2 vol. Lond. 1817.

LEWIS, W. (Stamma on the Game of Chess, a new and improved edition, with notes and remarks, by) 8vo. London, 1818. A second edition of this work was published in 1819.

LEWIS (W.) Gioachino Greco on the Game of Chess.

LOLLI, GIAMB. Osservazioni Teorico pratiche sopra il Giuoco degli Scacchi. Bologna, 1763, fol. alla stamp. di S. Tom, d'Aquino. This is a commentary upon the Treatise of the Anonymous Modenese, which, like that of Coke upon Littleton, or of a Dutch scholiast upon a classic, exceeds a hundred fold the bulk of the original work. The size of this book was, on its first publication, ridiculed in Baretti's Frusta Literaria. It is however the most complete and valuable treatise on chess which has hitherto appeared.

Libro de la invencion liberal y arte de juego del Axedres, per Ruy Lopez de Sigura, clerigo, vezino dela villa Cafra. Dirigida al muy illustre Senor Don Garcia de Toledo, ayo y mayordomo Mayor del serenissimo principe Don Carlos nuestro senor. En Alcara de Henares en casa de Andreas de Angulo, 1551, 4to. V. Antonii Bibl. Hisp. nova, t. i. 216.

Il Giuoco degli Scacchi, di Rui Lopez Spagnuolo, nuova-
mente tradotto in Lingua Italiana da Gio. Dom. da Tarsia.
Ven. Corn. Arrivabene, 1584, 4to. v. Sarratt.

LYDGATE, (JOHN) the monk of St. Edmundsbury, wrote a
poem on Love, about the year 1408, which he dedicated to
the admirers of the Game Royal at Chess, from which the
following extract is preserved by Dr. Hyde.

> To all folkys vertuouse.
> That gentil ben, and amerouse,
> Which love the fair play notable,
> Of the Chesse, most deleytable,
> With all her hoole full extente,
> To them this boke y will presente:
> Where they shall fynde and son anoone,
> How that y not yore agoone,
> Was of a fers so fortunat,
> Into a corner drive and mat.

MARINELLI, FIL. il Giuoco degli Scacchi fra tre. Napoli,
1722, 8vo.

MARTINI, SEBASTIANO v. Vida.

MARTYR, Petrus ab Angleria de Insulis Americanis nuper
repertis. Colon. 1574.

MARTYR, Petrus Florent. in Comm. ad Libr. Indicum, where
he treats of the morality of Chess.

MASURES (de) Levis, Livre des Echets de Hierome Vida,
traduit du Latin en François, autrement la Guerre cruelle du
Roy blanc, et du Roy Maure, Paris. V. Cruciman Bibl. 296.
This version of Vida's Poem begins thus,

> Je chante en jeu une guerre pourtraite
> D'un fier combat la semblance je traite,
> Tirée au vrai une feinte en buy d'armes,
> Le jeu d'un regne, et d'un camp de Gendarmes,
> Comme deux Roys l'un-à-l'autre s'opposent,
> Et pour l'honneur au combat se disposent.
> L'un marche blanc, l'autre noir sur les rangs,
> Ainsi armés de harnois differens.

MENELII, JAC. de Ludo Latrunculorum, s. Scacchorum. in Bibl. Cæsareo Vindob.

MENOCCHIO GIO. Della riprensione fatta dal B. Pietro Damiani ad un Vescovo, che giuocava a Scacchi. Stuore Centur. vii. c. 62, p. 289. V. Barberino Documenti 314. Fontanini Eloq. It. t. ii. 188. Pompeo Sarnelli. Il giuoco delle Carte quanto sia disdicevole agli Ecclesiastici. Lett. Eccles. t. ii. 57. ed il ch. Card. Stefano Borgia nell. Apologia del Pontificato di Benedetto X. 2.

MIDDLETON'S Game of Chess, a comedy, sundry times acted at the Globe, on the Bank-side, 4to. two editions, no date, but printed 1624. A sort of religious controversy; the game being played between one of the church of England and another of the church of Rome, wherein the former in the end gets the victory. The play was considered as political, and the author was committed to prison, from which he got out by the following petition to king James:—

> A harmless game, coyned only for delight,
> 'Twas play'd betwixt the black house and the white,
> The white house won; yet still the black doth brag,
> They had the pouer to put me in the bag.
> Use but your royal hand, 'twill set me free :
> 'Tis but removing of a man,—that's me.
>
> THOMAS MIDDLETON.

See Biographia Dramatica. Printed for Longman and Co. London, 1812.

MOHAMED Ibn Sherph Clyrenensis Oratiuncula Arabica de laude et vituperio Shahiludii. v. Hyde i. 35.

MONTAIGNE (DE) MICH. Essais, t. i. c. 50, 334. Lond. 1724, 4to. has the following invective against Chess. Je hay, et fui le jeu des Echecs, de ce qu'il n'est pas assez jeu, et qu'il nous esbat trop serieusement.

MONTFAUCON BERN. Antiquité expliquée, et representée en figures. A Paris, 1722, fol. t. iii. 334, in which he treats of Chess among other games.

MORALIZATIO Scaccharii, Oxon. 1657, 8vo. Cum Jo. Ri-

deaux Hypomnematibus Logicis, &c. This work has been erroneously attributed to Pope Innocent III.; it is the production of Innocent, an English monk. Hyde, t. i. 179, Fabricii Bibl. med. Lat. t. iv. 96.

MUTONI NIC. Traduzione della Scaccheide del Vida in verso Italiano. Roma 1544. v. Arisii Cremon. Liter. t. i. iii. et Ric. Russel Script. Testimonia de Hieron. Vida, præmissa ejus Opp. Lond. 1732, 8vo.

OLEARIUS ADAM, in Notis ad Schich Saadi Rosarium Persicum, l. 7. c. 13. p. 84. Hamb. 1696, fol. It is here said that the Game of Chess is called by the Persians, Sedrentz, and the origin of it is attributed to Elmaradabi, minister of the king of Persia.

ORTA (DE) GARCIAS dellos Aromas, e simples medicamentos, que nacen a India, l. ii. c. 28, con la versione Latina di Carlo Clusio, in ejusdem Exoticis, 242, Antwerp. Plantin. 1605, fol. The following passage upon the Game of Chess, as it is played among the Indians and Persians, occurs in this book. Xa vocabulum me invitat, ut aliquid de Ludo Latrunculorum hic addam, qui admodum familiaris est Persis, et Mauritanis, tametsi apud eos alia sit ludendi ratio : Regem Xa nuncupant *Goazir*, id est Præfectum Regni ; Delphinum, s. Sagittarium, *Fil* id est Elephantum ; Equitem *Guora* i. e. Equum ; Turrem autem *Rocha*, id est Tigridem ; Peditem, *Piada* i. e. qui pedes præliatur. v. Nic. Antonii Bibl. Hisp. t. i. 395.

PSEUDO OVIDIUS de Vetula, lib. i. Est alius Ludus Scacchorum, Ludus Ulyssis.

PACIOTTUS FELIX de Ludo Scacchorum. V. Hyde, lib. i. p. 163.

PALAMEDES, redivivus, Leipzig, bey Joh. Gottfr. Ayck, 1722, 1733, 1749, 1755, 12mo.

PERRONE TOMMASO. V. Vida.

P. DU PEYRAT, Philosophie Royale du jeu des Echecs. Paris, 1608, 8vo. Catal. Bibl. Schoemberg, t. ii. 192.

PHILIDOR, A. D. Analyse du jeu des Echecs contenant une nouvelle methode pour apprendre en peu de tems à se perfectionner dans ce noble jeu. Londres, 1749.—1777, 8vo.

PIACENZA FRANCESCO, I Campeggiamenti degli Scacchi, osia nuova disciplina di attachi, difesa, e partiti, del giuoco degli Scacchi sì nello stile antico, che nel nuovo, Arciscacchiere, stratagemmi, ed invenzioni. Torino Ant. Beltrandi, 1683, 4to.

POLIPHILI, Hypnerotomachia. Ven. 1499. fol. The game of Chess is here elegantly described as a tournament between two contending parties.

PONZIANI, (DOMENICO CANONICO,) Il Giuoco incomparabile degli Scacchi, sviluppato con nuovo metodo per condurre chiunque colla maggiore facilità dai primi elementi fino alle finezze più magistrali. Modena, 1769, 4to. Seconda ediz, Modena, 1782, 4to. Terza ediz. Venez. 1812, 8vo. (The second is the best edition.)

PUBLICIUS, JAC. de Arte Memoriæ, et Imaginibus. Paris ap. Jac. Alexand. where the use of this game is considered as an exercise of memory. V. Simleri Bibl. and Giulio Negri Ist degli Scrittori Fior. 332.

RABELAIS, FRANC. Pantagruel, l. v. c. 24, p. 244, where Chess is represented as a tournament.

ROMAN DE LA ROSE, 1531, fol. p. 41, where the war between Carlo d'Angio and Conradino is described under the idea of a game of Chess.

ERCOLE DEL RIO. This is the celebrated Anonymous Modenese, the author of Osservazioni pratiche sopra il giuoco degli Scacchi. 4to. Modena, 1750.

RUPERTO, CHRIST. Ad. Diss. et Obs. ad Valer. Max. lib. iii. c. 2. 215. Norib. 1663, 8vo. where instances are mentioned of Canius Gialius, Senec. de tranq. Anim, c. 14, and of Frederick, Elector of Saxony, Hortleder, tom. i. 722, who met death with indifference while playing at Chess.

RUSIBUS, (De) Jac. de Ludo Scacchorum. V. Hyde, 182.

SAGITTARII, PAULI MART. Programma de Ludo Scacchico. Altenb. 1676, 4to.

SALMASIUS, CLAUD. de ludo Latrunculorum ad Vopisci Proculum, 459.

SARRATT'S (J. H.) Treatise on the Game of Chess, 2 vol. 8vo. Lond. 1808.

———————————— Translation of the Works of Damiano, Rui Lopez, and Salvio on the Game of Chess, 8vo. Lond. 1813.

———————————— Translation of the Works of Gianutio, and Gustavus Selenus, 2 vol. 8vo. Lond. 1817.

———————————— New Treatise on the Game of Chess, upon a Plan of progressive Improvement hitherto unattempted, 2 vol. 8vo. Lond. 1821. This work is chiefly valuable for the defence which it contains to the Muzio Gambit.

SALVIO ALESSANDRO, Trattato dell' invenzione e dell' arte liberale del giuoco degli Sacchi. Nap. per Giamb. Sottili, 1604, 1612, 1618, e diviso in lib. vi. per Gio. Dom. Montanaro, 1634. Discorso sopra il giuoco degli Scacchi con la sua Apologia contro il Carrera, 1634, 1723, 4to.

———————————— Il Puttino, ossia il Cavaliero errante sopra il Giuoco de' Scacchi, ed il Tratto dell' Invenzione, et arte liberale di Scacchi. Nap. Laz. Scorrigio, 1634, 4to.

SARASIN, JEAN FRANÇOIS, Opinions du nom, e du Jeu des Echecs dans ses Œuvres. Paris, 1694, 12mo. p. 237.

SAUL'S (ARTHUR) Famous Game of Chesse-play. Lond. 1614, 8vo. V. Catal. Bibl. Bodleianæ, t. ii. 139.

Poema de Schahiludio, tempore Saxonum in Anglia Carmine politico elaboratum MSS. in Cat. Bibl. Cod. 58, p. 110. Hyde, 179. As this manuscript poem is curious and not long, I shall insert the whole of it in this place.

> Belli cupit instrumentum qui ludendo fingere,
> Duos Tabularum Reges ponat per planitiem;
> Rex paratus ad pugnandum, primum locum teneat,
> Ejus atque dextrum latus Regina possideat.
> Juxta illam Calvum pone quasi pro custodiâ.
> Rex iturus contra Regem, pedetentim properet,
> Primitus alteram petens occupare tabulam,
> Procul namque duci eum repellit licentiam.
> Tunc equestris apponatur prope ad certamina,
> Bifrons Rochus ordinetur in extremâ Tabulâ.

Alter Calvus juxta Regem parte sit ex altera;
Caballarius itemque ad propugnaculum facilis.
Sic et Rochus advocetur ad currendum agilis.
Unusquisque præcedentes assequantur pedites.
Tunc incipient pedestres prælium committere
Neque verti retro queant, sed directe properent.
Quod repererint incautum, per transversum feriant.
Cædit Calvus per transversum tertiam ad tabulam,
Sedet semper in occulto quasi fur ut rapiat,
Sæpe namque suo furto separat Victoriam.
Eques equitem, pedestrem pedes prendit pariter.
Rochus Rochum interemit, se sequentem jugulans.
Firmum pactum Calvi tenent, neque sibi noceant,
Nam Regina non valebit impedire alteram,
Suo Regi deputata velut pro custodià.
Circumquaque per transversum binas regat Tabulas.
Cum pedester usque summam venerit ad Tabulam,
Nomen ejus tunc mutetur, appelletur Ferzia.
Ejus interim Reginæ gratiam obtineat
Ergo Regem non audebit ullos posse tangere.
Habet namque potestatem cunctos interimere,
Contra ipsum non audebit nisi Scaccum dicere.
Si clametur Regi Scacchum vel ab uno pedite
Declinare statim debet proximam ad Tabulam.
Si non habet ubi pergat, *Scacca-mattum* audiat.

GIUOCO, de' Scacchi tradotto in Lingua Spagnuola, e Italiana.
Ven. Stef. Zazzaza, 1564, 8vo.

GIUOCO, degli Scacchi ridotto in Poema Eroico. Vicenz.
1607. 4to.

De Scacchis Carmen Rythmicum MS. in Bibl. Daventricensi.
Ext. in T. Hyde. It commences thus

Si quis Scacchorum Ludum vult scire decorum
Hoc carmen discat, si docte ludere gliscat.
Asser quod ratus vario colore notatus
Depictusque bene, fit carmen litis amænæ.
Hic sit famosa sine sanguine pugna jocosa.

Incipit Libellus de Ludo Scacchorum. In fine, explicit Tabula
super ludum Scacchorum. Deo gratias. character Gotticus

circa, 1480, videtur editus. F. Xa. Laire Ind. Libr. ad an. 1469. p. ii. p. 12.

SELENUS, (GUSTAVUS,) Das Schach oder Koenig Spiel. Lips. 1616, fol. Conringus de Bibliott. Augusta. Loescherus Bibl. Purpurata. § 33. Burchardi Hist. Bibl. Wolffenbüttel, 65.

Modo facile per intendere il vago, e dillettevole Giuoco degli Scacchi composto da un Incognito, per li Novizi del Giuoco. (Severinus M. Aur. Medico. Napolo.) Ven. Valentin Mortali, 1674. 8vo. v. il Giorn. de' Litterati di Parma, 169, p. 228.

SEVERINO, M. Aur. Del Giuoco degli Scacchi, dell' antica Pettia, ovvero che Palamede non fu l'inventore degli Scacchi, Napoli Ant. Bulifon, 1690, 4to. et nell Efeeri di Letter di Parma nel, 1690, p. 228, et regli Atti des Scavans, del 1691, p. 405. In this last book mention is made of a manuscript of James of Thessalonica of 1354, which is preserved in the library at Leipsic.

SEVERINO, M. Aur. Filosofia degli Scacchi, per cui chiaramente si mostra prima l'artifizio, della fabrica universale, poscia la ragione particolare dell' ordinanza, e degli andamenti tutti degli Scacchi. Napoli Ant. Bulifon, 1690, 4to. v. Lor. Nicodemo Addizioni alla Bibl. Nap. del Toppi. Nap. 2683, fol. p. 167.

SITONIS (DE) CAMILLO, Traduzione della Scaccheide del Vida, MS. v. Arisii Crem Liter. v. ii. 109, Argelati Bibl. Script. Med. t. ii. 1414. Med. 1742, fol.

SOKEIKERI DAMASCENI, Liber Arabicus de excellentiâ Shahiludii præ Nerdiludio v. Hyde, l. i. 182.

STAMMA (PHILIPPE) natif d' Alep. en Syria, Essai sur le Jeu des Echecs, ou Règles pour le bien jouer. Paris, 1737, 12mo. Haye, 1741, 12mo. Utretch, 1777, 12mo.

The noble game of Chess, by PHILIP STAMMA, native of Aleppo, and Interpreter of the Oriental languages to the King of Great Britain. Lond. 1745, 12mo. v. Lewis.

STEIN Nouvel Essai sur le jeu des Echecs avec des Reflexions Militaires. Par E. à la Haye, 1789.

THOMASSINUS, Lud. de vet. et nov. Ecclesiastica Disciplina, Paris, 1795, fol. t. iii. c. 9, p. 1352, where he mentions the penance imposed by Peter Damian, on a bishop, for playing at Chess, and states that the Councils prohibited every species of gaming to the clergy, excepto tamen, quod Concilium Mexicanum Scacchis, aut aliis Ludis permissis, sed absque pecunia, et remotis fæminis, ludere concesserit. The gallantry of this Council was not equal to that of the Dominican friar, J. Dacciesole. Tuccii Jul. Ascan. Duellum Scacchorum in Delic. Poetar. Ital. t. ii. Dornavii Amphit. t. i. 652. Arisii Cremon. Liter. t. i. 449. Hyde, l. 2. p. 18. Twiss on Chess.

VASQUIN PHILIEUL, Jeu des Echecs translaté du Latin de J. Vida. v. Ant. du Verdier Bibl. 84.

Verci Gio. Batt. Lettere sopra il Giuoco degli Scacchi. Ven. Gio. Gatti, 1788.

VIDA M. Hier. Scacchia Ludus Romæ, 1527, 1544. Ludj. apud Sebast. Gryph. 1541, 8vo. 1547, 16mo. 1554, 16mo. Ant. ap. Plantin, 1578, Lond. 1732. t. ii. 8vo. Cremon. 1550. Oxon. 1723. Patar. Jos. Cominus, 1731, cum Itala versione Mutoni, et a Cosmo Grazino emendatus. Flor. typ. Cosimi Juntæ, 1604, et cum ejus versione *in ottava Rima*. Isagoge Lucæ Wielli de Scacchiæ Ludo. Argent. ap. Paul. Lederoy, 1605, et in Amphitheatro Dorhavii. Hanov. 1619, typ. Wechelianis. t. i. et l. 30. t. iii. Encyclopediæ Alstidii. Lugd. 1649, et t. xi. Carminum illustrium Poetarum Italorum. Flor. 1926, alibi. Pattaglia de' Scacchi di M. Vida ridotta in ottava Rima da Girolamo Zauucchi da Conigliano Treviso presso Ang. Mazzolini, 1589. La Scaccheide di G. Vida, tradotta in ottava rima dall' Accademico Innominato imperfetto Sebastiano Martini di Faenza, ed in versi sciolti da Tommaso Perrone. Nap. Gennaro Muzio, 1739. V. Mazzucehelli Scritt. Ital. p. i. t. ii. 1086. Calogera. Opusc. t. 31. Giorn de' Letter d' Italia x. e xv. Stef. Marcheselli, l. iii. della Collezion Pesarese, t. 22. Calogera 78. Th. Aug. Vairani Monum. Cremonem. Romæ, 1778, p. 25. Louis de Mazures translated this poem into

French verse, and published it at Lyons, in 1557. Vasquino Filicolo published another translation at Paris; and Marcheselli, in the work above cited, mentions also a translation in Spanish. James Rowbothum first published an English version of it in 1562, since which time it has been translated by G. Jeffreys, 1736, W. Erskine, 1736, Rev. Sam. Pullein, Dublin, 1750, two anonymous versifiers at Eton, 1769, and Oxford, 1778, and lastly by Arthur Murphy, in 1786.

VILLANI, Gio. Historie Universali, l. vii. c. 12, p. 171, Ven. 1559, 4to. About this time, says this writer, there came into Florence, a Saracen, whose name was Buceca, the greatest Chess-player of his day. He played three games at once before the Count Guido Novello, in the Palazzo del Popolo, two of them without seeing the chess-board, and the third seeing the pieces, and though his adversaries were three of the best players in Florence, he won two of the games, and made a drawn game of the third. This was considered an astonishing feat at that time.

WALLISIUS, JOHAN de Progressione Geometrica. Oxon. 1699, where in t. i. Opp. p. 159, of the Arabic Commentaries Selaho Mohammed Alsaphadii upon the poem of Tograi, called Lamiato l'Ajam, he treats of the word Schatrazge, or the game of Chess, and of its inventor Sassa Abn Dahir, the Indian.

WIELII LUCÆ, Isagoge in Scacchiam Ludum. Argent. 1605, 8vo. E. W. Ludus Scacchica mathematice ubi scacchi, tabulæ mathematicæ aptati, quasvis propositiones Arithmeticas, et Geometricas resolvunt. Londini, 1654, 12mo.

ZARUCCHI, Gir. da Conegliano. v. Hyde, l. iii. 183, et Vida.

ZEILERI, Mart. Itinerar. German. l. i. c. xi. 254, where he describes a chess-board so made as to enclose an escritoire.

THE END.