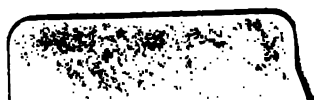


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AUTHOR OF SEVERAL PUBLICATIONS ON THE GAME.



LONDON:

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P R E F A C E.

MY SECOND SERIES OF LESSONS, published in 1834, having become rather scarce, I some time since began to prepare a new edition of that volume; but, finding it necessary to make considerable alterations and additions, I determined on combining both FIRST and SECOND SERIES into one TREATISE; hence the present volume, which is limited to an Analysis of the ordinary Openings of Games, and contains all that I thought worth extracting from the First and Second Series; but without the copious Remarks given in the former, which will continue to be published for the use of those young players who require a reason for every move.

Many important discoveries and improved methods of attack and defence have been made since the first publication of my LESSONS; they will be found incorporated in the present volume; among the most conspicuous is the new Attack in the Muzio Gambit.

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For want of room I have been obliged to compress and abridge much, as well as to omit the Method of playing Pawns at the end of the Game, of checkmating with single pieces, &c. &c.; these it is my intention, health and leisure permitting, to publish in a Supplement to the present volume.

I have availed myself largely of the labours of former writers, without which it were in vain to attempt writing a work on Chess; but I have not thought it necessary to state, on all occasions, from whom this or that Variation or move has been taken. The works of all the best authors have been consulted, and though I occasionally differ from them, yet I willingly acknowledge their great merits; those to whom I am principally indebted are Lopez, Salvio, Greco, Lolli, Cozio, Ponziani, and Ghulam Kassim. The greater part of the volume having been printed before I received the valuable works of Major C. F. De Jaenisch, and P. R. v. Bilguer und v. D. Lasa, I have been unable to enrich my work with extracts from theirs to the extent I could have wished.

The twenty-five original Problems, at the end of the volume, were composed for, and kindly presented to me by my friend the Rev. H. Bolton; they will be found, in every respect, worthy of the well-known skill of the author.

To enable the reader to refer with facility to any particular Opening, I have added a detailed Index to the Games, the want of which has often been felt by Chess Students.

I cannot close this Preface without noticing the conduct of Mr. George Walker, in his Treatise on Chess, published in 1833, and again in 1841.

Long after the publication of the former edition I was informed by a friend that Mr. W. had been guilty of a wholesale . . . what shall I call it? . . . appropriation of many pages of original matter from my Second Series of Lessons, published in 1832. I found, on examination, to my great surprise and regret, that Mr. W., who on all occasions has vehemently (though not always justly) exclaimed against the practice of "*plundering*" from others without acknowledgment, had himself, without permission from me, or any avowal on his part, copied from my work what *he* well knew was alone my property, and this not a move or two to criticise or comment on, but whole pages.

This is no doubt an *easy* way of obtaining reputation as a Chess writer, but probably few persons would be found to follow Mr. W.'s example in this particular.

In the last edition of Mr. W.'s book, whether from a returning sense of propriety or from some friendly hint, he says in the Preface, after mentioning my name, that he has not hesitated to avail himself occasionally of my labours, "feeling that to shrink from naming a cotemporary author is equally contemptible as ridiculous;" he also states that he holds "such borrowing to be perfectly legitimate, when the avowal of obligation is openly proclaimed;" but Mr. W. need not surely be reminded, that where there is a borrower there must also be a lender; and that before making use of another person's property, it is indispensable to obtain the consent of the owner.

I am not aware that I have myself taken any *original* matter from Mr. W.'s book; if I have so done, it has been from inadvertence, for which I beg his and my reader's pardon.

Whether Mr. Walker will have the manliness to confess that he has done wrong, and is sorry for it, is a matter that concerns himself, but is of no importance to me.

12, CHATHAM PLACE, BLACKFRIARS,

December, 1843.

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INDEX TO THE GAMES.

THE Chess Student has often to refer to some particular Game or mode of play : to enable him to do so with facility, the following detailed Table of the Contents of each Opening is given.

The large figure in front of the move denotes the Number of such move ; the initials *above* the horizontal line mark the first player's move, those *below*, the second player's ; thus, 1. $\frac{\text{K.P. 2}}{\text{Q.B.P. 2}}$, 2. $\frac{\text{K.Kt. to K.B. 3}}{\text{Q. to Q.Kt. 3}}$, means that the first player begins by moving his K. P. two, (squares being understood,) the second player moves Q. B. P. two squares, the first player then plays K. Kt. to K. B. third, and the second player Q. to Q. Kt. third. When the previous moves are not given, those of the preceding Variation are to be taken ; thus, in the King's Bishop's Game, the first move 1. $\frac{\text{K.P. 2}}{\text{K.P. 2}}$ applies to all the succeeding Variations or Games, as does also the second move of the first player, 2. $\frac{\text{K.B. to Q.B. 4}}{\text{K.P. 2}}$, but not so the second move of the second player, which varies.

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|                                                                 | 5. $\frac{K.Kt. \text{ to } K. 5}{Q. \text{ checks.}}$              | 6. $\frac{K. \text{ to } B. \text{ square.}}{P. \text{ to } K.B. 6}$ |                                                |
| 7. $\frac{Q.P. 2}{K.Kt. \text{ to } B. 3}$                      | 8. $\frac{K.B. \text{ takes } K.B.P.}{K.Kt. \text{ takes } K.B.P.}$ |                                                                      | 313                                            |
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| 5. <u>K. castles.</u><br><u>P. takes Kt.</u> | 6. <u>Q.P. 2</u><br><u>P. takes K.Kt.P.</u>    |                                               |                                              |
|                                              | 6. <u>Q. to K.B. 3</u>                         |                                               |                                              |
|                                              | 6. <u>Q.P. 2</u>                               |                                               |                                              |
|                                              | 6. <u>Q. takes P.</u><br><u>Q. to K. 2</u>     |                                               |                                              |
|                                              | 6. <u>Q.P. 1</u>                               |                                               |                                              |
|                                              | 6. <u>Q.Kt. to B. 3</u>                        |                                               |                                              |
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|                                     |                                        | 3. <u>K.P. takes P.</u><br><u>K.P. takes P.</u> | 4. <u>Q.B.P. 2</u>      | 487      |
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| 1. <u>K.P. 2</u><br><u>K.P. 2</u>   | 2. <u>Q.P. 2</u><br><u>P. takes P.</u> | 3. <u>K.Kt. to B. 3</u><br><u>Q.B.P. 2</u>      |                         | 495      |
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| 1. $\frac{Q.B.P. 2}{K.P. 2}$ | 2. $\frac{Q.Kt. \text{ to } B. 3}{K.B.P. 2}$                 | 3. $\frac{K.Kt. \text{ to } K. 5}{Q.B. \text{ to } K.B. 4}$ | 503  |
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CORRECTIONS.

- Page 48, line 14, *for* Q.R. fifth, *read* K.R. fifth.
- „ 58, „ 3, „ K.P. takes Kt., *read* Q.P. takes Kt.
- „ 71, „ 12, „ K.Kt. to K.B. sixth,<sup>†</sup> *read* Q.Kt. to K.B. sixth.<sup>†</sup>
- „ 80, „ 26, „ K.B.P. one square, *read* Q.B.P. one square.
- „ 99, „ 25, „ 8. Q.P. two squares, *read* 8. K.R.P. two squares.
- „ 111, „ 21, „ K.Kt. to Q.B. third, *read* K.Kt. to K.B. third.
- „ 129, „ 13, „ wns for a Bishop, *read* three Pawns for a Bishop.
- „ 164, „ 16, „ Q. takes K.Kt.P., *read* Q. takes Q.Kt.P.
- „ 173, „ 26, „ 17. You will win the Queen or checkmate, *read* you will checkmate in three moves.
- „ 197, „ 4, „ taking P. with K.B., *read* taking P. with Q.B.
- „ 206, „ 8, „ Second Defence, *read* Third Defence.
- „ 210, „ 36, „ If he play K.B.P., *read* If he play K.B.P. to K.B. fourth.
- „ 227, „ 3, „ Q. to K.R. fourth, *read* Q. to Q.R. fourth.
- „ 241, „ 8, „ K. to K.B. third, *read* Kt. to K.B. third.
- „ 302, „ 27, „ 17. Q. to K.B. fourth, *read* 17. Q. to Q.B. fourth.
- „ 332, „ 5, „ he will checkmate in three moves, *read* he will win the Queen, or checkmate in three moves.
- „ 384, „ 3, „ Q. to K. second, *read* K. to Q. second.
- „ 393, „ 11, „ Q.B.P. takes P., *read* Q.B.P. takes B.
- „ 481, „ 12, „ but if not, *read* and if not.
- „ 487, „ 6, „ Q.P. takes P., *read* K.P. takes P.
- „ 494, „ 5, „ from whose work this and the succeeding Games of this Opening are chiefly taken, *read* from whose work this Game is taken.

## ADDITIONS.

---

### PAGE 37.

It is stated in the last line that White wins K.Kt. ; this is not correct, because Black may check with Q. at K. fifth ; and if White take K.Kt., Black will exchange Queens, and then take K.B.

White, instead of playing, on the sixth move, K.B. takes K.B.P.+ should have played as follows :

- |                         |                     |
|-------------------------|---------------------|
| 6. Q. takes K.B.P.+     | 6. K. to Q. square. |
| 7. K.Kt. to K.B. third. |                     |

#### *In the first place,*

- |                                                               |                     |
|---------------------------------------------------------------|---------------------|
|                                                               | 7. Q. to K. fifth.+ |
| 8. K. takes Kt.                                               | 8. K.B. checks.     |
| 9. K. to K.Kt. third, and has evidently the best of the game. |                     |

#### *In the second place,*

- |                                                     |                         |
|-----------------------------------------------------|-------------------------|
|                                                     | 7. Kt. to Q. sixth.++   |
| 8. K. to Q. second.                                 | 8. Q. to K.B. seventh.+ |
| 9. K. takes Kt.                                     | 9. K.B. to K. second.   |
| 10. Q.B. to K. third.                               | 10. Q. takes K.Kt.P.    |
| 11. K.R. to K.Kt. square, having a forced won game. |                         |

---

### PAGE 161.—TWENTY-THIRD GAME.

Major Jaenisch has pointed out an error in this game. Black, on the tenth move of the Second Defence, instead of taking

K. Kt. with K., ought to play Q. Kt. to its third ; and on White removing K. B. to Q. Kt. third, Black should play K. R. to K. B. square, having the best of the game.

Major J. recommends White, on the seventh move, to take K. B. P. with K. Kt., but I doubt the correctness of that move, for reasons stated, page 162. White will, however, have rather the best of the game, if, on the seventh move, he play Q. P. *one* square, or if, for his fifth move, he castle, instead of playing K. Kt. to its fifth.

---

PAGE 366.

I find that in copying this game from Koch's work I have overlooked a move which would give Black the best of the game ; the following are the moves from Koch :—

*In the first place,*

- |                                           |                                                                                                                                                                                                                                                                                  |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                           | 13. K. Kt. to Q. fourth.                                                                                                                                                                                                                                                         |
| 14. Kt. takes Kt.                         | 14. Q. takes Kt.                                                                                                                                                                                                                                                                 |
| 15. Q. B. P. two squares.                 | 15. Q. to K. third ; instead of this move Black ought to take Q. P., checking, and forcing the exchange of Queens, will remain with the best of the game. White's fifteenth move is a bad one ; it appears to me that he ought to play                                           |
| 15. K. P. one square.                     | 15. If he take P. with K. B. P. he will be checkmated in four moves. If he take P. with Q. P. you will easily win, by taking K. B. P. with Q., and afterwards checking with Q. at K. B. sixth. If he castle, you will win easily, by taking K. B. P. with P. Finally, if he play |
|                                           | Q. takes Q. P.+                                                                                                                                                                                                                                                                  |
| 16. Q. takes Q.                           | 16. Kt. takes Q.                                                                                                                                                                                                                                                                 |
| 17. P. takes K. B. P.++                   | 17. K. to K. B. square.                                                                                                                                                                                                                                                          |
| 18. Q. R. to K. eighth, checks, and wins. |                                                                                                                                                                                                                                                                                  |

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A

## TREATISE

ON THE

## GAME OF CHESS.



### CHAPTER I.

ON THE CHESSBOARD AND MEN—METHOD OF PLACING THE  
PIECES—THE MOVES, ETC.

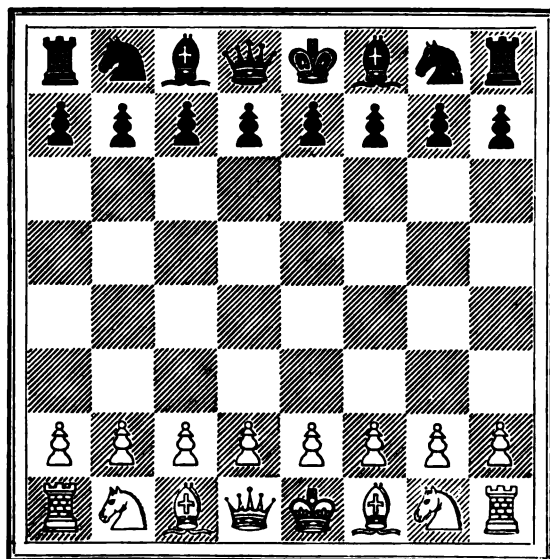
THE game of Chess is played by two persons on a board of sixty-four squares, eight on each side. The squares are usually coloured black and white alternately, and the board is so placed, that each player has a white square at his right-hand corner. This is not a matter of necessity, but of custom. The lines of squares from right to left are called *ranks*, those from one player to the other are called *files*, those running obliquely are called *diagonals*.

Each player has eight pieces and eight pawns, and, for the sake of distinction, one set is usually white, and the other black or red. The pieces on each side are a King, a Queen, two Rooks or Castles, two Bishops, and two Knights, besides the eight Pawns.

The method of placing the pieces prior to beginning a game is thus: on each corner square of the side nearest

the player is placed a Rook ; on the same side, and next to each Rook, a Knight ; next to each Knight, a Bishop, leaving two squares for the King and Queen. The white Queen is placed on a white square, the black Queen on a black square ; the remaining square is occupied by the King. This method of placing the King and Queen is not essential to the game, but it is the custom and law ; for the white Queen might equally well be placed on a black square, provided the black Queen were placed on a white square ; for it is a part of the constitution of the game that the Kings and Queens shall be exactly opposite each other.

The eight Pawns are placed on the squares in front of the pieces. The following diagram shows the position of the board, pieces, and pawns at the commencement of a game.



With regard to the moves peculiar to each piece, I would advise the reader to apply to some friend to teach him. He will learn them much easier than from any written description; nevertheless, for the use of those who have no chess-playing acquaintance, I subjoin the description.

1. The PAWN moves along the file on which it is placed; the first move may be either one or two squares, but every succeeding move is limited to one square; it is not allowed to move backward. It takes the adverse pieces diagonally to the right or left one square forward, and continues on the new file until it capture another piece. A Pawn has also the power of taking *en passant*, explained in the third chapter.

2. The KNIGHT's move is a very peculiar one; it consists of one square diagonally and one square straight; it combines, therefore, the move of the Rook and Bishop, but is limited to one square of each. Perhaps the following method will explain more easily to the reader the move of the Knight. Place the Knight on any part of the board, say the White King's fourth square, cover the eight adjoining squares with wafers, the Knight may be played to any square adjoining those occupied by the wafers, and of a different colour from the one on which the Knight stands. In this instance, the Knight, being on a white square, may be played to eight black ones. The Knight is the only piece allowed to move over another.

3. The BISHOP moves diagonally forwards or backwards, to any distance, over vacant squares.

4. The ROOK (also called the CASTLE) moves in straight lines forward, backward or sideways, to any distance over vacant squares.

5. The QUEEN can move either like a Rook or like a Bishop.

6. The KING moves one square at a time, except when he castles (see p. 8), either forwards, backwards, sideways, or diagonally.

All the pieces except the Pawn capture in the direction in which they move; the method of taking is to remove the adverse piece, and place your own on the square occupied by the former.

A player is not obliged to take the adverse piece if he can make any other move.

The object of each player is to checkmate the adverse King. (See an explanation of this term in the third chapter.) When this is effected, the party whose King is checkmated loses the game. It commonly happens that the game is given up when the player finds himself in a very bad position, or, having lost one or more pieces, it is evidently of no use continuing the game.

The game may also be *drawn*. (See an explanation of this term in the third chapter.)

---

## CHAPTER II.

### METHOD OF DESCRIBING THE MOVES, ETC.

THE method adopted throughout this work, in describing the moves as well as the name of each piece and square, shall now be explained. The square on which either King is placed at the beginning of the game is called the King's square; the one in front, the King's second square; the next on the same file, the King's third

square, and so on to the King's eighth square. Thus it appears, that—

The White King's sq. is the same as the Black King's eighth sq.

|   |   |                       |   |   |           |
|---|---|-----------------------|---|---|-----------|
| „ | „ | second square . . . . | „ | „ | seventh „ |
| „ | „ | third . . . . .       | „ | „ | sixth „   |
| „ | „ | fourth . . . . .      | „ | „ | fifth „   |
| „ | „ | fifth . . . . .       | „ | „ | fourth „  |
| „ | „ | sixth . . . . .       | „ | „ | third „   |
| „ | „ | seventh . . . . .     | „ | „ | second „  |
| „ | „ | eighth . . . . .      | „ | „ | square.   |

The Bishop standing close to the King is called the King's Bishop, and the square he occupies the King's Bishop's square; the next square on the same file is called the King's Bishop's second square, the next the King's Bishop's third square, &c. &c. Next to the King's Bishop stands the King's Knight, and the square he occupies is called the King's Knight's square, and the other squares on the same file the King's Knight's second, third, &c. squares; next to the King's Knight stands the King's Rook on the King's Rook's square, and the other squares on the same file are called the King's Rook's second, third, &c. squares; on the other side next to the King stands the Queen, on the Queen's square; then follow the Queen's Bishop, Queen's Knight, and Queen's Rook, on their respective squares, and the squares in front of them are designated in the same manner as on the King's side.

The Pawns take their names from the piece which stands behind them at the beginning of the game; thus, the Pawn before the King is called the King's Pawn, that before the Queen the Queen's Pawn, and so on with the others.

The chief abbreviations used throughout the work are as follows:—

|             |           |            |                    |
|-------------|-----------|------------|--------------------|
| K. . . . .  | for King. | P. . .     | for Pawn.          |
| Q. . . . .  | Queen.    | sq. . . .  | square.            |
| R. . . . .  | Rook.     | adv. . . . | adversary's.       |
| B. . . . .  | Bishop.   | +          | check or checking. |
| Kt. . . . . | Knight.   |            |                    |

The word *square* is usually omitted; for example: K.B. to Q.B. fourth, instead of K.B. to Q.B. fourth square.

The reader is supposed to play the White pieces, and is addressed in the second person; the player of the Black pieces is an imaginary antagonist, who is spoken of in the third person.

### CHAPTER III.

#### EXPLANATION OF THE PRINCIPAL TECHNICAL TERMS USED AT CHESS.

**CASTLING.**—This is a peculiar movement of the King with either of the Rooks, and is usually made in order to place the King in greater security. The method of castling in this country with the King's Rook, is to play the Rook to the King's Bishop's square, and the King to the King's Knight's square; with the Queen's Rook you play the Rook to Queen's square, and the King to the Queen's Bishop's square. See the 16th Law.

**CHECK.**—An attack made on the King by a piece or pawn.

A *simple check* is when the King is attacked only by the piece that is moved.

A *discovered check*, or a *check by discovery*, is when the King is attacked not by the piece which is moved but by the one which is discovered by the removal of the piece; thus:—place the Black King on King's Rook's square,—a White Rook on White King's fifth square,—a White Bishop on White Queen's fourth square; if you move the Rook to King's fourth square, you check the Black King with the Bishop *by discovery*.

A *double check* is when the King is attacked as well by the piece that is moved as by the one discovered; for example: place the pieces as before, and play the Rook to White King's Rook's fifth square; the Rook as well as the Bishop checks the Black King.

**CHECKMATE**.—When the King is so attacked that he cannot be moved out of check, take the piece that checks him or interpose any piece, he is said to be *checkmated*, and the game is won by the player giving the *checkmate*.

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

**DRAWN GAME**.—When neither party can checkmate the other the game is drawn. There are several sorts of drawn games: 1. When you have not sufficient force, as a King and Knight only,—a King and two Knights, &c. &c.; 2. When you have sufficient force, but are unacquainted with the method of checkmating within the *fifty* moves required by the 22d Law; 3. By a perpetual check; 4. When both players act on the defensive; 5. When each player has the same force, as a Queen, Rook, &c. &c.; 6. When one of the Kings is *stalemated*.

**EN PRISE.**—When a piece is attacked by another it is said to be *en prise* of the attacking piece. To put a piece *en prise* is to play it so that it may be taken by the adversary.

**TO GAIN THE EXCHANGE.**—When a player wins a Rook for a Bishop or Knight, he is said to *gain the exchange*.

**GAMBIT.**—A peculiar beginning of a game, in which a Pawn is sacrificed on the second move by the first player. There are two principal Gambits, the King's and the Queen's. The King's Gambit consists in each player moving King's Pawn two squares for the first move, and then the first player moves his King's Bishop's Pawn two squares, which the second player takes with his King's Pawn. The Queen's Gambit is begun in a similar manner, with the two Queen's Pawns and the Queen's Bishop's Pawn.

**GAMBIT PAWN.**—In the Gambits the second player's King's or Queen's Pawn, after having taken the first player's King's Bishop's or Queen's Bishop's Pawn, is called the *Gambit Pawn*.

**J'ADOUBE.**—A French expression, meaning "I arrange," or "I replace," and is used when you touch a piece without intending to play it. See the 7th Law.

**MINOR PIECE.**—The Bishops and Knights are called *minor pieces*.

**PASSED PAWN.**—A Pawn that is not prevented by any of the adversary's Pawns from reaching its eighth square,



is called a *passed Pawn*; it follows of course that the adversary has no Pawn on the *same* or on either of the adjoining files.

TO QUEEN A PAWN, OR TO ADVANCE A PAWN TO QUEEN.—This is said of a Pawn that reaches its eighth square, and which may then assume the power of a Queen, Rook, &c. &c. See the 21st Law.

STALEMATE.—When a player having to move has his King unattacked, and in such a situation that he cannot move him without putting him *en prise*, and at the same time has no other piece or pawn that can be moved, his King is said to be stalemated, or in a stalemate, and the game is drawn. See the 15th Law.

TO TAKE EN PASSANT.—An example will best explain this. Place a Black Pawn on Black Queen's Knight's second square, and a White Pawn on Black Queen's Bishop's fourth; it is evident that if the Black Pawn be moved *one* square it may be taken by the White Pawn, but if the Black Pawn be played *two* squares, it may equally be taken by the White Pawn, in the same way as if it had been played only one square; and this is called taking *en passant*, because the Pawn *passes over* a square attacked by the adversary's Pawn. Observe, this applies only to Pawns; a piece can neither take nor be taken *en passant*.

## CHAPTER IV.

## ON THE RELATIVE VALUE OF THE PIECES.

THE Pawns are the least valuable of all the pieces, and are generally considered as the unit by which to measure the value of the other pieces ; nevertheless, there is some difference even in the value of the Pawns. The King's, Queen's, and Bishop's Pawns, which are also called *Centre Pawns*, are of more value than the other Pawns, particularly in the beginning and middle of the game. The Rook's Pawns are of the least value.

The Bishops and Knights are considered of equal value, and are worth rather more than three, but certainly less than four Pawns.

Two minor pieces, viz. two Bishops, or two Knights, or Bishop and Knight, are considered an equivalent exchange for a Rook and two Pawns.

A Rook is of the value of five Pawns, and may be exchanged for a minor piece and two Pawns.

Two Rooks may be exchanged for three minor pieces.

The Queen is equal to two Rooks and a Pawn.

The King, from the nature of the game, is invaluable.

It must be understood that the above values apply only to the beginning and middle of the game, and even then the general position of the pieces must be considered ; for a Rook out of play may be given up advantageously for a Bishop or Knight in full play. Again, a Knight may be judiciously sacrificed for two Pawns, though, in the abstract, it be worth more than three, &c. &c. Towards the end of the game the value of the Queen and Knight

diminishes, while that of the Rooks and Pawns increases: a Knight or Bishop may then be sacrificed for even one Pawn; for at the end of the game a King and Pawn may win, but a King and one or even two Knights cannot, &c.

---

## CHAPTER V.

### THE LAWS OF THE GAME.

THE following Laws, with some slight variations, have been in general use for the last fifty years. They have recently undergone revision by the COMMITTEE of the LONDON CHESS CLUB, established in 1807, and are now published by their authority:—

I. The Chess-board must be so placed that each player has a white corner square nearest his right-hand. If the board have been improperly placed, it must be adjusted, provided *four* moves on each side have not been played, but not afterwards.

II. If a piece or pawn be misplaced at the beginning of the game, either player may insist upon the mistake being rectified, if he discover it before playing his fourth move, but not afterwards.

III. Should a player, at the commencement of the game, omit to place all his men on the board, he may correct the omission before playing his fourth move, but not afterwards.

IV. If a player, undertaking to give the odds of a piece or pawn, neglect to remove it from the board, his adversary, after *four* moves have been played on each side, has the choice of proceeding with or recommencing the game.

V. When no odds are given, the players must take the first move of each game alternately, drawing lots to determine who shall begin the first game. If a game be drawn, the player, who began it, has the first move of the following one.

VI. The player who gives odds, has the right of moving first in each game, unless otherwise agreed. Whenever a Pawn is given, it is understood to be always the King's Bishop's Pawn.

VII. A piece or pawn touched must be played, unless, at the moment of touching it, the player say "*J'adoube*," or words to that effect; *but if a piece or pawn be displaced or overturned by accident, it may be restored to its place.*

VIII. While a player holds the piece or pawn he has touched, he may play it to any other than the square he took it from, but, having quitted it, he cannot recall the move.

IX. Should a player touch one of his adversary's pieces or pawns, without saying "*J'adoube*," or words to that effect, his adversary may compel him to take it; but if it cannot be legally taken, he may oblige him to move the King; should his King, however, be so posted that he cannot be legally moved, no penalty can be inflicted.

X. Should a player move one of his adversary's men, his antagonist has the option of compelling him—1. to replace the piece or pawn and move his King; 2. to replace the piece or pawn and take it; 3. to let the piece or pawn remain on the square to which it had been played, as if the move were correct.

XI. If a player take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a piece or pawn that can legally take it, or to move his own piece or pawn which he touched.

XII. Should a player take one of his own men with another, his adversary has the option of obliging him to move either.

XIII. If a player make a false move, *i. e.* play a piece or pawn to any square to which it cannot legally be moved, his adversary has the choice of three penalties; *viz.* 1. of compelling him to let the piece or pawn remain on the square to which he played it; 2. to move it correctly to another square; 3. to replace the piece or pawn and move his King.

XIV. Should a player move out of his turn, his adversary may choose whether both moves shall remain, or the second be retracted.

XV. When a Pawn is first moved in a game, it may be played one or two squares; but in the latter case the opponent has the privilege of taking it *en passant* with any Pawn which could have taken it had it been played one

square only. A Pawn cannot be taken *en passant* by a piece.

**XVI.** A player cannot castle in the following cases:—

1. If the King or Rook have been moved.
2. If the King be in check.
3. If there be any piece between the King and Rook.
4. If the King pass over any square attacked by one of the adversary's pieces or pawns.

Should a player castle in any of the above cases, his adversary has the choice of three penalties; *viz.* 1. of insisting that the move remain; 2. of compelling him to move the King; 3. of compelling him to move the Rook.

**XVII.** If a player touch a piece or pawn that cannot be moved without leaving the King in check, he must replace the piece or pawn and move his King; but if the King cannot be moved, no penalty can be inflicted.

**XVIII.** If a player attack the adverse King without saying "check," his adversary is not obliged to attend to it; but, if the former, in playing his next move, were to say "check," each player must retract his last move, and he that is under check must obviate it.

**XIX.** If the King has been in check for several moves, and it cannot be ascertained how it occurred, the player whose King is in check must retract his last move, and free his King from the check; but if the moves made subsequent to the check be known, they must be retracted.

**XX.** Should a player say "Check" without giving it, and his adversary in consequence move his King, or touch a piece or pawn to interpose, he may retract such move, provided his adversary have not completed his next move.

**XXI.** Every Pawn which has reached the eighth or last square of the Chess-board, must be immediately exchanged for a Queen, or any other piece the player may think fit, even though all the pieces remain on the board. It follows, therefore, that he may have two or more Queens, three or more Rooks, Bishops, or Knights.

**XXII.** If a player remain, at the end of the game, with a Rook and Bishop against a Rook, with both Bishops only, with Knight and Bishop only, &c., he must checkmate his adversary in fifty moves on each side at most, or the game will be considered as drawn: the fifty moves commence from the time the adversary gives notice that he will count them. This law holds good for all other checkmates of pieces only, such as Queen, or Rook only, Queen against a Rook, &c. &c.

**XXIII.** If a player agree to checkmate with a particular piece or pawn, or on a particular square, or engage to force his adversary to stalemate or checkmate him, he is not restricted to any number of moves.

**XXIV.** A stalemate is a drawn game.

**XXV.** If a player make a false move, castle improperly, &c. &c., the adversary must take notice of such irregularity before he touches a piece or pawn, or he will not be allowed to inflict any penalty.

XXVI. Should any question arise respecting which there is no law, or in case of a dispute respecting any law, the players must refer the point to the most skilful and disinterested bystanders, and their decision must be considered as conclusive.

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## CHAPTER VI.

### GENERAL RULES AND REMARKS.

#### Concerning the King.

It is good play to castle the King early in the game, and generally better with King's Rook than with Queen's. If you have not castled previously to an exchange of Queens, it is often better to move the King than to castle, and the King's Bishop's second square is usually the best situation for the King. .

It is often right not to take an adverse Pawn that stands before your King, because it is a protection to him.

The King cannot be employed to defend a piece that is attacked by two pieces, because he is not allowed to take and put himself *en prise* like the other pieces.

Towards the end of the game, and particularly after the Queens have been exchanged, the King should be actively employed; the fate of the game generally then depends on the proper play of the King.

It is usually better to cover a check to the King with a piece that attacks the checking piece, than with one that does not.

It is often good play, even by the sacrifice of a piece, to force the adverse King to the middle of the board, where,



if you can attack him with two or three pieces, he rarely escapes without great loss.

Many players check the adverse King whenever an opportunity offers, thinking that they gain a move by it; the reverse is frequently the case, as sometimes a piece or pawn, which before was out of play, may be interposed, and force the piece that checks to retire; or the King may be played to a more secure place; or by removing the King, a piece may be liberated, which the previous position of the King had rendered useless. It is, however, generally good play to check the King when you force him to move, and thereby prevent his castling; or when it compels him to abandon an attack, or to support a piece which you attack at the same time; or when it obliges him to move towards the middle of the board.

#### *Concerning the Queen.*

As the Queen is the most powerful piece at Chess, you should not employ her to defend any piece or square, if you can do it with an inferior piece.

It is not good play to move the Queen forward in the beginning of the game, because your adversary, by attacking her with inferior pieces, and compelling her to retire, will force you to lose many moves, at the same time bringing his own pieces into play; the best situation for the Queen, during the first few moves, is usually at her King's second square, or at her Knight's third square.

Be cautious in taking a Pawn, or even a piece, with the Queen, if it remove her from the scene of action; a skilful player will often allow you to win a Pawn with the Queen, if he can prevent her returning in time to frustrate his attack.

### Concerning the Rook.

The Rook can seldom be played to much advantage in the first part of the game; after some exchanges have been made it becomes more useful, but its power is greatest towards the end of the game.

You should endeavour to *double* your Rooks, that is, to place them on the same file, supporting each other.

When you have taken possession of an open file with one of your Rooks, should your adversary play one of his Rooks on the same file, it is generally better to defend with your other Rook than to take his or remove your own.

It is often good play to post one of your Rooks on the adversary's *second rank*, (occupied originally by his Pawns,) as it frequently confines his King, and, towards the end of the game, is usually a decisive move.

In playing a Rook to your Queen's square, it is generally better to select the Queen's than the King's; on the other hand, if you play one to the King's Bishop's square, it should be the King's Rook.

### Concerning the Bishops.

The *King's Bishop* is rather superior to the *Queen's* in the beginning of the game, because it can check the adverse King on his own square, and also after he has castled. It is therefore generally good play to exchange your Queen's Bishop or Queen's Knight for your adversary's King's Bishop.

The best place for the King's Bishop in the beginning of the game is at the Queen's Bishop's fourth square, attacking the adverse King's Bishop's Pawn; if you cannot play it there, or are compelled to remove it, endeavour to

play it to your Queen's third square, which is the next best place for it.

You should generally move your King's Bishop *before* you move your Queen's Pawn *one* square, because the Pawn thus moved confines your King's Bishop, leaving him only the *King's second square* to move to, and the Bishop on that square is by no means in an attacking position.

It is generally much better play to move your Queen's Bishop to your King's third square, than to your adversary's King's Knight's fourth square; the latter move is often played, and not unfrequently causes the loss of a piece and the attack.

Towards the end of the game, if you are strong in Pawns, you should endeavour to remove your adversary's Bishops, because they impede the progress of the Pawns more than the Knights or the Rooks.

When you remain towards the end of the game with a Bishop and Pawns, it is frequently good play to place your Pawns on a different colour from that on which your Bishop moves, because your Bishop can then prevent the adversary's King from attacking them; if, however, you have the worst of the game, it is generally better to place them on the same colour as the Bishop, that it may defend them.

#### Concerning the Knights.

The singular movement of the Knights, which makes all calculations in which they are concerned extremely difficult, is the reason why few persons play them well.

It is seldom good play to move the Knights to the Rook's files, as their power considerably diminishes on the sides of the board.

The best place for the King's Knight, in the first part of the game, is the King's Bishop's third square, because it attacks your adversary's King's Pawn when moved two squares; and also, because it prevents the adverse Queen from being played to your King's Rook's fourth square. Some persons are of opinion that the Knight should not be played to the Bishop's third square *before* the Bishop's Pawn has been moved, and therefore generally play it to the King's second square: this is a great error; playing the King's Knight to the King's second square is usually a bad move, whereas playing it to its King's Bishop's third square is generally very good play.

The Queen's Knight is generally in a very attacking position, when moved to your adversary's Queen's fourth square; if you are prevented from moving it to that square, you should examine whether it can be moved to your King's fourth square, and afterwards to your adversary's Queen's third square; this is generally a very advantageous position for your Knight, particularly if your adversary's Queen's Pawn be still at its square.

A Knight, towards the end of the game, with three or four Pawns, has an advantage in most cases over a Bishop and an equal number of Pawns; this arises chiefly from the Knight being able to move to a *White* or a *Black* square, and consequently to attack the Pawns on any square, whereas the Bishop can attack them only on the same colour on which he moves.

A Knight is not so useful in defending as a Bishop or Rook, because, if he be forced to remove, he ceases to defend; this is not the case with the Bishop or Rook, which can often defend on several squares.

The attacks of the Knight are dangerous, particularly to the King and Queen, because, in the first place, they

attack without putting themselves *en prise*; and secondly, because their attacks cannot be prevented by interposing a piece.

The Knight can never gain a move; by gaining a move, I mean, that the player of the Knight never has the power at his option of playing it to a particular square in an even or odd number of moves; for example:—suppose you have a Knight at your King's square, and you wish to play it to your Queen's Bishop's second square in an even number of moves, it is impossible you can ever do it, (of course it is understood that you have nothing else to play,) for as the Knight always moves to a different colour from that on which he is placed, it is evident that, if his first move be to a White square, his second must be to a Black one, his third to a White one, his fourth to a Black one, &c. &c. This is not the case with the other pieces; for example:—suppose you have a Bishop at your King's square, you can play it to your King's Knight's third square in one move; or in two, by playing first to your King's Bishop's second square, or to your King's Rook's fourth square.

If you remain towards the end of the game with a Pawn less than your adversary, do not exchange all your minor pieces, but keep one of them to sacrifice, if necessary, for a Pawn; for example:—suppose your adversary has a Rook, Knight, and Pawn, and you have only a Rook and Knight, you should not exchange your Knight for his, because he might then win the game; but you should endeavour to exchange your Knight for his Pawn, because he cannot win with a Rook and Knight against a Rook.

### Concerning the Pawns.

It is difficult to play Pawns well, but it is absolutely necessary to understand thoroughly their peculiar and intricate combinations, in order to become a first-rate player.

The Pawn being of considerably less value than any of the pieces, it follows that it is generally better to defend with it than with a piece.

No piece can interpose to an attack from a Pawn; it therefore often checks the King with great advantage.

Be careful to prevent two of your pieces from being attacked by a Pawn, which is called *forking them*, as the consequence is usually the loss of a piece for a Pawn.

It is generally advantageous for your Pawns to occupy the centre of the board, because they impede the progress of your adversary's pieces; the King's and Queen's Pawns at their fourth squares are generally well placed, but it is difficult to maintain them in that position; and if you are forced to advance one of them, their power considerably diminishes; be not, therefore, over-anxious to establish two Pawns abreast in the centre.

In a diagonal line of Pawns, endeavour to preserve the head Pawn.

A doubled Pawn is not always disadvantageous, particularly if it be united with other Pawns; the worst kind of doubled Pawn is that of the Knight's Pawn on the Rook's file. The King's Bishop's Pawn doubled on the King's file is usually advantageous, as it strengthens your centre Pawns, and opens a file for your Rook.

Pawns, when united, have great strength; but when separate, their power is much diminished.

A passed Pawn is very advantageous if supported by another.

As the *King's Bishop's Pawn* has no support but that of the King, it is usually the point to which the first attacks are directed; it should therefore be carefully guarded.

It is generally bad play to move the King's Bishop's Pawn *one* square in the first part of the game.

It is generally not good play to move King's Knight's Pawn or Queen's Knight's Pawn one square. The King's Knight's Pawn moved one square weakens your position, and enables your adversary to play his Queen's Bishop to your King's Rook's third square, which often proves very dangerous after your King has castled.

It is generally wrong to advance your Pawns on the Queen's side in the early part of the game.

Many persons, and even tolerable players, are in the habit of moving their King's Rook's Pawn, and Queen's Rook's Pawn, one square early in the game; this is generally a bad and frequently a dangerous move; it is sometimes proper to play it when it attacks a piece, and is often good play when the odds of a piece are given.

When you have two Pawns abreast,—for example, the King and Queen's Pawns at their fourth squares,—should your adversary attack one of them with a Pawn, it is usually better to advance the Pawn that is attacked, than to take the Pawn.

The Pawns should not be far advanced until they can be properly supported by the pieces; Pawns at their fourth squares are therefore generally more powerful than at their sixth squares.

After you have castled, it is generally proper not to move either the Knight's or Rook's Pawn that is before your King, until you are compelled.

**General Rules applicable to all the Pieces.**

In order to avoid gross oversights, it is a good plan, before you touch a piece, to examine if any of your own or your adversary's pieces are *en prise*.

Avoid playing a piece to a square where it impedes or confines the movement of another.

Do not crowd your game by keeping too many pieces close to each other; some of the pieces act quite as effectually at a distance, as near.

It is generally bad play to place an unsupported piece in your adversary's game.

When you have it in your power to capture one of your adversary's pieces with two or more of your own, examine carefully what the consequences may be, if you take it with one piece rather than with another; a game is often lost by taking with a Knight, which might have been won by taking with a Bishop.

When one of your adversary's pieces is completely in your power, it is often good play to defer taking it; you may perhaps be able to make some other move of consequence first; you must, however, be *certain* that your adversary cannot possibly save the piece.

When you are violently attacked, it is generally good play to exchange pieces.

In exchanging pieces, you should consider not only their ordinary value, but also their relative power in the situations they occupy; for it is sometimes good play to exchange a Rook for a Knight or Bishop, though the Rook is generally of much more value; it may also be sometimes good play, when two of your pieces are attacked, to suffer your adversary to take the superior piece, for the above reason.



When you attack a piece, if your adversary bring as many pieces to the defence as you to the attack, you cannot take with advantage, unless his pieces be of considerably more value than yours; for example:—suppose you attack him with two Knights and a Bishop, and he defend with King, Queen, and Rook, in such a case you may take, because his Queen and Rook are of more value than your three pieces: to defend properly, have an *equal* number of pieces; to attack with advantage, *one* piece more.

When you have a piece more than your adversary, endeavour as much as possible to exchange pieces, as the strength of your game increases by each exchange.

Accustom yourself to play with the Black, as well as with the White men.

You should endeavour to play all your pieces equally well; some persons have a predilection for the Queen, others for the Knight, &c.; consequently, if their antagonist be aware of it, he will try to exchange one of his pieces for that which they play, or fancy they play, best.

Young players are apt to be exceedingly vexed at losing, and sometimes give up Chess entirely, despairing of making further progress; they do not consider that it is absolutely necessary to lose many games before they can play well, as it is impossible to improve, unless you play with better players.

Do not play too difficult a game, or, in other words, do not play *even* with those who can give you considerable odds; you can have no chance of success, and you will derive very little improvement; the most improving games are those which are difficult for *both* parties, who consequently are obliged to play their best. For the same reason, never play *even* when you can give odds, (unless, indeed, the odds are small, such as Pawn and move, &c. ;)

it induces carelessness and inattention, which soon become habitual, and retard further improvement. It has always appeared to me most unreasonable to ask a superior player to play on equal terms; for why do people play at Chess? is it not to be amused and instructed? but what amusement or instruction can a person have in an easy game? the inferior player may indeed have both, but it is surely not to be expected that one person shall play merely for the amusement of another.

When you cannot prevail on persons to accept odds, propose playing for a stake, however small; if they lose, it is probable they will soon ask for odds.

Always play strictly according to the laws of the game; this will induce your adversary to do the same. I have met with many who object to take odds, but who, nevertheless, are willing enough to take back moves, as if that were not taking odds, and great odds too.

Never find fault with your adversary for moving slowly; it is a compliment paid to your skill. It is no doubt desirable to play well and quick, but I scarcely ever knew a very good player who was not also a slow one; and indeed, how can it well be otherwise? a fine player examines occasionally from five to twenty or more moves on each side; can that be done in a moment? It is easy enough to play quick against inferior play; but against equal and very good play, one cannot play quick without losing.

You will sometimes lose with persons of whom you are generally in the habit of winning; do not let this annoy you too much; the mind is not always disposed to play; even trivial circumstances may make one indisposed for the game, and besides, no one plays equally well at all times.

A Chess player should have an equal share of confidence and diffidence; those who are over-confident are apt to

despise their antagonist, and the too timid see difficulties in that which is easy; it is not a bad plan to undertake difficult things as easy, and easy things as difficult.

You will occasionally meet with players who, ignorant themselves of the opening of games, will, in order to disconcert you, play some uncommon beginning not much noticed in the books; with such players you must proceed on general principles, such as endeavouring to occupy the centre with your Pawns, bringing your pieces speedily into action, crowding your adversary's game, &c. &c.

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## CHAPTER VII.

### ON THE SEVERAL OPENINGS, OR BEGINNINGS, OF GAMES.

THERE are several methods of opening the game, of which the following ones are the principal:—

1. Each player begins by moving the *King's Pawn two squares*, and then the first player moves *King's Bishop to Queen's Bishop's fourth square*: this is called the King's Bishop's Game.
2. Each player begins with the *King's Pawn two squares*, and then the first player moves *King's Knight to King's Bishop's third square*: this is called the King's Knight's Game.
3. Each player begins by moving the *King's Pawn two squares*, and the first player moves *Queen's Bishop's Pawn one square*: this is called the Queen's Bishop's Pawn's Game.
4. Each player begins by moving the *King's Pawn two squares*, and then the first player moves *King's Bishop's Pawn two squares*: this is called the King's Gambit.

5. Each player begins by playing the *Queen's Pawn two squares*, and then the first player moves *Queen's Bishop's Pawn two squares*: this is called the Queen's Gambit.

Besides these, some persons begin by playing their Queen's Pawn two squares, and then the Queen's Bishop to King's Bishop's fourth square; others begin with Queen's Bishop's Pawn two squares, and then Queen's Knight to Bishop's third square; or, they begin with King's Bishop's Pawn two squares, and then King's Knight to Bishop's third square.

Of the above, the first four are most commonly played, the fifth occasionally, and the others rarely. The most improving are the first four, which every player ought to be master of; the Queen's Gambit is also a safe and good game to play; but I must observe, that those games which begin with the Queen's Pawn two squares, are neither so entertaining nor attacking as those begun by playing the King's Pawn two squares; they are therefore but seldom played.

I shall now proceed to the First Opening, or the KING'S BISHOP'S GAME,—and in this, as well as in the succeeding Openings, I suppose the reader to play the White pieces,—and shall, in the first place, instruct him how to take advantage of a bad defence; afterwards I shall give the move to the Black, and show the proper moves for the defence against both a good and a bad attack.

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**FIRST OPENING;**

**OR, THE**

**KING'S BISHOP'S GAME.**

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FIRST OPENING;  
OR, THE  
KING'S BISHOP'S GAME.

---

FIRST GAME.

White.

Black.

1. K.P. two squares.
2. K.B. to Q. B. fourth.  
best move is also K.B. to Q. B. fourth ; but suppose he play
3. You may now play Q. P. two squares ; but I think it rather better to play Q. to K. second.

1. K. P. two squares.

2. The usual and probably the

Q. B. P. one square.

No. I.

4. K.B. takes K.B. P. +  
you take K. Kt. But if
5. Q. to Q. B. fourth. +
6. Q. takes K. B. and has the best of the game, having gained a Pawn, and compelled the King to move.

3. K. B. to Q. B. fourth.

4. If he refuse to take K. B.

K. takes K. B.

5. Q. P. two squares.

No. II.

4. K. Kt. to B. third.
3. Q. to K. Kt. fourth.
4. Q. takes K. Kt. P.

- |                                                                                                                     |                                                                                                                                                               |
|---------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5. K. B. takes K. B. P. +                                                                                           | 5. If he were to take K. B. he would lose the Queen, by your playing K. R. to K. Kt. square, and afterwards K. Kt. to its fifth : therefore K. to his second. |
| 6. K. R. to K. Kt. square.                                                                                          | 6. Q. to K. R. sixth.                                                                                                                                         |
| 7. Q. P. two squares.                                                                                               | 7. In order to make room for his Queen, which you threaten to attack at K. Kt. third, he plays                                                                |
|                                                                                                                     | Q. P. one square.                                                                                                                                             |
| 8. P. takes P.                                                                                                      | 8. P. takes P.                                                                                                                                                |
| 9. K. R. to K. Kt. third.                                                                                           | 9. Q. to her second.                                                                                                                                          |
| 10. K. Kt. takes P.                                                                                                 | 10. Q. to her fifth.                                                                                                                                          |
| 11. K. B. P. two squares.                                                                                           | 11. K. Kt. to B. third.                                                                                                                                       |
| 12. Q. Kt. to B. third, and your game is better than your adversary's, owing chiefly to his third and fourth moves. |                                                                                                                                                               |

## No. III.

- |                          |                           |
|--------------------------|---------------------------|
|                          | 3. K. Kt. to K. B. third. |
| 4. K. B. P. two squares. |                           |

## FIRST DEFENCE.

- |                |                           |
|----------------|---------------------------|
|                | 4. K. B. to Q. B. fourth. |
| 5. P. takes P. |                           |

If Black play Q. P. two squares, you may take the Pawn *en passant* ; but if he retake with K. B., you must not advance K. P., because he would castle with advantage. Instead of taking the Pawn *en passant*, you might take the P. with K. P., and on his retaking with K. Kt. play your K. Kt. to B. third, and then Q. P. two squares. But suppose he play

- |                                           |                        |
|-------------------------------------------|------------------------|
|                                           | 5. K. B. takes K. Kt.  |
| 6. K. R. takes B.                         | 6. Q. P. two squares.  |
| 7. P. takes P. <i>en passant</i> .        | 7. Castles.            |
| 8. P. to K. fifth.                        | 8. K. R. to K. square. |
| 9. Q. P. two squares, having a fine game. |                        |



SECOND DEFENCE.

5. K.P. one square. 4. P. takes P.

If Black play Kt. to its square, you should move K. Kt. to B. third, and if he then play K. Kt. P. two squares, you play K.R.P. two squares. But if

5. K.Kt. to Q. fourth.  
6. K.Kt. to B. third. 6. K.B. to K. second.  
7. K.B. takes Kt.

*In the first place,*

7. K.B. checks.  
8. Kt. takes B. 8. Q. takes Kt. +  
9. K.Kt. P. one square. 9. P. takes P.  
10. K.B. to K.Kt. second.

White has the best of the game.

*In the second place,*

7. P. takes B.  
8. Castles. 8. Q.P. one square.  
9. Q.Kt. to B. third. 9. P. takes P.  
10. Q. takes P. 10. Castles.  
11. Q. takes Q.P.

White has a better position than the Black.

THIRD DEFENCE.

4. Q.P. one square.  
5. P. takes P. 5. P. takes P.  
6. K.Kt. to B. third.

*In the first place,*

6. Q.B. to K.Kt. fifth.  
7. K.B. takes K.B.P. + 7. K. takes B.  
8. Kt. takes K.P. + 8. K. to his square.  
9. Kt. takes Q.B. &c.

*In the second place,*

- |                       |                       |
|-----------------------|-----------------------|
| 7. Q. P. two squares. | 6. K. B. to Q. third. |
| 8. K. P. one square.  | 7. P. takes P. (A.)   |
|                       | 8. Castles.           |

It would be bad play to take K. B., because Black would move R. to K. square, and afterwards Q. B. to K. Kt. fifth. The best move is

- |                                               |                                |
|-----------------------------------------------|--------------------------------|
| 9. Castles.                                   | 9. K. B. to Q. B. fourth. (B.) |
| 10. Q. to Q. third.                           | 10. K. Kt. to Q. fourth. (C.)  |
| 11. K. Kt. to its fifth.                      | 11. K. Kt. P. one square.      |
| 12. K. Kt. to K. fourth.                      | 12. K. B. to K. second.        |
| 13. K. B. takes Kt.                           | 13. P. takes B.                |
| 14. K. Kt. checks.                            | 14. B. takes Kt.               |
| 15. P. takes B. and has the best of the game. |                                |

## (A.)

- |                           |                           |
|---------------------------|---------------------------|
| 8. Castles.               | 7. Q. B. to K. Kt. fifth. |
| 9. Q. B. to K. Kt. fifth. | 8. Castles.               |
| 10. K. P. one square.     | 9. P. takes P.            |
| 11. Q. B. takes Kt.       | 10. K. R. to K. square.   |
| 12. K. B. takes P. +      | 11. P. takes B.           |
| 13. K. Kt. checks.        | 12. K. takes B.           |
| 14. Q. takes B.           | 13. K. to Kt. square.     |
| 15. P. takes B.           | 14. P. takes Kt.          |
|                           | 15. Q. B. P. one square.  |

White has the best position.

## (B.)

- |                          |                        |
|--------------------------|------------------------|
| 10. K. Kt. to its fifth. | 9. K. R. to K. square. |
|--------------------------|------------------------|

If Black play K. Kt. to Q. fourth, you should play Q. to K. R. fifth. If he play K. B. to Q. B. fourth, you play Q. to her third. If he play

- |                                   |                   |
|-----------------------------------|-------------------|
|                                   | 10. K.R. takes P. |
| 11. Kt. takes K.B.P.              | 11. R. takes Q.   |
| 12. Kt. takes Q. <sup>+</sup>     | 12. K. removes.   |
| 13. B. takes R. and ought to win. |                   |

(C.)

- |                                   |                         |
|-----------------------------------|-------------------------|
|                                   | 10. K.Kt. to its fifth. |
| 11. K.Kt. to its fifth.           | 11. K.Kt.P. one square. |
| 12. K.B. takes P. <sup>+</sup>    | 12. K. to Kt. second.   |
| 13. K.P. one square.              | 13. K.Kt. to K. sixth.  |
| 14. K.Kt. takes K.R.P.            | 14. Q. to K.R. fifth.   |
| 15. Q. takes K.Kt.P. <sup>+</sup> | 15. K. to R. square.    |
| 16. Kt. takes R. and wins.        |                         |

## SECOND GAME.

**White.**

**Black.**

- |                         |                       |
|-------------------------|-----------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.  |
| 2. K.B. to Q.B. fourth. | 2. K.Kt. to B. third. |

### FIRST ATTACK.

3. Q.P. two squares.

### FIRST DEFENCE.

- |                |                                                                                                                                   |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------|
|                | 3. K.Kt. takes P.                                                                                                                 |
| 4. P. takes P. | 4. If he play K.B. to Q.B. fourth, you should take K.B.P. with K.B., and afterwards play Q. to Q. fifth, or to K.B. third. But if |

*In the first place,*

- |                                       |                       |
|---------------------------------------|-----------------------|
|                                       | Q. to K.R. fifth.     |
| 5. Q. to K.B. third.                  | 5. K.Kt. takes K.B.P. |
| 6. K.B. takes K.B.P. <sup>+</sup>     | 6. K. to his second.  |
| 7. K.Kt.P. one square, and wins K.Kt. |                       |

*In the second place,*

4. K. Kt. takes K. B. P.  
5. Q. to K. B. third, and wins K. Kt.

*In the third place,*

4. K. Kt. to Q. B. fourth.  
5. K. B. P. two squares. 5. K. Kt. to K. third.  
6. K. Kt. to B. third. 6. If he play K. B. to Q. B. fourth, you will advance K. B. P., having a fine game. His best move is K. B. P. two squares; whereupon you play Q. B. to K. third.

## SECOND DEFENCE.

3. P. takes P.  
4. K. P. one square. 4. If he play Q. P. two squares, you may play K. B. to Q. Kt. third. If he play Q. to K. second, you do the same, and afterwards move K. Kt. to B. third, in order to castle. But suppose he plays K. Kt. to K. fifth.  
5. K. B. takes K. B. P.<sup>+</sup> 5. K. takes B.  
6. Q. to K. B. third.<sup>+</sup> 6. Kt. to K. B. third.  
7. K. Kt. to K. R. third.

*In the first place,*

7. K. R. P. one square.  
8. Castles. 8. K. B. to K. second.  
9. P. takes Kt. 9. B. takes P.  
10. Q. to Q. fifth.<sup>+</sup> 10. K. to B. square.  
11. K. Kt. to K. B. fourth. 11. Q. to K. square.  
12. Q. B. to Q. second, having a strong attack.

*In the second place,*

7. K. B. to K. second.  
8. Castles. 8. K. R. to K. square.  
9. P. takes Kt. 9. B. takes P.  
10. K. Kt. checks, and has the best of the game.

SECOND ATTACK.

3. K. Kt. to B. third.      3. If he play Q. Kt. to B. third ;  
see the game in the King's Knight's Opening, which  
begins thus :

**White.**

**Black.**

- |                           |                        |
|---------------------------|------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.  |
| 2. K. Kt. to B. third.    | 2. Q. Kt. to B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. Kt. to B. third. |

But suppose he plays

FIRST DEFENCE.

- |                       |                       |
|-----------------------|-----------------------|
|                       | K. Kt. takes K. P.    |
| 4. Q. to K. second.   | 4. Q. P. two squares. |
| 5. K. Kt. takes K. P. |                       |

*In the first place,*

- |                                                                                                                                              |                      |
|----------------------------------------------------------------------------------------------------------------------------------------------|----------------------|
|                                                                                                                                              | 5. Q. P. takes K. B. |
| 6. Q. takes K. Kt.                                                                                                                           | 6. Q. to K. second.  |
| 7. Q. Kt. to Q. B. third, and will afterwards win either<br>the Pawn at Q. B. fourth, or the Q. Kt. P., if he defend<br>the other with Q. B. |                      |

*In the second place,*

- |                                                    |                           |
|----------------------------------------------------|---------------------------|
|                                                    | 5. K. B. to Q. B. fourth. |
| 6. Castles.                                        | 6. Q. B. to K. third.     |
| 7. K. B. to Q. Kt. third.                          | 7. Q. B. P. one square.   |
| 8. Q. B. P. one square.                            | 8. Castles.               |
| 9. Q. P. two squares, and the game is about equal. |                           |

SECOND DEFENCE.

- |                                                    |                       |
|----------------------------------------------------|-----------------------|
|                                                    | 3. Q. to K. second.   |
| 4. K. Kt. to its fifth.                            | 4. Q. P. two squares. |
| 5. P. takes P.                                     | 5. K. Kt. takes P.    |
| 6. K. B. takes Kt.                                 | 6. Q. takes Kt.       |
| 7. Q. to K. B. third, winning a Pawn at the least. |                       |

## THIRD GAME.

White.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. Q. B. P. one square.
4. Q. P. two squares.

Black.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. Q. B. P. one square.

## FIRST DEFENCE.

4. Q. P. takes P.
5. K. B. takes K. B. P.<sup>+</sup> If he decline taking the Bishop, you should take his K. Kt. and afterwards the Pawn.

K. takes K. B.

6. Q. to K. R. fifth.<sup>+</sup>
6. K. Kt. P. one square.
7. Q. takes K. B., and has the best of the game.

## SECOND DEFENCE.

4. Q. P. two squares.
5. K. B. takes Q. P. 5. Q. B. P. takes B. If instead of this move he were to take Q. P. with K. B., you should take K. B. P., checking, and afterwards take K. B.
6. Q. P. takes B. 6. P. takes P.
7. Q. takes Q. 7. K. takes Q.
8. Q. Kt. to Q. second.

*In the first place,*

8. Q. Kt. to Q. second.
9. Q. Kt. takes P. 9. K. B. P. two squares.
10. Kt. to Q. sixth, having a superior game.

*In the second place,*

8. K. B. P. two squares.
9. Q. Kt. to Q. B. fourth. 9. Q. Kt. to Q. second.
10. Q. Kt. to Q. sixth. 10. K. to his second.
11. Q. Kt. takes P.,<sup>+</sup> and you have clearly the best of the game.

It is evident that, if Black had played otherwise on the ninth move, he would have lost the Pawn at K. fourth;

and if, on the tenth move, he had not played his King, he would have lost K.R. or K.Kt.

In this game Black plays ill on the third move; he ought to have moved Q. to K. second, or Q. P. one or two squares.

### FOURTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. B. P. one square.   | 3. Q. Kt. to Q. B. third. |

The object of Black's third move is to prevent you from playing Q. P. two squares: it is not a good move; Q. P. one square, or Q. to K. second square, is better.

- |                                             |                             |
|---------------------------------------------|-----------------------------|
| 4. Q. P. two squares.                       | 4. P. takes P.              |
| 5. K. B. takes K. B. P. <sup>+</sup>        | 5. If he refuse to take the |
| Bishop, you should take his K. Kt. ; but if |                             |
|                                             | K. takes K. B.              |
| 6. Q. to K. R. fifth. <sup>+</sup>          | 6. K. Kt. P. one square.    |
| 7. Q. takes B.                              | 7. Q. P. one square.        |
| 8. Q. to Q. Kt. fifth.                      |                             |

White's game is superior to the Black's.

### FIFTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. B. P. one square.   | 3. Q. P. one square.      |
| 4. Q. P. two squares.     | 4. P. takes P.            |
| 5. P. takes P.            | 5. K. B. checks.          |

## FIRST METHOD.

- |                       |                             |
|-----------------------|-----------------------------|
| 6. Q.B. to Q. second. | 6. B. takes B. <sup>+</sup> |
| 7. Kt. takes B.       |                             |

*In the first place,*

- |                                                 |                        |
|-------------------------------------------------|------------------------|
|                                                 | 7. Q.B. to K. third.   |
| 8. B. takes B.                                  | 8. P. takes B.         |
| 9. Q. to K.R. fifth. <sup>+</sup>               | 9. K.Kt.P. one square. |
| 10. Q. to Q.Kt. fifth, checks, and wins a Pawn. |                        |

*In the second place,*

- |                         |                       |
|-------------------------|-----------------------|
|                         | 7. K.Kt. to B. third. |
| 8. K.B. to Q.Kt. third. | 8. Q.Kt. to B. third. |
| 9. K.Kt. to K. second.  | 9. Castles.           |
| 10. Castles.            |                       |

The game is about equal.

## SECOND METHOD.

- |                                                                                    |                                                                                         |
|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| 6. Q.Kt. to B. third.                                                              | 6. B. takes Kt.                                                                         |
| 7. P. takes B.                                                                     | 7. K.Kt. to K. second.                                                                  |
| 8. Q. to K.R. fifth.                                                               | 8. Castles.                                                                             |
| 9. Q.B. to K.Kt. fifth.                                                            | 9. If he play K.R.P. one square, you play K.Kt. to B. third. But if K.Kt.P. one square. |
| 10. Q. to K.R. fourth.                                                             | 10. K.R. to K. square.                                                                  |
| 11. K.B. takes K.B.P., checks, and will win the Queen or checkmate in a few moves. |                                                                                         |

## SIXTH GAME.

## White.

## Black.

- |                         |                         |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.B. to Q.B. fourth. | 2. K.B. to Q.B. fourth. |
| 3. Q.B.P. one square.   | 3. Q. to K.R. fifth.    |
| 4. Q. to K. second.     | 4. K.Kt. to B. third.   |
| 5. Q.P. two squares.    |                         |



FIRST DEFENCE.

- |                                                                                      |                         |
|--------------------------------------------------------------------------------------|-------------------------|
|                                                                                      | 5. B. to Q. Kt. third.  |
| 6. P. takes P.                                                                       | 6. K. Kt. takes P.      |
| 7. K. Kt. P. one square.                                                             | 7. K. B. takes P. +     |
| 8. Q. takes B.                                                                       | 8. Kt. takes Q.         |
| 9. P. takes Q.                                                                       | 9. Kt. takes R.         |
| 10. K. B. to Q. fifth.                                                               | 10. Q. Kt. to B. third. |
| 11. Q. B. to K. B. fourth, and afterwards takes K. Kt., having the best of the game. |                         |

SECOND DEFENCE.

5. P. takes P.  
6. K. P. one square.

*In the first place,*

- |                                                          |                         |
|----------------------------------------------------------|-------------------------|
|                                                          | 6. K. Kt. to its fifth. |
| 7. K. Kt. P. one square.                                 | 7. Q. to K. R. fourth.  |
| 8. K. R. P. one square, winning the Knight at the least. |                         |

*In the second place,*

- |                                               |                                                                                                  |
|-----------------------------------------------|--------------------------------------------------------------------------------------------------|
|                                               | 6. K. Kt. to its square.                                                                         |
| 7. K. Kt. to B. third.                        | 7. If he play Q. to K. second, you should take the Pawn with Q. B. P. But if Q. to K. Kt. fifth. |
| 8. K. B. takes P. +                           | 8. K. to B. square.                                                                              |
| 9. K. R. P. one square.                       | 9. If he take K. Kt. P. he loses the Q. If he play Q. to K. B. fourth.                           |
| 10. B. takes K. Kt.                           | 10. R. takes B.                                                                                  |
| 11. P. takes P., having the best of the game. |                                                                                                  |

The error of the Black consists in playing Q. to K. R. fifth, on the third move.

## SEVENTH GAME.

## White.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. Q. B. P. one square.
4. It would not be good play to move K. Kt. to B. third, or Q. P. two squares, because Black would take K. Kt. P., winning a Pawn at the least : therefore Q. to K. B. third.

## Black.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. Q. to K. Kt. fourth.

## FIRST DEFENCE.

4. Q. to K. Kt. third.
5. K. Kt. to K. second.

*In the first place,*

5. Q. P. one square.
6. Q. P. one square ; you might also advance this Pawn two squares.
6. If he were to attack the Queen with Q. B., you would take K. B. P. with K. B., winning a Pawn : therefore K. Kt. to B. third.
7. Q. to K. Kt. third.
7. If he play K. Kt. to its fifth, you may castle ; if he move Q. B. to K. Kt. fifth, you play K. B. P. one square.

*In the second place,*

5. K. Kt. to K. B. third.
6. Q. P. two squares.
6. P. takes P. (A.)
7. P. to K. fifth.
7. Kt. to K. fifth.
8. You must not take K. B. P. with K. B., because Black would take the Bishop, and have the best of the game : therefore P. takes P.
8. K. B. checks.
9. Q. Kt. to B. third, and has the best of the game.

(A.)

- |                                                          |                              |
|----------------------------------------------------------|------------------------------|
|                                                          | 6. K.B. to Q.Kt. third.      |
| 7. P. takes P.                                           | 7. If he take P. with K.Kt., |
|                                                          | you should castle. But if    |
|                                                          | Q. takes P.                  |
| 8. P. takes Kt.                                          | 8. Q. takes B.               |
| 9. Q. Kt. to Q. second, or castles, and has a good game. |                              |

SECOND DEFENCE.

- |                                                                      |                                                       |
|----------------------------------------------------------------------|-------------------------------------------------------|
|                                                                      | 4. K.Kt. to B. third.                                 |
| 5. K.Kt. to K. second.                                               | 5. If he move Q. to K.Kt.                             |
|                                                                      | third, you play Q.P. two squares, as in the First De- |
|                                                                      | fence. But if                                         |
|                                                                      | Q. to K.Kt. fifth.                                    |
| 6. Q. takes Q.                                                       | 6. Kt. takes Q.                                       |
| 7. Q.P. two squares, and White has a better position than the Black. |                                                       |

EIGHTH GAME.

White.

Black.

- |                         |                         |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.B. to Q.B. fourth. | 2. K.B. to Q.B. fourth. |
| 3. Q.B.P. one square.   | 3. K.Kt. to K.B. third. |

This move of the Knight is often made; it is not a good one; Q. to K. second is much better.

4. Q.P. two squares.

Black has three ways of playing; namely,

- No. 1. K.B. to Q. third.  
2. K.B. to Q.Kt. third.  
3. K.P. takes P.

## No. I.

- |                          |                       |
|--------------------------|-----------------------|
| 5. Q. P. takes P.        | 4. K. B. to Q. third. |
| 6. K. B. P. two squares. | 5. K. B. takes P.     |
| 7. K. P. one square.     | 6. K. B. to Q. third. |
|                          | 7. Loses a piece.     |

If Black on the sixth move had taken your K. P. with his Kt., instead of removing the Bishop, it would not be good play for you to take his K. B., because, by checking you with Q. at K. R. fifth, he would gain a powerful attack: instead of taking the Bishop, you ought to play Q. to K. R. fifth, secure of winning a piece; for, if he castle, you take K. B. with K. B. P.; if he play Q. to K. second or K. B. third, you take the Bishop with the Queen. If Black, on the seventh move, play Q. to K. second, you should play K. Kt. to K. second, and afterwards take one of the pieces with K. P.

## No. II.

- |                           |                           |
|---------------------------|---------------------------|
| 5. Q. P. takes P.         | 4. K. B. to Q. Kt. third. |
| 6. K. B. takes K. B. P. + | 5. K. Kt. takes K. P.     |

*In the first place,*

- |                                                                                           |
|-------------------------------------------------------------------------------------------|
| 6. K. takes K. B.                                                                         |
| 7. Q. to Q. fifth, checks, and wins K. Kt., having gained a Pawn, with a better position. |

*In the second place,*

- |                            |                          |
|----------------------------|--------------------------|
| 7. Q. to K. B. third.      | 6. K. to B. square.      |
| 8. Q. B. takes K. Kt.      | 7. K. Kt. to its fourth. |
| 9. K. B. to Q. fifth. +    | 8. Q. takes Q. B.        |
| 10. Q. to K. B. seventh. + | 9. K. to his square.     |
| 11. K. B. P. two squares.  | 10. K. to Q. square.     |

White has a Pawn more, and a better position.

*In the third place,*

- |                                                                                                                                               |                                                                                                                                                                                                                 |
|-----------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                               | 6. K. to K. second.                                                                                                                                                                                             |
| 7. Q. to Q. fifth.                                                                                                                            | 7. If he take K.B.P. with K.Kt., he will evidently lose the Q. by a check from Q.B. If he attack your Q. with Q.B.P., you may take his Kt., having the best of the game. But suppose he play K.B. takes K.B.P.+ |
| 8. K. to his second.                                                                                                                          | 8. K.B. takes K.Kt.                                                                                                                                                                                             |
| 9. K.R. takes K.B.                                                                                                                            | 9. K.R. to K.B. square.                                                                                                                                                                                         |
| 10. K.R. to K.B. square, having a forced won game, which would also have been the case had he played any other move than K.R. to K.B. square. |                                                                                                                                                                                                                 |

No. III.

- |                       |                                                                                                                                                                                                                                               |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                       | 4. K.P. takes P.                                                                                                                                                                                                                              |
| 5. K.P. one square.   | 5. If he move K.Kt. to its square, you should take his Pawn with yours, having the best of the game. Instead of this move he may play, K.Kt. to K. fifth; Q.P. two squares, see (A.); or Q. to K. second, see (B.) Suppose K.Kt. to K. fifth. |
| 6. K.B. takes K.B.P.+ | 6. If he decline taking the Bishop, you may play it to Q. fifth. But if K. takes K.B.                                                                                                                                                         |
| 7. Q. to K.B. third.+ | 7. If he remove the King, you should take his Knight, and your position will be much superior to his. But if K.Kt. to K.B. third.                                                                                                             |
| 8. K.P. takes K.Kt.   | 8. If he take the Pawn with the Queen, he loses K.B. by your checking with Q. at K.R. fifth. If he remove or defend K.B., you would take K.Kt.P. with yours, and have an excellent game.                                                      |

(A.)

**White.**

**Black.**

- |                         |                         |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.B. to Q.B. fourth. | 2. K.B. to Q.B. fourth. |

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- |                                |                               |
|--------------------------------|-------------------------------|
| 3. <i>Q. B. P. one square.</i> | 3. <i>K. Kt. to B. third.</i> |
| 4. <i>Q. P. two squares.</i>   | 4. <i>K. P. takes P.</i>      |
| 5. <i>K. P. one square.</i>    | 5. <i>Q. P. two squares.</i>  |

You have now two ways of playing, both of which will give you the best of the game. The first is to play your K. B. to Q. Kt. third, and then take his Q. P. with your Q. B. P.; the second is to play as follows:

- |                              |                                   |
|------------------------------|-----------------------------------|
| 6. <i>P. takes K. Kt.</i>    | 6. <i>P. takes K. B.</i>          |
| 7. <i>P. takes K. Kt. P.</i> | 7. <i>K. R. to K. Kt. square.</i> |

You may now give check at Q. R. fourth, and take the Pawn at your Q. B. fourth.

It would not be good play for the White to move Q. to Q. R. fifth on the seventh move, because Black would castle; and if you took K. B., he would check you with K. R., and afterwards advance Q. P. or take your Q. B. P., having rather the best of the game.

(B.).

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. to Q. B. fourth.</i> | 2. <i>K. B. to Q. B. fourth.</i> |
| 3. <i>Q. B. P. one square.</i>   | 3. <i>K. Kt. to B. third.</i>    |
| 4. <i>Q. P. two squares.</i>     | 4. <i>K. P. takes P.</i>         |
| 5. <i>K. P. one square.</i>      | 5. <i>Q. to K. second.</i>       |
| 6. <i>Q. B. P. takes Q. P.</i>   | 6. <i>K. B. checks.</i>          |
| 7. <i>K. to K. B. square.</i>    |                                  |

If instead of moving the King you were to interpose either your Q. Kt. or Q. B., Black would be able to retrieve his game, by playing his K. Kt. to K. fifth, then exchanging his Knight and Bishop for your Knight and Bishop, and afterwards moving his Q. P. one sq.; the game would then be about equal. By playing the King, you force Black to play K. Kt., which cannot be played to any square without improving your game.

7. K. Kt. to K. fifth.  
8. Q. to K. Kt. fourth. 8. If he play K. Kt. to K. B. third, you cannot take it without being checkmated by the Queen ; you therefore take K. Kt. P., winning a piece. If he move K. Kt. to Q. third, you play K. B. to K. second, and afterwards take the Knight. He has two other ways of playing, viz. K. B. P. two squares ; or Q. B. P. one square ; see (C). Suppose he plays K. B. P. two squares.  
9. Q. to K. R. fifth. + 9. K. Kt. P. one square.

If instead of this move Black had played K. to K. B. square, you ought to take his K. B. P. with the Queen.

If he had played K. to Q. square, you should play K. B. P. one square ; and if he play K. Kt. to Q. third, you would win the Queen by playing Q. B. to K. Kt. fifth. If, instead of playing K. Kt. to Q. third, he were to play it to K. B. third, you should play Q. to K. R. fourth, and afterwards Q. B. to K. Kt. fifth, winning the Knight at the least.

10. Q. to K. R. sixth. 10. Q. B. P. one square.  
11. K. B. P. one square. 11. Q. P. two squares.  
12. K. B. to K. second, winning K. Kt.

If, instead of playing Q. B. P. one square, he had played Q. to K. B. square, you would have exchanged Queens, and then have advanced your K. B. P. one square, winning the Knight. Had he removed his K. Kt. to his Q. third, you should play as follows :

11. Q. B. to K. Kt. fifth. 11. If he remove the Queen, you will take K. Kt. ; therefore,  
K. Kt. to K. B. second.  
12. Q. B. takes Q. 12. K. Kt. takes Q.  
13. Q. B. takes K. B., &c.

Suppose, on the tenth move, he had played

10. K. Kt. to K. B. third.

11. Q. B. to K. Kt. fifth.      11. K. R. to K. B. square.  
 12. Q. to K. R. fourth, winning the Knight.

(C.)

**White.****Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. to Q. B. fourth.</i> | 2. <i>K. B. to Q. B. fourth.</i> |
| 3. <i>Q. B. P. one square.</i>   | 3. <i>K. Kt. to B. third.</i>    |
| 4. <i>Q. P. two squares.</i>     | 4. <i>K. P. takes P.</i>         |
| 5. <i>K. P. one square.</i>      | 5. <i>Q. to K. second.</i>       |
| 6. <i>Q. B. P. takes P.</i>      | 6. <i>K. B. checks.</i>          |
| 7. <i>K. to K. B. square.</i>    | 7. <i>K. Kt. to K. fifth.</i>    |
| 8. <i>Q. to K. Kt. fourth.</i>   | 8. <i>Q. B. P. one square.</i>   |
| 9. <i>Q. takes K. Kt.</i>        | 9. <i>Q. P. two squares.</i>     |
| 10. <i>K. B. takes Q. P.</i>     | 10. <i>Q. B. P. takes K. B.</i>  |
| 11. <i>Q. takes Q. B. P.</i>     |                                  |

This is a better method of play for the Black than the preceding, because he loses only two Pawns.

## NINTH GAME.

**White.****Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. to Q. B. fourth.</i> | 2. <i>K. B. to Q. B. fourth.</i> |
| 3. <i>Q. B. P. one square.</i>   | 3. <i>Q. to K. second.</i>       |
| 4. <i>K. Kt. to K. B. third.</i> |                                  |

## FIRST DEFENCE.

- |                                                                            |                                  |
|----------------------------------------------------------------------------|----------------------------------|
| 5. <i>K. takes B.</i>                                                      | 4. <i>K. B. takes K. B. P. +</i> |
| 6. <i>Q. P. two squares.</i>                                               | 5. <i>Q. to Q. B. fourth. +</i>  |
| 7. <i>K. Kt. takes K. P.</i>                                               | 6. <i>Q. takes B.</i>            |
| 8. <i>K. R. to K. square.</i>                                              | 7. <i>Q. to K. third.</i>        |
| 9. <i>K. Kt. to K. B. third, and has a better position than the Black.</i> | 8. <i>Q. P. one square.</i>      |



SECOND DEFENCE.

- |                         |                           |
|-------------------------|---------------------------|
|                         | 4. Q. P. one square.      |
| 5. Castles.             | 5. Q. B. to K. Kt. fifth. |
| 6. Q. P. one square.    | 6. K. Kt. to B. third.    |
| 7. Q. B. to K. third.   | 7. K. B. to Q. Kt. third. |
| 8. Q. Kt. to Q. second. | 8. Q. Kt. to Q. second.   |

The game is equal.

## D E F E N C E.

THE BLACK HAVING THE FIRST MOVE.



## FIRST GAME.

Black.

White.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. P. two squares.     |                           |

Black loses a Pawn by this move.

- |                                                                                                                                                                                                                                                    |                                 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|
|                                                                                                                                                                                                                                                    | 3. K. B. takes P.               |
| 4. If he play Q. B. P. one square, you should remove K. to Q. Kt. third square, and not to Q. B. fourth, because he would take your K. B. P., checking, and on your taking his Bishop he would check with Q. at her fifth and win K. B. If he play |                                 |
| K. Kt. to B. third.                                                                                                                                                                                                                                | 4. Q. Kt. to Q. B. third.       |
| 5. Q. B. P. one square.                                                                                                                                                                                                                            | 5. K. B. to Q. Kt. third.       |
| 6. If he were to play Q. B. to K. Kt. fifth, you should play K. Kt. to B. third. But if                                                                                                                                                            |                                 |
| K. Kt. to its fifth.                                                                                                                                                                                                                               | 6. K. Kt. to K. R. third.       |
| 7. Q. to K. R. fifth.                                                                                                                                                                                                                              | 7. Castles, or Q. to K. second. |

White has the best of the game, having gained a Pawn. It would have been bad play for White to have taken Q. P. with K. P. on the third move, because Black would take K. B. P., checking, and afterwards play Q. to K. fifth.

## SECOND GAME.

**Black.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *K. B. P. two squares.*

**White.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*

This move of the Black is seldom played; there does not appear any danger in it. It would not be good play to take his Pawn, because he might play Q. P. two squares, compelling your K. B. to remove; and though you could then check with your Queen, and force him to move the King, yet you would have rather the worst of the game, on account of his centre Pawns.

3. *K. B. takes K. Kt.*

*In the first place,*

4. *K. R. takes K. B.*
4. *Q. to K. R. fifth. +*

If Black play K. to K. B. square, you should take K. B. P. with Queen. If he play K. to K. second, you would win a piece by playing Q. P. two squares. But suppose

- |                                 |                                       |
|---------------------------------|---------------------------------------|
| 5. <i>K. Kt. P. one square.</i> | 5. <i>Q. takes K. R. P.</i>           |
| 6. <i>K. to B. square.</i>      | 6. <i>Q. P. two squares.</i>          |
| 7. <i>K. B. takes P.</i>        | 7. <i>Q. B. checks.</i>               |
| 8. <i>K. to his square.</i>     | 8. <i>Q. takes R. +</i>               |
| 9. <i>K. to his second.</i>     | 9. <i>Q. B. to K. Kt. fifth. +</i>    |
| 10. <i>K. to Q. third.</i>      | 10. <i>Q. to Q. fifth, checkmate.</i> |

Black ought, on the sixth move, to have played K. R. to K. B. square; you would, however, even then have had much the best of the game, by taking K. Kt. P.

*In the second place,*

- |                              |                             |
|------------------------------|-----------------------------|
| 4. <i>Q. to K. R. fifth.</i> | 4. <i>Q. to K. second.</i>  |
| 5. <i>K. R. takes B.</i>     | 5. <i>Q. P. one square.</i> |

- |                            |                        |
|----------------------------|------------------------|
| 6. K. B. P. one square.    | 6. K. Kt. to B. third. |
| 7. Q. to K. Kt. fifth.     | 7. K. Kt. takes K. P.  |
| 8. Q. takes K. Kt. P.      | 8. Q. to K. B. third.  |
| 9. K. B. takes K. B. P. +  | 9. K. to his second.   |
| 10. Q. takes Q.            | 10. Kt. takes Q.       |
| 11. K. B. to Q. Kt. third. | 11. Q. B. takes P.     |

The game is slightly in your favour, in consequence of your centre Pawns. Black might, on the seventh move, have played Q. to K. B. third.

### THIRD GAME.

#### Black.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. Q. to K. Kt. fourth.

#### White.

1. K. P. two squares.
2. K. B. to Q. B. fourth.

This move may be played without danger; but it is not so attacking as Q. to K. B. third, or to K. R. fifth square.

- |                        |                       |
|------------------------|-----------------------|
| 4. Q. to K. Kt. third. | 3. Q. to K. B. third. |
|                        | 4. Q. P. one square.  |

#### *In the first place,*

- |                        |                         |
|------------------------|-------------------------|
| 5. K. Kt. to B. third. | 5. Q. B. to K. third.   |
| 6. K. B. takes B.      | 6. K. B. P. takes B.    |
| 7. Castles.            | 7. K. Kt. to K. second. |
| 8. Q. P. one square.   | 8. Castles.             |

The position is equal.

#### *In the second place,*

- |                                           |                           |
|-------------------------------------------|---------------------------|
| 5. Q. P. one square.                      | 5. Q. B. to K. third.     |
| 6. Q. B. to K. Kt. fifth.                 | 6. K. B. takes K. B. P. + |
| 7. If he take K. B. you take Q. B. But if |                           |

- |                    |                     |
|--------------------|---------------------|
| K. to his second.  | 7. K.B. takes Q.    |
| 8. Q.B. takes Q.   | 8. K.Kt. takes Q.B. |
| 9. K.R.P. takes B. |                     |

White has a better position, and a Pawn more.

If Black on the fourth move had played K.Kt. to B. third, you would have attacked his Queen with K.Kt. and afterwards have played Q.P. one square.

## FOURTH GAME.

- | Black.                  | White.                  |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.B. to Q.B. fourth. | 2. K.B. to Q.B. fourth. |
| 3. Q. to K.B. third.    | 3. K.Kt. to K.B. third. |

Black may now play

- No. 1. K.Kt.P. two squares.
2. Q. to K.Kt. third.
3. Q.Kt.P. two squares.
4. Q.P. one square.

No. 1.

- |                         |                      |
|-------------------------|----------------------|
| 4. K.Kt.P. two squares. | 4. Q.P. two squares. |
|-------------------------|----------------------|

If he play K.Kt.P. one square, your best move would be to take K.P. with K.Kt. But suppose he play

### FIRST DEFENCE.

- |                       |                         |
|-----------------------|-------------------------|
| 5. K.P. takes P.      | 5. Q.B. takes P.        |
| 6. Q. to Q.Kt. third. | 6. K.B. to Q.Kt. third. |
| 7. P. to Q. sixth.    | 7. Castles.             |

White has a better position than the Black, besides having more pieces in play.

## SECOND DEFENCE.

- |                       |                         |
|-----------------------|-------------------------|
| 5. K.B. takes Q.P.    | 5. Q.B. takes P.        |
| 6. Q. to Q.Kt. third. | 6. K.Kt. takes K.B.     |
| 7. P. takes K.Kt.     | 7. K.B. to Q.Kt. third. |
| 8. Q. to K.Kt. third. | 8. Q. to K.B. third.    |

You have the best of the game, in consequence of the Black's pawns being separated: he cannot take your Q.B. without being checkmated in two moves.

If Black on the seventh move had taken your Q.Kt.P. with Q. in order to win Q.R., he would have lost his Queen by your playing K.Kt. to Q.Kt. third, and afterwards Q.B. to its square.

## No. II.

- |                       |                                   |
|-----------------------|-----------------------------------|
| 4. Q. to K.Kt. third. | 4. Castles.                       |
| 5. Q. takes K.P.      | 5. K.B. takes K.B.P. <sup>+</sup> |
| 6. K. to Q. square.   | 6. K.R. to K. square.             |
| 7. Q. to K.B. fourth. | 7. K.B. takes K.Kt.               |
| 8. K.R. takes B.      | 8. K.R. takes K.P.                |

White has gained a pawn with a superior position. It would have been bad play to have taken his K.P. with K.Kt. (eighth move) because he would have taken your K.B.P. with K.B. and afterwards K.R.

## No. III.

- |                         |                  |
|-------------------------|------------------|
| 4. Q.Kt.P. two squares. | 4. K.B. takes P. |
|-------------------------|------------------|

## FIRST ATTACK.

- |                                    |                      |
|------------------------------------|----------------------|
| 5. K.B. takes K.B.P. <sup>+</sup>  | 5. K. takes B.       |
| 6. Q. to Q.Kt. third. <sup>+</sup> | 6. Q.P. two squares. |
| 7. Q. takes B.                     | 7. K.Kt. takes K.P.  |

White has the best of the game.

SECOND ATTACK.

- |                        |                           |
|------------------------|---------------------------|
| 5. Q. to Q. Kt. third. | 5. Q. to K. second.       |
| 6. K. B. takes P. +    | 6. Q. takes B.            |
| 7. Q. takes B.         | 7. Q. Kt. to Q. R. third. |
| 8. Q. to Q. B. third.  | 8. K. Kt. takes P.        |
| 9. Q. takes P. +       | 9. K. to Q. square.       |

*In the first place,*

- |                             |                                   |
|-----------------------------|-----------------------------------|
| 10. K. Kt. to K. second.    | 10. Q. takes K. B. P. +           |
| 11. K. to Q. square.        | 11. Q. takes K. Kt. P.            |
| 12. K. R. to K. Kt. square. | 12. K. R. to K. B. sq., and wins. |

*In the second place,*

- |                                                                                                                                                                                                                                          |                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| 10. Q. to her fourth.                                                                                                                                                                                                                    | 10. K. R. to K. square.    |
| 11. K. Kt. to K. second.                                                                                                                                                                                                                 | 11. Q. Kt. to its fifth.   |
| 12. Q. Kt. to Q. R. third.                                                                                                                                                                                                               | 12. Q. Kt. to Q. B. third. |
| 13. Q. to K. third.                                                                                                                                                                                                                      | 13. K. Kt. to K. B. third. |
| 14. Q. to Q. third.                                                                                                                                                                                                                      | 14. Q. to K. R. fourth.    |
| 15. If he play Q. Kt. to Q. B. fourth, you will play Q. Kt. to its fifth. If he move the King, you play Q. Kt. to Q. fifth. If he play Q. B. P. one square, you play K. Kt. to Q. fourth, in order to move it afterwards to K. B. fifth. |                            |

No. IV.

- |                           |                           |
|---------------------------|---------------------------|
| 4. Q. P. one square.      | 4. Q. P. one square.      |
| 5. Q. B. to K. Kt. fifth. | 5. Q. B. to K. Kt. fifth. |

FIRST METHOD.

- |                        |                       |
|------------------------|-----------------------|
| 6. Q. to K. Kt. third. | 6. K. Kt. takes K. P. |
|------------------------|-----------------------|

*In the first place,*

- |                         |                         |
|-------------------------|-------------------------|
| 7. Q. B. takes Q.       | 7. Kt. takes Q.         |
| 8. K. B. P. takes Kt.   | 8. K. takes B.          |
| 9. K. B. takes K. B. P. | 9. Q. B. P. one square. |

White has the better position.

*In the second place,*

- |                           |                        |
|---------------------------|------------------------|
| 7. K. P. takes Kt.        | 7. Q. takes B.         |
| 8. Q. Kt. to Q. B. third. | 8. Q. to K. Kt. third. |

White, having gained a Pawn, has the best of the game.

*In the third place,*

- |                                                                                                                               |                                   |
|-------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 7. Q. takes B.                                                                                                                | 7. Q. takes B.                    |
| 8. Q. takes Kt. (A.)                                                                                                          | 8. Q. to Q. B. eighth. +          |
| 9. K. to his second.                                                                                                          | 9. Castles.                       |
| 10. If he take Q. Kt. P. with Q., you should play Q. Kt. to Q. second, and your position will be much superior to his: but if |                                   |
| K. Kt. P. one square.                                                                                                         | 10. Q. Kt. to B. third.           |
| 11. Q. B. P. one square.                                                                                                      | 11. Q. takes Q. Kt. P., and wins. |

(A.)

- |                                                                 |                                |
|-----------------------------------------------------------------|--------------------------------|
| 8. Q. to Q. B. eighth. +                                        | 8. K. to his second.           |
| 9. If he take Q. B. P., you should interpose Q. Kt. &c.: but if |                                |
| Q. takes K. R.                                                  | 9. Q. to Q. B. eighth. +       |
| 10. K. to his second.                                           | 10. Q. takes Q. B. P. +        |
| 11. K. to K. B. third.                                          | 11. Checkmates in three moves. |

## SECOND METHOD.

**Black.****White.**

- |                                                                                                                                                                      |                           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                                                                                                                | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth.                                                                                                                                            | 2. K. B. to Q. B. fourth. |
| 3. Q. to K. B. third.                                                                                                                                                | 3. K. Kt. to B. third.    |
| 4. Q. P. one square.                                                                                                                                                 | 4. Q. P. one square.      |
| 5. Q. B. to K. Kt. fifth.                                                                                                                                            | 5. Q. B. to K. Kt. fifth. |
| 6. Q. takes B.                                                                                                                                                       | 6. Kt. takes Q.           |
| 7. B. takes Q.                                                                                                                                                       | 7. K. B. takes P. +       |
| 8. K. to his second.                                                                                                                                                 | 8. K. takes B.            |
| 9. If he play K. Kt. to R. third, you play K. B. to Q. Kt. third; and if he then take K. B. P., you move K. Kt. to K. sixth, gaining a Pawn at the least. If he play |                           |



- K.R. P. one square, you play K.B. to Q. fifth ; and if he then play Q.B. P. one square, you should move Kt. to K.B. seventh. Finally, if he play
- |                           |                                           |
|---------------------------|-------------------------------------------|
| K.B. takes P.             | 9. K.R. to K.B. square.                   |
| 10. K.B. to Q. Kt. third. | 10. K.B. to Q. fifth.                     |
| 11. Q. B. P. one square.  | 11. K.R. checks.                          |
| 12. K. to his square.     | 12. K.B. to Q. Kt. third, winning a Pawn. |
- 

### FIFTH GAME.

**Black.**

**White.**

- |                           |                                                                                                                                           |
|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                                                                                                                     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth.                                                                                                                 |
| 3. Q. to K. R. fifth.     | 3. Q. to K. second.                                                                                                                       |
| 4. Q. Kt. to Q. B. third. | 4. K. Kt. to K. B. third.                                                                                                                 |
| 5. Q. to K. Kt. fifth.    | 5. Q. B. P. one square.                                                                                                                   |
| 6. Q. takes K. Kt. P.     | 6. K. R. to K. Kt. square.                                                                                                                |
| 7. Q. to K. R. sixth.     | 7. K. B. takes K. B. P. +                                                                                                                 |
| 8. K. to B. square.       | 8. Q. P. two squares, winning a piece ; for if he take the Pawn, or remove the Bishop, you play K. R. to K. Kt. third, winning the Queen. |
- 

### SIXTH GAME.

**Black.**

**White.**

- |                                                                                      |                           |
|--------------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                                | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth.                                                            | 2. K. B. to Q. B. fourth. |
| 3. Q. to K. R. fifth.                                                                | 3. Q. to K. second.       |
| 4. K. Kt. to B. third.                                                               | 4. Q. P. one square.      |
| 5. K. Kt. to its fifth.                                                              | 5. K. Kt. to B. third.    |
| 6. If he play Q. to K. R. fourth, you may play Q. B. to K. third square. But suppose |                           |

K. B. takes K. B. P. + See the First Variation, if he take the Pawn with the Queen.

6. K. to Q. square.

7. Q. to K. R. fourth. Had he played her elsewhere, you would have won a piece, by playing K. R. P. one square.

7. K. R. to K. B. square.

8. K. B. to Q. B. fourth. 8. The move recommended by many eminent authors, is to take K. P. with K. Kt., having, as they contend, a forced won game. In the Third Variation I shall endeavour to prove that they are mistaken. The move I would recommend is

K. Kt. to its fifth.

*In the first place,*

- |                          |                           |
|--------------------------|---------------------------|
| 9. Castles.              | 9. K. B. takes K. B. P. + |
| 10. K. R. takes B.       | 10. K. Kt. takes R.       |
| 11. K. R. P. one square. | 11. K. R. P. one square.  |
| 12. K. Kt. to B. third.  | 12. Q. takes Q.           |
| 13. Kt. takes Q.         | 13. Kt. takes K. P.       |

White ought to win.

*In the second place,*

- |                               |                    |
|-------------------------------|--------------------|
| 9. K. Kt. to K. B. seventh. + | 9. K. R. takes Kt. |
| 10. Q. takes Q.               | 10. K. R. takes Q. |
| 11. Castles.                  |                    |

White will win, having gained a Piece for a Pawn.

**FIRST VARIATION,**

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

**Black.**

**White.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. to K. R. fifth.     | 3. Q. to K. second.       |
| 4. K. Kt. to K. B. third. | 4. Q. P. one square.      |
| 5. K. Kt. to its fifth.   | 5. K. Kt. to K. B. third. |
| 6. Q. takes K. B. P. +    | 6. Q. takes Q.            |
| 7. K. B. takes Q. +       | 7. K. to his second.      |

Black might also have taken Q. with K. Kt. See the Second Variation.

- |                           |                         |
|---------------------------|-------------------------|
| 8. K. B. to Q. B. fourth. | 8. K. R. P. one square. |
| 9. K. Kt. to K. B. third. | 9. K. Kt. takes K. P.   |

White's position is rather superior to his adversary's. If Black had played on the ninth move Kt. to K. B. seventh, you would have won two pieces for a Rook, by playing K. R. to K. B. square.

### SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

#### Black.

#### White.

- |                                                     |                                                                                       |
|-----------------------------------------------------|---------------------------------------------------------------------------------------|
| 1. K. P. two squares.                               | 1. K. P. two squares.                                                                 |
| 2. K. B. to Q. B. fourth.                           | 2. K. B. to Q. B. fourth.                                                             |
| 3. Q. to K. R. fifth.                               | 3. Q. to K. second.                                                                   |
| 4. K. Kt. to K. B. third.                           | 4. Q. P. one square.                                                                  |
| 5. K. Kt. to its fifth.                             | 5. K. Kt. to K. B. third.                                                             |
| 6. Q. takes K. B. P. +                              | 6. Q. takes Q.                                                                        |
| 7. K. Kt. takes Q.                                  | 7. K. R. to K. B. square.                                                             |
| 8. K. Kt. to its fifth.                             | 8. K. R. P. one square.                                                               |
| 9. K. Kt. to K. B. third.                           | 9. K. Kt. takes K. P.                                                                 |
| 10. K. castles ; or plays<br>K. R. to K. B. square. | 10. K. B. takes K. B. P. +                                                            |
| 11. K. R. takes K. B.                               | 11. K. Kt. takes K. R.                                                                |
| 12. K. takes K. Kt.                                 | 12. K. P. one square ; wins the<br>Knight, and has consequently the best of the game. |

If Black, on the eleventh move, had played the King, instead of taking your Bishop, you would have removed K. B., having gained a Pawn, with a good position.

### THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

#### Black.

#### White.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |

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- |                                   |                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3. <i>Q. to K. R. fifth.</i>      | 3. <i>Q. to K. second.</i>                                                                                                                                                                                                                                                                                                                                                                                        |
| 4. <i>K. Kt. to B. third.</i>     | 4. <i>Q. P. one square.</i>                                                                                                                                                                                                                                                                                                                                                                                       |
| 5. <i>K. Kt. to its fifth.</i>    | 5. <i>K. Kt. to B. third.</i>                                                                                                                                                                                                                                                                                                                                                                                     |
| 6. <i>K. B. takes K. B. P. +</i>  | 6. <i>K. to Q. square.</i>                                                                                                                                                                                                                                                                                                                                                                                        |
| 7. <i>Q. to K. R. fourth.</i>     | 7. <i>K. R. to B. square.</i>                                                                                                                                                                                                                                                                                                                                                                                     |
| 8. <i>K. B. to Q. B. fourth.</i>  | 8. <i>K. Kt. takes K. P.</i> This is a bad move, causing the loss of the game. It was long considered the best move, even by the first writers. Mr. Pratt, the Editor of "Studies of Chess," Sixth Edition, page 63, was the first to make the proper move against it, but accidentally, as he informed me, for he had no notion that taking the Pawn was a bad move, nor did he attempt to analyze the position. |
| 9. <i>Q. P. two squares.</i>      | 9. If you take <i>Q. P.</i> he will take <i>K. Kt.</i> with <i>Q.</i> If you check with <i>K. B.</i> he will interpose <i>Q. B. P.</i> , and if you take it with <i>K. Kt.</i> he will retake with <i>Kt. P.</i> , having nothing to fear from the check by discovery : therefore                                                                                                                                 |
|                                   | <i>K. Kt. takes K. B. P.</i>                                                                                                                                                                                                                                                                                                                                                                                      |
| 10. <i>P. takes K. B.</i>         | 10. <i>K. Kt. takes K. R.</i>                                                                                                                                                                                                                                                                                                                                                                                     |
| 11. <i>Q. Kt. to Q. B. third.</i> |                                                                                                                                                                                                                                                                                                                                                                                                                   |

#### FIRST DEFENCE.

- |                                 |                                                                                                                                                                                               |
|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                 | 11. <i>Q. B. P. one square.</i>                                                                                                                                                               |
| 12. <i>P. takes P.</i>          | 12. If you play <i>Q. to K. square</i> , Black will checkmate in three moves. If you play <i>Q. to her second</i> , he will check with <i>Kt. at K. sixth</i> , winning the Queen : therefore |
|                                 | <i>Q. to K. B. third.</i>                                                                                                                                                                     |
| 13. <i>Q. Kt. to K. fourth.</i> | 13. Loses the Queen ; for if you play <i>Q. to K. Kt. third</i> , or to <i>K. B. fourth</i> , he will checkmate in two moves.                                                                 |

#### SECOND DEFENCE.

- |                                |                                 |
|--------------------------------|---------------------------------|
|                                | 11. <i>K. R. P. one square.</i> |
| 12. <i>Q. Kt. to Q. fifth.</i> |                                 |

*In the first place,*

- |                                                |                       |
|------------------------------------------------|-----------------------|
|                                                | 12. Q. to Q. second.  |
| 13. K. Kt. to K. sixth. +                      | 13. K. to his square. |
| 14. Q. Kt. takes Q. B. P. +                    | 14. K. to B. second.  |
| 15. K. Kt. to K. B. fourth ; checks, and wins. |                       |

*In the second place,*

- |                                      |                                                                                                                                                                                        |
|--------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                      | 12. Q. to K. square.                                                                                                                                                                   |
| 13. K. Kt. to K. sixth. +            | 13. K. to Q. second.                                                                                                                                                                   |
| 14. Q. Kt. takes Q. B. P.            | 14. If you play Q. to K. B. second, he will check with Pawn, and win the Queen at the least ; for if you take the Pawn with the King, he will checkmate you in three moves : therefore |
|                                      | Q. to K. second.                                                                                                                                                                       |
| 15. Q. takes Q.                      | 15. K. takes Q.                                                                                                                                                                        |
| 16. Kt. takes K. R.                  | 16. K. takes Kt.                                                                                                                                                                       |
| 17. Kt. takes Q. R. and wins easily. |                                                                                                                                                                                        |

THIRD DEFENCE.

- |                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                        | 11. Q. to K. B. third.                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 12. Q. B. to K. third. | 12. You must lose the game ; for if you play Q. B. P. one square, he will play Q. Kt. to K. fourth, compelling you either to permit the check by discovery, which has been shown to be fatal, or to play Q. to K. second, in which case he takes P. with P., winning easily. There remains only the move of the King to examine ; for if you play any other piece or pawn, he will move Kt. to Q. fifth, and afterwards give the discovered check : therefore, |

*In the first place,*

- |                          |                                                                                                                                                          |
|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
|                          | K. to his square.                                                                                                                                        |
| 13. Q. Kt. to Q. fifth.  | 13. Q. to her square.                                                                                                                                    |
| 14. Q. to K. R. fifth. + | 14. If you play K. to Q. second, he will play Kt. to K. B. seventh ; and on your moving Q. to K. square, he will play Q. to K. B. fifth, winning. But if |

K. Kt. P. one square.

- |                               |                         |
|-------------------------------|-------------------------|
| 15. Q. takes K. R. P.         | 15. Q. B. to Q. second. |
| 16. Q. takes K. Kt. P. +      | 16. R. to K. B. second. |
| 17. Q. takes R., checkmating. |                         |

*In the second place,*

- |                          |                                                                                   |
|--------------------------|-----------------------------------------------------------------------------------|
|                          | 12. K. to Q. second.                                                              |
| 13. K. B. to K. sixth. + | 13. If you play K. to Q. B. third, he will checkmate you in two moves : therefore |

## No. I.

K. to Q. square.

- |                                    |                                                                                                          |
|------------------------------------|----------------------------------------------------------------------------------------------------------|
| 14. Q. Kt. to Q. fifth.            | 14. Q. to K. B. eighth. +                                                                                |
| 15. K. to Q. second.               | 15. If you check with Rook at K. B. seventh, he will play K. to Q. B. third. But if Q. takes K. Kt. P. + |
| 16. K. to Q. B. third.             | 16. Q. B. takes B.                                                                                       |
| 17. K. Kt. takes B. +              | 17. K. to Q. B. square. (A.)                                                                             |
| 18. Kt. takes R.                   | 18. Q. takes Kt.                                                                                         |
| 19. Q. to K. Kt. fourth. +         | 19. K. to Q. square.                                                                                     |
| 20. Q. B. checks.                  | 20. K. to his square.                                                                                    |
| 21. Q. to Q. B. eighth. +          | 21. K. to K. B. second.                                                                                  |
| 22. Q. R. checks, and wins easily. |                                                                                                          |

## (A.)

- |                              |                        |
|------------------------------|------------------------|
|                              | 17. K. to Q. second.   |
| 18. Kt. takes R. +           | 18. K. to Q. B. third. |
| 19. Q. Kt. to K. seventh. +  | 19. K. to Kt. fourth.  |
| 20. Checkmates in two moves. |                        |

## No. II.

- |                         |                                                                                           |
|-------------------------|-------------------------------------------------------------------------------------------|
|                         | 13. K. to his square.                                                                     |
| 14. Q. Kt. to Q. fifth. | 14. Q. checks.                                                                            |
| 15. K. to Q. second.    | 15. If you take the Rook he will checkmate in four moves : therefore Q. takes K. Kt. P. + |
| 16. K. to Q. B. third.  | 16. If you take K. B. he will take Q. B. P., and afterwards Q. B., with K. Kt. If         |

you play Q. Kt. to R. third, he will speedily win, by playing K. Kt. to K. fourth. If you play

Q. to K. seventh.

17. Kt. takes Q. B. P. + 17. K. to Q. square.

18. Kt. to K. B. seventh. + 18. K. takes Kt.

19. Checkmates in four moves.

## SEVENTH GAME.

**Black.**

**White.**

- |                                                                                                                   |                           |
|-------------------------------------------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                                                             | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth.                                                                                         | 2. K. B. to Q. B. fourth. |
| 3. Q. to K. second.                                                                                               | 3. Q. P. one square.      |
| 4. If he were to play K. B. P. two squares, it would constitute the Lopez Gambit, which see. If Q. P. one square. | 4. Q. B. P. one square.   |
| 5. Q. B. to K. third.                                                                                             | 5. Q. Kt. P. two squares. |
| 6. If Black play K. B. to Q. Kt. third, you should play Q. Kt. to Q. R. third. But if Q. B. takes B.              | 6. Q. P. takes Q. B.      |
| 7. K. B. to Q. Kt. third.                                                                                         | 7. Q. to K. Kt. fourth.   |

White will win a Pawn at the least. Black ought not to have taken Bishop on the sixth move; he should have removed K. B.

## EIGHTH GAME.

**Black.**

**White.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. B. P. one square.   | 3. Q. to K. second.       |
| 4. K. Kt. to K. second.   | 4. K. B. takes K. B. P. + |
| 5. K. takes B.            | 5. Q. to Q. B. fourth. +  |
| 6. Q. P. two squares.     | 6. Q. takes B.            |

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White has a good position, with a Pawn more. The fourth move of the Black was bad; he ought to have played the Knight to K.B. third; and though you might have played the same moves, yet your game would be inferior to his, because he might, on the seventh move, take your King's Pawn with K.Kt., attacking your Queen, then play K.R. to K.B. square, and afterwards K. to Kt. square.

If, on the fourth move, he had played K.B.P. two squares, you should take K.Kt. with K.B., and, on his retaking, play Q. to Q.B. fourth, &c.

## NINTH GAME.

### Black.

1. K.P. two squares.
2. K.B. to Q.B. fourth.
3. Q.B.P. one square.
4. Q. to K.Kt. fourth.
5. Q. takes K.Kt. P.

### White.

1. K.P. two squares.
2. K.B. to Q.B. fourth.
3. Q. to K. second.
4. K.Kt. to B. third.
5. It would not be good play to take K.B.P. with K.B., though recommended by some writers. The best move is

R. to K.Kt. square.

6. Q. to K.R. sixth.
7. K. to B. square.
8. If he take Q.P., or remove K.B., you play K.R. to K.Kt. third, winning the Queen; he is consequently obliged to play Q.P., in order to make room for the Queen, you then take the K.B. Black played ill in moving Q. to K.Kt. fourth square, on the fourth move; he ought to have played K.Kt. to K.B. third.



# TENTH GAME.

**Black.**

**White.**

- |                         |                         |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.B. to Q.B. fourth. | 2. K.B. to Q.B. fourth. |
| 3. Q.B.P. one square.   | 3. Q.P. one square.     |
| 4. Q.P. two squares.    | 4. P. takes P.          |
| 5. P. takes P.          | 5. K.B. checks.         |
| 6. K. to B. square.     |                         |

This is not the best move for the Black; he ought to have interposed Q.B.; as, however, the proper defence is not very easy, I shall examine some of the moves likely to occur. Your best move is Q. to Q. second; but suppose you play

No. I.

- |                        |                        |
|------------------------|------------------------|
| 7. Q. to Q. Kt. third. | 6. Q.B.P. two squares. |
|------------------------|------------------------|

## FIRST DEFENCE.

- |                            |                          |
|----------------------------|--------------------------|
| 8. Q.R.P. one square.      | 7. Q. to K. second.      |
| 9. Q. to Q.R. fourth. +    | 8. K.B. to Q.R. fourth.  |
| 10. Q.P. one square.       | 9. Q. Kt. to Q.B. third. |
| 11. Q.B. to Q. second.     | 10. Q. takes P.          |
| 12. Q. Kt. takes B.        | 11. B. takes B.          |
| 13. P. takes Kt. and wins. | 12. Q. removes.          |

## SECOND DEFENCE.

- |                                    |                                                                                       |
|------------------------------------|---------------------------------------------------------------------------------------|
| 8. Q.R.P. one square.              | 7. Q. to her second.                                                                  |
| 9. K.B. to Q. fifth.               | 8. If you play Q. Kt. P. two squares, he will play K.B. to Q. fifth, or to K. second. |
| 10. Q.P. one square, and will win. | But if K.B. to Q.R. fourth.                                                           |
|                                    | 9. Q. Kt. to B. third.                                                                |

## No. II.

- |                        |                                                |
|------------------------|------------------------------------------------|
| 7. Q. checks.          | 6. Q. to K.B. third.                           |
| 8. Q.P. one square.    | 7. Q.Kt. to B. third.                          |
| 9. Q.Kt. to R. third.  | 8. Q. to her fifth.                            |
| 10. Q.P. takes Kt.     | 9. K.B. takes Kt.                              |
| 11. K.Kt. to B. third. | 10. K. to Q. square.                           |
|                        | 11. Must lose K.B., and consequently the game. |

## No. III.

- |                                                    |                         |
|----------------------------------------------------|-------------------------|
| 7. Q.R.P. one square.                              | 6. Q. to K. second.     |
| 8. Q. checks.                                      | 7. K.B. to Q.R. fourth. |
| 9. Q.P. one square.                                | 8. Q.Kt. to B. third.   |
| 10. Q.Kt. to Q. second.                            | 9. Q. takes P.          |
| 11. B. takes B.                                    | 10. B. takes Kt.        |
| 12. Q.R. to K. square.                             | 11. Q.B. to Q. second.  |
| 13. Q. takes B. <sup>+</sup>                       | 12. Kt. to K. fourth.   |
| 14. R. takes Q.                                    | 13. K. takes Q.         |
| 15. R. to Q. fourth, and has the best of the game. | 14. K.B.P. two squares. |

## No. IV.

6. Q. to Q. second.

Perhaps the best move for the Black is K.B.P. to squares, and afterwards K.Kt. to B. third, having position but little inferior to the White. But suppose he were to play

## FIRST ATTACK.

- |                                   |                         |
|-----------------------------------|-------------------------|
| 7. K.B. takes K.B.P. <sup>+</sup> | 7. Q. takes B.          |
| 8. Q. checks.                     | 8. Q.Kt. to B. third.   |
| 9. Q.P. one square.               | 9. K.B. to Q.B. fourth. |
| 10. K.Kt. to B. third.            | 10. Q.B. to Q. second.  |
| 11. P. takes Kt.                  | 11. B. takes P.         |

White has the best of the game.

SECOND ATTACK.

- |                                                                                                |                                                            |
|------------------------------------------------------------------------------------------------|------------------------------------------------------------|
| 7. Q. to Q. Kt. third.                                                                         | 7. K. B. to Q. R. fourth.                                  |
| 8. The proper move is either K. B. P. two squares, or K. Kt. to B. third. But suppose he plays |                                                            |
| K. B. takes P. +                                                                               | 8. Q. takes B.                                             |
| 9. Q. to Q. R. fourth. +                                                                       | 9. Q. Kt. to B. third.                                     |
| 10. Q. P. one square.                                                                          | 10. K. B. to Q. Kt. third.                                 |
| 11. K. Kt. to B. third.                                                                        | 11. Q. B. to Q. second, and you have the best of the game. |

---

ELEVENTH GAME.

Black.

White.

- |                           |                                                                                                                                                                                                                                                                                                                                                                                         |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                                                                                                                                                                                                                                                                                                                                                                   |
| 2. K. B. to Q. B. fourth. | 2. K. B. P. two squares. This move is first met with in Greco's Treatise ; it has since been more fully analyzed by Cozio, and latterly by Allgaier, with whom it seems to have been a favourite Opening. The move is ingenious, and often gives the attack to the second player. I shall first show how to play against a bad attack, and afterwards the correct defence to this move. |
| 3. K. B. takes K. Kt.     | 3. K. R. takes K. B.                                                                                                                                                                                                                                                                                                                                                                    |
| 4. P. takes P.            | 4. Q. P. two squares. This is Allgaier's move, which I prefer to Q. to K. Kt. fourth, adopted by Cozio.                                                                                                                                                                                                                                                                                 |
| 5. Q. checks.             | 5. K. Kt. P. one square.                                                                                                                                                                                                                                                                                                                                                                |
| 6. P. takes P.            | 6. R. takes P.                                                                                                                                                                                                                                                                                                                                                                          |

No. I.

- |                        |                           |
|------------------------|---------------------------|
| 7. K. Kt. to B. third. | 7. Q. B. to K. Kt. fifth. |
| 8. Q. takes K. R. P.   | 8. Q. to K. B. third.     |

*In the first place,*

- |                        |                             |
|------------------------|-----------------------------|
| 9. Q. takes Q. B. P.   | 9. Q. Kt. to B. third.      |
| 10. Q. takes Q. Kt. P. | 10. Q. R. to Q. Kt. square. |

- |                                                                          |                                        |
|--------------------------------------------------------------------------|----------------------------------------|
| 11. Q. to Q.R. sixth.                                                    | 11. K.P. one square.                   |
| 12. If he play Q. to K. second, you will move Kt. to Q. fifth. Therefore |                                        |
| K.Kt. to its square.                                                     | 12. K.B. to Q.B. fourth.               |
| 13. Q. to K.B. square.                                                   | 13. Q.Kt. to Q. fifth, winning easily. |

*In the second place,*

- |                         |                                 |
|-------------------------|---------------------------------|
| 9. K.Kt. to R. fourth.  | 9. K.R. to its third.           |
| 10. Q. takes Q.B.P.     | 10. Q.Kt. to B. third.          |
| 11. K.Kt.P. one square. | 11. K.R. takes Kt.              |
| 12. P. takes R.         | 12. Q. to K.B. sixth, and wins. |

## No. II.

- |                                                          |                                                                   |
|----------------------------------------------------------|-------------------------------------------------------------------|
| 7. Q. takes K.R.P.                                       | 7. Q. to K.B. third.                                              |
| 8. Q. takes Q.B.P.                                       | 8. Q.Kt. to B. third.                                             |
| 9. Q. to K.R. seventh.                                   | 9. R. takes K.Kt.P.                                               |
| 10. Q. to K.R. fifth. +                                  | 10. K. to Q. square.                                              |
| 11. Must not play Q. to K.B. third, but Q. to K. second. | 11. Q.Kt. to Q. fifth.                                            |
| 12. Q. to K.B. square.                                   | 12. Q.Kt. takes Q.B.P. +                                          |
| 13. K. to Q. square.                                     | 13. R. takes K.B.P.                                               |
| 14. Q. to Q.Kt. fifth.                                   | 14. Q.B. checks.                                                  |
| 15. K. takes Kt.                                         | 15. Q. to K.B. fourth, checks, and will checkmate in a few moves. |

## No. III.

- |                                                                                                                                                                             |                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 7. K.R.P. one square.                                                                                                                                                       | 7. Q. to K.B. third.    |
| 8. Silberschmidt recommends Q. to K.B. third, and states that, whether White exchanges Queens or not, Black will have the best of the game : I much doubt this. But suppose |                         |
| K.Kt. to B. third.                                                                                                                                                          | 8. Q.Kt. to B. third.   |
| 9. K.Kt. to K.R. fourth.                                                                                                                                                    | 9. K.B. to Q.B. fourth. |

*In the first place,*

- |                       |                          |
|-----------------------|--------------------------|
| 10. K.Kt. takes R.    | 10. P. takes Kt.         |
| 11. Q. to K.B. third. | 11. Q.B. to K.B. fourth. |

12. If he were to play K. Kt. P. two squares, you would win easily, by playing Kt. to Q. fifth : therefore  
     Q. B. P. one square.      12. K. P. one square.
13. Q. to K. second.      13. Kt. to K. fourth.
14. Castles.      14. Kt. to Q. sixth, and will afterwards castle, having a forced won game.

*In the second place,*

10. Castles.      10. Q. Kt. to Q. fifth.
11. Kt. takes R.      11. P. takes Kt.
12. Q. to her square.      12. Q. B. takes K. R. P.
13. P. takes Q. B.      13. K. Kt. to K. B. sixth. +
14. K. to Kt. second.      14. K. P. one square.
15. Q. P. one square.      15. Castles.
16. Allgaier now directs the Black to play Q. Kt. to Q. second, which enables White to give the check at K. Kt. fourth, and to win the game ; though, as he plays the succeeding moves, Black ought to win, as shown by Silberschmidt ; but the White may win by playing as follows :  
     Q. Kt. to Q. second.      16. Q. to K. Kt. fourth. +
17. K. to R. square.      17. R. to K. R. square, and not Q. to K. R. fifth, as directed by Allgaier.
18. Kt. takes Kt.      18. R. takes P. +
19. Kt. interposes.      19. Q. to K. R. fifth, and wins.

Black, on the sixteenth move, instead of playing Q. Kt. to Q. second, ought to take K. P., and afterwards move Q. to K. second, having, in my opinion, the best of the game.

No. IV.

7. Q. P. one square.      7. Q. B. to K. Kt. fifth.
8. Q. takes K. R. P.      8. Q. to K. B. third.
9. Q. takes Q. B. P.      9. Q. Kt. to Q. B. third.
10. Q. takes Q. Kt. P.      10. Q. R. to Q. Kt. square.
11. If he play Q. to Q. R. sixth, you will move Q. B. to its square, and afterwards play Q. R. to Q. Kt. fifth, winning the Queen at the least : therefore  
     Q. to K. R. seventh.      11. Kt. to Q. fifth.

12. If he play Q. to Q. B. seventh, you will play R. to Q. B square. If he play K. to Q. second, the check with K. B. at K. R. third will be fatal. Suppose he plays K. B. P. one square. 12. Kt. takes Q. B. P. +
13. K. to Q. second. 13. Kt. takes R.
14. P. takes B. 14. K. B. to K. R. third, checks and wins.

### FIRST VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

Black.

White.

- |                           |                                                    |
|---------------------------|----------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                              |
| 2. K. B. to Q. B. fourth. | 2. K. B. P. two squares.                           |
| 3. P. takes P.            | 3. K. Kt. to B. third.                             |
| 4. K. Kt. P. two squares. | This is not a good move ; th                       |
|                           | Pawn at K. B. fifth cannot be defended with succes |
|                           | as in the ordinary Gambits.                        |
|                           | 4. Q. P. two squares.                              |
| 5. K. B. to K. second.    | 5. K. B. to Q. B. fourth.                          |
| 6. Q. P. one square.      | 6. K. R. P. two squares.                           |
| 7. K. Kt. P. one square.  | 7. Castles.                                        |
| 8. P. takes Kt.           | 8. Q. takes P.                                     |
| 9. K. B. takes P.         | 9. K. B. takes K. B. P. +                          |

No. I.

- |                                                             |                          |
|-------------------------------------------------------------|--------------------------|
| 10. K. takes B.                                             | 10. Q. to K. R. fifth. + |
| 11. If he play K. to Kt. second, you will take the Pawn wit |                          |
| K. R., and on his playing K. B. to its third, you wi        |                          |
| advance K. P. one square, &c. Therefore                     |                          |
| K. to K. third.                                             | 11. Q. B. takes P.       |
| 12. K. B. to its third.                                     | 12. K. P. one square.    |
| 13. Q. P. takes P.                                          | 13. Q. B. takes P.       |

FIRST METHOD.

14. If he play Q. to Q. fourth, you will check at his 1 square, winning the Queen : therefore
- K. B. takes B. 14. Q. takes B. +
15. K. to Q. second. 15. Q. takes K. R. and win:

SECOND METHOD.

- |                         |                        |
|-------------------------|------------------------|
| 14. Q. B. to Q. second. | 14. Q. B. takes B.     |
| 15. K. Kt. takes B.     | 15. R. to K. square. + |
| 16. K. to Q. third.     | 16. Checkmates.        |

THIRD METHOD.

- |                                                                              |                            |
|------------------------------------------------------------------------------|----------------------------|
| 14. Q. Kt. to Q. B. third.                                                   | 14. Q. Kt. to Q. B. third. |
| 15. If he take B. with K. B. you will checkmate him in two moves : therefore |                            |
| Q. Kt. takes B.                                                              | 15. P. takes Kt.           |

*In the first place,*

- |                                                   |                               |
|---------------------------------------------------|-------------------------------|
| 16. K. B. takes P., or moves to any other square. | 16. Q. to K. B. seventh. +    |
| 17. K. to Q. third.                               | 17. Q. R. checks, and wins Q. |

*In the second place,*

- |                           |                                  |
|---------------------------|----------------------------------|
| 16. Q. checks.            | 16. K. R. to K. B. second.       |
| 17. K. B. to K. R. fifth. | 17. Q. to K. B. seventh. +       |
| 18. K. takes P.           | 18. Q. R. checks.                |
| 19. K. to Q. third.       | 19. Kt. to Q. Kt. fifth, checks, |
| and wins the Queen.       |                                  |

No. II.

- |                                                                                                                                                                                                                                                                                                     |                        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|
| 10. K. to B. square.                                                                                                                                                                                                                                                                                | 10. Q. B. takes P.     |
| 11. If he play Q. to K. second, you will take K. Kt., and on his taking K. B. with K. you will play Q. B. to K. R. sixth, and win : therefore                                                                                                                                                       |                        |
| Q. to K. B. third.                                                                                                                                                                                                                                                                                  | 11. K. B. takes K. Kt. |
| 12. If he take with K. R. you play K. P. one square, winning a piece. But if                                                                                                                                                                                                                        |                        |
| K. takes B.                                                                                                                                                                                                                                                                                         | 12. K. P. one square.  |
| 13. If he play Q. to K. third, K. Kt. third, or K. Kt. second, you will win by playing Q. B. to K. R. sixth. If he play Q. to K. second, you equally play Q. B. to K. R. sixth, and on his playing Q. Kt. to Q. second, you check with Q. at K. Kt. fourth, and win. If he play Q. to K. B. square, |                        |

you check with Q. at Q. fifth, and, on his interposing Queen, you play Q.B. to K.R. sixth, winning the game. Therefore

## FIRST DEFENCE.

- Q. to K.B. second.      13. K.P. one square.  
 14. If he take P. with Q, you will play Q.B. to K.R. sixth, and win : therefore

*In the first place,*

- Q.B. takes P.      14. Q. takes Q.Kt. P.  
 15. Q.B. to Q. fourth.      15. Q. to Q.B. eighth. +  
 16. If he play K. to Kt. second, you will play B. to K. fifth. +  
 Therefore  
 Q. to K.B. square.      16. Q. to K.Kt. fourth. +  
 17. Q. to K. Kt. second.      17. Q.B. to K.R. sixth, and wins.

*In the second place,*

14. If he play Q. to K.B. square, you will check with Q. at K.Kt. fourth, and afterwards play Q.B. to K.R. sixth, as before. If he play Q. to K.Kt. second, you play B. to K.R. sixth, and win. Finally, if he play  
 Q. to K. square.      14. Q.B. to K.R. sixth.  
 15. K.B. to K. second.      15. Q. to K.B. seventh. +  
 16. Q. takes Q.      16. P. takes Q., checkmating.

## SECOND DEFENCE.

13. P. takes P.      13. P. takes P.  
 14. If he play Q. to K.B. second, you advance K.P. as above. If he play Q. to K.B. square, you check with Q. at her fifth, as before. If he check with Q., you interpose Q.B. Finally, if he play Q. to any square but Q.B. third, you move Q.B. to K.R. sixth, and win. Therefore  
 Q. to Q.B. third.      14. Q. to K.R. fifth.

*In the first place,*

15. Q. to Q.Kt. third. +      15. K. to R. square.  
 16. K.B. to its seventh.      16. Q. to K. eighth. +



- |                       |                                   |
|-----------------------|-----------------------------------|
| 17. K. to Kt. second. | 17. Q. to K. seventh. +           |
| 18. K. to Kt. square. | 18. K.R. takes B.                 |
| 19. Q. takes R.       | 19. Q.B. to K.R. sixth, and wins. |

*In the second place,*

- |                        |                                                                                                           |
|------------------------|-----------------------------------------------------------------------------------------------------------|
| 15. K.B. to K. second. | 15. K.R. to K.B. third, in order to play it to K. Kt. third; and whatever Black may move, White will win. |
|------------------------|-----------------------------------------------------------------------------------------------------------|

### SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE FIRST VARIATION.

**Black.**

**White.**

- |                                                                                                             |                           |
|-------------------------------------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                                                       | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth.                                                                                   | 2. K. B. P. two squares.  |
| 3. P. takes P.                                                                                              | 3. K. Kt. to B. third.    |
| 4. K. Kt. P. two squares.                                                                                   | 4. Q. P. two squares.     |
| 5. K. B. to Q. Kt. third.                                                                                   | 5. K. B. to Q. B. fourth. |
| 6. K. Kt. P. one square.                                                                                    | 6. Q. B. takes P.         |
| 7. P. takes Kt.                                                                                             | 7. Q. takes P.            |
| 8. If you take Q. P. with K. B., he would move Q. B. to K. fifth, winning the Bishop. If Q. to K. B. third. | 8. K. P. one square.      |

*In the first place,*

- |                        |                                                                          |
|------------------------|--------------------------------------------------------------------------|
| 9. Q. to K. B. fourth. | 9. K. B. to Q. third.                                                    |
| 10. Q. to K. third.    | 10. Q. P. one square.                                                    |
| 11. Q. to K. second.   | 11. Q. Kt. to Q. B. third, and afterwards castles, having a fine attack. |

*In the second place,*

- |                         |                                      |
|-------------------------|--------------------------------------|
| 9. Q. to Q. B. third.   | 9. K. B. to Q. fifth.                |
| 10. Q. takes Q. B. P.   | 10. Castles.                         |
| 11. K. B. takes P. +    | 11. K. to R. square.                 |
| 12. Q. to K. B. fourth. | 12. K. Kt. P. two squares.           |
| 13. Q. to K. Kt. third. | 13. Q. B. to K. third.               |
| 14. K. Kt. to R. third. | 14. B. takes B. and has a fine game. |

## THIRD VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

## Black.

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *P. takes P.*
4. *K. Kt. P. two squares.*
5. *K. B. to K. second.*
6. *K. Kt. P. one square.*
7. *P. takes Kt.*

## White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to B. third.*
4. *Q. P. two squares.*
5. *K. B. to Q. B. fourth.*
6. Castles.
7. *Q. takes P.*
8. If he play *K. Kt. to R. third*, you will take the Pawn with the Queen, recovering the piece, with a fine attack : therefore  
*K. B. to K. Kt. fourth.*
8. *Q. B. takes P.*

*In the first place,*

9. *K. Kt. to K. R. third.*
9. *Q. to K. R. fifth.*
10. *K. B. takes B.*
10. *R. takes B.*
11. Must lose the Knight, and consequently the game.

*In the second place,*

9. *K. B. takes B.*
9. *Q. takes B.*
10. *Q. to K. second.*
10. *K. B. takes P. +*
11. *K. to Q. square.*
11. *Q. Kt. to B. third.*
12. If he play *Q. to Q. Kt. fifth*, you will play *Q. to K. fifth*. If he play  
*Q. B. P. one square.*
12. *K. P. one square.*

Black has a very bad game ; his pieces are crowded and confined. If he play *Q. P. two squares*, to prevent the advance of *Q. Kt.*, White will take it *en passant*, and afterwards play *Q. R. to K. square*, or *Q. Kt. to K. fourth*.

In this game, in consequence of the advance of the *K. Kt. P.* on the sixth move, White gains a powerful attack, by castling and sacrificing *K. Kt.* When I come

to treat of the Gambits, a similar attack will be found in the Muzio Gambit.

### FOURTH VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

#### Black.

#### White.

- |                                                                                              |                                                                                                         |
|----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>                                                                 | 1. <i>K. P. two squares.</i>                                                                            |
| 2. <i>K. B. to Q. B. fourth.</i>                                                             | 2. <i>K. B. P. two squares.</i>                                                                         |
| 3. <i>K. B. takes K. Kt.</i>                                                                 | 3. <i>K. R. takes K. B.</i>                                                                             |
| 4. <i>Q. checks.</i>                                                                         | 4. <i>K. Kt. P. one square.</i>                                                                         |
| 5. <i>Q. takes K. R. P.</i>                                                                  | 5. <i>K. R. to K. Kt. second.</i>                                                                       |
| 6. <i>Q. to K. R. third.</i>                                                                 | 6. <i>P. takes P.</i>                                                                                   |
| 7. <i>Q. Kt. to Q. B. third.</i>                                                             | 7. <i>Q. P. two squares.</i>                                                                            |
| 8. <i>Q. to K. Kt. third.</i>                                                                | 8. <i>Q. Kt. to Q. B. third.</i>                                                                        |
| 9. If he play <i>K. Kt. to K. second</i> , you may play <i>Q. B. to K. B. fourth.</i> But if |                                                                                                         |
| <i>Q. P. one square.</i>                                                                     | 9. <i>P. takes P.</i>                                                                                   |
| 10. <i>Q. takes P.</i>                                                                       | 10. <i>Q. Kt. to Q. fifth</i> , and afterwards plays <i>Q. B. to K. B. fourth</i> , having a fine game. |

### FIFTH VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

#### Black.

#### White.

- |                                  |                                 |
|----------------------------------|---------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>    |
| 2. <i>K. B. to Q. B. fourth.</i> | 2. <i>K. B. P. two squares.</i> |
| 3. <i>Q. P. two squares.</i>     | 3. <i>K. Kt. to B. third.</i>   |
| 4. <i>Q. B. to K. Kt. fifth.</i> |                                 |

#### FIRST DEFENCE.

- |                                  |                                                                                                                                                                                                                                                                                                                                    |
|----------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4. <i>Q. Kt. to Q. B. third.</i> |                                                                                                                                                                                                                                                                                                                                    |
| 5. <i>Q. P. one square.</i>      | 5. If you play <i>Q. Kt. to Q. fifth</i> , he will move <i>Q. B. P. one square</i> . If you move it to <i>Q. R. fourth</i> , he will play <i>K. B. to Q. third</i> . If you play it to <i>Q. Kt. fifth</i> , he may play <i>Q. Kt. to Q. B. third</i> ; in each case having a better position than the White. Finally, if you play |

Q. Kt. to K. second.

- |                                                |                              |
|------------------------------------------------|------------------------------|
| 6. Q. B. takes K. Kt.                          | 6. P. takes B.               |
| 7. Q. P. one square.                           | 7. If you play Kt. to K. Kt. |
| third, he will move Q. to her fifth: therefore |                              |
| P. takes P.                                    |                              |
| 8. Q. to K. R. fifth. +                        | 8. Kt. to K. Kt. third.      |
| 9. P. takes P.                                 | 9. Q. checks.                |
| 10. Q. Kt. to Q. B. third.                     | 10. K. P. one square.        |
11. May play K. B. to K. B. seventh, checking, and afterwards take Kt. with K. B.; for if you were to take B. with K. you would lose the Queen, by his taking Kt. with P.: or he might play K. B. to Q. fifth, and then take the Knight; in either case having evidently the best of the game.

#### SECOND DEFENCE.

4. If you take his Q. P. he will advance K. P. on the Kt. If you take K. P. with K. B. P. he will take your K. P., secure, in either case, of remaining with the best position. But suppose

K. B. to K. second.

- |                                                                |                           |
|----------------------------------------------------------------|---------------------------|
| 5. Q. P. takes P.                                              | 5. K. Kt. takes P.        |
| 6. Q. B. to K. third.                                          | 6. K. B. to Q. B. fourth. |
| 7. B. takes B.                                                 | 7. Kt. takes B.           |
| 8. Q. Kt. to Q. B. third.                                      | 8. Q. Kt. to Q. B. third. |
| 9. K. B. P. two sq., and has a better position than the White. |                           |

#### SIXTH VARIATION,

BEGINNING AT THE THIRD MOVE OF THE FIFTH VARIATION.

##### Black.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. Q. P. two squares.

##### White.

1. K. P. two squares.
2. K. B. P. two squares.
3. K. P. takes P.

#### FIRST METHOD.

- |                    |                           |
|--------------------|---------------------------|
| 4. K. B. takes Kt. | 4. K. R. takes B.         |
| 5. Q. takes P.     | 5. Q. Kt. to Q. B. third. |

- |                     |                      |
|---------------------|----------------------|
| 6. Q. to Q. fifth.  | 6. Kt. to K. second. |
| 7. Q. to Q. third.  | 7. P. takes P.       |
| 8. Q. takes P.      | 8. Q.P. two squares. |
| 9. Q. to K. second. | 9. Q. to Q. third.   |

There is not much difference in the position.

SECOND METHOD.

- |                         |                     |
|-------------------------|---------------------|
| 4. Q. takes P.          | 4. Q. to K. second. |
| 5. Q.Kt. to Q.B. third. | 5. P. takes P.      |
6. If he take P. with Q., you exchange Queens, and then play Q.B.P. one square, in order to advance Q.P. two squares. If he take P. with Q. Kt., you play K. Kt. to K.B. third, and your game is at least as good as his.

SEVENTH VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

Black.

White.

- |                         |                                                                                                    |
|-------------------------|----------------------------------------------------------------------------------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.                                                                               |
| 2. K.B. to Q.B. fourth. | 2. K.B.P. two squares.                                                                             |
| 3. Q.B.P. one square.   | 3. If you take P. with P. he will check at K.R. fifth, and take K.P.: therefore K.Kt. to B. third. |
| 4. Q.P. one square.     |                                                                                                    |

*In the first place,*

- |                        |                                                                                                                                                                                                                                                                                                      |
|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5. P. takes P.         | 4. P. takes P.                                                                                                                                                                                                                                                                                       |
| 6. Q. to K.R. fifth. + | 5. K.Kt. takes P.                                                                                                                                                                                                                                                                                    |
| 7. Q. takes K.P. +     | 6. K.Kt.P. one square.                                                                                                                                                                                                                                                                               |
| 8. Q. takes K.R.       | 7. Q. to K. second.                                                                                                                                                                                                                                                                                  |
|                        | 8. If you play K. Kt. to Q. third, giving the discovered check, he will interpose K.B. at K. second. If you play K. Kt. to K.B. third, in order to confine the black Queen, he will interpose K.Kt., and afterwards play Q.B. to K.R. sixth, or take your Q.P. if you advance it two squares. But if |

- K.Kt. to K. Kt. sixth. +
- |                           |                       |
|---------------------------|-----------------------|
| 9. K. Kt. to K. second.   | 9. K. Kt. takes K. R. |
| 10. Q. B. to K. R. sixth. | 10. Q. P. one square. |
| 11. Q. takes K. B. +      | 11. Q. takes Q.       |
| 12. Q. B. takes Q.        | 12. K. takes B.       |
13. K. to B. square, and afterwards to K. Kt. square, winning the Knight. The error of the White was on the fifth move; instead of taking the Pawn with K. Kt. he ought to have played K. B. to Q. B. fourth, having a position at least equal to the Black's.

*In the second place,*

- |                        |                                                  |
|------------------------|--------------------------------------------------|
|                        | 4. K. B. to Q. B. fourth.                        |
| 5. K. Kt. to B. third. | 5. P. takes P.                                   |
| 6. P. takes P.         | 6. Must not take K. P. with                      |
|                        | K. Kt., because Black would play Q. to Q. fifth. |
|                        | Q. P. one square.                                |
7. If he play K. Kt. to its fifth, you should move K. R. to K. B. square, or Q. to K. second. If he play Q. B. to K. Kt. fifth, you take K. B. P. with K. B., checking, and if he take K. B. you take K. P. with K. Kt., recovering the Piece, with a Pawn more.

## TWELFTH GAME.

**Black.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *K. B. P. one square.*

**White.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *Q. P. two squares.*

This move was first published in my Second Series of Lessons, page 30. I am still of opinion that it may be played without danger, if not with advantage.

If Black take Q. P. with K. P., you will take his K. B. P., checking, in order, if he take K. B., to check with Q. at

K.R. fifth, recovering the piece, with a better position.  
Therefore

- |                       |                       |
|-----------------------|-----------------------|
| 4. K.B. takes P.      | 4. K.Kt. to B. third. |
| 5. Q. to Q.Kt. third. | 5. Castles.           |

Instead of castling you may take K.B. with K.Kt., see the Third Variation.

- |                         |                                                                                                                                                                                                                |
|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6. K.B. takes Q. Kt. P. | 6. Q.B. takes B.                                                                                                                                                                                               |
| 7. Q. takes B.          | 7. Q. to Q. sixth.                                                                                                                                                                                             |
| 8. Q. takes R.          | 8. You may now win the<br>Queen by playing Q. to Q.R. third, and afterwards<br>Q.Kt. to Q. second, and your game would certainly<br>not be inferior to the Black's. But suppose you play<br>Q.B.P. one square. |
| 9. Q. to Q.Kt. seventh. | 9. Q. takes P. +                                                                                                                                                                                               |

## FIRST DEFENCE.

- |                          |                                |
|--------------------------|--------------------------------|
| 10. K. to B. square.     | 10. Q. to Q.B. seventh.        |
| 11. K.Kt. P. one square. | 11. Q. takes B. +              |
| 12. K. to K.Kt. second.  | 12. Q. to K. eighth. (A.)      |
| 13. K.Kt. to R. third.   | 13. Q. to K. fifth. +          |
| 14. K. to Kt. square.    | 14. K.Kt. to K.Kt. fifth. (B.) |

White has a fine attacking game.

(A.)

- |                          |                                                       |
|--------------------------|-------------------------------------------------------|
|                          | 12. K.B. to Q.Kt. third.                              |
| 13. K.Kt. to K.B. third. | 13. Q. takes Q. Kt. P.                                |
| 14. Q.Kt. to Q.R. third. | 14. Q. takes Q. Kt., and has<br>the best of the game. |

(B.)

- |                          |                                |
|--------------------------|--------------------------------|
|                          | 14. Q. to K.B. sixth.          |
| 15. Q.Kt. to Q.R. third. | 15. K.Kt. to K. fifth.         |
| 16. Q.R. to K.B. square. | 16. Checkmates in three moves. |

## SECOND DEFENCE.

- |                          |                         |
|--------------------------|-------------------------|
| 10. K.Kt. to K. second.  | 10. Q. takes K.Kt. P.   |
| 11. K.R. to K.B. square. | 11. K.Kt. to its fifth. |

*In the first place,*

- |                                 |                            |
|---------------------------------|----------------------------|
| 12. Q. P. two squares.          | 12. P. takes P.            |
| 13. Q. B. P. takes P. (C.) (D.) | 13. K.Kt. takes K.R. P.    |
| 14. P. takes B.                 | 14. K.Kt. checks, and wins |
- Rook and Knight.

(C.)

- |                       |                            |
|-----------------------|----------------------------|
| 13. K.Kt. takes P.    | 13. K.R. checks.           |
| 14. Q.B. to K. third. | 14. Kt. takes B. and wins. |

(D.)

- |                          |                              |
|--------------------------|------------------------------|
| 13. Q.B. to K.B. fourth. | 13. P. to Q. sixth.          |
| 14. B. takes Kt.         | 14. Q. to K. fifth, and wins |
- easily.

*In the second place,*

- |                         |                         |
|-------------------------|-------------------------|
| 12. Q. P. one square.   | 12. K.Kt. takes K.R.P.  |
| 13. Kt. to K.Kt. third. | 13. Kt. takes K.R.      |
| 14. Kt. to K. fourth.   | 14. Q. to K.Kt. eighth. |
15. If he take K.B., he will be checkmated in three moves.  
 If he play Q.B. to K. third, you checkmate him in two moves. If he play
- |                      |                           |
|----------------------|---------------------------|
| Q. to Q.Kt. third.   | 15. Kt. to K.Kt. sixth. + |
| 16. K. to Q. second. | 16. Kt. takes Kt. +       |
| 17. P. takes Kt.     | 17. R. checks.            |
| 18. K. removes.      | 18. Q. checkmates.        |

## FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

Black.

White.

- |                         |                         |
|-------------------------|-------------------------|
| 1. K. P. two squares.   | 1. K. P. two squares.   |
| 2. K.B. to Q.B. fourth. | 2. K.B. to Q.B. fourth. |
| 3. Q. B. P. one square. | 3. Q. P. two squares.   |



- |                                 |                               |
|---------------------------------|-------------------------------|
| 4. <i>B. takes P.</i>           | 4. <i>K. Kt. to B. third.</i> |
| 5. <i>Q. to Q. Kt. third.</i>   | 5. <i>Castles.</i>            |
| 6. <i>K. B. takes Q. Kt. P.</i> | 6. <i>B. takes B.</i>         |
| 7. <i>Q. takes B.</i>           | 7. <i>Q. to Q. sixth.</i>     |
8. If he play *K. Kt. to B. third*, you should play *Q. Kt. to Q. second*. But suppose  
*K. B. P. one square.*      8. *Q. Kt. to Q. second.*

## FIRST DEFENCE.

- |                             |                               |
|-----------------------------|-------------------------------|
| 9. <i>Q. takes Q. B. P.</i> | 9. <i>B. to Q. Kt. third.</i> |
|-----------------------------|-------------------------------|
10. If he play *Q. to Q. Kt. seventh*, you should play *Q. Kt. to Q. B. fourth*, winning the Queen. Therefore  
*Q. to Q. B. sixth.*      10. *Kt. to Q. B. fourth.*
- |                                  |                                                   |
|----------------------------------|---------------------------------------------------|
| 11. <i>Q. R. P. two squares.</i> | 11. <i>Q. to Q. B. seventh.</i>                   |
| 12. <i>Q. Kt. to R. third.</i>   | 12. <i>Kt. checks.</i>                            |
| 13. <i>K. to his second.</i>     | 13. <i>Kt. takes B., checks, and wins easily.</i> |

## SECOND DEFENCE.

- |                              |                                   |
|------------------------------|-----------------------------------|
| 9. <i>Q. to Q. B. sixth.</i> | 9. <i>Q. R. to Q. Kt. square.</i> |
|------------------------------|-----------------------------------|

*In the first place,*

- |                                   |                                   |
|-----------------------------------|-----------------------------------|
| 10. <i>Q. Kt. P. two squares.</i> | 10. <i>Q. R. to Q. Kt. third.</i> |
| 11. <i>Q. to Q. R. fourth.</i>    | 11. <i>K. Kt. takes K. P.</i>     |
12. If he take *K. B.*, you retake with *K. Kt.*, and afterwards take *Q. Kt. with Q. R.* Therefore  
*K. B. P. takes Kt.*      12. *B. takes Kt.*
- |                                |                                            |
|--------------------------------|--------------------------------------------|
| 13. <i>R. takes B.</i>         | 13. <i>Q. takes P.<sup>+</sup></i>         |
| 14. <i>K. to Q. square.</i>    | 14. <i>Q. Kt. to Q. B. fourth.</i>         |
| 15. <i>Q. to Q. B. second.</i> | 15. <i>Q. Kt. to Q. sixth.</i>             |
| 16. <i>R. to K. B. square.</i> | 16. <i>Q. to K. Kt. fifth.<sup>+</sup></i> |
| 17. <i>R. to K. B. third.</i>  | 17. <i>K. P. one square, and wins.</i>     |

*In the second place,*

- |                                   |                                   |
|-----------------------------------|-----------------------------------|
| 10. <i>Q. Kt. to Q. R. third.</i> | 10. <i>Q. R. to Q. Kt. third.</i> |
|-----------------------------------|-----------------------------------|
11. If he take *Q. B. P.*, you should play *K. R. to Q. R. square*, and then *K. Kt. to K. square*. But if

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- |                                                                                         |                              |
|-----------------------------------------------------------------------------------------|------------------------------|
| Q. to Q. R. fourth.                                                                     | 11. K. B. takes Q. Kt.       |
| 12. Q. takes K. B. (A.)                                                                 | 12. Q. R. to its third.      |
| 13. If he play Q. to Q. Kt. fourth, or to K. seventh, you will win his Queen. Therefore |                              |
| Q. to Q. Kt. third.                                                                     | 13. K. Kt. takes K. P.       |
| 14. P. takes Kt.                                                                        | 14. Q. takes P. <sup>+</sup> |
| 15. Kt. to K. second.                                                                   | 15. Kt. to Q. B. fourth.     |
| 16. Q. to Q. Kt. fifth.                                                                 | 16. Kt. checks, and wins.    |

(A.)

- |                                                                                                                                                                                                                                                                                                                                                   |                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 12. P. takes K. B.                                                                                                                                                                                                                                                                                                                                | 12. Q. Kt. to Q. B. fourth.       |
| 13. Q. to her square.                                                                                                                                                                                                                                                                                                                             | 13. Q. to Q. B. fifth.            |
| 14. If he play Q. P. one or two squares, you check with Q. Kt., and win either Q. B. or K. R. If he play Kt. to K. second, you also check with Kt., and then play Q. to Q. B. fourth. If he play Q. to K. second, you check with Kt., and then play K. Kt. to K. R. fourth, in order afterwards to play K. B. P. two squares. Finally, if he play |                                   |
| K. to K. B. second.                                                                                                                                                                                                                                                                                                                               | 14. K. Kt. takes P. <sup>+</sup>  |
| 15. P. takes Kt.                                                                                                                                                                                                                                                                                                                                  | 15. Q. R. checks.                 |
| 16. Kt. to B. third.                                                                                                                                                                                                                                                                                                                              | 16. Kt. to Q. sixth. <sup>+</sup> |
| 17. K. to K. third.                                                                                                                                                                                                                                                                                                                               | 17. Q. R. to K. B. fifth.         |
| 18. Kt. to K. Kt. fifth.                                                                                                                                                                                                                                                                                                                          | 18. Kt. to K. B. seventh,         |
- winning the Queen.

## SECOND VARIATION,

BEGINNING AT THE NINTH MOVE OF THE FIRST VARIATION.

**Black.**

**White.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. B. P. one square.   | 3. Q. P. two squares.     |
| 4. B. takes P.            | 4. K. Kt. to B. third.    |
| 5. Q. to Q. Kt. third.    | 5. Castles.               |
| 6. K. B. takes Q. Kt. P.  | 6. B. takes B.            |
| 7. Q. takes B.            | 7. Q. to Q. sixth.        |
| 8. K. B. P. one square.   | 8. Q. Kt. to Q. second.   |

FIRST DEFENCE.

- |                            |                                                         |
|----------------------------|---------------------------------------------------------|
| 9. Q. to Q. Kt. third.     | 9. K. Kt. takes K. P.                                   |
| 10. P. takes Kt.           | 10. Q. takes P. +                                       |
| 11. K. Kt. to K. second.   | 11. Q. takes K. Kt. P.                                  |
| 12. K. R. to K. B. square. | 12. K. P. one square, and has<br>a fine attacking game. |

SECOND DEFENCE.

- |                           |                         |
|---------------------------|-------------------------|
| 9. K. Kt. to K. R. third. | 9. Q. B. P. one square. |
|---------------------------|-------------------------|

*In the first place,*

- |                           |                                                      |
|---------------------------|------------------------------------------------------|
| 10. Q. takes Q. B. P.     | 10. Q. to Q. B. fifth.                               |
| 11. Q. to Q. Kt. seventh. | 11. Q. R. to Q. Kt. square.                          |
| 12. Q. Kt. P. one square. | 12. Q. to Q. sixth.                                  |
| 13. Q. to Q. B. sixth.    | 13. K. R. to Q. B. square.                           |
| 14. Q. to Q. R. fourth.   | 14. Q. Kt. to its third.                             |
| 15. Q. to Q. R. fifth.    | 15. Kt. takes K. P.                                  |
| 16. P. takes Kt.          | 16. Q. takes P. +                                    |
| 17. K. to B. square.      | 17. R. to Q. B. third, and has<br>a forced won game. |

*In the second place,*

- |                         |                                       |
|-------------------------|---------------------------------------|
| 10. Q. to Q. Kt. third. | 10. K. Kt. takes P.                   |
| 11. P. takes Kt.        | 11. Q. takes P. +                     |
| 12. K. to B. square.    | 12. Q. to K. B. fourth. +             |
| 13. K. to his square.   | 13. Q. to K. Kt. fifth.               |
| 14. K. to B. square.    | 14. K. R. to K. square.               |
| 15. Q. P. one square.   | 15. K. P. one square.                 |
| 16. Q. P. one square.   | 16. K. P. one square.                 |
| 17. P. takes B.         | 17. P. checks.                        |
| 18. K. to B. second.    | 18. P. becomes a Q. +                 |
| 19. R. takes Q.         | 19. R. takes R.                       |
| 20. K. takes R.         | 20. Q. R. checks, and wins<br>easily. |

**THIRD VARIATION,**

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

**Black.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *Q. B. P. one square.*
4. *K. B. takes P.*
5. *Q. to Q. Kt. third.*

**White.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *Q. P. two squares.*
4. *K. Kt. to B. third.*
5. *K. Kt. takes B.*

**No. I.**

- |                                 |                                  |
|---------------------------------|----------------------------------|
| 6. <i>P. takes Kt.</i>          | 6. <i>Q. to K. Kt. fourth.</i>   |
| 7. <i>Q. to Q. R. fourth. +</i> | 7. <i>Q. B. to Q. second.</i>    |
| 8. <i>Q. to K. fourth.</i>      | 8. <i>Q. B. to K. B. fourth.</i> |

**FIRST METHOD.**

- |                                 |                                      |
|---------------------------------|--------------------------------------|
| 9. <i>Q. takes K. P. +</i>      | 9. <i>K. to Q. square.</i>           |
| 10. <i>Q. to K. Kt. third.</i>  | 10. <i>K. R. checks.</i>             |
| 11. <i>K. to Q. square.</i>     | 11. <i>Q. to K. second.</i>          |
| 12. <i>K. B. P. one square.</i> | 12. <i>K. B. takes Kt., and wins</i> |

**SECOND METHOD.**

- |                                |                                 |
|--------------------------------|---------------------------------|
| 9. <i>Q. to K. B. third.</i>   | 9. <i>K. P. one square.</i>     |
| 10. <i>Q. to K. Kt. third.</i> | 10. <i>Q. takes Q.</i>          |
| 11. <i>K. R. P. takes Q.</i>   | 11. <i>Q. Kt. to Q. second.</i> |

White's game is certainly superior to the Black's.

**No. II.**

- |                               |                                  |
|-------------------------------|----------------------------------|
| 6. <i>Q. takes Kt.</i>        | 6. <i>Q. takes Q.</i>            |
| 7. <i>P. takes Q.</i>         | 7. <i>Q. B. to K. B. fourth.</i> |
| 8. <i>K. Kt. to B. third.</i> | 8. <i>K. B. P. one square.</i>   |

**FIRST METHOD.**

- |                                  |                              |
|----------------------------------|------------------------------|
| 9. <i>Castles.</i>               | 9. <i>Q. B. to Q. sixth.</i> |
| 10. <i>K. R. to K. square.</i>   | 10. <i>Castles.</i>          |
| 11. <i>Q. Kt. P. one square.</i> | 11. <i>K. P. one square.</i> |

FIRST DEFENCE.

- |                            |                                                         |
|----------------------------|---------------------------------------------------------|
| 9. Q. to Q. Kt. third.     | 9. K. Kt. takes K. P.                                   |
| 10. P. takes Kt.           | 10. Q. takes P. +                                       |
| 11. K. Kt. to K. second.   | 11. Q. takes K. Kt. P.                                  |
| 12. K. R. to K. B. square. | 12. K. P. one square, and has<br>a fine attacking game. |

SECOND DEFENCE.

- |                           |                         |
|---------------------------|-------------------------|
| 9. K. Kt. to K. R. third. | 9. Q. B. P. one square. |
|---------------------------|-------------------------|

*In the first place,*

- |                           |                                                      |
|---------------------------|------------------------------------------------------|
| 10. Q. takes Q. B. P.     | 10. Q. to Q. B. fifth.                               |
| 11. Q. to Q. Kt. seventh. | 11. Q. R. to Q. Kt. square.                          |
| 12. Q. Kt. P. one square. | 12. Q. to Q. sixth.                                  |
| 13. Q. to Q. B. sixth.    | 13. K. R. to Q. B. square.                           |
| 14. Q. to Q. R. fourth.   | 14. Q. Kt. to its third.                             |
| 15. Q. to Q. R. fifth.    | 15. Kt. takes K. P.                                  |
| 16. P. takes Kt.          | 16. Q. takes P. +                                    |
| 17. K. to B. square.      | 17. R. to Q. B. third, and has<br>a forced won game. |

*In the second place,*

- |                            |                            |
|----------------------------|----------------------------|
| 10. Q. to Q. Kt. third.    | 10. K. Kt. takes P.        |
| 11. P. takes Kt.           | 11. Q. takes P. +          |
| 12. K. to B. square.       | 12. Q. to K. B. fourth. +  |
| 13. K. to his square.      | 13. Q. to K. Kt. fifth.    |
| 14. K. to B. square.       | 14. K. R. to K. square.    |
| 15. Q. P. one square.      | 15. K. P. one square.      |
| 16. Q. P. one square.      | 16. K. P. one square.      |
| 17. P. takes B.            | 17. P. checks.             |
| 18. K. to B. second.       | 18. P. becomes a Q. +      |
| 19. R. takes Q.            | 19. R. takes R.            |
| 20. K. takes R.<br>easily. | 20. Q. R. checks, and wins |

- |                        |                                      |
|------------------------|--------------------------------------|
| 8. Q. Kt. to B. third. | 8. Castles.                          |
| 9. B. to Q. B. fourth. | 9. B. takes P., and has a good game. |

## SECOND ATTACK.

- |                                                                                                                                                                                                                                                                     |                     |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|
| 6. K. B. takes K. B. P. +                                                                                                                                                                                                                                           | 6. K. to B. square. |
| 7. If he play Q. to Q. B. fourth, you play Q. to K. second, and will win ; for if he play Q. P. one square, you play Q. Kt. P. two squares ; if instead of Q. P. he play Q. Kt. P. two squares, or Q. R. P. two squares, you play K. B. to Q. Kt. third : therefore |                     |
| Q. to Q. Kt. third.                                                                                                                                                                                                                                                 | 7. K. Kt. takes P.  |

*In the first place,*

- |                        |                               |
|------------------------|-------------------------------|
| 8. Q. to Q. B. fourth. | 8. K. B. takes K. B. P. +     |
| 9. K. to B. square.    | 9. Kt. to Q. third, and wins. |

*In the second place,*

- |                                                                               |                                             |
|-------------------------------------------------------------------------------|---------------------------------------------|
| 8. If he play K. B. to K. R. fifth, you should play Q. to K. B. third. But if |                                             |
| K. Kt. to K. B. third.                                                        | 8. Kt. takes K. B. P.                       |
| 9. K. R. to K. B. square.                                                     | 9. Kt. to Q. sixth. +                       |
| 10. K. to Q. square.                                                          | 10. Q. to K. B. third, and has a fine game. |

## FIFTH VARIATION,

## BEGINNING AT THE FIFTH MOVE OF THE BLACK.

## Black.

## White.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. B. P. one square.   | 3. Q. P. two squares.     |
| 4. K. B. takes P.         | 4. K. Kt. to B. third.    |
| 5. K. B. to Q. B. fourth. | 5. K. Kt. takes P.        |
| 6. Q. checks.             | 6. K. to B. square.       |
| 7. K. Kt. to B. third.    | 7. K. B. takes P. +       |

FIRST DEFENCE.

- |                       |                           |
|-----------------------|---------------------------|
| 8. K. to his second.  | 8. K.B. to Q. Kt. third.  |
| 9. K.B. takes K.B. P. | 9. K. Kt. to B. seventh.  |
| 10. R. to B. square.  | 10. Q. B. to K.B. fourth. |

*In the first place,*

- |                       |                                       |
|-----------------------|---------------------------------------|
| 11. Kt. takes K.P.    | 11. Q. B. to Q. sixth. +              |
| 12. Kt. takes B.      | 12. Q. takes Kt. +                    |
| 13. K. to his square. | 13. K. takes B., and has a fine game. |

*In the second place,*

- |                            |                                         |
|----------------------------|-----------------------------------------|
| 11. K.B. to Q. B. fourth.  | 11. Q. B. checks.                       |
| 12. B. takes B.            | 12. Q. takes B. +                       |
| 13. K. to his square.      | 13. Q. Kt. to Q. second.                |
| 14. K.R. takes Kt.         | 14. B. takes R. +                       |
| 15. K. takes B.            | 15. Q. Kt. P. two squares.              |
| 16. Q. to Q. Kt. third.    | 16. K.P. one square.                    |
| 17. K. Kt. to its fifth.   | 17. Kt. to K. fourth.                   |
| 18. Q. Kt. to Q. R. third. | 18. K.R. P. one square.                 |
| 19. K. Kt. to K. R. third. | 19. K. to his second.                   |
| 20. K. to Kt. square.      | 20. K. R. to K.B. square.               |
| 21. Q. to Q. square.       | 21. K. P. one square, winning the game. |

SECOND DEFENCE.

- |                                                                                       |                                      |
|---------------------------------------------------------------------------------------|--------------------------------------|
| 8. K. to Q. square.                                                                   | 8. K.B. to Q. Kt. third.             |
| 9. K.R. to K.B. square.                                                               | 9. Q. Kt. to Q. second.              |
| 10. If he play Q. to B. second, you should play Kt. to Q. third. But if K.B. takes P. | 10. Q. Kt. to Q. B. fourth.          |
| 11. Q. to Q. B. fourth.                                                               | 11. K. Kt. to Q. third.              |
| 12. Q. to Q. fifth.                                                                   | 12. Q. B. P. one square.             |
| 13. Q. takes K.P.                                                                     | 13. Kt. takes B.                     |
| 14. K. Kt. to its fifth.                                                              | 14. Q. B. checks, and wins the game. |

*SIXTH VARIATION,*

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

**Black.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *Q. B. P. one square.*
4. *B. takes P.*
5. *K. B. to Q. Kt. third.*
6. *Q. to K. second.*

**White.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *Q. P. two squares.*
4. *K. Kt. to B. third.*
5. *Kt. takes P.*

## No. I.

- |                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>7. <i>K. to Q. square.</i></li> <li>8. <i>Q. takes Kt.</i></li> <li>9. <i>Q. takes P.<sup>+</sup></i></li> <li>10. <i>Q. P. two squares, and has the best of the game.</i></li> </ol> | <ol style="list-style-type: none"> <li>6. <i>K. B. takes P.<sup>+</sup></i></li> <li>7. <i>You may play K. B. P. to squares ; but suppose</i><br/><i>K. B. takes Kt.</i></li> <li>8. <i>K. B. to Q. Kt. third.</i></li> <li>9. <i>K. to B. square.</i></li> </ol> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## No. II.

- |                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>7. <i>K. Kt. to B. third.</i></li> <li>8. <i>Q. takes Q.</i></li> <li>9. <i>K. to his second.</i></li> <li>10. <i>Kt. takes K. P.</i></li> <li>11. <i>Q. P. two squares.</i></li> </ol> | <ol style="list-style-type: none"> <li>6. <i>Q. to K. R. fifth.</i></li> <li>7. <i>Q. takes P.<sup>+</sup></i></li> <li>8. <i>B. takes Q.<sup>+</sup></i></li> <li>9. <i>B. to Q. Kt. third.</i></li> <li>10. <i>K. Kt. to Q. third.</i></li> <li>11. <i>Castles.</i></li> </ol> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The game is about equal.

## No. III.

- |                                                                                                                    |                                                                                                                                                   |
|--------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>7. <i>Q. takes P.<sup>+</sup></i></li> <li>8. <i>Q. takes Q.</i></li> </ol> | <ol style="list-style-type: none"> <li>6. <i>Kt. takes K. B. P.</i></li> <li>7. <i>Q. to K. second.</i></li> <li>8. <i>K. takes Q.</i></li> </ol> |
|--------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|



- |                       |                                              |
|-----------------------|----------------------------------------------|
| 9. Q. P. two squares. | 9. You may check at Q.                       |
|                       | sixth, and then take Q. B. ; or you may play |
|                       | B. takes P.                                  |
| 10. P. takes B.       | 10. Kt. takes R.                             |

There is but little difference in the game.

### SEVENTH VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

**Black.**

**White.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. B. P. one square.   | 3. Q. P. two squares.     |
| 4. B. takes P.            | 4. K. Kt. to B. third.    |
| 5. Q. to K. B. third.     | 5. Kt. takes B.           |
| 6. P. takes Kt.           | 6. Castles.               |
| 7. Q. P. one square.      | 7. K. B. P. two squares.  |
| 8. Q. B. to K. third.     | 8. K. P. one square.      |
| 9. P. takes P.            | 9. P. takes P.            |

#### FIRST DEFENCE.

- |                                                               |                                   |
|---------------------------------------------------------------|-----------------------------------|
| 10. Q. takes P.                                               | 10. R. to K. square.              |
| 11. If he play Q. to Q. B. fourth, you should take his Bishop |                                   |
| with yours, having nothing to fear from the discovered        |                                   |
| check. But if                                                 |                                   |
| Q. to her third square.                                       | 11. Q. to K. Kt. fourth.          |
| 12. K. Kt. to K. second.                                      | 12. B. takes B.                   |
| 13. P. takes B.                                               | 13. R. takes P., and wins easily. |

#### SECOND DEFENCE.

- |                                                       |                         |
|-------------------------------------------------------|-------------------------|
| 10. Q. to her square.                                 | 10. B. takes B.         |
| 11. P. takes B.                                       | 11. Q. Kt. to B. third. |
| 12. If he take the Knight he will lose the Queen ; if |                         |
| K. Kt. to K. second.                                  |                         |

- |                           |                                                                                                                                                                                                                                   |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                           | 12. Kt. to K. fourth.                                                                                                                                                                                                             |
| 13. Kt. to Q. B. square.  | 13. Q. checks.                                                                                                                                                                                                                    |
| 14. K. Kt. P. one square. | 14. Q. to K. Kt. fourth, having<br>an irresistible attack; for if Black play Q. Kt. to Q.<br>second, to prevent your checking him at K. B. sixth,<br>you play Q. B. to K. Kt. fifth, and afterwards take K. P.<br>with the Queen. |

### EIGHTH VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

**Black.**

**White.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. B. P. one square.   | 3. Q. P. two squares.     |
| 4. K. B. takes P.         | 4. K. Kt. to K. B. third. |
| 5. Q. P. two squares.     | 5. P. takes P.            |

*In the first place,*

- |                        |                            |
|------------------------|----------------------------|
| 6. P. takes P.         | 6. K. B. to Q. Kt. fifth.† |
| 7. Q. B. to Q. second. | 7. K. B. takes B.          |
| 8. Q. Kt. takes B.     | 8. K. Kt. takes B.         |
| 9. P. takes K. Kt.     | 9. Q. takes P.             |

White has a better position than the Black.

*In the second place,*

- |                                                                                             |                            |
|---------------------------------------------------------------------------------------------|----------------------------|
| 6. Q. B. to K. Kt. fifth.                                                                   | 6. Q. B. P. one square.    |
| 7. K. B. to Q. B. fourth.                                                                   | 7. Q. to Q. third.         |
| 8. If he play Q. to Q. Kt. third, you may either castle or<br>take K. P. with K. Kt. But if |                            |
| Q. B. takes Kt.                                                                             | 8. Q. takes Q. B.          |
| 9. K. Kt. to K. B. third.                                                                   | 9. P. takes P.             |
| 10. Q. Kt. takes P.                                                                         | 10. K. B. to Q. Kt. fifth. |
| 11. Q. to Q. Kt. third.                                                                     | 11. K. B. takes Kt.        |
| 12. P. takes K. B.                                                                          | 12. Castles.               |

White has at least as good a game as the Black.

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**SECOND OPENING;**  
**OR, THE**  
**KING'S KNIGHT'S GAME.**

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## SECOND OPENING;

OR, THE

## KING'S KNIGHT'S GAME.



### FIRST GAME.

**White.**

**Black.**

- |                           |                       |
|---------------------------|-----------------------|
| 1. K. P. two squares.     | 1. K. P. two squares. |
| 2. K. Kt. to K. B. third. |                       |

This Opening of the game is very frequently played; it is more interesting and instructive than the King's Bishop's, because it admits of more variety. Probably the next best move for the Black is to defend the King's Pawn with the Queen's Knight; but he may defend it also by playing

1. K. B. P. one square.
2. K. B. to Q. third.
3. Q. to K. B. third.
4. Q. P. one square.

Or he may leave it undefended, and play

5. K. Kt. to K. B. third.
6. K. B. to Q. B. fourth.
7. K. B. P. two squares.
8. Q. P. two squares.

These will form the subject of separate games. It is not worth while to examine the defence of Q. to K. second, as

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it is evidently bad, from its confining the King's Bishop. In this game we shall suppose that Black plays

2. K.B.P. one square.  
3. K.Kt. takes K.P.

No. I.

3. Q. to K. second.  
4. It would be bad play to check with Q. at K.R. fifth, because he would interpose K.Kt.P., and if you took that Pawn with K.Kt., he would first take your K.P., giving check, and afterwards take K.Kt. with the Queen. Therefore  
K.Kt. to K.B. third. 4. Q. takes P.+  
5. K.B. to K. second. 5. Q.P. two squares.  
6. Castles.

White has a much better position than the Black.

No. II.

3. P. takes K.Kt.  
4. Q. to K.R. fifth.+ 4. If he play K. to K. second, see the Variation.  
K.Kt.P. one square.  
5. Q. takes K.P.+ 5. Q. to K. second.  
6. Q. takes K.R.

FIRST DEFENCE.

6. Q. takes P.+  
7. K. to Q. square. 7. Q.P. two squares.  
8. It would not be good play to take K.Kt., on account of the check by the Q.B. Therefore  
K.B.P. one square. 8. Q. to K. third.  
9. K.B. to Q.Kt. fifth.+ 9. If he interpose any piece, or play K. to Q. square, you win the Queen, or checkmate him by playing K.R. to K. square. Therefore  
K. to K.B. second.  
10. K.R. to K. square. 10. If he remove the Queen, you checkmate him with K.B.; but if  
K.B. to K.Kt. second.  
11. Q. takes K.R.P., and has evidently a good game.

SECOND DEFENCE.

6. K. Kt. to K. B. third, in order to confine your Queen.
7. Q. P. two squares. 7. If he take K. P. with K. Kt. you play Q. to K. fifth : but if
- Q. takes P.+ (A.)
8. K. B. to K. second. 8. If he take Q. P. or Q. B. P., or play Q. to K. second, you should play Q. B. to K. R. sixth, &c. If he play Q. to K. R. fifth, you play K. Kt. P. one square ; and if he then move Q. to K. fifth, you play K. B. P. one square, and afterwards Q. B. to K. R. sixth. If he move K. to B. second, you play Q. B. to K. Kt. fifth. Finally, if he play
- Q. takes K. Kt. P.
9. K. R. to K. B. square. 9. Q. to Q. B. third.
10. Q. B. to K. R. sixth ; then takes K. B. with Q. &c. having the best of the game.

(A.)

7. Q. P. one square.
8. Q. Kt. to Q. B. third.

*In the first place,*

8. Q. B. P. one square.
9. Q. B. to K. R. sixth. 9. Q. Kt. to Q. second.
10. Castles. 10. K. to K. B. second. (B.)
11. Q. B. takes B. 11. Q. Kt. takes B.
12. K. P. one square. 12. K. Kt. to its fifth.
13. Kt. to K. fourth. 13. If he advance Q. P. you check with Kt. at Q. sixth, and then play K. B. to K. second. But if
- P. takes P.
14. P. takes P. 14. Kt. takes K. P.
15. Kt. to Q. sixth.+ 15. K. to K. third.
16. K. B. checks, and wins easily.

(B.)

- |                                                                                                 |                           |
|-------------------------------------------------------------------------------------------------|---------------------------|
| 11. Q. B. takes B.                                                                              | 10. K. Kt. to its fifth.  |
| 12. K. B. to Q. B. fourth.                                                                      | 11. Q. Kt. takes B.       |
| 13. K. R. to K. B. square.                                                                      | 12. K. Kt. takes K. B. P. |
| 14. Q. R. to K. B. seventh.                                                                     | 13. Kt. takes Q. R.       |
| 14. If he sacrifice the Que<br>for R. and B. you will still have the best of the game<br>But if |                           |
|                                                                                                 | Q. checks.                |
| 15. K. to Kt. square.                                                                           | 15. Kt. takes Kt. +       |
| 16. P. takes Kt.                                                                                | 16. Q. to K. R. third.    |
| 17. Q. to K. B. sixth, and wins.                                                                |                           |

*In the second place,*

- |                                          |                                 |
|------------------------------------------|---------------------------------|
| 9. K. P. one square.                     | 8. Q. B. to K. third.           |
| 10. Q. P. one square.                    | 9. K. Kt. to K. R. fourth. (C.) |
| 11. K. P. one square.                    | 10. Q. B. to K. B. fourth.      |
| 12. Q. B. to K. Kt. fifth, and will win. | 11. K. Kt. to K. B. third.      |

(C.)

- |                                             |                             |
|---------------------------------------------|-----------------------------|
| 10. P. takes P.                             | 9. P. takes P.              |
| 11. Q. B. to K. R. sixth.                   | 10. K. Kt. to K. R. fourth. |
| 12. Q. B. takes B.                          | 11. Q. Kt. to Q. second.    |
| 13. Castles.                                | 12. Q. Kt. takes B.         |
| 14. Q. Kt. to Q. fifth.                     | 13. K. Kt. to its second.   |
| 15. Q. R. takes B.                          | 14. Q. B. takes Kt.         |
| 16. Q. R. to Q. second.                     | 15. Q. B. P. one square.    |
| 17. K. P. one square.                       | 16. Q. to K. B. second.     |
| 18. K. B. to Q. B. fourth, and wins easily. | 17. Kt. takes P.            |

**VARIATION,**

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

**White.****Black.**

- |                        |                         |
|------------------------|-------------------------|
| 1. K. P. two squares.  | 1. K. P. two squares.   |
| 2. K. Kt. to B. third. | 2. K. B. P. one square. |



- |                          |                       |
|--------------------------|-----------------------|
| 3. K.Kt. takes P.        | 3. P. takes Kt.       |
| 4. Q. checks.            | 4. K. to his second.  |
| 5. Q. takes K.P.+        | 5. K. to K.B. second. |
| 6. K.B. to Q.B. fourth.+ |                       |

*In the first place,*

- |                                                                                               |                         |
|-----------------------------------------------------------------------------------------------|-------------------------|
|                                                                                               | 6. K. to Kt. third.     |
| 7. Q. to K.B. fifth.+                                                                         | 7. K. to R. third.      |
| 8. Q.P. two squares.+                                                                         | 8. K.Kt.P. two squares. |
| 9. K.R.P. two squares.                                                                        | 9. Q.P. two squares.    |
| 10. Q. to K.B. seventh, and afterwards takes P. with P,<br>giving double check and checkmate. |                         |

*In the second place,*

- |                        |                      |
|------------------------|----------------------|
|                        | 6. Q.P. two squares. |
| 7. K.B. takes P.+      | 7. K. to Kt. third.  |
| 8. K.R.P. two squares. |                      |

No. I.

- |                                              |                                                         |
|----------------------------------------------|---------------------------------------------------------|
|                                              | 8. K.R.P. one square.                                   |
| 9. K.B. takes Q.Kt.P.                        | 9. If he take K.B. he will<br>be checkmated ; therefore |
|                                              | K.B. to Q. third.                                       |
| 10. Q. to Q.R. fifth.                        | 10. Q.Kt. to Q.B. third.                                |
| 11. Q.B. takes Q.Kt., having a winning game. |                                                         |

No. II.

- |                                                                                                        |                          |
|--------------------------------------------------------------------------------------------------------|--------------------------|
|                                                                                                        | 8. Q.P. two squares.     |
| 9. K.B. takes Q.Kt.P.                                                                                  | 9. Q.B. takes K.B.       |
| 10. Q. to K.B. fifth.+                                                                                 | 10. K. to K.R. third.    |
| 11. Q.P. two squares.+                                                                                 | 11. K.Kt.P. two squares. |
| 12. Q. to K.B. seventh, and afterwards takes K.Kt.P. with<br>P., and then K.R.P. with R., checkmating. |                          |

No. III.

- |                        |                      |
|------------------------|----------------------|
|                        | 8. K.B. to Q. third. |
| 9. K.R.P. one square.+ | 9. K. to R. third.   |

- |                                                  |                            |
|--------------------------------------------------|----------------------------|
| 10. Q. P. two squares. <sup>+</sup>              | 10. K. Kt. P. two squares. |
| 11. P. takes P. <i>en passant</i> . <sup>+</sup> | 11. K. takes P.            |
| 12. Q. to K. R. fifth. <sup>+</sup>              | 12. K. moves.              |
| 13. Q. to K. B. seventh, checkmating.            |                            |

## SECOND GAME.

White.

Black.

- |                           |                       |
|---------------------------|-----------------------|
| 1. K. P. two squares.     | 1. K. P. two squares. |
| 2. K. Kt. to K. B. third. | 2. K. B. to Q. third. |

This is not a good way of defending the King's Pawn, because it confines Q. P. and consequently Q. B.

- |                           |                                                                 |
|---------------------------|-----------------------------------------------------------------|
| 3. K. B. to Q. B. fourth. | 3. He may now play Q. B. P. one square ; see the Variation : or |
|                           | K. Kt. to K. B. third.                                          |
| 4. Q. P. two squares.     |                                                                 |

## FIRST DEFENCE.

- |                         |                                                                                                      |
|-------------------------|------------------------------------------------------------------------------------------------------|
|                         | 4. P. takes P.                                                                                       |
| 5. K. P. one square.    | 5. If he play Q. to K. second, you do the same, secure of afterwards winning either Kt. or B. But if |
|                         | K. B. to Q. Kt. fifth. <sup>+</sup>                                                                  |
| 6. Q. B. P. one square. | 6. P. takes P.                                                                                       |
| 7. P. takes P.          | 7. K. B. takes P. <sup>+</sup>                                                                       |
| 8. Q. Kt. takes B.      |                                                                                                      |

*In the first place,*

- |                                       |                                                                                                                                           |
|---------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
|                                       | 8. K. Kt. to K. R. fourth.                                                                                                                |
| 9. K. B. takes K. B. P. <sup>+</sup>  | 9. K. takes B.                                                                                                                            |
| 10. K. Kt. to its fifth. <sup>+</sup> | 10. If he move K. to K. Kt. square, you checkmate him in two moves. If he play K. to K. B. square, you check K. and Q. with K. Kt. But if |

11. Q. to Q. third.+      K. to K.Kt. third.  
 11. K. to K.R. third.  
 12. Kt. to K.B. seventh, checkmating.

*In the second place,*

8. K.Kt. to its fifth.  
 9. K.B. takes K.B.P.+      9. If he take K.B. you check  
     him with K.Kt. at its fifth, and afterwards take K.Kt.  
     with Q. But if  
     K. to K.B. square.  
 10. Q.B. to K.Kt. fifth.      10. K.Kt. to K.B. third.  
 11. K.B. to K.R. fifth.      11. Q. to K. second.  
 12. Castles.      12. Q. to Q.B. fourth.  
 13. P. takes Kt.      13. Q. takes Q.Kt.  
 14. Q. to K. second, and wins easily.

#### SECOND DEFENCE.

4. K.Kt. takes P.  
 5. P. takes P.      5. K.B. to Q.B. fourth.  
 6. Q. to Q. fifth.      6. K.B. takes K.B.P.+  
 7. K. to K. second.      7. Castles.  
 8. Q. takes K.Kt.      8. K.B. to Q.B. fourth.  
 9. K.Kt. to its fifth.      9. K.Kt.P. one square.  
 10. K.R. to K.B. square, and will afterwards take K.B.P.,  
     winning easily.

#### THIRD DEFENCE.

4. Q.Kt. to Q.B. third.  
 5. Q.P. takes P.

*In the first place,*

5. Q.Kt. takes P.  
 6. K.Kt. takes Kt.      6. K.B. takes Kt.  
 7. K.B.P. two squares.      7. K.B. to Q. third, or (A.)  
 8. K.P. one square.      8. Q. to K. second.  
 9. Q. to K. second, and wins either B. or Kt.

## (A.)

7. K. Kt. takes K. P.

8. It would not be good play to take K. B., because he would check with Q. at K. R. fifth ; your best move is Q. to K. R. fifth, threatening checkmate, and also attacking K. B.

*In the second place,*

- |                          |                              |
|--------------------------|------------------------------|
| 6. K. Kt. to its fifth.  | 5. K. B. takes P.            |
| 7. K. B. takes P.        | 6. Q. P. two squares. (B.)   |
| 8. P. takes Kt.          | 7. K. Kt. takes B.           |
| 9. Q. B. P. two squares. | 8. Kt. to K. second.         |
| 10. P. takes P.          | 9. Q. B. P. one square.      |
| 11. K. takes Q.          | 10. Q. takes Q. <sup>+</sup> |
|                          | 11. Kt. takes P.             |

White having gained a Pawn has the better game.

## (B.)

- |                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                           |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                               | 6. Castles.                                                                                                                                                                                                                                                                                                               |
| 7. K. B. P. two squares.                                                                                                                                      | 7. K. B. to Q. fifth.                                                                                                                                                                                                                                                                                                     |
| 8. K. P. one square.                                                                                                                                          | 8. If he remove K. Kt. you play Q. to Q. R. fifth. But if                                                                                                                                                                                                                                                                 |
|                                                                                                                                                               | Q. to K. second.                                                                                                                                                                                                                                                                                                          |
| 9. Q. to K. second.                                                                                                                                           | 9. K. Kt. to K. square.                                                                                                                                                                                                                                                                                                   |
| 10. K. B. to Q. fifth, threatening to take Q. Kt., and then play Q. to K. fifth. If Black play K. R. P. one square, you may play K. R. P. two squares. But if |                                                                                                                                                                                                                                                                                                                           |
|                                                                                                                                                               | 10. K. B. to Q. Kt. third.                                                                                                                                                                                                                                                                                                |
| 11. Q. Kt. to Q. B. third.                                                                                                                                    | 11. If he play K. B. to Q. R. fourth, you may play Q. B. to Q. second, and afterwards castle with Q. R. If he play K. to R. square, you move Q. to K. R. fifth. If he play Q. Kt. to Q. fifth, you play Q. to Q. third, afterwards Q. B. to Q. second, and then castle on the Queen's side, having a fine attacking game. |

# VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

White.

Black.

- |                                  |                                                                                                                                         |
|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                                                            |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>K. B. to Q. third.</i>                                                                                                            |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>Q. B. P. one square.</i>                                                                                                          |
| 4. <i>Q. P. two squares.</i>     | 4. If he play <i>Q. to K. second,</i><br>you should castle. If he play <i>K. B. P. one square,</i> you<br>take <i>P. with P.</i> But if |
|                                  | <i>P. takes P.</i>                                                                                                                      |
| 5. <i>Q. takes P.</i>            |                                                                                                                                         |

FIRST DEFENCE.

- |                                      |                                                                                                                                |
|--------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
|                                      | 5. <i>Q. to K. second.</i>                                                                                                     |
| 6. <i>Q. takes K. Kt. P.</i>         | 6. If he take <i>K. P.,</i> checking,<br>you should interpose <i>K. B.,</i> and you will afterwards win<br><i>K. R.</i> But if |
|                                      | <i>Q. to K. B. third.</i>                                                                                                      |
| 7. <i>K. B. takes K. B. P.+</i>      | 7. <i>Q. takes B.</i>                                                                                                          |
| 8. <i>Q. takes R.,</i> and will win. |                                                                                                                                |

SECOND DEFENCE.

- |                                               |                                                                                                                                                                                                   |
|-----------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                               | 5. <i>K. B. to its square.</i>                                                                                                                                                                    |
| 6. <i>K. Kt. to K. fifth.</i>                 | 6. <i>Q. P. two squares.</i>                                                                                                                                                                      |
| 7. <i>P. takes P.</i>                         | 7. <i>K. Kt. to K. B. third.</i>                                                                                                                                                                  |
| 8. <i>Q. to K. third.</i>                     | 8. If he play <i>Q. or K. B. to</i><br><i>K. second,</i> you should advance <i>P. to Q. sixth,</i> and then<br>take <i>K. B. P. with K. Kt.,</i> winning the exchange at the<br>least : therefore |
|                                               | <i>K. Kt. takes P.</i>                                                                                                                                                                            |
| 9. <i>K. B. takes Kt.</i>                     | 9. <i>Q. takes B.</i>                                                                                                                                                                             |
| 10. <i>K. Kt. to its sixth.+</i>              | 10. <i>Q. B. to K. third.</i>                                                                                                                                                                     |
| 11. <i>K. Kt. takes R.,</i> and ought to win. |                                                                                                                                                                                                   |

## THIRD GAME.

White.

Black.

- |                                  |                              |
|----------------------------------|------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i> |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. to K. B. third.</i> |

To defend the K. P. with Q. is contrary to the general rule, that you should defend with an inferior rather than a superior piece. Those who make this move usually do so, not so much with the view to defend K. P. as to play Q. to K. Kt. third square, in case you move K. B. to Q. B. fourth; the Queen will then attack two Pawns, neither of which can be taken without loss, as will presently be shown.

- |                                  |                               |
|----------------------------------|-------------------------------|
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>Q. to K. Kt. third.</i> |
|----------------------------------|-------------------------------|

You have two ways of playing, viz; to defend K. P., leaving him to take K. Kt. P.; or to defend K. Kt. P., leaving K. P. *en prise*. We shall first suppose

No. I.

- |                                 |                              |
|---------------------------------|------------------------------|
| 4. <i>Q. P. one square.</i>     | 4. <i>Q. takes K. Kt. P.</i> |
| 5. <i>K. B. takes K. B. P.+</i> |                              |

## FIRST DEFENCE.

- |                                                   |                                                                                           |
|---------------------------------------------------|-------------------------------------------------------------------------------------------|
|                                                   | 5. <i>K. takes K. B.</i>                                                                  |
| 6. <i>K. R. to K. Kt. square.</i>                 | 6. <i>His best move is to take K. R. with Q., but he would then have also a bad game.</i> |
| Suppose he plays                                  |                                                                                           |
|                                                   | <i>Q. to K. R. third.</i>                                                                 |
| 7. <i>K. Kt. to its fifth, checking K. and Q.</i> |                                                                                           |

## SECOND DEFENCE.

- |                                                     |                              |
|-----------------------------------------------------|------------------------------|
|                                                     | 5. <i>K. to K. second.</i>   |
| 6. <i>K. R. to K. Kt. square.</i>                   | 6. <i>Q. to K. R. third.</i> |
| 7. <i>K. R. to K. Kt. third, winning the Queen.</i> |                              |

No. II

- |                                      |                                                              |
|--------------------------------------|--------------------------------------------------------------|
| 4. K. castles.                       | 4. Q. takes K. P.                                            |
| 5. K. B. takes K. B. P. <sup>+</sup> | 5. If he take K. B. he evidently loses the Queen ; therefore |

FIRST DEFENCE.

- |                                                          |                               |
|----------------------------------------------------------|-------------------------------|
|                                                          | K. to Q. square.              |
| 6. K. Kt. takes K. P.                                    | 6. If he take K. Kt. you play |
| K. R. to K. square.                                      | But if                        |
|                                                          | K. Kt. to K. B. third.        |
| 7. K. R. to K. square.                                   | 7. Q. to K. B. fourth.        |
| 8. K. B. to K. Kt. sixth.                                | 8. Q. to K. third.            |
| 9. K. Kt. to K. B. seventh ; checks, and wins the Queen. |                               |

SECOND DEFENCE.

- |                                |                       |
|--------------------------------|-----------------------|
|                                | 5. K. to his second.  |
| 6. K. R. to K. square.         | 6. Q. to K. B. fifth. |
| 7. K. R. takes P. <sup>+</sup> |                       |

*In the first place,*

- |                                         |                         |
|-----------------------------------------|-------------------------|
|                                         | 7. K. takes K. B.       |
| 8. Q. P. two squares.                   | 8. Q. to K. B. third.   |
| 9. K. Kt. to K. Kt. fifth. <sup>+</sup> | 9. K. to K. Kt. third.  |
| 10. Q. to Q. third. <sup>+</sup>        | 10. K. to K. R. fourth. |
| 11. Checkmates in two moves.            |                         |

*In the second place,*

- |                                             |                        |
|---------------------------------------------|------------------------|
|                                             | 7. K. to K. B. third.  |
| 8. Q. P. two squares.                       | 8. Q. to K. Kt. fifth. |
| 9. K. R. P. one square ; winning the Queen. |                        |

*In the third place,*

- |                                    |                                                                                                                                |
|------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
|                                    | 7. K. to Q. third.                                                                                                             |
| 8. K. R. to Q. fifth. <sup>+</sup> | 8. K. to his second. (A.)                                                                                                      |
| 9. Q. to K. square. <sup>+</sup>   | 9. If he play K. to K. B. third, you play Q. P. two squares, and afterwards K. R. P. one square, winning the Queen : therefore |

- |                                  |                         |
|----------------------------------|-------------------------|
|                                  | K. takes K. B.          |
| 10. Q. P. two squares.           | 10. Q. to K. B. third.  |
| 11. K. Kt. to its fifth. +       | 11. K. to K. Kt. third. |
| 12. Q. to K. eighth. +           | 12. K. to K. R. third.  |
| 13. K. Kt. to K. B. seventh. +   | 13. K. to K. Kt. third. |
| 14. K. Kt. takes R. checkmating. |                         |

(A.)

- |                                |                                                                                                                                                                                                                                                                       |
|--------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                | 8. K. to Q. B. third.                                                                                                                                                                                                                                                 |
| 9. K. Kt. to K. fifth. +       | 9. K. to Q. Kt. third.                                                                                                                                                                                                                                                |
| 10. Q. P. two squares.         | 10. If he play Q. to K. B. third,<br>you move Q. B. to K. Kt. fifth, winning the Queen.<br>If he play Q. to K. R. fifth, you also play Q. B. to<br>K. Kt. fifth, and on his playing Q. to K. fifth, you<br>move Q. Kt. to B. third, also winning the Queen.<br>But if |
|                                | Q. to K. fifth.                                                                                                                                                                                                                                                       |
| 11. Q. Kt. to Q. B. third.     | 11. Q. to K. R. fifth.                                                                                                                                                                                                                                                |
| 12. Checkmates in three moves. |                                                                                                                                                                                                                                                                       |

The error of the Black in this game consists not in playing Q. to K. B. third, though that move is not to be commended, but in moving Q. to K. Kt. third, and afterwards taking one of the Pawns: he ought, on the third move, to play K. B. to Q. B. fourth.

---

#### FOURTH GAME.

**White.****Black.**

- |                           |                       |
|---------------------------|-----------------------|
| 1. K. P. two squares.     | 1. K. P. two squares. |
| 2. K. Kt. to K. B. third. | 2. Q. P. one square.  |

This method of defending the King's Pawn is better than any of the preceding; the only objection to it seems to be that it confines the K. B.

3. Q. P. two squares.



FIRST DEFENCE.

- |                           |                                                                                                                                                           |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
|                           | 3. K. P. takes P.                                                                                                                                         |
| 4. Q. takes P.            | 4. If he play Q. B. to K. Kt. fifth, you should play K. Kt. to its fifth ; and if he then play K. R. P., or K. B. P. one square, you advance K. P. But if |
|                           | Q. Kt. to Q. B. third.                                                                                                                                    |
| 5. K. B. to Q. Kt. fifth. | 5. Q. B. to Q. second.                                                                                                                                    |
| 6. Q. to Q. square.       |                                                                                                                                                           |

*In the first place,*

- |                     |                                                                                                |
|---------------------|------------------------------------------------------------------------------------------------|
|                     | 6. Q. Kt. to K. fourth.                                                                        |
| 7. K. Kt. takes Kt. | 7. Whether he take K. Kt. or K. B. you play Q. to Q. fifth, secure of winning at least a Pawn. |

*In the second place,*

- |                                                                 |                             |
|-----------------------------------------------------------------|-----------------------------|
|                                                                 | 6. Q. Kt. to its fifth.     |
| 7. K. B. to Q. B. fourth.                                       | 7. K. B. to K. second. (A.) |
| 8. Q. B. P. one square.                                         | 8. Q. Kt. to Q. B. third.   |
| 9. Q. to Q. Kt. third, having a better position than the Black. |                             |

(A.)

- |                         |                           |
|-------------------------|---------------------------|
|                         | 7. K. Kt. to K. B. third. |
| 8. K. Kt. to its fifth. | 8. Q. P. one square.      |
| 9. K. B. takes P.       | 9. Q. Kt. takes K. B.     |
| 10. K. P. takes Q. Kt.  |                           |

White has the best of the game.

SECOND DEFENCE.

- |                         |                                                                                   |
|-------------------------|-----------------------------------------------------------------------------------|
|                         | 3. K. B. P. two squares.                                                          |
| 4. Q. P. takes K. P.    | 4. K. B. P. takes P.                                                              |
| 5. K. Kt. to its fifth. | 5. Q. P. one square.                                                              |
| 6. P. to K. sixth.      | 6. If he play K. B. to Q. B. fourth, you play K. Kt. to K. B. seventh ; and if he |

then play Q. to K. B. third square, you move Q. to her second, and afterwards take his K. R. But if

K. Kt. to K. R. third.

7. You may now take K. R. P. with K. Kt. ; if he take K. Kt. the check with Q. at K. R. fifth will be fatal ; but if he take P. with Q. B. you take his K. B., having rather the best of the game. It appears to me, however, better to play

- |                                                                        |                          |
|------------------------------------------------------------------------|--------------------------|
| Q. to K. R. fifth. +                                                   | 7. K. Kt. P. one square. |
| 8. Q. to K. R. third.                                                  | 8. Q. to K. B. third.    |
| 9. Q. B. P. two squares.                                               | 9. Q. B. P. one square.  |
| 10. P. takes P.                                                        | 10. P. takes P.          |
| 11. Q. Kt. to Q. B. third.                                             | 11. Q. to K. fourth.     |
| 12. K. B. checks, and afterwards castles, having the best of the game. |                          |

#### THIRD DEFENCE.

- |                           |                                                                                                |
|---------------------------|------------------------------------------------------------------------------------------------|
|                           | 3. Q. B. to K. Kt. fifth.                                                                      |
| 4. P. takes P.            | 4. Q. B. takes Kt.                                                                             |
| 5. Q. takes B.            | 5. P. takes P.                                                                                 |
| 6. K. B. to Q. B. fourth. | 6. If he play K. Kt. to B. third, or K. B. P. one square, you play Q. to Q. Kt. third : but if |
|                           | Q. to K. B. third.                                                                             |
| 7. Q. to Q. Kt. third.    | 7. Q. Kt. P. one square.                                                                       |
| 8. Q. Kt. to B. third.    | 8. Q. B. P. one square.                                                                        |
| 9. K. castles.            | 9. K. B. to Q. third.                                                                          |
| 10. K. B. P. two squares. | 10. P. takes P.                                                                                |
| 11. K. P. one square.     |                                                                                                |

#### FIRST METHOD.

11. K. B. takes K. P.  
12. Q. Kt. to K. fourth.

*In the first place,*

- |                    |                                                                                    |
|--------------------|------------------------------------------------------------------------------------|
|                    | 12. Q. to K. second.                                                               |
| 13. Q. B. takes P. | 13. If he play K. Kt. to K. B. third, you should take K. B. ; he cannot take Q. B. |

without losing a piece, he must therefore take Q. Kt., you then take K. B. P. checking, having a forced won game. If he take Q. B. you retake with K. R., and if he then play K. Kt. to K. R. third, you move Q. R. to K. square, having an advantageous attack. Suppose he plays

K. B. to Q. fifth. +

- |                                          |                            |
|------------------------------------------|----------------------------|
| 14. K. to K. R. square.                  | 14. K. B. to Q. B. fourth. |
| 15. Q. B. takes Q. Kt.                   | 15. Q. R. takes B.         |
| 16. Q. R. to K. square, and wins easily. |                            |

*In the second place,*

- |                                                |                                 |
|------------------------------------------------|---------------------------------|
|                                                | 12. K. B. checks.               |
| 13. K. to K. R. square,                        | 13. If he play Q. to K. fourth, |
| you take P. with Q. B., winning easily. But if | Q. to K. Kt. third.             |
| 14. Q. B. takes P.                             | 14. K. B. to Q. B. fourth.      |
| 15. Q. B. takes Q. Kt., and wins with ease.    |                                 |

*In the third place,*

- |                                                         |                                |
|---------------------------------------------------------|--------------------------------|
|                                                         | 12. Q. to K. Kt. third.        |
| 13. Q. B. takes P.                                      | 13. If he check with K. B. you |
| play K. to R. square, having an irresistible attack. If | he take Kt. you take K. B. If  |
|                                                         | K. B. takes B.                 |
| 14. K. B. takes K. B. P.                                | 14. Q. takes B.                |
| 15. Kt. to Q. sixth, checks, and wins easily.           |                                |

#### SECOND METHOD.

- |                            |                              |
|----------------------------|------------------------------|
|                            | 11. Q. takes P.              |
| 12. K. B. takes K. B. P. + |                              |
|                            | 12. K. to K. B. square. (A.) |
| 13. Q. B. takes P.         |                              |

*In the first place,*

- |                                                                                                     |                      |
|-----------------------------------------------------------------------------------------------------|----------------------|
|                                                                                                     | 13. Q. to Q. fifth + |
| 14. K. to K. R. square.                                                                             | 14. K. B. takes B.   |
| 15. You may now take K. Kt., and afterwards move Kt. to K. second, winning easily : or you may play |                      |

- |                           |                         |
|---------------------------|-------------------------|
| Q. R. to Q. square.       | 15. Q. to K. B. third.  |
| 16. K. R. takes K. B.     | 16. Q. takes K. R.      |
| 17. Q. R. to Q. eighth. + | 17. K. to K. second.    |
| 18. R. to K. eighth. +    | 18. K. to Q. second.    |
| 19. Q. to K. sixth. +     | 19. K. to Q. B. second. |
20. Checkmates in three moves.

*In the second place,*

- |                         |                           |
|-------------------------|---------------------------|
|                         | 13. Q. to Q. B. fourth. + |
| 14. K. to K. R. square. | 14. K. B. takes B.        |
| 15. K. B. takes K. Kt.  | 15. K. R. takes B.        |
16. K. R. takes B., checks, and wins easily.

*In the third place,*

- |                         |                        |
|-------------------------|------------------------|
|                         | 13. K. B. checks.      |
| 14. K. to K. R. square. | 14. Q. to Q. fifth.    |
| 15. Q. R. to Q. square. | 15. Q. to K. B. third. |
16. Q. B. checks, or takes Q. Kt., and wins easily.

## (A.)

- |                         |                           |
|-------------------------|---------------------------|
|                         | 12. K. to Q. square.      |
| 13. Q. B. takes P.      | 13. Q. to Q. B. fourth. + |
| 14. K. to K. R. square. | 14. K. B. takes B.        |
| 15. K. B. takes K. Kt.  | 15. K. B. to K. R. third. |
| 16. Kt. to K. fourth.   | 16. Q. to K. second.      |
17. Q. R. checks, and wins easily.

## FOURTH DEFENCE.

**White.****Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. P. one square.      |
| 3. Q. P. two squares.     | 3. K. Kt. to K. B. third. |
| 4. Q. B. to K. Kt. fifth. |                           |

*In the first place,*

- |                |                        |
|----------------|------------------------|
|                | 4. K. P. takes P.      |
| 5. Q. takes P. | 5. K. B. to K. second. |

- |                        |                        |
|------------------------|------------------------|
| 6. Q. Kt. to B. third. | 6. K. castles.         |
| 7. K. castles.         | 7. Q. Kt. to B. third. |

White has a better position than Black.

*In the second place,*

- |                                                        |                             |
|--------------------------------------------------------|-----------------------------|
| 5. P. takes P.                                         | 4. Q. B. to K. Kt. fifth.   |
| 6. Q. takes B.                                         | 5. Q. B. takes Kt.          |
| 7. Q. to Q. Kt. third.                                 | 6. P. takes P.              |
| second, you should move K. B. to Q. B. fourth : but if | 7. If he play Q. Kt. to Q.  |
|                                                        | Q. Kt. P. one square.       |
| 8. K. B. to Q. B. fourth.                              | 8. Q. to Q. second.         |
| 9. Q. B. takes Kt.                                     | 9. P. takes B.              |
| 10. Q. Kt. to Q. B. third.                             | 10. K. B. to K. Kt. second. |
| 11. Q. R. to Q. square.                                | 11. Q. to K. second.        |
| 12. Q. Kt. to Q. fifth.                                | 12. Q. to Q. B. fourth.     |
| 13. K. B. checks, and has a fine position.             |                             |

## FIFTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. K. Kt. to Q. B. third. |
| 3. K. Kt. takes P.        |                           |

### FIRST DEFENCE.

- |                                                                      |                           |
|----------------------------------------------------------------------|---------------------------|
|                                                                      | 3. K. Kt. takes K. P.     |
| 4. Q. to K. second.                                                  | 4. If he remove K. Kt. he |
| loses the Queen by your playing K. Kt. to Q. B. sixth : <sup>+</sup> |                           |
| therefore                                                            |                           |

*In the first place,*

- |                      |                     |
|----------------------|---------------------|
|                      | Q. P. two squares.  |
| 5. Q. P. one square. | 5. Q. to K. second. |

6. P. takes Kt.                      6. Q. takes Kt.  
 7. P. takes P., and you have the best of the game, having gained a Pawn.

*In the second place,*

- |                                          |                                                                                                   |
|------------------------------------------|---------------------------------------------------------------------------------------------------|
|                                          | 4. Q. to K. second.                                                                               |
| 5. Q. takes Kt.                          | 5. Q.P. one square.                                                                               |
| 6. Q.P. two squares.                     | 6. K.B.P. one square.                                                                             |
| 7. K.B.P. two squares.                   | 7. If he take Kt., you retake with Q.P., and you will remain with the advantage of a Pawn. But if |
|                                          | Q. Kt. to Q. second.                                                                              |
| 8. Q. Kt. to Q. B. third.                | 8. K.B.P. takes Kt. (A.)                                                                          |
| 9. Q.P. takes P.                         | 9. P. takes P.                                                                                    |
| 10. Q. Kt. to Q. fifth.                  | 10. If he play Q. to Q. square, you take P. with P. If he play Q. to Q. third, see (A): but if    |
|                                          | Kt. to K. B. third.                                                                               |
| 11. Kt. takes Q.                         | 11. Kt. takes Q.                                                                                  |
| 12. Kt. takes Q. B.                      | 12. Q. R. takes Kt.                                                                               |
| 13. P. takes P.                          | 13. K. B. checks.                                                                                 |
| 14. Q. B. P. one square.                 | 14. Kt. takes Q. B. P.                                                                            |
| 15. Q. R. P. one square.                 | 15. K. B. to Q. R. fourth.                                                                        |
| 16. Q. B. to Q. second, winning a piece. |                                                                                                   |

Black ought not on the thirteenth move to have checked with K. B.; he should have played it to Q. B. fourth; White would, however, even then have had rather the best of the game.

## (A.)

- |                        |                                                                                  |
|------------------------|----------------------------------------------------------------------------------|
|                        | 8. Q. P. takes Kt.                                                               |
| 9. Q. Kt. to Q. fifth. | 9. If he move Q. to Q. square, you take K. P. with either Pawn. But if           |
|                        | Q. to Q. third.                                                                  |
| 10. Q. P. takes P.     | 10. P. takes P.                                                                  |
| 11. P. takes P.        | 11. If he take P. with Q. you will exchange Queens, and then take Q. B. P. If he |

take P. with Kt. you play Q.B. to K.B. fourth, winning the Kt. But suppose

Q. to Q.B. fourth.

12. Q. Kt. P. two squares.

12. Q. to Q.B. third.

13. K.B. to Q. Kt. fifth.

13. If he take K.B. he loses the Queen. If he take Q. Kt. P. checking, you play K. to Q. square. But if

Q. to K. Kt. third.

14. Q. takes Q.

14. P. takes Q.

15. Kt. takes Q. B. P., checks, and wins Q. R.

#### SECOND DEFENCE.

##### White.

1. K. P. two squares.

2. K. Kt. to K. B. third.

3. K. Kt. takes K. P.

4. Q. P. two squares.

5. K. Kt. to K. B. third.

6. K. B. to K. second.

fifth, you should castle, and your position would be superior to his. If he play

7. Q. B. P. two squares.

8. Castles.

9. Q. Kt. to Q. B. third.

##### Black.

1. K. P. two squares.

2. K. Kt. to K. B. third.

3. Q. to K. second.

4. Q. P. one square.

5. Q. takes P. +

6. If he play Q. B. to K. Kt.

Q. B. to K. B. fourth.

7. K. B. to K. second.

8. Castles.

The position of the White is much superior to that of the Black.

#### THIRD DEFENCE.

##### White.

1. K. P. two squares.

2. K. Kt. to K. B. third.

3. K. Kt. takes P.

##### Black.

1. K. P. two squares.

2. K. Kt. to K. B. third.

3. Q. P. one square.

This defence is given by Cozio, who, however, has but a few more moves on the subject. In the fifth number of

the "Palamède," for April 1842, there is an elaborate article on this move by Major Janisch. I think he proves satisfactorily that it is the best, and that the Black may play K. Kt. to K. B. third square on the second move without danger; but I cannot agree with him that it is the best and most complete defence to the attack of the King's Knight; playing Q. Kt. to Q. B. third is surely as good a defence, and, as he himself confesses, a much more interesting one; nor is it *quite certain* that Q. P. one or two squares for the second move of the Black is attended with danger. However, there is no doubt that this defence is better than either of the preceding: I shall, therefore, proceed with a few more moves extracted from the same number of the "Palamède."

- |                           |                       |
|---------------------------|-----------------------|
| 4. K. Kt. to K. B. third. | 4. K. Kt. takes P.    |
| 5. Q. P. two squares.     | 5. Q. P. one square.  |
| 6. K. B. to Q. third.     | 6. K. B. to Q. third. |

*In the first place,*

- |                            |                           |
|----------------------------|---------------------------|
| 7. Castles.                | 7. Castles.               |
| 8. Q. B. P. two squares.   | 8. Q. B. to K. third.     |
| 9. P. takes P.             | 9. Q. B. takes P.         |
| 10. Q. Kt. to Q. B. third. | 10. Kt. takes Kt.         |
| 11. P. takes Kt.           | 11. Q. B. P. two squares. |
| 12. Q. B. P. one square.   | 12. Q. B. takes Kt.       |
| 13. Q. takes Q. B.         | 13. P. takes P.           |
| 14. Q. takes Q. Kt. P.     | 14. Q. Kt. to Q. second.  |

The position is equal.

*In the second place,*

- |                          |                     |
|--------------------------|---------------------|
| 7. Q. B. P. two squares. | 7. K. B. checks.    |
| 8. Q. B. to Q. second.   | 8. K. B. takes B. + |
| 9. Q. Kt. takes B.       | 9. K. Kt. takes Kt. |
| 10. Q. takes K. Kt.      | 10. Castles.        |



Major Janisch states that the Black's game is at least equal to the White's: it must be confessed, that there is little difference; however, of the two, I rather prefer the White's.

### VARIATION,

BEGINNING AT THE THIRD MOVE OF THE WHITE.

White.

Black.

- |                                                                                                                                                                   |                                  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>                                                                                                                                      | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i>                                                                                                                                  | 2. <i>K. Kt. to K. B. third.</i> |
| 3. <i>Q. P. two squares; this move is given by Major Janisch as the invention of Mr. Petroff; and the following moves are also extracted from the "Palamède."</i> |                                  |

FIRST DEFENCE.

- |                             |                               |
|-----------------------------|-------------------------------|
|                             | 3. <i>P. takes P.</i>         |
| 4. <i>K. P. one square.</i> | 4. <i>K. Kt. to K. fifth.</i> |

*In the first place,*

- |                                                              |                                   |
|--------------------------------------------------------------|-----------------------------------|
| 5. <i>K. B. to Q. third.</i>                                 | 5. <i>K. Kt. to Q. B. fourth.</i> |
| 6. <i>K. Kt. takes P.</i>                                    | 6. <i>Q. P. one square.</i>       |
| 7. <i>P. takes P.</i>                                        | 7. <i>K. B. takes P.</i>          |
| 8. <i>Castles.</i>                                           | 8. <i>Castles.</i>                |
| 9. <i>K. Kt. to Q. Kt. third, and the position is equal.</i> |                                   |

*In the second place.*

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 5. <i>K. Kt. takes P.</i>        | 5. <i>Q. P. one square.</i>      |
| 6. <i>P. takes P.</i>            | 6. <i>K. B. takes P.</i>         |
| 7. <i>K. B. to Q. B. fourth.</i> | 7. <i>K. B. to Q. B. fourth.</i> |
| 8. <i>Q. B. to K. third.</i>     | 8. <i>Castles.</i>               |
| 9. <i>Castles.</i>               | 9. <i>Q. Kt. to Q. second.</i>   |

The game is equal.

There are other Variations of this game given by Major Janisch, and he promises many more in his forthcoming work.

## SIXTH GAME.

White.

Black.

- |                                      |                                  |
|--------------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>         | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to B. third square.</i> | 2. <i>K. B. to Q. B. fourth.</i> |
| 3. <i>K. Kt. takes P.</i>            | 3. <i>Q. to K. second.</i>       |
| 4. <i>Q. P. two squares.</i>         |                                  |

## FIRST DEFENCE.

- |                                                               |                                       |
|---------------------------------------------------------------|---------------------------------------|
|                                                               | 4. <i>Q. P. one square.</i>           |
| 5. <i>K. Kt. takes K. B. P.</i>                               | 5. <i>Q. takes P. +</i>               |
| 6. <i>Q. B. to K. third.</i>                                  | 6. <i>If he take Q. P. with K. B.</i> |
| <i>you should play Q. Kt. to Q. second, and afterwards</i>    |                                       |
| <i>take K. R. But if</i>                                      |                                       |
|                                                               | <i>K. takes Kt. ?</i>                 |
| 7. <i>P. takes B.</i>                                         | 7. <i>P. takes P.</i>                 |
| 8. <i>Q. to K. R. fifth +</i>                                 | 8. <i>K. to B. square.</i>            |
| 9. <i>Q. takes P., checks, and, having gained a Pawn, has</i> |                                       |
| <i>the best of the game.</i>                                  |                                       |

## SECOND DEFENCE.

- |                                  |                                  |
|----------------------------------|----------------------------------|
|                                  | 4. <i>K. B. to Q. Kt. third.</i> |
| 5. <i>K. B. to Q. B. fourth.</i> |                                  |

*In the first place,*

- |                                                                   |                                |
|-------------------------------------------------------------------|--------------------------------|
|                                                                   | 5. <i>K. B. P. one square.</i> |
| 6. <i>K. Kt. to K. B. seventh.</i>                                | 6. <i>Q. takes P. +</i>        |
| 7. <i>Q. to K. second, exchanges Queens, and afterwards takes</i> |                                |
| <i>K. R., having the best of the game.</i>                        |                                |

*In the second place,*

- |                                                     |                                  |
|-----------------------------------------------------|----------------------------------|
|                                                     | 5. <i>K. Kt. to K. B. third.</i> |
| 6. <i>K. B. takes K. B. P. +</i>                    | 6. <i>K. to K. B. square.</i>    |
| 7. <i>K. B. to Q. Kt. third.</i>                    | 7. <i>K. Kt. takes P.</i>        |
| 8. <i>K. castles, and has the best of the game.</i> |                                  |

THIRD DEFENCE.

- |                        |                                                    |
|------------------------|----------------------------------------------------|
|                        | 4. K.B.P. one square.                              |
| 5. Q. to K.R. fifth. + | 5. If he play K. to B. square,                     |
|                        | you check with Kt. at K.Kt. sixth, he must take it |
|                        | with K.R.P. ; you then take K.B., having a better  |
|                        | position than the Black. But if                    |
|                        | K.Kt.P. one square.                                |
| 6. K.Kt. takes K.Kt.P. | 6. Q. takes K.P. +                                 |
| 7. K. to Q. square.    | 7. If he take Q.P. with Q.                         |
|                        | you interpose K.B. : therefore                     |
|                        | Q. takes K.Kt.                                     |
| 8. Q. takes K.B.,      | has a Pawn more, and a better position             |
|                        | than the Black.                                    |

FOURTH DEFENCE.

- |                                                         |                                                     |
|---------------------------------------------------------|-----------------------------------------------------|
|                                                         | 4. K.B. to Q. third.                                |
| 5. You may play K.B.P. two squares, and he will move    |                                                     |
|                                                         | K.B.P. one square, and compel you to remove K.Kt. : |
|                                                         | therefore                                           |
| K.Kt. to K.B. third.                                    | 5. Q. takes P. +                                    |
| 6. K.B. to K. second, afterwards castles, having a much |                                                     |
|                                                         | better position than the Black.                     |

---

SEVENTH GAME.

*White.*

*Black.*

- |                                |                               |
|--------------------------------|-------------------------------|
| 1. <i>K.P. two squares.</i>    | 1. <i>K.P. two squares.</i>   |
| 2. <i>K.Kt. to K.B. third.</i> | 2. <i>K.B.P. two squares.</i> |

This move of K.B.P. was first given in Greco's "Treatise on Chess," published about the middle of the seventeenth century, a work, by the way, of great merit.

It is an ingenious move, and I think, if properly played, attended with but little danger. I have therefore given it a

place in the Defence, where the Black has the first move. Cozio has analyzed this move more than any other writer, and I have availed myself largely of his valuable work.

- |                                                                                                      |                                                                                                                                                             |
|------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3. K. Kt. takes P.                                                                                   | 3. Q. to K. second.                                                                                                                                         |
| 4. Q. to K. R. fifth. +                                                                              | 4. K. Kt. P. one square.                                                                                                                                    |
| 5. K. Kt. takes K. Kt. P.                                                                            | 5. If he play Q. to K. B. second, you take P. with P., and if he then play K. B. to K. Kt. second, you may play K. Kt. to K. B. fourth. But suppose he play |
|                                                                                                      | Q. takes K. P. +                                                                                                                                            |
| 6. It would be bad play to move K. to Q. square, as will be shown in the First Variation : therefore |                                                                                                                                                             |
| K. B. to K. second.                                                                                  | 6. K. Kt. to K. B. third.                                                                                                                                   |
| 7. Q. to K. R. third.                                                                                |                                                                                                                                                             |

## FIRST DEFENCE.

- |                                                                |                        |
|----------------------------------------------------------------|------------------------|
|                                                                | 7. P. takes Kt.        |
| 8. Q. takes K. R.                                              | 8. Q. takes K. Kt. P.  |
| 9. K. R. to K. B. square.                                      | 9. K. to K. B. second. |
| 10. Q. to K. R. fourth, and afterwards Q. to K. Kt. third, &c. |                        |

White has the best of the game, having gained a Rook for a Knight.

## SECOND DEFENCE.

- |                       |                            |
|-----------------------|----------------------------|
|                       | 7. K. R. to K. Kt. square. |
| 8. K. Kt. takes K. B. |                            |

*In the first place,*

- |                                          |                          |
|------------------------------------------|--------------------------|
|                                          | 8. K. R. takes K. Kt. P. |
| 9. Q. Kt. to Q. B. third.                | 9. Q. to Q. B. third.    |
| 10. K. B. to K. B. third, and wins K. R. |                          |

*In the second place,*

- |                           |                       |
|---------------------------|-----------------------|
|                           | 8. Q. takes K. Kt. P. |
| 9. Q. takes Q.            | 9. K. R. takes Q.     |
| 10. K. Kt. takes K. R. P. | 10. K. Kt. takes Kt.  |

White has the best of the game.

*In the third place.*

- |                                                     |                    |
|-----------------------------------------------------|--------------------|
|                                                     | 8. K. takes Kt.    |
| 9. K.B.P. one square.                               | 9. Q. takes Q.B.P. |
| 10. Q.Kt. to Q.B. third, and has the best position. |                    |

### FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

White.

Black.

- |                         |                         |
|-------------------------|-------------------------|
| 1. K. P. two squares.   | 1. K. P. two squares.   |
| 2. K.Kt. to K.B. third. | 2. K.B.P. two squares.  |
| 3. K.Kt. takes P.       | 3. Q. to K. second.     |
| 4. Q. checks.           | 4. K.Kt. P. one square. |
| 5. K.Kt. takes K.Kt. P. | 5. Q. takes P. +        |
| 6. K. to Q. square.     | 6. K.Kt. to K.B. third. |

FIRST DEFENCE.

- |                                                                                                                                                                      |                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|
| 7. Q. to K.R. fourth.                                                                                                                                                | 7. K.Kt. to its fifth. |
| 8. If you play Q.Kt. to Q.B. third, or K.B.P. one square,<br>he will take K.Kt., winning a piece ; for if you take<br>K.R. he will checkmate with K.Kt. : therefore, |                        |

*In the first place,*

- |                                                                                                                                                                                                                                                                                                                                                                                                           |                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| Q. P. one square.                                                                                                                                                                                                                                                                                                                                                                                         | 8. K.R.P. takes Kt.     |
| 9. If you take Q., he will take yours, having won a piece : if<br>Q. takes K.R.                                                                                                                                                                                                                                                                                                                           | 9. K.Kt. takes K.B.P. + |
| 10. K. to Q. second.                                                                                                                                                                                                                                                                                                                                                                                      | 10. Q. to K.Kt. fifth.  |
| 11. If you play K.B. to K. second, he will give check at<br>K.B. fifth ; you cannot move K. to Q.B. third without<br>being checkmated at Q.Kt. fifth ; and if you play K. to<br>his square, he will take Q.B., and afterwards K.R. If<br>you play K.R. to K.Kt. square, he will check with Q.<br>at Q. eighth, winning a piece, and having much the best<br>of the game. If you play<br>Q. to K. fifth +. | 11. K. to B. second.    |
| 12. If you play Q. P. one square in order to check with K. B.,<br>he may play Q. B. P. one square. If you move K. R. to                                                                                                                                                                                                                                                                                   |                         |

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K. Kt. square, he should check with K. B. at Q. Kt. fifth, winning the Queen. But if

- |                                      |                              |
|--------------------------------------|------------------------------|
| Q. Kt. to Q. B. third.               | 12. K. B. to Q. Kt. fifth.   |
| 13. K. R. to K. Kt. square.          | 13. Q. to Q. eighth. +       |
| 14. K. to K. third.                  | 14. Q. to K. eighth. +       |
| 15. K. B. to K. second, as the best. |                              |
|                                      | 15. K. Kt. to its fifth. +   |
| 16. K. to Q. fourth.                 | 16. Q. to K. B. seventh. +   |
| 17. Q. B. to K. third.               | 17. Q. Kt. checks.           |
| 18. K. to Q. fifth.                  | 18. Kt. takes Q. B., checks, |
- and wins easily.

*In the second place,*

- |                           |                                 |
|---------------------------|---------------------------------|
| 8. K. B. to K. second.    | 8. P. takes K. Kt.              |
| 9. Q. takes K. R.         | 9. Kt. takes K. B. P. +         |
| 10. K. to his square.     | 10. K. Kt. takes R.             |
| 11. Q. to K. R. third.    | 11. K. B. to Q. B. fourth.      |
| 12. Q. to K. R. eighth. + | 12. K. to K. second.            |
| 13. Q. takes Q. B.        | 13. Q. to K. R. fifth. +        |
| 14. K. Kt. P. one square. | 14. K. Kt. takes K. Kt. P., and |
- has a forced won game.

SECOND DEFENCE.

- |                       |                            |
|-----------------------|----------------------------|
| 7. Q. to K. R. third. | 7. P. takes K. Kt.         |
| 8. Q. takes K. R.     | 8. K. Kt. to K. Kt. fifth. |
9. If you play Q. to K. R. fourth, he will check with K. Kt. at K. sixth, winning the Queen. If you play K. B. to K. second, see above "*In the second place.*" If
- |                   |                            |
|-------------------|----------------------------|
| Q. P. one square. | 9. K. Kt. takes K. B. P. + |
|-------------------|----------------------------|
10. K. to Q. second, and the position is the same as before. See "First Defence."—"In the first place," tenth move.

SECOND VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

**White.**

**Black.**

- |                           |                          |
|---------------------------|--------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.    |
| 2. K. Kt. to K. B. third. | 2. K. B. P. two squares. |

- |                           |                         |
|---------------------------|-------------------------|
| 3. K. Kt. takes P.        | 3. Q. to K. B. third.   |
| 4. Q. P. two squares.     | 4. P. takes P.          |
| 5. K. B. to Q. B. fourth. | 5. K. Kt. to K. second. |

FIRST ATTACK.

- |                                                              |                                                                          |
|--------------------------------------------------------------|--------------------------------------------------------------------------|
| 6. K. B. checks.                                             | 6. K. to Q. square.                                                      |
| 7. K. B. to Q. Kt. third.                                    | 7. Q. P. two squares.                                                    |
| 8. Q. B. to Q. Kt. fifth.                                    | 8. If he take Q. B. he loses<br>the Queen : therefore<br>Q. to K. third. |
| 9. Q. Kt. to Q. B. third.                                    | 9. Q. B. P. one square.                                                  |
| 10. Q. Kt. takes K. P.                                       | 10. Q. Kt. to Q. second.                                                 |
| 11. K. B. P. two squares, and you have the best of the game. |                                                                          |

SECOND ATTACK.

6. K. Kt. to K. B. seventh.

*In the first place,*

- |                           |                          |
|---------------------------|--------------------------|
|                           | 6. Q. P. two squares.    |
| 7. K. B. takes P.         | 7. K. Kt. takes K. B.    |
| 8. K. Kt. takes K. R.     | 8. K. Kt. P. one square. |
| 9. K. Kt. takes K. Kt. P. | 9. P. takes Kt.          |

White is equal in power but superior in position.

*In the second place,*

- |                                     |                                                                                                                                                                                                                             |
|-------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     | 6. K. R. to K. Kt. square.                                                                                                                                                                                                  |
| 7. Q. B. to K. Kt. fifth.           | 7. Q. to K. Kt. third.                                                                                                                                                                                                      |
| 8. Q. B. takes K. Kt.               | 8. K. B. takes B.                                                                                                                                                                                                           |
| 9. K. Kt. to Q. sixth. <sup>+</sup> | 9. K. B. takes Kt.                                                                                                                                                                                                          |
| 10. K. B. takes R.                  | 10. Q. takes K. Kt. P.                                                                                                                                                                                                      |
| 11. K. R. to K. B. square.          | 11. Q. takes K. R. P.                                                                                                                                                                                                       |
| 12. Q. to K. Kt. fourth.            | 12. If he play K. P. one square,<br>you check with Q. at K. fourth, if he move K. to B.<br>square, you take P. with P. and win ; if he play K. to<br>Q. square, you take K. P. with Q. But if he play<br>Q. to K. B. fifth, |

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13. Q. takes Q.                      13. K. B. takes Q.  
 14. Q. Kt. to Q. B. third.      14. If he play K. P. one square,  
     you should take it, in order afterwards to play Q. Kt. to  
     Q. fifth. But if  
                                          K. R. P. one square.  
 15. Q. Kt. takes P., and has the best of the game.

### THIRD ATTACK.

6. Q. Kt. to Q. B. third.      6. Q. to K. B. fourth.  
 7. Q. Kt. to its fifth.          7. Q. Kt. to Q. R. third.  
 8. K. Kt. to K. B. seventh.    8. If he move K. R. he loses  
     the Queen : therefore  
                                          K. Kt. to Q. fourth.  
 9. K. Kt. takes K. R.          9. Q. B. P. one square.  
 10. K. B. takes K. Kt.        10. Q. takes B.  
 11. Q. Kt. to Q. B. third, and has evidently the best of the  
     game.

## EIGHTH GAME.

### White.

### Black.

- |                           |                                                                                                                                                                                                                                                                                               |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                                                                                                                                                                                                                                                                         |
| 2. K. Kt. to K. B. third. | 2. Q. P. two squares.                                                                                                                                                                                                                                                                         |
| 3. K. Kt. takes K. P.     | 3. The proper move is Q. to<br>K. second. But suppose<br>P. takes P.                                                                                                                                                                                                                          |
| 4. K. B. to Q. B. fourth. | 4. If he play K. Kt. to K. R.<br>third, you play Q. P. two squares. If he play Q. B. to<br>K. third, you take it, and afterwards check with Q. at<br>K. R. fifth. If he play Q. to Q. fifth, you play Q. to<br>K. R. fifth, having a fine attack. Finally, if he play<br>Q. to K. Kt. fourth. |
| 5. Q. P. two squares.     | 5. Q. takes K. Kt. P.                                                                                                                                                                                                                                                                         |
| 6. K. R. to K. B. square. |                                                                                                                                                                                                                                                                                               |



FIRST DEFENCE.

- |                                                       |                            |
|-------------------------------------------------------|----------------------------|
|                                                       | 6. Q.B. to K. third.       |
| 7. Q.P. one square.                                   | 7. If he play Q.B. to K.R. |
| sixth, you move Q.B. to K.B. fourth.                  | But if                     |
|                                                       | Q.Kt. to Q. second.        |
| 8. P. takes B.                                        | 8. Kt. takes Kt.           |
| 9. P. takes K.B.P.+                                   | 9. Q.Kt. takes P.          |
| 10. K.B. takes Kt.+                                   | 10. K. takes B.            |
| 11. Q. to Q. fifth+                                   | 11. K. to K. square.       |
| 12. Q. takes Q.Kt.P.                                  | 12. Q.R. to Q. square.     |
| 13. Q. to Q.Kt. fifth.+                               | 13. K. to K.B. second.     |
| 14. Q. to Q.B. fourth.+                               | 14. K. to K.Kt. third.     |
| 15. Q.B. to K. third.                                 | 15. If he play Q. to K.Kt. |
| fifth, you play K.B.P. one square. If he take K.R.P., |                            |
| you take K.P., and afterwards playing Q.Kt. to Q.     |                            |
| second, and castling on the Queen's side, you will in |                            |
| every case have the best of the game.                 |                            |

SECOND DEFENCE.

- |                               |                                 |
|-------------------------------|---------------------------------|
|                               | 6. Q.B. to K.R. sixth.          |
| 7. K.B. takes K.B.P.+         | 7. K. to K. second.             |
| 8. K.B. to Q.B. fourth.       | 8. If he take K.R.P., you       |
| play Q. to K.R. fifth.        | If he play K.Kt. to K.B. third, |
| you play Q.B. to K.B. fourth, | having in each case the         |
| best of the game.             |                                 |

---

NINTH GAME.

**White.**

**Black.**

- |                                                       |                                |
|-------------------------------------------------------|--------------------------------|
| 1. <i>K.P. two squares.</i>                           | 1. <i>K.P. two squares.</i>    |
| 2. <i>K.Kt. to K.B. third.</i>                        | 2. <i>Q.Kt. to Q.B. third.</i> |
| 3. <i>K.B. to Q.B. fourth.</i>                        | 3. The best move is K.B. to    |
| Q.B. fourth ; but there are two other methods of play |                                |

which deserve examination, namely, *K. B. P. two squares*, and *K. Kt. to K. B. third*. We will examine the former in this, and the latter in the next game.

K. B. P. two squares.

4. K. B. takes Kt.

#### FIRST DEFENCE.

4. K. B. P. takes P.

5. K. Kt. takes K. P.      5. If he take K. Kt., you check with Q. at K. R. fifth, winning a piece ; for if he interpose Kt. at K. Kt. third, you take K. R. P. with K. B. ; therefore

K. R. takes K. B.

6. Q. to K. R. fifth. +      6. K. Kt. P. one square.  
7. Q. takes K. R. P.      7. K. R. to K. Kt. second.  
8. K. Kt. takes Kt.      8. Q. P. takes Kt.  
9. Q. to K. R. sixth, and has the best of the game.

#### SECOND DEFENCE.

4. K. R. takes K. B.

5. Q. P. two squares.

*In the first place,*

5. K. B. P. takes P.

6. K. Kt. takes P.      6. Q. Kt. takes Kt.  
7. Q. P. takes Kt.      7. If he play Q. P. two squares, you should take *en passant*, if he take with Q. B. P., you play Q. to Q. fifth, winning K. P., if he take with Q., you check at K. R. fifth, compelling him, in order to save K. R. P., to interpose the Queen, which you take, having the best position ; but if he take the Pawn with K. B., you must not play Q. to Q. fifth, because you would lose her by Black checking with K. B. ; you therefore check with Q. at K. R. fifth, and take K. R. P. But suppose he plays

Q. to K. second.

- |                          |                        |
|--------------------------|------------------------|
| 8. Q. to Q. fifth.       | 8. K.R. to its square. |
| 9. Q. takes P.           | 9. Q.P. one square.    |
| 10. Q.B. to K.B. fourth. |                        |

White has a much better game than the Black.

*In the second place,*

- |                                                                |                               |
|----------------------------------------------------------------|-------------------------------|
|                                                                | 5. K.P. takes Q.P.            |
| 6. K.Kt. takes P.                                              | 6. If he take P. with P., you |
| will exchange Knights, then check with Q. at K.R.              |                               |
| fifth, and take K.R.P. Therefore                               |                               |
|                                                                | Kt. takes Kt.                 |
| 7. Q. takes Kt.                                                | 7. K.B.P. takes P. (A.)       |
| 8. Q. to Q. fifth.                                             | 8. K.R. to K.R. square.       |
| 9. Q. to K.R. fifth.+                                          | 9. K.Kt.P. one square.        |
| 10. Q. to K. fifth.+                                           | 10. K. to K.B. second.        |
| 11. If you take K.R. he will check with K.B., and win the      |                               |
| Queen : therefore                                              |                               |
| K. castles.                                                    | 11. K.B. to K. second.        |
| 12. Q. takes P., and your position is superior to the Black's. |                               |

(A.)

- |                        |                       |
|------------------------|-----------------------|
|                        | 7. Q. to K. second.   |
| 8. K. castles.         | 8. Q. takes P.        |
| 9. Q. to Q.B. third.   | 9. K.B. to K. second. |
| 10. Q.R. to K. square. |                       |

Black has much the worst of the game.

*In the third place,*

- |                                                       |                                |
|-------------------------------------------------------|--------------------------------|
|                                                       | 5. Q.Kt. takes Q.P.            |
| 6. K.Kt. takes K.P.                                   | 6. If he play Kt. to K. third, |
| you take P. with P. If he play Kt. to Q.B. third, you |                                |
| move Q. to Q. fifth, winning the exchange. If he play |                                |
|                                                       | K.B. to Q.B. fourth.           |
| 7. Q. to K.R. fifth.+                                 | 7. K.Kt.P. one square.         |
| 8. Q. takes K.R.P., and ought to win.                 |                                |

## TENTH GAME.

White.

Black.

- |                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>                                                                                                                                                                                                                                                                                                                                                                 | 1. <i>K. P. two squares.</i>                                                                                                                                                                                                                                                                                                      |
| 2. <i>K. Kt. to K. B. third.</i>                                                                                                                                                                                                                                                                                                                                                             | 2. <i>Q. Kt. to Q. B. third.</i>                                                                                                                                                                                                                                                                                                  |
| 3. <i>K. B. to Q. B. fourth.</i>                                                                                                                                                                                                                                                                                                                                                             | 3. <i>K. Kt. to K. B. third</i> ; this move is not so good as <i>K. B. to Q. B. fourth</i> , because it enables you at once to attack his <i>K. B. P.</i> with success.                                                                                                                                                           |
| 4. <i>K. Kt. to K. Kt. fifth.</i>                                                                                                                                                                                                                                                                                                                                                            | 4. If he play <i>Q. Kt. to Q. R. fourth</i> , or <i>Q. to K. second</i> , you should take <i>K. B. P.</i> with <i>K. B.</i> He has two other ways of playing, viz. <i>K. Kt.</i> takes <i>K. P.</i> , or <i>Q. P. two squares</i> ; see the First Variation. We shall now suppose him to play<br><i>K. Kt.</i> takes <i>K. P.</i> |
| 5. It would not be good play to take <i>K. Kt.</i> , because he would advance <i>Q. P. two squares</i> , recovering the piece ; nor would it be right to take <i>K. B. P.</i> with <i>K. Kt.</i> , attacking <i>Q.</i> and <i>R.</i> , because Black would win the game by playing <i>Q. to K. R. fifth</i> . See the Eleventh Game. You should play<br><i>K. B.</i> takes <i>K. B. P.</i> + | 5. <i>K. to K. second.</i>                                                                                                                                                                                                                                                                                                        |
| 6. <i>Q. P. one square.</i>                                                                                                                                                                                                                                                                                                                                                                  | 6. If he take <i>K. Kt.</i> he evidently loses the Queen ; if he play <i>K. Kt. to Q. third</i> , you play <i>K. Kt. to K. sixth</i> , equally winning the Queen : and though you lose three minor pieces for her, I think you would have the better game. Therefore<br><i>K. Kt.</i> to <i>K. B. third.</i>                      |
| 7. <i>K. B. to Q. Kt. third.</i>                                                                                                                                                                                                                                                                                                                                                             | 7. <i>Q. P. two squares,</i>                                                                                                                                                                                                                                                                                                      |
| 8. <i>K. B. P. two squares.</i>                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                   |

The position is clearly in favour of the White.

## FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

White.

Black.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. Kt. to K. B. third.</i> |

4. *K. Kt. to K. Kt. fifth.*      4. Q. P. two squares.
5. K. P. takes P.      5. If he play Q. Kt. to Q. R.  
fourth, you should check with K. B., and on his inter-  
posing Q. B., play Q. to K. second. But if  
K. Kt. takes K. P.
6. You might play Q. P. two squares, having a good game ;  
but the best move is  
K. Kt. takes K. B. P.      6. K. takes Kt.
7. Q. to K. B. third. +      7. It is evident that, if he do  
not play K. to his third, he will lose K. Kt. : therefore  
K. to K. third.
8. Q. Kt. to Q. B. third.

FIRST DEFENCE.

8. Q. Kt. to Q. Kt. fifth.
9. Q. to K. fourth.      9. Q. B. P. one square.
10. Q. P. two squares.      10. If he play K. B. to Q. third,  
or Q. to K. B. third, you should play Q. R. P. one  
square, and afterwards take K. Kt. with Q. Kt. But if  
Q. to Q. third.
11. K. B. P. two squares.      11. Q. Kt. P. two squares.
12. K. B. P. takes P.      12. Q. to Q. second.
13. Castles.      13. P. takes K. B.
14. Checkmates in seven moves.

SECOND DEFENCE.

8. Q. Kt. to K. second.
9. Q. P. two squares.      9. If he take P. with P., you  
should check with Q. at K. fourth, winning a piece.  
If he play,

*In the first place,*

- Q. B. P. one square.
10. Q. B. to K. Kt. fifth.      10. If he take P. with P., you  
may castle on the Queen's side, and afterwards check  
with K. R., winning easily. If he play K. to Q. second,

or third, you should take K.P., and then castle with Q.R. But suppose he play

K.R.P. one square.

- |                                     |                                                                                        |
|-------------------------------------|----------------------------------------------------------------------------------------|
| 11. Q.B. takes Kt.                  | 11. If he take Q.B. with Q.,<br>you castle with Q.R., having a fine attack ; therefore |
|                                     | K.B. takes Q.B.                                                                        |
| 12. Castles with Q.R.               | 12. K.R. to K.B. square.                                                               |
| 13. Q. to K. fourth.                | 13. Q. to Q. third.                                                                    |
| 14. K.R. to K. square.              | 14. R. to K.B. fourth.                                                                 |
| 15. K.Kt.P. two squares.            | 15. R. to K.Kt. fourth.                                                                |
| 16. K.B.P. two squares.             | 16. R. takes K.Kt. P.                                                                  |
| 17. Q.P. takes P.                   | 17. Q. removes.                                                                        |
| 18. Kt. takes Kt., and wins easily. |                                                                                        |

*In the second place,*

9. K.R.P. one square.

10. Castles.

#### FIRST METHOD.

- |                                                  |                           |
|--------------------------------------------------|---------------------------|
|                                                  | 10. K.Kt.P. two squares.  |
| 11. Q. to K. fourth.                             | 11. K.B. to K.Kt. second. |
| 12. K.B.P. two squares.                          | 12. K.Kt.P. takes P.      |
| 13. Q.B. takes P.                                | 13. Q. to Q. third.       |
| 14. Q.B. takes K.P.                              | 14. K.B. takes B.         |
| 15. Q. to K.Kt. fourth, checks, and wins easily. |                           |

#### SECOND METHOD.

- |                        |                                                                                                                                                                                                       |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                        | 10. Q.B.P. one square.                                                                                                                                                                                |
| 11. K.R. to K. square. | 11. If he play K. to Q. third,<br>you take K.P. with P., and afterwards advance P. to<br>K. sixth. If he play K. to Q. second, you may either<br>take P. with P., or you may take Kt. with Kt. But if |

*In the first place,*

Q.Kt.P. two squares.

- |                      |                 |
|----------------------|-----------------|
| 12. K.B. takes Kt. + | 12. P. takes B. |
|----------------------|-----------------|

- |                              |                       |
|------------------------------|-----------------------|
| 13. R. takes P.+             | 13. K. to Q. second.  |
| 14. R. takes P.+             | 14. Kt. takes R.      |
| 15. Q. takes Kt.+            | 15. K.B. to Q. third. |
| 16. Q. takes Q.R., and wins. |                       |

*In the second place,*

- |                                                                                                        |                          |
|--------------------------------------------------------------------------------------------------------|--------------------------|
|                                                                                                        | 11. K.Kt.P. two squares. |
| 12. K.R. takes P.+                                                                                     | 12. K. to Q. second.     |
| 13. K.B. takes Kt.                                                                                     | 13. Kt. takes B.         |
| 14. Q.Kt. takes Kt.                                                                                    | 14. P. takes Kt.         |
| 15. R. takes P.+                                                                                       | 15. K.B. to Q. third.    |
| 16. Q.B.P. two squares ; and having a fine position, and<br>wins for a Bishop, ought certainly to win. |                          |

*In the third place,*

11. Kt. to K.Kt. third.
12. Von Bilguer recommends White to play Q. to K.R. fifth, which is undoubtedly a strong move ; indeed, the position is so much in your favour, that you have several ways of winning. But suppose you play P. takes P.

FIRST DEFENCE.

- |                                                |                           |
|------------------------------------------------|---------------------------|
|                                                | 12. Q.Kt. P. two squares. |
| 13. B. takes Kt.+                              | 13. P. takes B.           |
| 14. Q. to K.Kt. fourth.+                       | 14. K. to B. second.      |
| 15. P. checks.                                 | 15. K. to B. third.       |
| 16. Q. to K.B. third, checks, and wins easily. |                           |

SECOND DEFENCE.

- |                                                |                          |
|------------------------------------------------|--------------------------|
|                                                | 12. K.B. to Q.Kt. fifth. |
| 13. Q. to K.Kt. fourth.+                       | 13. K. to B. second.     |
| 14. P. checks.                                 | 14. K. to K. second.     |
| 15. Q. takes Kt.                               | 15. Kt. takes Kt.        |
| 16. Q. to K.B. seventh.+                       | 16. K. to Q. third.      |
| 17. P. takes Kt.                               | 17. B. takes P.          |
| 18. B. to Q.R. third, checks, and wins easily. |                          |

## THIRD DEFENCE.

12. Kt. to K.R. fifth.
13. Q. to K.Kt. fourth.+ 13. If he play K. to K.B. second, you should check with P., and if he play K. to K. square, you take Kt. with Kt. ; but if he play K. to Kt. square, you play K.Kt.P. one square, having the best of the game. But suppose he play  
Kt. to K.B. fourth.
14. Q. to K.Kt. sixth.+ 14. K. to K. second.
15. P. to K. sixth. 15. If he play Kt. to Q. third, you should take Kt. with K.B. If he play Kt. to Q. fifth, you may checkmate him in four moves. But if  
Kt. takes Kt.
16. Q. to K.B. seventh.+ 16. K. to Q. third.
17. P. takes Kt. 17. If he play Kt. to K. second, you should check with Q. at K.B. fourth. But if  
Q. to K.B. third.
18. Q.B. to Q.R. third.+ 18. Q.B.P. one square.
19. Q.R. checks. 19. K. to Q.B. third.
20. K.B. to Q. fifth, checks, and wins easily.

## FOURTH DEFENCE.

12. K. to K. second.
13. P. to K. sixth. 13. If he take P. with Q.B., you play Q. to K.B. fifth, winning easily. But if  
Q. to K. square.
14. K.B. takes Kt. 14. P. takes K.B.
15. Kt. takes P.+ 15. If he play K. to Q. third, you move K.R. to Q. square, winning easily : therefore,  
K. to Q. square.
16. Q.B. to K.B. fourth, winning easily.

If, instead of playing as above, on the twelfth move, he were to play K.Kt. to K. second, you should play Kt. to K. fourth square, having a forced won game.

---



# ELEVENTH GAME.

**White.**

**Black.**

1. *K. P. two squares.*
2. *K. Kt. to K. B. third.*
3. *K. B. to Q. B. fourth.*
4. *K. Kt. to K. Kt. fifth.*
5. It has been observed in the Tenth Game, that the proper move is, to take K. B. P. with K. B. checking ; and that, taking the Pawn with K. Kt., attacking Q. and K. R., though *apparently* a better move, would cause the loss of the game. To prove this assertion is not easy, nor can it be done in a few pages ; as, however, many interesting positions occur in the analysis, I venture to give it at considerable length. I shall, therefore, suppose you to play the bad move of  
K. Kt. takes K. B. P.
6. K. castles ; there are several other ways of playing, viz. :—  
K. Kt. P. one square : see the Twelfth Game.  
Q. to K. second square : see the Thirteenth Game.  
K. R. to K. B. square : see the Fourteenth Game.
7. Kt. takes K. R. ; as you may play K. Kt. P. one square, or Q. P. two squares, there will be two Variations on this move. Von Bilguer, in his work, “*Das Zweispringerspiel im Nachzuge*,” recommends Q. P. two squares for the next move of the Black ; it is no doubt a good move, but not equal to
8. R. takes Kt.
9. K. to B. square.
1. *K. P. two squares.*
2. *Q. Kt. to Q. B. third.*
3. *K. Kt. to K. B. third.*
4. *K. Kt. takes K. P.*
5. Q. to K. R. fifth.
6. K. B. to Q. B. fourth.
7. Kt. takes K. B. P.
8. B. takes R. +
9. K. B. to Q. Kt. third.

## FIRST DEFENCE.

10. K. B. checks.
11. Q. to K. square.
12. K. to K. second.
10. K. to B. square.
11. Q. to K. B. fifth. +
12. Q. to K. Kt. fifth. +

*In the first place,*

13. If you play K. to B. square, he will check with Q. at K.B. fourth ; then with Kt. at Q. fifth, winning the Queen at the least. If you play K. to Q. third. 13. Checkmates in six moves.

*In the second place,*

11. If you play Q. to K.B. third, he will move Kt. to Q. fifth, winning easily. Therefore,  
Q. to K. second. 11. Q. takes K.R. P.  
12. K. to K. square. 12. Q. to K. Kt. sixth. +  
13. K. to Q. square. 13. Q. Kt. to Q. fifth.  
14. Q. to K.R. fifth. 14. Q. P. two squares, winning easily.

SECOND DEFENCE.

10. Q. to K. second. 10. Q. to K.B. fifth. +  
11. K. to K. square. 11. Q. Kt. to Q. fifth.  
12. Q. to Q. third. 12. Kt. takes Q. B. P. +  
13. Q. takes Kt. 13. Checkmates in nine moves

*FIRST VARIATION,*

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

*White.*

*Black.*

- |                            |                           |
|----------------------------|---------------------------|
| 1. K. P. two squares.      | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third.  | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth.  | 3. K. Kt. to K. B. third. |
| 4. K. Kt. to K. Kt. fifth. | 4. K. Kt. takes K. P.     |
| 5. K. Kt. takes K. B. P.   | 5. Q. to K. R. fifth.     |
| 6. Castles.                | 6. K. B. to Q. B. fourth. |
| 7. K. Kt. P. one square.   | 7. Kt. takes K. Kt. P.    |

FIRST DEFENCE.

8. Kt. takes K. R. 8. Kt. takes K. R.  
9. Q. takes Kt. 9. Kt. to Q. fifth.  
10. If you play Q. to Q. third, or to K. Kt. second, or K. B. Q. fifth, or to K. second, he will take Q. B. P. with K.  
If you play

- |                          |                                        |
|--------------------------|----------------------------------------|
| K. B. to Q. Kt. third.   | 10. Kt. to K. B. sixth. +              |
| 11. K. to Kt. second.    | 11. K. P. one square.                  |
| 12. K. R. P. one square. | 12. Q. P. two squares, winning easily. |

SECOND DEFENCE.

- |                          |                         |
|--------------------------|-------------------------|
| 8. P. takes Kt.          | 8. Q. takes P. +        |
| 9. K. to R. square.      | 9. Q. to K. R. sixth. + |
| 10. K. to K. Kt. square. | 10. Q. P. two squares.  |

*In the first place,*

- |                      |                            |
|----------------------|----------------------------|
| 11. K. B. takes P.   | 11. Q. B. to K. Kt. fifth. |
| 12. Q. to K. square. | 12. Q. to K. Kt. sixth. +  |
| 13. K. to R. square. | 13. Q. B. checks.          |
| 14. B. takes B.      | 14. Q. takes B. +          |
| 15. K. to R. second. | 15. K. takes Kt.           |

Black has evidently the best of the game.

*In the second place,*

- |                       |                                            |
|-----------------------|--------------------------------------------|
| 11. Kt. takes K. R.   | 11. P. takes K. B.                         |
| 12. Q. to K. second.  | 12. Q. B. to K. Kt. fifth.                 |
| 13. Q. takes Q. B. P. | 13. Q. B. to K. B. sixth, and wins easily. |

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

**White.**

1. K. P. two squares.
2. K. Kt. to K. B. third.
3. K. B. to Q. B. fourth.
4. K. Kt. to K. Kt. fifth.
5. K. Kt. takes K. B. P.
6. Castles.
7. Q. P. two squares.
8. Kt. takes K. R.

**Black.**

1. K. P. two squares.
2. Q. Kt. to Q. B. third.
3. K. Kt. to K. B. third.
4. K. Kt. takes K. P.
5. Q. to K. R. fifth.
6. K. B. to Q. B. fourth.
7. K. B. takes P.
8. K. Kt. takes K. B. P.

## FIRST DEFENCE.

- |                          |                            |
|--------------------------|----------------------------|
| 9. K.R. takes Kt.        | 9. K.B. takes R. +         |
| 10. K. to B. square.     | 10. K.B. to Q.B. fourth.   |
| 11. Q. to K. second.     | 11. Q. to Q. fifth.        |
| 12. K. to K. square.     | 12. Q.P. two squares.      |
| 13. Q. to K.B. square.   | 13. Q.B. to K. third.      |
| 14. K.B. to K. second.   | 14. Castles.               |
| 15. Kt. to K.B. seventh. | 15. R. to K.B. square, and |
- Black has much the best of the game.

## SECOND DEFENCE.

- |                         |                             |
|-------------------------|-----------------------------|
| 9. K.B. checks.         | 9. K. to K.B. square.       |
| 10. K.R. takes Kt.      | 10. Q. takes K.R. +         |
| 11. K. to K.R. square.  | 11. Q.P. one square.        |
| 12. K.B. to Q. fifth.   | 12. Q.B. to K.Kt. fifth.    |
| 13. K.B. to K.B. third. | 13. Q.B. takes K.B.         |
| 14. P. takes Q.B.       | 14. K. to K.Kt. square, and |
- will afterwards take K. Kt., having the best of the game.

## TWELFTH GAME.

## White.

## Black.

- |                         |                          |
|-------------------------|--------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.     |
| 2. K.Kt. to K.B. third. | 2. Q. Kt. to Q.B. third. |
| 3. K.B. to Q.B. fourth. | 3. K.Kt. to K.B. third.  |
| 4. K.Kt. to its fifth.  | 4. K.Kt. takes K.P.      |
| 5. K.Kt. takes K.B.P.   | 5. Q. to K.R. fifth.     |
| 6. K.Kt.P. one square.  | 6. Kt. takes K.Kt.P.     |

## FIRST DEFENCE.

- |                                                                                                   |                      |
|---------------------------------------------------------------------------------------------------|----------------------|
| 7. K.B.P. takes Kt.                                                                               | 7. Q. takes K.B.     |
| 8. If you play K.Kt. to its fifth, he will play Q.P. two squares, or K.B. to Q.B. fourth ; but if |                      |
| K.Kt. takes K.R.                                                                                  | 8. Q. to K. fifth. + |

- |                         |                                                                                                                              |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------|
| 9. Q. to K. second.     | 9. Q. takes K. R. +                                                                                                          |
| 10. Q. to K. B. square. | 10. Q. takes Q. +                                                                                                            |
| 11. K. takes Q.         | 11. K. Kt. P. one square, and afterwards, by playing K. B. to K. Kt. second, will win K. Kt., and have the best of the game. |

SECOND DEFENCE.

- |                            |                                                                                                                                                                                                                                               |
|----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 7. K. R. to K. Kt. square. | 7. Q. to K. fifth. +                                                                                                                                                                                                                          |
| 8. K. B. to K. second.     | 8. K. Kt. takes K. B.                                                                                                                                                                                                                         |
| 9. Q. P. one square.       | 9. Q. to K. B. fourth ; and whether you take Kt. or R., he has evidently a winning game. Black might, on the seventh move, have at once taken K. B., remaining with a piece more. He might also, on the eighth move, have taken K. B. with Q. |

THIRTEENTH GAME.

**White.**

**Black.**

- |                                  |                                                                                                                                                         |
|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                                                                            |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i>                                                                                                                        |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. Kt. to K. B. third.</i>                                                                                                                        |
| 4. <i>K. Kt. to its fifth.</i>   | 4. <i>K. Kt. takes K. P.</i>                                                                                                                            |
| 5. <i>K. Kt. takes K. B. P.</i>  | 5. <i>Q. to K. R. fifth.</i>                                                                                                                            |
| 6. Q. to K. second.              | 6. If he were to play K. B. to Q. B. fourth, you would move K. Kt. P. one square, and have the best of the game. The proper move is Q. Kt. to Q. fifth. |

FIRST DEFENCE.

- |                                                                              |                            |
|------------------------------------------------------------------------------|----------------------------|
| 7. Q. to K. B. square.                                                       | 7. Q. Kt. takes Q. B. P. + |
| 8. If you move K. to K. second, he will play K. Kt. to Q. third : therefore, |                            |
| K. to Q. square.                                                             | 8. Q. Kt. takes Q. R.      |
| 9. K. Kt. P. one square.                                                     | 9. Kt. takes K. B. P. +    |

[www.libtool.com.cn](http://www.libtool.com.cn)

10. If you take K. Kt., he will take K. B. ; and if you then take K. R., he will play K. B. to Q. B. fourth, having a forced won game. But if

- |                  |                             |
|------------------|-----------------------------|
| K. to K. square. | 10. Q. to K. fifth. +       |
| 11. K. takes Kt. | 11. K. B. checks, and wins. |

#### SECOND DEFENCE.

- |                         |                                             |
|-------------------------|---------------------------------------------|
| 7. Q. to Q. third.      | 7. Q. takes K. B. P. +                      |
| 8. K. to Q. square.     | 8. Q. P. two squares.                       |
| 9. K. R. P. one square. | 9. Q. takes K. Kt. P., and will easily win. |

#### THIRD DEFENCE.

- |                          |                        |
|--------------------------|------------------------|
| 7. K. Kt. P. one square. | 7. Q. Kt. takes Q.     |
| 8. P. takes Q.           | 8. Q. Kt. to Q. fifth. |

#### *In the first place,*

- |                            |                            |
|----------------------------|----------------------------|
| 9. Kt. takes K. R.         | 9. Q. Kt. takes Q. B. P. + |
| 10. K. to Q. square.       | 10. Q. Kt. takes Q. R.     |
| 11. K. R. to K. B. square. | 11. K. B. to Q. B. fourth. |

Black has considerably the best of the game.

#### *In the second place,*

- |                             |                          |
|-----------------------------|--------------------------|
| 9. Q. P. one square.        | 9. K. Kt. to Q. third.   |
| 10. Kt. takes Kt.           | 10. K. B. takes Kt.      |
| 11. K. to Q. square.        | 11. K. B. to K. second.  |
| 12. K. R. to K. Kt. square. | 12. Kt. to K. B. fourth. |

Black's position is certainly superior to the White's.

### FOURTEENTH GAME.

#### White.

1. K. P. two squares.
2. K. Kt. to K. B. third.
3. K. B. to Q. B. fourth.
4. K. Kt. to its fifth.
5. K. Kt. takes K. B. P.

#### Black.

1. K. P. two squares.
2. Q. Kt. to Q. B. third.
3. K. Kt. to K. B. third.
4. K. Kt. takes K. P.
5. Q. to K. R. fifth.

6. K.R. to K.B. square. 6. It would not be good play to move K.B. to Q.B. fourth, because you would play K.Kt.P. one square, and have the best of the game. Von Bilguer recommends K.Kt. to Q. third square, as being the most simple way of playing, and giving the Black at once the best of the game. I have some doubts respecting the correctness of this assertion, and I think the moves he gives by no means prove it. I am still of opinion that the best move for the Black is Q.P. two squares.
7. K.B. takes P. 7. Q.B. to K.Kt. fifth.  
8. K.Kt.P. one square. 8. Q. to K.R. fourth.  
9. K.B.P. one square. 9. Q. takes K.R.P.
10. If you take K.R. with K.Kt., or K.Kt. with K.B., see the Fifteenth Game; if you play Q.B.P. one square, see the Sixteenth Game. But suppose you play K.B. takes Q.Kt.+ 10. P. takes K.B.
11. K.Kt. takes K.R.: there are several other ways of playing, for which see the Variation.  
11. Q. takes K.Kt.P.+
12. K. to K. second. 12. Q. to K.Kt. seventh.+
13. If you play K. to K. square, he will play Kt. to K.Kt. sixth. If you play K. to Q. third, he will play Kt. to K.B. seventh, winning easily; therefore, K. to K. third. 13. Kt. to K.Kt. sixth.
14. If you play any indifferent move, such as Q. to K. square, or Q.Kt.P. two squares, he will take K.R. with Kt. checking, and win easily. But suppose you play,

*In the first place,*

- K.R. to K.Kt. square. 14. K.B. checks.
15. If you play Q.P. two squares, he will take it with K.B., and then take K.R.; if you at once move the King, he takes K.R., in both cases winning easily.

*In the second place,*

14. K.R. to K. square. 14. Castles.
15. If you take Q.B., he will win by checking with K.B.;

If you play Q. P. two squares, or Q. Kt. P. two squares, the check with Kt. at K. B. fourth will be fatal ; in short, whatever you play, Black wins easily.

*In the third place,*

- |                            |                                      |
|----------------------------|--------------------------------------|
| 14. K. R. to K. B. second. | 14. K. B. checks.                    |
| 15. Q. P. two squares.     | 15. K. B. takes P. +                 |
| 16. K. to Q. third.        | 16. K. B. takes R., and wins easily. |

*In the fourth place,*

- |                        |                               |
|------------------------|-------------------------------|
| 14. P. takes Q. B.     | 14. K. B. checks.             |
| 15. Q. P. two squares. | 15. K. B. takes P.            |
| 16. K. to Q. third.    | 16. Checkmates in five moves. |

### VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE WHITE.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. Kt. to K. B. third. |
| 4. K. Kt. to its fifth.   | 4. K. Kt. takes P.        |
| 5. K. Kt. takes K. B. P.  | 5. Q. to K. R. fifth.     |
| 6. R. to K. B. square.    | 6. Q. P. two squares.     |
| 7. K. B. takes P.         | 7. Q. B. to K. Kt. fifth. |
| 8. K. Kt. P. one square.  | 8. Q. to K. R. fourth.    |
| 9. K. B. P. one square.   | 9. Q. takes K. R. P.      |
| 10. K. B. takes Q. Kt. +  | 10. P. takes B.           |

FIRST DEFENCE.

- |                      |                                                                                                |
|----------------------|------------------------------------------------------------------------------------------------|
| 11. Q. to K. second. | 11. Q. takes Q.                                                                                |
| 12. K. takes Q.      | 12. Kt. takes K. Kt. P. +                                                                      |
| 13. K. to B. second. | 13. Kt. takes K. R.                                                                            |
| 14. Kt. takes K. R.  | 14. Q. B. to K. R. sixth ; and will afterwards win K. Kt., and have much the best of the game. |



SECOND DEFENCE.

- |                       |                             |
|-----------------------|-----------------------------|
| 11. Q. P. one square. | 11. Q. takes K. Kt. P. +    |
| 12. K. to K. second.  | 12. Q. to K. Kt. seventh. + |
| 13. K. to K. third.   | 13. K. B. checks.           |
| 14. K. takes Kt.      | 14. K. takes Kt.            |
15. If you play Q. B. P. one square, he will checkmate in four moves ; if you play any other move, he will win the Queen at the least.

THIRD DEFENCE.

- |                      |                             |
|----------------------|-----------------------------|
| 11. P. takes Q. B.   | 11. Q. takes K. Kt. P. +    |
| 12. K. to K. second. | 12. Q. to K. Kt. seventh. + |
13. If you play K. to K. third, he will check with K. B., and proceed as below : therefore,

*In the first place,*

- |                     |                             |
|---------------------|-----------------------------|
| 13. K. to Q. third. | 13. Kt. to K. B. seventh. + |
| 14. K. R. takes Kt. | 14. Q. takes R.             |
15. If you take K. R., he will checkmate in three moves ; therefore,  
K. Kt. takes K. P.      15. Q. R. checks.
16. K. to Q. B. third.      16. Checkmates in two moves.

*In the second place,*

- |                      |                           |
|----------------------|---------------------------|
| 13. K. to K. square. | 13. Q. to K. Kt. sixth. + |
| 14. K. to K. second. | 14. Q. takes P. +         |
15. If you play K. to Q. third, or to K. third, you lose the Queen. If you play K. to K. square, he will check with Q. at K. R. fifth, and afterwards with Kt. at K. Kt. sixth, winning easily : therefore,  
K. R. to K. B. third.      15. Q. to K. Kt. seventh. +
- |                          |                             |
|--------------------------|-----------------------------|
| 16. K. to K. third. (A.) | 16. K. B. checks.           |
| 17. K. takes Kt. (B.)    | 17. Q. to K. Kt. fifth. +   |
| 18. K. to Q. third.      | 18. P. checks.              |
| 19. K. to Q. B. fourth.  | 19. P. takes K. R. +        |
| 20. K. takes B.          | 20. K. takes Kt., and has a |
- fine game.

(A.)

16. K. to K. square. 16. K. B. to K. second.  
 17. Q. to K. second. 17. K. B. checks.  
 18. K. to Q. square. 18. K. Kt. to K. B. seventh.<sup>+</sup>  
 19. K. R. takes Kt. 19. K. B. takes R.  
 20. Q. takes P.<sup>+</sup> 20. K. takes Kt.  
 21. Q. takes Q. B. P.<sup>+</sup> 21. K. to K. third.  
 22. Q. B. P. one square. 22. K. R. to K. B. square.  
 23. K. to Q. B. second. 23. Q. R. to Q. square, having  
 a very attacking position.

(B.)

17. Q. P. two squares. 17. K. B. takes P.<sup>+</sup>

*In the first place,*

18. K. takes Kt. 18. Q. to K. Kt. fifth.<sup>+</sup>  
 19. If you interpose Q. B., he will give checkmate ; therefore,  
 K. to Q. third. 19. P. checks.  
 20. K. takes B. 20. Q. to Q. second.<sup>+</sup>  
 21. K. takes P. 21. Q. takes Q.  
 22. Q. Kt. to Q. B. third. 22. Q. takes Q. B. P.<sup>+</sup>  
 23. K. to K. third. 23. Castles.

Black has by far the best of the game.

*In the second place,*

18. K. to Q. third. 18. Castles with K. R.  
 19. If you take his Kt. he will take yours, and if you then  
 play Q. to K. B. square, he will win easily by checking  
 with Q. at K. Kt. fifth. But if  
 Q. B. P. one square. 19. R. takes Kt.  
 20. R. takes R. 20. Kt. to Q. B. fourth.<sup>+</sup>  
 21. K. to B. fourth. 21. Q. to Q. fourth.<sup>+</sup>  
 22. K. to Kt. fourth. 22. R. checks.  
 23. K. to R. third. 23. Checkmates in eight moves.

# FIFTEENTH GAME.

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. Kt. to K. B. third.</i> |
| 4. <i>K. Kt. to its fifth.</i>   | 4. <i>K. Kt. takes K. P.</i>     |
| 5. <i>K. Kt. takes K. B. P.</i>  | 5. <i>Q. to K. R. fifth.</i>     |
| 6. <i>K. R. to K. B. square.</i> | 6. <i>Q. P. two squares.</i>     |
| 7. <i>K. B. takes P.</i>         | 7. <i>Q. B. to K. Kt. fifth.</i> |
| 8. <i>K. Kt. P. one square.</i>  | 8. <i>Q. to K. R. fourth.</i>    |
| 9. <i>K. B. P. one square.</i>   | 9. <i>Q. takes K. R. P.</i>      |

## FIRST DEFENCE.

- |                                                                                                                                                                                                                                                            |                                   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 10. <i>K. Kt. takes K. R.</i>                                                                                                                                                                                                                              | 10. <i>Q. takes P.+</i>           |
| 11. <i>K. to K. second.</i>                                                                                                                                                                                                                                | 11. <i>Q. to K. Kt. seventh.+</i> |
| 12. If you play <i>K. to K. third</i> , he will play <i>Kt. to K. B. seventh</i> ; and if you then play <i>Q. to K. second</i> , he will check with <i>K. B.</i> , and afterwards take <i>Q. P.</i> with <i>Q. Kt.</i> , winning the game. But if you play |                                   |
| <i>K. to K. square,</i>                                                                                                                                                                                                                                    | 12. <i>Kt. to K. Kt. sixth.</i>   |

## *In the first place,*

- |                                 |                                         |
|---------------------------------|-----------------------------------------|
| 13. <i>Q. P. one square.</i>    | 13. <i>K. B. checks.</i>                |
| 14. <i>Q. B. P. one square.</i> | 14. <i>Q. takes R.+</i>                 |
| 15. <i>K. to Q. second.</i>     | 15. <i>Q. to K. B. seventh, checks,</i> |
| <i>and wins.</i>                |                                         |

## *In the second place,*

- |                                   |                                        |
|-----------------------------------|----------------------------------------|
| 13. <i>K. B. to Q. B. fourth.</i> | 13. <i>Kt. takes R.</i>                |
| 14. <i>P. takes B.</i>            | 14. <i>Q. Kt. to Q. fifth, winning</i> |
| <i>easily.</i>                    |                                        |

## SECOND DEFENCE.

- |                               |                         |
|-------------------------------|-------------------------|
| 10. <i>K. B. takes K. Kt.</i> | 10. <i>Q. takes P.+</i> |
|-------------------------------|-------------------------|

*In the first place,*

- |                          |                                 |
|--------------------------|---------------------------------|
| 11. K. to K. second.     | 11. Q. Kt. checks.              |
| 12. K. to Q. third.      | 12. K. takes Kt.                |
| 13. R. to K. Kt. square. | 13. Q. to K. B. seventh.        |
| 14. R. takes B.          | 14. Q. R. to Q. square, winning |
- Q. R. at the least, besides having a very strong attack=

*In the second place,*

- |                            |                            |
|----------------------------|----------------------------|
| 11. K. R. to K. B. second. | 11. K. B. to Q. B. fourth. |
|----------------------------|----------------------------|
12. If you play Q. to K. second, he will play Kt. to Q. fifth and on your removing Q. to K. B. square, he may either play K. R. to B. square, or take K. B. P. with Q. B. But if
- |                            |                        |
|----------------------------|------------------------|
| Q. P. two squares. (A.)    | 12. K. B. takes P.     |
| 13. K. B. takes Kt. + (B.) | 13. P. takes B.        |
| 14. Q. to K. second.       | 14. Castles with K. R. |
15. If you play K. to B. square, he will take K. R. with E and after the exchange of Queens will win K. Kt. you play Q. B. to K. third, he may take K. Kt. with K. R., or Q. Kt. P. with K. B. If you take Q. B. with K. B. P., he will win by taking your Kt. Finally, you play
- |                      |                       |
|----------------------|-----------------------|
| Kt. to K. Kt. fifth. | 15. B. takes K. B. P. |
| 16. Kt. takes B.     | 16. B. takes R. +     |
| 17. Q. takes B.      | 17. Q. takes Kt.      |

Black has the best of the game.

## (A.)

- |                           |                               |
|---------------------------|-------------------------------|
| 12. K. B. takes Kt. +     | 12. P. takes B.               |
| 13. Q. to K. second.      | 13. Castles.                  |
| 14. Kt. to K. R. sixth. + | 14. P. takes Kt.              |
| 15. Q. to Q. B. fourth. + | 15. K. to R. square.          |
| 16. Q. takes B.           | 16. R. takes K. B. P., having |
- a forced won game.

## (B.)

- |                          |                          |
|--------------------------|--------------------------|
| 13. Q. to K. second.     | 13. K. R. to B. square.  |
| 14. Kt. to K. Kt. fifth. | 14. K. R. P. one square. |

15. If you take Kt. checking, and then play Kt. to K. fourth,  
he will take your Rook, and afterwards win your  
K. B. P., having the best of the game. But if  
Kt. to K. R. seventh. 15. B. takes K. B. P.  
16. B. takes B. 16. B. takes R. +  
17. Q. takes B. 17. R. takes B.

Black has considerably the best of the game.

### SIXTEENTH GAME.

#### White.

1. *K. P. two squares.*
2. *K. Kt. to K. B. third.*
3. *K. B. to Q. B. fourth.*
4. *K. Kt. to K. Kt. fifth.*
5. *K. Kt. takes K. B. P.*
6. *K. R. to K. B. square.*
7. *K. B. takes P.*
8. *K. Kt. P. one square.*
9. *K. B. P. one square.*

#### Black.

1. *K. P. two squares.*
2. *Q. Kt. to Q. B. third.*
3. *K. Kt. to K. B. third.*
4. *K. Kt. takes K. P.*
5. *Q. to K. R. fifth.*
6. *Q. P. two squares.*
7. *Q. B. to K. Kt. fifth.*
8. *Q. to K. R. fourth.*
9. *Q. takes K. R. P.*

P. R. Von Bilguer, in his work on this particular game, after stating that my analysis of it is very incomplete, suggests the following move of Q. B. P. one square, as enabling the White to free himself from his present difficulty, and to remain with the best of the game. I regret that Mr. Von Bilguer did not analyse the position; I think he would have seen reason to change his opinion; for, if I mistake not, the following moves will show, that if White play Q. B. P. one square, he will lose the game.

- |                          |                            |
|--------------------------|----------------------------|
| 10. Q. B. P. one square. | 10. Q. takes K. Kt. P. +   |
| 11. K. to his second.    | 11. Q. to K. R. seventh. + |

## No. I.

12. K. to Q. third.                      12. Kt. to Q. B. fourth. +

*In the first place,*

13. K. to K. third.                      13. Q. Kt. to K. second.  
 14. If you take Q. B. you will be checkmated in two moves  
     therefore,  
     K. B. to K. fourth.                      14. Q. to K. B. fifth. +  
 15. If you play K. to B. second, he will take B. with K  
     but if  
     K. to K. second.                      15. Kt. takes B.  
 16. P. takes B.                      16. Checkmates in two moves

*In the second place,*

13. K. to Q. B. second.                      13. Q. B. checks.  
 14. K. B. interposes.                      14. Kt. takes B.  
 15. P. takes Kt.                      15. B. takes P. +  
 16. K. to Q. Kt. third.                      16. B. to Q. fourth, check  
     and will afterwards take Kt., and win.

*In the third place,*

13. K. to Q. B. fourth.                      13. Q. Kt. P. checks.  
 14. K. takes P.                      14. Q. R. checks.  
 15. K. takes Kt.                      15. Checkmates in two moves

## No. II.

12. K. to K. third.                      12. Von Bilguer plays K. E  
     Q. B. fourth, checking, and states that any other move  
     makes it easier for the White to defend his game  
     I would venture, instead of that move, to suggest  
     Q. to K. B. fifth. +

## FIRST DEFENCE.

13. K. to Q. third.                      13. Kt. to K. Kt. sixth.  
 14. If you play K. R. to K. B. second, he will check with  
     Q. B., and win. But suppose you play,

*In the first place,*

- |                          |                                          |
|--------------------------|------------------------------------------|
| P. takes Q. B.           | 14. Kt. takes R.                         |
| 15. Kt. takes R.         | 15. Castles.                             |
| 16. Q. B. P. one square. | 16. R. takes B. <sup>+</sup>             |
| 17. P. takes R.          | 17. Q. Kt. to Q. Kt. fifth. <sup>+</sup> |
| 18. K. to Q. B. third.   | 18. Q. to Q. fifth. <sup>+</sup>         |
| 19. K. to Q. Kt. third.  | 19. Checkmates in four moves.            |

*In the second place,*

- |                         |                  |
|-------------------------|------------------|
| 14. K. to Q. B. second. | 14. Kt. takes R. |
|-------------------------|------------------|

FIRST MODE.

- |                                                                                                                                                                                                                                                                                   |                    |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|
| 15. Q. P. one square.                                                                                                                                                                                                                                                             | 15. Q. B. takes P. |
| 16. If you take Kt. with Q., he will check with Q. at K. R. seventh, and then take B. with B. If you take Kt. with K. B. checking, he will take B. with P. If you take Q. with B., he will take Q. checking, and will have the best of the game. Finally, if you play B. takes B. |                    |
| 17. Q. takes Kt.                                                                                                                                                                                                                                                                  | 16. Q. takes Kt.   |
| 17. K. B. to Q. third, and has by far the best of the game.                                                                                                                                                                                                                       |                    |

SECOND MODE.

- |                                                                                                                                                                                                                                                                                                                                                                                                  |                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| 15. Kt. takes R.                                                                                                                                                                                                                                                                                                                                                                                 | 15. Q. B. checks.                        |
| 16. Q. P. one square, or (A.)                                                                                                                                                                                                                                                                                                                                                                    | 16. Q. to K. R. seventh. <sup>+</sup>    |
| 17. If you interpose any piece, you will lose the Queen ; therefore,                                                                                                                                                                                                                                                                                                                             |                                          |
| K. to Q. Kt. third.                                                                                                                                                                                                                                                                                                                                                                              | 17. Q. Kt. to Q. R. fourth. <sup>+</sup> |
| 18. K. to Q. R. fourth.                                                                                                                                                                                                                                                                                                                                                                          | 18. Castles.                             |
| 19. If you take Kt. with K., he will take K. B. checking, and afterwards take Q. P. with Q. B., winning easily. If you take Kt. with Q., he will take K. B., and if you then play Q. Kt. P. two squares, he will give checkmate in three moves. If you move K. B. to Q. Kt. third, he will play Q. Kt. P. one square, and if you then play K. to Q. Kt. fifth, to prevent the checkmate with the |                                          |

Bishop, he will play K. to Kt. second, winning easily

If you play

- |                         |                             |
|-------------------------|-----------------------------|
| K. B. to K. fourth.     | 19. B. takes B.             |
| 20. K. B. P. takes B.   | 20. Q. to K. B. seventh.    |
| 21. K. takes Kt.        | 21. Q. to Q. Kt. third. +   |
| 22. K. to Q. R. fourth. | 22. Q. R. checks, and wins. |

(A.)

- |                         |                             |
|-------------------------|-----------------------------|
| 16. K. B. to K. fourth. | 16. B. takes B. +           |
| 17. P. takes B.         | 17. Q. takes P. +           |
| 18. Q. P. one square.   | 18. Q. to K. Kt. seventh. + |
| 19. K. to Q. Kt. third. | 19. Checkmates in five move |

#### THIRD MODE.

- |                            |                             |
|----------------------------|-----------------------------|
| 15. Q. takes Kt.           | 15. Q. Kt. to K. second.    |
| 16. K. B. to Q. Kt. third. | 16. Q. B. takes P.          |
| 17. Q. P. one square.      | 17. Q. to K. R. seventh. +  |
| 18. Q. B. to Q. second.    | 18. Q. B. to K. seventh.    |
| 19. Q. to K. square.       | 19. Kt. to K. Kt. third, an |

Black has evidently a much better game than the White

*In the third place,*

14. If you play R. to K. square, he will check with Q. B. having a forced won game. If you play Q. B. P. on square, he will check with Q. B., winning easily, for you play K. to Q. B. third, he will checkmate in three moves. If you play

- |                      |                            |
|----------------------|----------------------------|
| Q. to K. square.     | 14. Q. B. checks.          |
| 15. B. to K. fourth. | 15. B. takes B. +          |
| 16. P. takes B.      | 16. Kt. takes R.           |
| 17. Kt. takes R.     | 17. K. B. to K. second, an |

has a fine game.

#### SECOND DEFENCE.

- |                      |                            |
|----------------------|----------------------------|
| 13. K. to K. second. | 13. Kt. to K. Kt. sixth. + |
|----------------------|----------------------------|

No. I.

- |                      |                  |
|----------------------|------------------|
| 14. K. to K. square. | 14. Kt. takes R. |
|----------------------|------------------|



FIRST METHOD.

15. Kt. takes R.                      15. Castles.

*In the first place,*

16. B. takes Kt.                      16. P. takes B.  
 17. If you take Kt. with K., he will win by playing R. to Q.  
     sixth. If you play  
     P. takes B.                      17. Q. to K. Kt. sixth.<sup>+</sup>  
 18. K. takes Kt.                      18. K. B. to Q. B. fourth.  
 19. Q. P. two squares.              19. R. checks, and wins easily.

*In the second place,*

16. K. B. to K. fourth.              16. K. B. to K. second.  
 17. If you take Kt. with K., he will win by checking with  
     Q. B. If you play Q. to K. second, he will check with  
     K. B., and win easily. But if  
     Q. P. two squares.              17. K. B. checks.  
 18. If you play K. to K. second, he takes K. B., and wins ;  
     if you play  
     K. takes Kt.                      18. Q. to K. R. seventh, and  
     wins easily.

SECOND METHOD.

15. K. takes Kt.                      15. Q. B. checks.  
 16. K. to K. second.              16. Q. to K. R. seventh.<sup>+</sup>

*In the first place,*

17. K. to Q. third.                      17. Q. B. checks.  
 18. If you play K. to K. third, he will check with K. B., and  
     win ; therefore,  
     K. to Q. B. fourth.              18. Q. Kt. to Q. R. fourth. <sup>+</sup>  
 19. K. to Q. Kt. fifth.              19. Q. B. to Q. second. <sup>+</sup>  
 20. K. takes Kt.                      20. Q. Kt. P. checks.  
 21. K. to R. sixth.                      21. Q. B. P. one square.  
 22. B. takes P.                      22. B. takes B.  
 23. If you play Q. to Q. Kt. third, he will move Q. to K. R.  
     sixth. If you play Q. to K. square, he will take Kt.  
     with K. But if

- |                        |                                  |
|------------------------|----------------------------------|
| Kt. to K. Kt. fifth.   | 23. Q. to K. B. fifth.           |
| 24. Q. P. two squares. | 24. Q. to K. B. fourth, and wins |

*In the second place,*

- |                                                                                 |                             |
|---------------------------------------------------------------------------------|-----------------------------|
| 17. K. to K. third.                                                             | 17. Q. Kt. to K. second.    |
| 18. If you play Q. to Q. Kt. third, Black will checkmate in three moves. But if |                             |
| K. B. to Q. B. fourth, or (A.)                                                  | 18. Kt. to K. B. fourth. +  |
| 19. K. to Q. third.                                                             | 19. Kt. to Q. third.        |
| 20. If Kt. takes R., he will checkmate in two moves ; there fore                |                             |
| Kt. takes Kt.                                                                   | 20. B. takes Kt., and wins. |

## (A.)

- |                            |                                                                |
|----------------------------|----------------------------------------------------------------|
| 18. K. B. to Q. Kt. third. | 18. Kt. to K. B. fourth. +                                     |
| 19. K. to Q. third.        | 19. K. B. to K. second.                                        |
| 20. Kt. takes R.           | 20. Castles, giving check, and winning the Queen at the least. |

## No. II.

- |                                                                                                                           |                                 |
|---------------------------------------------------------------------------------------------------------------------------|---------------------------------|
| 14. K. to B. second.                                                                                                      | 14. Kt. takes R.                |
| 15. If K. takes Kt., see the "Second Method." If Kt. takes R., he will check with Q. at K. R. seventh, and easily. But if |                                 |
| Q. takes Kt.                                                                                                              | 15. Q. B. takes P.              |
| 16. Q. P. two squares.                                                                                                    | 16. Q. to K. B. fourth.         |
| 17. Kt. takes R.                                                                                                          | 17. B. takes B. +               |
| 18. K. to K. square.                                                                                                      | 18. Q. takes Q. +               |
| 19. K. takes Q.                                                                                                           | 19. K. Kt. P. one sq., and wins |

## SEVENTEENTH GAME.

## White.

## Black.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |

- |                                                 |                                                                                                                                                                                                                                                                                                               |
|-------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4. Castles.                                     | 4. K. Kt. to K. B. third.                                                                                                                                                                                                                                                                                     |
| 5. K. R. to K. square.                          | 5. Castles.                                                                                                                                                                                                                                                                                                   |
| 6. Q. B. P. one square.                         | 6. K. R. to K. square.                                                                                                                                                                                                                                                                                        |
| 7. Q. P. two squares.                           | 7. The best move is K. B. to<br>Q. Kt. third ; but suppose he plays<br>P. takes P.                                                                                                                                                                                                                            |
| 8. K. P. one square.                            | 8. K. Kt. to K. Kt. fifth.                                                                                                                                                                                                                                                                                    |
| 9. Q. B. P. takes P.                            | 9. If he were to take Q. P.<br>with Q. Kt., you ought not to take Q. Kt., because he<br>would win the game by playing Q. to K. R. fifth ; but<br>you should take K. B. P. with K. B., checking, in order<br>afterwards to check with Kt. at K. Kt. fifth. But sup-<br>pose he plays<br>K. B. to Q. Kt. fifth. |
| 10. K. B. takes K. B. P.+                       | 10. K. takes K. B.                                                                                                                                                                                                                                                                                            |
| 11. K. Kt. to K. Kt. fifth.+                    | 11. K. to Kt. square.                                                                                                                                                                                                                                                                                         |
| 12. Q. takes K. Kt.                             | 12. K. B. takes K. R.                                                                                                                                                                                                                                                                                         |
| 13. Q. to K. B. fifth.                          | 13. Kt. to K. second.                                                                                                                                                                                                                                                                                         |
| 14. Q. takes K. R. P., checks, and wins easily. |                                                                                                                                                                                                                                                                                                               |

## EIGHTEENTH GAME.

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth.</i> |
| 4. <i>K. castles.</i>            | 4. <i>K. Kt. to K. B. third.</i> |
| 5. <i>Q. B. P. one square.</i>   |                                  |

### FIRST DEFENCE.

- |                                                                               |
|-------------------------------------------------------------------------------|
| 5. <i>K. Kt. to its fifth.</i>                                                |
| 6. <i>K. P. takes P.</i>                                                      |
| 7. <i>K. takes B.</i>                                                         |
| 8. <i>K. to K. square.</i>                                                    |
| 9. <i>Q. takes K. Kt., and you have a better position than<br/>the Black.</i> |

## SECOND DEFENCE.

5. K. Kt. takes K. P.
6. Q. to K. second.      6. If he take K. B. P. with K. Kt., you play Q. P. two squares, winning a piece. If he remove K. Kt., you take K. P. with K. Kt. If he play Q. P. two squares, you play K. B. to Q. Kt. fifth and if he then move K. B. P. one square, you take Q. Kt.; then play Q. P. one square, and afterward another square, recovering the Pawn with a better position. But suppose he plays
- K. B. takes K. B. P. +
7. K. to K. R. square.      7. Q. P. two squares.
8. K. B. to Q. Kt. fifth.      8. K. B. to Q. Kt. third.
9. K. Kt. takes K. P.      9. K. castles.
10. K. Kt. takes Q. Kt.      10. P. takes Kt.
11. K. B. takes P.      11. Q. R. to Q. Kt. square.
12. Q. P. two squares, and your position is somewhat superior to the Black's, owing to his fifth move, instead of which he should have played Q. P. one square.

## NINETEENTH GAME.

**White.****Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. K. castles.            | 4. Q. to K. B. third.     |
| 5. Q. B. P. one square.   | 5. Q. P. one square.      |
| 6. Q. P. one square.      |                           |

## FIRST DEFENCE.

- |                           |                            |
|---------------------------|----------------------------|
|                           | 6. Q. Kt. to Q. R. fourth. |
| 7. Q. Kt. P. two squares. | 7. Q. Kt. takes K. B.      |
| 8. Q. P. takes Q. Kt.     | 8. K. B. to Q. Kt. third.  |

- |                                                |                                |
|------------------------------------------------|--------------------------------|
| 9. Q. B. to K. Kt. fifth.                      | 9. Q. to K. Kt. third.         |
| 10. P. to Q. B. fifth.                         | 10. If he take P. with P., you |
| will checkmate him with Q. ; therefore,        |                                |
| K. R. P. one square.                           |                                |
| 11. Q. B. to K. third.                         | 11. P. takes P.                |
| 12. P. takes P.                                | 12. K. B. to Q. R. fourth.     |
| 13. Q. to Q. R. fourth, checks, and wins K. B. |                                |

SECOND DEFENCE.

- |                           |                           |
|---------------------------|---------------------------|
|                           | 6. Q. B. to K. Kt. fifth. |
| 7. Q. B. to K. Kt. fifth. |                           |

*In the first place,*

- |                            |                          |
|----------------------------|--------------------------|
|                            | 7. Q. takes Q. B.        |
| 8. K. Kt. takes Q.         | 8. Q. B. takes Q.        |
| 9. K. B. takes K. B. P.+   | 9. K. to K. second.      |
| 10. K. R. takes Q. B.      | 10. K. R. P. one square. |
| 11. K. B. takes K. Kt.     | 11. K. R. takes K. B.    |
| 12. K. Kt. to K. B. third. |                          |

White having a Pawn more has the best of the game.

*In the second place,*

- |                                                                   |                            |
|-------------------------------------------------------------------|----------------------------|
|                                                                   | 7. Q. B. takes K. Kt.      |
| 8. Q. B. takes Q.                                                 | 8. Q. B. takes Q.          |
| 9. Q. B. takes K. Kt. P.                                          | 9. Q. B. to K. seventh.    |
| 10. K. R. to K. square.                                           | 10. Q. B. to K. R. fourth. |
| 11. Q. B. takes K. R., and has considerably the best of the game. |                            |

*In the third place,*

- |                                                            |                               |
|------------------------------------------------------------|-------------------------------|
|                                                            | 7. Q. to K. Kt. third.        |
| 8. Q. B. to K. third.                                      | 8. Q. B. to K. R. sixth. (A.) |
| 9. K. B. takes K. B. P.+ (B.)                              | 9. Q. takes K. B.             |
| 10. K. Kt. to K. Kt. fifth.                                | 10. Q. to K. Kt. third.       |
| 11. K. Kt. takes Q. B., and you have the best of the game. |                               |

(A.)

8. If he play Q. to K. R. fourth, you move Q. Kt. to Q. second. But if

- |                                       |                            |
|---------------------------------------|----------------------------|
|                                       | K. B. takes Q. B.          |
| 9. P. takes K. B.                     | 9. Q. B. to K. R. sixth.   |
| 10. K. Kt. to K. R. fourth.           | 10. Q. to K. Kt. fourth.   |
| 11. K. B. takes K. B. P. <sup>+</sup> | 11. K. to Q. square.       |
| 12. Q. to K. square.                  | 12. K. Kt. to K. R. third. |
| 13. K. B. to Q. Kt. third.            |                            |

The position of the White is superior to that of the Black

(B.)

- |                                         |                        |
|-----------------------------------------|------------------------|
| 9. K. Kt. to K. Kt. fifth.              | 9. Q. B. to K. third.  |
| 10. K. Kt. takes Q. B.                  | 10. K. B. P. takes Kt. |
| 11. Q. B. takes K. B.                   | 11. P. takes Q. B.     |
| 12. Q. to Q. Kt. third, winning a Pawn. |                        |

#### THIRD DEFENCE.

- |                           |                              |
|---------------------------|------------------------------|
|                           | 6. K. Kt. to K. second.      |
| 7. Q. B. to K. Kt. fifth. | 7. Q. to K. Kt. third.       |
| 8. Q. B. takes K. Kt.     | 8. Q. Kt. takes B.           |
| 9. Q. P. one square.      | 9. If he play K. B. to Q. B. |
- third, you should take K. P. with Q. P. If he play Q. B. to K. R. sixth, you move K. Kt. to K. R. fourth winning a piece. If he take P. with P., you retake with Q. B. P.; and afterwards play out Q. Kt., having better position than the Black, owing chiefly to the move of Q. to K. B. third.

#### TWENTIETH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. K. castles.            | 4. Q. P. one square.      |

- |                         |                           |
|-------------------------|---------------------------|
| 5. Q. B. P. one square. | 5. Q. B. to K. Kt. fifth. |
| 6. Q. to Q. Kt. third.  |                           |

FIRST DEFENCE.

- |                                                                                                                                                                                                       |                            |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
|                                                                                                                                                                                                       | 6. Q. to Q. second.        |
| 7. Q. takes Q. Kt. P. (A.)                                                                                                                                                                            | 7. Q. R. to Q. Kt. square. |
| 8. Q. to Q. R. sixth.                                                                                                                                                                                 | 8. Q. B. takes K. Kt.      |
| 9. K. Kt. P. takes Q. B.                                                                                                                                                                              | 9. Q. R. to Q. Kt. third.  |
| 10. Q. to Q. R. fourth.                                                                                                                                                                               | 10. Q. to K. R. sixth.     |
| 11. It would not be good play to move Q. Kt. P. two squares, because he would take the Pawn at K. B. third ; and if you took K. B., he would draw the game by a perpetual check ; therefore, you play |                            |
| K. B. to K. second, remaining with a Pawn more, and a good position.                                                                                                                                  |                            |

(A.)

- |                           |                                                                                                   |
|---------------------------|---------------------------------------------------------------------------------------------------|
| 7. K. B. takes K. B. P.+  | 7. Q. takes K. B.                                                                                 |
| 8. Q. takes Q. Kt. P.     | 8. K. to Q. second.                                                                               |
| 9. Q. takes Q. R.         | 9. Q. B. takes Kt.                                                                                |
| 10. K. Kt. P. takes Q. B. | 10. Q. takes P., and has the best of the game, owing to your taking K. B. P. on the seventh move. |

SECOND DEFENCE.

- |                                                                                                          |                                                                        |
|----------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|
|                                                                                                          | 6. Q. Kt. to Q. R. fourth.                                             |
| 7. K. B. takes K. B. P.+                                                                                 | 7. K. to K. B. square.                                                 |
| 8. Q. to Q. square.                                                                                      | 8. K. takes K. B.                                                      |
| 9. Q. Kt. P. two squares.                                                                                | 9. Q. to K. B. third.                                                  |
| 10. Q. Kt. P. takes Q. Kt.                                                                               | 10. Q. B. takes K. Kt.                                                 |
| 11. K. Kt. P. takes Q. B.                                                                                | 11. K. Kt. to K. second.                                               |
| 12. Q. P. one square.                                                                                    | 12. K. R. to K. B. square.                                             |
| 13. It would not be good play to check with Q. at Q. Kt. third, and then take Q. Kt. P. The best move is |                                                                        |
| P. to K. B. fourth.                                                                                      | 13. If he play K. to Kt. square, you advance P. to K. B. fifth. But if |
|                                                                                                          | P. takes P.                                                            |
| 14. Q. P. one square.                                                                                    | 14. Q. to K. Kt. third.+                                               |

15. K. to K.R. square.      15. Q. takes K.P. +  
 16. K.B.P. one square, and wins a piece.

## THIRD DEFENCE.

6. Q.B. takes K.Kt.  
 7. K.B. takes K.B.P. +      7. K. to K.B. square.  
 8. K.Kt.P. takes Q.B.      8. Q. to K.B. third.  
 9. It would not be good play to take Q.Kt.P. ; it is bet  
     to move  
     K.B. to K.R. fifth.      9. K.Kt.P. one square.  
 10. K.B. to K.Kt. fourth.      10. If he play K.R.P. 4  
     squares, you play K.B. to K.R. third ; and if he t  
     take the Pawn at K.B. third, you win a piece by pl  
     ing K.B. to K.Kt. second, and afterwards tak  
     Q.Kt.P. with Q. If he play K.B. to Q.Kt. th  
     you play Q. to Q. square, having a Pawn more, an  
     better position than the Black.

## FOURTH DEFENCE.

6. Q. to K.B. third.  
 7. Q. takes Q.Kt.P.      7. K. to Q. second.  
 8. Q. takes Q.R.      8. Q.B. takes K.Kt.  
 9. It would be bad play to take Q.B. with K.Kt.P., becau  
     Black, by taking the Pawn with the Queen, would  
     able to draw the game. The best move is  
     Q.P. two squares.

*In the first place,*

9. K.P. takes P.  
 10. K.Kt.P. takes Q.B.      10. Q. takes K.Kt.P.  
 11. Q.Kt. to Q. second.      11. Q. to K.Kt. fifth. +  
 12. K. to K.R. square.      12. Q.Kt. to K. fourth.  
 13. K.B.P. one square, and wins easily.

*In the second place,*

9. Q. to K.Kt. third.  
 10. K.Kt.P. one square.      10. K.P. takes Q.P.



11. Q. Kt. to Q. second.      11. Q. B. takes K. P.  
 12. Q. Kt. takes Q. B.      12. Q. takes Q. Kt.  
 13. K. B. to Q. Kt. fifth ; and having gained a Rook for a Knight, you have a winning game.

**The** error of the Black in this game consists in his playing **on** the fifth move Q. B. to K. Kt. fifth.

## TWENTY-FIRST GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. Q. B. P. one square.   | 4. Q. P. one square.      |
| 5. Q. P. one square.      |                           |

### FIRST DEFENCE.

- |                                                |                            |
|------------------------------------------------|----------------------------|
| 6. K. B. to Q. Kt. fifth.+                     | 5. Q. Kt. to Q. R. fourth. |
| 7. K. B. to Q. R. fourth.                      | 6. Q. B. P. one square.    |
| 8. Q. Kt. P. two squares.                      | 7. Q. Kt. P. two squares.  |
| 9. Q. Kt. P. takes K. B., and will win a Pawn. | 8. P. takes K. B.          |

### SECOND DEFENCE.

- |                                                       |                                |
|-------------------------------------------------------|--------------------------------|
| 6. K. B. takes Q. B.                                  | 5. Q. B. to K. third.          |
| 7. Q. to K. Kt. third.                                | 6. K. B. P. takes K. B.        |
| 8. K. Kt. to K. Kt. fifth.                            | 7. Q. to Q. B. square.         |
| you may take the Pawn at K. sixth, with K. Kt. But if | 8. If he play K. to K. second, |
|                                                       | Q. Kt. to Q. square.           |
| 9. K. B. P. two squares.                              | 9. K. R. P. one square.        |
| 10. K. Kt. to K. B. third.                            | 10. P. takes P.                |

11. Q. P. one square.      11. K. B. to Q. Kt. third.  
 12. Q. B. takes P., and your position is superior to  
 owing to his fifth move of Q. B. to K. third.

## THIRD DEFENCE.

6. Q. to Q. Kt. third.      5. Q. B. to K. Kt. fifth.

*In the first place,*

7. Q. takes Q. Kt. P.      6. Q. to Q. second.  
 8. Q. to Q. R. sixth      7. Q. R. to Q. Kt. square.  
     second, you play K. Kt. to its fifth. But if  
     Q. R. to Q. Kt. third.  
 9. Q. to Q. R. fourth.      9. Q. B. takes K. Kt.  
 10. P. takes Q. B.      10. Q. to K. R. sixth.  
 11. Q. Kt. P. two squares.      11. Q. takes P.  
 12. K. R. to K. B. square.      12. K. B. takes K. B. P. +  
 13. K. R. takes K. B.      13. Q. to K. R. eighth. +  
 14. K. to Q. second, and has clearly the best of the game  
     having gained a piece for a pawn.

*In the second place,*

7. K. B. takes K. B. P. +      6. Q. Kt. to Q. R. fourth  
 8. Q. to Q. R. fourth.      7. K. to K. B. square.  
 9. Q. takes Q. Kt.      8. K. takes B.  
 10. K. Kt. P. takes Q. B.      9. Q. B. takes K. Kt.  
     10 If he play Q. to K. B. t  
     you should play K. to K. second, and afterwards C  
     to K. third. But suppose  
     Q. to K. R. fifth.  
 11. It would not be good play to take Q. B. P., giving ch  
     because the Queen would be too far removed to de  
     the King: therefore  
     Q. P. one square.      11. P. takes P.  
 12. P. takes P.      12. K. B. to Q. Kt. third.  
 13. Q. to Q. fifth, checks, and afterwards playing out Q  
     and Q. Kt., will have the best of the game.

*In the third place,*

- |                                                                                                                                                                                                                                 |                        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|
|                                                                                                                                                                                                                                 | 6. Q. B. takes K. Kt.  |
| 7. K. B. takes K. B. P.+                                                                                                                                                                                                        | 7. K. to K. B. square. |
| 8. K. B. takes K. Kt.                                                                                                                                                                                                           | 8. K. R. takes K. B.   |
| 9. K. Kt. P. takes Q. B., and you have a better position and a Pawn more than the Black, arising from his fifth move of Q. B. to K. Kt. fifth ; instead of which he would have done better to have moved K. B. to Q. Kt. third. |                        |

---

## TWENTY-SECOND GAME.

**White.**

**Black.**

- |                           |                            |
|---------------------------|----------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.      |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third.  |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth.  |
| 4. Q. B. P. one square.   | 4. Q. P. one square.       |
| 5. Q. P. two squares.     | 5. K. P. takes P.          |
| 6. Q. B. P. takes P.      | 6. K. B. to Q. Kt. fifth.+ |

In my Second Series of Lessons, p. 94, I stated it as my opinion that this check was bad play, and that it gave White decidedly the best of the game; I am at present doubtful on this point. The move I suggested to the White to obtain this advantage, was not to interpose either Q. B. or Q. Kt., but rather to move K. to K. B. square, threatening to advance Q. P. one square, and on the removal of his Q. Kt. to check with Q. at Q. R. fourth, winning K. B. This move of K. to K. B. square does not, however, seem to me to be disadvantageous to the White; and as it involves the Black in some difficulty, I here give it with several modes of defence.

7. K. to K.B. square.      7. If he move Q.R.P. one square, or Q.B. to Q. second, by playing Q. to Q.Kt. third, you will win a Pawn at the least. But suppose

## FIRST DEFENCE.

- Q. to Q. second.
8. Q. to Q.R. fourth.      8. K.B. to Q.R. fourth.
9. It would not be good play to advance Q.P. one square, because he would move Q.Kt. to K. fourth : therefore Q.Kt. to Q.R. third.      9. If he play Q.R.P. one square, you will win a piece by playing Q. P. one square. But if
- K.B. to Q.Kt. third.
10. K.B. to Q.Kt. fifth.      10. Q.R.P. one square.
11. Q. P. one square.      11. P. takes K.B.
12. Q. takes Q.R.      12. If he play Q.Kt. to Q.R. fourth, you should play Q.Kt.P. two squares. If he play it to K. second, you play Q.B. to K. third, having the best of the game.

## SECOND DEFENCE.

7. K.B. to Q.R. fourth.
8. Q. to Q.R. fourth.      8. Q.B. to Q. second.
9. Q. P. one square.

*In the first place,*

9. Q.Kt. to K. fourth.
10. Q. takes K.B.      10. Q.Kt. takes K.B.
11. Q. to Q.B. third.      11. Q.B. to Q.Kt. fourth.
12. Q. takes K.Kt.P., and as Black cannot gain any thing by the discovered check, White has the best of the game.

*In the second place,*

9. Q.Kt. to Q. fifth.
10. Q. takes K.B.      10. Q.Kt. to Q.B. seventh.
11. Q. to Q.B. third.      11. Kt. takes Q.R.

12. Q. Kt. P. one square.      12. If he take Q. Kt. P. with  
Q. Kt., you should take K. Kt. P. But if  
Q. to K. B. third.  
13. Q. B. to Q. Kt. second.      13. Q. takes Q.  
14. Q. B. takes Q.      14. K. Kt. to K. B. third.  
15. Q. B. takes Q. Kt.      15. K. Kt. takes K. P.  
16. Q. B. takes K. Kt. P., and has the best of the game.

THIRD DEFENCE.

7. Q. B. to K. Kt. fifth.  
8. Q. to Q. R. fourth.      8. If he play Q. to Q. second,  
you should play K. B. to Q. Kt. fifth. But if  
Q. B. takes K. Kt.  
9. K. Kt. P. takes Q. B.      9. Q. to Q. second.  
10. It would not be good play to move Q. P. one square.  
(See A.) Therefore  
K. B. to Q. Kt. fifth.

*In the first place,*

10. Q. R. P. one square.  
11. P. takes K. B.  
11. Q. P. one square.      12. Q. Kt. to Q. square.  
12. Q. takes Q. R.<sup>+</sup>      13. K. B. to Q. B. fourth.  
13. Q. R. P. one square.  
14. Q. to Q. R. fifth, and has the best of the game.

*In the second place,*

10. K. castles.  
11. Q. takes K. B.  
11. K. B. takes Q. Kt.      12. P. takes Q.  
12. Q. takes Q.

There is but little difference in the game.

(A.)

10. Q. P. one square.      10. Q. Kt. to K. fourth.  
11. Q. takes K. B.      11. Q. checks.  
12. K. to K. square.      12. Q. takes P.

13. If you check with K.B. he will interpose Q.B.P. If you play K.R. to K.B. square, he will take K.P. with Q. winning K.B.

### FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

#### White.

#### Black.

- |                                                                                                                                                                                                                                                |                           |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                                                                                                                                                                                          | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third.                                                                                                                                                                                                                      | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth.                                                                                                                                                                                                                      | 3. K. B. to Q. B. fourth. |
| 4. Q. B. P. one square.                                                                                                                                                                                                                        | 4. Q. P. one square.      |
| 5. Q. P. two squares.                                                                                                                                                                                                                          | 5. K. P. takes Q. P.      |
| 6. Q. B. P. takes P.                                                                                                                                                                                                                           | 6. K. B. to Q. Kt. third. |
| 7. It is difficult to maintain the K. and Q. Pawns in the present position ; if you castle, or play Q. Kt. to Q. third, he will play Q. B. to K. Kt. fifth, compelling you to advance one of the centre Pawns in a few moves. Suppose you move |                           |

*In the first place,*

- |                                                                    |                                                                                                                                           |
|--------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| K. B. to Q. Kt. fifth.                                             | 7. If he play Q. P. one square you may either take it with K. P., and afterwards play Q. Kt. to Q. B. third, or you may advance K. P. But |
|                                                                    | Q. B. to Q. second.                                                                                                                       |
| 8. K. B. takes Q. Kt.                                              | 8. Q. B. takes K. B.                                                                                                                      |
| 9. Q. P. one square.                                               | 9. Q. B. to Q. second.                                                                                                                    |
| 10. K. castles, and the position is rather in favour of the White. |                                                                                                                                           |

*In the second place,*

- |                            |                           |
|----------------------------|---------------------------|
| 7. Q. P. one square.       | 7. Q. Kt. to K. fourth.   |
| 8. K. Kt. takes Kt.        | 8. Q. P. takes Kt.        |
| 9. K. castles.             | 9. K. Kt. to K. B. third. |
| 10. Q. Kt. to Q. B. third. |                           |

There is but little difference in the game.

## SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

**White.**

**Black.**

- |                                                                                                                |                                       |
|----------------------------------------------------------------------------------------------------------------|---------------------------------------|
| 1. <i>K. P. two squares.</i>                                                                                   | 1. <i>K. P. two squares.</i>          |
| 2. <i>K. Kt. to K. B. third.</i>                                                                               | 2. <i>Q. Kt. to Q. B. third.</i>      |
| 3. <i>K. B. to Q. B. fourth.</i>                                                                               | 3. <i>K. B. to Q. B. fourth.</i>      |
| 4. <i>Q. B. P. one square.</i>                                                                                 | 4. <i>Q. P. one square.</i>           |
| 5. <i>Q. P. two squares.</i>                                                                                   | 5. <i>K. P. takes P.</i>              |
| 6. <i>Q. B. P. takes P.</i>                                                                                    | 6. <i>K. B. checks.</i>               |
| 7. <i>Q. Kt. to Q. B. third.</i>                                                                               | 7. <i>K. Kt. to K. B. third.</i>      |
| 8. <i>Q. B. to K. Kt. fifth.</i>                                                                               | 8. <i>K. R. P. one square.</i>        |
| 9. <i>Q. B. takes Kt.</i>                                                                                      | 9. <i>Q. takes K. B.</i>              |
| 10. <i>K. castles.</i>                                                                                         | 10. <i>If he play Q. B. to K. Kt.</i> |
| fifth, you move <i>Q. Kt. to Q. fifth</i> , having a fine attack.                                              |                                       |
| But if                                                                                                         |                                       |
|                                                                                                                | <i>K. B. takes Q. Kt.</i>             |
| 11. <i>P. takes K. B.</i>                                                                                      | 11. <i>Q. B. to K. Kt. fifth.</i>     |
| 12. <i>K. B. to K. second</i> , and the game is rather in favour of the White, on account of the centre Pawns. |                                       |

## TWENTY-THIRD GAME.

**White.**

**Black.**

- |                                   |                                  |
|-----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>      | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i>  | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>K. B. to Q. B. fourth.</i>  | 3. <i>K. B. to Q. B. fourth.</i> |
| 4. <i>Q. B. P. one square.</i>    | 4. <i>K. Kt. to K. second.</i>   |
| 5. <i>K. Kt. to K. Kt. fifth.</i> |                                  |

FIRST DEFENCE.

- |                              |                                |
|------------------------------|--------------------------------|
|                              | 5. <i>K. castles.</i>          |
| 6. <i>Q. to K. R. fifth.</i> | 6. <i>K. R. P. one square.</i> |

7. K.Kt. takes K.B.P.      7. If he play Q. you will  
checkmate him in three moves : therefore  
K.R. takes Kt.  
8. K.B. takes K.R.+      8. K. to K.R. second.  
9. K. castles, and has decidedly the best of the game.

## SECOND DEFENCE.

5. Q.P. two squares.  
6. K.P. takes Q.P.      6. K.Kt. takes P.  
7. It would not be good play to take K.B.P. with K.Kt.,  
and afterwards play Q. to K.B. third, as in the Tenth  
Game, because your Q.B.P. having been played one  
square, your Q.Kt. could not be moved to Q.B. third :  
you therefore play  
Q.P. two squares.      7. If he play K.B. to K.  
second, you may take K.P. with Q.P. But if  
K.P. takes P.  
8. K.Kt. takes K.B.P.      8. If he take K.Kt. with K.,  
you check with Q. at K.B. third, recovering the piece  
easily. But if  
Q. to K. second.+  
9. Q. to K. second.      9. Q takes Q.  
10. K. takes Q.      10. K. takes K.Kt.  
11. K.B. takes K.Kt.+      11. K. to K. square.  
12. K.B. takes Q.Kt.+      12. Q.Kt.P. takes B.

White's position is superior to the Black's.

The error of the Black in this game consists in playing  
K.Kt. to K. second, on the fourth move, instead of which  
he should have moved it to K.B. third, or have played  
Q. to K. second, or Q.P. one square.



## TWENTY-FOURTH GAME.

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth.</i> |
| 4. <i>Q. B. P. one square.</i>   | 4. <i>K. Kt. to K. B. third.</i> |
5. You have now two modes of playing, viz. Q. P. one, or Q. P. two squares ; it is difficult to determine which is the best. We will examine the former in this, and the latter in the next game.
- Q. P. one square.      5. If he play Q. P. one square, you may castle, or play Q. B. to K. Kt. fifth. If he play K. R. P. one square, you should play Q. Kt. P. two squares, and afterwards another square, attacking Q. Kt., and then take K. P. But suppose he plays

### FIRST DEFENCE.

- |                           |                                                                                |
|---------------------------|--------------------------------------------------------------------------------|
|                           | K. Kt. to its fifth.                                                           |
| 6. K. B. takes K. B. P.+  | 6. If he take K. B. you check with K. Kt., and then take K. Kt. with Q. But if |
|                           | K. to K. B. square.                                                            |
| 7. Q. B. to K. Kt. fifth. | 7. If he play K. Kt. to K. B. third, you remove K. B. Suppose he plays         |

### *In the first place,*

- |                                          |                          |
|------------------------------------------|--------------------------|
|                                          | Q. Kt. to K. second.     |
| 8. Q. P. one square.                     | 8. P. takes P.           |
| 9. K. Kt. takes P.                       | 9. K. Kt. takes K. B. P. |
| 10. Q. to K. B. third, and ought to win. |                          |

### *In the second place,*

- |                          |                          |
|--------------------------|--------------------------|
|                          | 7. K. Kt. takes K. B. P. |
| 8. Q. to Q. Kt. third.   | 8. Q. Kt. to K. second.  |
| 9. K. B. to K. R. fifth. | 9. K. Kt. P. one square. |

- |                                       |                       |
|---------------------------------------|-----------------------|
| 10. K.Kt. takes K.P.                  | 10. Q.P. two squares. |
| 11. K.R. to K.B. square.              | 11. P. takes K.B.     |
| 12. Q.P. one square, and wins easily. |                       |

*In the third place,*

- |                                                       |                         |
|-------------------------------------------------------|-------------------------|
|                                                       | 7. K.B. takes K.B.P.+   |
| 8. K. to K. second.                                   | 8. Q.Kt. to K. second.  |
| 9. Q. to Q.Kt. third.                                 | 9. K.B. to Q.B. fourth. |
| 10. K.B. to K.R. fifth, having evidently a fine game. |                         |

## SECOND DEFENCE.

- |                       |                                                                                                     |
|-----------------------|-----------------------------------------------------------------------------------------------------|
|                       | 5. Q.P. two squares.                                                                                |
| 6. K.P. takes P.      | 6. K.Kt. takes P.                                                                                   |
| 7. Q. to Q.Kt. third. | 7. If he play Q.Kt. to F<br>second, you check at Q.Kt. fifth, winning K.B. But<br>Q.B. to K. third. |
| 8. Q. takes K.Kt.P.   | 8. K.Kt. to K. second.                                                                              |
| 9. K.B. takes B.      | 9. K.B.P. takes B.                                                                                  |

The game is in favour of the White.

## THIRD DEFENCE.

- |                                        |                                                                                                       |
|----------------------------------------|-------------------------------------------------------------------------------------------------------|
|                                        | 5. K. castles.                                                                                        |
| 6. K. castles.                         | 6. The best move is Q.P. on<br>square ; but suppose he plays<br>R. to K. square.                      |
| 7. K.Kt. to its fifth.                 | 7. Q.P. two squares.                                                                                  |
| 8. P. takes P.                         | 8. Kt. takes P.                                                                                       |
| 9. Q. to K.R. fifth.                   | 9. If he play K.Kt. to I<br>third, he will be checkmated in three moves. But if<br>K.R.P. one square. |
| 10. Q. takes K.B.P.+                   | 10. K. to K.R. square.                                                                                |
| 11. K.B. takes Kt.                     | 11. Kt. to K. second.                                                                                 |
| 12. K.B. to Q.B. fourth.               | 12. Q.B. to K.B. fourth.                                                                              |
| 13. Q. to K.R. fifth, and wins easily. |                                                                                                       |

## TWENTY-FIFTH GAME.

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth.</i> |
| 4. <i>Q. B. P. one square.</i>   | 4. <i>K. Kt. to K. B. third.</i> |
| 5. <i>Q. P. two squares.</i>     |                                  |

No. I.

5. If he play K. B. to K. second, you take P. with P., in order afterwards to play Q. to Q. fifth. If he play K. B. to Q. third, you equally take the Pawn, and the position will be similar to one in the Second Game, Third Defence, which see. But if he play

K. B. to Q. Kt. third.

6. Q. P. takes P.

### FIRST DEFENCE.

- |                                                                                                         |                          |
|---------------------------------------------------------------------------------------------------------|--------------------------|
|                                                                                                         | 6. K. Kt. takes K. P.    |
| 7. Q. to Q. fifth.                                                                                      | 7. K. B. takes K. B. P.+ |
| 8. K. to K. second, and wins easily, because Black must evidently either lose a piece or be checkmated. |                          |

### SECOND DEFENCE.

- |                             |                                                                                                                                                                                                                                                              |
|-----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                             | 6. K. Kt. to K. R. fourth.                                                                                                                                                                                                                                   |
| 7. K. B. takes K. B. P.+    | 7. K. takes K. B.                                                                                                                                                                                                                                            |
| 8. K. Kt. to K. Kt. fifth.+ | 8. If he play K. to K. Kt. square, you will checkmate him in two moves. If he play K. to K. Kt. third, you should play Q. to K. Kt. fifth, winning easily. Finally, if he play K. to K. square, you take K. Kt. with Q., and have much the best of the game. |

## THIRD DEFENCE.

- |                         |                          |
|-------------------------|--------------------------|
|                         | 6. K.Kt. to K.Kt. fifth. |
| 7. K.B. takes K.B.P.+   | 7. K. to K.B. square.    |
| 8. Q.B. to K.Kt. fifth. |                          |

*In the first place,*

- |                                          |                          |
|------------------------------------------|--------------------------|
|                                          | 8. K.B. takes K.B.P.+    |
| 9. K. to K. second.                      | 9. Q.Kt. to K. second.   |
| 10. Q. to Q.Kt. third.                   | 10. K.B. to Q.Kt. third. |
| 11. K.B. to K.R. fifth, winning a piece. |                          |

*In the second place,*

- |                                                                 |                         |
|-----------------------------------------------------------------|-------------------------|
|                                                                 | 8. K.Kt. takes K.B.P.   |
| 9. Q. to Q.Kt. third.                                           | 9. Q.Kt. to K. second.  |
| 10. K.B. to K.R. fifth.                                         | 10. K.Kt.P. one square. |
| 11. K.R. to K.B. square.                                        | 11. P. takes K.B.       |
| 12. K.Kt. to Q. fourth.                                         | 12. K.B. takes K.Kt.    |
| 13. P. takes K.B., will afterwards take K. Kt., and win easily. |                         |

## No. II.

5. K.P. takes P.
6. It would not be good play to take P. with P., because it would check with K.B., and afterwards advance Q. two squares, in order to separate your centre Pawn. It is better to play K.P. one square.

## FIRST DEFENCE.

- |                                                            |                        |
|------------------------------------------------------------|------------------------|
|                                                            | 6. K.Kt. to its fifth. |
| 7. You may take P. with Q.B.P., or play K.B. takes K.B.P.+ | 7. K. takes K.B.       |
| 8. K.Kt. checks.                                           | 8. K. to K. square.    |
| 9. Q. takes K.Kt.                                          | 9. Q.Kt. takes P.      |
| 10. Q. to K. fourth.                                       | 10. Q. to K. second.   |
| 11. K. castles.                                            |                        |

The position of the White is far superior to that of the Black, who however has a Pawn more.

SECOND DEFENCE.

6. If he play K. Kt. to K. R. fourth, you should move K. Kt. to its fifth, threatening K. Kt., and also K. B. P. But suppose
- Q. P. two squares.
- |                           |                                                                                                                                                                                         |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 7. K. B. to Q. Kt. fifth. | 7. K. Kt. to K. fifth.                                                                                                                                                                  |
| 8. K. B. takes Q. Kt.     | 8. Q. Kt. P. takes B.                                                                                                                                                                   |
| 9. Q. B. P. takes P.      | 9. K. B. checks.                                                                                                                                                                        |
| 10. Q. B. to Q. second.   | 10. K. B. takes Q. B. +                                                                                                                                                                 |
| 11. Q. Kt. takes K. B.    | 11. If he play Q. B. to Q. R. third, to prevent your castling, you may play Q. to Q. B. second. If he play P. to Q. B. fourth, you may castle, having a better position than the Black. |

THIRD DEFENCE.

6. Q. to K. second.
7. K. castles. 7. If he take P. with Q. Kt., you will win a piece by playing K. R. to K. square. If he play K. Kt. to its square, you take P. with Q. B. P. If he play K. Kt. to K. R. fourth, you first take P. with Q. B. P., and afterwards play K. Kt. to its fifth. But suppose

*In the first place,*

- K. Kt. to K. fifth.
- |                                                                                                                                      |                            |
|--------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| 8. Q. B. P. takes P.                                                                                                                 | 8. K. B. to Q. Kt. fifth.  |
| 9. Q. R. P. one square.                                                                                                              | 9. K. B. to Q. R. fourth.  |
| 10. Q. Kt. P. two squares.                                                                                                           | 10. K. B. to Q. Kt. third. |
| 11. K. B. to Q. fifth, winning K. Kt. ; for if he defend it with K. B. P., you take <i>en passant</i> , and he must lose the Knight. |                            |

*In the second place,*

7. K. Kt. to its fifth.
8. Q. B. P. takes P. 8. If he play K. B. to Q. Kt. third, you play K. R. P. one square, and afterwards Q. Kt. to Q. B. third. But suppose

- Q. Kt. takes Q. P.
- |                            |                           |
|----------------------------|---------------------------|
| 9. K. Kt. takes Q. Kt.     | 9. Q. to K. R. fifth.     |
| 10. Q. B. to K. B. fourth. | 10. K. Kt. takes K. R. P. |
| 11. Q. B. takes K. Kt.     | 11. K. B. takes Kt.       |
12. Q. to K. second, and you have the best of the game,  
having won a piece for two pawns.

## FOURTH DEFENCE.

- |                       |                                                                                                                                   |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------|
|                       | 6. K. Kt. to K. fifth.                                                                                                            |
| 7. K. B. to Q. fifth. | 7. If he play K. B. P. two squares, you should take P. with Q. B. P., and if he then check with K. B., you interpose Q. B. But if |
|                       | K. Kt. takes K. B. P.                                                                                                             |
| 8. K. takes K. Kt.    | 8. P. takes Q. B. P. <sup>+</sup>                                                                                                 |

*In the first place,*

- |                     |                       |
|---------------------|-----------------------|
| 9. K. to K. square. | 9. P. takes Q. Kt. P. |
| 10. Q. B. takes P.  |                       |

In this position it appears to me that White has rather the best of the game, though some eminent authors call it an even game. The ninth move of the White has hitherto been considered the best, and in Lolli, page 277, it is stated that to play K. to B. square, to K. second, or to K. Kt. third, would be wrong: the last move has, however, been defended in a work of great merit, entitled "An Analysis of the Muzio Gambit," &c. published at Madras in 1829; and the following moves are extracted from it.

*In the second place,*

- |                        |                          |
|------------------------|--------------------------|
| 9. K. to K. Kt. third. | 9. P. takes Q. Kt. P.    |
| 10. Q. B. takes P.     | 10. Q. Kt. to K. second. |

## FIRST METHOD.

- |                          |                                       |
|--------------------------|---------------------------------------|
| 11. K. R. P. one square. | 11. Kt. to K. B. fourth. <sup>+</sup> |
| 12. K. to K. R. second.  | 12. K. B. to its seventh.             |

13. K. Kt. P. two squares. 13. K. B. to K. Kt. sixth.<sup>+</sup>  
 14. K. to K. Kt. square. 14. Kt. to K. sixth.  
 15. Q. to Q. third. 15. Kt. takes K. B.  
 16. Q. takes Kt. 16. K. castles.  
 17. K. to K. Kt. second. 17. K. B. to its fifth.  
 18. Q. Kt. to Q. B. third. 18. Q. R. to Q. Kt. square. (A.)  
 19. Q. to Q. fourth. 19. K. B. to K. Kt. fourth.  
 20. Q. Kt. to K. fourth. 20. K. B. to K. second.  
 21. Q. R. to Q. square. 21. Q. Kt. P. one square.  
 22. K. P. one square. 22. K. B. P. one square.  
 23. K. P. takes P. 23. Q. B. to Q. Kt. second.  
 24. K. R. to K. B. square. 24. Q. B. takes Kt.  
 25. Q. takes Q. B. 25. K. B. to Q. third.  
 26. Q. to K. sixth.<sup>+</sup> 26. If he interpose K. R., you  
 play Kt. to K. Kt. fifth; therefore,  
 K. to R. square.  
 27. Kt. to Q. fourth. 27. Q. R. to Q. Kt. second.  
 28. Kt. to Q. B. sixth. 28. Q. to Q. R. square.  
 29. P. becomes a Queen. 29. K. R. takes Q.  
 30. Kt. takes K. R. 30. R. to Q. Kt. square.<sup>+</sup>  
 31. Q. to Q. fifth, and will win.

(A.)

18. Q. P. one square.  
 19. Q. B. to K. third.  
 20. K. B. to K. Kt. fourth.  
 21. K. B. to K. second.  
 22. K. B. to its third.  
 23. Q. takes Kt.  
 24. K. Kt. P. takes Q.  
 25. B. takes Q. R. P.  
 26. If he play K. R. to Q. B.  
 square, you check with Q. R. If he play Q. R. to Q. B.  
 square, you play R. to Q. R. square, and win. But if  
 B. to K. third.  
 27. Q. R. P. two squares.  
 28. Q. R. to Q. B. square.  
 29. K. R. to K. square.  
 19. Q. R. to Q. square.  
 20. Q. to Q. fourth.  
 21. Q. Kt. to K. fourth.  
 22. K. P. takes P.  
 23. Q. Kt. takes K. B.<sup>+</sup>  
 24. Q. takes Q.  
 25. P. takes Q. B. P.  
 26. Q. B. takes P.  
 27. R. to Q. eighth.  
 28. K. R. to Q. square.  
 29. B. to K. seventh.

30. R. takes K.R.<sup>+</sup>                      30. R. takes R.  
 31. R. to Q. eighth, and wins easily.

## SECOND METHOD.

- |                                                                                                                                                 |                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------|
| 11. K.B. to K. fourth.                                                                                                                          | 11. Q.P. two squares.                 |
| 12. P. takes P. <i>en passant</i> .                                                                                                             | 12. K.B. takes P. <sup>+</sup>        |
| 13. K. to B. second.                                                                                                                            | 13. K.B. to Q.B. fourth. <sup>+</sup> |
| 14. Q.B. to Q. fourth.                                                                                                                          | 14. K.B. takes B. <sup>+</sup>        |
| 15. Q. takes B.                                                                                                                                 | 15. Q. takes Q. <sup>+</sup>          |
| 16. K.Kt. takes Q.                                                                                                                              | 16. K. castles.                       |
| 17. K.R. to K. square.                                                                                                                          | 17. Kt. to K.Kt. third.               |
| 18. Q.Kt. to Q.R. third.                                                                                                                        | 18. Q.B.P. one square.                |
| 19. Q.Kt. to Q.B. fourth.                                                                                                                       | 19. K.R. to Q. square.                |
| 20. K.R. to Q. square.                                                                                                                          | 20. Q.R. to Q.Kt. square.             |
| 21. Q.R. to Q.Kt. square.                                                                                                                       | 21. Q.B. to K.Kt. fifth.              |
| 22. K.R. to Q. second.                                                                                                                          | 22. Kt. to K. second.                 |
| 23. Q.Kt. to Q.R. fifth.                                                                                                                        | 23. Q.B.P. one square.                |
| 24. K.Kt. to K.B. third.                                                                                                                        | 24. B. takes K.Kt.                    |
| 25. R. takes R. <sup>+</sup>                                                                                                                    | 25. R. takes R.                       |
| 26. K. takes B.                                                                                                                                 | 26. Q.Kt.P. one square.               |
| 27. Kt. to Q.B. sixth.                                                                                                                          | 27. Kt. takes Kt.                     |
| 28. B. takes Kt.                                                                                                                                | 28. R. to Q.B. square.                |
| 29. B. to Q.Kt. fifth.                                                                                                                          | 29. R. to Q.R. square.                |
| 30. B. to Q.R. sixth, and will win, because Black cannot advance the Pawns on the Queen's side, and White will bring forward the King and Rook. |                                       |

## TWENTY-SIXTH GAME.

## White.

1. K.P. two squares.
2. K.Kt. to K.B. third.
3. K.B. to Q.B. fourth.
4. Q.B.P. one square.

## Black.

1. K.P. two squares.
2. Q.Kt. to Q.B. third.
3. K.B. to Q.B. fourth.
4. Q. to K.B. third.



5. K. castles. 5. If he play Q. P. one square,  
you also play Q. P. one square, as in the nineteenth  
game. But if

K. Kt. to K. second.

6. Q. P. two squares.

*In the first place,*

6. K. B. to Q. Kt. third.  
7. Q. B. to K. Kt. fifth. 7. If he play Q. to K. Kt.  
third, you should take K. Kt. with Q. B. ; if he retake  
with Q. Kt., you take K. P. with K. Kt. ; but if he  
retake with K., you advance Q. P., and afterwards take  
K. P., having a fine attack : therefore,  
Q. to Q. third.  
8. Q. to Q. Kt. third. 8. K. castles.  
9. Q. P. takes P. 9. Q. Kt. takes P.  
10. Q. Kt. to Q. second, and your position is certainly  
superior to the Black's.

*In the second place.*

6. K. P. takes P.  
7. Q. B. to K. Kt. fifth. 7. Q. to Q third.  
8. Q. B. takes K. Kt. 8. If he take Q. B. with K.,  
you play K. P. one square, (he cannot take it without  
losing a piece,) and afterwards take P. with Q. B. P.  
If he take Q. B. with either Q. Kt., or Q., you take P.  
with Q. B. P., having the best of the game, in conse-  
quence of your two centre Pawns.

## TWENTY-SEVENTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. Q. B. P. one square.   | 4. Q. to K. second.       |

This move of Q. to K. second was formerly considered decidedly the best move that could be played, and effectually preventing the White from advancing Q.P. two squares. I am far from supposing it to be a bad move, but it certainly does not prevent the advance of your Q.P. two squares, as will be shown in the Twenty-Ninth Game. At present I shall suppose you to play

- |                           |                                                                                                                                                                                                                |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5. K. castles.            | 5. Q. P. one square.                                                                                                                                                                                           |
| 6. Q. P. two squares.     | 6. K. B. to Q. Kt. third.                                                                                                                                                                                      |
| 7. Q. B. to K. Kt. fifth. | 7. K. B. P. one square.                                                                                                                                                                                        |
| 8. Q. B. to K. R. fourth. | 8. If he play Q. B. to K. third, you should take with K. B., and then advance Q. P. winning a piece. Perhaps the best move is to play K. Kt. to R. third, and afterwards to K. B. second. But suppose he plays |

K. Kt. P. two squares.

- |                           |                      |
|---------------------------|----------------------|
| 9. K. Kt. takes K. Kt. P. | 9. P. takes K. Kt.   |
| 10. Q. to K. R. fifth.+   | 10. K. to Q. second. |
| 11. Q. B. takes P.        |                      |

#### FIRST DEFENCE.

- |                         |                           |
|-------------------------|---------------------------|
|                         | 11. Q. to K. Kt. second.  |
| 12. K. B. to K. sixth.+ | 12. K. takes B.           |
| 13. Q. to K. eighth.+   | 13. Kt. or Q. interposes. |
| 14. Q. P. checkmates.   |                           |

#### SECOND DEFENCE.

- |                           |                          |
|---------------------------|--------------------------|
|                           | 11. Q. to K. B. square.  |
| 12. K. B. to its seventh. | 12. Q. Kt. to K. second. |
| 13. Q. P. takes P.        | 13. Q. P. takes P.       |
| 14. K. R. to Q. square.+  | 14. K. to Q. B. third.   |
| 15. K. B. to K. eighth.+  | 15. K. to Q. B. fourth.  |
| 16. Q. B. to K. third.+   | 16. K. to Q. B. fifth.   |
| 17. Q. Kt. P. checkmates. |                          |

This game is extracted from Greco's Treatise, a work not duly appreciated by the Chess players of the present day, though it is one of the most ingenious.

## TWENTY-EIGHTH GAME.

**White.**

**Black.**

- |                                  |                                                                                                                 |
|----------------------------------|-----------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                                    |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i>                                                                                |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth.</i>                                                                                |
| 4. <i>Q. B. P. one square.</i>   | 4. <i>Q. to K. second.</i>                                                                                      |
| 5. <i>K. castles.</i>            | 5. <i>Q. P. one square.</i>                                                                                     |
| 6. <i>Q. P. two squares.</i>     | 6. <i>K. P. takes P.</i>                                                                                        |
| 7. <i>Q. B. P. takes P.</i>      | 7. <i>K. B. to Q. Kt. third.</i>                                                                                |
| 8. <i>Q. Kt. to Q. B. third.</i> | 8. <i>If he play K. Kt. to B. third, see the "First Variation." But suppose he plays Q. B. to K. Kt. fifth.</i> |
| 9. <i>Q. Kt. to Q. fifth.</i>    | 9. <i>If he take K. Kt. with Q. B., see the "Second Variation." But if Q. to Q. square.</i>                     |
| 10. <i>Q. Kt. takes K. B.</i>    | 10. <i>Q. R. P. takes Kt.</i>                                                                                   |
| 11. <i>K. R. P. one square.</i>  | 11. <i>Q. B. to Q. second.</i>                                                                                  |
| 12. <i>Kt. to K. Kt. fifth.</i>  | 12. <i>K. Kt. to K. R. third.</i>                                                                               |
| 13. <i>K. B. P. two squares.</i> | 13. <i>K. castles.</i>                                                                                          |
| 14. <i>K. B. P. one square.</i>  | 14. <i>If he play Q. to K. B. third, you should play Kt. to K. B. third. But if Q. Kt. to K. R. fourth.</i>     |
| 15. <i>K. B. to Q. fifth.</i>    | 15. <i>Q. B. P. one square.</i>                                                                                 |
| 16. <i>K. B. P. one square.</i>  | 16. <i>Q. B. P. takes B.</i>                                                                                    |
| 17. <i>Q. to K. R. fifth.</i>    | 17. <i>If he play K. Kt. P. one square, you will win the Queen, or checkmate. But if</i>                        |

*In the first place,*

- |                                       |                                 |
|---------------------------------------|---------------------------------|
|                                       | <i>K. Kt. P. takes P.</i>       |
| 18. <i>Kt. takes K. R. P.</i>         | 18. <i>K. takes Kt.</i>         |
| 19. <i>Q. B. takes Kt.</i>            | 19. <i>K. R. to its square.</i> |
| 20. <i>Q. takes K. B. P.+</i>         | 20. <i>K. takes B.</i>          |
| 21. <i>Checkmates in eight moves.</i> |                                 |

*In the second place,*

- |                                              |                            |
|----------------------------------------------|----------------------------|
| 18. K. B. P. takes P.                        | 17. Q. Kt. to Q. B. third. |
| 19. Kt. takes K. R. P.                       | 18. K. takes P.            |
| 20. Q. B. takes Kt.                          | 19. K. takes Kt.           |
| 21. Q. B. takes R. <sup>+</sup>              | 20. K. B. P. one square.   |
| 22. Q. to K. Kt. sixth. <sup>+</sup>         | 21. K. to Kt. square.      |
| 23. K. R. takes P., checks, and wins easily. | 22. K. takes B.            |

**FIRST VARIATION,****BEGINNING AT THE EIGHTH MOVE OF THE BLACK.**

- |                            |                                                                            |
|----------------------------|----------------------------------------------------------------------------|
| 9. Q. Kt. to Q. fifth.     | 8. K. Kt. to K. B. third.                                                  |
|                            | 9. If he take Q. Kt. he w<br>lose a piece ; therefore,<br>Q. to Q. square. |
| 10. Q. B. to K. Kt. fifth. | 10. Q. B. to K. Kt. fifth.                                                 |
| 11. K. P. one square.      | 11. Q. P. takes P.                                                         |
| 12. Q. P. takes P.         |                                                                            |

**FIRST DEFENCE.**

- |                                                                  |                                                                                                     |
|------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| 13. P. takes Kt.                                                 | 12. K. R. P. one square.                                                                            |
| 14. P. takes K. Kt. P.                                           | 13. P. takes Q. B.                                                                                  |
| 15. Q. to K. second. <sup>+</sup>                                | 14. K. R. to K. Kt. square.                                                                         |
|                                                                  | 15. If he play K. to Q. seco:<br>you take K. B. with Kt., checking, &c. But if<br>Q. B. interposes. |
| 16. Q. Kt. takes K. B.                                           | 16. Q. R. P. takes Kt.                                                                              |
| 17. K. B. takes B.                                               | 17. P. takes K. B.                                                                                  |
| 18. Q. takes P. <sup>+</sup>                                     | 18. Kt. interposes.                                                                                 |
| 19. K. R. to K. square.                                          | 19. K. R. takes P.                                                                                  |
| 20. Q. R. to Q. square.                                          | 20. Q. to Q. B. square.                                                                             |
| 21. Q. to K. B. sixth.                                           | 21. K. R. to K. B. second.                                                                          |
| 22. Q. to K. R. eighth. <sup>+</sup>                             | 22. K. R. interposes.                                                                               |
| 23. K. R. takes Kt. <sup>+</sup>                                 | 23. K. takes K. R.                                                                                  |
| 24. R. to K. square, checks, and will checkmate in a f<br>moves. |                                                                                                     |

SECOND DEFENCE.

12. Q. B. takes K. Kt.  
13. Q. takes B.

*In the first place,*

- |                                        |                             |
|----------------------------------------|-----------------------------|
| 13. Q. Kt. to Q. fifth.                |                             |
| 14. Q. to Q. third.                    | 14. Q. Kt. to K. third.     |
| 15. P. takes K. Kt.                    | 15. Kt. takes Q. B.         |
| 16. P. takes K. Kt. P.                 | 16. K. R. to K. Kt. square. |
| 17. K. R. to K. square.+               | 17. Kt. to K. third.        |
| 18. Q. takes K. R. P.                  | 18. K. to Q. second.        |
| 19. Kt. takes K. B., checks, and wins. |                             |

*In the second place,*

13. K. R. P. one square.  
14. You may take Kt. with Kt., and then take P. with Q. B., winning, or you may play  
    P. takes K. Kt.      14. P. takes Q. B.  
15. P. takes K. Kt. P.      15. K. R. to K. Kt. square.  
16. Kt. to K. B. sixth.+      16. K. to K. second.  
17. K. R. checks, and wins in a few moves.

SECOND VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

9. Q. B. takes Kt.  
10. Q. takes Q. B.

FIRST DEFENCE.

- |                                   |                         |
|-----------------------------------|-------------------------|
| 10. Q. Kt. takes P.               |                         |
| 11. Q. to Q. third.               | 11. Q. to K. fourth.    |
| 12. Q. B. to K. B. fourth.        | 12. Q. to K. R. fourth. |
| 13. Q. Kt. takes K. B., and wins. |                         |

SECOND DEFENCE.

- |                      |                        |
|----------------------|------------------------|
| 10. Q. to Q. second. |                        |
| 11. Kt. takes K. B.  | 11. Q. B. P. takes Kt. |

12. Q. to K.Kt. third.      12. If he play K.B.P. one square, see the "Third Variation." But if  
K.Kt.P. one square.
13. Q.B. to K.B. fourth.

*In the first place,*

13. Q.R. to Q. square.  
14. Q.P. one square.      14. If he play Q.Kt. to Q.R. fourth, you should play K.B. to Q. third. But if  
Q.Kt. to K. second.
15. K.P. one square.      15. P. takes K.P.  
16. Q.B. take P.      16. K.B.P. one square.
17. Q.P. one square.      17. If he play Q.Kt. to K.B. fourth, you move Q. to Q.B. third. But if  
Q.Kt. to Q.B. third.
18. Q.B. to K.B. fourth.      18. K.Kt.P. one square.  
19. Q.B. takes K.Kt.P.      19. Q. takes P.
20. Q.B. to K.B. fourth.      20. Q. to K.B. square.  
21. K.R. to K. square.<sup>+</sup>      21. K.Kt. interposes.
22. Q. to K.Kt. fourth.      22. If he play Q.R.P. two squares, you will checkmate in three moves ; therefore,  
Q.R. to Q. fifth.
23. Q. to K.R. fifth.<sup>+</sup>      23. K. to Q. square.  
24. Q.R. to Q. square.      24. Q. to K. square.
25. K.B. to its seventh.      25. If he play Q. to K.B. square, you would play Q.B. to K.R. sixth : therefore,  
Q. to Q. second.
26. K.B. to K. sixth.      26. Q. to K. square.  
27. Q. to Q.Kt. fifth.      27. If he play Q. to K.B. square, or to K.Kt. third, you take R. with R. But if  
K.R. to K.B. square.
28. Q. to Q.B. fourth.      28. R. takes R.  
29. K.R. takes R., checks, and will checkmate in three moves.

*In the second place,*

13. K. castles.  
14. Q. to Q.B. third.      14. If he play K. to Q.Kt. square, you will play Q. P. one square. But if

- |                                     |                          |
|-------------------------------------|--------------------------|
|                                     | Q. to Q.B. second.       |
| 15. Q.R. to Q.B. square.            | 15. K. to Q.Kt. square.  |
| 16. K.B. to Q.Kt. fifth.            | 16. Q. to K. second.     |
| 17. K.B. takes Q.Kt.                | 17. P. takes K.B.        |
| 18. Q.P. one square.                | 18. K.B.P. one square.   |
| 19. Q.P. takes P.                   | 19. Q. to Q.B. second.   |
| 20. K.R. to Q. square.              | 20. K.Kt. to K. second.  |
| 21. Q. takes P.                     | 21. K.R. to K.B. square. |
| 22. Q. takes Q.P., and wins easily. |                          |

### THIRD VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE SECOND VARIATION.

- |                          |                        |
|--------------------------|------------------------|
|                          | 12. K.B.P. one square. |
| 13. Q.B. to K.B. fourth. |                        |

#### FIRST DEFENCE.

- |                                   |                            |
|-----------------------------------|----------------------------|
| 14. Q.R. to Q. square.            | 13. Q.R. to Q. square.     |
| 15. Q.R.P. one square.            | 14. K.Kt.P. one square.    |
| 16. Q.B. to its square.           | 15. K. to K.B. square.     |
| 17. K.B.P. two squares.           | 16. K. to K.Kt. second.    |
| 18. Q.P. one square.              | 17. K.Kt. to K.R. third.   |
| 19. Q.Kt.P. two squares.          | 18. Q.Kt. to K. second.    |
| 20. Q.B. to Q.Kt. second.         | 19. K.R. to K.B. square.   |
| 21. K.R.P. one square.            | 20. Q.Kt. to K.Kt. square. |
| 22. Q. to Q. third.               | 21. Q.R. to K. square.     |
| 23. K.Kt.P. two squares.          | 22. Q.R.P. one square.     |
| 24. K.Kt.P. one square.           | 23. K.Kt. to K.B. second.  |
| 25. K.Kt.P. takes P. <sup>+</sup> | 24. K.R.P. two squares.    |
| 26. Q.R. to K. square.            | 25. K. to R. second.       |
| 27. K.P. one square.              | 26. K.Kt. to K.R. third.   |

*In the first place,*

- |                       |                        |
|-----------------------|------------------------|
|                       | 27. Q. to Q.B. square. |
| 28. P. to K.B. fifth. | 28. K.Kt. takes P.     |
| 29. K.P. one square.  | 29. Q.Kt. takes P.     |

- |                                              |                                                                                                         |
|----------------------------------------------|---------------------------------------------------------------------------------------------------------|
| 30. K.R. takes Kt.                           | 30. P. takes R.                                                                                         |
| 31. Q. takes P.+                             | 31. K. to Kt. second.                                                                                   |
| 32. Q. to K.Kt. fifth.+                      | 32. If he play K. to R. second,<br>he will be checkmated in four moves ; therefore,<br>K. to R. square. |
| 33. Q.B. takes Kt., checks, and wins easily. |                                                                                                         |

*In the second place,*

- |                                            |                        |
|--------------------------------------------|------------------------|
|                                            | 27. Q. to K.B. fourth. |
| 28. Q. to K.Kt. third.                     | 28. Q. to Q.B. square. |
| 29. P. to K.B. fifth.                      | 29. K.Kt. takes P.     |
| 30. K.R. takes Kt.                         | 30. Q. takes R.        |
| 31. K.B. to Q. third, and will easily win. |                        |

## SECOND DEFENCE.

- |                                                                                                                                   |                           |
|-----------------------------------------------------------------------------------------------------------------------------------|---------------------------|
|                                                                                                                                   | 13. K. castles.           |
| 14. K.B. to Q.Kt. fifth.                                                                                                          | 14. K. to Q.Kt. square.   |
| 15. It would be bad play to move Q.P. one square, because<br>he would play Q.Kt. to Q. fifth. The best move is<br>Q. to Q. third. | 15. Q. to K.Kt. fifth.    |
| 16. Q.B. to K.Kt. third.                                                                                                          | 16. K.Kt. to K. second.   |
| 17. K.B.P. one square.                                                                                                            | 17. Q. to K.Kt. third.    |
| 18. Q.R.P. two squares.                                                                                                           | 18. K.R.P. two squares.   |
| 19. Q.R.P. one square.                                                                                                            | 19. P. takes Q.R.P.       |
| 20. Q.P. one square.                                                                                                              | 20. Q.Kt. to its fifth.   |
| 21. Q. to Q.Kt. third.                                                                                                            | 21. Q.Kt.P. one square.   |
| 22. Q.B. to K. square.                                                                                                            | 22. K.Kt. to Q.B. square. |
| 23. Q.B. takes Q.Kt.                                                                                                              | 23. P. takes Q.B.         |
| 24. Q. takes P.                                                                                                                   | 24. Q. to K.B. second.    |
| 25. K.R. to Q.B. square.                                                                                                          | 25. K.Kt.P. two squares.  |
| 26. K.R. to Q.B. fourth.                                                                                                          | 26. K.R. to its second.   |
| 27. Q.R. to Q.B. square, and will win.                                                                                            |                           |

This game and the variations are taken from a volume of 63 pages, printed at Madras in 1829, and entitled "Analysis of the Muzio Gambit, and Match of two Games at Chess played between MADRAS and HYDERABAD, with Remarks by Ghulam Kassim, of Madras, who had the



chief direction of the Madras Games, and James Cochrane, Esq., of the Madras Civil Service." This is a valuable work, of which I have largely availed myself, particularly in the *new* and skilful Analysis of the Muzio Gambit.

## TWENTY-NINTH GAME.

**White.**

**Black.**

- |                                  |                                                                                                                |
|----------------------------------|----------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                                   |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i>                                                                               |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth.</i>                                                                               |
| 4. <i>Q. B. P. one square.</i>   | 4. <i>Q. to K. second.</i>                                                                                     |
| 5. <i>Q. P. two squares.</i>     | 5. <i>K. P. takes P.</i>                                                                                       |
| 6. <i>K. castles.</i>            | 6. <i>P. takes P. ; instead of<br/>this move he may play Q. Kt. to K. fourth : see the<br/>Thirtieth Game.</i> |
| 7. <i>Q. Kt. takes P.</i>        | 7. <i>If he play K. Kt. to K. B<br/>third, you should advance K. P. But if<br/>Q. P. one square.</i>           |
| 8. <i>Q. Kt. to Q. fifth.</i>    |                                                                                                                |

### No. I.

- |                                    |                                                                                                                                                                                   |
|------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                    | 8. <i>Q. to her square.</i>                                                                                                                                                       |
| 9. <i>Q. Kt. P. two squares.</i>   | 9. <i>If he play K. B. to Q. Kt.<br/>third, see the Variation : suppose he now plays<br/>K. B. takes P., it is evi-<br/>dent that if he take P. with Q. Kt. he loses a piece.</i> |
| 10. <i>Q. Kt. takes B.</i>         | 10. <i>Q. Kt. takes Kt.</i>                                                                                                                                                       |
| 11. <i>Q. to Q. Kt. third.</i>     | 11. <i>Q. Kt. to Q. B. third.</i>                                                                                                                                                 |
| 12. <i>Q. B. to Q. Kt. second.</i> |                                                                                                                                                                                   |

### FIRST DEFENCE.

- |                                |                                 |
|--------------------------------|---------------------------------|
|                                | 12. <i>Q. Kt. to K. fourth.</i> |
| 13. <i>K. Kt. takes Q. Kt.</i> | 13. <i>Q. P. takes Kt.</i>      |

14. K.B. takes K.B.P.+      14. K. to K. second.  
 15. Q.B. checks.              15. K. to B. third.  
 16. Checkmates in three moves.

## SECOND DEFENCE.

12. K.Kt. to B. third.  
 13. K.B. takes P.+

*In the first place,*

13. K. to K. second.  
 14. K.P. one square.      14. If he take P. with P., y  
     check with Q.B. If he take it with Q.Kt., you ta  
     his Kt. with yours. But if he play  
     Q.P. one square.  
 15. K.Kt. to its fifth.      15. K.R.P. one square.  
 16. Q.B. checks.            16. K. to Q. second.  
 17. P. checkmates.

*In the second place,*

13. K. to B. square.  
 14. K.P. one square.

## FIRST METHOD.

14. P. takes P.  
 15. Q.B. checks.            15. Q.Kt. to K. second.  
 16. Q.R. to Q. square.    16. Q.B. to Q. second.  
 17. K.Kt. takes P.        17. Q. to Q.B. square.  
 18. K.B. to K.Kt. sixth.   18. Q.B. to K. third.  
 19. Q.R. checks.          19. Q. takes Q.R.  
 20. Q. takes Q.B. and wins.

## SECOND METHOD.

14. Q.Kt. takes P.  
 15. Kt. takes Kt.           15. Q. to K. second.  
 16. K.B. to K.Kt. sixth.

*In the first place,*

16. Q.B. to K. third.  
 17. Q. takes Q.Kt.P.      17. Q.B. to Q. fourth.

18. Kt. to Q.B. sixth.      18. Q.B. takes Kt.  
19. Q. takes B., and wins easily.

*In the second place,*

16. Q. to K. third.  
17. Q. to Q.R. third.      17. Q.B.P. two squares.  
18. Kt. to K.B. seventh.      18. K.R. to Kt. square.  
19. Kt. to K.Kt. fifth.      19. Q. to K.Kt. fifth.  
20. Q. to Q. third, and wins easily.

THIRD METHOD.

14. K.Kt. to K.Kt. square.  
15. P. takes Q.P.      15. P. takes P.  
16. K.R. to K. square.      16. If he play Kt. to K. second,  
you may play Q. to Q.B. third. But if  
Q.B. to Q. second.  
17. K.B. takes Kt.      17. R. takes B.  
18. Kt. to K. fifth.      18. If he take Kt. with P., you  
check with Q.B., and then take P. with R. If he play  
Q.B. to K. square, you win the Queen by checking at  
K.B. third : therefore,  
Kt. takes Kt.  
19. R. takes Kt.      19. R. to K.R. square.  
20. Q. to K.B. third.+      20. K. to Kt. square.  
21. Q. to Q. fifth.+      21. K. to B. square.  
22. Q. takes P., checks, and wins in a few moves.

VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

White.

1. K.P. two squares.
2. K.Kt. to K.B. third.
3. K.B. to Q.B. fourth.
4. Q.B.P. one square.
5. Q.P. two squares.

Black.

1. K.P. two squares.
2. Q.Kt. to Q.B. third.
3. K.B. to Q.B. fourth.
4. Q. to K. second.
5. P. takes P.

6. *Castles.* 6. *P. takes P.*  
 7. *Q. Kt. takes P.* 7. *Q. P. one square.*  
 8. *Kt. to Q. fifth.* 8. *Q. to Q. square.*  
 9. *Q. Kt. P. two squares.* 9. *K. B. to Q. Kt. third.*  
 10. *Q. B. to Q. Kt. second.* 10. If he play *K. B. P. one*  
*square, you should move K. Kt. to its fifth; and if he*  
*then play K. Kt. to R. third, you win, by checking with*  
*the Queen: therefore*  
*K. Kt. to B. third.*  
 11. *Kt. takes Kt.* 11. *P. takes Kt.*  
 12. *K. Kt. to its fifth.* 12. *Q. B. to K. third.*  
 13. *Kt. takes B.* 13. *P. takes Kt.*  
 14. *B. takes P., and has the best of the game.*

## No. II.

## White.

## Black.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to B. third.</i>    |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth—</i> |
| 4. <i>Q. B. P. one square.</i>   | 4. <i>Q. to K. second.</i>       |
| 5. <i>Q. P. two squares.</i>     | 5. <i>P. takes P.</i>            |
| 6. <i>Castles.</i>               | 6. <i>P. takes P.</i>            |
| 7. <i>Q. Kt. takes P.</i>        | 7. <i>Q. P. one square.</i>      |
| 8. <i>Q. Kt. to Q. fifth.</i>    | 8. <i>Q. to Q. second.</i>       |
| 9. <i>Q. Kt. P. two squares.</i> |                                  |

## FIRST DEFENCE.

- |                                                 |                                  |
|-------------------------------------------------|----------------------------------|
|                                                 | 9. <i>K. B. to Q. Kt. third.</i> |
| 10. <i>Q. B. to Q. Kt. second.</i>              | 10. <i>K. B. P. one square.</i>  |
| 11. <i>Q. to Q. Kt. third.</i>                  | 11. <i>K. Kt. to K. second.</i>  |
| 12. <i>Q. Kt. takes K. B. P.+</i>               | 12. <i>P. takes Kt.</i>          |
| 13. <i>K. B. checks.</i>                        | 13. <i>K. removes.</i>           |
| 14. <i>Q. B. takes P., and has a fine game.</i> |                                  |

## SECOND DEFENCE.

- |                                    |                                    |
|------------------------------------|------------------------------------|
|                                    | 9. <i>K. B. takes P.</i>           |
| 10. <i>Q. B. to Q. Kt. second.</i> | 10. If he play <i>K. B. P. one</i> |

square, you should take K.B. with Q. Kt., and afterwards K. Kt. with K. B., in order to play Q. to Q. Kt. third. But if

K. to B. square.

- |                                               |                            |
|-----------------------------------------------|----------------------------|
| t. takes K.B.                                 | 11. Kt. takes Kt.          |
| . Kt. to its fifth.                           | 12. K. Kt. to R. third.    |
| . to Q. fourth.                               | 13. K.B.P. one square.     |
| t. to K. sixth. +                             | 14. K. to K. square.       |
| . to Q. second.                               | 15. If he remove or defend |
| Q. Kt., you may take K.B.P. with Q. B. But if | Q. to K. second.           |
| t. takes Q. B. P. +                           | 16. Q. takes Kt.           |
| . takes Q. Kt., and has the best of the game. |                            |

### THIRD DEFENCE.

- |                        |                         |
|------------------------|-------------------------|
|                        | 9. Q. Kt. takes P.      |
| t. takes Q. Kt.        | 10. K.B. takes Kt.      |
| . Kt. to its fifth.    | 11. K. Kt. to R. third. |
| . B. to Q. Kt. second. |                         |

### FIRST METHOD.

- |                       |                        |
|-----------------------|------------------------|
|                       | 12. K.B.P. one square. |
| . B. takes K. B. P.   | 13. P. takes Q. B.     |
| . checks.             | 14. K. to Q. square.   |
| t. to K. sixth. +     | 15. K. to K. second.   |
| . takes K. Kt.        | 16. K. to K. square.   |
| . to K. R. fifth. +   | 17. K. to K. second.   |
| t. takes Q. B. P.     | 18. Q. takes Kt.       |
| . to K. B. seventh. + | 19. K. to Q. square.   |
| . takes K. B. P. +    | 20. Q. interposes.     |
| . takes R., and wins. |                        |

### SECOND METHOD.

- |                    |                      |
|--------------------|----------------------|
|                    | 12. K. to B. square. |
| . to Q. Kt. third. |                      |

*In the first place,*

- |                   |                           |
|-------------------|---------------------------|
|                   | 13. K.B. to Q. B. fourth. |
| . to Q. B. third. | 14. K.B.P. one square.    |

- |                        |                         |
|------------------------|-------------------------|
| 15. Kt. to K. sixth.+  | 15. K. to K. square.    |
| 16. Q. to K.Kt. third. | 16. K.R. to Kt. square. |
| 17. Kt. takes K.B.     | 17. P. takes Kt.        |
| 18. K.B. takes K.R.    | 18. Kt. takes K.B.      |

White has the best of the game.

*In the second place,*

- |                                                |                                                                                                                                                             |
|------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                | 13. K.B. to Q.R. fourth.                                                                                                                                    |
| 14. Q.B. takes K.Kt.P.+                        | 14. K. takes B.                                                                                                                                             |
| 15. Q. to Q.Kt. second.+                       | 15. K. to Kt. square. (A.)                                                                                                                                  |
| 16. Q. to K.B. sixth.                          | 16. K.B. to Q.B. sixth.                                                                                                                                     |
| 17. Q. takes Kt.                               | 17. K.B. to K.Kt. second.                                                                                                                                   |
| 18. Q. to K.R. fifth.                          | 18. K.B. takes R.                                                                                                                                           |
| 19. K.R. takes B.                              | 19. If he play K.R.P. one<br>square, you should take K.B.P. with K.Kt. If he play<br>Q. to K. second, you play Q. to K.R. sixth. But if<br>K. to B. square. |
| 20. Q. to K.R. sixth.+                         | 20. K. to K. second.                                                                                                                                        |
| 21. Q. to K.Kt. seventh.                       | 21. If he play R. to K.B.<br>square, you will win K.R. by taking K.R.P. with Kt.;<br>therefore                                                              |
|                                                | Q. to K. square.                                                                                                                                            |
| 22. K.P. one square.                           | 22. Q. to K.B. square.                                                                                                                                      |
| 23. Q. to K.B. sixth.+                         | 23. K. to Q. second.                                                                                                                                        |
| 24. Kt. takes K.B.P.                           | 24. R. to Kt. square.                                                                                                                                       |
| 25. P. checks.                                 | 25. K. to Q.B. third.                                                                                                                                       |
| 26. Q. to K.B. third, checks, and wins easily. |                                                                                                                                                             |

(A.)

- |                           |                                                                                         |
|---------------------------|-----------------------------------------------------------------------------------------|
|                           | 15. K.B.P. one square.                                                                  |
| 16. K.Kt. to K. sixth.+   | 16. K. to Kt. third.                                                                    |
| 17. Kt. to K.B. fourth.+  | 17. If he move K. to Kt.<br>fourth, you will checkmate him in eight moves.<br>Therefore |
|                           | K. to Kt. second.                                                                       |
| 18. Kt. to K.R. fifth.+   | 18. K. to B. square.                                                                    |
| 19. Q. takes K.B.P.+      | 19. Kt. to K.B. second.                                                                 |
| 20. Q. to K.Kt. seventh.+ | 20. K. to K. second.                                                                    |

21. Q. takes Kt.<sup>+</sup>                      21. K. to Q. square.  
 22. Q. to K. B. sixth, checks, and afterwards takes K. R.

The chief error of the Black in this game is on the sixth move; he ought to play P. to Q. sixth, instead of taking Q. B. P.

### THIRTIETH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. Q. B. P. one square.   | 4. Q. to K. second.       |
| 5. Q. P. two squares.     | 5. K. P. takes P.         |
| 6. K. castles.            | 6. Q. Kt. to K. fourth.   |
| 7. K. Kt. takes Kt.       | 7. Q. takes Kt.           |

No. I.

- |                          |                                   |
|--------------------------|-----------------------------------|
| 8. K. B. P. two squares. | 8. P. takes Q. B. P. <sup>+</sup> |
| 9. K. to K. R. square.   |                                   |

#### FIRST DEFENCE.

- |                                    |                                    |
|------------------------------------|------------------------------------|
|                                    | 9. P. takes P.                     |
| 10. P. takes Q.                    | 10. P. takes Q. R., and becomes Q. |
| 11. Q. to Q. fifth.                | 11. K. B. to K. second.            |
| 12. Q. takes K. B. P. <sup>+</sup> | 12. K. to Q. square.               |
| 13. Q. takes K. Kt. P., and wins.  |                                    |

Black ought not to have taken Q. Kt. P. on the ninth move; he should have played P. to Q. B. seventh.

#### SECOND DEFENCE.

- |                         |                                                                                         |
|-------------------------|-----------------------------------------------------------------------------------------|
|                         | 9. Q. to Q. fifth.                                                                      |
| 10. Q. to Q. Kt. third. | 10. If he play Q. to K. B. third, you should move K. P. one square, and if he then play |

Q. to K. Kt. third, you advance K. B. P., and then take P. with Q. Kt. But if

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K. Kt. to K. R. third.

11. Q. Kt. takes P.

*In the first place,*

- |                                                            |                                   |
|------------------------------------------------------------|-----------------------------------|
| 11. K. Kt. to its fifth.                                   |                                   |
| 12. K. B. takes K. B. P.†                                  | 12. K. to K. B. square.           |
| 13. K. R. P. one square.                                   | 13. K. Kt. checks.                |
| 14. K. to K. R. second.                                    | 14. If he take K. P. with K. Kt., |
| you play Q. Kt. to its fifth.                              | But if                            |
|                                                            | Q. to K. B. third. (A.)           |
| 15. K. B. to K. R. fifth.                                  | 15. K. Kt. P. one square.         |
| 16. K. B. to K. second, and has evidently the better game. |                                   |

(A.)

- |                                                    |                           |
|----------------------------------------------------|---------------------------|
|                                                    | 14. Q. P. one square.     |
| 15. K. B. to K. R. fifth.                          | 15. K. Kt. P. one square. |
| 16. K. B. to its third.                            | 16. Q. B. P. one square.  |
| 17. Q. Kt. to Q. R. fourth.                        | 17. K. Kt. takes K. P.    |
| 18. K. B. takes Kt.                                | 18. Q. takes B.           |
| 19. Q. Kt. takes B.                                | 19. Q. P. takes Kt.       |
| 20. K. B. P. one square, having a forced won game. |                           |

*In the second place,*

- |                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
|                          | 11. K. castles.                                                      |
| 12. K. R. P. one square. | 12. If he play K. to R. square,                                      |
|                          | in order to make room for K. Kt., you play K. B. P. <del>one</del> e |
|                          | square, and on his then playing K. Kt. to its square, you            |
|                          | play Q. Kt. to its fifth, or to Q. fifth, having a fine attack.      |
|                          | But if                                                               |

- |                                                       |                             |
|-------------------------------------------------------|-----------------------------|
|                                                       | Q. P. one square.           |
| 13. K. B. P. one square.                              | 13. Q. to K. B. third.      |
| 14. Q. Kt. to Q. fifth.                               | 14. Q. to K. R. fifth.      |
| 15. Q. B. takes Kt.                                   | 15. Q. takes B.             |
| 16. Q. Kt. takes Q. B. P.                             | 16. Q. R. to Q. Kt. square. |
| 17. Q. Kt. to Q. fifth, and has the best of the game. |                             |



*In the third place.*

- |                                                                                  |                                                                                                                                                                                      |
|----------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                  | 11. Q. B. P. one square.                                                                                                                                                             |
| 12. You may play Q. B. to Q. second, and if he take Q. B. you win Q. But suppose |                                                                                                                                                                                      |
| K. B. P. one square.                                                             | 12. If he play Q. P. two squares, you take it with K. B., having a fine attack. If he play K. Kt. to its fifth, you take K. B. P., and then move K. R. P. one square, &c. If he play |
|                                                                                  | Q. to K. B. third.                                                                                                                                                                   |
| 13. K. P. one square.                                                            | 13. If he move Q. to K. R. fifth, you take K. Kt., and afterwards K. B. P. But if                                                                                                    |
|                                                                                  | Q. takes K. P.                                                                                                                                                                       |
| 14. Q. B. takes Kt.                                                              | 14. P. takes Q. B.                                                                                                                                                                   |
| 15. K. R. to K. square, and wins easily.                                         |                                                                                                                                                                                      |

No. II.

- |                                     |                          |
|-------------------------------------|--------------------------|
| 8. Q. B. P. takes P.                | 8. Q. takes P.           |
| 9. Q. to Q. Kt. third.              | 9. Q. to K. B. third.    |
| 10. Q. Kt. to Q. B. third.          | 10. Q. B. P. one square. |
| 11. K. P. one square.               | 11. Q. to K. second.     |
| 12. Q. Kt. to K. fourth.            | 12. Q. P. two squares.   |
| 13. P. takes P. <i>en passant</i> . |                          |

FIRST DEFENCE.

- |                                 |                                                                                      |
|---------------------------------|--------------------------------------------------------------------------------------|
|                                 | 13. Q. takes Kt.                                                                     |
| 14. K. B. takes P. <sup>+</sup> | 14. K. to B. square.                                                                 |
| 15. Q. B. to K. Kt. fifth.      | 15. If he play Q. to Q. Kt. fifth, or to K. B. fourth, he loses a piece : therefore, |

*In the first place,*

- |                         |                         |
|-------------------------|-------------------------|
|                         | K. Kt. to B. third.     |
| 16. Q. R. to K. square. | 16. Q. to K. B. fourth. |
| 17. Q. R. checks.       | 17. Kt. takes R.        |
| 18. Q. B. checkmates.   |                         |

*In the second place,*

- |                     |                         |
|---------------------|-------------------------|
|                     | 15. Q. B. to Q. second. |
| 16. K. B. takes Kt. | 16. R. takes B.         |

17. Q. B. to K. seventh.<sup>+</sup>      17. K. to K. square.  
 18. Q. takes R., and checkmates.

#### SECOND DEFENCE.

14. Q. B. to K. Kt. fifth.      13. K. B. takes P.

#### *In the first place,*

14. K. B. P. one square.  
 15. K. B. takes Kt.      15. P. takes B.  
 16. Kt. takes K. B.<sup>+</sup>      16. Q. takes Kt.  
 17. Q. to K. B. seventh.<sup>+</sup>      17. K. to Q. square.  
 18. Q. R. to Q. square, winning the Queen.

#### *In the second place,*

14. K. Kt. to B. third.  
 15. Kt. takes K. B.<sup>+</sup>      15. Q. takes Kt.  
 16. K. R. checks.      16. K. to B. square.  
 17. Q. R. to Q. square.      17. Q. to Q. B. second.  
 18. Q. to Q. Kt. fourth.<sup>+</sup>      18. Q. B. P. one square.  
 19. Q. takes P.<sup>+</sup>      19. Q. takes Q.  
 20. Checkmates in two moves.

#### No. III.

8. Q. Kt. P. two squares.      8. K. B. to Q. Kt. third.  
 9. K. B. P. two squares.

#### *In the first place,*

9. P. takes P.<sup>+</sup>  
 10. K. to R. square.      10. Q. to K. second.  
 11. Q. Kt. takes P.      11. Q. B. P. one square.  
 12. K. P. one square.      12. If he play K. B. to Q.  
     second, you play Q. Kt. to K. fourth, having a f  
     position. If he play K. Kt. to K. R. third, you p  
     K. B. P. one square. But if  
     Q. takes Q. Kt. P.  
 13. Q. Kt. to K. fourth.      13. If he play Q. P. two s  
     you should take it *en passant*; and if he then t

K.B., you should advance the Pawn, checking, and you will easily win. But suppose he plays

K.B. to Q. B. second.

14. Q. to K. second. 14. If he play K.Kt. to K. second, you play Q.R.P. one square, in order to check with Kt. at Q. sixth. But if

Q. to K. second.

15. Q.B. to Q.R. third. 15. Q. takes B.  
16. Kt. to Q. sixth.<sup>+</sup> 16. B. takes Kt.  
17. P. takes B.<sup>+</sup> 17. If he play K. to B. square, you should play K.R. to K. square. If he play K. to Q. square, you first play Q.R. to Q. square, and then K.R. to K. square, having a won game.

*In the second place,*

9. Q. to Q. third.  
10. K. to R. square. 10. P. takes P.  
11. Q. to Q. Kt. third. 11. K. Kt. to R. third.  
12. Kt. takes P., and has a fine game.

This and the preceding game show that playing Q. to K. second square does not prevent the first player from advancing Q.P. two squares. Black ought on the sixth move to have played P. to Q. sixth.

### THIRTY-FIRST GAME.

**White.**

**Black.**

- |                                                                                                    |                          |
|----------------------------------------------------------------------------------------------------|--------------------------|
| 1. K.P. two squares.                                                                               | 1. K.P. two squares.     |
| 2. K.Kt. to K.B. third.                                                                            | 2. Q. Kt. to Q.B. third. |
| 3. Q.P. two squares.                                                                               | 3. Q.Kt. takes P.        |
| 4. You may take K.Kt., and the position would be the same as in the Thirty-second Game, which see. |                          |

# KING'S KNIGHT'S GAME.

- K. Kt. takes P. 4. If he play K. B. to Q. B. fourth, you also play K. B. to Q. B. fourth, compelling him to play Kt. to K. third, and the position will be the same as that below : therefore he at once plays Q. Kt. to K. third.
5. K. B. to Q. B. fourth.

## FIRST DEFENCE.

6. K. B. takes Kt. 5. K. B. to Q. B. fourth. 6. If he take K. B. with Q. P. he will lose K. R. after the exchange of Queens therefore K. B. P. takes B.
7. Q. checks. 7. If he play K. Kt. P. on square, you should take it with K. Kt., in order afterwards to take K. B. But if K. to K. second.
8. Q. to K. B. seventh.+ 8. K. to Q. third.
9. Q. B. to K. B. fourth. 9. If he play Q. Kt. P. one or two squares, or K. Kt. to K. second, you should play Q. Kt. to B. third, and afterwards check with Q. R. but if K. Kt. to R. third.
10. Kt. takes Q. P.+ 10. K. to Q. B. third.
11. Q. takes K. P.+ 11. B. to Q. third.
12. Kt. to K. fifth.+ 12. K. to Q. Kt. third.
13. Q. to Q. Kt. third.+ 13. K. to Q. R. third.
14. Checkmates in three moves.

## SECOND DEFENCE.

5. Q. P. one square.
6. K. B. checks. 6. Q. B. P. one square.
7. Kt. takes Q. B. P.

*In the first place,*

7. P. takes Kt.
8. B. takes P.+ 8. Q. B. to Q. second.
9. B. takes Q. R. 9. Q. takes B.

The position is in favour of the White.

*In the second place,*

- |                                                                                       |                        |
|---------------------------------------------------------------------------------------|------------------------|
| 8. Kt. to Q. fourth.+                                                                 | 7. Q. to Q. Kt. third. |
| 9. K. B. takes B.+                                                                    | 8. Q. B. to Q. second. |
| 10. K. Kt. takes Kt.                                                                  | 9. K. takes B.         |
| 11. K. castles, and you ought to win, having gained a Pawn, with a superior position. | 10. P. takes K. Kt.    |

THIRD DEFENCE.

- |                                                                                                                               |                           |
|-------------------------------------------------------------------------------------------------------------------------------|---------------------------|
|                                                                                                                               | 5. Q. B. P. one square.   |
| 6. It would not be good play to sacrifice K. Kt. by taking K. B. P., except against an inferior player ; it is better to play |                           |
| K. B. takes Kt.                                                                                                               | 6. Q. to Q. R. fourth.+   |
| 7. Q. Kt. to B. third.                                                                                                        | 7. Q. takes K. Kt.        |
| 8. K. B. to Q. Kt. third.                                                                                                     | 8. K. B. to Q. B. fourth. |
| 9. Castles, and the game is about equal.                                                                                      |                           |

THIRTY-SECOND GAME.

**White.**

1. K. P. two squares.
2. K. Kt. to K. B. third.
3. Q. P. two squares.
4. K. Kt. takes P.
5. Q. takes Q. Kt.

**Black.**

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

If the Black on the third move had taken Q. P. with Q. Kt., the position would be the same as it now is by your taking Kt. with Kt., and afterwards the Pawn. I am of opinion that it is not good play to take the Pawn with K. Kt. on the fourth move, because Black may play Q. to

K. R. fifth, having an attacking position: see the Thirty-third Game. In Ghulam Kassim's work, from which the moves of this game are taken, the author seems to think that the first player will have the best of the game in every mode of defence that can be adopted by the second player, an assertion somewhat bold, and rather difficult to prove. He is also of opinion that White playing K. B. to Q. B. fourth (on the fourth move), makes merely an equal game: see the Thirty-fourth Game.

5. Q. P. one square; there are two other ways of playing, for which see the Variation.

- |                            |                                                                                                                                                                                      |
|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6. K. B. to Q. third.      | 6. Kt. to K. B. third.                                                                                                                                                               |
| 7. K. castles.             | 7. K. B. to K. second.                                                                                                                                                               |
| 8. K. R. P. one square.    | 8. K. castles.                                                                                                                                                                       |
| 9. K. B. P. two squares.   | 9. Q. B. P. one square.                                                                                                                                                              |
| 10. Q. to K. B. second.    | 10. If he were to play Q. to Q. Kt. third, you should play Q. B. to K. third, and if he take Q. Kt. P., you play Q. Kt. to Q. second, and your attack would be much improved. But if |
|                            | Kt. to K. square.                                                                                                                                                                    |
| 11. K. Kt. P. two squares. | 11. Q. P. one square.                                                                                                                                                                |
| 12. K. P. takes P.         |                                                                                                                                                                                      |

#### FIRST DEFENCE.

12. P. takes P.

13. K. B. P. one square; this is an important move, preventing Black from advancing K. B. P. two squares, which would frustrate the attack.

- |                          |                             |
|--------------------------|-----------------------------|
| 14. Q. B. to K. third.   | 13. Q. Kt. P. one square.   |
| 15. Kt. to Q. B. third.  | 14. Q. B. to Q. Kt. second. |
| 16. Kt. to K. second.    | 15. Q. R. to Q. B. square.  |
| 17. Kt. to Q. fourth.    | 16. K. B. to Q. B. fourth.  |
| 18. Q. B. P. one square. | 17. Kt. to Q. third.        |
| 19. K. B. takes Kt.      | 18. Kt. to K. fifth.        |
|                          | 19. P. takes K. B.          |

20. Q.R. to Q. square.      20. B. takes Kt.  
21. Q.R. takes B.

*In the first place,*

21. Q. to K. second.  
22. K.B.P. one square.      22. If he take P. with P., you  
    should play Q. to K.R. fourth, &c. If  
    Q. takes K.B.P.  
23. Q. takes Q.      23. P. takes Q.  
24. Q.R. to Q. seventh.      24. B. to Q.B. third.  
25. Q.R. takes Q.R.P.      25. Q.Kt. P. one square.  
26. K.R. takes P.      26. B. to Q. fourth.  
27. B. to K.R. sixth.      27. K.R. to K. square.  
28. K.R. to K.B. fifth.      28. B. to K. third.  
29. Checkmates in six moves.

*In the second place,*

21. Q. to Q.B. second.  
22. K.B.P. one square.      22. K.Kt. P. one square.  
23. B. to K.B. fourth.      23. Q. to Q.B. third.  
24. Q. to K. third.      24. K. to K.R. square.  
25. K.R. to Q. square.      25. If he take K.B.P. with Q.,  
    you should play Q.R. to Q. sixth, winning the exchange  
    at the least. If  
    K.R. to K. square. (A.)  
26. Q.R. to Q. seventh.      26. If he play K. to Kt. square,  
    you would win B. by playing K.R. to Q. sixth. But if  
    B. to Q.R. square.  
27. Q.R. takes K.B.P.      27. K.R. to Q. square.  
28. K.R. takes R.      28. R. takes R.  
29. B. to K. fifth, and has a forced won game.

(A.)

25. B. to Q.R. square.  
26. Q.R. to Q. seventh.      26. Q. to Q.B. fourth.  
27. K.R. to Q. fourth.      27. Q. to Q.Kt. fourth.  
28. B. to K.Kt. third.      28. Q. to Q.B. third. (B.)  
29. B. to K. fifth.      29. Q. to K. third.

- |                               |                             |
|-------------------------------|-----------------------------|
| 30. Q. to K. R. sixth.        | 30. K. R. to K. Kt. square. |
| 31. Q. R. to Q. eighth.       | 31. Q. R. takes R.          |
| 32. Checkmates in four moves. |                             |

(B.)

- |                               |                             |
|-------------------------------|-----------------------------|
|                               | 28. K. R. to K. Kt. square. |
| 29. Q. to K. R. sixth.        | 29. Q. R. to K. B. square.  |
| 30. Q. R. to Q. eighth.       | 30. Q. to Q. B. fourth.     |
| 31. Q. Kt. P. two squares.    | 31. Q. takes Q. B. P.       |
| 32. Checkmates in four moves. |                             |

## SECOND DEFENCE.

- |                          |                      |
|--------------------------|----------------------|
|                          | 12. Q. takes P.      |
| 13. Kt. to Q. B. third.  | 13. Q. to Q. square. |
| 14. K. B. P. one square. |                      |

*In the first place,*

- |                                         |                                                                                          |
|-----------------------------------------|------------------------------------------------------------------------------------------|
|                                         | 14. K. B. P. one square.                                                                 |
| 15. Q. B. to K. third.                  | 15. Q. Kt. P. one square.                                                                |
| 16. Q. R. to Q. square.                 | 16. Q. to Q. B. second.                                                                  |
| 17. K. B. to Q. B. fourth. <sup>+</sup> | 17. K. to R. square.                                                                     |
| 18. Kt. to K. second.                   | 18. K. B. to Q. third.                                                                   |
| 19. Kt. to K. B. fourth.                | 19. K. B. takes Kt.                                                                      |
| 20. Q. B. takes B.                      | 20. Q. to Q. Kt. second.                                                                 |
| 21. K. R. to K. square.                 | 21. Q. Kt. P. one square.                                                                |
| 22. Q. to Q. B. fifth.                  | 22. Q. to Q. Kt. third.                                                                  |
| 23. Q. takes Q.                         | 23. P. takes Q.                                                                          |
| 24. Q. R. to Q. eighth.                 | 24. B. to Q. Kt. second.                                                                 |
| 25. Q. B. to Q. Kt. eighth.             | 25. If he take B. with P., you<br>should take Kt. with K. R. : therefore,<br>R. takes B. |
| 26. R. takes R.                         | 26. If P. takes B., you take<br>Kt. with K. R. If<br>K. Kt. P. one square.               |
| 27. K. R. takes Kt., and wins.          |                                                                                          |

*In the second place,*

- |                        |                             |
|------------------------|-----------------------------|
|                        | 14. Q. Kt. P. one square.   |
| 15. Q. B. to K. third. | 15. Q. B. to Q. Kt. second. |



16. Q. R. to Q. square.      16. Q. to Q. B. second.  
17. K. Kt. P. one square.

No. I.

- |                                                            |                               |
|------------------------------------------------------------|-------------------------------|
| 18. K. B. to Q. B. fourth. +                               | 17. K. B. P. one square.      |
| 19. K. Kt. P. one square.                                  | 18. K. to K. R. square.       |
| 20. Kt. to K. fourth.                                      | 19. K. R. P. one square.      |
| 21. Q. R. takes Kt.                                        | 20. Kt. to Q. third.          |
| 22. Q. to K. R. fourth.                                    | 21. K. B. takes R.            |
| 23. Q. B. takes K. R. P.                                   | 22. Q. B. to Q. R. third.     |
| 24. K. to R. square.                                       | 23. K. B. to K. R. seventh. + |
| 25. B. takes P., checks, and will checkmate the next move. | 24. Q. B. takes B.            |

No. II.

- |                       |                                                                                                                                                        |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| 18. K. B. P. takes P. | 17. K. Kt. P. one square.                                                                                                                              |
| 19. Kt. to K. fourth. | 18. If K. B. P. takes P., you<br>should check with K. B. at Q. B. fourth, and afterwards<br>take R., winning speedily. Therefore,<br>K. R. P. takes P. |

FIRST DEFENCE.

- |                            |                                                                                                          |
|----------------------------|----------------------------------------------------------------------------------------------------------|
| 20. Q. B. to K. B. fourth. | 19. Q. B. P. one square.                                                                                 |
| 21. Q. to K. R. fourth.    | 20. If he play B. to Q. third,<br>you will win a piece in a few moves. But if<br>Q. to Q. B. third. (C.) |

*In the first place,*

- |                           |                         |
|---------------------------|-------------------------|
| 22. Q. B. P. two squares. | 21. Q. to Q. fourth.    |
| 23. Kt. interposes.       | 22. Q. to Q. fifth. +   |
| 24. Q. to K. Kt. third.   | 23. Q. to K. R. square. |
| 25. Kt. to K. Kt. fourth. | 24. Q. R. to Q. square. |
| 26. Kt. to K. R. sixth. + | 25. K. B. to Q. third.  |
| 27. Q. to K. R. fourth.   | 26. K. to R. second.    |
| 28. R. interposes.        | 27. Q. to Q. fifth. +   |
|                           | 28. K. to Kt. second.   |

29. K. B. to Q. B. second.      29. Q. takes Q. Kt. P.  
 30. Kt. to K. B. fifth.<sup>+</sup>      30. If P. takes Kt., you take  
     P. with K. B., and win : therefore,  
                                          K. to Kt. square.  
 31. Q. R. takes B., and wins.

*In the second place,*

21. Q. to K. third.  
 22. K. R. to K. square.      22. Q. to Q. fourth.  
 23. K. B. to Q. R. sixth.      23. Q. to Q. B. third.  
 24. Q. B. to K. fifth.      24. K. B. P. one square.  
 25. K. B. to Q. B. fourth.<sup>+</sup>      25. R. interposes.  
 26. B. takes R., and will easily win.

## SECOND DEFENCE.

19. Kt. to Q. third.  
 20. Kt. to K. B. sixth.<sup>+</sup>      20. K. B. takes Kt.  
 21. P. takes K. B.      21. Q. B. P. one square.  
 22. Q. to K. Kt. third.      22. Q. to Q. B. third.  
 23. K. B. takes K. Kt. P.      23. Q. to K. Kt. seventh.<sup>+</sup>  
 24. Q. takes Q.      24. B. takes Q.  
 25. K. takes B.      25. P. takes B.  
 26. R. takes Kt., and wins.

## (C.)

20. Kt. to Q. third.  
 21. Q. to K. R. fourth.      21. Kt. to K. B. fourth.  
 22. Q. to K. Kt. fourth.      22. Q. to Q. B. third.  
 23. Q. B. to K. fifth.

## FIRST DEFENCE.

23. Q. B. P. one square.  
 24. K. R. takes Kt.

*In the first place,*

24. P. takes B.  
 25. Q. B. P. takes P.      25. K. B. to Q. B. fourth.<sup>+</sup>  
 26. K. to K. B. square.      26. K. Kt. P. takes R.

- |                            |                                                                                                   |
|----------------------------|---------------------------------------------------------------------------------------------------|
| 27. Q. to K. R. fifth.     | 27. K. B. P. one square.                                                                          |
| 28. K. Kt. P. one square.  | 28. If he play Q. to Q. second,<br>you will win the Queen by taking P. with K. B. :<br>therefore, |
|                            | K. R. to K. B. second.                                                                            |
| 29. P. takes R. +          | 29. K. to K. B. square.                                                                           |
| 30. B. takes P.            | 30. If he play Q. to Q. B.<br>second, he will lose the Queen : therefore,<br>Q. to Q. second.     |
| 31. Kt. to K. Kt. fifth.   | 31. Q. B. to K. Kt. seventh. +                                                                    |
| 32. K. takes Q. B.         | 32. Q. to Q. B. third. +                                                                          |
| 33. Q. interposes.         | 33. Q. takes Q. +                                                                                 |
| 34. K. takes Q., and wins. |                                                                                                   |

*In the second place,*

- |                                           |                              |
|-------------------------------------------|------------------------------|
|                                           | 24. P. takes R.              |
| 25. Q. to K. R. fifth.                    | 25. K. B. P. one square.     |
| 26. K. Kt. P. one square.                 | 26. K. B. to Q. B. fourth. + |
| 27. K. to K. B. square.                   | 27. K. R. to K. B. second.   |
| 28. P. takes R., checks, and wins easily. |                              |

SECOND DEFENCE.

- |                                                                           |                           |
|---------------------------------------------------------------------------|---------------------------|
|                                                                           | 23. Kt. to K. Kt. second. |
| 24. Kt. to K. B. sixth. +                                                 | 24. K. B. takes Kt.       |
| 25. K. Kt. P. takes B.                                                    | 25. Kt. to K. R. fourth.  |
| 26. K. B. takes K. Kt. P.                                                 | 26. Q. to K. R. eighth. + |
| 27. K. to K. B. second.                                                   | 27. Q. to K. B. sixth. +  |
| 28. Q. takes Q.                                                           | 28. B. takes Q.           |
| 29. K. B. takes Kt.                                                       | 29. B. takes B.           |
| 30. Q. R. to Q. fifth.                                                    | 30. B. to K. Kt. third.   |
| 31. B. to Q. sixth.                                                       | 31. K. R. to Q. square.   |
| 32. Q. B. P. two squares, and you have decidedly the best of<br>the game. |                           |

VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

- | White.                    | Black.                    |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |

- |                              |                               |
|------------------------------|-------------------------------|
| 3. <i>Q. P. two squares.</i> | 3. <i>K. P. takes P.</i>      |
| 4. <i>K. Kt. takes P.</i>    | 4. <i>Q. Kt. takes K. Kt.</i> |
| 5. <i>Q. takes Q. Kt.</i>    |                               |

## FIRST DEFENCE.

- |                                                                                |                                  |
|--------------------------------------------------------------------------------|----------------------------------|
|                                                                                | 5. <i>Kt. to K. second.</i>      |
| 6. <i>K. B. to Q. B. fourth.</i>                                               | 6. <i>Kt. to Q. B. third.</i>    |
| 7. <i>Q. to Q. fifth.</i>                                                      | 7. <i>Q. to K. B. third.</i>     |
| 8. <i>K. castles.</i>                                                          | 8. <i>Q. P. one square.</i>      |
| 9. <i>K. B. to Q. Kt. fifth.</i>                                               | 9. <i>Q. B. to Q. second.</i>    |
| 10. <i>Q. Kt. to B. third.</i>                                                 | 10. <i>K. B. to K. second.</i>   |
| 11. <i>Q. B. to K. third.</i>                                                  | 11. <i>K. castles with K. R.</i> |
| 12. <i>K. B. P. two squares, and your position is better than the Black's.</i> |                                  |

## SECOND DEFENCE.

- |                              |                                                       |
|------------------------------|-------------------------------------------------------|
|                              | 5. <i>Q. to K. B. third.</i>                          |
| 6. <i>K. P. one square.</i>  | 6. <i>Q. to Q. Kt. third.</i>                         |
| 7. <i>Q. B. to K. third.</i> | 7. <i>Q. takes Q.</i>                                 |
| 8. <i>Q. B. takes Q.</i>     | 8. <i>Q. B. P. two squares.</i>                       |
| 9. <i>Q. B. to K. third.</i> | 9. <i>Q. P. two squares, and game is about equal.</i> |

## THIRTY-THIRD GAME.

## White.

## Black.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>Q. P. two squares.</i>     | 3. <i>K. P. takes P.</i>         |
| 4. <i>K. Kt. takes P.</i>        | 4. <i>Q. to K. R. fifth.</i>     |

## FIRST DEFENCE.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 5. <i>Q. Kt. to Q. B. third.</i> | 5. <i>K. B. to Q. Kt. fifth.</i> |
| 6. <i>Q. to Q. third.</i>        | 6. <i>K. Kt. to K. B. third.</i> |

*In the first place,*

- |                                                                                                                                      |                                                                                                 |
|--------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| 7. Kt. takes Q. Kt.                                                                                                                  | 7. K. B. takes Kt. +                                                                            |
| 8. If you take K. B. with Q., he will take K. P. checking, and then take Kt. either with Q. or Q. P. : therefore, K. Kt. P. takes B. | 8. Q. P. takes Kt.                                                                              |
| 9. K. P. one square.                                                                                                                 | 9. It would not be good play to move Q. to K. fifth, checking : therefore, Kt. to K. Kt. fifth. |
| 10. If you play K. Kt. P. one square, he may move Q. to K. second, or to K. R. fourth. But if Q. to K. second.                       | 10. K. castles, and has at least as good a game as the White.                                   |

*In the second place,*

- |                                                                                                                                    |                       |
|------------------------------------------------------------------------------------------------------------------------------------|-----------------------|
| 7. If you play K. Kt. to K. B. fifth, he will take K. P. with Q., secure of remaining with a Pawn more. But if Q. B. to Q. second. | 7. K. B. takes Q. Kt. |
| 8. Q. B. takes B.                                                                                                                  | 8. Q. takes K. P.     |
| 9. Q. takes Q.                                                                                                                     | 9. K. Kt. takes Q.    |
| 10. Kt. takes Q. Kt.                                                                                                               | 10. Kt. takes Q. B.   |
| 11. Kt. takes K. R. P.                                                                                                             | 11. Q. R. takes Kt.   |
| 12. Q. Kt. P. takes Kt.                                                                                                            |                       |

Black has the best of the game.

SECOND DEFENCE.

- |                                                                                                                                                                                                                                                  |                                                                                                              |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| 5. Q. to Q. third.                                                                                                                                                                                                                               | 5. He may play Q. Kt. to K. fourth, see the Variation ; but I think it better to play K. Kt. to K. B. third. |
| 6. Q. Kt. to Q. second. (A.)                                                                                                                                                                                                                     | 6. K. Kt. to its fifth.                                                                                      |
| 7. K. Kt. P. one square.                                                                                                                                                                                                                         | 7. Q. to K. B. third.                                                                                        |
| 8. If you play Q. Kt. to K. B. third, he will take Kt. with Q. Kt., and afterwards taking K. B. P. will win the exchange. If you play K. Kt. to K. B. third, he moves K. B. to Q. B. fourth, having a fine attack. But if K. Kt. to K. B. fifth. | 8. K. B. to Q. B. fourth.                                                                                    |

*In the first place,*

- 9 Q. to Q. B. fourth.                      9. K. B. takes K. B. P.<sup>+</sup>  
 10. Whether you play K. to K. second, or to Q. square, he  
       will move Q. P. two squares, having a forced won game.

*In the second place,*

9. K. B. P. two squares.                      9. K. Kt. to K. B. seventh.  
 10. Q. to Q. B. fourth.                      10. Q. P. one square.  
 11. K. R. to K. Kt. square.                      11. K. Kt. to Q. sixth.<sup>+</sup>  
 12. K. B. takes Kt.                      12. K. B. takes K. R., and has  
       the best of the game.

## (A.)

6. K. Kt. takes Kt.                      6. Q. P. takes Kt.

*In the first place,*

7. Q. Kt. to Q. B. third.                      7. K. B. to Q. Kt. fifth.  
 8. Q. B. to Q. second.                      8. K. B. takes Q. Kt.  
 9. Q. B. takes B.                      9. K. Kt. takes K. P.  
 10. Q. B. takes K. Kt. P. (B.)                      10. Q. takes K. B. P.<sup>+</sup>  
 11. K. to Q. square.                      11. Q. B. checks.  
 12. Must lose the Queen, or be checkmated in four moves.

## (B.)

10. If you play Q. to K. third, he should castle ; and if you  
       then play K. Kt. P. one square, he moves Q. to Q.  
       square ; if you take Kt., he plays R. to K. square, and  
       Q. to Q. fourth. But suppose  
       K. Kt. P. one square.                      10. Q. to K. second.  
 11. If you castle, he may take K. B. P. If you take K. Kt. P.,  
       he moves K. R. to K. Kt. square, winning the ex-  
       change. If  
       K. B. to K. second.                      11. Kt. takes Q. B.  
 12. Q. takes Kt.                      12. K. castles, and has the best  
       of the game.

*In the second place,*

7. Q. Kt. to Q. second.                      7. K. B. to Q. B. fourth.  
 8. If you play Q. to K. B. third, he moves K. Kt. to its

- fifth. If you play Q. to K.Kt. third, he exchanges Queens, and then moves Kt. to K.Kt. fifth, in both cases having the best of the game. But if
- |                         |                                                            |
|-------------------------|------------------------------------------------------------|
| K.Kt. P. one square.    | 8. Q. to K.R. fourth.                                      |
| 9. K.B. to K. second.   | 9. Q. to K.R. sixth.                                       |
| 10. K.B. to its square. | 10. Q. to K. third, and his position is better than yours. |

*In the third place,*

- |                                                                      |                                                     |
|----------------------------------------------------------------------|-----------------------------------------------------|
| 7. K.P. one square.                                                  | 7. K.Kt. to its fifth.                              |
| 8. K.Kt. P. one square.                                              | 8. Q. to K.R. fourth.                               |
| 9. K.B.P. two squares.                                               | 9. Q.B. to K.B. fourth.                             |
| 10. If you play Q. to Q.B. fourth, he takes K.R.P. with K.Kt. But if |                                                     |
| Q. to K.B. third.                                                    | 10. Q. to K.Kt. third.                              |
| 11. K.B. to Q. third.                                                | 11. K.B. to Q.B. fourth, and has the best position. |

**VARIATION,**

**BEGINNING AT THE FIFTH MOVE OF THE BLACK.**

**White.**

**Black.**

- |                         |                         |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.Kt. to K.B. third. | 2. Q.Kt. to Q.B. third. |
| 3. Q.P. two squares.    | 3. P. takes P.          |
| 4. K.Kt. takes P.       | 4. Q. to K.R. fifth.    |
| 5. Q. to Q. third.      | 5. Q.Kt. to K. fourth.  |
| 6. Q. to K. third.      | 6. K.Kt. to K.B. third. |

**FIRST DEFENCE.**

- |                                                                                                                                                                                                                |                         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 7. K.B. to Q. third.                                                                                                                                                                                           | 7. K.B. to Q.B. fourth. |
| 8. If you play Q.B.P. one square, he moves K.Kt. to its fifth, and afterwards takes K.B., having decidedly the best of the game. If you play K.Kt. to K.B. fifth, he exchanges Queens, winning a piece. But if |                         |
| K.Kt. P. one square.                                                                                                                                                                                           | 8. Q. to K.R. fourth.   |
| 9. If you play Q.B.P. one square, he takes Kt. with K.B.,                                                                                                                                                      |                         |

- and then checks with Q. Kt. at K. B. sixth. If you play Q. Kt. to Q. second, or to Q. B. third, he plays K. Kt. to its fifth, winning a piece : therefore,
- K. B. to K. second.      9. Q. to K. Kt. third.
10. If you play Q. Kt. to Q. B. third, he plays Q. Kt. to Q. third. But if
- Q. Kt. to Q. second.      10. Q. P. one square.
11. K. B. P. two squares.      11. K. castles.
12. P. takes Q. Kt.      12. P. takes P.
13. Q. B. P. one square.

There is not much difference in the game.

#### SECOND DEFENCE.

7. Q. Kt. to Q. B. third.      7. K. B. to Q. Kt. fifth.
8. Q. B. to Q. second.      8. K. B. takes Kt.
9. Q. B. takes B.      9. If he take K. P. with K. Kt. you will play Kt. to K. B. third, winning a piece. he take K. P. with Q., you will play Kt. to Q. Kt. fifth and win : therefore,
- Q. P. one square, and his position is not inferior to yours.

### THIRTY-FOURTH GAME.

#### White.

1. *K. P. two squares.*
2. *K. Kt. to K. B. third.*
3. *Q. P. two squares.*
4. *K. B. to Q. B. fourth.*
5. *K. Kt. to its fifth.*

#### Black.

1. *K. P. two squares.*
2. *Q. Kt. to Q. B. third.*
3. *K. P. takes P.*
4. *K. B. to Q. B. fourth.*
5. *K. Kt. to K. R. third.*

#### FIRST ATTACK.

6. *K. Kt. takes K. B. P.*



*In the first place,*

- |                         |                                                        |
|-------------------------|--------------------------------------------------------|
|                         | 6. Kt. takes Kt.                                       |
| 7. K.B. takes Kt.+      | 7. K. takes B.                                         |
| 8. Q. to K.R. fifth.+   | 8. K.Kt.P. one square.                                 |
| 9. Q. takes K.B.        | 9. Ghulam Kassim directs the                           |
|                         | Black to play Q.P. one square, and says that the game  |
|                         | will then be full as good for the Black as the White ; |
|                         | I confess that I prefer the White's game. But suppose  |
|                         | the Black play                                         |
|                         | Q. to K. second.                                       |
| 10. Q. to Q.B. fourth.+ | 10. Q. to K. third.                                    |
| 11. Q. to K. second.    | 11. Q.P. two squares.                                  |
| 12. K.B.P. one square.  | 12. K.R. to K. square.                                 |
| 13. K. castles.         | 13. K. to Kt. second.                                  |
| 14. Q. to K.B. second.  | 14. P. takes P.                                        |
| 15. P. takes P.         |                                                        |

**The** game is in favour of the White, as Black cannot ~~take~~ the Pawn with the Queen without losing the game.

*In the second place,*

- |                                                         |                                                      |
|---------------------------------------------------------|------------------------------------------------------|
|                                                         | 6. K.B. checks.                                      |
| 7. Q.B.P. one square.                                   | 7. P. takes P.                                       |
| 8. Q.Kt.P. takes P.                                     | 8. K.B. takes P.+                                    |
| 9. Q.Kt. takes B.                                       | 9. K.Kt. takes Kt.                                   |
| 10. K.B. takes Kt.+                                     | 10. K. takes B.                                      |
| 11. Q. to Q. fifth.+                                    | 11. If he play K. to K. sq.,                         |
|                                                         | you move Q.B. to K.Kt. fifth, compelling him to play |
|                                                         | Kt. to K. second ; you then play Q. to Q. fourth, in |
|                                                         | order to move Kt. to Q. fifth, having a fine attack. |
|                                                         | Therefore,                                           |
|                                                         | K. to B. square.                                     |
| 12. Q.B. to K.Kt. fifth.                                | 12. If he play Q. to K. sq.,                         |
|                                                         | you play Q.Kt. to its fifth. But if                  |
|                                                         | Kt. to K. second.                                    |
| 13. Q. to Q. third.                                     | 13. Q.B.P. one square.                               |
| 14. K. castles with K.R., or plays K.P. one square, and |                                                      |
|                                                         | has a very attacking position.                       |

## SECOND ATTACK.

[www.libtool.com.cn](http://www.libtool.com.cn)

6. Q. to K.R. fifth.      6. He ought to play Q. to K.B. third, and after the exchange of pieces, as in the first attack, he will have a better position than you. But if
- K. castles.
7. K.Kt. takes K.R.P.      7. K. takes Kt.  
 8. Q.B. takes K.Kt.      8. K.Kt.P. takes B.  
 9. Q. takes K.B., and you have certainly the best of the game.
- 

## THIRTY-FIFTH GAME.

## White.

## Black.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>Q. P. two squares.</i>     | 3. <i>K. P. takes P.</i>         |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. B. checks.</i>          |
| 5. <i>Q. B. P. one square.</i>   | 5. <i>P. takes P.</i>            |
6. The usual and probably the best move is to castle : see the next game : but the following new mode of attack has been lately introduced by an eminent player, and for its ingenuity deserves examination. The move alluded to is
- |                    |                           |
|--------------------|---------------------------|
| K. Kt. P. takes P. | 6. K. B. to Q. R. fourth. |
|--------------------|---------------------------|
7. K. P. one square.

## FIRST DEFENCE.

- |                           |                        |
|---------------------------|------------------------|
| 8. Q. to Q. Kt. third.    | 7. Q. P. one square.   |
| 9. K. castles.            | 8. Q. to K. second.    |
| 10. Q. B. to Q. R. third. | 9. Q. P. takes P.      |
| 11. Q. Kt. to Q. second.  | 10. Q. to K. B. third. |

*In the first place,*

- |                                            |                            |
|--------------------------------------------|----------------------------|
|                                            | 11. Q. B. to K. B. fourth. |
| 12. K. B. takes K. B. P. <sup>+</sup> (A.) | 12. Q. takes K. B.         |
| 13. Q. takes Q. Kt. P.                     | 13. Q. R. to Q. square.    |
| 14. Q. takes Q. Kt. <sup>+</sup>           | 14. Q. B. to Q. second.    |
| 15. Q. to Q. B. fifth.                     | 15. K. B. to Q. Kt. third. |
| 16. Q. takes K. P. <sup>+</sup>            | 16. K. Kt. to K. second.   |
| 17. Q. R. to K. square.                    | 17. Q. B. P. two squares.  |
| 18. Q. Kt. to K. fourth, and ought to win. |                            |

(A.)

- |                                      |                            |
|--------------------------------------|----------------------------|
| 12. K. Kt. takes K. P.               | 12. Q. Kt. takes Kt.       |
| 13. Q. to Q. Kt. fifth. <sup>+</sup> | 13. Q. Kt. to Q. B. third. |
| 14. K. R. checks.                    | 14. Q. B. to K. third.     |
| 15. Q. takes Q. Kt. P.               | 15. Q. R. to Q. square.    |
| 16. Q. takes Kt. <sup>+</sup>        | 16. Q. R. to Q. second.    |
| 17. K. B. takes B., and wins easily. |                            |

*In the second place,*

- |                           |                                                                                                                                                                                                                             |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                           | 11. K. Kt. to K. second.                                                                                                                                                                                                    |
| 12. Q. Kt. to K. fourth.  | 12. Q. to K. B. fifth.                                                                                                                                                                                                      |
| 13. K. Kt. to its fifth.  | 13. K. castles.                                                                                                                                                                                                             |
| 14. Q. B. takes K. Kt.    | 14. Q. Kt. takes Q. B.                                                                                                                                                                                                      |
| 15. Q. to Q. R. third.    | 15. If he play K. R. P. one square, you should take K. B. P. with K. Kt. But if Kt. to Q. B. third.                                                                                                                         |
| 16. K. Kt. P. one square. | 16. Q. to K. B. fourth.                                                                                                                                                                                                     |
| 17. K. B. to Q. third.    | 17. If he play K. R. P. one square, or Q. B. to K. third, you play K. Kt. to K. R. seventh. If he play K. Kt. P. one square, you may play K. B. P. two squares, or take K. R. P. with K. Kt., having a very attacking game. |

SECOND DEFENCE.

- |                                     |                         |
|-------------------------------------|-------------------------|
|                                     | 7. K. Kt. to K. second. |
| 8. Q. B. to Q. R. third.            | 8. K. castles.          |
| 9. K. castles.                      | 9. Q. P. two squares.   |
| 10. P. takes P. <i>en passant</i> . | 10. P. takes P.         |

- |                         |                            |
|-------------------------|----------------------------|
| 11. Q. B. takes P.      | 11. Q. B. to K. Kt. fifth. |
| 12. K. B. to K. second. | 12. K. R. to K. square.    |

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The game is about equal.

The foregoing moves are taken chiefly from the "Chess Player's Chronicle;" the following Defence is extracted from "Le Palamede," Second Series, vol. i. p. 121.

#### SECOND DEFENCE.

- |                     |                                                                                                                   |
|---------------------|-------------------------------------------------------------------------------------------------------------------|
|                     | 7. Q. P. two squares.                                                                                             |
| 8. K. B. takes P.   | There will be two Variations on this move, as you might have taken P. with Q., or with K. P., <u>en passant</u> . |
| 9. K. B. takes Kt.⁺ | 8. K. Kt. to K. second.<br>9. K. Kt. takes B.                                                                     |

#### *In the first place,*

- |                            |                            |
|----------------------------|----------------------------|
| 10. Q. to K. second.       | 10. Q. B. to K. Kt. fifth. |
| 11. K. castles.            | 11. K. castles.            |
| 12. Q. B. to K. B. fourth. | 12. K. R. to K. square.    |

The position is in favour of the Black.

#### *In the second place,*

- |                                                              |                            |
|--------------------------------------------------------------|----------------------------|
| 10. If you were to play Q. to Q. Kt. third, or Q. R. fourth— |                            |
| he would play Q. to Q. sixth, preventing you from            |                            |
| castling, and confining your pieces. Suppose you play        |                            |
| Q. to Q. B. second.                                          | 10. Q. B. to K. Kt. fifth. |
| 11. Q. Kt. to Q. second.                                     | 11. K. castles.            |
| 12. K. castles.                                              | 12. K. R. to K. square.    |
| 13. K. R. to K. square.                                      |                            |

Black has at least as good a game as the White.

#### *In the third place,*

- |                           |                           |
|---------------------------|---------------------------|
| 10. Q. takes Q.           | 10. Kt. takes Q.          |
| 11. Q. B. to Q. R. third. | 11. Q. B. to K. B. fourth |
| 12. K. castles.           | 12. Kt. to Q. B. third.   |

- |                         |                           |
|-------------------------|---------------------------|
| 13. Q.B. to Q.B. fifth. | 13. K. castles with Q.R.  |
| 14. Q.B. to Q. fourth.  | 14. Q.B. to K. Kt. fifth. |

The position is rather in favour of the Black.

### FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

- |                                                |                         |
|------------------------------------------------|-------------------------|
| 8. Q. takes P.                                 | 8. Q. takes Q.          |
| 9. K.B. takes Q.                               | 9. K. Kt. to K. second. |
| 10. K.B. takes Q. Kt. +                        | 10. Kt. takes K.B.      |
| 11. Q.B. to K.B. fourth.                       | 11. K. castles.         |
| 12. K. castles.                                | 12. K.R. to K. square.  |
| 13. K.R. P. one square, and the game is equal. |                         |

### SECOND VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

- |                                    |                |
|------------------------------------|----------------|
| 8. P. takes P. <i>en passant</i> . | 8. Q. takes P. |
|------------------------------------|----------------|

#### No. I.

- |                                                                                                                                              |                           |
|----------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|
| 9. Q. to Q. Kt. third.                                                                                                                       | 9. Q.B. to K. third.      |
| 10. It would not be good play to take Q. Kt. P., because he would move Q.R. to Q. square, threatening check-mate ; therefore,<br>K. castles. | 10. K. Kt. to K. second.  |
| 11. Q.B. to Q.R. third.                                                                                                                      | 11. Q.B. takes B.         |
| 12. Q. takes B.                                                                                                                              | 12. Q. to Q. fourth.      |
| 13. Q. takes Q.                                                                                                                              | 13. Kt. takes Q.          |
| 14. K.R. to K. square. +                                                                                                                     | 14. K. Kt. to K. second.  |
| 15. K.R. to K. third.                                                                                                                        | 15. K.B.P. one square.    |
| 16. Q. Kt. to Q. second.                                                                                                                     | 16. K. to K.B. second.    |
| 17. Q. Kt. to Q.B. fourth.                                                                                                                   | 17. K.B. to Q. Kt. third. |
| 18. K.R. to Q. third.                                                                                                                        | 18. Q.R. to Q. square.    |

Black has the best of the game, having a Pawn more.

#### No. II.

- |                         |                |
|-------------------------|----------------|
| 9. Q. takes Q.          | 9. P. takes Q. |
| 10. Q.B. to Q.R. third. |                |

*In the first place,*

- |                           |                            |
|---------------------------|----------------------------|
| 11. K. Kt. to its fifth.  | 10. K. B. to Q. B. second. |
| 12. K. Kt. to K. fourth.  | 11. K. Kt. to K. R. third. |
| 13. Q. Kt. to Q. second.  | 12. Q. Kt. to K. fourth.   |
| 14. Q. Kt. takes Kt.      | 13. Kt. takes K. B.        |
| 15. Q. Kt. checks.        | 14. Q. P. one square.      |
| 16. K. castles with Q. R. | 15. K. to Q. second.       |
| 17. Kt. takes Q. B.       | 16. K. to Q. B. third.     |
|                           | 17. Q. R. takes Q. B.      |

In this position the Black has the best of the game. White ought, on the fifteenth move, to have checked with K. Kt., and the game would have been but little in favour of the Black.

*In the second place,*

- |                            |                             |
|----------------------------|-----------------------------|
| 11. K. B. to Q. fifth.     | 10. Q. Kt. to K. fourth.    |
| 12. K. B. takes Kt.        | 11. Q. Kt. takes Kt. +      |
| 13. K. castles.            | 12. K. to K. second.        |
| 14. K. R. to Q. square.    | 13. K. Kt. to K. B. third.  |
| 15. Q. B. P. one square.   | 14. K. R. to Q. square.     |
| 16. Q. Kt. to Q. second.   | 15. Q. R. to Q. Kt. square. |
| 17. Q. Kt. to its third.   | 16. Q. B. to K. third.      |
| 18. Q. R. to Q. B. square. | 17. K. B. to Q. B. sixth.   |
| 19. K. R. to K. square.    | 18. K. B. to K. fourth.     |
| 20. Q. B. P. one square.   | 19. K. to K. square.        |

The attack of the White is probably an equivalent for the Pawn he has lost.

## THIRTY-SIXTH GAME.

*White.**Black.*

- |                           |                             |
|---------------------------|-----------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.       |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third.   |
| 3. Q. P. two squares.     | 3. K. P. takes P.           |
| 4. K. B. to Q. B. fourth. | 4. K. B. to Q. Kt. fifth. + |

5. Q.B.P. one square.      5. P. takes Q.B.P.  
6. K. castles ; you may vary the attack by taking P. with P., see the Thirty-fifth Game: I think castling the best move.

6. If he now play P. to Q.B. seventh, see the "First Variation." But suppose he plays

P. takes Q.Kt.P.

7. Q.B. takes P,

#### No. I.

7. K.Kt. to K.B. third.  
8. K.Kt. to its fifth.      8. K. castles.  
9. K.P. one square.      9. If he play K.R.P. one square, you should take K.Kt. ; and if he take K.Kt., you take K.Kt.P., and afterwards play Q. to K.R. fifth, having a forced won game. If he play Q.P. two squares, you also take K.Kt., and afterwards play Q. to K.R. fifth. But if  
K.Kt. to K. square.  
10. Q. to K.R. fifth.      10. K.R.P. one square.  
11. K.Kt. takes K.B.P., having a forced won game.

#### No. II.

7. K.B. to K.B. square.  
8. You may play Q. to Q. fifth, and afterwards K.Kt. to its fifth. But suppose  
K.P. one square.

#### FIRST DEFENCE.

8. Q.Kt. to Q.R. fourth.  
9. K.B. takes P.+      9. K. takes K.B.  
10. Q. to Q. fifth.+      10. K. to K. square.  
11. Q. takes Q.Kt., and has a fine game.

#### SECOND DEFENCE.

8. Q.P. one square.  
9. P. takes P.

*In the first place,*

9. Q. takes P.  
 10. Q. to Q. Kt. third. 10. If he play K. Kt. to R. third, you may check with K. R., and on his interposing Q. Kt., you play Q. Kt. to B. third, having a fine attack. But if  
 Q. B. to K. third.  
 11. B. takes B. 11. P. takes B.  
 12. K. R. to Q. square. 12. Q. to K. second.  
 13. Q. takes Q. Kt. P., and wins.

*In the second place,*

9. P. takes P.  
 10. K. R. checks. 10. If he interpose K. B. he loses K. R. If he play K. Kt. to K. second, you play K. Kt. to its fifth, &c. But if  
 Q. Kt. to K. second.  
 11. K. B. checks. 11. Q. B. to Q. second.  
 12. Q. Kt. to B. third. 12. If he play Q. to Q. K. third, you may take Q. B., then check with K. Kt. and on his moving K. to K. square, you check with at Q. R. fourth, winning easily. But suppose  
 Q. B. takes B.  
 13. Q. Kt. takes B. 13. Q. P. one square.  
 14. Q. to Q. R. fourth. 14. Q. to Q. second.  
 15. K. Kt. to K. fifth, and wins the Queen.

## No. III.

7. K. B. P. one square.  
 8. You have now three obvious modes of attack, viz. Q. to Q. Kt. third, K. Kt. to its fifth, and K. P. one square. see the "Second Variation;" of these I rather prefer the last. Suppose you play  
 Q. to Q. Kt. third.

## FIRST DEFENCE.

8. K. Kt. to R. third.  
 9. K. P. one square. 9. If he play K. B. P., you will advance K. P., in order to take K. Kt. P. Therefore,  
 P. takes P.



10. K.Kt. takes P. 10. If he take Kt., you retake with Q.B. ; and on his playing K.B. to its square, you play K.R. to K. square, having a fine attack. If he play K.B. to its square, you first take his Kt., and then check with K.R. He therefore plays  
Q. to K. second.

11. Kt. takes Kt.

*In the first place,*

- |                                       |                                                                                   |
|---------------------------------------|-----------------------------------------------------------------------------------|
| 12. Q.B. takes K.Kt.P.                | 11. Q.P. takes Kt.                                                                |
| 13. Q. takes B.                       | 12. Q. takes B.                                                                   |
|                                       | 13. He cannot take Q. R. without loss ; suppose he plays<br>Q. R. P. two squares. |
| 14. K.R. checks.                      | 14. K. to Q. square.                                                              |
| 15. K.R. to Q. square.+               | 15. K. to K. square.                                                              |
| 16. Q. to K. square.+                 | 16. Q. to K. second.                                                              |
| 17. Q. to Q.B. third, winning easily. |                                                                                   |

*In the second place,*

- |                                                     |                                 |
|-----------------------------------------------------|---------------------------------|
| 12. Q.B. takes K.Kt.P.                              | 11. Q.Kt.P. takes Kt.           |
| 13. Q. takes B.                                     | 12. Q. takes B.                 |
| 14. K.R. checks.                                    | 13. Q.P. two squares.           |
| 15. Q.Kt. to B. third.                              | 14. K. to Q. square.            |
| you may take Q.P. with Q. Kt. But if<br>P. takes B. | 15. If he play K. R. to K. sq., |
| 16. Q.R. checks.                                    | 16. Q.B. to Q. second.          |
| 17. Q. to Q.Kt. seventh.                            | 17. Q. R. to Q.B. square.       |
| 18. Q. takes doubled P.                             | 18. K.R. to K.B. square.        |
| 19. Q.R. takes B.+                                  | 19. Q. takes R.                 |
| 20. Q. takes Kt.                                    | 20. Q. to K.B. fourth.          |
| 21. Q. to Q. second.+                               | 21. Q. to Q. second.            |
| 22. Q. to K.Kt. fifth, checks, and wins.            |                                 |

SECOND DEFENCE.

8. K.Kt. to K. second  
9. K.P. one square. (A.)

*In the first place,*

- |                                                          |                                                                                                                                          |
|----------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
|                                                          | 9. P. takes K.P.                                                                                                                         |
| 10. K.Kt. takes P.                                       | 10. Q.P. two squares.                                                                                                                    |
| 11. R. to Q. square.                                     | 11. If he play Q.B. to K<br>third, you should take Q.Kt. ; and if he retake with<br>K.Kt., you take Q.P. with K.B. But if<br>K. castles. |
| 12. K.B. takes P.+                                       | 12. K.Kt. takes B.                                                                                                                       |
| 13. K.R. takes Kt.                                       | 13. Q.B. to K. third.                                                                                                                    |
| 14. K.R. takes Q.                                        | 14. Q.B. takes Q.                                                                                                                        |
| 15. K.R. takes Q.R.                                      | 15. R. takes R.                                                                                                                          |
| 16. P. takes Q.B., and having a piece more ought to win. |                                                                                                                                          |

*In the second place.*

- |                                              |                      |
|----------------------------------------------|----------------------|
|                                              | 9. Q.P. two squares. |
| 10. K.R. to Q. square.                       | 10. K. castles.      |
| 11. K.P. takes P.                            | 11. P. takes P.      |
| 12. K.B. takes P.+                           | 12. Kt. takes B.     |
| 13. R. takes Kt.                             | 13. Q. to K. square. |
| 14. R. to K.Kt. fifth. ++                    | 14. K. to R. square. |
| 15. Q. to K.Kt. eighth. +                    | 15. R. takes Q.      |
| 16. Q.B. takes P. +                          | 16. R. interposes.   |
| 17. R. takes R., and wins the Queen for Q.B. |                      |

## (A.)

- |                        |                    |
|------------------------|--------------------|
| 9. K.Kt. to its fifth. | 9. P. takes K. Kt. |
|------------------------|--------------------|

*In the first place,*

- |                         |                         |
|-------------------------|-------------------------|
| 10. Q.B. takes K.Kt.P.  | 10. K.R. to B. square.  |
| 11. Q.B. takes R.       | 11. K. takes B.         |
| 12. K.B.P. two squares. | 12. K.Kt.P. one square. |

You have an attacking game, but are inferior in force—

*In the second place,*

- |                       |                                                                                          |
|-----------------------|------------------------------------------------------------------------------------------|
| 10. K.B. checks.      | 10. K. to B. square.                                                                     |
| 11. K.B. to Q. fifth. | 11. He cannot move either—<br>the Knights without loss : therefore,<br>K.B. to Q. third. |

12. K.B.P. two squares.      12. If he take P. with B., you play Q. to Q.B. third, winning the game. But if P. takes P.
13. Q. to Q.B. third.      13. K.B. to K. fourth.
14. K.R. takes P.+      14. K. to K. square.
15. K.B. checks, and you have a strong attack.

### FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

*White.*

*Black.*

- |                             |                                                                                                                                                                                                                 |
|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.       | 1. K. P. two squares.                                                                                                                                                                                           |
| 2. K. Kt. to K. B. third.   | 2. Q. Kt. to Q. B. third.                                                                                                                                                                                       |
| 3. Q. P. two squares.       | 3. K. P. takes P.                                                                                                                                                                                               |
| 4. K. B. to Q. B. fourth.   | 4. K. B. checks.                                                                                                                                                                                                |
| 5. Q. B. P. one square.     | 5. P. takes P.                                                                                                                                                                                                  |
| 6. K. castles.              | 6. P. to Q. B. seventh.                                                                                                                                                                                         |
| 7. Q. takes P.              | 7. Q. P. one square.                                                                                                                                                                                            |
| 8. Q. R. P. one square.     | 8. K. B. to Q. B. fourth.                                                                                                                                                                                       |
| 9. Q. Kt. P. two squares.   | 9. If he play K. B. to Q. fifth, you may take it with K. Kt., and afterwards play Q. to Q. B. third. If he play Q. Kt. to Q. fifth, you also take it with K. Kt., and then take K. B. P. with K. B. But suppose |
|                             | K. B. to Q. Kt. third.                                                                                                                                                                                          |
| 10. Q. B. to Q. Kt. second. | 10. K. Kt. to K. B. third.                                                                                                                                                                                      |

*In the first place,*

- |                           |                                                                                                            |
|---------------------------|------------------------------------------------------------------------------------------------------------|
| 11. Q. Kt. P. one square. | 11. Q. Kt. to Q. R. fourth.                                                                                |
| 12. K. P. one square.     | 12. If he advance Q. P., you take K. Kt. If he play K. Kt. to its fifth, you play K. P. one square. But if |
|                           | Q. P. takes P.                                                                                             |
| 13. Q. B. takes P.        | 13. Q. Kt. takes K. B.                                                                                     |
| 14. Q. takes Q. Kt.       | 14. K. castles.                                                                                            |
| 15. Q. Kt. to Q. second.  |                                                                                                            |

White has an attacking game, but is inferior in Pawns.

*In the second place,*

- |                          |                        |
|--------------------------|------------------------|
| 11. K.P. one square.     | 11. Q.P. takes P.      |
| 12. K.Kt. takes P.       | 12. Q.Kt. takes Kt.    |
| 13. Q.B. takes Kt.       | 13. K. castles.        |
| 14. Q.Kt. to Q.B. third. | 14. Q.B. to K. third.  |
| 15. K.B. to Q. third.    | 15. K.R.P. one square. |
| 16. Q.R. to Q. square.   | 16. Q. to K. second.   |

White has some attack, but scarcely enough for Pawn lost.

**SECOND VARIATION,**

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

**White.****Black.**

- |                                |                                |
|--------------------------------|--------------------------------|
| 1. <i>K.P. two squares.</i>    | 1. <i>K.P. two squares.</i>    |
| 2. <i>K.Kt. to K.B. third.</i> | 2. <i>Q.Kt. to Q.B. third.</i> |
| 3. <i>Q.P. two squares.</i>    | 3. <i>P. takes P.</i>          |
| 4. <i>K.B. to Q.B. fourth.</i> | 4. <i>K.B. checks.</i>         |
| 5. <i>Q.B.P. one square.</i>   | 5. <i>P. takes P.</i>          |
| 6. <i>K. castles.</i>          | 6. <i>P. takes P.</i>          |
| 7. <i>Q.B. takes P.</i>        | 7. <i>K.B.P. one square.</i>   |

**FIRST ATTACK.**

- |                                      |                                                                                                                                    |
|--------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|
| 8. K.Kt. to its fifth.               | 8. K.Kt. to R. third.                                                                                                              |
| 9. Q. checks.                        | 9. If he play K. to B.<br>you may play K.B.P. two squares, but I should rat<br>prefer Black's game. If he play<br>K. to K. second. |
| 10. Q.B. takes P.+                   | 10. If he take B. with P.,<br>should take K.Kt., and he could not take your<br>without speedily losing ; therefore,<br>K. takes B. |
| 11. K.Kt. to B. seventh.             | 11. Kt. takes K.Kt.                                                                                                                |
| 12. Q. to K.B. fifth.+               | 12. K. to K. second.                                                                                                               |
| 13. Checkmates in six moves at most. |                                                                                                                                    |

SECOND ATTACK.

- |                                                             |                                                                                                                                                                                                                         |
|-------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 8. K. P. one square.                                        | 8. If he take P. with Q. Kt.,<br>you should retake with K. Kt., and afterwards play Q.<br>to Q. Kt. third : therefore,                                                                                                  |
|                                                             | P. takes P.                                                                                                                                                                                                             |
| 9. K. Kt. takes P.                                          | 9. Q. Kt. takes Kt.                                                                                                                                                                                                     |
| 10. Q. B. takes Kt.                                         | 10. K. Kt. to B. third.                                                                                                                                                                                                 |
| 11. Q. to Q. R. fourth.                                     | 11. If he play Q. B. P. two<br>squares, you should play Q. R. P. one square, and then<br>Q. R. to its second. If he play K. B. to K. second, you<br>may play K. R. to K. square, and then Q. Kt. to B.<br>third. But if |
|                                                             | Q. to K. second.                                                                                                                                                                                                        |
| 12. Q. B. takes K. Kt.                                      | 12. P. takes B.                                                                                                                                                                                                         |
| 13. Q. R. P. one square.                                    | 13. If he play K. B. to K.<br>eighth, you play Q. R. to Q. R. second. If he play<br>K. B. to Q. B. fourth.                                                                                                              |
| 14. Q. Kt. to B. third, and you have a very attacking game. |                                                                                                                                                                                                                         |

In this game the chief error of the Black consists in taking  
Q. Kt. P. on the sixth move, instead of which he would do  
better to play Q. P. one square.

THIRTY-SEVENTH GAME.

White.

Black.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. Q. P. two squares.     | 3. K. P. takes P.         |
| 4. K. B. to Q. B. fourth. | 4. Q. to K. B. third.     |
| 5. K. castles.            | 5. Q. P. one square.      |

FIRST ATTACK.

- |                         |                                                                                                                                                            |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6. Q. B. P. one square. | 6. It would not be good play<br>to take Q. B. P., because you would retake with Q. Kt.,<br>and improve the attack, it is better to play<br>P. to Q. sixth. |
|-------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|

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- |                           |                           |
|---------------------------|---------------------------|
| 7. Q. takes P.            | 7. Q. to K. Kt. third.    |
| 8. Q. B. to K. B. fourth. | 8. K. B. to K. second.    |
| 9. Q. Kt. to Q. second.   | 9. K. Kt. to K. R. third. |
| 10. Q. R. to K. square.   | 10. K. castles.           |

There is but little difference in the game; Black's piece are however somewhat confined, and the Queen is not well placed: this results from the fourth move of the Black.

#### SECOND ATTACK.

- |                                                   |                                                          |
|---------------------------------------------------|----------------------------------------------------------|
| 6. Q. to Q. third.                                | 6. Q. Kt. to K. fourth.                                  |
| 7. K. Kt. takes Kt.                               | 7. Q. P. takes Kt.                                       |
| 8. K. B. P. two squares.                          | 8. Q. B. to K. third.                                    |
| 9. K. B. P. takes P.                              | 9. Q. B. takes B., it would be better to take P. with Q. |
| 10. Q. takes Q. B.                                | 10. Q. to K. second.                                     |
| 11. Q. takes Q. P., and has the best of the game. |                                                          |

### THIRTY-EIGHTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. Q. Kt. P. two squares. |                           |

This ingenious Variation of the King's Knight's Game was invented several years ago by Capt. W. D. Evans, of Milford, to whom I am indebted for most of the move here given.

The sacrifice of Q. Kt. P. has two chief advantages the first, in enabling the player after he has castled to advance K. B. P. two squares sooner than he otherwise could; the second, in playing Q. B. to Q. Kt. second, o

to Q.R. third, both very attacking moves. The game is usually called after the name of its inventor—Capt. Evans's game.

If Black were to take Q.Kt.P. with Q.Kt. it would not be good play to take K.P. with K.Kt., because he would play Q. to K.B. third, and on your advancing Q.P. two squares, he would take it for nothing: your best move would be to play Q.B.P. one square, compelling him, as his best, to play Kt. to Q.B. third, and the position then would be the same as below.

- |                       |                                                                                                                                                       |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
|                       | 4. K.B. takes K.Kt.P.                                                                                                                                 |
| 5. Q.B.P. one square. | 5. If he play K.B. to K. second, see the "First Variation;" if he play it to Q.R. fourth, see the Thirty-ninth Game. But suppose K.B. to Q.B. fourth. |
| 6. K. castles.        | 6. If he play Q.P. one sq., see the "Second Variation." But if K.Kt. to K.B. third.                                                                   |
| 7. Q.P. two squares.  | 7. If he were to play K.B. to Q.Kt. third, you should take P. with P., and if he take K.P. with K.Kt., you play Q. to Q. fifth, &c.; therefore,       |
|                       | P. takes P.                                                                                                                                           |
| 8. P. takes P.        |                                                                                                                                                       |

#### FIRST DEFENCE.

- |                      |                                                                                                                                                                                                                                                               |
|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                      | 8. K.B. to Q.Kt. third.                                                                                                                                                                                                                                       |
| 9. K.P. one square.  | 9. If he play K.Kt. to K. fifth, you play K.R. to K. square. If he play it to K.Kt. fifth, you take K.B.P., checking; if to K.R. fourth, you play K.Kt. to its fifth. If he move Q.P. two squares, you take K.Kt., and afterwards check with K.R. But suppose |
|                      | K.Kt. to its square.                                                                                                                                                                                                                                          |
| 10. Q.P. one square. |                                                                                                                                                                                                                                                               |

## No. I.

- |                                      |                                                                                            |
|--------------------------------------|--------------------------------------------------------------------------------------------|
|                                      | 10. Q.Kt. to K. second.                                                                    |
| 11. Q.P. one square.                 | 11. If he play Q.Kt. to Q.1<br>third, you move Q. to her fifth ; therefore,<br>P. takes P. |
| 12. P. takes P.                      | 12. Q.Kt. to Q.B. third.                                                                   |
| 13. Q. to Q. fifth.                  | 13. Q. to K.B. third.                                                                      |
| 14. Q. to K. fourth.+                | 14. K. to B. square.                                                                       |
| 15. K.R. to K. square.               | 15. Q. to Q. square.                                                                       |
| 16. Q.B. to K.Kt. fifth.             | 16. K.Kt. to K.B. third.                                                                   |
| 17. Q.B. takes Kt.                   | 17. P. takes B.                                                                            |
| 18. Q. to Q. fifth, and wins easily. |                                                                                            |

## No. II.

- |                          |                           |
|--------------------------|---------------------------|
|                          | 10. Q.Kt. to Q.R. fourth. |
| 11. Q.B. to K.Kt. fifth. |                           |

*In the first place,*

- |                             |                         |
|-----------------------------|-------------------------|
|                             | 11. K.Kt. to K. second. |
| 12. Q.P. one square.        | 12. P. takes P.         |
| 13. P. takes P.             | 13. K.B.P. one square.  |
| 14. P. takes Kt.            | 14. Q. to B. second.    |
| 15. K.B. to Q. fifth.       | 15. P. takes B.         |
| 16. Kt. takes P., and wins. |                         |

*In the second place,*

- |                      |                                                                                                    |
|----------------------|----------------------------------------------------------------------------------------------------|
|                      | 11. K.B.P. one square.                                                                             |
| 12. P. takes P.      | 12. If he take P. with P., ♗<br>will win by playing Kt. to K. fifth ; therefore,<br>K.Kt. takes P. |
| 13. Q.P. one square. | 13. If he take the Pawn<br>will lose the Queen at the least. But if<br>K.R.P. one square. ♘        |
| 14. K.R. checks.     | 14. K. to B. square. ♔                                                                             |
| 15. Q.B. takes Kt.   | 15. If he take B. with K.Kt. ♞<br>you may play K.Kt. to R. fourth. If he play<br>Q. takes B.       |



16. Q. to K. second.      16. Q. to Q. square.  
17. Kt. to K. fifth, winning easily.

(A.)

13. Kt. takes K.B.  
14. Q. to K. second.<sup>+</sup>      14. K. to B. square.  
15. Q. takes Kt.      15. If he take P. with P., you  
    play Q. Kt. to B. third, having certainly the best of the  
    game. But if  
    K.R.P. one square.  
16. K.Kt. to R. fourth.      16. Q. to K. square.  
17. B. takes Kt.      17. P. takes B.  
18. Q. to Q. third.      18. K.R. to Kt. square.  
19. Q.Kt. to B. third, and you ought to win.

SECOND DEFENCE.

8. K.B. to Q.Kt. fifth.  
9. K.P. one square.      9. K.Kt. to K. fifth.  
10. Q. to K. second.      10. Kt. to Q.B. sixth.  
11. Kt. takes Kt.      11. B. takes Kt.  
12. Kt. to K.Kt. fifth.      12. If he castle, you play Q.  
    to K.R. fifth, or to Q. third, winning easily ; therefore,

*In the first place,*

- Q.Kt. takes Q.P.  
13. Q. to K. third.      13. K.B. takes Q.R.  
14. K.B. takes P.<sup>+</sup>      14. K. to B. square.  
15. Q.B. checks.      15. Q.P. one square.  
16. P. takes P., and wins easily.

*In the second place,*

12. B. takes Q.R.  
13. K.B. takes P.<sup>+</sup>      13. K. to B. square.  
14. Q.B. checks.      14. If he play Kt. to K. second,  
    you play Q. to K.B. third, winning easily ; therefore,  
    Q.P. one square.  
15. P. takes P.      15. P. takes P.  
16. B. takes P.<sup>+</sup>      16. Kt. to K. second.

17. Q. B. to Q. R. third.      17. If he take Q. P. with K.  
     you should play R. to Q. square. If he play Q. B.  
     K. B. fourth, you win by playing R. to K. sq. But  
     K. B. to Q. B. sixth.
18. Q. to K. B. third.      18. If he take Q. P., you  
     by playing R. to Q. square. If he play K. Kt. P.  
     square, you checkmate him in seven moves at most.

### FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

**White.**

**Black.**

- |                                                                |                                   |
|----------------------------------------------------------------|-----------------------------------|
| 1. <i>K. P. two squares.</i>                                   | 1. <i>K. P. two squares.</i>      |
| 2. <i>K. Kt. to K. B. third.</i>                               | 2. <i>Q. Kt. to Q. B. third.</i>  |
| 3. <i>K. B. to Q. B. fourth.</i>                               | 3. <i>K. B. to Q. B. fourth.</i>  |
| 4. <i>Q. Kt. P. two squares.</i>                               | 4. <i>K. B. takes P.</i>          |
| 5. <i>Q. B. P. one square.</i>                                 | 5. <i>K. B. to K. second.</i>     |
| 6. <i>Q. to Q. Kt. third.</i>                                  | 6. <i>K. Kt. to K. R. third.</i>  |
| 7. <i>Q. P. two squares.</i>                                   | 7. <i>If he castle, or play Q</i> |
| <i>one square, you take K. Kt.</i>                             | <i>Q. Kt. to Q. R. fourth.</i>    |
| 8. <i>Q. to Q. R. fourth.</i>                                  | 8. <i>Q. Kt. takes K. B.</i>      |
| 9. <i>Q. takes Q. Kt.</i>                                      | 9. <i>K. Kt. to its fifth.</i>    |
| 10. <i>K. Kt. takes P.</i>                                     | 10. <i>K. Kt. takes Kt.</i>       |
| 11. <i>Q. P. takes Kt.</i>                                     | 11. <i>K. castles.</i>            |
| 12. <i>K. castles.</i>                                         | 12. <i>Q. P. one square.</i>      |
| 13. <i>P. takes Q. P.</i>                                      | 13. <i>K. B. takes P.</i>         |
| 14. <i>K. B. P. two squares, and your position is superior</i> |                                   |
| <i>the Black's.</i>                                            |                                   |

### SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to B. third.</i>    | 2. <i>Q. Kt. to B. third.</i>    |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth.</i> |

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 4. <i>Q. Kt. P. two squares.</i> | 4. <i>K. B. takes P.</i>         |
| 5. <i>Q. B. P. one square.</i>   | 5. <i>K. B. to Q. B. fourth.</i> |
| 6. <i>K. castles.</i>            | 6. <i>Q. P. one square.</i>      |
| 7. <i>Q. P. two squares.</i>     | 7. <i>P. takes P.</i>            |
| 8. <i>P. takes P.</i>            | 8. <i>K. B. to Q. Kt. third.</i> |
9. *Q. B. to Q. Kt. second ; if, instead of this move, you were to play Q. P. one square, he would play Q. Kt. to K. second, having a good game.*

FIRST DEFENCE.

- |                                                                                           |                                                                                                                                                                                                                                                                      |
|-------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                           | 9. <i>Q. B. to K. Kt. fifth.</i>                                                                                                                                                                                                                                     |
| 10. <i>K. B. to Q. Kt. fifth.</i>                                                         | 10. <i>Q. R. P. one square.</i>                                                                                                                                                                                                                                      |
| 11. <i>K. B. to Q. R. fourth.</i>                                                         | 11. <i>Q. P. one square.</i>                                                                                                                                                                                                                                         |
| 12. <i>P. takes P.</i>                                                                    | 12. <i>Q. takes P.</i>                                                                                                                                                                                                                                               |
| 13. <i>Q. Kt. to B. third.</i>                                                            | 13. <i>B. takes K. Kt.</i>                                                                                                                                                                                                                                           |
| 14. <i>Kt. takes Q.</i>                                                                   | 14. <i>B. takes Q.</i>                                                                                                                                                                                                                                               |
| 15. <i>Kt. takes K. B.</i>                                                                | 15. <i>P. takes Kt.</i>                                                                                                                                                                                                                                              |
| 16. <i>Q. R. takes B.</i>                                                                 | 16. <i>If he play K. to B. square, you should play Q. P. one square, and if he then play Kt. to Q. Kt. fifth, he loses it ; if he play it elsewhere, you either check with Q. B. at Q. R. third, or advance Q. P., having decidedly the best of the game. But if</i> |
|                                                                                           | <i>K. B. P. one square.</i>                                                                                                                                                                                                                                          |
| 17. <i>Q. P. one square.</i>                                                              | 17. <i>P. to Q. Kt. fourth.</i>                                                                                                                                                                                                                                      |
| 18. <i>P. takes Kt.</i>                                                                   | 18. <i>P. takes B.</i>                                                                                                                                                                                                                                               |
| 19. <i>P. takes P.</i>                                                                    | 19. <i>Q. R. to Kt. square.</i>                                                                                                                                                                                                                                      |
| 20. <i>K. R. checks.</i>                                                                  | 20. <i>K. to B. second.</i>                                                                                                                                                                                                                                          |
| 21. <i>Q. R. checks.</i>                                                                  | 21. <i>K. to Kt. third.</i>                                                                                                                                                                                                                                          |
| 22. <i>B. to Q. R. third, in order afterwards to play it to Q. sixth, winning easily.</i> |                                                                                                                                                                                                                                                                      |

SECOND DEFENCE.

- |                                 |                                                                                                                |
|---------------------------------|----------------------------------------------------------------------------------------------------------------|
|                                 | 9. <i>K. Kt. to B. third.</i>                                                                                  |
| 10. <i>Q. Kt. to Q. second.</i> | 10. <i>Q. B. to K. Kt. fifth.</i>                                                                              |
| 11. <i>K. P. one square.</i>    | 11. <i>If he play Q. P. one sq., you should take K. Kt., and then check with K. R., winning easily. But if</i> |
|                                 | <i>P. takes K. P.</i>                                                                                          |

- |                   |                         |
|-------------------|-------------------------|
| 12. P. takes P.   | 12. Q.B. takes Kt.      |
| 13. Kt. takes Kt. | 13. Q. takes Q.         |
| 14. Q.R. takes Q. | 14. Kt. to K.Kt. fifth. |

There is not much difference in the game. White's position is superior to the Black's, but the latter has Pawn more.

### THIRTY-NINTH GAME.

#### White.

#### Black.

- |                                                   |                                    |
|---------------------------------------------------|------------------------------------|
| 1. <i>K.P. two squares.</i>                       | 1. <i>K.P. two squares.</i>        |
| 2. <i>K.Kt. to K.B. third.</i>                    | 2. <i>Q.Kt. to Q.B. third.</i>     |
| 3. <i>K.B. to Q.B. fourth.</i>                    | 3. <i>K.B. to Q.B. fourth.</i>     |
| 4. <i>Q.Kt. P. two squares.</i>                   | 4. <i>K.B. takes P.</i>            |
| 5. <i>Q.B. P. one square.</i>                     | 5. <i>K.B. to Q.R. fourth.</i>     |
| 6. <i>K. castles.</i>                             | 6. <i>K.Kt. to K.B. third.</i>     |
| 7. <i>K.Kt. to its fifth.</i>                     | 7. <i>K. castles.</i>              |
| 8. <i>K.B.P. two squares.</i>                     | 8. <i>Q.P. two squares ; as th</i> |
| are several other ways of playing they will be gi |                                    |
| in separate Variations.                           |                                    |
| 9. <i>K.P. takes P.</i>                           | 9. <i>K.Kt. takes P.</i>           |
| 10. <i>Q.P. two squares.</i>                      |                                    |

#### FIRST DEFENCE.

- |                                        |                               |
|----------------------------------------|-------------------------------|
|                                        | 10. <i>K.Kt. takes K.B.P.</i> |
| 11. <i>Q.B. takes K.Kt.</i>            | 11. <i>P. takes Q.B.</i>      |
| 12. <i>Q. to K.R. fifth, and wins.</i> |                               |

#### SECOND DEFENCE.

10. If he take K.B.P. with you may either play Q. to Q.R. fifth, or take K.B. with K.Kt. But suppose he play  
P. takes Q.P.

11. Q.B. to Q.R. third.      11. If he play Q.Kt. to K. second, you take K.Kt. If he play K.Kt. to K. second, or move K.R. to K. square, you play Q. to K.R. fifth. But if  
Kt. to K. sixth.
12. Q. to K.R. fifth.

*In the first place,*

12. K.R. P. one square.
13. K.Kt. takes K.B.P.      13. K.R. takes Kt.
14. Q. takes K.R., checks, and wins.

*In the second place,*

12. Q.B. to K.B. fourth.
13. Q.B. takes K.R.      13. If he play Q.B. to K.Kt. third, you should take P. with K.B. checking. If Q. takes Q.B.
14. K.B. takes K.B.P.+      14. K. to K.R. square.
15. K.R. to K.B. third.      15. If he play Kt. to Q.B. seventh, you take K.R.P. with K.Kt., winning easily. But if  
Q.Kt. to K. second.
16. K.B. to Q.Kt. third.      16. Q.B. to K.Kt. third.
17. K.Kt. to K.B. seventh.+      17. If he move the King, you will play Kt. to K. fifth, checking, and winning easily; therefore,  
Q.B. or Q. takes Kt.
18. Q. takes K.B., and you have the best of the game.

**FIRST VARIATION,**

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

8. K.R. P. one square.
9. K.Kt. takes K.B.P.      9. R. takes Kt.
10. K.B. takes R.+      10. K. takes B.
11. K.B.P. takes P.      11. Q.Kt. takes P.
12. Q. to K.R. fifth.+      12. K. to K. third.

13. Q. to K.B. fifth.<sup>+</sup>      13. K. to Q. third.  
 14. Q.P. two squares.      14. Q.Kt. to B. third.  
 15. Checkmates in four moves.

### SECOND VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

8. K.P. takes P.  
 9. Q.P. two squares.      9. K.R.P. one square  
     instead of this move, he had played Q.P. one sq.,  
     would have taken P. with Q.B., having an attack  
     position.  
 10. Q.B. takes P.      10. The best move is Q.P.  
     square ; but suppose he plays  
     P. takes Kt.  
 11. Q.B. takes P.      11. Q.P. one square.  
 12. Q.B. takes Kt.      12. P. takes Q.B.  
 13. Q. to K.R. fifth, and afterwards R. to K.B. for  
     winning easily.

### THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

8. K.Kt. takes K.P.  
 9. Kt. takes K.B.P.      9. R. takes Kt.  
 10. K.B. takes R.<sup>+</sup>      10. K. takes K.B.  
 11. Q. to K.B. third.      11. If he play K.Kt.  
     third, or Q.P. two squares, you will win by taking  
     with P. If  
     K.B. checks.  
 12. Q.P. two squares.      12. If he take Q.P. with  
     you may take K.Kt. with Q. But if  
     P. takes Q.P.  
 13. Q. takes K.Kt.      13. P. takes P.<sup>+</sup>  
 14. K. to R. square.      14. K. to Kt. square  
 15. Q.Kt. takes P., and your position is superior  
     Black's.

# **FOURTH VARIATION,**

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

8. Q.P. one square.  
9. Q.P. one square.

## FIRST DEFENCE.

9. K.R.P. one square.  
10. P. takes K.Kt.  
10. K.B.P. one square.  
11. Q.B. takes P.

## *In the first place,*

11. K. B. checks.  
12. Q.Kt. to R. fourth.  
12. K. to R. square.  
13. Kt. takes K.B.  
13. Q. to K. square.  
14. R. to K. square.  
14. P. takes Q.Kt.  
15. K.B. to K. sixth.  
15. Q. to K.R. fourth.  
16. Kt. to K.R. second.  
16. Q.B. takes B.  
17. Q. to K.Kt. third, having a fine position.

## *In the second place,*

11. Q.Kt. to Q.Kt. square.  
12. Q.Kt. to Q. second.  
12. Q. to K. square.  
13. K.R. to K. square.  
13. K.R. to B. third.  
14. Q.B.P. one square.  
14. Q. to K.R. fourth.  
15. K. to K.B. square.  
15. K.R. to its third.  
16. K. to K. second.  
16. Q. checks.  
17. R. to K.B. square.  
17. Q. takes K.Kt. P.  
18. Q. checks.  
18. K.R. to its sixth.  
19. If he play Q. to Q.Kt.  
19. K. to B. square.  
seventh, he will be checkmated in six moves. If he  
play Q.P. one sq., you take K.Kt. with K.R. But if  
K. to Q. square.  
20. If he take Q.B. he will  
be checkmated in five moves. If he play K. to K. sq.,  
you win in four moves : therefore,  
K. to Q.B. second.  
21. B. to K. seventh, and will win.

## SECOND DEFENCE.

9. Q.B. to K.Kt. fifth.

10. Q. to K. square.

*In the first place,*

10. Q.Kt. to Q. fifth.

11. P. takes K.P.

11. If he play Kt. to Q.

seventh, you will win by playing Q. to K.R. fourth

But if

Kt. to K. seventh.+

12. K. to R. square.

12. P. takes P.

13. Q.B. to R. third, and you have the best of the game.

*In the second place,*

10. P. takes P.

11. Q.B. takes P.

11. K.R.P. one square.

12. K.Kt. to B. third.

The game is rather in favour of the Black, in consequence of his having a Pawn advantage.

## FORTIETH GAME.

**White.****Black.**

1. K.P. two squares.

1. K.P. two squares.

2. K.Kt. to K.B. third.

2. Q.Kt. to Q.B. third.

3. K.B. to Q.B. fourth.

3. K.B. to Q.B. fourth.

4. Q.Kt.P. two squares.

4. K.B. takes P.

5. Q.B.P. one square.

5. K.B. to Q.R. fourth.

6. K. castles.

6. K.Kt. to K.B. third.

7. Q.P. two squares.

7. If he take P. with P., you

should advance K.P. one square. If he take K.P. with Kt., you will take K.P. with P., having a fine attack. But if



- Q.P. one square.
8. Q.P. takes P. ; you may also play Q. to K.R. fourth, see the Variation in the Forty-first Game.
8. If he take P. with Q.Kt., you take Kt. with Kt., and then play Q. to Q.Kt. third. If
- Q.P. takes P.
9. Q. to Q.Kt. third. 9. If he play Q.B. to K. third, you take it with K.B. If he move Q. to Q. second, you play K.R. to Q. square. If he play Q. to K. second, you move Q.B. to Q.R. third ; it is evident all these moves are bad for him, therefore he plays K. castles.
10. Q.B. to Q.R. third. 10. Q.Kt. to K. second.
11. K.Kt. takes P. 11. Q. to K. square.
12. Q.Kt. to Q. second, and your position is very good.

## FORTY-FIRST GAME.

### White.

### Black.

- |                          |                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------|
| 1. K.P. two squares.     | 1. K.P. two squares.                                                                   |
| 2. K.Kt. to K.B. third.  | 2. Q.Kt. to Q.B. third.                                                                |
| 3. K.B. to Q.B. fourth.  | 3. K.B. to Q.B. fourth.                                                                |
| 4. Q.Kt. P. two squares. | 4. K.B. takes P.                                                                       |
| 5. Q.B. P. one square.   | 5. K.B. to Q.R. fourth.                                                                |
| 6. K. castles.           | 6. Q.P. one square.                                                                    |
| 7. Q.P. two squares.     | 7. If he play K.Kt. to B. third, see the Variation.                                    |
|                          | But suppose K.P. takes P.                                                              |
| 8. P. takes P.           | 8. If he play K.B. to Q.Kt. third, see the Second Variation of the Thirty-eighth Game. |
|                          | Q. to K. second.                                                                       |
| 9. Q.P. one square.      | 9. Q.Kt. to K. fourth.                                                                 |
| 10. Kt. takes Kt.        | 10. Q. takes Kt.                                                                       |

- |                                               |                           |
|-----------------------------------------------|---------------------------|
| 11. Q. checks.                                | 11. Q.B. interposes.      |
| 12. Q. takes K.B.                             | 12. Q. takes Q.R.         |
| 13. Q. Kt. to B. third.                       | 13. Q. Kt. P. one square. |
| 14. Q. to Q.R. third, and will win the Queen. |                           |

### VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

- |                       |                       |
|-----------------------|-----------------------|
|                       | 7. K.Kt. to B. third. |
| 8. Q. to Q.R. fourth. |                       |

#### FIRST DEFENCE.

- |                                    |                      |
|------------------------------------|----------------------|
|                                    | 8. K.Kt. takes K.P.  |
| 9. K.B. to Q. fifth.               | 9. K.B. takes Q.B.P. |
| 10. B. takes Q. Kt.†               | 10. P. takes K.B.    |
| 11. Q. Kt. takes B.                | 11. Kt. takes Kt.    |
| 12. Q. takes P., checks, and wins. |                      |

#### SECOND DEFENCE.

- |                                                      |                            |
|------------------------------------------------------|----------------------------|
|                                                      | 8. Q.B. to Q. second.      |
| 9. Q.P. one square.                                  | 9. Q. Kt. to Q. fifth.     |
| 10. Q. takes K.B.                                    | 10. Q. Kt. to Q.B. seventh |
| 11. K.B. to Q. third.                                | 11. Kt. takes R.           |
| 12. Q.B. to Kt. second, having the best of the game. |                            |

#### THIRD DEFENCE.

- |                           |                                               |
|---------------------------|-----------------------------------------------|
|                           | 8. K.P. takes P.                              |
| 9. K.P. one square.       | 9. K.Kt. to its fifth.                        |
| 10. Q.B.P. takes P.       | 10. If he castle, you j                       |
|                           | K.R.P. one square, and afterwards Q.P., winni |
|                           | piece. But if                                 |
|                           | Q.B. to Q. second.                            |
| 11. Q. to Q.R. third.     | 11. K.B. to Q. Kt. thir                       |
| 12. Q.B. to K. Kt. fifth. | 12. K.B.P. one square                         |
| 13. P. takes Q.P.         | 13. Q.B.P. takes P.                           |
| 14. K.R. checks.          | 14. If he play K. to                          |

you play Q.B. to K.B. fourth, winning Q.P., with a superior position : therefore,

Q. Kt. to K. second.

15. Q.B. to K.B. fourth.

15. K.B. to Q.B. second.

16. Q. Kt. to B. third.

16. If he play Q.B. to its third, you should advance Q.P., and then play Q. Kt. to K. fourth. But if

K. to B. square.

17. R. takes Kt.

17. Q. takes R.

18. Q.R. to K. square, winning easily.

---

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## DEFENCE.

THE BLACK HAVING THE FIRST MOVE.



### FIRST GAME.

**Black.**

**White.**

- |                       |                                                                                                                                                                                                                                                                                                              |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K.P. two squares.  | 1. K.P. two squares.                                                                                                                                                                                                                                                                                         |
| 2. K.Kt. to B. third. | 2. Though Q.Kt. to Q.B. third is the move usually played, and generally considered equal to if not better than any other, yet in order to vary the game you may play Q.P. one or two squares, or K.B.P. two squares, without danger, as will be shewn in this and the following games. Suppose then you play |

Q.P. one square.

### FIRST ATTACK.

- |                       |                                                                                                                                                              |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3. Q.B.P. one square. | 3. K.B.P. two squares.                                                                                                                                       |
| 4. K.P. takes P.      | 4. It would not be good play to take the Pawn with Q.B., because he would move Q. to Q.Kt. third, and afterwards K.B. to Q.B. fourth; therefore,             |
|                       | Q.B.P. one square.                                                                                                                                           |
| 5. Q. to Q.Kt. third. | 5. Q. to K. second, and afterwards may take the Pawn with Q.B., for if he defend it with K.Kt.P. you will play K.R.P. two squares, having the best position. |

SECOND ATTACK.

3. Q.P. two squares.      3. K.Kt. to B. third.

*In the first place,*

- |                                                    |                          |
|----------------------------------------------------|--------------------------|
| 4. P. takes P.                                     | 4. K.Kt. takes P.        |
| 5. Q. to Q. fifth.                                 | 5. K.Kt. to Q.B. fourth. |
| 6. K.B. to Q. B. fourth, or<br>K.Kt. to its fifth. | 6. Q.B. to K. third.     |

The game is about equal.

*In the second place,*

- |                         |                          |
|-------------------------|--------------------------|
| 4. Q.B. to K.Kt. fifth. | 4. K.B. to K. second.    |
| 5. Q.P. takes P.        | 5. K.Kt. takes K.P.      |
| 6. Q.B. takes B.        | 6. Q. takes Q. B.        |
| 7. K.B. to Q. third.    | 7. K.Kt. to Q.B. fourth. |
| 8. K. castles.          | 8. K. castles.           |

The game is equal.

THIRD ATTACK.

- |                                                                                                                                                                                |                       |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|
| 3. K.B. to Q.B. fourth.                                                                                                                                                        | 3. Q.B.P. one square. |
| 4. Q.B.P. one square.                                                                                                                                                          | 4. Q.P. one square.   |
| 5. If he were to move K.B. to Q.Kt. third, you should<br>take K.P., and on his taking your K.P. you play Q. to<br>K.Kt. fourth, having a strong attack ; he therefore<br>plays |                       |
| K.P. takes P.                                                                                                                                                                  | 5. Q.B.P. takes P.    |
| 6. K.B. checks.                                                                                                                                                                | 6. Q.B. to Q. second. |
| 7. K.B. takes B.                                                                                                                                                               | 7. Q.Kt. takes B.     |
| 8. Q. to K. second. (A.)                                                                                                                                                       | 8. Q. to Q.B. second. |
| 9. Q. to Q.Kt. fifth.                                                                                                                                                          | 9. Castles.           |
| 10. If he were to take Q.P. you would win the Queen ; he<br>ought to play Q.P. one square, and the game will then<br>be about equal.                                           |                       |

(A.)

- |                        |                           |
|------------------------|---------------------------|
| 8. Q. to Q.Kt. third.  | 8. K.P. one square.       |
| 9. K.Kt. to Q. fourth. | 9. Q.Kt. to Q. B. fourth. |

10. Q. to Q. Kt. fifth.†

10. Q. to Q. second.

11. Q. takes Q.

11. K. takes Q., and afterwards

plays Kt. to Q. sixth, having an excellent game.

*FIRST VARIATION,*

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

*Black.**White.*

1. K. P. two squares.

1. K. P. two squares.

2. K. Kt. to B. third.

2. Q. P. one square.

3. K. B. to Q. B. fourth.

3. Q. B. P. one square.

4. Q. P. two squares.

4. K. P. takes P.

5. If he take the Pawn with Queen, you play Q. B. to ———  
third; but if

K. Kt. takes P.

5. K. Kt. to B. third.

6. Q. B. to K. Kt. fifth.

6. Q. to Q. R. fourth.†

7. Q. to Q. second.

7. Q. to Q. B. fourth, hav

as good a game as the Black.

*SECOND VARIATION,*

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

*Black.**White.*

1. K. P. two squares.

1. K. P. two squares.

2. K. Kt. to B. third.

2. Q. P. one square.

3. K. B. to Q. B. fourth.

3. Q. B. P. one square.

4. Q. P. one square.

4. Q. P. one square.

*In the first place,*

5. K. P. takes P.

5. Q. B. P. takes P.

6. K. B. checks.

6. Q. B. to Q. second.

7. K. B. takes B.

7. Q. Kt. takes B.

8. Q. Kt. to B. third.

8. K. B. to Q. Kt. fifth.

9. Q. B. to Q. second.

9. K. Kt. to K. second.

10. Q. Kt. to its fifth.

10. K. B. takes B.†

11. Q. takes K. B.

11. K. castles.

12. K. castles.

12. K. B. P. two squares, and

has a very good game.

*In the second place,*

- |                            |                           |
|----------------------------|---------------------------|
| 5. K. B. to Q. Kt. third.  | 5. K. B. P. one square.   |
| 6. K. Kt. to K. R. fourth. | 6. Q. B. to K. third.     |
| 7. K. castles.             | 7. K. Kt. P. two squares. |
| 8. K. Kt. to B. third.     | 8. K. R. P. two squares.  |

White has a safe attacking game.

### THIRD VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

**Black.**

**White.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to B. third.    | 2. Q. P. one square.      |
| 3. K. B. to Q. B. fourth. | 3. Q. B. P. one square.   |
| 4. K. castles.            | 4. Q. B. to K. Kt. fifth. |

*In the first place,*

- |                          |                                                                                                          |
|--------------------------|----------------------------------------------------------------------------------------------------------|
| 5. Q. B. P. one square.  | 5. Q. Kt. to Q. second.                                                                                  |
| 6. Q. to Q. Kt. third.   | 6. Q. Kt. to Q. B. fourth.                                                                               |
| 7. K. B. takes K. B. P.+ | 7. K. to his second.                                                                                     |
| 8. Q. to Q. B. fourth.   | 8. Q. Kt. P. two squares.                                                                                |
| 9. Q. to K. second.      | 9. K. takes K. B.                                                                                        |
| 10. K. Kt. takes K. P.+  | 10. P. takes Kt.                                                                                         |
| 11. Q. takes Q. B.       | 11. K. Kt. to B. third, and<br>playing afterwards Q. Kt. to Q. sixth, will have the<br>best of the game. |

*In the second place,*

- |                                                                                                                                                                                                                                                                                                         |                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| 5. Q. P. one square.                                                                                                                                                                                                                                                                                    | 5. Q. Kt. to Q. second.  |
| 6. It would be bad play to attack the Queen with Q. B.,<br>because you would take K. Kt. ; nor must he take<br>K. B. P., checking, in order afterwards to check with<br>K. Kt. at its fifth, because you would take the Bishop<br>with the King, and the Knight with the Queen. But<br>suppose he plays |                          |
| Q. B. to K. third.                                                                                                                                                                                                                                                                                      | 6. K. B. P. two squares. |

7. K. B. takes Kt.                      7. K. R. takes B.  
 8. K. R. P. one square.              8. Q. B. takes Kt.  
 9. Q. takes B.                      9. K. B. P. one square.  
 10. If he check with Queen, he will lose a piece. If he  
     remove Q. B. you should play Q. Kt. to K. B. third, and  
     afterwards advance K. R. P. and K. Kt. P., having the  
     best of the game.

## SECOND GAME.

Black.

White.

1. *K. P. two squares.*                      1. *K. P. two squares.*  
 2. *K. Kt. to B. third.*                      2. *Q. P. two squares.*

## FIRST ATTACK.

3. K. Kt. takes P.                      3. It would be bad play to  
     take P. with P., because he would play K. B. to Q. B.  
     fourth, &c., see the attack in page 122 ; therefore,  
     Q. to K. second.  
 4. Q. P. two squares.                      4. K. B. P. one square.  
 5. If he play K. Kt. to Q. third, or to K. B. third, you  
     should take P. with P. If he check with Queen you  
     win a piece. The most attacking move, and which  
     may be ventured against an inferior player, is Q. Kt. to  
     Q. B. third, sacrificing a piece, but gaining a consider-  
     able attack ; see the Variation. But if  
     K. Kt. to its fourth.                      5. Q. B. takes Kt.  
 6. Q. takes B.                      6. Q. takes P.<sup>+</sup>  
 7. Q. takes Q.                      7. P. takes Q.

The game is equal.

## SECOND ATTACK.

3. Q. Kt. to B. third.                      3. Q. P. one square.  
 4. Q. Kt. to K. second.                      4. K. B. to Q. third.



5. Q. P. one square.      5. K. B. P. two squares, and  
you have a good game.

If, instead of playing as above, Black were on the third move to take Q. P. with K. P., you should retake with the Queen, and if he then attack your Queen with Q. Kt. you move her to K. third, and afterwards K. B. to Q. third.

### VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

**Black.**

**White.**

- |                           |                                                                                                                                                                                            |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                                                                                                                                                                      |
| 2. K. Kt. to K. B. third. | 2. Q. P. two squares.                                                                                                                                                                      |
| 3. K. Kt. takes P.        | 3. Q. to K. second.                                                                                                                                                                        |
| 4. Q. P. two squares.     | 4. K. B. P. one square.                                                                                                                                                                    |
| 5. Q. Kt. to Q. B. third. | 5. If you play Q. B. P. one square, in order to avoid the strong attack the Black obtains, by sacrificing the Knight, he will check with Q. at K. R. fifth, and have the best of the game. |
|                           | P. takes K. Kt.                                                                                                                                                                            |
| 6. Q. Kt. takes Q. P.     |                                                                                                                                                                                            |

FIRST DEFENCE.

- |                           |                                                                              |
|---------------------------|------------------------------------------------------------------------------|
|                           | 6. Q. to Q. third.                                                           |
| 7. Q. P. takes P.         | 7. If you play Q. to Q. B. third or fourth he will win the Queen : therefore |
|                           | Q. takes P.                                                                  |
| 8. Q. B. to K. B. fourth. | 8. Q. takes K. P. +                                                          |
| 9. K. B. to K. second.    |                                                                              |

*In the first place,*

- |                                                  |                        |
|--------------------------------------------------|------------------------|
|                                                  | 9. Q. takes K. Kt. P.  |
| 10. K. B. to its third.                          | 10. Q. to K. R. sixth. |
| 11. Kt. takes Q. B. P., checks, and wins easily. |                        |

*In the second place,*

- |                 |                              |
|-----------------|------------------------------|
|                 | 9. Q. Kt. to Q. R. third.    |
| 10. K. castles. | 10. If you play Q. B. P. one |

square, he checks with K.B., winning the Queen.  
But if

- |                                          |                       |
|------------------------------------------|-----------------------|
|                                          | K.B. to Q. third.     |
| 11. K.B. to K.R. fifth. <sup>+</sup>     | 11. K. to Q. square.  |
| 12. K.R. to K. square.                   | 12. Q. to Q.B. fifth. |
| 13. Q.B. takes B.                        | 13. Q.B.P. takes B.   |
| 14. Kt. to Q.Kt. sixth, and wins easily. |                       |

## SECOND DEFENCE.

- |                                  |                              |
|----------------------------------|------------------------------|
|                                  | 6. Q. to K.B. second.        |
| 7. K.B. to Q.B. fourth.          | 7. Q.B. to K. third.         |
| 8. Kt. takes Q.B.P. <sup>+</sup> | 8. Q. takes Kt.              |
| 9. K.B. takes B.                 | 9. K.P. takes P.             |
| 10. Q. takes P.                  | 10. Q. to Q. third.          |
| 11. Q. to Q.B. fourth.           | 11. Q. to Q.Kt. fifth, check |
- and has rather the best of the game.

## THIRD GAME.

## Black.

## White.

- |                         |                        |
|-------------------------|------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.   |
| 2. K.Kt. to K.B. third. | 2. K.B.P. two squares. |
| 3. K.Kt. takes P.       | 3. Q. to K.B. third.   |

## No. I.

- |                          |                         |
|--------------------------|-------------------------|
| 4. Q.P. two squares.     | 4. Q.P. one square.     |
| 5. K.Kt. to Q.B. fourth. | 5. P. takes K.P.        |
| 6. Q.Kt. to Q.B. third.  | 6. Q.B. to K.B. fourth. |

## FIRST ATTACK.

- |                       |                        |
|-----------------------|------------------------|
| 7. Q.Kt. to Q. fifth. | 7. Q. to K.B. second.  |
| 8. Q.Kt. to K. third. | 8. Q.Kt. to Q. second. |
| 9. K.B. to K. second. | 9. Q.P. one square.    |

- |                      |                         |
|----------------------|-------------------------|
| 1. Kt. to Q. second. | 10. K.B. to Q. third.   |
| 2. castles.          | 11. K.Kt. to K. second. |

The position is rather in favour of the White.

SECOND ATTACK.

- |                      |                       |
|----------------------|-----------------------|
| 1. B. to K. third.   | 7. Q.B.P. one square. |
| 2. B. to K. second.  | 8. Q.P. one square.   |
| 3. Kt. to Q. second. | 9. K.B. to Q. third.  |

White has the best position.

No. II.

- |                        |                         |
|------------------------|-------------------------|
| 1. Kt. to Q.B. fourth. | 4. P. takes K.P.        |
| 2. Kt. to Q.B. third.  | 5. Q. to K.' third.     |
| 3. P. to K. second.    | 6. K.Kt. to K.B. third. |

White has the best of the game.

FIRST VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

Black.

White.

- |                                                                                                                                                                                                        |                         |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 1. P. two squares.                                                                                                                                                                                     | 1. K. P. two squares.   |
| 2. Kt. to K.B. third.                                                                                                                                                                                  | 2. K.B.P. two squares.  |
| 3. P. takes P.                                                                                                                                                                                         | 3. Q. to K.B. third.    |
| 4. Kt.P. two squares.                                                                                                                                                                                  | 4. K.B. to Q.B. fourth. |
| 5. P. one square.                                                                                                                                                                                      | 5. K.R.P. two squares.  |
| If he play Q.B. to K.Kt. fifth, you play Q. to Q.Kt. third, attacking K.B.P. and Q.Kt.P. If he play K.B. to K.R. third, you exchange Pawns, and then play Q.P. two squares, having a good game. But if |                         |
| 6. Kt.P. one square.                                                                                                                                                                                   | 6. Q. takes doubled P.  |
| 7. K.R.P. two squares.                                                                                                                                                                                 | 7. Q.Kt. to Q.B. third. |
| 8. B. to K.R. third.                                                                                                                                                                                   | 8. Q. to K.B. second.   |
| 9. B. to K. third.                                                                                                                                                                                     | 9. K.B. to Q.Kt. third. |
| 10. Kt. to Q.B. third.                                                                                                                                                                                 | 10. K.Kt. to K. second. |

There is but little difference in the game.

*SECOND VARIATION,*

BEGINNING AT THE FOURTH MOVE OF THE FIRST VARIATION.

**Black.**

1. *K. P. two squares.*
2. *K. Kt. to K. B. third.*
3. *P. takes P.*

**White.**

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *Q. to K. B. third.*

**FIRST ATTACK.**

- |                                                                                                                                                                                                                                      |                                 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|
| 4. <i>K. B. to Q. B. fourth.</i>                                                                                                                                                                                                     | 4. <i>Q. B. P. one square.</i>  |
| 5. <i>K. B. takes K. Kt.</i>                                                                                                                                                                                                         | 5. <i>K. R. takes B.</i>        |
| 6. If he play <i>Q. Kt. to Q. B. third</i> , or <i>Q. P. one square</i> , you advance <i>Q. P. two squares</i> . If he play <i>K. Kt. two squares</i> , you may play <i>Q. P. two squares</i> , or <i>K. R. two squares</i> . But if |                                 |
| <i>Q. P. two squares.</i>                                                                                                                                                                                                            | 6. <i>K. P. one square.</i>     |
| 7. <i>K. Kt. to K. fifth.</i>                                                                                                                                                                                                        | 7. <i>Q. takes P.</i>           |
| 8. <i>Q. B. to K. third.</i>                                                                                                                                                                                                         | 8. <i>Q. P. one square.</i>     |
| 9. <i>K. Kt. to Q. B. fourth.</i>                                                                                                                                                                                                    | 9. <i>Q. B. to K. third.</i>    |
| 10. <i>Q. Kt. to Q. second.</i>                                                                                                                                                                                                      | 10. <i>Q. Kt. to Q. second.</i> |

White's game is superior to the Black's.

**SECOND ATTACK.**

- |                              |                                  |
|------------------------------|----------------------------------|
| 4. <i>Q. to K. second.</i>   | 4. <i>Q. Kt. to Q. B. third.</i> |
| 5. <i>Q. P. two squares.</i> | 5. <i>Q. P. one square.</i>      |

*In the first place,*

- |                                                                                                                                                        |                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 6. <i>P. takes K. P.</i>                                                                                                                               | 6. <i>Q. P. takes P.</i>         |
| 7. <i>Q. B. to K. B. fourth.</i>                                                                                                                       | 7. <i>K. B. to Q. third.</i>     |
| 8. <i>K. Kt. P. two squares.</i>                                                                                                                       | 8. <i>K. Kt. to K. second.</i>   |
| 9. <i>Q. B. to K. Kt. fifth.</i>                                                                                                                       | 9. <i>Q. to K. B. second.</i>    |
| 10. <i>K. R. P. one square.</i>                                                                                                                        | 10. <i>K. R. P. two squares.</i> |
| 11. <i>K. B. to K. Kt. second.</i>                                                                                                                     | 11. <i>P. takes P.</i>           |
| 12. <i>P. takes P.</i>                                                                                                                                 | 12. <i>R. takes R.</i>           |
| 13. <i>K. B. takes R.</i>                                                                                                                              | 13. <i>K. Kt. P. one square.</i> |
| 14. If he take <i>K. Kt.</i> you retake with <i>Q.</i> , and if he then take <i>K. Kt. P.</i> , you take <i>K. Kt. P.</i> with <i>Q. B.</i> If he take |                                  |

K.Kt.P. you retake with K.Kt., having an excellent game. Finally, if he advance P. to K.B. sixth, you play K.Kt. to its square, secure of recovering the Pawn, with a better position.

*In the second place,*

- |                                                                        |                                                 |
|------------------------------------------------------------------------|-------------------------------------------------|
| 6. Q.B. to K.B. fourth.                                                | 6. Q. takes P.                                  |
| 7. If he play Q.B. to K.Kt. third, you play K.P. one square.<br>But if |                                                 |
| P. takes K.P.                                                          | 7. Q. takes B.                                  |
| 8. P. takes Q.P.+                                                      | 8. K. to Q. second.                             |
| 9. P. takes Q.B.P.                                                     | 9. K. takes P. and has the<br>best of the game. |

### THIRD VARIATION,

BEGINNING AT THE THIRD MOVE OF THE WHITE.

**Black.**

**White.**

- |                         |                        |
|-------------------------|------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.   |
| 2. K.Kt. to K.B. third. | 2. K.B.P. two squares. |
| 3. P. takes P.          | 3. Q.P. one square.    |

*In the first place,*

- |                         |                                                                            |
|-------------------------|----------------------------------------------------------------------------|
| 4. K.Kt.P. two squares. | 4. K.R.P. two squares.                                                     |
| 5. K.B. to K.R. third.  | 5. P. takes P.                                                             |
| 6. K.B. takes P.        | 6. K.Kt.P. one square, and<br>will recover the Pawn, with a good position. |

*In the second place,*

- |                        |                       |
|------------------------|-----------------------|
| 4. Q.P. two squares.   | 4. K.P. one square.   |
| 5. K.Kt. to Q. second. | 5. Q.B. takes P.      |
| 6. Q.P. one square.    | 6. K.Kt. to B. third. |
| 7. Q.Kt. to B. third.  |                       |

The game is nearly equal.

## FOURTH GAME.

Black.

White.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. Kt. fifth. | 3. K. B. to Q. B. fourth. |

No. I.

- |                       |                   |
|-----------------------|-------------------|
| 4. K. B. takes Q. Kt. | 4. Q. P. takes B. |
|-----------------------|-------------------|

## FIRST ATTACK.

5. K. Kt. takes K. P.

*In the first place,*

- |                                                                                                                                 |                                                   |
|---------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
|                                                                                                                                 | 5. K. B. takes K. B. P. <sup>+</sup>              |
| 6. If he play K. to B. square, you remove K. B. to Q. Kt. third, threatening to play Q. to her fifth ; therefore K. takes K. B. | 6. Q. to Q. fifth. <sup>+</sup>                   |
| 7. K. to K. square.                                                                                                             | 7. Q. takes K. Kt., and has the best of the game. |

*In the second place,*

- |                                                                                                                                                                                             |                                |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|
|                                                                                                                                                                                             | 5. Q. to Q. fifth.             |
| 6. If he play K. Kt. to its fourth, you should take K. P. checking, compelling him to interpose K. Kt., which you take with K. B., and afterwards take K. Kt. P. But if K. Kt. to Q. third. | 6. Q. takes K. P. <sup>+</sup> |
| 7. Q. to K. second. <sup>+</sup>                                                                                                                                                            | 7. Q. takes Q.                 |
| 8. K. takes Q.                                                                                                                                                                              | 8. K. B. to Q. Kt. third.      |

There is little difference in the game ; this mode of play is therefore not so good for the White as the former.

## SECOND ATTACK.

- |                         |                                |
|-------------------------|--------------------------------|
| 5. Q. B. P. one square. | 5. Q. to Q. sixth.             |
| 6. K. Kt. takes K. P.   | 6. Q. takes K. P. <sup>+</sup> |

7. Q. to K. second.                      7. Q. takes K. Kt. P.  
8. If he play K. Kt. to its sixth, checking, he will lose a piece ;  
if he play it to Q. third, you should play K. Kt. to K.  
second, and afterwards move K. B. to Q. third. If he  
play Q. to K. B. third, you should take K. B. P. with  
K. B. Finally, if he play  
K. to K. B. third.<sup>+</sup>                      8. K. to K. B. square.  
9. K. R. to K. Kt. square.              9. Q. to K. R. sixth.  
10. K. R. to K. Kt. third.              10. Q. to K. third, exchanges  
Queens, and has the best of the game, having won  
a Pawn.

## No. II.

4. Q. B. P. one square.

### FIRST DEFENCE.

4. Q. to K. B. third.  
5. K. B. takes Q. Kt.                      5. Q. takes K. B.

### *In the first place,*

6. K. Kt. takes P.                      6. Q. takes P.<sup>+</sup>  
7. Q. to K. second.                      7. Q. takes K. Kt. P., and the  
position is similar to the foregoing.

### *In the second place,*

6. Q. P. two squares.                      6. Q. takes K. P.<sup>+</sup>  
7. Q. B. to K. third.                      7. K. P. takes P.  
8. Q. B. P. takes P.                      8. K. B. checks.  
9. Q. Kt. to Q. B. third.                      9. K. B. takes Q. Kt.  
10. P. takes K. B.                      10. K. Kt. to K. B. third.  
11. K. castles.                      11. K. castles.

The game is in favour of the White.

### SECOND DEFENCE.

4. Q. P. one square. This is  
not a good move ; you should play as above, or move  
K. Kt. to K. second : as, however, the mode of taking  
advantage of it is not obvious, I subjoin the moves.

5. Q. P., two squares.
6. Q. B. P. takes P.
7. K. to K. second.
8. Q. to Q. R. fourth.
9. K. B. takes Q. Kt.†
10. Q. takes P.†
11. Q. takes P. at K. fourth, checks, and has the best of the game, owing to your moving Q. P. on the fourth move. The seventh move of the Black was well played; had he interposed either Q. B. or Q. Kt., he could have gained no advantage.
5. K. P. takes P.
6. If you play K. B. to Q. Kt. third, he will win a piece, by advancing Q. P. ; therefore K. B. checks.
7. If you play Q. R. P. one square, he will take Q. Kt., and then play Q. to Q. R. fourth, winning a piece. If you play Q. B. to Q. second, he will also play Q. to Q. R. fourth, and win. But if Q. P. one square.
8. P. takes K. P.
9. P. takes K. B.
10. Q. B. to Q. second.

The latter part of this game is taken from a small volume, printed at Lausanne in 1698, entitled "Traité du Jeu Royal des Echets. Par B. A. D. R. G. S." It contains a few good moves.

### FIFTH GAME.

#### Black.

1. K. P. two squares.
2. K. Kt. to K. B. third.
3. Q. B. P. one square.

#### White.

1. K. P. two squares.
2. Q. Kt. to Q. B. third.
3. K. B. P. two squares.

*In the first place,*

4. P. takes P.
5. K. Kt. P. two squares.
6. K. Kt. to its square.
7. Q. takes P.
8. K. B. to Q. third.
4. Q. P. one square.
5. K. R. P. two squares.
6. P. takes P.
7. Q. Kt. to K. second.
8. K. Kt. to R. third, ~~recovers~~ recovers the Pawn, with a better position than Black's.



*In the second place,*

- |                           |                        |
|---------------------------|------------------------|
| 4. Q. P. two squares.     | 4. K. B. P. takes P.   |
| 5. K. Kt. takes P.        | 5. K. Kt. to B. third. |
| 6. Kt. takes Q. Kt.       | 6. Q. Kt. P. takes Kt. |
| 7. Q. B. to K. Kt. fifth. | 7. Q. P. two squares.  |

The game is equal.

*In the third place,*

- |                           |                                                 |
|---------------------------|-------------------------------------------------|
| 4. K. B. to Q. Kt. fifth. | 4. P. takes P.                                  |
| 5. K. B. takes Kt.        | 5. Q. P. takes B.                               |
| 6. K. Kt. takes P.        | 6. Q. to K. Kt. fourth, and<br>has a fine game. |

## SIXTH GAME.

**Black.**

**White.**

- |                            |                                                                                                                                                          |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.      | 1. K. P. two squares.                                                                                                                                    |
| 2. K. Kt. to K. B. third.  | 2. Q. Kt. to Q. B. third.                                                                                                                                |
| 3. K. B. to Q. B. fourth.  | 3. K. B. to Q. B. fourth.                                                                                                                                |
| 4. Q. P. two squares.      | 4. K. B. takes P.                                                                                                                                        |
| 5. Q. B. P. one square.    | 5. It would be bad play to<br>move K. B. to Q. B. fourth, because he would take<br>K. B. P., checking, and afterwards play Q. to Q. fifth :<br>therefore |
|                            | K. B. to Q. Kt. third.                                                                                                                                   |
| 6. K. Kt. to its fifth.    | 6. K. Kt. to K. R. third.                                                                                                                                |
| 7. Q. to K. R. fifth.      | 7. K. castles.                                                                                                                                           |
| 8. K. B. P. two squares.   | 8. K. P. takes P.                                                                                                                                        |
| 9. Q. B. takes P.          | 9. Q. P. one square.                                                                                                                                     |
| 10. K. R. to K. B. square. | 10. Q. to K. second, and you<br>have the best of the game.                                                                                               |

The above moves show that it is bad play to move Q. P. two squares, *after* the K. B. has been played ; it can only be done with propriety on the third move. See page 191, *et seq.*

## SEVENTH GAME.

**Black.****White.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. Kt. to K. B. third.</i> | 2. <i>Q. Kt. to Q. B. third.</i> |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>K. B. to Q. B. fourth.</i> |
| 4. <i>Q. P. one square.</i>      | 4. <i>Q. P. one square.</i>      |
| 5. <i>K. Kt. to its fifth.</i>   | 5. <i>K. Kt. to K. R. third.</i> |

*In the first place,*

- |                                                                                                                                                                                                                                                                                |                                   |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 6. <i>K. B. P. two squares.</i>                                                                                                                                                                                                                                                | 6. <i>Q. B. to K. Kt. fifth.</i>  |
| 7. If he take <i>K. B. P.</i> with <i>K. Kt.</i> , you play <i>Q.</i> to <i>K.</i> second, but if he take <i>P.</i> with <i>K. B.</i> , giving check, you play to <i>K.</i> second, in both cases winning a piece. Then                                                        |                                   |
| <i>Q.</i> to <i>Q.</i> second.                                                                                                                                                                                                                                                 | 7. <i>K. P.</i> takes <i>P.</i>   |
| 8. <i>Q.</i> takes <i>P.</i>                                                                                                                                                                                                                                                   | 8. <i>Q.</i> to <i>Q.</i> second. |
| 9. If he take <i>K. B. P.</i> with <i>K. Kt.</i> , you play <i>K. R.</i> to square. If he take it with <i>K. B.</i> , you take <i>K. B. K. Kt.</i> , and if he retake with <i>K. Kt.</i> , you play <i>K. K. B.</i> square, winning a piece. Your position is superior to his. |                                   |

*In the second place,*

- |                                                                                                                              |                                      |
|------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| 6. <i>Q.</i> to <i>K. R.</i> fifth.                                                                                          | 6. <i>K.</i> castles.                |
| 7. If he take <i>K. R. P.</i> with <i>K. Kt.</i> , you play <i>Q. B.</i> to 1 fifth. If he castle, see the Variation. But if |                                      |
| <i>Q. B. P.</i> one square.                                                                                                  | 7. <i>K.</i> to <i>K. R.</i> square. |
| 8. If he castle, you play <i>K. B. P.</i> two squares, having a game. But if                                                 |                                      |
| <i>K. B.</i> takes <i>K. B. P.</i> (A.)                                                                                      | 8. <i>Q.</i> to <i>K. B.</i> third.  |
| 9. If he remove <i>K. B.</i> he loses the Queen ; therefore                                                                  |                                      |
| <i>K.</i> castles.                                                                                                           | 9. <i>K. R.</i> takes <i>B.</i>      |
| 10. <i>K. Kt.</i> takes <i>K. R.</i> <sup>+</sup>                                                                            | 10. <i>K. Kt.</i> takes <i>Kt.</i>   |

White has the advantage.

(A.)

- |                            |                                  |
|----------------------------|----------------------------------|
| 8. K. Kt. takes K. B. P. + | 8. K. Kt. takes Kt.              |
| 9. K. B. takes Kt.         | 9. Q. to K. B. third.            |
| 10. K. B. to Q. Kt. third. | 10. Q. takes K. B. P. +          |
| 11. K. to Q. square.       | 11. Q. takes K. Kt. P. and wins. |

*In the third place,*

- |                          |                          |
|--------------------------|--------------------------|
| 6. K. castles.           | 6. K. castles.           |
| 7. K. to K. R. square.   | 7. K. to K. R. square.   |
| 8. K. B. P. two squares. | 8. K. B. P. two squares. |

The game is equal.

### VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

- |                          |                                                                                                            |
|--------------------------|------------------------------------------------------------------------------------------------------------|
| 7. K. castles.           | 7. K. to K. R. square. In-<br>stead of this move you may play Q. Kt. to Q. fifth :<br>see the Eighth Game. |
| 8. K. to K. R. square.   | 8. K. B. P. two squares.                                                                                   |
| 9. K. B. P. two squares. | 9. K. B. P. takes P.                                                                                       |

*In the first place,*

- |                         |                                           |
|-------------------------|-------------------------------------------|
| 10. K. Kt. takes K. P.  | 10. Q. P. one square.                     |
| 11. K. Kt. takes K. B.  | 11. Q. B. to K. Kt. fifth.                |
| 12. K. Kt. to K. sixth. | 12. Q. B. takes K. Kt., and<br>wins K. B. |

*In the second place,*

- |                            |                            |
|----------------------------|----------------------------|
| 10. Q. P. takes P.         | 10. Q. Kt. to Q. fifth.    |
| 11. K. B. to Q. Kt. third. | 11. Q. B. to K. Kt. fifth. |
| 12. Q. to K. R. fourth.    | 12. P. takes P.            |

White has a much better position than the Black. Instead of castling, Black would do better to move Q. B. P. one square.

## EIGHTH GAME.

## Black.

1. *K. P. two squares.*
2. *K. Kt. to B. third.*
3. *K. B. to Q. B. fourth.*
4. *Q. P. one square.*
5. *K. Kt. to its fifth.*
6. *Q. to K. R. fifth.*
7. *K. castles.*

## White.

1. *K. P. two squares.*
2. *Q. Kt. to B. third.*
3. *K. B. to Q. B. fourth.*
4. *Q. P. one square.*
5. *K. Kt. to K. R. third.*
6. *K. castles.*
7. *Q. Kt. to Q. fifth.*

## FIRST DEFENCE.

8. *K. B. to Q. Kt. third.*
8. *Q. B. to K. Kt. fifth.*

*In the first place,*

- |                                     |                                   |
|-------------------------------------|-----------------------------------|
| 9. <i>Kt. takes K. B. P.</i>        | 9. <i>Q. B. takes Q.</i>          |
| 10. <i>Kt. takes Q.<sup>+</sup></i> | 10. <i>Kt. takes K. B.</i>        |
| 11. <i>Kt. to K. sixth.</i>         | 11. <i>Kt. takes Q. R.</i>        |
| 12. <i>Kt. takes R.</i>             | 12. <i>R. takes Kt., having a</i> |
- forced won game.

*In the second place,*

- |                                                                    |                                           |
|--------------------------------------------------------------------|-------------------------------------------|
| 9. <i>K. B. takes K. B. P.<sup>+</sup></i>                         | 9. <i>K. to K. R. square.</i>             |
| 10. <i>Q. to K. R. fourth.</i>                                     | 10. <i>Kt. to K. seventh.<sup>+</sup></i> |
| 11. <i>K. to K. R. square.</i>                                     | 11. <i>Q. Kt. takes Q. B.</i>             |
| 12. <i>K. R. takes Kt.</i>                                         | 12. <i>B. takes K. B. P.</i>              |
| 13. <i>If he play K. Kt. P. one square, you should take K. Kt.</i> |                                           |
| <i>with the Queen : therefore</i>                                  |                                           |
| <i>Q. takes K. B.</i>                                              | 13. <i>Q. takes Kt., and wins easily.</i> |

## SECOND DEFENCE.

8. *Q. to Q. square.*
8. *Q. B. to K. Kt. fifth.*

*In the first place,*

- |                                       |                             |
|---------------------------------------|-----------------------------|
| 9. <i>K. Kt. takes K. B. P.</i>       | 9. <i>K. R. takes Kt.</i>   |
| 10. <i>K. B. takes R.<sup>+</sup></i> | 10. <i>K. to R. square.</i> |

1. If he play Q. to Q. second, you take K. B. : therefore  
     K. B. P. one square.      11. Kt. takes K. B. P.+
2. K. to R. square.      12. Q. Kt. takes K. R. P., and  
     wins easily.

*In the second place,*

9. Q. to Q. second.      9. Q. Kt. to K. seventh.+
0. K. to R. square.      10. Q. Kt. to K. B. fifth.
1. K. Kt. to B. third.      11. Q. B. takes Kt.
2. P. takes Q. B.      12. Q. to K. R. fifth.
3. If he play Q. to Q. square, you may either play Kt. to  
     K. R. sixth, or take K. B. P. with K. B. But if  
     Q. to K. square.      13. Q. to K. R. sixth.
4. Q. B. takes Q. Kt.      14. Q. takes K. B. P.+
5. K. to Kt. square.      15. P. takes Q. B.
6. If he play Q. to her square, you will win the Queen. If  
     Q. Kt. to Q. second.      16. Q. to K. Kt. fifth.+
7. K. to R. square.      17. P. to K. B. sixth.
8. R. to K. Kt. square.      18. Q. to K. R. fourth.
9. If he play Q. to Q. square, you play K. Kt. to its fifth.  
     If he play K. R. to K. B. square, you move Q. to K. R.  
     sixth, and afterwards K. Kt. to its fifth. But if he play  
     Q. to K. B. square.      19. K. Kt. to its fifth.
0. K. R. P. one square.      20. Kt. takes K. B. P.+
1. K. to R. second.      21. Q. P. one square.
2. K. B. takes P.      22. K. B. checks.
3. K. R. to Kt. third.      23. Kt. to K. Kt. fourth.+
4. K. to Kt. square.      24. K. B. takes R., and wins  
     easily.

The error of the Black in this game is on the seventh  
 move, when he ought to have played Q. B. P. one square,  
 instead of castling.

## NINTH GAME.

**Black.**

1. *K. P. two squares.*
2. *K. Kt. to K. B. third.*
3. *K. B. to Q. B. fourth.*
4. *Q. P. one square.*
5. *Q. B. P. one square.*
6. *Q. B. to K. Kt. fifth.*
7. If he play *Q. to Q. second*, you will win a piece, by playing *K. R. P. one square.*
8. *K. castles.*
9. *Q. Kt. to Q. second.*
10. *Q. B. takes Kt.*
11. *Q. B. to Q. Kt. third.*

**White.**

1. *K. P. two squares.*
2. *Q. Kt. to Q. B. third.*
3. *K. B. to Q. B. fourth.*
4. *Q. P. one square.*
5. *Q. to K. B. third.*
6. *Q. to K. Kt. third.*
7. *Q. B. to K. Kt. fifth.*
8. *K. Kt. to K. R. third.*
9. *Q. takes Q. B.*
10. *Q. Kt. to Q. square, and the game is even.*

## TENTH GAME.

**Black.**

1. *K. P. two squares.*
2. *K. Kt. to B. third.*
3. *K. B. to Q. B. fourth.*
4. *Q. P. one square.*
5. *Q. B. to K. Kt. fifth.*

**White.**

1. *K. P. two squares.*
2. *Q. Kt. to B. third.*
3. *K. B. to Q. B. fourth.*
4. *Q. P. one square.*

## FIRST DEFENCE.

5. *K. B. P. one square.* This is not a good move ; it would be better to play *K. Kt. to K. B. third* ; but the best move is to play *Q. to Q. second*, as in the Second Defence.
6. *Q. B. to K. R. fourth.* 6. You should play *K. Kt. to K. second*, and your position would not be much inferior to his ; but suppose you play

- K. Kt. P. two squares.
- |                                         |                      |
|-----------------------------------------|----------------------|
| 7. K. Kt. takes K. Kt. P.               | 7. P. takes K. Kt.   |
| 8. Q. checks.                           | 8. K. to Q. second.  |
| 9. Q. to K. B. seventh. <sup>+</sup>    | 9. Q. to K. second.  |
| 10. K. B. to K. sixth. <sup>+</sup>     | 10. K. to Q. square. |
| 11. Q. B. takes P., and wins the Queen. |                      |

## SECOND DEFENCE.

5. Q. to Q. second.
6. If he were to castle, or play Q. Kt. to Q. B. third, you might play Q. Kt. to Q. R. fourth, in order to exchange it for K. B. But if
- |                        |                                                                        |
|------------------------|------------------------------------------------------------------------|
| K. B. to Q. Kt. fifth. | 6. Q. R. P. one square.                                                |
| 7. K. B. takes Q. Kt.  | 7. Q. takes K. B.                                                      |
| 8. K. castles.         | 8. K. B. P. one square.                                                |
| 9. Q. B. to K. third.  | 9. K. Kt. to K. second, will afterwards castle, and have an even game. |

## ELEVENTH GAME.

## Black.

## White.

- |                                                                                  |                                      |
|----------------------------------------------------------------------------------|--------------------------------------|
| 1. K. P. two squares.                                                            | 1. K. P. two squares.                |
| 2. K. Kt. to K. B. third.                                                        | 2. Q. Kt. to Q. B. third.            |
| 3. K. B. to Q. B. fourth.                                                        | 3. K. B. to Q. B. fourth.            |
| 4. K. castles.                                                                   | 4. Q. P. one square.                 |
| 5. K. R. to K. square.                                                           | 5. K. Kt. to K. B. third.            |
| 6. K. Kt. to its fifth.                                                          | 6. K. B. takes K. B. P. <sup>+</sup> |
| 7. If he take K. B. you check with K. Kt., and then take Kt. with Q. : therefore |                                      |
| K. to K. R. square.                                                              | 7. K. Kt. to its fifth.              |
| 8. If he take K. B. P. with K. Kt., you play Q. to K. R. fifth.                  |                                      |
| If he play K. R. to B. square, you take Kt. But if                               |                                      |
| K. B. takes P. <sup>+</sup>                                                      | 8. K. to B. square.                  |

- |                                  |                               |
|----------------------------------|-------------------------------|
| 9. Kt. to K. sixth. <sup>+</sup> | 9. Q. B. takes Kt.            |
| 10. K. B. takes Q. B.            | 10. B. takes K. R.            |
| 11. Q. takes K. Kt.              | 11. K. B. to K. R. fifth, and |
- you have considerably the best of the game. Black ought, on the sixth move, to have played Q. B. P. one square.
- 

## TWELFTH GAME.

Black.

White.

- |                                                                                                                    |                           |
|--------------------------------------------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                                                              | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third.                                                                                          | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth.                                                                                          | 3. K. B. to Q. B. fourth. |
| 4. K. castles.                                                                                                     | 4. Q. P. one square.      |
| 5. K. R. to K. square.                                                                                             | 5. K. Kt. to K. B. third. |
| 6. Q. B. P. one square.                                                                                            | 6. K. castles.            |
| 7. Q. P. one square.                                                                                               | 7. K. Kt. to its fifth.   |
| 8. K. R. to K. B. square.                                                                                          | 8. K. to K. R. square.    |
| 9. He ought to play K. R. P. one square ; but suppose K. Kt. to its fifth.                                         | 9. K. B. P. two squares.  |
| 10. If he check with K. Kt. you should take it, and afterwards play Q. to K. R. fifth. But if K. R. P. one square. | 10. K. B. P. one square.  |

## FIRST ATTACK.

- |                          |                               |
|--------------------------|-------------------------------|
| 11. K. R. P. takes Kt.   | 11. Q. takes Kt.              |
| 12. Q. Kt. to Q. second. | 12. Q. B. takes P.            |
| 13. Q. Kt. to B. third.  | 13. Q. to K. R. fourth.       |
| 14. Q. P. one square.    | 14. K. R. to B. third.        |
| 15. K. R. to K. square.  | 15. P. takes P., and you have |
- certainly the best of the game.

## SECOND ATTACK.

- |                    |                        |
|--------------------|------------------------|
| 11. K. Kt. checks. | 11. K. R. takes Kt.    |
| 12. K. B. takes R. | 12. Q. to K. R. fifth. |



*In the first place,*

- |                                                                                                                                                                                                                                                |                               |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|
| 13. P. takes Kt.                                                                                                                                                                                                                               | 13. Q. B. takes P.            |
| 14. If he play Q. to Q. Kt. third, you should move Q. Kt. to Q. R. fourth, and then advance K. B. P. If he play Q. to Q. second, you should play K. B. P., and on his moving Q. to K. Kt. fifth, you play Q. to K. Kt. sixth. Suppose he plays |                               |
| Q. to Q. B. second.                                                                                                                                                                                                                            | 14. K. B. P. one square.      |
| 15. K. R. to Q. square.                                                                                                                                                                                                                        | 15. Checkmates in four moves. |

*In the second place,*

- |                                                                                                                                                                       |                       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|
| 13. Q. P. one square.                                                                                                                                                 | 13. K. P. takes P.    |
| 14. Q. B. takes P.                                                                                                                                                    | 14. P. takes Q. B. P. |
| 15. If he take P. with Q. Kt., you should take K. B. P. with K. Kt. If                                                                                                |                       |
| K. R. P. takes Kt.                                                                                                                                                    | 15. Q. B. takes P.    |
| 16. If he play Q. to Q. third, you should take Q. Kt. P. If he move Q. to Q. B. second, or to Q. Kt. third, you play Q. Kt. to Q. fifth, having the best of the game. |                       |

*In the third place,*

- |                                                                                                                          |                                      |
|--------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| 13. Q. to K. B. third.                                                                                                   | 13. K. Kt. to K. B. third.           |
| 14. If he move the King, he will lose the Queen. But if Q. P. one square.                                                |                                      |
| 15. Q. B. P. takes Kt.                                                                                                   | 14. Q. Kt. takes P.                  |
| 16. Q. Kt. to Q. B. third.                                                                                               | 15. K. B. takes P.                   |
| 17. Q. Kt. to Q. fifth.                                                                                                  | 16. K. Kt. P. two squares.           |
| 18. K. R. P. takes P. (A.)                                                                                               | 17. K. Kt. P. one square.            |
| 19. Q. to Q. third.                                                                                                      | 18. Q. B. takes P.                   |
| 20. If he play Q. B. to K. third, you will checkmate him in three moves. If he take Kt., you play Q. to K. Kt. sixth. If | 19. K. B. P. one square.             |
| P. takes P.                                                                                                              | 20. Q. to K. Kt. sixth. <sup>+</sup> |
| 21. K. to R. square.                                                                                                     | 21. Q. B. takes K. Kt. P., checks,   |
| and wins.                                                                                                                |                                      |

(A.)

- |                       |                                |
|-----------------------|--------------------------------|
| 18. Q. to Q. third.   | 18. Kt. takes Kt.              |
| 19. K.P. takes Kt.    | 19. P. takes K.R.P.            |
| 20. K.B. to K. sixth. | 20. Q.B. takes B.              |
| 21. P. takes Q.B.     | 21. P. takes K.Kt.P.           |
| 22. K. takes P.       | 22. R. checks.                 |
| 23. K. to B. third.   | 23. Q. to K.Kt. fifth.+        |
| 24. K. to K. fourth.  | 24. Q. to K.Kt. third, checks— |
- and wins.

The seventh move of the Black was wrong; he should have moved K.R.P. one square.

## THIRTEENTH GAME.

Black.

White.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. K. castles.            | 4. Q. P. one square.      |
| 5. K. R. to K. square.    | 5. K. Kt. to K. B. third. |
| 6. Q. B. P. one square.   | 6. K. castles.            |
| 7. Q. P. two squares.     | 7. K. B. to Q. Kt. third. |
| 8. P. takes P.            |                           |

*In the first place,*

- |                            |                         |
|----------------------------|-------------------------|
|                            | 8. Q. Kt. takes P.      |
| 9. K. Kt. takes Q. Kt.     | 9. P. takes Kt.         |
| 10. Q. takes Q.            | 10. R. takes Q.         |
| 11. Q. B. to K. Kt. fifth. | 11. R. to Q. third, and |
- position is equal.

*In the second place,*

8. K. Kt. to its fifth.
9. If he play K. R. to B. square, you should take P. with Q. ~~E~~

- If he play Q. B. to K. third, you should exchange Bishops, and then take P. with Q. Kt. But if
- |                        |                                                 |
|------------------------|-------------------------------------------------|
| Q. B. to K. Kt. fifth. | 9. K. B. takes P. <sup>+</sup>                  |
| 10. K. to B. square.   | 10. K. B. takes R.                              |
| 11. Q. B. takes Q.     | 11. K. Kt. to K. sixth. <sup>+</sup>            |
| 12. K. takes B.        | 12. Kt. takes Q., and has the best of the game. |

# FOURTEENTH GAME.

## Black.

## White.

- |                                                                                  |                           |
|----------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                            | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third.                                                        | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth.                                                        | 3. K. B. to Q. B. fourth. |
| 4. K. castles.                                                                   | 4. Q. P. one square.      |
| 5. K. R. to K. square.                                                           | 5. K. Kt. to K. B. third. |
| 6. Q. B. P. one square.                                                          | 6. K. castles.            |
| 7. Q. P. one square.                                                             | 7. K. Kt. to its fifth.   |
| 8. Q. P. one square.                                                             | 8. K. P. takes P.         |
| 9. If he take P. with Q. B. P., see the Variation. But if Q. B. to K. Kt. fifth. | 9. K. Kt. takes K. B. P.  |

## FIRST DEFENCE.

- |                         |                 |
|-------------------------|-----------------|
| 10. Q. to Q. Kt. third. | 10. P. takes P. |
|-------------------------|-----------------|

## *In the first place,*

- |                            |                                   |
|----------------------------|-----------------------------------|
| 11. Q. B. takes Q.         | 11. P. takes Q. Kt. P.            |
| 12. Q. takes P. (A.)       | 12. Kt. to Q. sixth. <sup>+</sup> |
| 13. K. to B. square.       | 13. Kt. takes Q.                  |
| 14. Q. B. to K. R. fourth. | 14. Kt. takes K. B., and wins.    |

## (A.)

- |                            |                                          |
|----------------------------|------------------------------------------|
| 12. Q. Kt. to Q. B. third. | 12. K. Kt. to Q. eighth. <sup>+</sup>    |
| 13. K. to B. square.       | 13. P. takes Q. R., and becomes a Queen. |

- |                    |                               |
|--------------------|-------------------------------|
| 14. K.R. takes Kt. | 14. Q. takes K.R.+            |
| 15. Kt. takes Q.   | 15. Q.Kt. takes Q.B., and you |
- have the best of the game, having two Rooks and three Pawns for the Queen.

*In the second place,*

- |                      |                                |
|----------------------|--------------------------------|
| 11. Q.Kt. takes P.   | 11. K.Kt. to K.R. sixth.+      |
| 12. K. to B. square. | 12. K.Kt. takes Q.B.           |
| 13. Kt. takes Kt.    | 13. Q. takes Kt., and will win |

## SECOND DEFENCE.

- |                         |                                |
|-------------------------|--------------------------------|
| 10. Q.B. takes Q.       | 10. K.Kt. takes Q.             |
| 11. K.R. takes Kt.      | 11. P. takes Q.B.P.+           |
| 12. K. to B. square.    | 12. P. takes P.                |
| 13. Q.Kt. to Q. second. | 13. P. takes Q.R. and becomes  |
| a Queen.                |                                |
| 14. K.R. takes Q.       | 14. Q.Kt. takes Q.B., and wins |

## THIRD DEFENCE.

- |                                 |                              |
|---------------------------------|------------------------------|
| 10. K. takes Kt.                | 10. P. takes P.+             |
| 11. K. to B. square.            | 11. P. takes Q.Kt.P.         |
| 12. Q.Kt. to Q.B. third.        | 12. P. takes Q.R. and be-    |
| comes a Queen.                  |                              |
| 13. Q. takes Q.                 | 13. Q. to K. square, and you |
| have much the best of the game. |                              |

The error of the Black in this game consists in playing Q.P. one square on the eighth move, instead of K.R. to K.B. square.

*VARIATION,*

## BEGINNING AT THE NINTH MOVE OF THE BLACK.

- |                     |                       |
|---------------------|-----------------------|
| 9. Q.B.P. takes P.  | 9. Q.Kt. takes P.     |
| 10. K.Kt. takes Kt. | 10. Q. to K.R. fifth. |

*In the first place,*

- |                        |                        |
|------------------------|------------------------|
| 11. K.R.P. one square. | 11. Q. takes K.B.P.+   |
| 12. K. to R. square.   | 12. Q. to K.Kt. sixth. |

- |                       |                                                          |
|-----------------------|----------------------------------------------------------|
| 13. P. takes Kt.      | 13. K.B. takes Kt.                                       |
| 14. Q. takes K.B.     | 14. Q. to K.R. fifth.+                                   |
| 15. K. to Kt. square. | 15. Q. takes R.+                                         |
| 16. K. to R. second.  | 16. Q. takes Q.B., and has<br>much the best of the game. |

*In the second place,*

- 1. If he play K. Kt. to K. B. third, you would give checkmate in three moves. Therefore
- |                          |                                                                                                        |
|--------------------------|--------------------------------------------------------------------------------------------------------|
| Q.B. to K. third.        | 11. Q. takes K.R.P.+                                                                                   |
| ■ 2. K. to B. square.    | 12. Q. to K.R. eighth.+                                                                                |
| ■ 3. K. to K. second.    | 13. Q. takes K. Kt. P.                                                                                 |
| ■ 4. K.R. to Kt. square. | 14. K. Kt. takes B.                                                                                    |
| ■ 5. K. takes Kt.        | 15. K.B. takes Kt.+                                                                                    |
| ■ 6. K. takes K.B.       | 16. Q. takes K.B.P., checks,<br>and has the best of the game, having gained four pawns<br>for a piece. |

FIFTEENTH GAME.

**Black.**

**White.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. Kt. to K. B. third. | 2. Q. Kt. to Q. B. third. |
| 3. K. B. to Q. B. fourth. | 3. K. B. to Q. B. fourth. |
| 4. Q. B. P. one square.   | 4. Q. to K. second.       |

FIRST ATTACK.

- |                      |                      |
|----------------------|----------------------|
| 5. Q. P. one square. | 5. Q. P. one square. |
|----------------------|----------------------|

*In the first place,*

- |                                                                                                        |                         |
|--------------------------------------------------------------------------------------------------------|-------------------------|
| 6. K. Kt. to its fifth.                                                                                | 6. Q. Kt. to Q. square. |
| 7. K. castles.                                                                                         | 7. K. B. P. one square. |
| 8. K. B. takes K. Kt.                                                                                  | 8. K. R. takes K. B.    |
| 9. If he take K. R. P. with K. Kt., you will win the Knight<br>by playing K. Kt. P. one square. But if |                         |

- |                                 |                                                                                     |
|---------------------------------|-------------------------------------------------------------------------------------|
| Q. to K. R. fifth. <sup>+</sup> | 9. K. Kt. P. one square.                                                            |
| 10. Q. takes K. R. P.           | 10. Q. takes Q.                                                                     |
| 11. K. Kt. takes Q.             | 11. K. to K. B. second, and afterwards playing K. R. to its square, will win K. Kt. |

*In the second place,*

- |                                    |                                                                                                                                          |
|------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| 6. Q. B. to K. Kt. fifth.          | 6. K. B. P. one square.                                                                                                                  |
| 7. K. B. takes K. Kt.              | 7. P. takes Q. B.                                                                                                                        |
| 8. K. B. to Q. fifth.              | 8. P. to K. Kt. fifth.                                                                                                                   |
| 9. K. B. takes Q. Kt. <sup>+</sup> | 9. P. takes K. B.                                                                                                                        |
| 10. K. Kt. to Q. second.           | 10. K. R. to K. B. square.                                                                                                               |
| 11. K. castles.                    | 11. Q. to K. R. fifth.                                                                                                                   |
| 12. Q. to K. second.               | 12. K. R. to K. B. third.                                                                                                                |
| 13. Q. P. one square.              | 13. K. P. takes P.                                                                                                                       |
| 14. K. P. one square.              | 14. P. to Q. sixth.                                                                                                                      |
| 15. Q. to K. square.               | 15. K. R. to its third.                                                                                                                  |
| 16. P. takes Q. P. <sup>+</sup>    | 16. Q. B. to K. third, and wins easily. Black ought, on the seventh move, to have played Q. B. to K. R. fourth, instead of taking K. Kt. |

## SECOND ATTACK.

- |                                                                           |                                                                                                                                                |
|---------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| 5. Q. P. two squares.                                                     | 5. K. B. to Q. Kt. third.                                                                                                                      |
| 6. Q. P. takes P.                                                         | 6. It would not be good play to take K. B. P. with K. B. checking, in order afterwards to play Q. to Q. B. fourth ; therefore, Q. Kt. takes P. |
| 7. K. Kt. takes Kt.                                                       | 7. Q. takes K. Kt.                                                                                                                             |
| 8. K. castles.                                                            | 8. Q. P. one square.                                                                                                                           |
| 9. K. to K. R. square.                                                    | 9. K. Kt. to K. second.                                                                                                                        |
| 10. If he play K. B. P. two sqs., you may take K. P. But Q. to K. second. | 10. Q. P. one square.                                                                                                                          |
| 11. K. P. takes P.                                                        | 11. Q. take Q.                                                                                                                                 |
| 12. K. B. takes Q.                                                        | 12. K. Kt. takes P.                                                                                                                            |

The game is quite even.

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THIRD OPENING;  
OR, THE  
QUEEN'S BISHOP'S PAWN'S GAME.

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OR, THE

## QUEEN'S BISHOP'S PAWN'S GAME.

### FIRST GAME.

**White.**

**Black.**

- |    |                      |    |                                                                                                                                                             |
|----|----------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. | K.P. two squares.    | 1. | K.P. two squares.                                                                                                                                           |
| 2. | Q.B.P. one square.   | 2. | The best move for the Black is to play Q.P. two squares. In this game I shall suppose him to play K.B. to Q.B. fourth, and in the next K.Kt. to K.B. third. |
|    |                      |    | K.B. to Q.B. fourth.                                                                                                                                        |
| 3. | K.Kt. to K.B. third. | 3. | If he play Q.Kt. to Q.B. third, you move K.B. to Q.B. fourth, and the position will be the same as in the ordinary K.Kt. game. But if                       |
|    |                      |    | Q.P. one square.                                                                                                                                            |
| 4. | K.B. to Q.B. fourth. | 4. | If he play Q.B. to K.Kt. fifth, you play Q. to Q.Kt. third. But if                                                                                          |
|    |                      |    | K.Kt. to K.B. third.                                                                                                                                        |
| 5. | K. castles.          | 5. | He ought now either to castle, or play Q.Kt. to Q.B. third. But suppose                                                                                     |
|    |                      |    | K.Kt. takes K.P.                                                                                                                                            |
| 6. | Q. to Q.R. fourth.+  |    |                                                                                                                                                             |

### FIRST DEFENCE.

- |    |                                                               |    |                    |
|----|---------------------------------------------------------------|----|--------------------|
|    |                                                               | 6. | Q.B.P. one square. |
| 7. | K.B. takes K.B.P.+                                            | 7. | K. takes K.B.      |
| 8. | Q. takes K.Kt., and your position is superior to the Black's. |    |                    |

## SECOND DEFENCE.

- |                          |                                                                                                                                                                   |
|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                          | 6. Q. B. to Q. second.                                                                                                                                            |
| 7. K. B. takes K. B. P.+ | 7. K. takes K. B.                                                                                                                                                 |
| 8. Q. takes K. Kt.       | 8. Q. B. to Q. B. third.                                                                                                                                          |
| 9. Q. to Q. B. fourth.+  | 9. If he play K. to K. second<br>or K. B. third, you play Q. P. two squares, in order<br>afterwards to play Q. B. to K. Kt. fifth. If he play<br>K. to K. square. |
| 10. K. Kt. takes K. P.   | 10. If he play Q. to K. K<br>fourth, you take Q. B., and then advance Q. P. tw<br>squares. But if<br>Q. P. takes Kt.                                              |
| 11. Q. takes K. B.       | 11. Q. to K. Kt. fourth.                                                                                                                                          |
| 12. K. B. P. one square. |                                                                                                                                                                   |

White has the best position, with the advantage of a Paw-

## THIRD DEFENCE.

- |                         |                        |
|-------------------------|------------------------|
|                         | 6. K. to K. B. square. |
| 7. K. B. takes K. B. P. |                        |
- In the first place,*
- |                                                         |                           |
|---------------------------------------------------------|---------------------------|
|                                                         | 7. K. Kt. takes K. B. P.  |
| 8. Q. P. two squares.                                   | 8. K. P. takes P.         |
| 9. Q. B. P. takes P.                                    | 9. K. B. to Q. Kt. third. |
| 10. K. R. takes Kt.                                     | 10. K. takes K. B.        |
| 11. K. Kt. to K. fifth.+                                | 11. K. to K. Kt. square.  |
| 12. K. Kt. to K. B. seventh, and has evidently the bes- |                           |
- the game.

*In the second place,*

- |                                                                   |                                                          |
|-------------------------------------------------------------------|----------------------------------------------------------|
|                                                                   | 7. K. B. takes K. B. P.+                                 |
| 8. K. to K. R. square.                                            | 8. Q. P. one square.                                     |
| 9. K. Kt. takes K. P.                                             | 9. If he play Q. to K. sec <del>ond</del>                |
| you advance Q. P. two squares. But suppose                        | K. B. to Q. Kt. third -                                  |
| 10. K. B. to K. R. fifth.+                                        | 10. If he play K. to K. sec <del>ond</del>               |
| you should play Q. P. one square. If he play K.                   | K. Kt. square, you move Q. P. two squares. But <i>if</i> |
| K. Kt. square, you move Q. P. two squares. But <i>if</i>          | K. Kt. to K. B. sevent                                   |
| 11. K. to K. Kt. square, and has much the best of the <i>game</i> |                                                          |

## SECOND GAME.

**White.**

**Black.**

- |                                                                                                                                                                                                   |                                       |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------|
| 1. <b>K.P.</b> two squares.                                                                                                                                                                       | 1. <b>K.P.</b> two squares.           |
| 2. <b>Q.B.P.</b> one square.                                                                                                                                                                      | 2. <b>K.Kt.</b> to <b>K.B.</b> third. |
| 3. You have now two ways of playing, viz. <b>Q.</b> to <b>Q.B.</b> second, or <b>Q.P.</b> two squares; this latter move will be examined in the next game, at present I shall suppose you to play |                                       |
| <b>Q.</b> to <b>Q.B.</b> second.                                                                                                                                                                  | 3. <b>K.B.</b> to <b>Q.B.</b> fourth. |

### FIRST ATTACK.

4. **K.Kt.** to **K.B.** third.

*In the first place,*

- |                                                                                               |                                                                                                                                              |
|-----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                               | 4. <b>K.Kt.</b> to its fifth.                                                                                                                |
| 5. <b>Q.P.</b> two squares.                                                                   | 5. If he play <b>K.B.</b> to <b>Q.Kt.</b> third, you play <b>K.R.P.</b> one square, and then take <b>K.P.</b> with <b>K.Kt.</b> ; therefore, |
|                                                                                               | <b>K.P.</b> takes <b>P.</b>                                                                                                                  |
| 6. <b>Q.B.P.</b> takes <b>P.</b>                                                              | 6. <b>K.B.</b> checks.                                                                                                                       |
| 7. <b>Q.Kt.</b> to <b>Q.B.</b> third.                                                         | 7. <b>Q.</b> to <b>K.</b> second.                                                                                                            |
| 8. <b>K.B.</b> to <b>Q.</b> third, and will afterwards castle, and have the best of the game. |                                                                                                                                              |

*In the second place,*

- |                                       |                                       |
|---------------------------------------|---------------------------------------|
|                                       | 4. <b>Q.Kt.</b> to <b>Q.B.</b> third. |
| 5. <b>K.B.</b> to <b>Q.B.</b> fourth. | 5. <b>Q.P.</b> one square.            |
| 6. <b>K.</b> castles.                 | 6. <b>K.</b> castles.                 |
| 7. <b>Q.P.</b> one square.            | 7. <b>Q.B.</b> to <b>K.Kt.</b> fifth. |

The game is equal.

*In the third place,*

- |                                       |                                  |
|---------------------------------------|----------------------------------|
|                                       | 4. <b>Q.P.</b> two squares.      |
| 5. <b>K.Kt.</b> takes <b>K.P.</b>     | 5. <b>Q.P.</b> takes <b>K.P.</b> |
| 6. <b>K.B.</b> to <b>Q.B.</b> fourth. | 6. <b>K.</b> castles.            |

There is little difference in the position.

## SECOND ATTACK.

4. K.B.P. two squares.

## FIRST DEFENCE.

4. K.Kt. to its fifth.

5. K.Kt. to K.B. third.

*In the first place,*

5. K.Kt. to K.B. seventh

6. Q.P. two squares.

6. K.Kt. takes K.R.

7. P. takes K.B., and as you will afterwards gain K. ~~B.~~  
you have the best of the game.

*In the second place,*

5. K.B. checks.

6. K. to K. second.

6. K.B. to Q.Kt. third.

7. K.B.P. takes P.

7. K.Kt. to K.B. seventh

8. K.R. to K.Kt. square.

8. K.Kt. to its fifth.

9. Q.P. two squares, and you have evidently a much ~~better~~  
game than the Black.

## SECOND DEFENCE.

4. K.B. takes K.Kt.

5. K.R. takes K.B.

5. Q.P. two squares.

6. K.B.P. takes P.

6. K.Kt. takes K.P.

7. Q.P. two squares.

7. Q.B. to K.B. fourth

8. K.B. to Q. third.

The position of the White is slightly superior to the  
the Black.

## THIRD GAME.

## White.

## Black.

1. K.P. two squares.

1. K.P. two squares.

2. Q.B.P. one square.

2. K.Kt. to K.B. third

3. Q. P. two squares.      3. If he take Q. P., you will advance K. P., and then take P. with Q. B. P. But if K. Kt. takes P.
4. Q. P. takes K. P.      4. K. B. to Q. B. fourth sq.; this, which appears a very good move, is in reality a bad one; he ought to have played Q. P. two squares, and your best move would then be Q. B. to K. third.
5. Q. to K. Kt. fourth.      5. As he may take K. B. P. with K. Kt., or play Q. P. two squares, there will be two Variations on this move; at present suppose he plays K. B. takes K. B. P.+
6. K. to his second.

#### FIRST DEFENCE.

6. Q. to K. R. fifth.
7. Q. takes K. Kt. P.      7. K. R. to K. B. square.
8. K. Kt. to K. B. third.      8. If he play Q. to K. second, you move Q. B. to K. R. sixth, winning the exchange. But if
- Q. to K. R. fourth.
9. Q. B. to K. R. sixth.      9. K. B. to Q. B. fourth.
10. K. Kt. P. two squares.      10. If he check with K. Kt. at its sixth, you move K. to Q. square, winning the Kt. afterwards; therefore,
- Q. to K. Kt. third.
11. Q. takes Q.      11. P. takes Q.
12. Q. B. takes R., and has considerably the best of the game.

#### SECOND DEFENCE.

6. K. B. takes K. Kt.
7. K. R. takes K. B.      7. Q. P. two squares.
8. Q. takes K. Kt. P.      8. K. R. to K. B. square.
9. Q. B. to K. R. sixth.      9. Q. Kt. to Q. second.
10. K. Kt. P. one square.      10. Q. to K. second.
11. K. B. to K. R. third.      11. If he take P. with Q. Kt., you take Q. B., and then K. R.; therefore,
- K. Kt. to Q. B. fourth.

12. K.B. takes Q.Kt. +      12. Kt. takes K.B.  
 13. K.R. to K. square, and the position of the White is   
 very advantageous.

## THIRD DEFENCE.

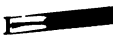
- |                                                  |                           |   |
|--------------------------------------------------|---------------------------|---|
|                                                  | 6. Q.P. two squares.      |   |
| 7. Q. takes K.Kt. P.                             | 7. K.R. to K.B. square.   |   |
| 8. Q.B. to K.R. sixth.                           | 8. K.B. to Q.B. fourth.   |   |
| 9. K.Kt. to K.B. third.                          | 9. K.Kt. to K.B. seventh. | - |
| 10. Q.Kt. P. two squares.                        | 10. Kt. takes K.R.        |   |
| 11. P. takes K.B.                                | 11. Q.Kt. to Q. second.   |   |
| 12. K.Kt. to its fifth, having a very fine game. |                           |   |

## FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.

Black.

- |                                                                                                                     |                                                                                                             |
|---------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| 1. K.P. two squares.                                                                                                | 1. K.P. two squares.                                                                                        |
| 2. Q.B. P. one square.                                                                                              | 2. K.Kt. to K.B. third.                                                                                     |
| 3. Q.P. two squares.                                                                                                | 3. K.Kt. takes K.P.                                                                                         |
| 4. Q.P. takes P.                                                                                                    | 4. K.B. to Q.B. fourth.                                                                                     |
| 5. Q. to K.Kt. fourth.                                                                                              | 5. K.Kt. takes K.B.P.                                                                                       |
| 6. Q. takes K.Kt. P.                                                                                                | 6. K.R. to K.B. square.                                                                                     |
| 7. Q.B. to K.Kt. fifth.                                                                                             | 7. If he play K.B. to      |
| second, you win a piece by first taking K.B., and afterwards K.Kt. ; therefore,                                     |                                                                                                             |
|                                                                                                                     | K.B.P. one square.                                                                                          |
| 8. P takes P.                                                                                                       | 8. If he play K.R. to K.  |
| second, you check at K.Kt. eighth, compelling him<br>interpose K.B.; you then take K.Kt. But if<br>K.Kt. takes K.R. |                                                                                                             |
| 9. K.B. to K. second, having a forced won game.                                                                     |                                                                                                             |

## SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.

Black.

- |                        |                         |
|------------------------|-------------------------|
| 1. K.P. two squares.   | 1. K.P. two squares.    |
| 2. Q.B. P. one square. | 2. K.Kt. to K.B. third. |

- |                         |                                                                                                                                                   |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 3. Q. P. two squares.   | 3. K. Kt. takes K. P.                                                                                                                             |
| 4. Q. P. takes P.       | 4. K. B. to Q. B. fourth.                                                                                                                         |
| 5. Q. to K. Kt. fourth. | 5. Q. P. two squares.                                                                                                                             |
| 6. Q. takes K. Kt. P.   | 6. K. R. to K. B. square.                                                                                                                         |
| 7. Q. B. to K. third.   | 7. If he play Q. to K. second,<br>you play Q. Kt. to Q. second, in order afterwards to<br>castle on the Queen's side. But if<br>Q. P. one square. |
| 8. Q. B. P. takes P.    | 8. K. B. takes P.                                                                                                                                 |
| 9. Q. Kt. to Q. second. | 9. If he take Q. B., you will<br>win by taking K. Kt. : but suppose,                                                                              |

FIRST DEFENCE.

- |                               |                       |
|-------------------------------|-----------------------|
|                               | K. B. takes Q. Kt. P. |
| 10. Q. Kt. takes Kt.          | 10. K. B. takes Q. R. |
| 11. Kt. to K. B. sixth.+      | 11. K. to K. second.  |
| 12. Q. B. checks.             | 12. K. to K. third.   |
| 13. Checkmates in five moves. |                       |

SECOND DEFENCE.

- |                         |                        |
|-------------------------|------------------------|
|                         | 9. K. Kt. takes Q. Kt. |
| 10. Q. R. to Q. square. |                        |

*In the first place,*

- |                                                       |                                                                                                                                                                                                     |
|-------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                       | 10. K. B. takes Q. B.                                                                                                                                                                               |
| 11. P. takes Q. B.                                    | 11. Q. to K. R. fifth.+                                                                                                                                                                             |
| 12. K. takes Kt.                                      | 12. Q. to K. B. seventh.+                                                                                                                                                                           |
| 13. K. B. to K. second.                               | 13. If he play Q. B. to K.<br>third, or Q. Kt. to Q. B. third, you should move K. Kt.<br>to K. B. third, in order to play K. R. to K. B. square,<br>winning the Queen. But if<br>Q. to K. R. fifth. |
| 14. K. to Q. B. square, having an excellent position. |                                                                                                                                                                                                     |

*In the second place,*

- |                     |                                                                                        |
|---------------------|----------------------------------------------------------------------------------------|
|                     | 10. K. B. takes Q. Kt. P.                                                              |
| 11. Q. B. takes Kt. | 11. If he play Q. to Q. fourth,<br>you should take K. R., and then check with Q. B. at |

K. R. sixth. If he play Q. to Q. fifth, you move K. Kt to K. B. third ; and if he then check at K. fifth, you interpose K. B., and afterwards castle, having the best of the game.

#### FOURTH GAME.

**White.**

**Black.**

1. K. P. two squares.
2. Q. B. P. one square.
3. K. Kt. to K. B. third.

1. K. P. two squares.
2. Q. P. two squares.

##### FIRST DEFENCE.

3. Q. B. to K. Kt. fifth.
4. Q. to Q. R. fourth.†

*In the first place,*

- |                                         |                          |
|-----------------------------------------|--------------------------|
| 5. Q. to Q. Kt. third.                  | 4. Q. to Q. second.      |
| 6. Q. takes Q. Kt. P.                   | 5. Q. B. takes Kt.       |
| 7. K. B. takes Q. B.                    | 6. Q. B. takes K. Kt. P. |
| 8. Q. to Q. B. eighth.†                 | 7. Q. to Q. B. third.    |
| 9. P. takes P.                          | 8. K. to K. second.      |
| 10. Q. to Q. Kt. seventh, winning Q. R. | 9. Q. to Q. third.       |

If on the fourth move he had interposed Q. Kt., Q. B. P., you would have taken K. P. with K. Kt. If the fifth move he had played Q. Kt. P. one square, or had taken your K. P., you would also take K. P. with K. Kt. but if he had played Q. Kt. to Q. B. third, you ought take Q. P. with K. P.

If on the sixth move he had played Q. to Q. B. third you would win the Queen by attacking her with K. B.

If on the ninth move he play Q. Kt. to Q. second, you take Q. R. with Q., and afterwards check with the Pawn



*In the second place,*

- |                                                        |                                                                                                                                  |
|--------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
|                                                        | 4. Q. B. to Q. second.                                                                                                           |
| 5. Q. to Q. Kt. third.                                 | 5. If he take P. with Q. P.,<br>you take K. P. with K. Kt., and will afterwards win<br>either K. B. P. or Q. Kt. P. : therefore, |
|                                                        | Q. B. to Q. B. third.                                                                                                            |
| 6. K. Kt. takes K. P.                                  | 6. Q. to K. second.                                                                                                              |
| 7. K. Kt. takes Q. B.                                  | 7. Q. takes K. P. +                                                                                                              |
| 8. K. to Q. square.                                    | 8. Q. Kt. takes Kt.                                                                                                              |
| 9. Q. takes Q. Kt. P., and wins either Q. R. or Q. Kt. |                                                                                                                                  |

SECOND DEFENCE.

- |                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                                                                  | 3. Q. P. takes P.                                                                                                                                                                                                                                                                                                               |
| 4. K. Kt. takes P.                                                                                                                                                                               | 4. If he play K. B. to Q. B.<br>fourth, he will lose K. P. by your checking with Q. at<br>Q. R. fourth. If he play K. Kt. to K. B. third, or<br>Q. B. P. one square, you play K. B. to Q. B. fourth.<br>Finally, if he play K. B. P. one or two squares, you<br>check him with Q. at K. R. fifth, having a fine game.<br>But if |
|                                                                                                                                                                                                  | K. B. to Q. third.                                                                                                                                                                                                                                                                                                              |
| 5. It would not be good play to check with Q. and then<br>take K. P., because you would lose K. Kt. by his playing<br>Q. to K. second, and afterwards K. B. P. one square ;<br>your best move is |                                                                                                                                                                                                                                                                                                                                 |
| K. Kt. to Q. B. fourth.                                                                                                                                                                          | 5. K. Kt. to K. B. third.                                                                                                                                                                                                                                                                                                       |
| 6. Q. P. two squares, and the game is even.                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                 |

THIRD DEFENCE.

- |                        |                           |
|------------------------|---------------------------|
|                        | 3. K. Kt. to K. B. third. |
| 4. Q. P. two squares.  | 4. K. Kt. takes K. P.     |
| 5. K. Kt. takes K. P.  | 5. K. B. to Q. third.     |
| 6. K. Kt. to Q. third. | 6. Q. B. P. two squares.  |
| 7. Q. P. takes P.      | 7. K. Kt. takes P.        |
| 8. Q. B. to K. third.  | 8. K. Kt. takes Kt.       |
| 9. K. B. takes Kt.     | 9. Q. Kt. to Q. B. third. |

This defence is by Major Jacnisch ; he says the game is quite equal ; I rather prefer the White's game.

## D E F E N C E.

THE BLACK HAVING THE FIRST MOVE.



### FIRST GAME.

**Black.**

**White.**

- |                                                                                            |                                         |
|--------------------------------------------------------------------------------------------|-----------------------------------------|
| <p>1. <i>K. P. two squares.</i></p>                                                        | <p>1. <i>K. P. two squares.</i></p>     |
| <p>2. <i>Q. B. P. one square.</i></p>                                                      | <p>2. <i>Q. P. two squares.</i></p>     |
| <p>3. <i>K. P. takes P.</i></p>                                                            | <p>3. <i>Q. takes P.</i></p>            |
| <p>4. If he play <i>Q. P. one square</i>, you may play <i>K. B. P. squares.</i> But if</p> | <p>4. <i>P. takes P.</i></p>            |
| <p><i>Q. P. two squares.</i></p>                                                           | <p>5. <i>K. B. checks.</i></p>          |
| <p>5. <i>P. takes P.</i></p>                                                               | <p>6. <i>K. B. takes Kt.+</i></p>       |
| <p>6. <i>Q. Kt. to Q. B. third.</i></p>                                                    | <p>7. <i>Q. B. P. two squares.</i></p>  |
| <p>7. <i>P. takes K. B.</i></p>                                                            | <p>8. <i>P. takes P.</i></p>            |
| <p>8. <i>Q. B. to K. third.</i></p>                                                        | <p>9. <i>Q. Kt. to Q. B. third,</i></p> |
| <p>9. <i>P. takes P.</i></p>                                                               |                                         |
- your position is superior to his.

### SECOND GAME.

**Black.**

**White.**

- |                                       |                                     |
|---------------------------------------|-------------------------------------|
| <p>1. <i>K. P. two squares.</i></p>   | <p>1. <i>K. P. two squares.</i></p> |
| <p>2. <i>Q. B. P. one square.</i></p> | <p>2. <i>Q. P. two squares.</i></p> |
| <p>3. <i>Q. P. two squares.</i></p>   | <p>3. <i>K. P. takes P.</i></p>     |

- |                                                                                                 |                                                                                                                |
|-------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|
| 4. Q. takes P.                                                                                  | 4. Q. P. takes P.                                                                                              |
| 5. Q. takes P. <sup>+</sup>                                                                     | 5. K. B. to K. second.                                                                                         |
| 6. If he play K. B. to Q. B. fourth, you play K. Kt. to B. third, and afterwards castle. But if |                                                                                                                |
| Q. B. to K. Kt. fifth.                                                                          | 6. If you play Q. B. to Q. second, in order afterwards to play it to Q. B. third, he will win Q. Kt. P. But if |
|                                                                                                 | Q. Kt. to Q. second.                                                                                           |
| 7. K. B. to Q. B. fourth.                                                                       | 7. Q. Kt. to Q. B. fourth.                                                                                     |
| 8. Q. to K. second.                                                                             | 8. Q. B. to K. third.                                                                                          |
| 9. K. B. takes B.                                                                               | 9. Q. Kt. takes K. B.                                                                                          |

There is but little difference in the game.

### THIRD GAME.

**Black.**

**White.**

- |                           |                       |
|---------------------------|-----------------------|
| 1. K. P. two squares.     | 1. K. P. two squares. |
| 2. Q. B. P. one square.   | 2. Q. P. two squares. |
| 3. K. Kt. to K. B. third. | 3. P. takes P.        |

*In the first place,*

- |                                                                                                                                    |                          |
|------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| 4. Q. checks.                                                                                                                      | 4. Q. B. P. one square.  |
| 5. Q. takes K. P.                                                                                                                  | 5. K. B. to Q. third.    |
| 6. If he were to take K. P. with K. Kt., you would play Q. to K. second, and afterwards K. B. P. one square, winning K. Kt. But if |                          |
| Q. P. two squares.                                                                                                                 | 6. K. B. P. two squares. |
| 7. Q. to Q. B. second.                                                                                                             | 7. K. P. one square.     |

The position is in favour of the White, arising from the fourth move of the Black, which ought to have been K. Kt. takes P.

*In the second place,*

- |                       |                       |
|-----------------------|-----------------------|
| 4. K. Kt. takes P.    | 4. K. B. to Q. third. |
| 5. Q. P. two squares. | 5. Q. to K. second.   |

- |                            |                         |
|----------------------------|-------------------------|
| 6. Q. B. to K. B. fourth.  | 6. K. B. P. one square. |
| 7. Q. to K. R. fifth. +    | 7. K. to K. B. square.  |
| 8. K. Kt. to its sixth. +  | 8. P. takes Kt.         |
| 9. Q. takes K. R.          | 9. K. B. takes B.       |
| 10. K. B. to Q. B. fourth. | 10. Q. B. to K. third.  |

White has the best of the game, having won a Bishop and Knight for a Rook. Black on the sixth move ought to have played K. Kt. to Q. B. fourth.

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FOURTH OPENING;

OR, THE

K I N G ' S G A M B I T.

## THE KING'S GAMBIT.

THE King's Gambit is perhaps the most instructive, it is certainly the most entertaining, of all the Openings. It abounds in difficult and interesting positions, and has more variety than any other method of beginning the game.

Nearly all the best writers on the game of Chess agree that the King's Gambit is a hazardous game for the first player, because he sacrifices a pawn without gaining a corresponding advantage of position; this is true, but it must not be forgotten that the second player has one of his pawns doubled, and that a pawn more, so circumstanced, does not necessarily win the game.

In the former Openings, I have supposed the Black to play incorrectly, both in the Attack and Defence; as that system could not be conveniently pursued in this Opening. I have throughout given the first move to the player of the White pieces; the proper Defence will therefore be found in the moves of the Black.

The King's Gambit is usually divided into two chief branches, viz. the King's Knight's Gambit, and the King's Bishop's Gambit; in the former, the King's Knight is played out on the third move; in the latter, the King's Bishop. When, instead of either of these, the King's Rook's Pawn is played two squares, it is usually called the King's Rook's Pawn's Gambit.

FOURTH OPENING;  
OR, THE  
KING'S GAMBIT.

---

FIRST GAME.

White.

Black.

- |                            |                                                                                                                                                                                                                                                              |
|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.      | 1. K. P. two squares.                                                                                                                                                                                                                                        |
| 2. K. B. P. two squares.   | 2. He may refuse to take the<br>Pawn, and play either<br>Q. to K. R. fifth square, checking.<br>K. B. to Q. B. fourth. See the Second Game.<br>Q. P. two squares. See the Third Game.<br>K. Kt. to K. B. third. See the Fourth Game.<br>Q. to K. R. fifth. + |
| 3. K. Kt. P. one square.   | 3. Q. to K. B. third.                                                                                                                                                                                                                                        |
| 4. K. B. P. takes P.       | 4. Q. takes P.                                                                                                                                                                                                                                               |
| 5. K. B. to K. Kt. second. |                                                                                                                                                                                                                                                              |

FIRST DEFENCE.

5. If he play K. B. to Q. B. fourth, you move K. Kt. to K. second, in order afterwards to advance Q. P. two squares. But suppose  
Q. P. two squares.
- |                                                         |                           |
|---------------------------------------------------------|---------------------------|
| 3. Q. P. two squares.                                   | 6. Q. to K. third.        |
| 7. K. P. one square.                                    | 7. Q. Kt. to Q. B. third. |
| 3. K. Kt. to K. second, and you have the best position. |                           |

SECOND DEFENCE.

- |                       |                           |
|-----------------------|---------------------------|
|                       | 5. K. Kt. to K. B. third. |
| 5. Q. P. two squares. | 6. Q. to Q. R. fourth. +  |

7. Q. B. P. one square ; this is a better move than Q. B. to Q. second, as directed by Ponziani. See (A.)
7. Q. P. one square.
8. Q. Kt. to Q. R. third. 8. If he advance Q. P., you should play K. P. one square ; and if he then takes Q. Kt. you should take K. Kt. But if
- Q. B. to K. third.
9. K. P. one square. 9. K. Kt. to Q. fourth.
10. Q. B. to Q. second, having a fine game.

(A.)

7. Q. B. to Q. second. 7. Q. to Q. Kt. third.
8. K. P. one square. 8. Q. takes Q. Kt. P.
9. Q. B. to Q. B. third. 9. K. B. to Q. Kt. fifth.

*In the first place,*

10. P. takes K. Kt. 10. K. B. takes Q. B.+
11. If you play K. to B. square, he will take Q. P. with K. B. If
- Q. Kt. takes K. B. 11. Q. takes Kt.+
12. K. to K. B. square. 12. K. Kt. P. takes P.

*In the second place,*

10. Q. B. takes B. 10. Q. takes B.+
11. Q. B. P. one square. 11. If he play Q. to Q. Kt. seventh, you may take K. Kt. ; therefore
- Q. to K. second.+
12. Q. to K. second. 12. K. Kt. to its square.

Your game is not so good as it was before.

## SECOND GAME.

**White.****Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. P. two squares.  | 2. K. B. to Q. B. fourth. |
| 3. K. Kt. to K. B. third. | 3. Q. P. one square.      |
| 4. Q. B. P. one square.   |                           |



FIRST DEFENCE.

- |                   |                                                                                                                                                                                            |
|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Q.P. two squares. | 4. Q. to K. second.                                                                                                                                                                        |
| Q.B.P. takes P.   | 5. K.P. takes Q.P.                                                                                                                                                                         |
|                   | 6. If he check with K.B., you must not interpose either Q.B. or Q.Kt., because he would take K.P. with Q., checking ; but you play K. to K.B. second, having a fine position. But suppose, |

*In the first place,*

- |                                             |                                                                                         |
|---------------------------------------------|-----------------------------------------------------------------------------------------|
|                                             | Q. takes K.P. <sup>+</sup>                                                              |
| K. to K.B. second.                          | 7. He must lose K.B. at the least, for if he play                                       |
|                                             | K.B. to Q.Kt. third. (A.)                                                               |
| K.B. checks.                                | 8. If he interpose any piece, you play K.R. to K. square, winning the Queen ; therefore |
|                                             | K. removes.                                                                             |
| K.R. to K. square ; also winning the Queen. |                                                                                         |

(A.)

- |                              |                         |
|------------------------------|-------------------------|
|                              | 7. K.B. to Q.Kt. fifth. |
| Q.R.P. one square.           | 8. K.B. to Q.R. fourth. |
| Q.Kt.P. two squares.         | 9. K.B. to Q.Kt. third. |
| K.B. checks, &c., as before. |                         |

*In the second place,*

- |                                                          |                         |
|----------------------------------------------------------|-------------------------|
|                                                          | 6. K.B. to Q.Kt. third. |
| Q.Kt. to Q.B. third, and you have an excellent position. |                         |

SECOND DEFENCE.

- |                      |                         |
|----------------------|-------------------------|
|                      | 4. Q.B. to K.Kt. fifth. |
| P. takes K.P.        | 5. Q.P. takes P.        |
| K.B. to Q.B. fourth. |                         |

*In the first place,*

- |                                |                         |
|--------------------------------|-------------------------|
|                                | 6. K.Kt. to K.B. third. |
| K.B. takes K.B.P. <sup>+</sup> | 7. K. takes B.          |

8. K.Kt. takes K.P.+                      8. K. to K. square.

9. K.Kt. takes Q.B., having the best of the game.

*In the second place,*

6. Q.B. takes K.Kt.

7. Q. takes Q.B.

7. K.Kt. to K.B. third, and

the game is about equal.

### THIRD GAME.

**White.**

**Black.**

1. K.P. two squares.

1. K.P. two squares.

2. K.B.P. two squares.

2. Q.P. two squares.

3. K.P. takes P.

3. If he take K.B.P. you

should move K.Kt. to K.B. third. But if

Q. takes P.

4. Q.Kt. to Q.B. third.

4. Q. to K. third.

5. K.Kt. to K.B. third.

5. If he play K.P. one square

you should move K.Kt. to K. fifth, in order, afterwards

to play K.B. to Q.B. fourth. If

K.P. takes P.+

6. K. to K.B. second. This is a much better move than interposing either Q. or K.B., because you threaten to check with K.B., and afterwards to play K.R. to K-square.

6. If he check with K.B., you play Q.P. two squares, compelling him, as his best move, to play K.B. to K. second. But if

Q.B.P. one square.

7. K.B. to K. second.

7. K.Kt. to K.B. third.

8. K.R. to K. square.

8. K.B. to K. second.

9. K. to K.Kt. square, and the position is slightly in favour of the White.

## FOURTH GAME.

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White.

Black.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. Kt. to K. B. third.</i> |
| 3. <i>Q. Kt. to Q. B. third.</i> | 3. <i>K. P. takes P.</i>         |
| 4. <i>Q. P. two squares.</i>     | 4. <i>K. B. to Q. Kt. fifth.</i> |
| 5. <i>K. B. to Q. third.</i>     | 5. <i>Q. to K. second.</i>       |
| 6. <i>Q. to K. second.</i>       | 6. <i>Q. Kt. to Q. B. third.</i> |
| 7. <i>K. P. one square.</i>      |                                  |

## FIRST DEFENCE.

- |                                              |                                   |
|----------------------------------------------|-----------------------------------|
|                                              | 7. <i>Q. Kt. takes Q. P.</i>      |
| 8. <i>P. takes K. Kt.</i>                    | 8. <i>Q. Kt. takes Q.</i>         |
| 9. <i>P. takes Q.</i>                        | 9. <i>Kt. takes Q. Kt.</i>        |
| 10. <i>Q. R. P. one square.</i>              | 10. <i>K. B. to Q. R. fourth.</i> |
| 11. <i>Q. B. to Q. second, and will win.</i> |                                   |

## SECOND DEFENCE.

- |                                               |                                          |
|-----------------------------------------------|------------------------------------------|
|                                               | 7. <i>K. Kt. to Q. fourth.</i>           |
| 8. <i>Q. B. to Q. second.</i>                 | 8. <i>Q. Kt. takes Q. P.</i>             |
| 9. <i>Q. Kt. takes Kt.</i>                    | 9. <i>If he were to take Q. B.</i>       |
| you re-take with K.                           | But if                                   |
|                                               | <i>Q. to K. R. fifth.<sup>+</sup></i>    |
| 10. <i>K. Kt. P. one square.</i>              | 10. <i>P. takes P.</i>                   |
| 11. <i>Q. to K. Kt. second.</i>               | 11. <i>P. takes K. R. P.<sup>+</sup></i> |
| 12. <i>K. to K. B. square.</i>                | 12. <i>P. takes K. Kt., becomes</i>      |
| a Queen, and checks.                          |                                          |
| 13. <i>Q. takes Q.</i>                        | 13. <i>Q. to Q. square.</i>              |
| 14. <i>Q. takes K. Kt. P.</i>                 | 14. <i>K. R. to K. B. square.</i>        |
| 15. <i>Q. B. to K. Kt. fifth.</i>             | 15. <i>K. B. P. one square.</i>          |
| 16. <i>K. B. to K. Kt. sixth.<sup>+</sup></i> | 16. <i>P. takes K. B.</i>                |
| 17. <i>Q. takes P.<sup>+</sup></i>            | 17. <i>K. R. to K. B. second.</i>        |
| 18. <i>K. R. checks.</i>                      | 18. <i>K. B. interposes.</i>             |
| 19. <i>K. R. takes B.<sup>+</sup></i>         | 19. <i>K. takes R.</i>                   |
| 20. Checkmates in three moves.                |                                          |

## FIFTH GAME.

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White.

Black.

- |                                                                                                                                          |                                     |
|------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|
| 1. <i>K.P.</i> two squares.                                                                                                              | 1. <i>K.P.</i> two squares.         |
| 2. <i>K.B.P.</i> two squares.                                                                                                            | 2. <i>K.P.</i> takes <i>P.</i>      |
| 3. <i>K.R.P.</i> two squares ; this mode of attack is not to be commended ; it is much better to play <i>K.Kt.</i> to <i>K.E.</i> third. | 3. <i>K.B.</i> to <i>K.</i> second. |

## FIRST ATTACK.

- |                                                                                                                              |                                           |
|------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
| 4. <i>K.Kt.</i> to <i>K.B.</i> third.                                                                                        | 4. <i>Q.P.</i> one square.                |
| 5. <i>Q.P.</i> two squares.                                                                                                  | 5. <i>Q.B.</i> to <i>K.Kt.</i> fifth.     |
| 6. <i>Q.B.</i> takes <i>P.</i>                                                                                               | 6. <i>K.B.</i> takes <i>P.</i> †          |
| 7. If you were to take <i>K.B.</i> with <i>K.R.</i> , you would lose the exchange ; therefore,<br><i>K.Kt.P.</i> one square. | 7. <i>K.B.</i> to <i>K.Kt.</i> fourth.    |
| 8. <i>Q.B.</i> takes <i>B.</i><br>the best of the game.                                                                      | 8. <i>Q.B.</i> takes <i>Kt.</i> , and has |

## SECOND ATTACK.

- |                                      |                                       |
|--------------------------------------|---------------------------------------|
| 4. <i>Q.</i> to <i>K.Kt.</i> fourth. | 4. <i>K.Kt.</i> to <i>K.B.</i> third. |
|--------------------------------------|---------------------------------------|

*In the first place,*

- |                                                                                                                                                                                                                                                                     |                                        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|
| 5. <i>Q.</i> takes <i>K.Kt.P.</i>                                                                                                                                                                                                                                   | 5. <i>K.R.</i> to <i>K.Kt.</i> square. |
| 6. <i>Q.</i> to <i>K.R.</i> sixth.                                                                                                                                                                                                                                  | 6. <i>K.B.</i> to <i>Q.</i> third.     |
| 7. <i>K.R.P.</i> one square.                                                                                                                                                                                                                                        | 7. <i>K.R.</i> to <i>K.Kt.</i> fifth.  |
| 8. <i>K.P.</i> one square.                                                                                                                                                                                                                                          | 8. <i>K.B.</i> takes <i>P.</i>         |
| 9. If you play <i>Q.P.</i> one square, he will play <i>K.B.</i> to <i>Q.</i> third, and afterwards to <i>K.B.</i> square, winning the Queen. If you play <i>K.B.</i> to <i>K.</i> second, he may play <i>P.</i> to <i>K.B.</i> sixth, having a very attacking game. |                                        |

*In the second place,*

- |                                     |                                                              |
|-------------------------------------|--------------------------------------------------------------|
| 5. <i>Q.</i> takes Gambit <i>P.</i> | 5. <i>K.</i> castles.                                        |
| 6. <i>Q.P.</i> one square.          | 6. <i>Q.P.</i> two squares.                                  |
| 7. <i>K.P.</i> one square.          | 7. <i>K.Kt.</i> to <i>K.R.</i> fourth.                       |
| 8. <i>Q.</i> to <i>K.B.</i> second. | 8. <i>K.B.P.</i> one square, having<br>the best of the game. |

## SIXTH GAME.

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. to K. B. third.</i> |
| 4. <i>K. P. one square.</i>      |                                  |

### FIRST DEFENCE.

- |                                                       |                                          |
|-------------------------------------------------------|------------------------------------------|
|                                                       | 4. <i>K. Kt. to Q. fourth.</i>           |
| 5. <i>Q. B. P. two squares.</i>                       | 5. <i>K. Kt. to Q. Kt. fifth.</i>        |
| 6. <i>Q. P. two squares.</i>                          | 6. <i>If he play K. B. to K.</i>         |
|                                                       | <i>second, you take P. with Q. B. If</i> |
|                                                       | <i>K. Kt. P. two squares.</i>            |
| 7. <i>K. R. P. two squares.</i>                       | 7. <i>K. Kt. P. one square.</i>          |
| 8. <i>K. Kt. to its fifth.</i>                        | 8. <i>K. R. P. one square.</i>           |
| 9. <i>K. Kt. to K. fourth.</i>                        | 9. <i>K. B. to K. second.</i>            |
| 10. <i>Q. B. takes P., and has an excellent game.</i> |                                          |

### SECOND DEFENCE.

- |                                                                  |                                |
|------------------------------------------------------------------|--------------------------------|
|                                                                  | 4. <i>Q. to K. second.</i>     |
| 5. <i>K. B. to K. second.</i>                                    | 5. <i>K. Kt. to its fifth.</i> |
| 6. <i>Q. P. two squares.</i>                                     | 6. <i>K. Kt. to K. sixth.</i>  |
| 7. <i>Q. B. takes Kt.</i>                                        | 7. <i>P. takes Q. B.</i>       |
| 8. <i>K. castles, and your position is much better than his.</i> |                                |

Black ought, on the third move, to have played *K. Kt. P.* 2 squares, defending the Gambit Pawn.

## SEVENTH GAME.

**White.**

**Black.**

- |                                  |                              |
|----------------------------------|------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i> |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>     |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>Q. P. one square.</i>  |

4. K.B. to Q.B. fourth.      4. Q.B. to K.Kt. fifth.  
 5. Q.P. two squares.      5. If he play K.Kt.P. two squares, you move K.R.P. two squares. But if Q.B. takes K.Kt.  
 6. Q. takes Q.B.      6. If he play Q. to K. B. third, you may take the Gambit Pawn, or play K. P. one square, with the view of taking Q.Kt.P. with Q. But suppose K.Kt.P. two squares.  
 7. It would be good play to move Q. to Q.Kt. third, attacking two undefended Pawns; or you may play K.R.P. two squares.

## FIRST DEFENCE.

7. K.B. to K. second.  
 8. K.R.P. takes P.      8. K.B. takes P.  
 9. K.Kt.P. one square; recovers the Pawn, with a better position.

## SECOND DEFENCE.

7. K.B. to K.R. third.  
 8. Q. to K.R. fifth.      8. Q. to K.B. third.  
 9. P. takes P.      9. If he were to take K. R. P. with Q., you would take K.B.P. with Q., checking; and afterwards castle, having a very strong attack; therefore K.B. takes P.  
 10. Q.Kt. to Q.B. third.      10. K.Kt. to K. second.  
 11. K.P. one square.      11. If he take P. with P., you play Kt. to K. fourth, winning a piece. If he play Q. to K.Kt. second, you also play Kt. to K. fourth, having a fine attack. But if Q. to K.Kt. third.  
 12. Q. takes Q.      12. K.Kt. takes Q.  
 13. Kt. to Q. fifth.      13. K. to Q. square.  
 14. P. takes Q.P.      14. P. takes P.

K. Kt. P. one square, recovers the Pawn, with a better position than the Black.

### THIRD DEFENCE.

- |                                                           |                                                    |
|-----------------------------------------------------------|----------------------------------------------------|
|                                                           | 7. K. B. P. one square.                            |
| P. takes P.                                               | 8. P. takes P.                                     |
| Q. to K. R. fifth.+                                       | 9. K. to Q. second.                                |
| Q. B. takes Gambit P.                                     | 10. If he take Q. B. he will                       |
|                                                           | be checkmated in two moves. If he play Q. to K. B. |
|                                                           | third, you should take K. Kt. P. with Q. But if    |
|                                                           | Q. to K. second.                                   |
| Q. to K. Kt. fourth.+                                     | 11. K. to Q. square.                               |
| Q. B. takes K. Kt. P., and has much the best of the game. |                                                    |

## EIGHTH GAME.

### White.

### Black.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. P. two squares.  | 2. K. P. takes P.         |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares. |
| 4. K. R. P. two squares.  |                           |

### FIRST DEFENCE.

- |                                                   |                                          |
|---------------------------------------------------|------------------------------------------|
|                                                   | 4. K. B. P. one square.                  |
| 5. K. Kt. takes K. Kt. P.                         | 5. P. takes K. Kt.                       |
| 6. Q. checks.                                     | 6. K. to K. second.                      |
| 7. Q. takes P.+                                   | 7. If he play K. Kt. to K. B.            |
|                                                   | third, you play K. P. one square. But if |
|                                                   | K. to K. square.                         |
| 8. Q. to K. R. fifth.+                            | 8. K. to K. second.                      |
| 9. Q. to K. fifth.+                               | 9. K. to K. B. second.                   |
| 10. Wins the Queen, or checkmates in eight moves. |                                          |

## SECOND DEFENCE.

4. K.Kt.P. one square.
5. You have two ways of playing, viz. K.Kt. to its fifth, (see the ninth Game,) or K.Kt. to K. fifth. 5. As he may play Q. to K. second, or K.B. to K. second, there will be two Variations on this move.
- K.R.P. two squares.
6. K.B. to Q.B. fourth. 6. K.R. to K.R. second.
7. Q.P. two squares. 7. Q.P. one square.
8. K.Kt. to Q. third. 8. P. to K.B. sixth.
9. If you play K.Kt.P. one square, Black would I think have the best of the game, having a Pawn more, and that a passed one. Suppose you play K.Kt.P. takes P. (A.) 9. K.B. to K. second square.
10. Q.B. to K.Kt. fifth. 10. K.B. takes B.
11. K.R.P. takes B. 11. Q. takes P., and has the best of the game.

Your fourth move of K.R.P. two squares is not so attacking, nor probably so good an one, as K.B. to Q.B. fourth.

(A.)

9. Q.B. to K.Kt. fifth. 9. P. takes K.Kt.P.
10. K.R. to K.Kt. square. 10. K.B. to K. second, and has the best of the game.

## FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

White.

Black.

- |                         |                         |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.B.P. two squares.  | 2. K.P. takes P.        |
| 3. K.Kt. to K.B. third. | 3. K.Kt.P. two squares. |
| 4. K.R.P. two squares.  | 4. K.Kt.P. one square.  |
| 5. K.Kt. to K. fifth.   | 5. Q. to K. second.     |



FIRST ATTACK.

- |                            |                          |
|----------------------------|--------------------------|
| 6. K. Kt. takes K. Kt. P.  | 6. K. B. P. two squares. |
| 7. K. Kt. to K. B. second. | 7. K. B. P. takes P.     |
| 8. Q. checks.              | 8. K. to Q. square.      |
| 9. Q. to K. B. fifth.      | 9. K. P. one square.     |

*In the first place,*

- |                                                                                                                              |                                                                 |
|------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------|
| 10. Q. P. takes P.                                                                                                           | 10. P. takes P.                                                 |
| 11. If you play K. Kt. to Q. square, he will play K. B. to R. third, in order to advance K. P., and win a piece ; therefore, |                                                                 |
| K. Kt. to its fourth.                                                                                                        | 11. K. Kt. to K. R. third.                                      |
| 12. Kt. takes K. Kt.                                                                                                         | 12. K. B. takes Kt., and has a pawn more, with a fine position. |

*In the second place,*

- |                                                                                                                    |                                      |
|--------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| 10. K. Kt. to its fourth.                                                                                          | 10. P. takes Q. P. <sup>+</sup>      |
| 11. K. takes P.                                                                                                    | 11. Q. P. one square.                |
| 12. Q. takes Gambit P.                                                                                             | 12. K. B. P. two squares.            |
| 13. K. Kt. to K. third.                                                                                            | 13. K. B. to K. B. third.            |
| 14. Q. to K. B. second.                                                                                            | 14. K. Kt. to K. B. third.           |
| 15. If you play K. B. to Q. third, he ought to play K. R. to K. square, and afterwards K. Kt. to its fifth. But if |                                      |
| K. to Q. square.                                                                                                   | 15. K. Kt. to its fifth.             |
| 16. Kt. takes Kt.                                                                                                  | 16. Q. B. takes Kt. <sup>+</sup>     |
| 17. K. B. to K. second.                                                                                            | 17. K. B. takes B.                   |
| 18. K. B. takes Q. B.                                                                                              | 18. K. B. takes Q. Kt. P., and wins. |

SECOND ATTACK.

- |                           |                                                                                                                      |
|---------------------------|----------------------------------------------------------------------------------------------------------------------|
| 6. Q. P. two squares.     | 6. K. B. P. two squares ; instead of this move it would be better to play Q. P. one square. See the third Variation. |
| 7. Q. B. takes P.         | 7. Q. P. one square.                                                                                                 |
| 8. Q. B. to K. Kt. fifth. | 8. K. Kt. to K. B. third.                                                                                            |
| 9. Q. Kt. to Q. B. third. |                                                                                                                      |

*In the first place,*

- |                                                   |                             |
|---------------------------------------------------|-----------------------------|
|                                                   | 9. Q. P. takes K. Kt.       |
| 10. Q. Kt. to Q. fifth.                           | 10. Q. to Q. third.         |
| 11. Q. B. takes K. Kt.                            | 11. K. R. to K. Kt. square. |
| 12. Q. B. takes K. P.                             | 12. Q. removes.             |
| 13. Q. Kt. takes Q. B. P., checks, and wins Q. R. |                             |

*In the second place,*

- |                                                                            |                         |
|----------------------------------------------------------------------------|-------------------------|
|                                                                            | 9. Q. B. P. one square. |
| 10. Q. B. takes Kt.                                                        | 10. Q. takes Q. B.      |
| 11. K. Kt. to Q. B. fourth, and your position is superior—<br>the Black's. |                         |

**SECOND VARIATION,**

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

**White.****Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. R. P. two squares.</i>  | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>K. Kt. to K. fifth.</i>    | 5. <i>K. B. to K. second.</i>    |

## FIRST ATTACK.

- |                            |                                                       |
|----------------------------|-------------------------------------------------------|
| 6. K. Kt. takes K. Kt. P.  | 6. K. B. takes P. <sup>+</sup>                        |
| 7. K. Kt. to K. B. second. | 7. Q. P. one square.                                  |
| 8. Q. P. two squares.      | 8. Q. to K. Kt. fourth, <del>and</del> <sup>and</sup> |
- has the best position.

## SECOND ATTACK.

- |                          |                                 |
|--------------------------|---------------------------------|
| 6. Q. takes K. Kt. P.    | 6. Q. P. one square.            |
| 7. Q. to K. Kt. seventh. | 7. Q. P. takes Kt.              |
| 8. Q. takes K. R.        | 8. K. B. takes P. <sup>+</sup>  |
| 9. K. to Q. square.      | 9. Q. B. checks.                |
| 10. K. B. interposes.    | 10. Q. B. takes B. <sup>+</sup> |
| 11. K. takes Q. B.       | 11. Q. to K. Kt. fourth.        |

*In the first place,*

- |                     |                              |
|---------------------|------------------------------|
| R. to K.Kt. square. | 12. Q.Kt. to Q.B. third      |
| takes K.R.P.        | 13. Q.Kt. checks.            |
| to Q. third.        | 14. Checkmates in six moves. |

*In the second place,*

- |                                                                                                          |                              |
|----------------------------------------------------------------------------------------------------------|------------------------------|
| R. takes B.                                                                                              | 12. Q. takes K.Kt.P.+        |
| you play K. to K. square, he will play Q.Kt. to B. third, and afterwards advance the Gambit Pawn. But if |                              |
| to Q. third.                                                                                             | 13. Q.Kt. to Q.B. third.     |
| you play Q. Kt. to Q.B. third, you will lose the Queen, or be checkmated in nine moves. If               |                              |
| takes K.R.P.                                                                                             | 14. K. castles.+             |
| to Q.B. third.                                                                                           | 15. Q. to K.Kt. eighth.      |
| P. one square.                                                                                           | 16. Q. takes Q.B.            |
| R. to its square.                                                                                        | 17. Checkmates in six moves. |

*In the third place,*

- |                                                                           |                            |
|---------------------------------------------------------------------------|----------------------------|
| to B. square.                                                             | 12. P. to K.B. sixth.      |
| Kt.P. takes P.                                                            | 13. Q. to K.Kt. sixth.     |
| R. takes B.                                                               | 14. Q. takes P.+           |
| to K. square.                                                             | 15. Q. to K.Kt. sixth.+    |
| to K. second.                                                             | 16. Q. to K.Kt. seventh.+  |
| to K. square.                                                             | 17. Q. to K.Kt. eighth.+   |
| to K. second.                                                             | 18. Q.Kt. to Q.B. third.   |
| B.P. one square.                                                          | 19. K. castles.            |
| Kt. to Q.R. third.                                                        | 20. Q. to K.Kt. seventh.+  |
| to Q. square.                                                             | 21. Q. to K.B. sixth.+     |
| to Q.B. second.                                                           | 22. K.Kt. to K.B. third.   |
| to K.Kt. seventh.                                                         | 23. Q. to Q. sixth.+       |
| you play K. to Q. square, he will move Q.R. to K. Kt. square ; therefore, |                            |
| to Q.Kt. third.                                                           | 24. Q.Kt. to Q. fifth.+    |
| you play K. to Q.Kt. fourth, he will check with Q.B.P. But if             |                            |
| to Q.R. fourth.                                                           | 25. Q. to Q.R. third.+     |
| to Q.Kt. fourth.                                                          | 26. Q.B.P. two squares.+   |
| takes P.                                                                  | 27. Q.Kt. checks K. and Q. |

**THIRD VARIATION,**

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

| White.                             | Black.                            |
|------------------------------------|-----------------------------------|
| 1. <i>K. P. two squares.</i>       | 1. <i>K. P. two squares.</i>      |
| 2. <i>K. B. P. two squares.</i>    | 2. <i>K. P. takes P.</i>          |
| 3. <i>K. Kt. to K. B. third.</i>   | 3. <i>K. Kt. P. two squares.</i>  |
| 4. <i>K. R. P. two squares.</i>    | 4. <i>K. Kt. P. one square.</i>   |
| 5. <i>K. Kt. to K. fifth.</i>      | 5. <i>Q. to K. second.</i>        |
| 6. <i>Q. P. two squares.</i>       | 6. <i>Q. P. one square.</i>       |
| 7. <i>K. Kt. takes K. Kt. P.</i>   | 7. <i>K. B. P. two squares.</i>   |
| 8. <i>K. Kt. to K. B. second.</i>  | 8. <i>P. takes K. P.</i>          |
| 9. <i>Q. checks.</i>               | 9. <i>K. to Q. square.</i>        |
| 10. <i>Q. B. takes P.</i>          | 10. <i>K. Kt. to B. third.</i>    |
| 11. <i>Q. to K. second.</i>        | 11. <i>K. R. P. two squares.</i>  |
| 12. <i>Q. B. P. two squares.</i>   | 12. <i>Q. B. P. one square.</i>   |
| 13. <i>Q. P. one square.</i>       | 13. <i>K. B. to K. R. third.</i>  |
| 14. <i>Q. B. takes B.</i>          | 14. <i>K. R. takes B.</i>         |
| 15. <i>Q. Kt. to B. third.</i>     | 15. <i>Q. B. to K. B. fourth.</i> |
| 16. <i>K. Kt. P. one square.</i>   | 16. <i>K. R. to K. Kt. third.</i> |
| 17. <i>K. R. to K. Kt. square.</i> | 17. <i>Q. Kt. to Q. second.</i>   |

The position is in favour of the Black.

**NINTH GAME.**

| White.                                                                                                                                                                 | Black.                           |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>                                                                                                                                           | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>                                                                                                                                        | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i>                                                                                                                                       | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. R. P. two squares.</i>                                                                                                                                        | 4. <i>K. Kt. P. one square.</i>  |
| 5. The usual, and probably the best, move is to play K. K to K. fifth. I shall here, however, suppose you to play it to K. Kt. fifth, forming the ALLGAIER GAMBIT, con |                                  |

monly so called because ALLGAIER, though not the inventor, took some pains in analysing it.  
K.Kt. to its fifth.

FIRST DEFENCE.

- |                      |                         |
|----------------------|-------------------------|
|                      | 5. K.R.P. two squares.  |
| K.B. to Q.B. fourth. | 6. K.Kt. to K.R. third. |
| Q.P. two squares.    | 7. K.B.P. one square.   |
| Q.B. takes P.        | 8. P. takes K.Kt.       |
| K.R.P. takes P.      |                         |

*In the first place,*

- |                    |                                    |
|--------------------|------------------------------------|
|                    | 9. K.Kt. to K.Kt. square.          |
| Q.B. to K. fifth.  | 10. Q. takes P.                    |
| Q.B. takes K.R.    | 11. Q. to K. sixth. <sup>+</sup>   |
| K. to K.B. square. | 12. Q. to K.B. fifth. <sup>+</sup> |
| K. to K. second.   | 13. Q. takes K.P. <sup>+</sup>     |
| K. to Q. second.   | 14. Q. takes K.Kt.P. <sup>+</sup>  |
- Q. to K. second, checks, and has the best of the game.

*In the second place,*

- |                                                       |                              |
|-------------------------------------------------------|------------------------------|
|                                                       | 9. K.Kt. to K.B. second.     |
| P. to K.Kt. sixth.                                    | 10. If he play K.Kt. to K.R. |
| third, you play Q.B. to K. fifth.                     | If he play K.Kt. to          |
| Q. third, you take it with Q.B., and afterwards check |                              |
| with K.B. But if                                      |                              |
|                                                       | Kt. to K.Kt. fourth.         |
| Q. to Q. second.                                      | 11. If he take K.P., you     |
| check with K.B., and afterwards with Q.B. at K.Kt.    |                              |
| fifth, winning easily. But if                         |                              |
|                                                       | K.B. to K.R. third.          |
| P. to K.Kt. seventh, and wins.                        |                              |

SECOND DEFENCE.

- |                                |                       |
|--------------------------------|-----------------------|
|                                | 5. K.B.P. one square. |
| Q. takes K.Kt.P.               | 6. P. takes K.Kt.     |
| Q. to K.R. fifth. <sup>+</sup> | 7. K. to K. second.   |

- |                                                    |                         |
|----------------------------------------------------|-------------------------|
| 8. Q. takes K. Kt. P.+                             | 8. K. to K. square.     |
| 9. Q. to K. R. fifth.+                             | 9. K. to K. second.     |
| 10. Q. to K. fifth.+                               | 10. K. to K. B. second. |
| 11. K. B. checks, and wins the Queen at the least. |                         |

## THIRD DEFENCE.

- |                          |                                                                                                                              |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------|
|                          | 5. K. R. P. one square.                                                                                                      |
| 6. K. Kt. takes K. B. P. | 6. K. takes K. Kt.                                                                                                           |
| 7. Q. takes K. Kt. P.    | 7. If he play Q. P. one sq.,<br>you should check with K. B. ; if he play it two squares,<br>you take the Gambit Pawn. But if |

*In the first place,*

- |                                                                                                                                  |                          |
|----------------------------------------------------------------------------------------------------------------------------------|--------------------------|
|                                                                                                                                  | Q. to K. B. third.       |
| 8. K. B. checks.                                                                                                                 | 8. K. to K. second.      |
| 9. You would not gain a piece by taking K. Kt. with K. B.,<br>because he would play K. R. P. one square. It is<br>better to play |                          |
| Q. Kt. to Q. B. third.                                                                                                           | 9. Q. B. P. one square.  |
| 10. Q. P. one square.                                                                                                            | 10. K. R. P. one square. |
| 11. Q. to K. B. third, and you will afterwards win the<br>Gambit Pawn, having a game scarcely inferior to<br>the Black.          |                          |

*In the second place.*

- |                |                                                                                                                                                                                                                                                                                                                                          |
|----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                | 7. K. Kt. to K. B. third.                                                                                                                                                                                                                                                                                                                |
| 8. Q. takes P. | 8. K. B. to Q. third ; though<br>this move appears bad in consequence of its confining<br>Q. P., &c., yet it is really the best that can be played.<br>It was first given in a German work of but little merit,<br>published at Cassel in 1828, and intitled "Anweisung<br>das Schachspiel gruendlich zu erlernen. Von Johann<br>Horny." |

## No. I.

- |                          |                             |
|--------------------------|-----------------------------|
| 9. Q. to K. B. third.    | 9. Q. Kt. to Q. B. third.   |
| 10. Q. B. P. one square. | 10. Q. Kt. to K. fourth.    |
| 11. Q. to K. second.     | 11. Q. Kt. to K. Kt. fifth. |
| 12. K. R. to its third.  | 12. Q. to K. second.        |

13. Q. P. one square. 13. Q. B. P. one square, and has evidently the best of the game.

### No. II.

9. Q. to K. B. second. 9. It would not be good play to move Q. Kt. to Q. B. third, because you would advance Q. P. two squares. It is better to move K. to K. Kt. second.
10. K. B. to Q. B. fourth. 10. K. R. to K. B. square.
11. Q. P. one square. 11. K. Kt. to its fifth.
12. If you play Q. to Q. fourth, he will move K. B. to K. fourth. If you play Q. to K., or Q. second, he will check with K. B. at K. Kt. sixth, having much the best of the game.

## TENTH GAME.

### White.

### Black.

- |                                                                                                                                                     |                                          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| 1. K. P. two squares.                                                                                                                               | 1. K. P. two squares.                    |
| 2. K. B. P. two squares.                                                                                                                            | 2. K. P. takes P.                        |
| 3. K. Kt. to K. B. third.                                                                                                                           | 3. K. Kt. P. two squares.                |
| 4. K. B. to Q. B. fourth ; this is the usual and probably the best method of playing the attack. Black has several ways of playing against it, viz. |                                          |
| 1. K. B. P. one square.                                                                                                                             |                                          |
| 2. Q. P. one square.                                                                                                                                | See the Eleventh Game.                   |
| 3. Q. to K. second.                                                                                                                                 | See the Twelfth Game.                    |
| 4. K. R. P. one square.                                                                                                                             | See the Thirteenth Game.                 |
| 5. K. B. to K. Kt. second.                                                                                                                          | See the Fourteenth and succeeding Games. |
| 6. K. Kt. P. one square.                                                                                                                            | See the Nineteenth and succeeding Games. |

If instead of one of the above he were to play K. B. to Q. B. fourth, or K. Kt. to K. R. third, you should play

Q.P. two squares. If he were to move Q.B.P. one square, you ought to play K.P. one square, in order if he advance Q.P. two squares to take it *en passant*, having in each case the best position. Suppose then that he plays

4. K.B.P. one square.

5. K.Kt. takes K.Kt.P.

#### FIRST DEFENCE.

5. P. takes K.Kt.

6. Q. checks.

6. K. to K. second.

7. Checkmates in three moves.

#### SECOND DEFENCE.

5. If he play K.R.P. two squares, you play Kt. to K.B. seventh, winning the exchange. But if

K.Kt. to K.R. third.

6. Q. to K.R. fifth.+

6. K. to K. second.

7. K.Kt. to K.B. seventh.

#### *In the first place,*

7. Q. to K. square.

8. Q. to Q.B. fifth.+

8. Q.P. one square.

9. Q. takes Q.B.P.+

9. Q. to Q. second.

10. Q. takes Q., and afterwards takes K.R., having much the best of the game.

#### *In the second place,*

7. K.Kt. takes Kt.

8. Q. takes Kt.+

8. K. to Q. third.

9. Q.P. two squares.

9. If he play K.B. to K. third, you check with K.P., winning with great ease. If he play Q.B.P. two squares, or Q.R.P. one square, you take P. with Q.B., having a very superior game.

#### THIRD DEFENCE.

5. Q.P. two squares.

6. Q. checks.

6. K. to Q. second.



7. K.Kt. to K.B. seventh.      7. Q. to K. square.  
 8. Q. takes Q.P.      8. K.B. interposes.  
 9. K.Kt. takes K.R., winning easily.

## ELEVENTH GAME.

## White.

## Black.

- |                         |                          |
|-------------------------|--------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.     |
| 2. K.B.P. two squares.  | 2. K.P. takes P.         |
| 3. K.Kt. to K.B. third. | 3. K.Kt. P. two squares. |
| 4. K.B. to Q.B. fourth. | 4. Q.P. one square.      |
| 5. K.R.P. two squares.  |                          |

## FIRST DEFENCE.

5. If he play K.B. to K. second, or to K.R. third, you should take P. with P., having the best of the game in consequence of his Pawns being broken or separated. But if

K.B.P. one square.

6. It would not be the best play to sacrifice K.Kt. by taking K.Kt.P., because he would play K. to Q. second when you check with Q.; therefore,
- |                                                                           |                  |
|---------------------------------------------------------------------------|------------------|
| K.B. takes K.Kt.                                                          | 6. K.R. takes B. |
| 7. K.R.P. takes P.                                                        | 7. P. takes P.   |
| 8. K.R. takes K.R.P., and your position is at least equal to the Black's. |                  |

## SECOND DEFENCE.

- |                                                       |                         |
|-------------------------------------------------------|-------------------------|
|                                                       | 5. Q.B. to K. third.    |
| 6. K.B. takes B.                                      | 6. P. takes K.B.        |
| 7. K.Kt. take K.Kt.P.                                 | 7. Q. to K.B. third.    |
| 8. Q. to K.Kt. fourth.                                | 8. K. to K. second.     |
| 9. K. castles.                                        | 9. K.Kt. to K.R. third. |
| 10. Q. takes Gambit P., and has the best of the game. |                         |

## THIRD DEFENCE.

- |                                                                                                                                                                   |                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
|                                                                                                                                                                   | 5. K.Kt. P. one square. |
| 6. K.Kt. to its fifth.                                                                                                                                            | 6. K.Kt. to K.R. third. |
| 7. Q.P. two squares.                                                                                                                                              | 7. K.B.P. one square.   |
| 8. You would acquire a powerful attack by leaving your<br>K.Kt. <i>en prise</i> , and taking P. with Q.B. See the<br>Variation. But suppose<br>K.Kt. to K. sixth. |                         |

*In the first place,*

- |                                                                                                |                     |
|------------------------------------------------------------------------------------------------|---------------------|
|                                                                                                | 8. Q.B. takes Kt.   |
| 9. K.B. takes B.                                                                               | 9. Q. to K. second. |
| 10. Q.P. one square, and afterwards taking the Gambit<br>Pawn, will have the best of the game. |                     |

*In the second place,*

- |                                                                                                           |                        |
|-----------------------------------------------------------------------------------------------------------|------------------------|
|                                                                                                           | 8. Q. to K. second.    |
| 9. K.Kt. takes Gambit P.                                                                                  | 9. Q. takes K.P.+      |
| 10. K. to K.B. second.                                                                                    | 10. K.B. to K. second. |
| 11. K.R. to K. square, and though you have a Pawn less yet<br>I think your position more than equivalent. |                        |

## VARIATION,

## BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

- |                        |                                                                                                                                                                                                              |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 8. Q.B. takes P.       | 8. P. takes K.Kt.                                                                                                                                                                                            |
| 9. Q.B. takes P.       | 9. The best move is to play<br>K.B. to K. second, you would then take K.Kt., and<br>your position would be slightly superior to his, though<br>you lose your K.R.P. But suppose he plays<br>Q. to Q. second. |
| 10. K. castles.        | 10. Q.B.P. one square.                                                                                                                                                                                       |
| 11. Q. to Q. second.   | 11. Q.P. one square.                                                                                                                                                                                         |
| 12. K.P. takes P.      | 12. Q.B.P. takes P.                                                                                                                                                                                          |
| 13. Q.Kt. to B. third. | 13. If he take K.B., you<br>should check with Q.R., winning the game. If he                                                                                                                                  |

play Q. to Q. third, you check with K. B., and then play K. R. to K. B. sixth. But if

- |                                          |                           |
|------------------------------------------|---------------------------|
|                                          | Q. Kt. to Q. B. third.    |
| Q. R. checks.                            | 14. Q. Kt. to K. second.  |
| Q. Kt. takes P.                          | 15. K. Kt. to its square. |
| Q. B. takes Kt.                          | 16. K. B. takes B.        |
| Q. R. takes B. <sup>+</sup>              | 17. Kt. takes R.          |
| Q. Kt. to K. B. sixth, checks, and wins. |                           |

you might on the eighth move have varied the attack king P. with P. instead of with Q. B.; but I am not sure that you would then have the best of the game. This mode of play given at some length in my Second set of Lessons, page 190.

## TWELFTH GAME.

**White.**

**Black.**

- |                               |                                                                                             |
|-------------------------------|---------------------------------------------------------------------------------------------|
| <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                |
| <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>                                                                    |
| <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i>                                                            |
| <i>K. B. to Q. B. fourth.</i> | 4. If he play K. B. to K. second, you play K. Kt. to K. fifth. But suppose Q. to K. second. |
| Q. P. two squares.            |                                                                                             |

### FIRST DEFENCE.

- |                                                    |                                                                                                                         |
|----------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|
|                                                    | 5. Q. takes K. P. <sup>+</sup>                                                                                          |
| K. to K. B. second.                                | 6. If he play Q. to K. Kt. third, you play K. Kt. to K. fifth. If he play K. B. to K. second, you take K. Kt. P. But if |
|                                                    | Q. to K. B. fourth.                                                                                                     |
| K. R. checks.                                      | 7. K. B. to K. second.                                                                                                  |
| K. R. to K. fifth.                                 | 8. Q. removes.                                                                                                          |
| K. Kt. takes K. Kt. P., and has an excellent game. |                                                                                                                         |

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SECOND DEFENCE.

- |                           |                            |
|---------------------------|----------------------------|
| 6. Q. Kt. to Q. B. third. | 5. K. B. to K. Kt. second. |
| 7. K. castles.            | 6. K. Kt. P. one square.   |
| 8. Q. Kt. to Q. fifth.    | 7. P. takes K. Kt.         |
| 9. K. R. to K. B. second. | 8. P. takes K. Kt. P.      |
| 10. Q. B. takes P.        | 9. Q. to Q. square.        |
| 11. Q. to K. R. fifth.    | 10. Q. P. one square.      |

*In the first place,*

- |                        |                       |
|------------------------|-----------------------|
| 12. Q. B. to K. third. | 11. K. B. takes Q. P. |
|                        | 12. Loses a piece.    |

*In the second place,*

- |                                                     |                          |
|-----------------------------------------------------|--------------------------|
|                                                     | 11. Q. B. P. one square. |
| 12. Q. B. to K. Kt. fifth.                          | 12. Q. to Q. second.     |
| 13. K. R. takes K. B. P., having a forced won game. |                          |

*In the third place,*

- |                                                                                   |                           |
|-----------------------------------------------------------------------------------|---------------------------|
|                                                                                   | 11. Q. B. to K. third.    |
| 12. Q. B. to K. Kt. fifth.                                                        | 12. Q. to Q. second.      |
| 13. Kt. takes Q. B. P.+                                                           | 13. Q. takes Kt.          |
| 14. K. B. takes B.                                                                | 14. K. B. takes P.        |
| 15. K. B. takes K. B. P.+                                                         | 15. K. to Q. second. (A.) |
| 16. Q. to K. R. third.+                                                           | 16. K. to Q. B. third.    |
| 17. K. B. to Q. fifth.+                                                           | 17. K. removes.           |
| 18. Q. to Q. R. third, or to Q. Kt. third, checks, and wins Queen in a few moves. |                           |

(A.)

- |                                                            |                            |
|------------------------------------------------------------|----------------------------|
|                                                            | 15. K. to K. B. square.    |
| 16. K. B. to Q. Kt. third.+                                | 16. K. B. takes R.+        |
| 17. K. takes B.                                            | 17. Q. Kt. to Q. B. third. |
| 18. K. takes K. Kt. P.                                     | 18. Kt. to K. fourth.      |
| 19. R. to K. B. square, checks, and has a forced won game. |                            |

In this game the error of the Black consists in playing Q. to K. second on the fourth move, instead of K. one square, or K. B. to K. Kt, second.

# THIRTEENTH GAME.

**White.**

**Black.**

- |                                      |                                                                                                                                                                                                 |
|--------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>K. P. two squares.</i>            | 1. <i>K. P. two squares.</i>                                                                                                                                                                    |
| <i>K. B. P. two squares.</i>         | 2. <i>K. P. takes P.</i>                                                                                                                                                                        |
| <i>K. Kt. to K. B. third.</i>        | 3. <i>K. Kt. P. two squares.</i>                                                                                                                                                                |
| <i>K. B. to Q. B. fourth.</i>        | 4. <i>K. R. P. one square.</i>                                                                                                                                                                  |
| <i>K. Kt. to K. fifth.</i>           | 5. <i>K. R. to K. R. second.</i>                                                                                                                                                                |
| <i>Q. P. two squares.</i>            | 6. If he play <i>K. B. to K.</i><br>second, you should play <i>Q. to K. R. fifth.</i> If he play<br><i>Q. to K. second</i> , you play <i>Q. to Q. third.</i> But if<br><i>Q. P. one square.</i> |
| <i>K. Kt. takes K. B. P.</i>         | 7. <i>K. R. takes Kt.</i>                                                                                                                                                                       |
| <i>K. B. takes K. R.<sup>+</sup></i> | 8. <i>K. takes K. B.</i>                                                                                                                                                                        |
| <i>K. R. P. two squares.</i>         |                                                                                                                                                                                                 |

## FIRST DEFENCE.

- |                                         |                                                                                                                                                                                                                                                                                                                                         |
|-----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                         | 9. <i>K. B. to K. second.</i>                                                                                                                                                                                                                                                                                                           |
| <i>K. R. P. takes P.</i>                | 10. If he take <i>P. with K. B.</i> ,<br>you take <i>Gambit P. with Q. B.</i> ; and if he take <i>Q. B.</i> ,<br>you play <i>Q. to K. B. third</i> , recovering the piece, with a<br>better position ; therefore,                                                                                                                       |
|                                         | <i>P. takes P.</i>                                                                                                                                                                                                                                                                                                                      |
| <i>Q. checks.</i>                       | 11. If he play <i>K. to B. square</i> ,<br>or to <i>B. third</i> , you play <i>K. Kt. P. one square.</i> If he<br>play <i>K. to K. third</i> , you check with <i>Q. at K. Kt. sixth</i> ;<br>and on his playing <i>K. to Q. second</i> , you play <i>R. to</i><br><i>K. R. eighth.</i> But suppose he plays<br><i>K. to Kt. second.</i> |
| <i>K. Kt. P. one square.</i>            | 12. <i>P. takes K. Kt. P.</i>                                                                                                                                                                                                                                                                                                           |
| <i>Q. to K. R. seventh.<sup>+</sup></i> | 13. If he play <i>K. to B. third</i> ,<br>he will be checkmated in four moves ; therefore,<br><i>K. to B. square.</i>                                                                                                                                                                                                                   |
| <i>K. castles.<sup>+</sup></i>          |                                                                                                                                                                                                                                                                                                                                         |

*In the first place,*[www.libtool.com.cn](http://www.libtool.com.cn)

- |                                                           |                       |
|-----------------------------------------------------------|-----------------------|
| 14. K.Kt. to B. third.                                    |                       |
| 15. Q.B. takes P.                                         | 15. Q.B. to K. third. |
| 16. Q. to K.R. eighth, checks, and afterwards takes Kt. — |                       |
| winning easily.                                           |                       |

*In the second place,*

- |                                                        |                                 |
|--------------------------------------------------------|---------------------------------|
| 14. K.B. to K.B. third.                                |                                 |
| 15. Q.B. takes P.                                      | 15. Q. to K. second.            |
| 16. Q. to K.R. fourth.                                 | 16. If he play K. to Kt. second |
| you take K.B. with Q.B., afterwards check at K.Kt. —   |                                 |
| fourth, and then play Q.Kt. to Q.B. third, having th — |                                 |
| best of the game ; therefore,                          |                                 |
| K. to B. second.                                       |                                 |
| 17. Q.Kt. to B. third.                                 | 17. Q.B.P. one square.          |
| 18. K.P. one square.                                   | 18. Q.P. takes P.               |
| 19. Q.Kt. to K. fourth.                                | 19. Q.Kt. to Q. second.         |
| 20. Q.B. takes B.                                      | 20. Q.Kt. takes B.              |
| 21. R. takes Kt. +                                     | 21. Kt. takes R.                |
| 22. Q.R. to K.B. square, and wins.                     |                                 |

## SECOND DEFENCE.

- |                                                             |                          |
|-------------------------------------------------------------|--------------------------|
| 9. K.Kt. to B. third.                                       |                          |
| 10. K.R.P. takes P.                                         | 10. P. takes P.          |
| 11. K.Kt.P. one square.                                     | 11. Q.B. to K.Kt. fifth. |
| 12. Q. to Q. third.                                         | 12. P. takes K.Kt.P.     |
| 13. Q. takes P.                                             | 13. Q. to K. square.     |
| 14. K. castles, or Q.Kt. to B. third, having a fine attack. |                          |

## THIRD DEFENCE.

- |                                                     |                             |
|-----------------------------------------------------|-----------------------------|
| 9. Q. to K.B. third.                                |                             |
| 10. Q.Kt. to Q.B. third.                            | 10. Q.B.P. one square.      |
| 11. K.R. to K.B. square.                            | 11. K.Kt. to K. second.     |
| 12. K.Kt.P. one square.                             | 12. If he play K.Kt. to its |
| third, you play K.R.P. one square, and then take P. |                             |
| with Q.B. But if                                    |                             |
| Q.B. to K.R. sixth.                                 |                             |

- |                             |                      |
|-----------------------------|----------------------|
| 3. R. to K.B. second.       | 13. K. to K. square. |
| 4. K.R.P. takes P.          | 14. K.R.P. takes P.  |
| 5. Q. checks, and wins Q.B. |                      |

## FOURTEENTH GAME.

**White.**

**Black.**

- |                                 |                                      |
|---------------------------------|--------------------------------------|
| 1. <i>K. P. two squares.</i>    | 1. <i>K. P. two squares.</i>         |
| 2. <i>K.B.P. two squares.</i>   | 2. <i>K. P. takes P.</i>             |
| 3. <i>K. Kt. to K.B. third.</i> | 3. <i>K. Kt. P. two squares.</i>     |
| 4. <i>K.B. to Q. B. fourth.</i> | 4. <i>K.B. to K.Kt. second; this</i> |

move is considered by many writers as the best that can be played ; there is no doubt that it is superior to those that have been already examined. Some authors, however, prefer advancing K. Kt. P. one square, attacking the K. Kt. I also prefer this move, supposing that the first player dare not then play the MUZIO GAMBIT ; but this is doubtful, from the new mode of playing the attack, which will be given when we come to treat of that peculiar game. The object of this move (K.B. to Kt. second) is to defend K.R., and to prevent your moving K. Kt. to K. fifth. You have two modes of attack, viz. to play K.R.P. two squares, in order to break through the Pawns on his King's side, or to castle.

I shall first suppose that you play

5. K.R.P. two squares.

### FIRST DEFENCE.

- |                                                             |                       |
|-------------------------------------------------------------|-----------------------|
| 5. K. Kt. takes K. Kt. P.                                   | 5. K.B.P. one square. |
| 6. Q. checks.                                               | 6. P. takes Kt.       |
| 7. Q. to K.B. seventh.+                                     | 7. K. to K. second.   |
| 8. Q. takes K.B., having a much better game than the Black. | 8. K. to Q. third.    |

## SECOND DEFENCE.

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- |                        |                         |
|------------------------|-------------------------|
| 6. K.Kt. to its fifth. | 5. K.Kt.P. one square.  |
| 7. Q.P. two squares.   | 6. K.Kt. to K.R. third. |
| 8. Q.B. takes P.       | 7. K.B.P. one square.   |

*In the first place,*

- |                                                             |                        |
|-------------------------------------------------------------|------------------------|
| 9. Q.B. takes P.                                            | 8. P. takes K.Kt.      |
| 10. Q.B. takes Kt.                                          | 9. K.B. to K.B. third. |
| 11. K. to K. second, and your game is at least equal to his | 10. K.B. takes K.R.P.+ |

*In the second place,*

- |                                                                                                                                                                                                                                                    |                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| 9. K. castles.                                                                                                                                                                                                                                     | 8. Q.P. one square.      |
| 10. Q.B. takes P.                                                                                                                                                                                                                                  | 9. P. takes K.Kt.        |
| 11. Q. to Q. second.                                                                                                                                                                                                                               | 10. Q. to Q. second.     |
| 12. K.R. to K.B. seventh, winning K.B., unless the Black take K.R., in which case you win the Q. ; and although Black will then have three pieces for the Queen, yet your game will be better than his, owing to the superiority of your position. | 11. K.Kt. to its square. |

## THIRD DEFENCE.

- |                       |                                                                                  |
|-----------------------|----------------------------------------------------------------------------------|
| 6. Q.P. two squares.  | 5. K.R.P. one square.                                                            |
| 7. Q.B.P. one square. | 6. Q.P. one square ; he might also play Q.B.P. one square. See the Variation.    |
|                       | 7. He ought now to play either Q. to K. second, or Q.B.P. one sq. : but suppose, |

*In the first place,*

- |                                                          |                             |
|----------------------------------------------------------|-----------------------------|
| 8. Q. to Q.Kt. third.                                    | Q.B. to K.Kt. fifth.        |
| 9. K.R.P. takes P.                                       | 8. Q.B. to K.R. fourth. (A) |
| 10. K.R. takes Q.B.                                      | 9. P. takes P.              |
| 11. K.B. takes K.B.P.+                                   | 10. K.R. takes R.           |
| 12. K.B. takes K.R., and having gained a piece will win. | 11. K. to K.B. square.      |



(A.)

- |                        |                                                                                                                                                                                                                                                                                                                   |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                        | 8. Q.B. takes Kt.                                                                                                                                                                                                                                                                                                 |
| 9. K.B. takes K.B.P.+  | 9. K. to K.B. square.                                                                                                                                                                                                                                                                                             |
| 10. K.Kt.P. takes Q.B. | 10. If he play Q.Kt. P. one square, you take K.Kt. P. ; if he retake with K.R.P. he will lose a piece. If he play K.Kt. anywhere, you take Q.Kt.P. It would not have been good play had you taken Q.Kt.P. on the ninth move, because he would have taken K.P. with Q.B. Your position is superior to the Black's. |

*In the second place,*

- |                                                                                                     |                      |
|-----------------------------------------------------------------------------------------------------|----------------------|
|                                                                                                     | 7. Q.B. to K. third. |
| 8. K.B. takes Q.B.                                                                                  | 8. K.B.P. takes K.B. |
| 9. K.R.P. takes P.                                                                                  | 9. K.R.P. takes P.   |
| 10. K.R. takes R.                                                                                   | 10. K.B. takes R.    |
| 11. Q. to Q.Kt. third, and wins a Pawn ; for if Black play Q. to Q.B. square, he will lose K.Kt. P. |                      |

### VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

**White.**

**Black.**

- |                         |                          |
|-------------------------|--------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.     |
| 2. K.B.P. two squares.  | 2. K.P. takes P.         |
| 3. K.Kt. to K.B. third. | 3. K.Kt. P. two squares. |
| 4. K.B. to Q.B. fourth. | 4. K.B. to K.Kt. second. |
| 5. K.R.P. two squares.  | 5. K.R.P. one square.    |
| 6. Q.P. two squares.    | 6. Q.B.P. one square.    |
| 7. Q. to Q. third.      |                          |

FIRST DEFENCE.

- |                                          |                         |
|------------------------------------------|-------------------------|
|                                          | 7. Q.P. two squares.    |
| 8. K.P. takes P.                         | 8. Q.B.P. takes P.      |
| 9. K.B. checks.                          | 9. Q.Kt. to Q.B. third. |
| 10. K.R.P. takes P.                      | 10. K.R.P. takes P.     |
| 11. K.R. takes R.                        | 11. K.B. takes R.       |
| 12. Q. to K.R. seventh, winning a piece. |                         |

## SECOND DEFENCE.

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- |                                        |                        |
|----------------------------------------|------------------------|
| 8. K.P. one square.                    | 7. K.Kt. to K. second. |
| 9. K.B. takes K.B.P.+                  | 8. K.Kt. to its third. |
| 10. Q. to K.B. fifth.+                 | 9. K. takes K.B.       |
| 11. Q. takes Kt., and has a fine game. | 10. K. to Kt. square.  |

## FIFTEENTH GAME.

## White.

## Black.

- |                                |                                |
|--------------------------------|--------------------------------|
| 1. <i>K.P. two squares.</i>    | 1. <i>K.P. two squares.</i>    |
| 2. <i>K.B.P. two squares.</i>  | 2. <i>K.P. takes P.</i>        |
| 3. <i>K.Kt. to K.B. third.</i> | 3. <i>K.Kt.P. two squares.</i> |
| 4. <i>K.B. to Q.B. fourth.</i> | 4. <i>K.B. to K.Kt. second</i> |
| 5. <i>K.R.P. two squares.</i>  | 5. <i>K.R.P. one square.</i>   |
| 6. <i>Q.P. two squares.</i>    | 6. <i>Q.P. one square.</i>     |
| 7. <i>Q.B.P. one square</i>    | 7. <i>Q.B.P. one square.</i>   |
| 8. <i>K.R.P. takes P.</i>      | 8. <i>K.R.P. takes P.</i>      |
| 9. <i>K.R. takes R.</i>        | 9. <i>K.B. takes R.</i>        |
10. K.Kt. to K.R. second ; the most attacking move *you* can make is to play this Kt. to K. fifth. See the *Six*-teenth Game.
10. I think the best move *for* the Black is to play K.Kt. to K.B. third ; but suppose he plays, as recommended by several authors,
- |                          |                                 |
|--------------------------|---------------------------------|
|                          | Q. to K. second.                |
| 11. Q. to K.R. fifth.    | 11. K.B. to K.Kt. second.       |
| 12. K. to K.B. square.   | 12. Q.Kt. to Q. second.         |
| 13. K.Kt. to K.B. third. | 13. K.B. to K.R. third.         |
| 14. K.P. one square.     | 14. Q.P. one square.            |
| 15. K.B. to Q. third.    | 15. Q.Kt. to K.B. square.       |
| 16. K.Kt.P. one square.  | 16. If he play K.Kt.P. one sq., |

you should play K. Kt. to K. R. fourth, secure of winning the Gambit Pawn : therefore,

- |                                                                          |                              |
|--------------------------------------------------------------------------|------------------------------|
|                                                                          | Q. Kt. to K. third.          |
| 17. K. Kt. P. takes P.                                                   | 17. K. Kt. P. takes P.       |
| 18. K. B. to K. R. seventh.                                              | 18. Q. Kt. to K. Kt. second. |
| 19. Q. to K. R. second.                                                  | 19. Q. B. to K. B. fourth.   |
| 20. K. B. takes K. Kt.                                                   | 20. Q. to K. third.          |
| 21. Q. B. takes P.                                                       | 21. K. B. takes B.           |
| 22. Q. takes Q. B.                                                       | 22. K. castles.              |
| 23. K. B. takes K. B. P.                                                 | 23. Q. takes K. B.           |
| 24. K. to K. square, and has the best of the game, having gained a Pawn. |                              |

## SIXTEENTH GAME.

### White.

### Black.

- |                           |                            |
|---------------------------|----------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.      |
| 2. K. B. P. two squares.  | 2. K. P. takes P.          |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares.  |
| 4. K. B. to Q. B. fourth. | 4. K. B. to K. Kt. second. |
| 5. K. R. P. two squares.  | 5. K. R. P. one square.    |
| 6. Q. P. two squares.     | 6. Q. P. one square.       |
| 7. Q. B. P. one square.   | 7. Q. B. P. one square.    |
| 8. K. R. P. takes P.      | 8. K. R. P. takes P.       |
| 9. K. R. takes R.         | 9. K. B. takes R.          |
10. K. Kt. to K. fifth ; this is an ingenious move, first given by Greco in his valuable Treatise. It is not a safe move when properly opposed, but the defence is far from being easy. I shall examine a few modes of play likely to occur.
- |                        |                                                                                 |
|------------------------|---------------------------------------------------------------------------------|
| 11. Q. to K. R. fifth. | 10. Q. P. takes Kt.                                                             |
| 12. Q. P. takes P.     | 11. Q. to K. B. third.                                                          |
|                        | 12. He cannot take P. with Q. without having the worst of the game ; therefore, |
|                        | Q. to K. Kt. second.                                                            |
13. P. to K. sixth.

## FIRST DEFENCE.

- |                        |                          |
|------------------------|--------------------------|
| 14. K.B. takes B.      | 13. Q.B. takes P.        |
| 15. K.B. takes K.B.P.+ | 14. K.Kt. to K.B. third- |
| 16. Q. to K.Kt. sixth. | 15. K. to K.B. square.   |
| 17. Q. takes K.Kt.P.   | 16. Q. takes K.B.        |
| 18. Q. takes Gambit P. | 17. K.Kt. takes K.P.     |
| 19. Q.B. takes Q.      | 18. Q. takes Q.          |

Black has the best of the game.

## SECOND DEFENCE.

- |                      |                          |
|----------------------|--------------------------|
| 14. P. takes K.B.P.+ | 13. K.Kt. to K.B. third- |
|----------------------|--------------------------|

*In the first place,*

- |                                                                                                                                                                                                             |                          |    |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|----|
| 15. Q.B. takes P.                                                                                                                                                                                           | 14. K. to K.B. square.   |    |
| Q.B. you will checkmate him : therefore,                                                                                                                                                                    | 15. If he take either Q- | or |
|                                                                                                                                                                                                             | K.Kt. takes K.P.         |    |
| 16. Q.Kt. to Q. second.                                                                                                                                                                                     | 16. P. takes Q.B.        |    |
| 17. Q.Kt. takes Kt., and though Black has gained a piece, <i>yet</i><br>you have a very strong attack, perhaps equivalent <i>to</i><br>the piece lost ; this arises from his playing K. to K. B.<br>square. |                          |    |

*In the second place,*

- |                                                                                                              |                                 |
|--------------------------------------------------------------------------------------------------------------|---------------------------------|
| 15. Q. to K. second.                                                                                         | 14. K. to K. second.            |
| 16. K.B. takes B.                                                                                            | 15. Q.B. to K. third. (A.)      |
| 17. Q. to K.B. fourth.+                                                                                      | 16. K. takes K.B.               |
| you play Q. to Q.Kt. fourth, attacking Q.Kt.P., and<br>threatening to advance the Pawn to Queen ; therefore, | 17. If he play K. to Q. second, |
|                                                                                                              | K. to K. second.                |
| 18. Q. to Q.Kt. fourth.+                                                                                     | 18. K. takes P.                 |
| 19. Q. takes Q.Kt.P., checks, and afterwards takes Q.R.,<br>having the best of the game.                     |                                 |

(A.)

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 6- Q. to Q. third.  
 7- Q. to Q. fourth.  
 15. Q. B. to K. Kt. fifth.  
 16. Q. Kt. to Q. second.  
 17. K. Kt. to K. R. fourth, and  
 has decidedly the best of the game.

## SEVENTEENTH GAME.

White.

Black.

- |                                  |                                                                                                                                                                                                     |
|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                                                                                                                        |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>                                                                                                                                                                            |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i>                                                                                                                                                                    |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. B. to K. Kt. second.</i>                                                                                                                                                                   |
| 5. <i>K. castles.</i>            | 5. If he play <i>K. Kt. P.</i> one square, you may leave <i>K. Kt. en prise</i> , in imitation of the MUZIO GAMBIT, and play <i>Q. P. two squares</i> , or <i>Q. B. P. one square</i> . But suppose |
| 6. <i>Q. B. P. one square.</i>   | <i>Q. P. one square.</i>                                                                                                                                                                            |
| 7. <i>Q. P. two squares.</i>     | 6. <i>Q. B. P. one square.</i>                                                                                                                                                                      |

## FIRST DEFENCE.

- |                                          |                                |
|------------------------------------------|--------------------------------|
| 8. <i>K. Kt. P. one square.</i>          | 7. <i>K. R. P. one square.</i> |
| 9. <i>K. B. takes P.<sup>+</sup></i>     | 8. <i>P. takes K. Kt. P.</i>   |
| 10. <i>Kt. to K. fifth.<sup>++</sup></i> | 9. <i>K. takes K. B.</i>       |

*In the first place,*

- |                                             |                                                                                                       |
|---------------------------------------------|-------------------------------------------------------------------------------------------------------|
| 11. <i>Q. to K. Kt. fourth.<sup>+</sup></i> | 10. <i>K. to K. third.</i>                                                                            |
| 12. <i>K. R. checks.</i>                    | 11. <i>K. to K. second.</i>                                                                           |
| 13. <i>Q. to K. R. fifth.</i>               | 12. <i>K. to K. square.</i>                                                                           |
| 14. <i>K. to K. R. square.</i>              | 13. <i>P. takes K. R. P.<sup>+</sup></i>                                                              |
|                                             | 14. Must lose the game, for if he take <i>Kt.</i> , or play <i>K. Kt. to K. B. third</i> , he will be |

checkmated in two moves. If he play Q.B. to K. third, you will checkmate in three moves.

*In the second place,*

- |                                      |                      |
|--------------------------------------|----------------------|
|                                      | 10. K. to K. second. |
| 11. K.R. checks.                     | 11. K. to K. square. |
| 12. Q. to K.R. fifth, &c. as before. |                      |

The error of the Black in this defence consists in taking K.Kt.P. on the eighth move, instead of playing K.Kt.P. one square.

#### SECOND DEFENCE.

- |                                                   |                                                                                                                                                              |
|---------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                   | 7. Q.P. one square.                                                                                                                                          |
| 8. K.P. takes Q.P.                                | 8. Q.B.P. takes P.                                                                                                                                           |
| 9. K.B. checks.                                   | 9. If he interpose Q.B. you should check with Q. at K. second, forcing him to move his King, for if he interpose any piece he will lose K.Kt.P. ; therefore, |
|                                                   | Q.Kt. to B. third.                                                                                                                                           |
| 10. Q. to Q.R. fourth.                            | 10. Q.B. to Q. second.                                                                                                                                       |
| 11. K.R. checks.                                  | 11. K. to K.B. square.                                                                                                                                       |
| 12. K.B. takes Kt.                                | 12. Q.B. takes B.                                                                                                                                            |
| 13. Q. to Q.Kt. fourth. <sup>+</sup>              | 13. K.Kt. to K. second.                                                                                                                                      |
| 14. K.Kt. takes P., and has the best of the game. |                                                                                                                                                              |

Black on the seventh move ought not to have played Q.P. one sq., he should have moved K.R.P. one sq.

#### EIGHTEENTH GAME.

**White.**

**Black.**

- |                         |                         |
|-------------------------|-------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.    |
| 2. K.B.P. two squares.  | 2. K.P. takes P.        |
| 3. K.Kt. to K.B. third. | 3. K.Kt.P. two squares. |

- |                                                               |                                    |
|---------------------------------------------------------------|------------------------------------|
| 4. <i>K. B. to Q. B. fourth.</i>                              | 4. <i>K. B. to K. Kt. second.</i>  |
| 5. <i>K. castles.</i>                                         | 5. <i>Q. P. one square.</i>        |
| 6. <i>Q. P. two squares.</i>                                  | 6. <i>Q. Kt. to Q. B. third.</i>   |
| 7. <i>Q. B. P. one square.</i>                                | 7. <i>K. Kt. P. one square.</i>    |
| 8. <i>K. Kt. to K. square.</i>                                | 8. <i>P. to K. B. sixth.</i>       |
| 9. <i>K. Kt. takes P.</i>                                     | 9. <i>P. takes K. Kt.</i>          |
| 10. <i>Q. takes P.</i>                                        | 10. <i>Q. to K. second.</i>        |
| 11. <i>K. B. takes K. B. P.+</i>                              | 11. <i>K. to Q. square.</i>        |
| 12. <i>Q. to K. Kt. third.</i>                                | 12. <i>Q. to K. B. square.</i>     |
| 13. <i>Q. B. checks.</i>                                      | 13. <i>If he play Q. Kt. to K.</i> |
| <i>second, you move K. B. to K. R. fifth, in order after-</i> |                                    |
| <i>wards to play K. P. one square ; therefore,</i>            |                                    |
|                                                               | <i>K. Kt. to K. second.</i>        |
| 14. <i>Q. P. one square.</i>                                  | 14. <i>Q. Kt. to K. fourth.</i>    |
| 15. <i>Q. B. takes K. Kt.+</i>                                | 15. <i>If he take with Q., he</i>  |
| <i>loses K. B. ; therefore,</i>                               |                                    |
|                                                               | <i>K. takes Q. B.</i>              |
| 16. <i>Q. to K. Kt. fifth.+</i>                               | 16. <i>K. to Q. second.</i>        |
| 17. <i>K. B. to K. sixth, checks, and wins the Queen.</i>     |                                    |

## NINETEENTH GAME.

**White.**

**Black.**

- |                                                                   |                                  |
|-------------------------------------------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>                                      | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>                                   | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i>                                  | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i>                                  | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>If you now castle, or play Q. P. two squares, and Black</i> |                                  |
| <i>take K. Kt., it constitutes the MUZIO GAMBIT, which see.</i>   |                                  |
| <i>There are two other ways of playing, viz.</i>                  |                                  |

No. 1. *K. Kt. to K. fifth.*

2. *K. B. take K. B. P.+ See the Twentieth Game.*

*I shall in this game suppose you to play*

*K. Kt. to K. fifth.*

5. *The best move for the*

Black is to check with Q. See the Twenty-first and succeeding games. But I shall suppose him to play  
K.Kt. to K.R. third.

6. It would not be good play to take K.Kt.P. with K.Kt., see the Second Attack ; it is better to play

## FIRST ATTACK.

- |                                                                                          |                                                                                                                                             |
|------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| Q.P. two squares.                                                                        | 6. Q.P. one square.                                                                                                                         |
| 7. K.Kt. to Q. third.                                                                    | 7. P. to K.B. sixth.                                                                                                                        |
| 8. K.Kt.P. one square.                                                                   | 8. If he play K.B.P. two squares, you should take K.Kt., then K.B.P., and afterwards play K.R.P. one square. But if<br>K.Kt. to its square. |
| 9. K.R.P. one square.                                                                    | 9. K.R.P. two squares.                                                                                                                      |
| 10. P. takes K.Kt.P.                                                                     | 10. Q.B. takes P.                                                                                                                           |
| 11. K. to K.B. second.                                                                   | 11. K.R.P. one square.                                                                                                                      |
| 12. Q.B. to K.B. fourth.                                                                 | 12. K.B. to K. second.                                                                                                                      |
| 13. Q.Kt. to Q. second.                                                                  | 13. K.R.P. takes P.+                                                                                                                        |
| 14. K. takes P., and will ultimately win the Gambit Pawn, and have the best of the game. |                                                                                                                                             |

## SECOND ATTACK.

- |                                                                                                            |                      |
|------------------------------------------------------------------------------------------------------------|----------------------|
| 6. K.Kt. takes K.Kt.P.                                                                                     | 6. Q. checks.        |
| 7. K.Kt. to K.B. second.                                                                                   | 7. Q.P. two squares. |
| 8. If you take P. with K.B., you lose the Queen. If you play K.B. to K. second, he will take K.P. Suppose, |                      |

*In the first place,*

- |                          |                                                                                               |
|--------------------------|-----------------------------------------------------------------------------------------------|
| K.B. to Q. third.        | 8. K.B. to Q.B. fourth.                                                                       |
| 9. Q. to K. second.      | 9. K.Kt. to its fifth.                                                                        |
| 10. K.R. to K.B. square. | 10. K.Kt. takes Kt.                                                                           |
| 11. K.R. takes Kt.       | 11. Q. takes K.R.+                                                                            |
| 12. Q. takes Q.          | 12. K.B. takes Q.+                                                                            |
| 13. K. takes K.B.        | 13. Q.P. takes P., and having gained a Rook for a Bishop, has evidently the best of the game. |



*In the second place,*

- |                         |                                       |
|-------------------------|---------------------------------------|
| 3. K. P. takes P.       | 8. P. to K. B. sixth.                 |
| 9. K. B. checks.        | 9. Q. B. P. one square.               |
| 10. P. takes Q. B. P.   | 10. Q. to K. second. <sup>+</sup>     |
| 11. K. to B. square.    | 11. P. takes K. Kt. P. <sup>+</sup>   |
| 12. K. takes P.         | 12. Q. to K. Kt. fourth. <sup>+</sup> |
| 13. K. to K. B. square. | 13. Q. takes K. B., checks,           |
| and wins.               |                                       |

## TWENTIETH GAME.

**White.**

**Black.**

- |                                                                                                                         |                           |
|-------------------------------------------------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                                                                   | 1. K. P. two squares.     |
| 2. K. B. P. two squares.                                                                                                | 2. K. P. takes P.         |
| 3. K. Kt. to K. B. third.                                                                                               | 3. K. Kt. P. two squares. |
| 4. K. B. to Q. B. fourth.                                                                                               | 4. K. Kt. P. one square.  |
| 5. K. B. takes K. B. P. <sup>+</sup> ; this is not a very good move, but it may be ventured against an inferior player. | 5. K. takes K. B.         |
| 6. K. Kt. to K. fifth. <sup>+</sup>                                                                                     |                           |

### FIRST DEFENCE.

- |                                         |                                                                                                                                   |
|-----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| 7. Q. takes P. <sup>+</sup>             | 6. K. to K. third.                                                                                                                |
| 8. Q. to K. B. fifth. <sup>+</sup>      | 7. K. takes Kt.                                                                                                                   |
| 9. Q. P. two squares.                   | 8. K. to Q. third.                                                                                                                |
|                                         | 9. If he check with Q., you will play K. Kt. P. one square; and if he take P. with P. he will lose the Queen at the least. But if |
|                                         | K. B. to K. Kt. second.                                                                                                           |
| 10. Q. B. takes P. <sup>+</sup>         | 10. K. to K. second.                                                                                                              |
| 11. Q. B. to K. Kt. fifth. <sup>+</sup> | 11. K. B. to K. B. third.                                                                                                         |
| 12. K. castles.                         | 12. Q. to K. B. square.                                                                                                           |
| 13. Q. to K. fifth. <sup>+</sup>        | 13. K. to Q. square.                                                                                                              |
| 14. K. R. takes K. B., and wins easily. |                                                                                                                                   |

## SECOND DEFENCE.

6. K. to K. square.  
 7. Q. takes K. Kt. P. 7. If he were to play Q. P. one square, he would be checkmated in two moves. The move usually played is Q. to K. B. third, in order to defend the Gambit Pawn ; it is a good move, but not so simple and easy as K. Kt. to K. B. third.
8. Q. takes Gambit P. 8. Q. P. one square.  
 9. K. Kt. to Q. B. fourth. 9. Q. Kt. to Q. B. third.  
 10. K. castles. 10. K. B. to K. Kt. second.  
 11. Q. P. one square. 11. Q. B. to K. third.  
 12. Q. to K. Kt. third. 12. Q. to K. second, afterwards plays K. to Q. second, and Q. R. to K. B. square, and, having gained a piece for two Pawns, has the best of the game.

## TWENTY-FIRST GAME.

White.

Black.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. P. two squares.  | 2. K. P. takes P.         |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares. |
| 4. K. B. to Q. B. fourth. | 4. K. Kt. P. one square.  |
| 5. K. Kt. to K. fifth.    | 5. Q. checks.             |
| 6. K. to K. B. square.    | 6. K. Kt. to K. R. third. |
| 7. Q. P. two squares.     | 7. Q. P. one square.      |
| 8. K. Kt. to Q. third.    | 8. P. to K. B. sixth.     |

## No. I.

9. K. Kt. P. takes P. 9. P. takes P.  
 10. Q. takes P. 10. Q. B. checks.  
 11. If you play K. to K. second, he will play Q. B. to K. Kt. fifth. If you move K. to K. Kt. square, he will check with K. R., winning the game. Your ninth move <sup>was</sup> a very bad one ; you ought to play as in No. II.

No. II.

9. K.Kt.P. one square. 9. His best move is to play  
Q. to K. second, see the next game : but suppose  
Q. to K.R. sixth.+
2. K. to K. square. 10. If he play Q. to K.Kt.  
seventh, you should play K.Kt. to K.B. second, and  
afterwards B. to K.B. square, winning the Queen ; he  
therefore plays  
Q. to K.R. fourth.
1. K.Kt. to K.B. fourth. 11. Probably the best move  
for the Black is to play Q. to K.Kt. fourth, though it  
appear a dangerous one, because by removing K.Kt.  
you attack the Q. with Q.B. ; but this attack by dis-  
covery does not seem productive of immediate benefit,  
though you would still have the best of the game.  
But suppose he plays  
Q. to Q.R. fourth.+
2. Q.B. to Q. second.

FIRST DEFENCE.

3. K.Kt. to Q. fifth. 12. Q. to Q.Kt. third.  
13. If he take Q.Kt.P., you  
play Q.B. to its third, winning the Queen. If he play  
Q. to Q.B. third, he will also lose the Queen by your  
playing K.B. to Q.Kt. fifth, &c. ; therefore,  
Q. takes Q.P.
4. K.B. to Q. third. 14. Q. to Q.B. fourth.
5. Q.Kt.P. two squares. 15. If he play Q. to Q. fifth,  
you move Q.B. to its third. But if  
Q. to Q.B. third.
6. K.B. to Q.Kt. fifth. 16. Q. takes K.B.
7. K.Kt. takes Q.B.P., checking K. and Q.

SECOND DEFENCE.

3. Q.Kt. to Q.R. third. 12. Q. to Q.R. fifth.

*In the first place,*

- |                                                                                                                |                            |
|----------------------------------------------------------------------------------------------------------------|----------------------------|
|                                                                                                                | 13. Q. B. P. one square.   |
| 14. K. Kt. to Q. fifth.                                                                                        | 14. Q. Kt. P. two squares. |
| 15. Q. Kt. P. one square.                                                                                      | 15. Q. takes Q. Kt.        |
| 16. Q. B. to Q. Kt. fourth.                                                                                    | 16. Q. to Q. Kt. seventh.  |
| 17. Q. R. to Q. Kt. square.                                                                                    | 17. Q. takes Q. R. P.      |
| 18. R. to Q. R. square.                                                                                        | 18. Q. to Q. Kt. seventh.  |
| 19. Q. B. to its third.                                                                                        | 19. Q. takes Q. R.         |
| 20. Q. takes Q., having the best of the game, as Black cannot take either K. B. or K. Kt. without losing Q. R. |                            |

*In the second place,*

- |                                                                                                                                   |                                                                                                                                                 |
|-----------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                   | 13. Q. to Q. second.                                                                                                                            |
| 14. K. Kt. to Q. fifth.                                                                                                           | 14. Kt. to K. Kt. square.                                                                                                                       |
| 15. K. R. P. one square.                                                                                                          | 15. If he play K. B. P. two squares, you take it with K. P. If he play K. R. P. two squares, you take K. Kt. P. If he play Q. B. P. one square. |
| 16. K. Kt. to K. third, and you have the best of the game, as he cannot prevent you from separating his Pawns on the King's side. |                                                                                                                                                 |

## TWENTY-SECOND GAME.

**White.**

1. K. P. two squares.
2. K. B. P. two squares.
3. K. Kt. to K. B. third.
4. K. B. to Q. B. fourth.
5. K. Kt. to K. fifth.
6. K. to K. B. square.
7. Q. P. two squares.
8. K. Kt. to Q. third.

**Black.**

1. K. P. two squares.
2. K. P. takes P.
3. K. Kt. P. two squares.
4. K. Kt. P. one square.
5. Q. checks.
6. K. Kt. to K. R. third.
7. Q. P. one square.
8. P. to K. B. sixth.

- |                                   |                                 |
|-----------------------------------|---------------------------------|
| 9. <i>K. Kt. P. one square.</i>   | 9. <i>Q. to K. second.</i>      |
| 10. <i>Q. Kt. to Q. B. third.</i> | 10. <i>Q. B. P. one square.</i> |
| 11. <i>K. R. P. one square.</i>   |                                 |

FIRST DEFENCE.

- |                                                        |                                  |
|--------------------------------------------------------|----------------------------------|
|                                                        | 11. <i>K. B. P. two squares.</i> |
| 12. <i>Q. B. takes Kt.</i>                             | 12. <i>K. B. takes B.</i>        |
| 13. <i>K. P. takes P.</i>                              | 13. <i>Q. B. takes P.</i>        |
| 14. <i>K. R. P. takes P.</i>                           | 14. <i>Q. B. takes Kt.+</i>      |
| 15. <i>Q. takes B., having an irresistible attack.</i> |                                  |

SECOND DEFENCE.

- |                                                                                                          |                                    |
|----------------------------------------------------------------------------------------------------------|------------------------------------|
|                                                                                                          | 11. <i>K. Kt. P. takes P.</i>      |
| 12. <i>Q. B. takes Kt.</i>                                                                               | 12. <i>K. B. takes B.</i>          |
| 13. <i>Q. takes P.</i>                                                                                   | 13. <i>K. R. to K. Kt. square.</i> |
| 14. <i>Kt. to K. B. second.</i>                                                                          | 14. <i>K. R. to K. Kt. third.</i>  |
| 15. <i>Q. Kt. to K. second, and afterwards taking P. at K. R. third, will have the best of the game.</i> |                                    |

TWENTY-THIRD GAME.

White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *K. Kt. to K. fifth.*
6. *K. to K. B. square.*
7. *Q. P. two squares.*
8. *K. Kt. P. one square.*
9. *K. to K. B. second.*
10. *K. to K. third.*

Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P. two squares.*
4. *K. Kt. P. one square.*
5. *Q. checks.*
6. *K. Kt. to K. R. third.*
7. *P. to K. B. sixth.*
8. *Q. checks.*
9. *Q. to K. Kt. seventh.+*

FIRST DEFENCE.

- |                                   |                                                                                                |
|-----------------------------------|------------------------------------------------------------------------------------------------|
|                                   | 10. <i>Q. P. one square.</i>                                                                   |
| 11. <i>K. B. to K. B. square.</i> | 11. <i>Kt. to K. B. fourth+, it is necessary to make this move in order to save the Queen.</i> |

- |                                                              |                        |
|--------------------------------------------------------------|------------------------|
| 12. K. P. takes Kt.                                          | 12. K. B. checks.      |
| 13. K. to K. fourth.                                         | 13. Q. P. checks.      |
| 14. K. takes Q. P.                                           | 14. Q. B. P. checks.   |
| 15. K. to K. fourth.                                         | 15. Q. takes K. R.     |
| 16. Q. B. takes B.                                           | 16. Q. takes K. R. P.  |
| 17. Kt. takes K. Kt. P.                                      | 17. Q. takes K. Kt. P. |
| 18. Q. takes P.                                              | 18. Q. takes Q.        |
| 19. K. takes Q.                                              | 19. Q. B. takes P.     |
| 20. Q. B. P. one square, having rather the best of the game. |                        |

## SECOND DEFENCE.

- |                                         |                                                                                                                                                                                                                                     |
|-----------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                         | 10. K. B. P. one square.                                                                                                                                                                                                            |
| 11. K. Kt. to Q. third.                 | 11. K. Kt. to K. B. second.                                                                                                                                                                                                         |
| 12. K. Kt. to K. B. fourth.             | 12. K. B. to K. R. third.                                                                                                                                                                                                           |
| 13. K. to Q. third.                     | 13. K. B. takes Kt.                                                                                                                                                                                                                 |
| 14. Q. B. takes B.                      | 14. If he play Q. P. one sq.,<br>you should play Q. Kt. to B. third ; and if he then play<br>Q. B. P. one square, you first take K. Kt., and after-<br>wards Q. P. ; therefore,                                                     |
|                                         | Q. B. P. one square.                                                                                                                                                                                                                |
| 15. K. R. P. two squares.               | 15. If he play Q. P. two sqs.,<br>you take it with K. P., if he then check with Q. B., you<br>play K. to Q. B. third, and if he take Q. B. P. with<br>Q. B., you play Q. to K. square, checking, &c. But if<br>K. B. P. one square. |
| 16. K. B. takes Kt.+                    | 16. K. takes K. B.                                                                                                                                                                                                                  |
| 17. Q. Kt. to Q. second.                | 17. P. takes K. P.+                                                                                                                                                                                                                 |
| 18. Q. Kt. takes P.                     | 18. Q. P. two squares.                                                                                                                                                                                                              |
| 19. Kt. to Q. sixth.+                   | 19. K. to K. second.                                                                                                                                                                                                                |
| 20. Q. to K. square.+                   | 20. K. to Q. second.                                                                                                                                                                                                                |
| 21. Kt. takes Q. B.                     | 21. K. R. takes Kt.                                                                                                                                                                                                                 |
| 22. Q. to K. fifth, having a good game. |                                                                                                                                                                                                                                     |
-

## TWENTY-FOURTH GAME.

White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *K. Kt. to K. fifth.*
6. *K. to K. B. square.*

Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P two squares.*
4. *K. Kt. P. one square.*
5. *Q. checks.*
6. *P. to K. B. sixth.*

This method of defending the Gambit has been but little analysed by writers on Chess. In Cochrane's Treatise, pages 268 to 276, are a few well-played Variations, most of which will be found in the following pages. Many new Variations were given by me in my SECOND SERIES OF LESSONS, page 219, *et seq.*, published in 1832; since that time I have become acquainted with Ghulam Kassim's work, and am well pleased to find that in some of the modes of play I had hit on the same moves as that eminent player. In my opinion, unless the first player can risk playing the Muzio Gambit, this is the best method of defending the King's Knight's Gambit.

This game admits of great variety, as you may now play one of the following moves, viz.

Q. P. two squares.

Q. to K. square.

K. B. takes P.<sup>+</sup>

K. Kt. takes K. B. P.

K. Kt. P. one square.

K. Kt. P. takes P.

See the Twenty-fifth Game.

See the Twenty-sixth Game.

See the Twenty-seventh Game.

See the Twenty-eighth Game.

See the Twenty-ninth Game.

In the present game I shall suppose you to play

7. Q. P. two squares.

7. K. Kt. to K. B. third.

## No. I.

- |                                                 |                          |
|-------------------------------------------------|--------------------------|
| 8. K.B. takes K.B.P. +                          | 8. K. to K. second.      |
| 9. K.B. to Q.B. fourth, or }<br>to Q.Kt. third. | 9. K.B. to K.Kt. second. |

## FIRST DEFENCE.

- |                            |                          |
|----------------------------|--------------------------|
| 10. Q. to K. square.       | 10. Q. takes Q. +        |
| 11. K. takes Q.            | 11. P. takes K.Kt.P.     |
| 12. K.R. to K.Kt. square.  | 12. Q.P. one square.     |
| 13. K.Kt. to K.B. seventh. | 13. K.R. to K.B. square. |

*In the first place,*

- |                                                                                       |                                |
|---------------------------------------------------------------------------------------|--------------------------------|
| 14. Q.B. to K.Kt. fifth.                                                              | 14. Q.B. to K. third.          |
| 15. K.B. takes B.                                                                     | 15. K. takes K.B.              |
| 16. If you play Kt. to K.R. sixth, he will take K.P. with K.Kt. But if Q.B. takes Kt. | 16. K. takes B., and will win. |

*In the second place,*

- |                                                                                                                              |                         |
|------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 14. K.Kt. to K.R. sixth.                                                                                                     | 14. K.Kt. takes K.P.    |
| 15. If you play K.B. to Q. fifth, he will play Kt. to K.B. third, and afterwards Q.P. or Q.B.P. one sq. But if K.R. takes P. | 15. Q.B.P. one square.  |
| 16. Q.B.P. one square.                                                                                                       | 16. Q.P. one square.    |
| 17. K.B. to K. second.                                                                                                       | 17. K.B. takes Kt.      |
| 18. Q.B. takes B.                                                                                                            | 18. K.R. to K.B. third. |
| 19. Q.B. to K. third.                                                                                                        | 19. K.R.P. two squares. |

Black has the best of the game.

*In the third place,*

- |                         |                                   |
|-------------------------|-----------------------------------|
| 14. K.Kt. to its fifth. | 14. Q.Kt. to Q.B. third.          |
| 15. Q.B.P. one square.  | 15. K.R.P. one square.            |
| 16. Kt. to K. sixth.    | 16. Q.B. takes Kt.                |
| 17. Q.P. one square.    | 17. Q.Kt. to K. fourth, and wins. |

*In the fourth place,*

- |                         |                      |
|-------------------------|----------------------|
| 14. K.P. one square.    | 14. Kt. to K. fifth. |
| 15. K.Kt. to its fifth. | 15. K.Kt. takes Kt.  |



- |                                  |                            |
|----------------------------------|----------------------------|
| 16. Q. B. takes Kt. <sup>+</sup> | 16. K. to K. square.       |
| 17. K. R. takes P.               | 17. K. R. to K. B. fourth. |
| 18. Q. B. to K. B. sixth.        | 18. K. B. takes B.         |
| 19. P. takes K. B.               | 19. K. R. takes P.         |
| 20. Q. Kt. to Q. B. third.       | 20. Q. B. P. one square.   |
| 21. Kt. to K. fourth.            | 21. R. to K. Kt. third.    |
| 22. K. B. to Q. third.           | 22. K. R. P. two squares.  |

Black has the best of the game.

#### SECOND DEFENCE.

10. K. Kt. to K. B. seventh.    10. K. Kt. takes K. P.

*In the first place,*

- |                              |                                                      |
|------------------------------|------------------------------------------------------|
| 11. Q. to K. square.         | 11. P. takes K. Kt. P. <sup>+</sup>                  |
| 12. K. to K. second.         | 12. P. takes R. and becomes Q.                       |
| 13. Q. takes Q. <sup>+</sup> | 13. K. B. to its third, having<br>a forced won game. |

*In the second place,*

- |                        |                                     |
|------------------------|-------------------------------------|
| 11. Q. B. to K. third. | 11. P. takes K. Kt. P. <sup>+</sup> |
| 12. K. takes P.        | 12. Q. to K. R. sixth, and wins.    |

*In the third place,*

- |                           |                                        |
|---------------------------|----------------------------------------|
| 11. K. Kt. P. one square. | 11. Q. checks.                         |
| 12. K. to K. square.      | 12. Q. to K. Kt. seventh, and<br>wins. |

#### THIRD DEFENCE.

10. K. Kt. P. one square.    10. Q. checks.
11. If you play K. to K. square, he will win by playing Q. to K. Kt. seventh ; therefore,  
K. to K. B. second.    11. Q. to K. Kt. seventh.<sup>+</sup>
12. K. to K. third.    12. If your K. B. be at Q. B. fourth square, the following moves should be played :—  
Q. P. two squares.
13. If you take P. with K. B., he will take K. B. with K. Kt., in order afterwards to play Q. B. to K. B. fourth, threatening checkmate with K. B. But if

- K.P. takes P.                      13. Q.B. to K.B. fourth.  
 14. If you check with P., he will take it with Q.B.P., and if  
     you then move Kt. to K.B. seventh, he will play P. to  
     Q. fourth, winning easily; therefore,  
 K. to K.B. fourth.              14. Q.B. takes Q.B.P., and  
     wins easily.

But if the White K.B. be at Q.Kt. third square,  
 Black must play as follows:—

13. K. to Q. third.              12. K.B. to K.R. third.<sup>+</sup>  
 14. Q. takes K.B.              13. K.B. takes Q.B.  
 15. K. to Q.B. third.          14. Q. to K. seventh.<sup>+</sup>  
 16. K. to Kt. fourth.          15. K.Kt. takes P.<sup>+</sup>  
     and wins easily.          16. Q.Kt. to Q.R. third, checks,

Black might also (supposing White K.B. at Q.B. fourth) check with K.B. at K.R. third, then take Q.B., and afterwards advance Q.Kt.P. two squares, having a forced won game.

#### FOURTH DEFENCE.

10. K.Kt.P. takes P.              10. Q.P. one square.

##### *In the first place,*

11. K.Kt. takes P.              11. Kt. takes K.Kt.  
 12. P. takes K.Kt.              12. R. to K.B. sq., and wins.

##### *In the second place,*

11. K.Kt. to Q. third.          11. K.Kt.P. takes P.  
 12. Q. takes P.                  12. K.R. to K.B. sq., and wins.

##### *In the third place,*

11. K.Kt. to K.B. seventh.      11. K.Kt.P. takes P.  
 12. Q. takes P.                  12. Q.B. checks.  
 13. K. to Kt. square.          13. K.Kt. takes K.P. and wins.

#### FIFTH DEFENCE.

10. Q.Kt. to Q.B. third.          10. Q.P. one square.

*In the first place,*

- |                                                                                                                                                           |                                  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 11. K. Kt. to Q. third.                                                                                                                                   | 11. K. Kt. to K. R. fourth.      |
| 12. If you play Q. B. to K. B. fourth, he will take P. with P., checking, and afterwards check with Q., and then take P. with K. B., and win ; therefore, |                                  |
| Q. to K. square.                                                                                                                                          | 12. P. takes P.+                 |
| 13. If you play K. to K. second, he will play K. Kt. P. one square. But if                                                                                |                                  |
| K. takes P.                                                                                                                                               | 13. Q. to K. R. sixth.+          |
| 14. K. to K. Kt. square.                                                                                                                                  | 14. K. B. takes P.+              |
| 15. K. Kt. to K. B. second.                                                                                                                               | 15. K. R. to K. B. square.       |
| 16. Q. Kt. to Q. square.                                                                                                                                  | 16. K. Kt. P. one sq., and wins. |

*In the second place,*

- |                                                                           |                               |
|---------------------------------------------------------------------------|-------------------------------|
| 11. K. Kt. to K. B. seventh.                                              | 11. K. R. to K. B. square.    |
| 12. Q. B. to K. Kt. fifth. (A.)                                           | 12. P. takes K. Kt. P.+       |
| 13. K. takes P.                                                           | 13. Q. to K. R. sixth.+       |
| 14. K. to K. Kt. square.                                                  | 14. Q. B. to K. third.        |
| 15. If you take Q. B. with B., he will win by taking K. B. with K. But if |                               |
| K. P. one square.                                                         | 15. Q. B. takes B.            |
| 16. K. P. takes Kt.+                                                      | 16. K. B. takes P., and wins. |

(A.)

- |                                                                                                                                                                                                                              |                                                 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------|
| 12. K. Kt. to its fifth.                                                                                                                                                                                                     | 12. K. Kt. to K. R. fourth.                     |
| 13. Q. to K. square.                                                                                                                                                                                                         | 13. Q. takes Q.                                 |
| 14. K. takes Q.                                                                                                                                                                                                              | 14. K. R. P. one square.                        |
| 15. If you check with Q. Kt., he will play K. to Q. square ; and if you then take P. with P., he wins a piece by moving Q. B. P. one square. If you play K. Kt. to K. R. seventh, he will play K. R. to K. R. square. But if |                                                 |
| P. takes P.                                                                                                                                                                                                                  | 15. P. takes P., and will afterwards win K. Kt. |

No. II.

- |                          |                       |
|--------------------------|-----------------------|
| <b>White.</b>            | <b>Black.</b>         |
| 1. K. P. two squares.    | 1. K. P. two squares. |
| 2. K. B. P. two squares. | 2. K. P. takes P.     |

- |                                                                                                                                                                                                                     |                                           |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
| 3. <i>K. Kt. to K. B. third.</i>                                                                                                                                                                                    | 3. <i>K. Kt. P. two squares.</i>          |
| 4. <i>K. B. to Q. B. fourth.</i>                                                                                                                                                                                    | 4. <i>K. Kt. P. one square.</i>           |
| 5. <i>K. Kt. to K. fifth.</i>                                                                                                                                                                                       | 5. <i>Q. checks.</i>                      |
| 6. <i>K. to K. B. square.</i>                                                                                                                                                                                       | 6. <i>Gambit P. one square.</i>           |
| 7. <i>Q. P. two squares.</i>                                                                                                                                                                                        | 7. <i>K. Kt. to K. B. third.</i>          |
| 8. <i>K. Kt. takes K. B. P.</i>                                                                                                                                                                                     | 8. <i>Q. P. two squares.</i>              |
| 9. <i>Q. B. to K. Kt. fifth.</i>                                                                                                                                                                                    | 9. <i>P. takes P.<sup>+</sup></i>         |
| 10. <i>K. takes P.</i>                                                                                                                                                                                              | 10. <i>Q. to K. R. sixth.<sup>+</sup></i> |
| 11. <i>K. to Kt. square.</i>                                                                                                                                                                                        | 11. <i>P. takes K. B.</i>                 |
| 12. If you take Kt. with Q. B., he will play K. R. to K. Kt. square, and afterwards K. Kt. P. one square, and win; therefore,                                                                                       |                                           |
| K. Kt. takes R.                                                                                                                                                                                                     | 12. K. Kt. P. one square.                 |
| 13. Q. B. takes Kt.                                                                                                                                                                                                 | 13. K. B. to K. R. third.                 |
| 14. If you take P. with P., you will be checkmated by K. B. If you play Q. to K. B. third, he will play Q. B. to K. Kt. fifth, and win. If you play Q. to K. square, he will advance K. Kt. P., and win; therefore, |                                           |
| Q. to K. second.                                                                                                                                                                                                    | 14. Q. B. to K. Kt. fifth.                |
| 15. Q. to K. Kt. second.                                                                                                                                                                                            | 15. K. B. checks.                         |
| 16. K. to K. B. square.                                                                                                                                                                                             | 16. Q. B. checks, and wins.               |

### TWENTY-FIFTH GAME.

*White.*

*Black.*

- |                                  |                                   |
|----------------------------------|-----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>      |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>          |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i>  |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>   |
| 5. <i>K. Kt. to K. fifth.</i>    | 5. <i>Q. checks.</i>              |
| 6. <i>K. to K. B. square.</i>    | 6. <i>P. to K. B. sixth.</i>      |
| 7. <i>Q. to K. square.</i>       | 7. <i>P. takes P.<sup>+</sup></i> |

*In the first place,*

- |                               |                                          |
|-------------------------------|------------------------------------------|
| 8. <i>K. takes P.</i>         | 8. <i>Q. to K. R. sixth.<sup>+</sup></i> |
| 9. <i>K. to K. B. second.</i> | 9. <i>K. B. to K. Kt. second.</i>        |

10. If you remove K. Kt. the check with K. B. will be fatal ;  
therefore,  
Q. P. two squares.      10. Q. P. one square.
11. K. B. takes P.+      11. K. to K. second.
12. If you check with Q. B., he will interpose K. B., winning  
a piece ; therefore,  
K. B. takes K. Kt.      12. K. R. takes B.
13. K. Kt. to Q. B. fourth.      13. Q. to K. B. sixth.+
14. K. to K. Kt. square.      14. K. B. takes Q. P.+
15. Q. B. to K. third.      15. K. Kt. P. one square.
16. K. R. P. one square.      16. K. Kt. P. one square.
17. K. R. to its second.      17. Q. B. takes K. R. P., and  
wins easily.

*In the second place,*

8. K. to K. second.      8. Q. to K. R. sixth.
9. K. R. to K. Kt. square.      9. Q. P. one square, and wins  
a piece.

## TWENTY-SIXTH GAME.

**White.**

**Black.**

1. *K. P. two squares.*      1. *K. P. two squares.*
2. *K. B. P. two squares.*      2. *K. P. takes P.*
3. *K. Kt. to K. B. third.*      3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth.*      4. *K. Kt. P. one square.*
5. *K. Kt. to K. fifth.*      5. *Q. checks.*
6. *K. to B. square.*      6. *P. to K. B. sixth.*
7. *K. B. takes K. B. P.+*      7. *K. to K. second.*

### FIRST DEFENCE.

8. K. B. takes Kt.      8. P. takes K. Kt. P.+
9. K. takes P.      9. Q. to K. R. sixth.+
10. K. to K. B. second.      10. K. R. takes B.

*In the first place,*

- |                         |                                 |
|-------------------------|---------------------------------|
| 11. Q. P. two squares.  | 11. Q. P. one square.           |
| 12. K. Kt. to Q. third. | 12. K. Kt. P. checks, and wins. |

*In the second place,*

- |                          |                                                    |
|--------------------------|----------------------------------------------------|
| 11. Q. to K. Kt. square. | 11. Q. P. one square.                              |
| 12. K. Kt. to Q. third.  | 12. Q. to K. B. sixth. <sup>+</sup>                |
| 13. K. to K. square.     | 13. Q. Kt. to Q. B. third, and<br>has a fine game. |

## SECOND DEFENCE.

- |                                                                                                                                                                                                                                                                                                                                                               |                                  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 8. K. Kt. P. one square.                                                                                                                                                                                                                                                                                                                                      | 8. Q. checks.                    |
| 9. K. to B. second.                                                                                                                                                                                                                                                                                                                                           | 9. K. Kt. to K. B. third.        |
| 10. K. B. to Q. B. fourth, or<br>K. B. to Q. Kt. third.                                                                                                                                                                                                                                                                                                       | } 10. Q. P. one square.          |
| 11. If you play Kt. to Q. third, he will take K. P. with<br>K. Kt. If you play K. B. to its square, he plays Q. to<br>K. R. fourth, and afterwards takes K. P. But if<br>K. Kt. to K. B. seventh.                                                                                                                                                             |                                  |
| 12. K. to K. third.                                                                                                                                                                                                                                                                                                                                           | 11. K. Kt. takes P. <sup>+</sup> |
| 12. K. to K. third.                                                                                                                                                                                                                                                                                                                                           | 12. Q. B. to K. B. fourth.       |
| 13. If you take K. R. he will win the Queen, or checkmate in<br>three moves if your K. B. be at Q. B. fourth, or in five<br>moves if it be at Q. Kt. third. If you play Q. to K. B.<br>square, he will check with K. B., winning K. Kt. at the<br>least. If you play Q. P. one or two squares, he will<br>also check with K. B. But if<br>K. to K. B. fourth. |                                  |
| 13. K. to K. B. third, winning<br>the Queen at the least.                                                                                                                                                                                                                                                                                                     |                                  |

## THIRD DEFENCE.

- |                            |                                                                                                           |
|----------------------------|-----------------------------------------------------------------------------------------------------------|
| 8. K. Kt. P. takes P.      | 8. Q. P. one square.                                                                                      |
| 9. K. B. takes Kt.         | 9. Q. P. takes Kt.                                                                                        |
| 10. K. B. to Q. B. fourth. | 10. K. Kt. P. takes P., and has<br>a forced won game, for if you take the Pawn, Q. B.<br>checks and wins. |

FOURTH DEFENCE.

- |                                                                                                                          |                                    |
|--------------------------------------------------------------------------------------------------------------------------|------------------------------------|
| 8. Q. to K. square.                                                                                                      | 8. P. takes K.Kt.P. <sup>+</sup>   |
| 9. If you play K. to K. second, he will play Q. to K. R. sixth, and afterwards Q. P. one square ; therefore, K. takes P. | 9. Q. to K. R. sixth. <sup>+</sup> |
| 10. K. to K. B. second.                                                                                                  | 10. Q. P. one square.              |
| 11. K. B. takes Kt.                                                                                                      | 11. K. R. takes B.                 |
| 12. K. Kt. removes.                                                                                                      | 12. P. checks, and wins.           |

TWENTY-SEVENTH GAME.

*White.*

*Black.*

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>K. Kt. to K. fifth.</i>    | 5. <i>Q. checks.</i>             |
| 6. <i>K. to B. square.</i>       | 6. <i>P. to K. B. sixth.</i>     |
| 7. <i>K. Kt. takes K. B. P.</i>  | 7. <i>K. Kt. to K. B. third.</i> |

FIRST DEFENCE.

- |                                                                                                                                                    |                             |
|----------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|
| 8. K. Kt. takes R.                                                                                                                                 | 8. K. Kt. takes K. P.       |
| 9. If you play K. Kt. P. one square, he will check with Q., and afterwards move Q. to K. Kt. seventh, winning easily ; therefore, Q. to K. square. | 9. P. takes P. <sup>+</sup> |

*In the first place,*

- |                        |                                     |
|------------------------|-------------------------------------|
| 10. K. takes P.        | 10. Q. to K. R. sixth. <sup>+</sup> |
| 11. K. to Kt. square.  | 11. K. B. checks.                   |
| 12. Q. P. two squares. | 12. Checkmates in four moves.       |

*In the second place,*

- |                                                                  |                        |
|------------------------------------------------------------------|------------------------|
| 10. K. to K. second.                                             | 10. Q. to K. R. sixth. |
| 11. If you play K. to Q. square, you will lose the Queen. But i. |                        |

R. to K.B. square. 11. If he were to advance the Pawn to Queen, you would take K.B. with K.R., and afterwards take the new Queen; therefore,

P. takes K.R.

12. Q. takes P.

12. Q. takes Q.

13. K. takes Q.

13. Kt. to Q. third, and afterwards K.B. to Kt. second, winning K.Kt.

#### SECOND DEFENCE.

8. K.Kt.P. takes P.

8. Q.P. two squares.

9. K.Kt. takes R.

9. K.Kt.P. takes P.

10. Q. takes P.

10. Q.B. checks.

11. K. to Kt. square.

11. K.B. checks.

12. Q.P. two squares.

12. K.B. takes P.<sup>+</sup>

13. Q.B. to K. third.

13. Wins in three moves.

#### THIRD DEFENCE.

8. If you play Q.Kt. to B. third, he may play either K.R. to Kt. square, or K.Kt. to R. fourth, having a very fine game. But if

K.Kt.P. one square.

8. Q. checks.

9. K. to K.B. second.

9. Q.P. two squares.

10. If you take Q.P. you will lose a piece. If you take K.R. he will take K.P. with K.Kt., winning easily; therefore,

K.B. to K.B. square.

10. K.Kt. takes P.<sup>+</sup>

#### *In the first place,*

11. K. to K. third.

11. Q. to K.R. fourth.

12. K.Kt. takes R.

12. Q. to K.Kt. fourth.<sup>+</sup>

13. K. to Q. fourth.

13. Checkmates in two moves.

#### *In the second place,*

11. K. to K. square.

11. Q. to K.R. fourth.

12. If you play Q.P. one square, he will check with Pawn, and then take Kt. with Q. If

Kt. takes K.R.

12. P. checks.

13. K. to K. second.

13. Q. to K. fourth.



- |                        |                                           |
|------------------------|-------------------------------------------|
| 14. Q. P. two squares. | 14. Kt. to Q. B. sixth. <sup>+</sup>      |
| 15. K. to Q. third.    | 15. Q. to K. eighth.                      |
| 16. Q. to Q. second.   | 16. K. B. to K. R. third, winning easily. |

## TWENTY-EIGHTH GAME.

*White.*

*Black.*

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>K. Kt. to K. fifth.</i>    | 5. <i>Q. checks.</i>             |
| 6. <i>K. to B. square.</i>       | 6. <i>P. to K. B. sixth.</i>     |
| 7. <i>K. Kt. P. one square.</i>  | 7. <i>Q. checks.</i>             |
| 8. <i>K. to K. B. second.</i>    | 8. <i>K. Kt. to K. B. third.</i> |
9. If you play Q. P. two squares, he will take K. P. with K. Kt., and if you then play K. to K. third, he will advance K. B. P. two squares. If you take K. B. P. with K. B. or K. Kt., see the Second Defence of the Twenty-sixth Game, page 320, or the Third Defence of the Twenty-seventh Game, page 322. But if

### FIRST DEFENCE.

- |                           |                                        |
|---------------------------|----------------------------------------|
| Q. P. one square.         | 9. Q. P. one square.                   |
| 10. K. Kt. takes K. B. P. | 10. Q. P. one square.                  |
| 11. Kt. takes K. R.       | 11. Q. to K. Kt. seventh. <sup>+</sup> |
| 12. K. to K. third.       | 12. Q. Kt. to Q. B. third.             |
13. If you play Q. P. one square, he will take K. B., threatening immediate checkmate ; the best move is
- |                                 |                                        |
|---------------------------------|----------------------------------------|
| K. Kt. to K. B. seventh.        | 13. K. takes K. Kt.                    |
| 14. K. B. takes P. <sup>+</sup> | 14. K. Kt. takes K. B. <sup>+</sup>    |
| 15. K. P. takes Kt.             | 15. K. B. to K. R. third. <sup>+</sup> |
| 16. K. to K. fourth.            | 16. Checkmates in two moves.           |

# SECOND DEFENCE.

- |                                                                                                                                                                          |                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 9. Q. Kt. to Q. B. third.                                                                                                                                                | 9. Q. to K. Kt. seventh. <sup>+</sup>                                                                                                                                                                                                                            |
| 10. K. to K. third.                                                                                                                                                      | 10. K. B. to K. R. third. <sup>+</sup>                                                                                                                                                                                                                           |
| 11. If you play K. to Q. fourth, he will play Q. P. one square, winning a piece, for if you take K. B. P. with K. Kt., he will checkmate you in three moves ; therefore, |                                                                                                                                                                                                                                                                  |
| K. to Q. third.                                                                                                                                                          | 11. He may play either Q. P. one square, and if you take K. B. P. with K. Kt., he will play Q. Kt. to Q. B. third, and win, or he may at once play Q. Kt. to Q. B. third ; the former mode of play is given in Ghulam Kassim's work. I shall suppose him to play |

Q. Kt. to Q. B. third. ,

## *In the first place,*

- |                                                                                                               |                                       |
|---------------------------------------------------------------------------------------------------------------|---------------------------------------|
| 12. K. Kt. takes K. B. P.                                                                                     | 12. Q. Kt. to its fifth. <sup>+</sup> |
| 13. K. to Q. fourth.                                                                                          | 13. Q. to K. B. seventh. <sup>+</sup> |
| 14. K. to K. fifth.                                                                                           | 14. Q. to Q. B. fourth. <sup>+</sup>  |
| 15. If you interpose Q. Kt., he will take K. Kt. If you interpose K. B., he takes it with Q. Kt. ; therefore, |                                       |
| K. takes Kt.                                                                                                  | 15. Q. to K. second. <sup>+</sup>     |
| 16. K. to K. B. fifth.                                                                                        | 16. Q. P. two sqs., checkmate.        |

## *In the second place,*

- |                                       |                                    |
|---------------------------------------|------------------------------------|
| 12. K. B. takes K. B. P. <sup>+</sup> | 12. K. to K. second.               |
| 13. Kt. takes Q. Kt. <sup>+</sup>     | 13. Q. P. takes Kt.                |
| 14. K. B. to Q. Kt. third.            | 14. Q. Kt. P. two squares.         |
| 15. Q. Kt. to its square.             | 15. K. R. checks.                  |
| 16. K. to Q. B. third.                | 16. Kt. takes K. P. <sup>+</sup> . |
| 17. K. to Q. Kt. fourth.              | 17. Wins in three moves.           |

## *In the third place,*

- |                                                                                  |                     |
|----------------------------------------------------------------------------------|---------------------|
| 12. K. Kt. takes Kt.                                                             | 12. Q. P. takes Kt. |
| 13. If you play K. R. to K. Kt. square, he will play Q. to K. B. seventh. But if |                     |

No. I.

- |                                                                                    |                            |
|------------------------------------------------------------------------------------|----------------------------|
| Q. to K. Kt. square.                                                               | 13. Q. Kt. P. two squares. |
| 14. K. B. to Q. Kt. third.                                                         | 14. Q. Kt. P. one square.  |
| 15. You must lose Q. Kt., for if you remove it, he will check-mate in three moves. |                            |

No. II.

- |                               |                                                  |
|-------------------------------|--------------------------------------------------|
| 13. Q. to K. B. square.       | 13. Q. Kt. P. two squares.                       |
| 14. K. B. to Q. Kt. third.    | 14. Q. Kt. P. one square.                        |
| 15. Kt. to Q. R. fourth. (A.) | 15. Q. B. checks.                                |
| 16. Q. B. P. two squares.     | 16. P. takes P. <i>en passant</i> . <sup>+</sup> |
| 17. K. B. to Q. B. fourth.    | 17. Q. B. takes B. <sup>+</sup>                  |
| 18. K. takes Q. B.            | 18. P. takes Q. P.                               |
| 19. Q. B. takes P.            | 19. Q. takes Q. B., and wins easily.             |

(A.)

- |                            |                                                  |
|----------------------------|--------------------------------------------------|
| 15. Q. Kt. to its square.  | 15. Q. B. checks.                                |
| 16. Q. B. P. two squares.  | 16. P. takes P. <i>en passant</i> . <sup>+</sup> |
| 17. K. B. to Q. B. fourth. | 17. Q. takes Q. <sup>+</sup>                     |
| 18. K. R. takes Q.         | 18. P. takes Q. P.                               |
| 19. Q. B. takes P.         | 19. Q. R. checks.                                |
| 20. K. to Q. B. second.    | 20. Q. B. takes K. B.                            |
| 21. Q. B. takes K. B.      | 21. Q. B. takes R.                               |
| 22. B. to K. Kt. seventh.  | 22. K. to K. second, and wins easily.            |

No. III.

- |                                                                                                                                                                 |                          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| 13. Q. R. P. two squares.                                                                                                                                       | 13. K. castles.          |
| 14. If you play K. to Q. fourth, he will check with Q., and win easily. If you remove Q. Kt., he checks with K. R., and afterwards takes K. P., &c. If you play |                          |
| K. B. to Q. R. second.                                                                                                                                          | 14. K. R. checks.        |
| 15. K. to Q. B. fourth.                                                                                                                                         | 15. Q. B. checks.        |
| 16. K. to Q. Kt. fourth.                                                                                                                                        | 16. Wins in three moves. |

## THIRD DEFENCE.

## White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to B. third.*
4. *K. B. to Q. B. fourth.*
5. *K. Kt. to K. fifth.*
6. *K. to K. B. square.*
7. *K. Kt. P. one square.*
8. *K. to K. B. second.*
9. *K. to K. third.*

## Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P. two squares.*
4. *K. Kt. P. one square.*
5. *Q. checks.*
6. *Gambit P. one square.*
7. *Q. checks.*
8. *K. Kt. to K. B. third.*
9. *K. B. to K. R. third.+*

*In the first place,*

- |                                                                                                                       |                                                                              |
|-----------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|
| 10. <i>K. to Q. third.</i>                                                                                            | 10. <i>Q. P. one square.</i>                                                 |
| 11. <i>Kt. takes K. B. P.</i>                                                                                         | 11. <i>Q. P. one square.</i>                                                 |
| 12. <i>K. B. takes Q. P.</i>                                                                                          | 12. <i>Kt. takes K. B.</i>                                                   |
| 13. <i>If you take K. R., he will play Q. to K. R. fourth, and you cannot take K. Kt. without losing ; therefore,</i> |                                                                              |
| <i>K. Kt. takes K. B.</i>                                                                                             | 13. <i>K. Kt. to Q. Kt. fifth.+</i>                                          |
| 14. <i>K. to Q. B. fourth.</i>                                                                                        | 14. <i>Q. takes Kt.</i>                                                      |
| 15. <i>K. takes Kt.</i>                                                                                               | 15. <i>Q. Kt. to R. third.+</i>                                              |
| 16. <i>K. to Q. B. third.</i>                                                                                         | 16. <i>Q. to Q. B. third.+</i>                                               |
| 17. <i>K. to Q. third.</i>                                                                                            | 17. <i>Q. Kt. to its fifth.+</i>                                             |
| 18. <i>K. to K. third.</i>                                                                                            | 18. <i>Kt. takes Q. B. P., checks, and afterwards takes Q. R., and wins.</i> |

*In the second place,*

- |                                                                                                                                                     |                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 10. <i>K. to Q. fourth.</i>                                                                                                                         | 10. <i>Q. P. one square.</i>      |
| 11. <i>If you play K. Kt. to Q. third, he will check with Q. Kt., and afterwards take K. P., having very much the best of the game ; therefore,</i> |                                   |
| <i>K. Kt. takes K. B. P.</i>                                                                                                                        | 11. <i>Q. Kt. P. two squares.</i> |
| 12. <i>If you take K. B., or play K. B. to Q. Kt. third, you will lose a piece ; therefore,</i>                                                     |                                   |
| <i>K. Kt. takes K. R. (A.)</i>                                                                                                                      | 12. <i>Q. Kt. checks.</i>         |
| 13. <i>If you play K. to Q. B. third, he will checkmate you in three moves ; therefore,</i>                                                         |                                   |

- K. to Q. third. 13. P. takes K.B.+  
 14. K. takes P. 14. Q.R. to Q. Kt. square, win-  
 ning the Queen at the least.

(A.)

12. K.B. to Q. fifth. 12. K. Kt. takes B.

FIRST DEFENCE.

13. Kt. takes K.B. 13. Q. B.P. checks.  
 14. If you take Kt., he will checkmate you in two moves ;  
 therefore,  
 K. to Q. third. 14. Kt. to Q. Kt. fifth.+  
 15. K. removes. 15. Q. takes Kt., and wins.

SECOND DEFENCE.

13. Kt. takes K.R. 13. Q. Kt. to B. third.+  
 14. K. takes Kt. 14. Wins in three moves.

THIRD DEFENCE.

13. P. takes Kt. 13. K. takes Kt.  
 14. K. to Q.B. third. 14. Q. to K.R. fourth, and  
 having gained a piece ought to win.

TWENTY-NINTH GAME.

White.

Black.

- |                         |                           |
|-------------------------|---------------------------|
| 1. K. P. two squares.   | 1. K. P. two squares.     |
| 2. K.B.P. two squares.  | 2. K. P. takes P.         |
| 3. K. Kt. to B. third.  | 3. K. Kt. P. two squares. |
| 4. K.B. to Q.B. fourth. | 4. K. Kt. P. one square.  |
| 5. K. Kt. to K. fifth.  | 5. Q. checks.             |
| 6. K. to K.B. square.   | 6. Gambit P. one square.  |
| 7. K. Kt. P. takes P.   | 7. K. Kt. to K.B. third.  |

## FIRST DEFENCE.

8. K.B. takes K.B.P.+      8. K. to K. second.  
 9. If you play K.B. to Q. Kt. third, in order afterwards to  
     play K. Kt. to Q.B. fourth, he would take P. with P.,  
     winning easily ; therefore,  
     K.B. to Q.B. fourth.      9. Q.P. one square.

*In the first place,*

10. K. Kt. to K.B. seventh.      10. P. takes P., and wins, for  
     if you take K.R., he will give checkmate in two moves.  
     If you play Q. to K. square, he wins in three moves.  
     If you play K.R.P. one square, you lose in six moves.  
     Finally, if you take P. with Q., you will lose the Queen  
     at the least.

*In the second place,*

10. Kt. takes K. Kt. P.      10. Kt. takes Kt.  
 11. P. takes Kt.      11. K.B. to K. Kt. second.  
 12. If you play K.B. to K. second, you will be checkmated  
     in four moves. If you play K. to Kt. second, he will  
     take P. with Q.B. If you move Q., or K.R., he wins  
     easily by playing R. to K.B. square. But suppose  
     K.R.P. one square.      12. K.R. checks.  
 13. K. to K. second.      13. Wins in three moves.

*In the third place,*

10. K. Kt. to Q. third.      10. P. takes P.  
 11. Q. takes P. (A.)      11. Q.P. one square.  
 12. K.B. takes P.      12. Kt. takes B.  
 13. P. takes Kt.      13. Q.B. checks.  
 14. K. to Kt. square.      14. K.R. checks, and wins.

## (A.)

11. K. Kt. to B. second.      11. Q.B. checks.  
 12. If you play K. to K. square, he ought to play Q.B. to  
     K. Kt. seventh, and then K. Kt. to its fifth. But if  
     Kt. takes B.      12. Q. takes Kt.+  
 13. K. to K. square.      13. Kt. takes K.P., and wins.

SECOND DEFENCE.

- |                                                                        |                                |
|------------------------------------------------------------------------|--------------------------------|
| 8. Kt. takes K.B.P.                                                    | 8. Q.P. two squares.           |
| 9. If you take Q.P. with K.B., he will take your Pawn with his. But if |                                |
| K.Kt. takes R.                                                         | 9. K.Kt.P. takes P.            |
| 10. Q. takes P.                                                        | 10. Q.B. checks.               |
| 11. K. to Kt. square.                                                  | 11. K.B. checks.               |
| 12. Q.P. two squares.                                                  | 12. K.B. takes P. <sup>+</sup> |
| 13. Q.B. to K. third.                                                  | 13. Q. to K. eighth, and wins. |

THIRD DEFENCE.

- |                        |                      |
|------------------------|----------------------|
| 8. K.Kt. takes K.Kt.P. | 8. Kt. takes Kt.     |
| 9. P. takes Kt.        | 9. Q.P. two squares. |

*In the first place,*

- |                       |                                    |
|-----------------------|------------------------------------|
| 10. K.B. takes P.     | 10. Q.B. takes P.                  |
| 11. Q. to K. square.  | 11. Q. to K.R. sixth. <sup>+</sup> |
| 12. K. to B. second.  | 12. K.B. checks.                   |
| 13. Q.P. two squares. | 13. K.B. takes P. <sup>+</sup>     |
| 14. Q.B. to K. third. | 14. Checkmates in four moves.      |

*In the second place,*

- |                                                                                                                                                                                                                                                                                                                            |                                       |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------|
| 10. P. takes Q.P.                                                                                                                                                                                                                                                                                                          | 10. Q. to K.R. sixth. <sup>+</sup>    |
| 11. If you play K. to K. square, he will take P. with Q.B., winning the Queen at the least. If you play K. to Kt. square, he wins easily by playing K.R. to Kt. square ; therefore,                                                                                                                                        |                                       |
| K. to B. second.                                                                                                                                                                                                                                                                                                           | 11. K.B. to K. second.                |
| 12. If you play K.Kt.P. you lose K.B. If you play Q. to K. square, or to K. second, he will play K. to Q. square, in order to check with K.B. If you play Q. to K.B. square, he checks with K.B. at K.R. fifth ; and on your playing K. to Kt. square, he takes K.Kt.P. with Q., winning your Q. at the least ; therefore, |                                       |
| Q to K.B. third. (B.)                                                                                                                                                                                                                                                                                                      | 12. K.B. to Q.B. fourth. <sup>+</sup> |
| 13. Q.P. two squares.                                                                                                                                                                                                                                                                                                      | 13. K.B. takes P. <sup>+</sup>        |
| 14. Q.B. to K. third.                                                                                                                                                                                                                                                                                                      | 14. Q. takes Q. <sup>+</sup>          |

- |                          |                                                         |
|--------------------------|---------------------------------------------------------|
| 15. K. takes Q.          | 15. B. takes Q. Kt. P.                                  |
| 16. Q. Kt. to Q. second. | 16. B. takes Q. R.                                      |
| 17. K. R. takes B.       | 17. K. R. P. two sqrs., having<br>the best of the game. |

(B.)

- |                                              |                                        |
|----------------------------------------------|----------------------------------------|
| 12. K. B. to K. second.                      | 12. K. B. to K. R. fifth. <sup>+</sup> |
| 13. K. to Kt. square.                        | 13. Q. B. takes P.                     |
| 14. B. takes B., or<br>Q. to K. B. square. } | 14. K. R. to Kt. sq., and wins.        |

*In the third place,*

- |                                   |                                     |
|-----------------------------------|-------------------------------------|
| 10. K. B. to K. second.           | 10. K. R. to K. Kt. square.         |
| 11. K. R. to K. Kt. sq. (C.) (D.) | 11. Q. to K. R. sixth. <sup>+</sup> |
| 12. K. R. to K. Kt. second.       | 12. K. R. P. two squares.           |
| 13. Q. P. two squares. (E.)       | 13. Q. B. takes P.                  |
| 14. K. B. takes B.                | 14. K. R. takes B.                  |
| 15. Q. to K. second.              | 15. Q. P. takes P.                  |
| 16. K. to K. Kt. square.          | 16. B. to K. Kt. second.            |
| 17. Q. B. P. one square.          | 17. Q. Kt. to Q. B. third.          |
| 18. K. R. takes R.                | 18. P. takes K. R.                  |
| 19. Q. takes K. P. <sup>+</sup>   | 19. K. to K. B. square.             |
| 20. Q. to K. Kt. second.          | 20. Q. to Q. sixth.                 |
| 21. Q. to K. B. square.           | 21. Q. to K. Kt. third.             |
| 22. Q. B. to K. third. (F.)       | 22. Q. R. to K. square.             |
| 23. Q. B. to K. B. second.        | 23. K. Kt. P. one square.           |
| 24. K. R. P. takes P.             | 24. Q. Kt. takes Q. P.              |
25. If you take Kt. with B., he will retake with K. B., checking, and on your taking B. with Q. B. P., he will take P. with Q., checking, and then play R. to K. fourth; therefore,  
P. takes Q. Kt.                      25. K. B. takes P.
26. If you take B. with B., he will take P. with Q., checking, and afterwards play K. R. to K. eighth, winning easily; therefore,  
K. to R. second.                      26. Q. to K. R. fourth.<sup>+</sup>
27. K. to Kt. square.                      27. Q. to K. B. sixth.
28. Kt. to Q. B. third.                      28. Q. takes K. Kt. P.<sup>+</sup>



- |                          |                                |
|--------------------------|--------------------------------|
| 29. Q. interposes.       | 29. B. takes B. <sup>+</sup>   |
| 30. K. to K.B. square.   | 30. Q. takes Q. <sup>+</sup> . |
| 31. K. takes Q.          | 31. B. to Q. fifth.            |
| 32. Kt. to Q. Kt. fifth. | 32. B. to Q. Kt. third, and    |
| will win.                |                                |

(C.)

- |                               |                                         |
|-------------------------------|-----------------------------------------|
| 1. K. P. two squares.         | 1. K. P. two squares.                   |
| 2. K.B. P. two squares.       | 2. K. P. takes P.                       |
| 3. K. Kt. to K. B. third.     | 3. K. Kt. P. two squares.               |
| 4. K. B. to Q. B. fourth.     | 4. K. Kt. P. one square.                |
| 5. K. Kt. to K. fifth.        | 5. Q. checks.                           |
| 6. K. to K. B. square.        | 6. P. to K. B. sixth.                   |
| 7. K. Kt. P. takes P.         | 7. K. Kt. to K. B. third.               |
| 8. K. Kt. takes K. Kt. P.     | 8. Kt. takes Kt.                        |
| 9. P. takes Kt.               | 9. Q. P. two squares.                   |
| 10. K. B. to K. second.       | 10. K. R. to K. Kt. square.             |
| 11. K. R. P. one square. (D.) | 11. Q. to K. B. third. <sup>+</sup>     |
| 12. K. to K. square.          | 12. K. B. to Q. third.                  |
| 13. Q. P. one square.         | 13. K. B. to K. Kt. sixth. <sup>+</sup> |
| 14. K. to Q. second.          | 14. Q. to K. R. third. <sup>+</sup>     |
| 15. K. to Q. B. third.        | 15. Q. P. checks, and wins              |
| easily.                       |                                         |

(D.)

- |                                                                                                                                                                                                             |                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|
| 11. Q. P. one square.                                                                                                                                                                                       | 11. K. R. takes K. Kt. P.           |
| 12. K. B. takes R.                                                                                                                                                                                          | 12. Q. B. takes B.                  |
| 13. If you play Q. to K. square, he will check with Q. at K. R. sixth, and on your playing, as your best move, K. to K. B. second, he checks with Q. at K. B. sixth, and afterwards with K. B. ; therefore, |                                     |
| Q. to Q. second.                                                                                                                                                                                            | 13. Q. to K. R. sixth. <sup>+</sup> |
| 14. If you interpose you will lose Q. If you play K. to Kt. square, he will check with K. B. ; therefore,                                                                                                   |                                     |
| K. to K. square.                                                                                                                                                                                            | 14. K. B. to K. second.             |
| 15. If you play Q. to K. third, he will play Q. to K. Kt. seventh. But if                                                                                                                                   |                                     |

- |                                                                                  |                                      |
|----------------------------------------------------------------------------------|--------------------------------------|
| K.R. to K.Kt. square.                                                            | 15. K.B. checks.                     |
| 16. K.R. interposes.                                                             | 16. K.B. takes R. <sup>+</sup>       |
| 17. P. takes K.B.                                                                | 17. Q. to K.R. eighth. <sup>+</sup>  |
| 18. K. to K.B. second.                                                           | 18. Q. to K.R. seventh. <sup>+</sup> |
| 19. If you play K. to K.B. square, he will checkmate in three moves ; therefore, |                                      |
| K. to K. third.                                                                  | 19. Q. takes P. <sup>+</sup>         |
| 20. K. to Q. fourth.                                                             | 20. Q.Kt. checks, and wins easily.   |

## (E.)

- |                                      |                                          |
|--------------------------------------|------------------------------------------|
| 1. <i>K.P. two squares.</i>          | 1. <i>K.P. two squares.</i>              |
| 2. <i>K.B.P. two squares.</i>        | 2. <i>K.P. takes P.</i>                  |
| 3. <i>K.Kt. to K.B. third.</i>       | 3. <i>K.Kt. P. two squares.</i>          |
| 4. <i>K.B. to Q.B. fourth.</i>       | 4. <i>K.Kt. P. one square.</i>           |
| 5. <i>K.Kt. to K. fifth.</i>         | 5. <i>Q. checks.</i>                     |
| 6. <i>K. to K.B. square.</i>         | 6. <i>P. to K.B. sixth.</i>              |
| 7. <i>K.Kt. P. takes P.</i>          | 7. <i>K.Kt. to K.B. third.</i>           |
| 8. <i>K.Kt. takes K.Kt. P.</i>       | 8. <i>Kt. takes Kt.</i>                  |
| 9. <i>P. takes Kt.</i>               | 9. <i>Q. P. two squares.</i>             |
| 10. <i>K.B. to K. second.</i>        | 10. <i>K.R. to K.Kt. square.</i>         |
| 11. <i>K.R. to K.Kt. square.</i>     | 11. <i>Q. to K.R. sixth.<sup>+</sup></i> |
| 12. <i>K.R. to K.Kt. second.</i>     | 12. <i>K.R. P. two squares.</i>          |
| 13. <i>Q. to K. square.</i>          | 13. <i>Q.B. takes P.</i>                 |
| 14. <i>K.B. takes B.</i>             | 14. <i>K.R. takes B.</i>                 |
| 15. <i>K.P. takes P.<sup>+</sup></i> | 15. <i>K.B. to K. second.</i>            |
| 16. <i>Q. to K. second.</i>          | 16. <i>Q.Kt. to Q. second.</i>           |
| 17. <i>K. to K.Kt. square.</i>       | 17. <i>K. castles.</i>                   |
| 18. <i>K.R. takes R.</i>             | 18. <i>P. takes K.R.</i>                 |

*In the first place,*

- |                                |                                 |
|--------------------------------|---------------------------------|
| 19. <i>Q.P. two squares.</i>   | 19. <i>K.B. to Q. third.</i>    |
| 20. <i>Q.Kt. to Q. second.</i> | 20. <i>R. to K.R. square.</i>   |
| 21. <i>Kt. to K.B. square.</i> | 21. <i>K.Kt. P. one square.</i> |

## No. I.

- |                                |                                         |
|--------------------------------|-----------------------------------------|
| 22. <i>Q. to K.Kt. second.</i> | 22. <i>P. takes K.R. P.<sup>+</sup></i> |
| 23. <i>K. to K.R. square.</i>  | 23. <i>Q. takes Q.<sup>+</sup></i>      |
| 24. <i>K. takes Q.</i>         | 24. <i>P. becomes Q., and wins.</i>     |

No. II.

- |                        |                                |
|------------------------|--------------------------------|
| 22. P. takes P.        | 22. Q. to K.R. eighth.+        |
| 23. K. to K.B. second. | 23. K.B. takes P.+             |
| 24. K. takes B.        | 24. R. to K.Kt. square.+       |
| 25. K. to K.B. fourth. | 25. Q. to K.R. fifth.+         |
| 26. K. to K.B. third.  | 26. Q. to K.R. fourth, checks, |
| and wins the Queen.    |                                |

No. III.

- |                          |                             |
|--------------------------|-----------------------------|
| 22. Q.B. to K.Kt. fifth. | 22. K.Kt.P. one square.     |
| 23. Q. takes P.          | 23. Q. takes Q.+            |
| 24. K. takes Q.          | 24. R. to K.Kt. square, and |
| wins Q.B.                |                             |

*In the second place,*

- |                        |                             |
|------------------------|-----------------------------|
| 19. Q. takes K.B.      | 19. K.Kt.P. one square.     |
| 20. P. takes P.        | 20. Q. takes P.+            |
| 21. K. to K.B. square. | 21. Q. to K.B. sixth.+      |
| 22. K. to K. square.   | 22. Kt. to K.B. third, win- |
| ning the Queen.        |                             |

(F.)

- |                         |                               |
|-------------------------|-------------------------------|
| 22. Q.B. to Q. second.  | 22. R. to K. square.          |
| 23. Kt. to Q.R. third.  | 23. Kt. takes Q.P.            |
| 24. P. takes Kt.        | 24. K.B. takes P.+            |
| 25. K. to K.R. square.  | 25. Q. to K. fifth.+          |
| 26. Q. to K.Kt. second. | 26. Q. takes Q.+              |
| 27. K. takes Q.         | 27. R. to K. seventh, checks, |
| and will win.           |                               |

This *Third Defence* is chiefly taken from Ghulam Kassim's work.

FOURTH DEFENCE.

**White.**

**Black.**

- |                        |                      |
|------------------------|----------------------|
| 1. K.P. two squares.   | 1. K.P. two squares. |
| 2. K.B.P. two squares. | 2. K.P. takes P.     |

- |                                  |                                          |
|----------------------------------|------------------------------------------|
| 3. <i>K. Kt. to B. third.</i>    | 3. <i>K. Kt. P. two squares.</i>         |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>          |
| 5. <i>K. Kt. to K. fifth.</i>    | 5. <i>Q. checks.</i>                     |
| 6. <i>K. to B. square.</i>       | 6. <i>P. to K. B. sixth.</i>             |
| 7. <i>P. takes P.</i>            | 7. <i>K. Kt. to B. third.</i>            |
| 8. <i>Q. to K. square.</i>       | 8. <i>Q. to K. R. sixth.<sup>+</sup></i> |
9. If you move *K. to Kt. square*, he will win *K. Kt.* by checking with *K. B.* If you play *K. to B. second*, he will also check with *K. B.*, and on your playing *K. to K. second*, he will play *Q. P. one square*, winning *K. Kt.* at the least ; therefore,
- |                         |                             |
|-------------------------|-----------------------------|
| <i>K. to K. second.</i> | 9. <i>Q. P. one square.</i> |
|-------------------------|-----------------------------|
- |                                |                                       |
|--------------------------------|---------------------------------------|
| 10. <i>Kt. takes K. Kt. P.</i> | 10. <i>K. Kt. takes Kt.</i>           |
| 11. <i>P. takes K. Kt.</i>     | 11. <i>Q. B. takes P.<sup>+</sup></i> |
| 12. <i>K. to B. second.</i>    | 12. <i>K. B. to K. second.</i>        |
13. If you play *K. to Kt. square*, he will move *Q. B. to K. B. sixth, &c.* But if
- |                        |                          |
|------------------------|--------------------------|
| <i>Q. to K. third.</i> | 13. <i>K. B. checks.</i> |
|------------------------|--------------------------|
- |                              |                                                   |
|------------------------------|---------------------------------------------------|
| 14. <i>K. to Kt. square.</i> | 14. <i>Q. B. to K. B. sixth, and wins easily.</i> |
|------------------------------|---------------------------------------------------|

## FIFTH DEFENCE.

- |                                  |                             |
|----------------------------------|-----------------------------|
| 8. <i>Q. to K. second.</i>       | 8. <i>Q. P. one square.</i> |
| 9. <i>K. Kt. takes K. Kt. P.</i> | 9. <i>K. Kt. takes Kt.</i>  |
| 10. <i>P. takes K. Kt.</i>       | 10. <i>Q. B. takes P.</i>   |
11. If you play *Q. to K. third*, he will check with *Q. B.*, and then move *K. B. to K. R. third*, or *K. R. to K. Kt. square.* But if
- |                            |                                              |
|----------------------------|----------------------------------------------|
| <i>Q. to K. B. second.</i> | 11. <i>Q. B. to K. R. sixth.<sup>+</sup></i> |
|----------------------------|----------------------------------------------|
- |                             |                                                                            |
|-----------------------------|----------------------------------------------------------------------------|
| 12. <i>K. to K. square.</i> | 12. <i>Q. takes P.<sup>+</sup></i>                                         |
| 13. <i>Q. to K. second.</i> | 13. <i>Q. takes Q.</i>                                                     |
| 14. <i>K. takes Q.</i>      | 14. <i>Q. Kt. to Q. B. third, having a Pawn more, and a good position.</i> |

## SIXTH DEFENCE.

- |                                |                             |
|--------------------------------|-----------------------------|
| 8. <i>K. R. P. one square.</i> | 8. <i>P. takes K. R. P.</i> |
|--------------------------------|-----------------------------|
9. If you take *P.* with *K. B.*, checking, he will play *K. to*

K. second ; and on the removal of your Bishop, he will play Q. to K. Kt. sixth. But suppose you play

*In the first place,*

- |                                                                                                                                                                                                                                                         |                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| K. Kt. to its fourth.                                                                                                                                                                                                                                   | 9. Kt. takes Kt.        |
| 10. P. takes Kt.                                                                                                                                                                                                                                        | 10. Q. to K. Kt. sixth. |
| 11. If you play K. R. to K. Kt. square, he will check with Q. at K. B. fifth, and if you play K. to K. second, he will play Q. P. two squares ; but if you play K. to K. square, he may play K. B. to K. second, having every way the best of the game. |                         |

*In the second place,*

- |                             |                                  |
|-----------------------------|----------------------------------|
| 9. Q. P. two squares.       | 9. Q. P. one square.             |
| 10. K. Kt. to Q. third.     | 10. Kt. to K. R. fourth.         |
| 11. Q. to K. square.        | 11. K. Kt. checks.               |
| 12. K. to Kt. square.       | 12. R. to K. Kt. square.         |
| 13. K. to R. second square. | 13. Kt. to K. seventh, and wins. |

*In the third place,*

- |                                                                                                                                                                                                                                                                                                            |                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 9. Q. to K. square.                                                                                                                                                                                                                                                                                        | 9. Q. to K. Kt. fourth.          |
| 10. K. Kt. to its fourth.                                                                                                                                                                                                                                                                                  | 10. Kt. takes Kt.                |
| 11. P. takes Kt.                                                                                                                                                                                                                                                                                           | 11. Q. takes P.                  |
| 12. If you play K. R. to K. Kt. square, he will check with Q. at K. B. sixth, then exchange Queens, and afterwards play K. B. to Q. B. fourth. If you play R. to K. R. second, he will play K. R. to Kt. square ; and on your playing K. R. to B. second, he will advance P. to K. R. seventh. But suppose |                                  |
| Q. to K. second.                                                                                                                                                                                                                                                                                           | 12. K. R. P. two squares.        |
| 13. Q. Kt. to Q. B. third.                                                                                                                                                                                                                                                                                 | 13. K. R. to Kt. square.         |
| 14. Q. takes Q. (A.)                                                                                                                                                                                                                                                                                       | 14. P. takes Q.                  |
| 15. Kt. to Q. fifth.                                                                                                                                                                                                                                                                                       | 15. K. to Q. square.             |
| 16. Q. P. two squares.                                                                                                                                                                                                                                                                                     | 16. Q. B. P. one square.         |
| 17. Kt. to K. B. sixth.                                                                                                                                                                                                                                                                                    | 17. K. R. to Kt. third.          |
| 18. K. P. one square.                                                                                                                                                                                                                                                                                      | 18. Q. P. two squares.           |
| 19. K. B. to Q. third.                                                                                                                                                                                                                                                                                     | 19. K. Kt. P. one sq., and wins. |

## (A.)

- |                                                                                                                                                                                                                         |                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 14. K. to K. square.                                                                                                                                                                                                    | 14. K.B. to K. second.            |
| 15. If you play K.R. to K.B. square, he will check with Q. at K.R. fifth, and on your playing Q. to K.B. second, as the best move, he will play K.R. to Kt. seventh, having a very fine game. But if Q.Kt. to Q. fifth. | 15. Q. to K.R. fifth.+            |
| 16. If you play K. to B. square, he wins by playing Q. to K. Kt. sixth. If you interpose Q., he will take K.P.; therefore,                                                                                              |                                   |
| K. to Q square.                                                                                                                                                                                                         | 16. Q.B.P. one square.            |
| 17. Kt. to Q.B. seventh.+                                                                                                                                                                                               | 17. K. to Q. square.              |
| 18. Kt. takes Q.R.                                                                                                                                                                                                      | 18. Q.P. two squares.             |
| 19. Q. to K. square.                                                                                                                                                                                                    | 19. Q.P. takes B.                 |
| 20. Q. takes Q.                                                                                                                                                                                                         | 20. B. takes Q.                   |
| 21. Q.P. two squares.                                                                                                                                                                                                   | 21. Q.B. checks.                  |
| 22. K. to Q. second.                                                                                                                                                                                                    | 22. K.B. to K.Kt. sixth.          |
| 23. K. to Q.B. third.                                                                                                                                                                                                   | 23. P. to K.R. seventh.           |
| 24. B. to K. third.                                                                                                                                                                                                     | 24. Q.B. to K.B. sixth, and wins. |

*In the fourth place,*

- |                                                                                                                                                                                         |                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| 9. K.Kt. takes K.B.P.                                                                                                                                                                   | 9. Q.P. two squares.       |
| 10. If you take K.R., he will take K.B., secure of gaining K.Kt., besides having a strong attack. But if K.B. takes P.                                                                  | 10. Kt. takes K.B.         |
| 11. Kt. takes K.R.                                                                                                                                                                      | 11. Q. to K.Kt. sixth.     |
| 12. If you play Q. to K. second, he will move Kt. to K.B. fifth, and on your playing Q. to K.B. second, he will check with Q. at K. Kt. seventh, winning K.R. and the game ; therefore, |                            |
| R. to K.Kt. square.                                                                                                                                                                     | 12. P. to K.R. seventh.    |
| 13. R. takes Q.                                                                                                                                                                         | 13. P. becomes Q.+         |
| 14. R. to K.Kt. square.                                                                                                                                                                 | 14. Q.B. checks.           |
| 15. K. to K. second.                                                                                                                                                                    | 15. Q. to K.R. seventh.+   |
| 16. K. to Q. third.                                                                                                                                                                     | 16. Kt. to K.B. fifth.+    |
| 17. K. to K. third.                                                                                                                                                                     | 17. He may check with K.B. |

and, on your interposing Q. P., take it, winning K. R. ;  
or he may play

Q. Kt. to B. third.

18. Q. B. P. one square.

18. K. B. checks.

19. Q. P. two squares.

19. K. castles.

20. Kt. to K. B. seventh.

20. R. takes Q. P., and wins.

## SALVIO GAMBIT.

---

THIS peculiar Gambit was first published in SALVIO's valuable TREATISE ON CHESS in 1604. Salvio was not the inventor of it, as he states that he first saw it noticed in a Portuguese work. I know not the work to which he refers.

This Gambit varies from the common King's Gambit on the sixth move of the second player, where, instead of moving the Gambit Pawn one square, or playing K. Kt. to K. R. third, to defend K. B. P., which are the usual moves, he plays K. Kt. to K. B. third square, leaving the K. B. P. undefended.

The move is ingenious, and may be played with advantage when the player receives the odds of a piece.

---

### FIRST GAME.

#### White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *K. Kt. to K. fifth.*
6. *K. to K. B. square.*

#### Black.

1. *K. P. two squares.*
  2. *K. P. takes P.*
  3. *K. Kt. P. two squares.*
  4. *K. Kt. P. one square.*
  5. *Q. checks.*
  6. *K. Kt. to K. B. third.*
7. If you take K. B. P. with K. Kt., he will play Q. P. two squares, winning two pieces for a Rook. The best move is to play Q. to K. square. But suppose you play



- K. B. takes K. B. P.+      7. K. to K. second ; as he  
may play K. to Q. square, there will be a Variation on  
this move.
- |                           |                             |
|---------------------------|-----------------------------|
| 8. K. B. to Q. Kt. third. | 8. Q. P. one square.        |
| 9. K. Kt. to Q. third.    | 9. K. Kt. to K. R. fourth.  |
| 10. Q. to K. square.      | 10. K. Kt. P. one square.   |
| 11. K. to K. Kt. square.  | 11. K. B. to K. Kt. second. |
| 12. Q. B. P. one square.  | 12. Q. to K. Kt. fourth.    |

Black has a better position than the White.

### VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

7. K. to Q. square ; this is  
not so good a move as K. to K. second, because it does  
not compel the adversary to move K. B., but, like  
many other bad moves, it ceases to be so if not pro-  
perly taken advantage of.

#### FIRST METHOD.

8. You ought not to remove K. B., but should play as  
below. But suppose  
K. B. to Q. Kt. third.      8. K. Kt. to K. R. fourth.
9. If you take K. Kt. P. with Q., or with K. Kt., he will win  
by checking with K. Kt., &c. ; therefore,  
K. Kt. to K. B. seventh.+      9. K. to K. square.
- |                             |                           |
|-----------------------------|---------------------------|
| 10. K. Kt. takes K. R. (A.) | 10. K. Kt. to its sixth.+ |
| 11. K. to K. Kt. square.    | 11. K. B. checks.         |
| 12. Q. P. two squares.      | 12. K. B. takes Q. P.+    |
| 13. Q. takes B.             | 13. Kt. checks K. and Q.  |

(A.)

- |                        |                           |
|------------------------|---------------------------|
| 10. Q. P. two squares. | 10. K. Kt. to its sixth.+ |
|------------------------|---------------------------|

#### FIRST DEFENCE.

- |                        |                     |
|------------------------|---------------------|
| 11. K. R. P. takes Kt. | 11. Q. takes K. R.+ |
| 12. K. to K. second.   | 12. Q. takes P.+    |

- |                      |                                       |
|----------------------|---------------------------------------|
| K. to K. square.     | 13. Q. to K. Kt. eighth. <sup>+</sup> |
| 14. K. to K. second. | 14. P. checks.                        |
| 15. K. to Q. second. | 15. Q. takes Q. P. <sup>+</sup>       |
| 16. K. to K. square. | 16. P. checks.                        |
| 17. K. to K. second. | 17. Q. takes K. P. <sup>+</sup>       |

11. K. to K.Kt. square.      11. Kt. takes K.R.  
12. K. takes Kt.                12. K.Kt.P. one square.

|                                                                            |                                      |
|----------------------------------------------------------------------------|--------------------------------------|
| 13. K.R.P. one square.                                                     | 13. Q.P. two squares.                |
| 14. If you take Q.P., he will win easily by taking K.R.P. with Q.B. But if |                                      |
| Q. to K.B. third.                                                          | 14. Q.B. takes K.R.P.                |
| 15. P. takes Q.B.                                                          | 15. Q. takes P. <sup>+</sup>         |
| 16. K. to Kt. square.                                                      | 16. Q. to K.R. seventh. <sup>+</sup> |
| 17. K. to K.B. square.                                                     | 17. K.R. to K.Kt. square.            |
| 18. Q. to K.Kt. second.                                                    | 18. P. to K.B. sixth, and wins.      |

|                         |                                                           |
|-------------------------|-----------------------------------------------------------|
| 13. Q. to K.Kt. square. | 13. K.B. to K.Kt. second.                                 |
| 14. Q.B.P. one square.  | 14. K.R. to K.B. square.                                  |
| 15. K.Kt. to K. fifth.  | 15. K.B. takes Kt.                                        |
| 16. Q.P. takes B.       | 16. Q.Kt. to Q.B. third, and<br>has the best of the game. |

|                                          |                                       |
|------------------------------------------|---------------------------------------|
| 8. K. B. to Q. B. fourth.                | 8. K.Kt. to K. R. fourth.             |
| 9. K. Kt. to K. B. seventh. <sup>+</sup> | 9. K. to K. square.                   |
| 10. Kt. takes K. R.                      | 10. K. Kt. to its sixth. <sup>+</sup> |

*In the first place,*

- |                          |                     |
|--------------------------|---------------------|
| 11. K. R. P. takes Kt.   | 11. Q. takes K. R.† |
| 12. K. to K. second.     | 12. P. checks.      |
| 13. P. takes P.          | 13. P. takes P.†    |
| 14. Must lose the Queen. |                     |

*In the second place,*

- |                                                                                                                                  |                                                                                                                                                                                                                                    |
|----------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11. K. to K. Kt. square.                                                                                                         | 11. K. B. to K. Kt. second.                                                                                                                                                                                                        |
| 12. Q. P. two squares.                                                                                                           | 12. Kt. takes K. R.                                                                                                                                                                                                                |
| 13. K. takes Kt.                                                                                                                 | 13. K. Kt. P. one square.                                                                                                                                                                                                          |
| 14. K. R. P. one square.                                                                                                         | 14. Q. P. one square ; if he<br>were to play this Pawn two squares, you might take it<br>with K. B., and if he then took K. R. P. with Q. B. you<br>check with K. B. at its seventh, and afterwards play Q.<br>to K. R. fifth, &c. |
| 15. If you play K. Kt. to K. B. seventh, he will take K. R. P.<br>with Q. B., and win. You should play<br>K. B. to its seventh.† | 15. K. to K. B. square.                                                                                                                                                                                                            |
| 16. Q. to K. R. fifth.                                                                                                           | 16. Q. takes Q.                                                                                                                                                                                                                    |
| 17. K. B. takes Q.                                                                                                               | 17. K. B. takes Kt.                                                                                                                                                                                                                |
| 18. Q. B. P. one square, and will afterwards win the Gambit<br>Pawn, and have the best of the game.                              |                                                                                                                                                                                                                                    |

THIRD METHOD.

8. Q. P. two squares.

*In the first place,*

- |                                                                                          |                                                                                                      |
|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
|                                                                                          | 8. K. Kt. takes K. P.                                                                                |
| 9. Q. to K. square ; it would be bad play to move Q. to K.<br>second. See Variation (A.) | 9. If he check with Kt. at its<br>sixth, you should play K. to K. Kt. square ; but if<br>Q. takes Q. |
| 10. K. takes Q.                                                                          | 10. Q. P. one square.                                                                                |
| 11. K. Kt. to Q. third.                                                                  | 11. K. B. to K. Kt. second.                                                                          |
| 12. Q. B. P. one square.                                                                 | 12. K. R. to K. B. square.                                                                           |
| 13. K. B. to Q. fifth, and will afterwards win the Gambit<br>Pawn.                       |                                                                                                      |

(A.)

- |                        |                                                                                                                                 |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| 9. Q. to K. second.    | 9. K.Kt. to its sixth. <sup>+</sup>                                                                                             |
| 10. P. takes K.Kt.     | 10. Q. takes R. <sup>+</sup>                                                                                                    |
| 11. K. to K.B. second. | 11. P. takes P. <sup>+</sup>                                                                                                    |
| 12. K. takes P.        | 12. If he take Q.B., you will<br>checkmate him in two moves ; therefore,<br>K.B. to K. second, and<br>has the best of the game. |

*In the second place,*

- |                                                |                              |
|------------------------------------------------|------------------------------|
|                                                | 8. Q.P. one square.          |
| 9. K.Kt. to Q. third.                          | 9. P. to K.B. sixth.         |
| 10. K.Kt. to K.B. second.                      | 10. P. takes P. <sup>+</sup> |
| 11. K. takes P., and has the best of the game. |                              |

*In the third place,*

- |                                                                                                                                                                                                       |                                    |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|
|                                                                                                                                                                                                       | 8. P. to K.B. sixth.               |
| 9. If you play K.Kt. P. one square, he will check with Q,<br>and have a fine game. It is better to play<br>Q.Kt. to Q.B. third.                                                                       | 9. Q.P. one square.                |
| 10. K.Kt. to Q. third.                                                                                                                                                                                | 10. P. takes K.Kt.P. <sup>+</sup>  |
| 11. K. takes P.                                                                                                                                                                                       | 11. Q. to K.R. sixth. <sup>+</sup> |
| 12. If you play K. to K.B. second, he will check with<br>K.Kt.P., in order, on your taking it, to check with<br>K.Kt. which would give him the best of the game;<br>therefore,<br>K. to K.Kt. square. | 12. K.B. to K.R. third.            |

There is not much difference in the game.

## SECOND GAME.

**White.**

**Black.**

- |                         |                          |
|-------------------------|--------------------------|
| 1. K.P. two squares.    | 1. K.P. two squares.     |
| 2. K.B.P. two squares.  | 2. K.P. takes P.         |
| 3. K.Kt. to K.B. third. | 3. K.Kt. P. two squares. |

- |                         |                                                                                                                                                                                               |
|-------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4. K.B. to Q.B. fourth. | 4. K.Kt. P. one square.                                                                                                                                                                       |
| 5. K.Kt. to K. fifth.   | 5. Q. checks.                                                                                                                                                                                 |
| 6. K. to K.B. square.   | 6. K.Kt. to K.B. third.                                                                                                                                                                       |
| 7. Q. to K. square.     | 7. If he play Q. to K.Kt. fourth, or to K.R. third, you take K.B.P. with K.Kt. If he play K.Kt.P. one square, you take K.B.P. with K.B., and afterwards play K.Kt. to K.B. third ; therefore, |
|                         | Q. takes Q.                                                                                                                                                                                   |
| 8. K. takes Q.          | 8. If he play Q.P. one sq., you take K.B.P. with K. Kt. ; and if he move K.R. to K.Kt. square, you take Q.P., checking, and then take K.R. with K.B. But if                                   |

K.Kt. takes P.

- |                   |                     |
|-------------------|---------------------|
| 9. K.B. takes P.+ | 9. K. to K. second. |
|-------------------|---------------------|

*In the first place,*

- |                          |                          |
|--------------------------|--------------------------|
| 10. K.B. to Q.Kt. third. | 10. K.Kt. to K.B. third. |
| 11. Q.P. two squares.    | 11. Q.P. one square.     |
| 12. K.Kt. to Q. third.   | 12. P. to K.B. sixth.    |
| 13. K.Kt.P. takes P.     | 13. P. takes P.          |
| 14. K. to K.B. second.   |                          |

The game is nearly equal, as Black cannot long defend the Pawn at K.B. sixth.

*In the second place,*

- |                                                                    |                                                                                                   |
|--------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
| 10. K.B. to K.R. fifth.                                            | 10. If he advance the Gambit Pawn, you should play K.Kt.P. one square. But if K.Kt.P. one square. |
| 11. K.R.P. one square.                                             | 11. Q.P. one square.                                                                              |
| 12. K.Kt. to Q. third.                                             | 12. K.B. to K.R. third.                                                                           |
| 13. Q.Kt. to Q.B. third.                                           | 13. K.Kt. to K.B. third.                                                                          |
| 14. K.B. to its third.                                             | 14. Q.B.P. one square.                                                                            |
| 15. Q.Kt. to K. second, recovers the Pawn, with a better position. |                                                                                                   |

## CUNNINGHAM GAMBIT,

OR,

### THE THREE PAWNS' GAMBIT OF CAPTAIN BERTIN.

---

#### FIRST GAME.

**White.**

**Black.**

- |                                                                                      |                               |
|--------------------------------------------------------------------------------------|-------------------------------|
| 1. <i>K. P. two squares.</i>                                                         | 1. <i>K. P. two squares.</i>  |
| 2. <i>K. B. P. two squares.</i>                                                      | 2. <i>K. P. takes P.</i>      |
| 3. <i>K. Kt. to K. B. third.</i>                                                     | 3. <i>K. B. to K. second.</i> |
| 4. <i>K. B. to Q. B. fourth.</i>                                                     | 4. <i>K. B. checks.</i>       |
| 5. The best move is to play <i>K. to B. square</i> ; see the Third Game. But suppose |                               |
| <i>K. Kt. P. one square.</i>                                                         | 5. <i>P. takes K. Kt. P.</i>  |
| 6. <i>K. castles.</i>                                                                | 6. <i>P. takes K. R. P. +</i> |
| 7. <i>K. to K. R. square.</i>                                                        |                               |

#### FIRST DEFENCE.

- |                                  |                               |
|----------------------------------|-------------------------------|
|                                  | 7. <i>K. B. to K. second.</i> |
| 8. <i>K. B. takes K. B. P. +</i> |                               |

*In the first place,*

- |                                  |                                        |
|----------------------------------|----------------------------------------|
|                                  | 8. <i>K. takes B.</i>                  |
| 9. <i>K. Kt. to K. fifth. ++</i> | 9. If he play <i>K. to K. square</i> , |
| he loses the Queen ; therefore,  |                                        |
|                                  | <i>K. to K. third.</i>                 |

- |                          |                              |
|--------------------------|------------------------------|
| 10. Q. to K.Kt. fourth.+ | 10. K. takes Kt.             |
| 11. Q. to K.B. fifth.+   | 11. K. to Q. third or fifth. |
| 12. Q. checkmates.       |                              |

*In the second place,*

- |                                                                   |                           |
|-------------------------------------------------------------------|---------------------------|
|                                                                   | 8. K. to K.B. square.     |
| 9. K.Kt. to K. fifth.                                             | 9. K.Kt. to K.B. third.   |
| 10. K.B. to Q.Kt. third.                                          | 10. Q. to K. square.      |
| 11. K.Kt. to K.B. seventh.                                        | 11. K.R. to K.Kt. square. |
| 12. K.P. one square.                                              | 12. Q.P. two squares.     |
| 13. P. takes K.Kt.                                                | 13. P. takes P.           |
| 14. K.B. takes Q.P., and you have evidently the best of the game. |                           |

SECOND DEFENCE.

7. K.B. to K.B. third.
8. You might, against an inferior player, move K.Kt. to K. fifth, and if he took K.Kt., play Q. to K.R. fifth, &c.; but it is better to play
- |                                                                                                                   |                         |
|-------------------------------------------------------------------------------------------------------------------|-------------------------|
| K.P. one square.                                                                                                  | 8. Q.P. two squares.    |
| 9. P. takes K.B.                                                                                                  | 9. K.Kt. takes P.       |
| 10. K.B. to Q.Kt. third.                                                                                          | 10. Q.B. to K. third.   |
| 11. Q.P. two squares.                                                                                             | 11. K.Kt. to K. fifth.  |
| 12. Q.B. to K.B. fourth.                                                                                          | 12. K.B.P. two squares. |
| 13. Q.Kt. to Q. second, and will afterwards win P. at K.R. second, with a game at least equal to his adversary's. |                         |

THIRD DEFENCE.

- |                                                  |                          |
|--------------------------------------------------|--------------------------|
|                                                  | 7. Q. to K. second.      |
| 8. Q.Kt. to Q.B. third.                          | 8. Q.B.P. one square.    |
| 9. Q.P. two squares.                             | 9. Q.P. one square.      |
| 10. K.Kt. takes K.B.                             | 10. Q. takes K.Kt.       |
| 11. K.B. takes K.B.P.+                           | 11. K. to Q. square.     |
| 12. Q. to K.B. third.                            | 12. K.Kt. to K.B. third. |
| 13. K.P. one square, and you have a good attack. |                          |
-

## SECOND GAME.

**White.****Black.**

- |                                                                                          |                                  |
|------------------------------------------------------------------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>                                                             | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>                                                          | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i>                                                         | 3. <i>K. B. to K. second.</i>    |
| 4. <i>K. B. to Q. B. fourth.</i>                                                         | 4. <i>K. B. checks.</i>          |
| 5. <i>K. Kt. P. one square.</i>                                                          | 5. <i>P. takes P.</i>            |
| 6. <i>K. castles.</i>                                                                    | 6. <i>P. takes P. +</i>          |
| 7. <i>K. to K. R. square.</i>                                                            | 7. <i>Q. P. two squares.</i>     |
| 8. If you take P. with P., he will play K. B. to K. second; therefore,<br>K. B. takes P. | 8. <i>K. Kt. to K. B. third.</i> |

*In the first place,*

- |                                                                                                                                                                                                                 |                                                                |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------|
| 9. <i>K. B. takes K. B. P. +</i>                                                                                                                                                                                | 9. <i>K. takes K. B.</i>                                       |
| 10. <i>K. Kt. takes K. B.</i>                                                                                                                                                                                   | 10. <i>K. R. to K. B. square.</i>                              |
| 11. You cannot gain a piece by advancing K. P. one square, because he would check with Q. at Q. fourth, compelling you to interpose K. Kt. ; he would then remove K. Kt. &c. ; therefore,<br>Q. P. two squares. | 11. <i>K. to Kt. square.</i>                                   |
| 12. <i>Q. B. to K. Kt. fifth.</i>                                                                                                                                                                               | 12. <i>K. Kt. takes K. P.</i>                                  |
| 13. <i>Q. B. takes Q.</i>                                                                                                                                                                                       | 13. <i>K. R. takes R. +</i>                                    |
| 14. <i>Q. takes R.</i>                                                                                                                                                                                          | 14. <i>Kt. to K. Kt. sixth. +</i>                              |
| 15. <i>K. takes P.</i>                                                                                                                                                                                          | 15. <i>Kt. takes Q., checks, and has the best of the game.</i> |

*In the second place,*

- |                                                                                    |                                   |
|------------------------------------------------------------------------------------|-----------------------------------|
| 9. If you take K. B., he will take K. B. with K. Kt. But if K. B. to Q. Kt. third. | 9. <i>K. Kt. takes K. P.</i>      |
| 10. <i>Q. to K. second.</i>                                                        | 10. <i>Q. to K. second.</i>       |
| 11. <i>K. B. takes K. B. P. +</i>                                                  | 11. <i>K. to K. B. square.</i>    |
| 12. <i>Q. takes P.</i>                                                             | 12. <i>Kt. to K. Kt. sixth. +</i> |
| 13. <i>K. to K. Kt. second.</i>                                                    | 13. <i>Kt. takes K. R.</i>        |
| 14. <i>Q. takes K. B.</i>                                                          | 14. <i>Q. takes Q.</i>            |



- |                  |                 |
|------------------|-----------------|
| 15. Kt. takes Q. | 15. K. takes B. |
| 16. K. takes Kt. |                 |

Black has clearly the best of the game. This defence is taken from Stamma's work.

### THIRD GAME.

#### White.

#### Black.

- |                                  |                               |
|----------------------------------|-------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>  |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>      |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. B. to K. second.</i> |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. B. checks.</i>       |
5. K. to K. B. square ; this is the best move you can play, as it prevents his defending the Gambit Pawn, as in the ordinary Gambits.
5. K. Kt. to K. R. third ; if, instead of this move, he play K. Kt. P. two squares, you would take K. B. If he play K. B. to K. Kt. fourth, you play Q. P. two squares, and afterwards take K. B., and then play Q. to K. B. third, winning the Gambit Pawn.
- |                                  |                                            |
|----------------------------------|--------------------------------------------|
| 6. <i>Q. P. two squares.</i>     | 6. <i>K. Kt. to its fifth.</i>             |
| 7. <i>Q. to K. second.</i>       | 7. <i>K. Kt. to K. B. seventh.</i>         |
| 8. <i>K. Kt. takes K. B.</i>     | 8. <i>K. Kt. takes R.</i>                  |
| 9. <i>K. Kt. to K. B. third.</i> | 9. <i>K. Kt. to its sixth.<sup>+</sup></i> |
| 10. <i>K. R. P. takes Kt.</i>    | 10. <i>P. takes P.</i>                     |
11. Q. B. to K. B. fourth, and will afterwards take P. at K. Kt. third, and have the best of the game.

## THE MUZIO GAMBIT.

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THE first notice of this Gambit occurs in SALVIO's celebrated Treatise, published at Naples in 1604; he states that it was sent to him by SIGNOR MUZIO, and that it occurred casually between Don Geronimo Cascio and another player.

In Sarratt's posthumous work, published in 1821, will be found, at considerable length, the Attack and Defence of this peculiar game, both of which were written by myself expressly for that work. Within these few years a new and better method of Attack has been discovered, to which at present there is no adequate Defence. I shall, in the first place, give an outline of the ordinary Attack and Defence, and afterwards, more fully, the improved method of Attack.

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### FIRST GAME.

#### White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *K. castles.*

#### Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P. two squares.*
4. *K. Kt. P. one square.*
5. *P. takes K. Kt.*

This sacrifice of the K. Kt. constitutes the Muzio Gambit. The Attack would probably be irresistible if, in castling, the King were played to K. R. square, according to the practice in Italy. The White has now two modes of play, viz. Q. P. two squares, or Q. takes P.; the latter is the usual and most attacking move, but in this game I shall suppose you to play

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|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6. Q. P. two squares. | 6. If he were now to play Q. to K. B. third, you should advance K. P. one square, and afterwards take the Pawn with the Queen. The best move is Q. P. two squares; see the Second Game. But suppose |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

FIRST DEFENCE.

P. takes K. Kt. P.

7. K. B. takes K. B. P. +

*In the first place,*

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|--------------------------|----------------------------|
| 8. K. R. takes P. +      | 7. K. takes K. B.          |
| 9. K. P. one square.     | 8. K. Kt. to K. B. third.  |
| 10. Q. to K. R. fifth. + | 9. K. B. to K. Kt. second. |

No. I.

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|-----------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 11. P. takes K. Kt.                           | 10. K. to K. Kt. square.                                                                                                                         |
| 12. K. R. to K. Kt. fourth. +                 | 11. K. B. takes P.                                                                                                                               |
|                                               | 12. If he play K. B. to K. Kt. second, you may take it with K. R., and afterwards check with Q. B. at K. R. sixth, winning the Queen; therefore, |
|                                               | K. to K. B. square.                                                                                                                              |
| 13. Q. B. checks.                             | 13. K. to K. second.                                                                                                                             |
| 14. K. R. to K. fourth, checks, and will win. |                                                                                                                                                  |

No. II.

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|---------------------|-------------------------|
| 11. P. takes K. Kt. | 10. K. to K. B. square. |
|                     | 11. K. B. takes P.      |

12. K.R. takes K.B.+      12. Q. takes K.R.  
 13. Q.B. checks, and wins the Queen at the least.

## No. III.

10. K. to K. second.  
 11. P. takes K.Kt.+      11. K.B. takes P.  
 12. K.R. takes B.      12. Cannot take K.R. without  
     losing the Queen. If he play  
     Q. to K. square.  
 13. Q. to K. fifth.+      13. K. to Q. square.  
 14. Q.B. to K.Kt. fifth.      14. Q. takes Q.  
 15. K.R. checkmates.

## No. IV.

10. K. to K. third.  
 11. P. takes K.Kt.      11. K.B. takes P.  
 12. K.R. to K. fourth.+      12. K.B. interposes.  
 13. K.R. takes B.+      13. K. to K.B. third.  
 14. Q.B. checks.      14. K. to K.Kt. second.,  
 15. Q.B. to K.R. sixth.+      15. K. to K.Kt. square.  
 16. R. to K. eighth.+      16. Q. takes R.  
 17. Q. takes Q., checkmating.

*In the second place,*

7. K. to K. second.  
 8. K.R. takes P.      8. K.B. to K.R. third.  
 9. K.R. to K.B. second.      9. K.B. takes B.  
 10. Q. takes B.      10. K.Kt. to B. third.  
 11. Q. to K.Kt. fifth.      11. K. takes K.B.  
 12. K.P. one square.      12. Q. to K.Kt. square.  
 13. Q. takes K.Kt.+      13. K. to K. square.  
 14. Q.Kt. to Q.B. third, and you have a very strong attack,  
     as you threaten to play Q.Kt. to Q. fifth, to Q.Kt.  
     fifth, or to K. fourth.

## SECOND DEFENCE.

1. K.P. two squares.      1. K.P. two squares.  
 2. K.B. P. two squares.      2. K.P. takes P.

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|-----------------------------------------------------------------------|----------------------------------|
| 3. <i>K. Kt. to K. B. third.</i>                                      | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i>                                      | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>K. castles.</i>                                                 | 5. <i>P. takes K. Kt.</i>        |
| 6. <i>Q. P. two squares.</i>                                          | 6. <i>Q. to K. B. third.</i>     |
| 7. <i>K. P. one square.</i>                                           | 7. <i>Q. to K. B. fourth.</i>    |
| 8. <i>Q. takes P.</i>                                                 | 8. <i>K. B. to K. R. third.</i>  |
| 9. <i>Q. Kt. to Q. B. third.</i>                                      | 9. <i>K. Kt. to K. second.</i>   |
| 10. <i>Q. Kt. to K. fourth.</i>                                       | 10. <i>K. castles.</i>           |
| 11. <i>Q. Kt. to K. B. sixth.+</i>                                    | 11. <i>K. to K. R. square.</i>   |
| 12. <i>K. B. to Q. third.</i>                                         | 12. <i>Q. to K. third.</i>       |
| 13. <i>Q. to K. R. fifth, and you have much the best of the game.</i> |                                  |

## SECOND GAME.

**White.**

**Black.**

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|-------------------------------------------|----------------------------------------|
| 1. <i>K. P. two squares.</i>              | 1. <i>K. P. two squares.</i>           |
| 2. <i>K. B. P. two squares.</i>           | 2. <i>K. P. takes P.</i>               |
| 3. <i>K. Kt. to K. B. third.</i>          | 3. <i>K. Kt. P. two squares.</i>       |
| 4. <i>K. B. to Q. B. fourth.</i>          | 4. <i>K. Kt. P. one square.</i>        |
| 5. <i>K. castles.</i>                     | 5. <i>P. takes K. Kt.</i>              |
| 6. <i>Q. P. two squares.</i>              | 6. <i>Q. P. two squares.</i>           |
| <i>In the first place,</i>                |                                        |
| 7. <i>K. B. takes P.</i>                  | 7. <i>Q. B. to K. Kt. fifth.</i>       |
| 8. <i>K. R. to K. B. second.</i>          | 8. <i>Q. B. P. one square.</i>         |
| 9. <i>K. B. to Q. Kt. third.</i>          | 9. <i>K. B. to K. R. third.</i>        |
| 10. <i>Q. Kt. to Q. B. third.</i>         | 10. <i>K. Kt. to K. second.</i>        |
| 11. <i>K. P. one square.</i>              | 11. <i>K. Kt. to its third square,</i> |
| <i>and has much the best of the game.</i> |                                        |

*In the second place,*

- |                                                               |                                     |
|---------------------------------------------------------------|-------------------------------------|
| 7. <i>K. P. takes P.</i>                                      | 7. <i>Q. B. to K. Kt. fifth.</i>    |
| 8. <i>K. R. to K. B. second.</i>                              | 8. <i>If he were to play K. Kt.</i> |
| <i>to K. B. third, you should play Q. to Q. third. But if</i> |                                     |
| <i>K. B. to Q. third.</i>                                     |                                     |

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|----------------------------|---------------------------|
| 9. Q. Kt. to Q. second.    | 9. K. Kt. to K. B. third. |
| 10. Q. Kt. takes P.        | 10. K. Kt. to K. fifth.   |
| 11. Q. to K. square.       | 11. K. B. P. two squares. |
| 12. Kt. to Q. second.      | 12. Q. to K. second.      |
| 13. Kt. takes K. Kt.       | 13. K. B. P. takes Kt.    |
| 14. Q. B. takes P.         | 14. Q. Kt. to Q. second.  |
| 15. Q. to Q. second.       | 15. K. R. P. one square.  |
| 16. Q. R. to K. B. square. | 16. K. castles with Q. R. |

The game is in favour of the Black.

### THIRD GAME.

**White.**

**Black.**

- |                                  |                                                       |
|----------------------------------|-------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                          |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>                              |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P two squares.</i>                       |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>                       |
| 5. <i>K. castles.</i>            | 5. <i>P. takes K. Kt.</i>                             |
| 6. <i>Q. takes P.</i>            | 6. <i>Q. to K. second square;</i>                     |
|                                  | this move was formerly considered the best; it is not |
|                                  | however so good as Q. to K. B. third.                 |
| 7. <i>Q. P. two squares.</i>     |                                                       |

#### FIRST DEFENCE.

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|--------------------------|---------------------------------|
|                          | 7. <i>K. B. to K. R. third.</i> |
| 8. <i>Q. B. takes P.</i> |                                 |

*In the first place,*

- |                                      |                                  |
|--------------------------------------|----------------------------------|
|                                      | 8. <i>Q. P. one square.</i>      |
| 9. <i>Q. B. takes B.</i>             | 9. <i>K. Kt. takes B.</i>        |
| 10. <i>Q. to K. R. fifth.</i>        | 10. <i>Q. to K. B. square.</i>   |
| 11. <i>K. R. to K. B. sixth.</i>     | 11. <i>K. Kt. to its square.</i> |
| 12. <i>K. R. takes K. B. P.</i>      | 12. <i>Q. to K. R. third.</i>    |
| 13. <i>K. R. to K. B. eighth. ++</i> | 13. <i>K. removes.</i>           |
| 14. <i>Q. checkmates.</i>            |                                  |

*In the second place,*

- |                                                                                                  |                                |
|--------------------------------------------------------------------------------------------------|--------------------------------|
| 9. Q. takes B.                                                                                   | 8. K. B. takes B.              |
| 10. K. B. takes K. B. P.+                                                                        | 9. Q. Kt. to Q. B. third. (A.) |
| 11. K. B. to K. R. fifth.                                                                        | 10. K. to Q. square.           |
| 12. Q. to K. B. eighth.+                                                                         | 11. Q. Kt. takes Q. P.         |
| 13. K. R. takes Q.+                                                                              | 12. Q. takes Q.                |
| 14. K. R. to K. eighth.+                                                                         | 13. K. to K. second.           |
| 15. Q. Kt. to Q. R. third.                                                                       | 14. K. to Q. third.            |
| 16. Q. R. to Q. square.                                                                          | 15. Q. B. P. one square.       |
| 17. Q. B. P. one square, and afterwards plays K. B. to its seventh, having the best of the game. | 16. K. to Q. B. fourth.        |

(A.)

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|---------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
|                                                   | 9. K. B. P. one square.                                                                                                                     |
| 10. Q. Kt. to Q. B. third.                        | 10. Q. B. P. one square.                                                                                                                    |
| 11. Q. R. to K. square.                           | 11. Q. Kt. P. two squares.                                                                                                                  |
| 12. K. P. one square.                             | 12. K. to Q. square.                                                                                                                        |
| 13. K. P. takes P.                                | 13. If he play Q. to Q. Kt. fifth, you may check with Q. R., and afterwards advance P. to K. B. seventh, winning easily. But if Q. takes P. |
| 14. Q. to K. fourth.                              | 14. Q. to K. Kt. fourth.                                                                                                                    |
| 15. Q. to K. eighth.+                             | 15. K. to Q. B. second.                                                                                                                     |
| 16. K. R. to K. B. eighth.                        | 16. P. takes K. B.                                                                                                                          |
| 17. Q. takes Q. B.+                               | 17. K. to Q. Kt. third.                                                                                                                     |
| 18. Kt. to Q. R. fourth, checks, and wins easily. |                                                                                                                                             |

SECOND DEFENCE.

7. Q. Kt. to Q. B. third.
8. It would not be good play to move Q. B. P. one square, because he would play Q. Kt. to K. fourth, in order to exchange it for your K. B., which you cannot prevent by taking Q. Kt., on account of the Q. checking at Q. B. fourth, &c. The best move is,
- |                          |                       |
|--------------------------|-----------------------|
| Q. takes Gambit P.       | 8. Q. Kt. takes Q. P. |
| 9. K. B. takes K. B. P.+ | 9. K. to Q. square.   |

A A

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|------------------------------------------------------------------------------------|----------------------------|
| 10. Q. Kt. to Q. B. third.                                                         | 10. K. Kt. to K. R. third. |
| 11. Q. B. to K. third.                                                             | 11. Q. Kt. to K. third.    |
| 12. K. B. takes Q. Kt.                                                             | 12. Q. takes K. B.         |
| 13. Q. Kt. to Q. fifth.                                                            | 13. Q. P. one square.      |
| 14. Q. to K. R. fourth.+                                                           | 14. K. to Q. second.       |
| 15. K. R. to K. B. sixth, wins a piece, and has consequently the best of the game. |                            |

## FOURTH GAME.

## White.

## Black.

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|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>K. castles.</i>            | 5. <i>P. takes K. Kt.</i>        |
| 6. <i>Q. takes P.</i>            |                                  |

## FIRST DEFENCE.

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|--------------------------|----------------------|
|                          | 6. Q. P. one square. |
| 7. Q. takes Gambit P.    | 7. Q. to K. second.  |
| 8. K. B. takes K. B. P.+ |                      |

*In the first place,*

- |                                                                                                                     |                         |
|---------------------------------------------------------------------------------------------------------------------|-------------------------|
|                                                                                                                     | 8. K. to Q. square.     |
| 9. Q. Kt. to Q. B. third.                                                                                           | 9. Q. B. P. one square. |
| 10. Q. P. two squares, and you have a very good game, your pieces being in good play, and your centre pawns strong. |                         |

*In the second place,*

- |                                                 |                              |
|-------------------------------------------------|------------------------------|
|                                                 | 8. K. to Q. second.          |
| 9. K. B. to K. sixth.+                          | 9. He cannot take K. B. with |
| K. without being immediately checkmated. But if |                              |
|                                                 | Q. takes K. B.               |



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|-------------------------------------------------------------|----------------------|
| 10. Q. takes K.B.                                           | 10. Q. to K. square. |
| 11. K.R. to K.B. seventh.+                                  | 11. K. to Q. square. |
| 12. Q. to K.Kt. seventh, and you have the best of the game. |                      |

You might also, on the seventh move, have played Q. P. two squares, and afterwards have taken Gambit Pawn with Q. B.

#### SECOND DEFENCE.

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|------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
|                                                | 6. Q. Kt. to Q. B. third.                                                                                                             |
| 7. Q. takes Gambit P.                          | 7. Q. to K. second.                                                                                                                   |
| 8. K.B. takes K.B. P.+                         | 8. K. to Q. square.                                                                                                                   |
| 9. Q. Kt. to Q. B. third.                      | 9. Q. P. one square.                                                                                                                  |
| 10. Q. Kt. to Q. fifth.                        | 10. The best move is to play<br>Q. to K. fourth, but even then your game would be<br>better than his. But suppose<br>Q. to Q. second. |
| 11. K.B. takes K. Kt.                          | 11. K.R. takes B.                                                                                                                     |
| 12. Q. takes K.B.+                             | 12. K.R. takes Q.                                                                                                                     |
| 13. K.R. takes R.+                             | 13. Q. to K. square.                                                                                                                  |
| 14. K.R. takes Q.+                             | 14. K. takes R.                                                                                                                       |
| 15. Kt. takes Q. B. P., checks, and wins Q. B. |                                                                                                                                       |

#### FIFTH GAME.

##### White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *K. castles.*
6. *Q. takes P.*

##### Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P. two squares.*
4. *K. Kt. P. one square.*
5. *P. takes K. Kt.*
6. *Q. to K. B. third.* This

is the best move that can be played, as it defends the Gambit Pawn, and prevents you from playing Q. P. two squares. There are several modes of continuing the attack : for example,

## No. I.

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|---------------------------------------|----------------------------------------------------------------------------------------------------------------|
| 7. Q. B. P. one square.               | 7. The proper move is to play Q. Kt. to Q. B. third, to prevent the advance of Q. P. two squares ; but suppose |
|                                       | K. B. to K. R. third                                                                                           |
| 8. Q. P. two squares.                 | 8. Q. Kt. to Q. B. third.                                                                                      |
| 9. K. P. one square.                  | 9. Q. to K. B. fourth.                                                                                         |
| 10. Q. Kt. to Q. second.              | 10. K. Kt. to K. second.                                                                                       |
| 11. Q. Kt. to K. fourth.              | 11. K. castles.                                                                                                |
| 12. Q. Kt. to K. B. sixth.+           | 12. K. to K. Kt. second.                                                                                       |
| 13. K. B. to Q. third.                | 13. Q. to K. third.                                                                                            |
| 14. Q. to K. R. fifth.                | 14. K. Kt. to its third.                                                                                       |
| 15. K. R. takes P.                    | 15. K. Kt. takes K. R.                                                                                         |
| 16. Q. B. takes Kt., and wins easily. |                                                                                                                |

## No. II.

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|--------------------------------|-----------------------------------------------------------------------------|
| 7. Q. P. one square.           | 7. He ought to play K. B. to K. R. third. See the Seventh Game. But suppose |
|                                | Q. Kt. to Q. B. third.                                                      |
| 8. Q. B. takes P.              | 8. Q. takes Q. Kt. P.                                                       |
| 9. K. B. takes K. B. P.+       | 9. K. to Q. square.                                                         |
| 10. Q. B. to K. Kt. fifth.+    | 10. K. B. to K. second.                                                     |
| 11. K. B. takes K. Kt.         | 11. Q. P. one square.                                                       |
| 12. Checkmates in three moves. |                                                                             |

## No. III.

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|----------------------|---------------------------------------------------------------------------------------------------------------------|
| 7. K. P. one square. | 7. Q. takes P.                                                                                                      |
| 8. Q. P. one square. | 8. He ought now to play K. B. to K. R. third, to defend the Gambit Pawn. See the Seventh Game. But suppose he plays |

## FIRST DEFENCE.

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|----------------------------|----------------------|
|                            | 8. Q. P. one square. |
| 9. Q. B. takes P.          | 9. Q. to K. second.  |
| 10. Q. B. to K. Kt. fifth. | 10. Q. takes Q. B.   |
| 11. Q. takes K. B. P.+     | 11. K. to Q. square. |
| 12. Q. takes K. B.+        | 12. K. to Q. second. |

13. K.B. to K. sixth.+ 13. If he play K. to Q.B.  
third, you should take Q. B. with Q., having an excel-  
lent game. But if  
K. takes K.B.  
14. Q. to K.B. seventh.+ 14. K. to K. fourth.  
15. Q. Kt. to Q. B. third, and will win easily.

## SECOND DEFENCE.

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|---------------------------------------|-------------------------|
| 9. K. to K.R. square.                 | 8. K.B. checks.         |
| 10. Q.B. takes B.                     | 9. K.B. to K. sixth.    |
| 11. Q. to K.R. fifth.                 | 10. Q. takes B.         |
| 12. Q.Kt. to B. third.                | 11. Q. to K. second.    |
| 13. Q. to K.R. sixth.                 | 12. K.Kt. to B. third.  |
| 14. Q. takes Gambit P.                | 13. Q.P. one square.    |
| 15. Q.Kt. to Q. fifth.                | 14. K.Kt. to its fifth. |
| 16. Q.R. checks.                      | 15. Q. to Q. second.    |
| 17. Q.R. to K. seventh.               | 16. K. to Q. square.    |
| 18. R. takes Q.B.P., and wins easily. | 17. Q. to Q. fifth.     |

### THIRD DEFENCE.

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|----------------------------------------------------|------------------------|
| 9. Q.B. takes P.                                   | 8. Q.P. one square.    |
| 10. Q.Kt. to Q.B. third.                           | 9. Q. to K.B. third.   |
| 11. Q.Kt. to K. fourth.                            | 10. Q.B.P. one square. |
| 12. Q. to K. second, and has the best of the game. | 11. Q. to K.B. fourth. |

**FOURTH DEFENCE.**

8. Q. Kt. to Q. B. third.  
9. Q. B. takes P.

*In the first place,*

- |                          |                          |
|--------------------------|--------------------------|
| 10. Q.B. takes Q.B.P.    | 9. Q. to K. second.      |
| 11. Q.Kt. to Q.B. third. | 10. K.Kt. to K.R. third. |
| 12. Q. to K.R. fifth.    | 11. Q.Kt. to Q. fifth.   |
|                          | 12. Q.Kt. to K. third.   |

13. Q. B. to K. fifth.      13. K. R. to K. Kt. square.  
 14. Q. Kt. to Q. fifth, and ought to win.

*In the second place,*

9. Q. takes Q. Kt. P.  
 10. K. B. takes P.+      10. K. to Q. square.  
 11. K. B. takes Kt.      11. If he take R. or B. he  
     will be checkmated in a few moves ; therefore,  
     K. B. to K. second.  
 12. Q. B. to K. Kt. fifth.      12. If he play Q. P. one or two  
     squares, you will checkmate him in three moves ; if he  
     play any other move you will easily win.

*In the third place,*

9. Q. to K. B. third.  
 10. Q. Kt. to B. third.      10. K. Kt. to K. second.  
 11. Q. R. to K. square.      11. Q. checks.  
 12. Q. B. interposes.      12. Q. to K. Kt. second.  
 13. K. B. takes P.+      13. K. to Q. square.  
 14. K. B. to K. R. fifth.      14. Q. P. one square.  
 15. Q. B. to K. Kt. fifth.      15. If he take Q. B. he will  
     be checkmated in four moves ; therefore,  
     Q. Kt. to K. fourth.  
 16. Q. R. takes Kt.      16. Q. or P. takes R.  
 17. Q. B. to K. B. sixth, wins K. R., and consequently has  
     the best of the game.

## SIXTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. P. two squares.  | 2. K. P. takes P.         |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares. |

- |                                  |                                 |
|----------------------------------|---------------------------------|
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i> |
| 5. <i>K. castles.</i>            | 5. <i>P. takes K. Kt.</i>       |
| 6. <i>Q. takes P.</i>            | 6. <i>Q. to K. B. third.</i>    |
| 7. <i>K. P. one square.</i>      |                                 |

FIRST DEFENCE.

- |                                                                                  |                                                                                                                      |
|----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
|                                                                                  | 7. <i>Q. to Q. Kt. third.<sup>+</sup></i>                                                                            |
| 8. <i>K. to K. R. square.</i>                                                    | 8. <i>K. B. to K. R. third.</i>                                                                                      |
| 9. <i>Q. Kt. to Q. B. third.</i>                                                 | 9. <i>If he play Q. B. P. one square, you should play Q. Kt. to K. fourth, in order to check at Q. sixth. But if</i> |
|                                                                                  | <i>Q. to Q. B. fourth.</i>                                                                                           |
| 10. <i>Q. P. one square.</i>                                                     | 10. <i>Q. takes K. P.</i>                                                                                            |
| 11. <i>Q. Kt. to Q. fifth.</i>                                                   | 11. <i>K. Kt. to K. second.</i>                                                                                      |
| 12. <i>Q. B. takes P.</i>                                                        | 12. <i>K. B. takes B.</i>                                                                                            |
| 13. <i>Q. R. to K. square.</i>                                                   | 13. <i>Q. to K. Kt. fourth.</i>                                                                                      |
| 14. <i>Q. R. takes Kt.<sup>+</sup></i>                                           | 14. <i>K. to Q. square.</i>                                                                                          |
| 15. <i>R. takes K. B. P., and will win K. B., and have the best of the game.</i> |                                                                                                                      |

SECOND DEFENCE.

- |                                            |                                                                             |
|--------------------------------------------|-----------------------------------------------------------------------------|
|                                            | 7. <i>Q. to K. B. fourth.</i>                                               |
| 8. <i>Q. P. two squares.</i>               | 8. <i>K. B. to K. R. third.</i>                                             |
| 9. <i>Q. Kt. to Q. B. third.</i>           | 9. <i>K. Kt. to K. second.</i>                                              |
| 10. <i>Q. Kt. to K. fourth.</i>            | 10. <i>If he play K. B. to Kt. second, you take Gambit P. with Q. B. If</i> |
|                                            | <i>K. castles.</i>                                                          |
| 11. <i>Kt. to K. B. sixth.<sup>+</sup></i> | 11. <i>K. to K. R. square.</i>                                              |
| 12. <i>K. B. to Q. third.</i>              | 12. <i>Q. to K. third.</i>                                                  |
| 13. <i>Q. to K. R. fifth.</i>              | 13. <i>Kt. to K. Kt. square.</i>                                            |
| 14. <i>Q. B. takes P.</i>                  | 14. <i>K. to Kt. second.</i>                                                |
| 15. <i>Q. B. takes B., winning easily.</i> |                                                                             |

---

## SEVENTH GAME.

## White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *K. castles.*
6. *Q. takes P.*

## Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P. two squares.*
4. *K. Kt. P. one square.*
5. *P. takes K. Kt.*
6. *Q. to K. B. third; this,*

as I have before observed, is the only correct move; it defends the Gambit Pawn, which cannot be taken without the exchange of Queens, and it prevents the advance of your Q. P. two squares.

I shall, in this and the following game, give an outline of the proper Defence to the ordinary method of Attack.

If you were, for your next move, to play K. to K. R. square, Q. B. P. one square, or K. B. to Q. Kt. third, the Black should play Q. Kt. to Q. B. third, in order to move it to K. fourth, or Q. fifth. But suppose you play

## No. I.

7. *Q. P. one square.*

7. *K. B. to K. R. third.*

## FIRST ATTACK.

8. *Q. B. to Q. second.*
9. *Q. B. to its third.*
10. *Q. to K. R. fifth.*
11. *Q. B. takes Q. Kt.*
12. *K. B. takes K. B. P.+*
13. *Q. takes K. P.+*
14. *Q. takes K. R.*
15. *Q. takes K. R. P.*

8. *Q. Kt. to Q. B. third.*
9. *Q. Kt. to K. fourth.*
10. *Q. P. one square.*
11. *Q. P. takes Q. B.*
12. *Q. takes K. B.*
13. *K. to K. B. square.*
14. *K. B. to K. Kt. second*
15. *K. B. to Q. fifth, checks,*

and wins the Queen.

SECOND ATTACK.

- |                           |                                                                                                                            |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------|
| 8. Q. Kt. to Q. B. third. | 8. K. Kt. to K. second.                                                                                                    |
| 9. Q. B. to Q. second.    | 9. Q. Kt. to Q. B. third.                                                                                                  |
| 10. Q. Kt. to its fifth.  | 10. Q. Kt. to K. fourth.                                                                                                   |
| 11. Q. to K. B. second.   | 11. K. to Q. square.                                                                                                       |
| 12. Q. B. to its third.   | 12. Q. P. one square, and has<br>the best of the game, as the White has not sufficient<br>attack for the piece sacrificed. |

No. II.

- |                      |                          |
|----------------------|--------------------------|
| 7. K. P. one square. | 7. Q. takes P.           |
| 8. Q. P. one square. | 8. K. B. to K. R. third. |

FIRST ATTACK.

- |                        |                         |
|------------------------|-------------------------|
| 9. Q. B. to Q. second. | 9. K. Kt. to K. second. |
|------------------------|-------------------------|

*In the first place,*

- |                            |                             |
|----------------------------|-----------------------------|
| 10. Q. B. to its third.    | 10. Q. to Q. B. fourth.+    |
| 11. K. to K. R. square.    | 11. K. R. to K. Kt. square. |
| 12. Q. Kt. to Q. second.   | 12. Q. P. two squares.      |
| 13. Q. to K. R. fifth.     | 13. Q. to Q. third.         |
| 14. K. B. to Q. Kt. third. | 14. Q. B. to K. Kt. fifth.  |

The game is in favour of the Black.

*In the second place,*

- |                         |                                                                   |
|-------------------------|-------------------------------------------------------------------|
| 10. K. R. to K. square. | 10. Q. to Q. B. fourth.+                                          |
| 11. K. to K. R. square. | 11. Q. Kt. to Q. B. third.                                        |
| 12. Q. B. takes P.      | 12. K. B. takes Q. B.                                             |
| 13. Q. takes K. B.      | 13. Q. P. two squares.                                            |
| 14. Q. to K. Kt. fifth. | 14. Q. B. to K. third, and has<br>evidently the best of the game. |

SECOND ATTACK.

- |                           |                          |
|---------------------------|--------------------------|
| 9. Q. Kt. to Q. B. third. | 9. K. Kt. to K. second.  |
| 10. Q. B. to Q. second.   | 10. Q. B. P. one square. |
| 11. Q. R. to K. square.   | 11. Q. to Q. B. fourth.+ |

12. K. to K.R. square.      12. Q.P. two squares.  
 13. Q. to K.R. fifth.      13. Q. to Q. third, and has  
       certainly the best of the game.

## EIGHTH GAME.

## White.

## Black.

- |                          |                                                                                                                                                                                                            |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K.P. two squares.     | 1. K.P. two squares.                                                                                                                                                                                       |
| 2. K.B.P. two squares.   | 2. K.P. takes P.                                                                                                                                                                                           |
| 3. K.Kt. to K.B. third.  | 3. K.Kt. P. two squares.                                                                                                                                                                                   |
| 4. K.B. to Q.B. fourth.  | 4. K.Kt. P. one square.                                                                                                                                                                                    |
| 5. K. castles.           | 5. P. takes K. Kt.                                                                                                                                                                                         |
| 6. Q. takes P.           | 6. Q. to K.B. third.                                                                                                                                                                                       |
| 7. Q.P. one square.      | 7. K.B. to K.R. third.                                                                                                                                                                                     |
| 8. Q.B. to Q. second.    | 8. Q. Kt. to Q.B. third.                                                                                                                                                                                   |
| 9. Q.B. to its third.    | 9. Q. Kt. to K. fourth.                                                                                                                                                                                    |
| 10. Q.B. takes K.Kt.     | 10. Q. takes Q.B.                                                                                                                                                                                          |
| 11. Q.Kt. to Q.B. third. | 11. K.Kt. to K. second.                                                                                                                                                                                    |
| 12. Q.Kt. to its fifth.  | 12. Q. to Q.B. fourth. <sup>+</sup>                                                                                                                                                                        |
| 13. K. to K.R. square.   | 13. It would not be good play<br>to move Q.B.P. one square, because you would play<br>Q.P. one square, and he could not take your K.B.<br>without losing his Queen. The best move is<br>Q.R.P. one square. |
| 14. Q.Kt. to Q.B. third. | 14. Q.P. one square.                                                                                                                                                                                       |
| 15. Q.R. to K. square.   | 15. Q. to K.Kt. fourth.                                                                                                                                                                                    |
| 16. K.P. one square.     | 16. Q.P. takes P.                                                                                                                                                                                          |
| 17. Q.Kt. to K. fourth.  | 17. Q. to K.Kt. second.                                                                                                                                                                                    |
| 18. Q. to K.R. fifth.    | 18. K.R. to K.B. square.                                                                                                                                                                                   |
| 19. Q.P. one square.     | 19. Q.B. to Q. second.                                                                                                                                                                                     |
| 20. Q.P. takes P.        | 20. K. castles.                                                                                                                                                                                            |
| 21. Kt. to K.B. sixth.   | 21. Q.B. to K. third.                                                                                                                                                                                      |
| 22. K.B. to Q. third.    | 22. Kt. to Q. fourth.                                                                                                                                                                                      |
| 23. Kt. takes Kt.        | 23. Q.B. takes Kt.                                                                                                                                                                                         |



- |                            |                                                              |
|----------------------------|--------------------------------------------------------------|
| 24. K. R. to K. B. second. | 24. K. R. to K. Kt. square.                                  |
| 25. Q. to K. second.       | 25. K. B. to K. Kt. fourth, and<br>has the best of the game. |

## NINTH GAME.

**White.**

**Black.**

- |                                                                                                                                  |                                  |
|----------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>                                                                                                     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>                                                                                                  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i>                                                                                                 | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i>                                                                                                 | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>Q. P. two squares; playing this Pawn two squares, instead of castling, constitutes the new Attack alluded to page 348.</i> |                                  |

In the year 1817 I communicated this move to that most excellent Chess player, J. H. Sarratt; we resolved to analyse the attack on his restoration to health; but his premature death prevented it, and I thought no more of the move until I saw it first noticed in J. F. W. Koch's "Elementarbuch der Schachspielkunst," published at Magdeburg in 1828. Mr. Koch states that it was communicated to him by the late Lieut.-Colonel Donop, who told him that, while he was commander of Brussels, during the late war with France, he often played at the Chess Club there with an Englishman, who was accustomed to play this unusual move, and always won by it.

Koch has given many Variations on this game, some of which are well played; the ninth and tenth games are taken from his work.

In 1829 there was published at Bombay a thin quarto volume of 63 pages, entitled "An Analysis of the Muzio Gambit," &c. &c. See the full title, page 178.

This analysis of the Muzio Gambit contains the same attack as Koch's work, but much more skilfully and accurately played. The whole of it will be found in the Eleventh and succeeding Games.

Should further investigation prove that this attack is quite sound, it will follow that the King's Knight's Pawn must not be advanced on the fourth move, and consequently the Defence of the King's Gambit will be restricted to playing in lieu of that move K. B. to K. Kt. second, as in the Fourteenth and succeeding Games. See page 297.

- |                |                          |
|----------------|--------------------------|
|                | 5. P. takes K. Kt.       |
| 6. Q. takes P. | 6. K. B. to K. R. third. |
| 7. K. castles. |                          |

## FIRST DEFENCE.

- |                           |                      |
|---------------------------|----------------------|
|                           | 7. Q. P. one square. |
| 8. Q. B. takes P.         | 8. K. B. takes B.    |
| 9. K. B. takes K. B. P. + |                      |

*In the first place,*

- |                              |                                                                              |
|------------------------------|------------------------------------------------------------------------------|
|                              | 9. K. takes K. B.                                                            |
| 10. Q. takes K. B. +         | 10. K. to K. Kt. third; it<br>would be better to play K. Kt. to K. B. third. |
| 11. Q. to K. B. seventh. +   | 11. K. to K. R. third.                                                       |
| 12. Q. Kt. to Q. B. third.   | 12. Q. to K. second (A.)                                                     |
| 13. Q. to K. B. fourth. +    | 13. K. to K. Kt. third.                                                      |
| 14. Q. Kt. to Q. fifth.      | 14. Q. to K. Kt. fourth.                                                     |
| 15. Q. to K. B. seventh. +   | 15. K. to K. R. third.                                                       |
| 16. Q. to K. B. eighth. +    | 16. K. to K. R. fourth.                                                      |
| 17. Kt. to K. B. fourth. +   | 17. K. to K. R. fifth.                                                       |
| 18. K. Kt. P. checks.        | 18. K. to K. Kt. fifth.                                                      |
| 19. Q. takes Q. B. and wins. |                                                                              |

## (A.)

- |                       |                          |
|-----------------------|--------------------------|
|                       | 12. Q. B. P. one square. |
| 13. K. P. one square. | 13. Q. P. one square.    |

- |                                      |                          |
|--------------------------------------|--------------------------|
| 14. K. R. to K. B. third.            | 14 Q. to K. second.      |
| 15. Q. to K. B. fourth.+             | 15. K. to K. R. fourth.  |
| 16. K. R. P. one square.             | 16. Q. to K. Kt. fourth. |
| 17. Q. to K. B. seventh.+            | 17. Q. to K. Kt. third.  |
| 18. K. Kt. P. two squares.+          | 18. K. to K. R. fifth.   |
| 19. Q. to K. B. fourth.              | 19. K. Kt. to K. second. |
| 20. Q. to K. Kt. third.+             | 20. K. to K. Kt. fourth. |
| 21. K. R. P. checks.                 | 21. K. to K. R. third.   |
| 22. R. to K. B. sixth, and will win. |                          |

*In the second place,*

- |                                |                         |
|--------------------------------|-------------------------|
|                                | 9. K. to Q. second.     |
| 10. Q. to K. R. third.+        | 10. K. to Q. B. third.  |
| 11. K. B. to Q. fifth.+        | 11. K. to Q. Kt. third. |
| 12. Q. to Q. Kt. third.+       | 12. K. to Q. R. fourth. |
| 13. Q. to Q. R. third.+        | 13. K. to K. Kt. third. |
| 14. Checkmates in three moves. |                         |

*In the third place,*

- |                               |                                                                                                                                                                      |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                               | 9. K. to K. second.                                                                                                                                                  |
| 10. Q. takes K. B.            | 10. K. to Q. second.                                                                                                                                                 |
| 11. Q. to K. B. fifth.+       | 11. K. to Q. B. third.                                                                                                                                               |
| 12. Q. to Q. fifth.+          | 12. K. to Q. Kt. third.                                                                                                                                              |
| 13. Q. to Q. Kt. third.+      | 13. If he play K. to Q. B.<br>third, you check with K. B. at Q. fifth, and afterwards<br>with Q. at K. R. third, winning speedily ; therefore<br>K. to Q. R. fourth. |
| 14. Kt. to Q. R. third.       | 14. Q. to Q. second.                                                                                                                                                 |
| 15. Checkmates in four moves. |                                                                                                                                                                      |

SECOND DEFENCE.

- |                                                                                                                                                                                                  |                         |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
|                                                                                                                                                                                                  | 7. Q. to K. B. third.   |
| 8. K. P. one square.                                                                                                                                                                             | 8. Q. to K. B. fourth.  |
| 9. Q. Kt. to Q. B. third.                                                                                                                                                                        | 9. K. Kt. to K. second. |
| 10. You may play Q. Kt. to K. fourth, see the First Game,<br>page 351, where the position is the same, though the<br>moves occur in a different order : or you may play as<br>Koch directs, viz. |                         |

- |                         |                            |
|-------------------------|----------------------------|
| K. B. to Q. third.      | 10. Q. to K. third.        |
| 11. Q. B. takes P.      | 11. K. B. takes B.         |
| 12. Q. takes K. B.      | 12. Q. Kt. to Q. B. third. |
| 13. Q. R. to K. square. |                            |

*In the first place,*

- |                                                     |                          |
|-----------------------------------------------------|--------------------------|
|                                                     | 13. K. Kt. to Q. fourth. |
| 14. Kt. takes Kt.                                   | 14. Q. takes Kt.         |
| 15. Q. B. P. two squares.                           | 15. Q. to K. third.      |
| 16. Q. P. one square, and has the best of the game. |                          |

*In the second place,*

- |                                       |                                      |
|---------------------------------------|--------------------------------------|
|                                       | 13. Q. P. two squares.               |
| 14. P. takes P. <i>en passant</i> .   | 14. Q. takes P.                      |
| 15. Q. takes K. B. P. <sup>+</sup>    | 15. K. to Q. square.                 |
| 16. Q. P. one square.                 | 16. Q. Kt. to K. fourth.             |
| 17. Q. to K. Kt. seventh.             | 17. Q. Kt. to K. Kt. third.          |
| 18. K. B. takes Kt.                   | 18. Kt. takes K. B.                  |
| 19. K. R. to K. B. sixth.             | 19. Q. to Q. B. fourth. <sup>+</sup> |
| 20. K. to K. R. square.               | 20. K. R. to K. square.              |
| 21. Q. R. takes R.                    | 21. K. takes R.                      |
| 22. Q. to K. Kt. eighth. <sup>+</sup> | 22. K. to Q. second.                 |
| 23. Kt. to K. fourth.                 | 23. Q. to Q. fifth.                  |
| 24. R. to K. B. seventh. <sup>+</sup> | 24. Kt. to K. second.                |
| 25. Q. to K. Kt. fourth. <sup>+</sup> | 25. K. to K. square.                 |
| 26. Kt. to Q. sixth. <sup>+</sup>     | 26. P. takes Kt.                     |
| 27. R. takes Kt. <sup>+</sup>         | 27. K. takes R.                      |
| 28. Q. takes Q., and ought to win.    |                                      |

## TENTH GAME.

*White.**Black.*

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. P. two squares.  | 2. K. P. takes P.         |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares. |

- |                                                                                                                                               |                                                                                                  |
|-----------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| 4. <i>K. B. to Q. B. fourth.</i>                                                                                                              | 4. <i>K. Kt. P. one square.</i>                                                                  |
| 5. <i>Q. P. two squares.</i>                                                                                                                  | 5. <i>P. takes K. Kt.</i>                                                                        |
| 6. <i>Q. takes P.</i>                                                                                                                         | 6. If he check with Q. you interpose K. Kt. P., which he cannot take without losing. But suppose |
|                                                                                                                                               | Q. to K. B. third.                                                                               |
| 7. <i>K. P. one square.</i>                                                                                                                   | 7. <i>Q. to K. B. fourth.</i>                                                                    |
| 8. <i>Q. Kt. to Q. B. third ; instead of this move, Ghulam Kassim makes the White castle, which is upon the whole a somewhat better move.</i> |                                                                                                  |

FIRST DEFENCE.

- |                                                                              |                                 |
|------------------------------------------------------------------------------|---------------------------------|
|                                                                              | 8. <i>K. B. to K. R. third.</i> |
| 9. I think the best move is to castle ; Koch, however, directs White to play |                                 |
| Q. Kt. to Q. fifth.                                                          | 9. <i>K. to Q. square.</i>      |
| 10. <i>K. B. to Q. third.</i>                                                | 10. <i>Q. to K. third.</i>      |
| 11. <i>Q. Kt. takes Gambit P.</i>                                            | 11. <i>K. B. takes Kt.</i>      |
| 12. <i>Q. B. takes B.</i>                                                    | 12. <i>Q. P. two squares.</i>   |
| 13. <i>Q. B. checks.</i>                                                     |                                 |

*In the first place,*

- |                                  |                                   |
|----------------------------------|-----------------------------------|
|                                  | 13. <i>K. Kt. to K. second.</i>   |
| 14. <i>K. castles with K. R.</i> | 14. <i>Q. Kt. to Q. B. third.</i> |
| 15. <i>Q. to K. R. fifth.</i>    | 15. <i>Q. Kt. takes Q. P.</i>     |
| 16. <i>Q. B. P. one square.</i>  | 16. <i>Q. to Q. Kt. third.</i>    |
| 17. <i>Q. B. takes Kt.+</i>      | 17. <i>K. takes Q. B.</i>         |
| 18. <i>K. R. takes P.+</i>       | 18. <i>K. to Q. square.</i>       |
| 19. <i>Q. to K. Kt. fifth.+</i>  | 19. <i>K. to K. square.</i>       |
| 20. <i>Q. checkmates.</i>        |                                   |

*In the second place,*

- |                                                                                      |                                 |
|--------------------------------------------------------------------------------------|---------------------------------|
|                                                                                      | 13. <i>K. B. P. one square.</i> |
| 14. <i>Q. B. takes P.+</i>                                                           | 14. <i>K. Kt. takes B.</i>      |
| 15. <i>Q. takes Kt.+</i>                                                             | 15. <i>Q. takes Q.</i>          |
| 16. <i>K. P. takes Q. and will win, or at least draw, says Koch.</i>                 |                                 |
| As White has only two pawns for the piece, it seems to me difficult for him to draw. |                                 |

## SECOND DEFENCE.

- |                                        |                          |
|----------------------------------------|--------------------------|
| 9. K. B. to Q. third.                  | 8. Q. B. P. one square.  |
| 10. K. castles.                        | 9. Q. to K. third.       |
| 11. K. P. takes P. <i>en passant</i> . | 10. Q. P. two squares.   |
| 12. Q. B. takes P.                     | 11. K. B. takes P.       |
| 13. Q. R. to K. square.                | 12. K. Kt. to K. second. |
| 14. Q. Kt. to K. fourth, and will win. | 13. Q. to Q. second.     |

## VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

- | White.                                               | Black.                      |
|------------------------------------------------------|-----------------------------|
| 1. K. P. two squares.                                | 1. K. P. two squares.       |
| 2. K. B. P. two squares.                             | 2. K. P. takes P.           |
| 3. K. Kt. to K. B. third.                            | 3. K. Kt. P. two squares.   |
| 4. K. B. to Q. B. fourth.                            | 4. K. Kt. P. one square.    |
| 5. Q. P. two squares.                                | 5. P. takes K. Kt.          |
| 6. Q. takes P.                                       | 6. Q. to K. B. third.       |
| 7. K. P. one square.                                 | 7. Q. to Q. Kt. third.      |
| 8. Q. B. P. one square.                              | 8. K. B. to K. R. third.    |
| 9. Q. B. takes P.                                    | 9. If he take Q. Kt. P. you |
| should take K. B. P. with K. B., and you will have a |                             |
| fine game. But if                                    | K. B. takes B.              |
| 10. Q. takes K. B.                                   | 10. Q. to K. Kt. third.     |
| 11. K. castles.                                      | 11. K. Kt. to K. R. third.  |
| 12. K. R. to K. B. third.                            | 12. K. R. to K. Kt. square. |
| 13. K. R. to K. Kt. third.                           | 13. Q. to K. R. fourth.     |
| 14. K. R. takes R. <sup>+</sup>                      | 14. K. Kt. takes R.         |
| 15. Q. Kt. to Q. second.                             | 15. Q. Kt. to Q. B. third.  |
| 16. Q. R. to K. B. square.                           |                             |

## FIRST DEFENCE.

- |                          |                            |
|--------------------------|----------------------------|
| 17. Q. Kt. to K. fourth. | 16. K. Kt. to K. R. third. |
|--------------------------|----------------------------|

*In the first place,*

- |                                          |                           |
|------------------------------------------|---------------------------|
| 18. R. to K.B. third.                    | 17. K. to K.B. square.    |
| 19. Kt. to K.B. sixth.                   | 18. Q. Kt. to Q. square.  |
| 20. R. to K. Kt. third.                  | 19. Q. to K. Kt. third.   |
| 21. K.B. to its square, and wins easily. | 20. Q. to Q. Kt. eighth.+ |

*In the second place,*

- |                                    |                          |
|------------------------------------|--------------------------|
| 18. R. to K.B. third.              | 17. Q. to K. Kt. third.  |
| 19. R. to K. Kt. third.            | 18. Q. Kt. to Q. square. |
| 20. Kt. to K.B. sixth.+            | 19. Q. to Q. B. third.   |
| 21. Q. takes Kt.                   | 20. K. to K. second.     |
| 22. R. to K. Kt. eighth, and wins. | 21. Q. takes K. B.       |

SECOND DEFENCE.

- |                                     |                            |
|-------------------------------------|----------------------------|
| 17. Kt. to K. fourth.               | 16. Q. Kt. to Q. square.   |
| 18. K.B. to Q. third.               | 17. Q. to K. Kt. third.    |
| 19. Q. to K.B. third.               | 18. Q. Kt. to K. third.    |
| 20. Q. P. one square.               | 19. Q. to K. Kt. second.   |
| 21. Kt. to K.B. sixth.+             | 20. Q. Kt. to K.B. square. |
| 22. Kt. takes Kt.                   | 21. K. to Q. square.       |
| 23. Q. to K.B. sixth.+              | 22. Q. takes Kt.           |
| 24. Q. P. one square, and will win. | 23. K. to K. square.       |

ELEVENTH GAME.

**White.**

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *Q. P. two squares.*

**Black.**

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P. two squares.*
4. *K. Kt. P. one square.*
5. *K. Kt. P. takes Kt.*

6. *Q. takes P.* 6. He may now play *Q. P.* two squares, see the Thirteenth Game ; or *Q. to K. B.* third, see the Seventeenth Game ; or *Q. to K. R.* fifth, see the Variation ; or he may play  
*Q. P.* one square.
7. *K. castles.* 7. If he play *Q. B.* to *K.* third, see the Twelfth Game. But if  
*Q. to K. B.* third.
8. You may play *Q. Kt.* to *Q. R.* third, see the Sixteenth Game ; or  
*K. to K. R.* square. 8. If he take *P.* with *Q.* see the Eighteenth Game. But if  
*K. B.* to *K. R.* third.
9. *Q. Kt.* to *Q. B.* third. 9. If he take *P.* with *Q.* see the Fourteenth Game. If he play *Q. Kt.* to *Q. B.* third, see the Fifteenth Game. But if  
*K. Kt.* to *K.* second.
10. *K. P.* one square. 10. *Q. P.* takes *P.*
11. *Q. P.* takes *P.* 11. *Q.* takes *P.* ; if he play  
*Q. to K. B.* fourth, see the Nineteenth Game.
12. *Q. B.* to *Q.* second. 12. *Q.* to *Q.* fifth.
13. *Q.* to *K.* second.

## FIRST DEFENCE.

13. *P.* to *K. B.* sixth.
14. *K. B.* takes *K. B. P.*<sup>+</sup> 14. *K.* to *Q.* square.
15. *K. R.* takes *P.* 15. If he take *Q. B.*, you will win the Queen by playing *K. R.* to *Q.* third ; therefore  
*Q. B.* to *K. Kt.* fifth.
16. *Q. B.* takes *B.* 16. *Q. B.* takes *R.*
17. *Q.* takes *B.* 17. *Q. Kt.* to *Q.* second.
18. *Q. R.* to *Q.* square. 18. *Q.* to *Q. Kt.* third.
19. *Q.* to *K. R.* third. 19. *Q.* to *Q. B.* third.
20. *K. B.* to *K.* sixth, and will win.

## SECOND DEFENCE.

13. *Q. B.* to *K.* third.
14. *K. B.* takes *B.* 14. *P.* takes *K. B.*



- |                         |                     |
|-------------------------|---------------------|
| 15. Q. to K. R. fifth.+ | 15. Kt. interposes. |
| 16. Q. takes B.         | 16. Q. takes B.     |
| 17. Q. R. to Q. square. |                     |

*In the first place,*

- |                                               |                         |
|-----------------------------------------------|-------------------------|
|                                               | 17. Q. to K. sixth.     |
| 18. K. B. to K. square.                       | 18. Q. to Q. Kt. third. |
| 19. Kt. to Q. fifth.                          | 19. Q. to Q. B. third.  |
| 20. Q. to K. Kt. seventh, and wins the Queen. |                         |

*In the second place,*

- |                                               |                                                                                                                                                                                                       |
|-----------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                               | 17. Q. takes Q. B. P.                                                                                                                                                                                 |
| 18. K. R. to K. square.                       | 18. If he play K. P. one sq.,<br>you should play Q. to K. Kt. seventh. But if<br>Q. to K. B. fourth.                                                                                                  |
| 19. Q. to K. Kt. seventh.                     | 19. If he play K. R. to K. B.<br>square, you should take Q. B. P. with Q.; and if he<br>then play K. Kt. to K. second, you play Kt. to K.<br>fourth, winning the Queen. But if<br>Q. to K. B. second. |
| 20. Q. R. to Q. eighth.+                      | 20. K. to K. second.                                                                                                                                                                                  |
| 21. Kt. to Q. fifth.+                         | 21. K. takes R.                                                                                                                                                                                       |
| 22. Q. takes Q.                               | 22. K. P. takes Kt.                                                                                                                                                                                   |
| 23. Q. takes K. P.+                           | 23. Q. Kt. interposes.                                                                                                                                                                                |
| 24. R. to Q. square.                          | 24. K. Kt. to K. B. square.                                                                                                                                                                           |
| 25. Q. to K. Kt. fifth.+                      | 25. K. to K. square.                                                                                                                                                                                  |
| 26. Q. to K. Kt. seventh.                     | 26. K. Kt. to its third.                                                                                                                                                                              |
| 27. R. takes Q. Kt.                           | 27. K. R. to K. B. square.                                                                                                                                                                            |
| 28. Q. takes K. R. P.                         | 28. Q. R. to Q. B. square.                                                                                                                                                                            |
| 29. R. to K. Kt. seventh, winning the Knight. |                                                                                                                                                                                                       |

*VARIATION,*

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

- |                          |                               |
|--------------------------|-------------------------------|
|                          | 6. Q. to K. R. fifth.+        |
| 7. K. Kt. P. one square. | 7. Q. to K. R. sixth.         |
| 8. Q. B. takes P.        | 8. If he play K. Kt. to K. B. |

third, he will lose a piece. If he play Q. P. one square, or Q. Kt. to Q. B. third, you should take K. B. P., checking. If he play K. Kt. to K. R. third, you should take it with Q. B. ; if he take it with K. B. he loses K. R. ; if he take with Q., you take K. B. P. with K. B., checking, and then castle, &c. But suppose he plays  
K. B. P. one square.

9. Q. to Q. Kt. third.

#### FIRST DEFENCE.

- |                                      |                                                                                                                                                                     |
|--------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                      | 9. K. Kt. to K. R. third.                                                                                                                                           |
| 10. Q. Kt. to Q. B. third.           | 10. Q. B. P. one square.                                                                                                                                            |
| 11. K. castles with Q. R.            | 11. Q. P. one square.                                                                                                                                               |
| 12. K. R. to K. square.              | 12. Q. to Q. second.                                                                                                                                                |
| 13. K. P. one square.                | 13. K. B. P. takes P.                                                                                                                                               |
| 14. Q. P. takes P.                   | 14. Q. P. one square.                                                                                                                                               |
| 15. P. to K. sixth.                  | 15. If he play Q. to K. second,<br>you should take P. with K. B., and on his taking K. B.<br>you retake with Kt., winning the Queen. But if<br>Q. to K. Kt. second. |
| 16. P. to K. seventh.                | 16. K. B. takes P.                                                                                                                                                  |
| 17. K. B. takes P.                   | 17. K. to B. square.                                                                                                                                                |
| 18. K. B. to K. sixth.               | 18. Q. B. takes B.                                                                                                                                                  |
| 19. Q. takes Q. B., and wins easily. |                                                                                                                                                                     |

#### SECOND DEFENCE.

- |                            |                          |
|----------------------------|--------------------------|
|                            | 9. Q. to K. Kt. seventh. |
| 10. K. R. to K. B. square. | 10. Q. takes K. P.+      |
| 11. K. to K. B. second.    | 11. Q. takes Q. P.+      |
| 12. K. to Kt. second.      | 12. Q. to K. fifth.+     |
| 13. K. R. interposes.      | 13. Q. to K. Kt. third.  |
| 14. Kt. to Q. B. third.    |                          |

#### *In the first place,*

- |                         |                                                                                                                 |
|-------------------------|-----------------------------------------------------------------------------------------------------------------|
|                         | 14. If he play Q. Kt. to Q. B.<br>third, you play Q. Kt. to its fifth, and win ; therefore,<br>K. to Q. square. |
| 15. Q. R. to K. square. | 15. K. B. to K. second.                                                                                         |

16. Kt. to Q. fifth.      16. If he play Q. Kt. to Q. R. third, you would take it with K. B. If he play Q. P. one square, you take Q. B. P. with Q. Kt. But if K. B. to Q. third.
17. Q. B. takes B.      17. Q. B. P. takes B.
18. Q. to Q. R. third.      18. If he take Q. B. P., checking, you interpose K. R. ; and if he then take K. B., you take P. at Q. sixth, and win. But if K. B. P. one square.
19. K. R. takes K. B. P.      19. If he take R. with Q., you take P. with Q., and on his taking your P., checking, you move K. to K. Kt. square, and Black cannot avoid the checkmate. But if K. Kt. to K. R. third.
20. K. R. to K. B. sixth.      20. Q. takes Q. B. P.+
21. K. to K. R. third.      21. Q. takes K. B.
22. Q. takes P.      22. Q. to K. Kt. fifth.+
23. K. to Kt. second, and checkmates in two moves.

*In the second place,*

15. Q. R. to K. square.+      14. Q. P. one square.
16. Kt. to Q. Kt. fifth.      15. K. B. interposes.
17. Kt. takes Q. B. P.      16. K. to Q. square. (A.)
18. K. B. takes K. Kt.      17. K. takes Kt.
19. Q. R. takes B.+      18. K. R. takes B. (B.)
20. Q. to K. sixth.      19. Q. B. interposes.
20. If he play K. R. to K. Kt. second, you take P. with Q., checking, and then play K. R. to Q. B. third. But if K. B. P. one square.
21. Checkmates in five moves.

(A.)

17. Kt. takes Q. B. P.+      16. Q. Kt. to Q. R. third.
18. Q. B. takes Q. P.      17. Q. Kt. takes Kt.
19. Q. B. takes Kt.+      18. K. to Q. square.
20. B. takes K. Kt.      19. K. takes Q. B.
20. K. R. takes B.

21. Q. R. takes B.<sup>+</sup>                      21. If he interpose B., you  
will take it with R., checking; and on the K. taking  
B., you take Q. Kt. P. with Q., and win the Queen for  
a Rook. But if
- K. to Q. Kt. square.
22. Q. to Q. Kt. fourth.              22. Q. R. P. one square.  
23. Q. to Q. sixth.<sup>+</sup>                  23. K. to Q. R. second.  
24. Q. to Q. B. fifth.<sup>+</sup>              24. K. to Q. Kt. square.  
25. Q. to Q. B. seventh.<sup>+</sup>          25. K. to Q. R. second.  
26. K. R. to Q. Kt. third.          26. Q. R. to Q. Kt. square.  
27. Q. to Q. B. fifth.<sup>+</sup>              27. K. to Q. R. square.  
28. K. R. to Q. Kt. sixth, and wins the Queen, or checkmates  
in a few moves.

(B.)

18. Q. takes K. B.  
19. Q. B. interposes.  
20. K. to K. square.  
21. Q. to K. B. square.  
22. K. R. to Q. B. third, and Black cannot avoid checkmate.

## TWELFTH GAME.

**White.****Black.**

- |                                  |                                      |
|----------------------------------|--------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>         |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>             |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i>     |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>      |
| 5. <i>Q. P. two squares.</i>     | 5. <i>K. Kt. P. takes Kt.</i>        |
| 6. <i>Q. takes P.</i>            | 6. <i>Q. P. one square.</i>          |
| 7. <i>K. castles.</i>            | 7. <i>Q. B. to K. third.</i>         |
| 8. <i>Q. P. one square.</i>      | 8. <i>Q. B. to Q. second.</i>        |
| 9. <i>Q. B. takes P.</i>         | 9. <i>Q. to K. second.</i>           |
| 10. <i>K. P. one square.</i>     | 10. <i>Q. P. takes P.</i>            |
| 11. <i>Q. B. takes P.</i>        | 11. <i>K. B. P. one square; this</i> |

is a better move than taking Q. B., or checking with Q. at Q. B. fourth, and then taking K. B.

- |                                     |                                                                                                                                                                            |
|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 12. Q. B. to Q. fourth.             | 12. K. to Q. square.                                                                                                                                                       |
| 13. Q. Kt. to Q. B. third.          | 13. Q. to K. Kt. second.                                                                                                                                                   |
| 14. Q. Kt. to K. fourth.            | 14. K. B. to K. second.                                                                                                                                                    |
| 15. Q. to Q. B. third.              | 15. Q. B. P. two squares ; this move is played to prevent you from taking K. B. P. with K. Kt.                                                                             |
| 16. Kt. takes Q. B. P.              | 16. K. B. takes Kt.                                                                                                                                                        |
| 17. Q. B. takes B.                  | 17. In the Variation he plays K. Kt. to K. second. But suppose K. R. P. two squares.                                                                                       |
| 18. Q. to Q. R. fifth. <sup>+</sup> | 18. If he play Q. Kt. P. one square, you take P. with Q. B., checking ; if he take Q. B., you will take B. with Q., and afterwards win a piece. But if K. to Q. B. square. |
| 19. Q. R. to K. square.             |                                                                                                                                                                            |

FIRST DEFENCE.

- |                                           |                                                                                                  |
|-------------------------------------------|--------------------------------------------------------------------------------------------------|
|                                           | 19. If he play B. to K. R. sixth, you would checkmate in two moves. But if Q. Kt. P. one square. |
| 20. Q. B. takes P.                        | 20. Q. R. P. takes B.                                                                            |
| 21. Q. takes Q. R.                        | 21. K. Kt. to K. second.                                                                         |
| 22. K. B. to Q. R. sixth. <sup>+</sup>    | 22. K. to Q. B. second.                                                                          |
| 23. Q. to Q. Kt. seventh. <sup>+</sup>    | 23. K. to Q. third.                                                                              |
| 24. Q. takes Q. Kt. P., checks, and wins. |                                                                                                  |

SECOND DEFENCE.

- |                          |                            |
|--------------------------|----------------------------|
|                          | 19. K. Kt. to K. R. third. |
| 20. Q. R. to K. seventh. | 20. Q. to K. Kt. square.   |
| 21. Q. B. to Q. sixth.   |                            |

*In the first place,*

- |                                     |                                |
|-------------------------------------|--------------------------------|
|                                     | 21. Q. to Q. square.           |
| 22. Q. to Q. B. fifth. <sup>+</sup> | 22. Q. Kt. interposes.         |
| 23. Q. P. takes Kt.                 | 23. Q. to Q. Kt. third ; if he |

had taken the P. he would have been checkmated in one or two moves.

24. P. takes P., gives double check, and will checkmate in two moves.

*In the second place,*

- |                                                       |                          |
|-------------------------------------------------------|--------------------------|
|                                                       | 21. Q.Kt. P. one square. |
| 22. Q. to Q. B. third.                                | 22. K. to Q. Kt. second. |
| 23. K. B. to Q. Kt. fifth.                            | 23. Q. to Q. B. square.  |
| 24. Q. R. takes B.+                                   | 24. Q. Kt. takes R.      |
| 25. K. B. to Q. B. sixth, checks, and wins the Queen. |                          |

### VARIATION,

BEGINNING AT THE SEVENTEENTH MOVE OF THE BLACK.

- |                            |                                                                                               |
|----------------------------|-----------------------------------------------------------------------------------------------|
|                            | 17. K. Kt. to K. second.                                                                      |
| 18. Q. to Q. R. fifth.+    | 18. If he play Q. Kt. P. one square, you should take it with Q. B. But if K. to Q. B. square. |
| 19. Q. P. one square.      | 19. Q. Kt. P. one square.                                                                     |
| 20. K. B. to Q. R. sixth.+ | 20. Q. Kt. takes B.                                                                           |
| 21. Q. takes Kt.+          | 21. K. to Q. Kt. square.                                                                      |
| 22. Q. P. takes Kt.        |                                                                                               |

FIRST DEFENCE.

- |                                         |                          |
|-----------------------------------------|--------------------------|
|                                         | 22. Q. Kt. P. takes B.   |
| 23. Q. to Q. sixth.+                    | 23. K. to Q. B. square.  |
| 24. K. R. to K. B. third.               | 24. Q. to K. Kt. fourth. |
| 25. K. R. to Q. B. third, and will win. |                          |

SECOND DEFENCE.

- |                      |                         |
|----------------------|-------------------------|
|                      | 22. K. to Q. B. second. |
| 23. B. to Q. sixth.+ |                         |

*In the first place,*

- |                          |                        |
|--------------------------|------------------------|
|                          | 23. K. to Q. B. third. |
| 24. Q. to Q. B. fourth.+ | 24. K. takes B.        |

25. K. R. to K. square.      25. B. to K. Kt. fifth.  
26. Checkmates in three moves.

*In the second place,*

23. K. takes B.  
24. Q. R. to Q. square.<sup>+</sup>      24. K. to Q. B. second.  
25. Q. R. takes B.<sup>+</sup>      25. K. takes Q. R.  
26. Q. to Q. Kt. seventh.<sup>+</sup>      26. K. to K. square.  
27. K. R. to K. square, and will win.

### THIRTEENTH GAME.

**White.**

**Black.**

- |                           |                                                                                                  |
|---------------------------|--------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                                                                            |
| 2. K. B. P. two squares.  | 2. K. P. takes P.                                                                                |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares.                                                                        |
| 4. K. B. to Q. B. fourth. | 4. K. Kt. P. one square.                                                                         |
| 5. Q. P. two squares.     | 5. P. takes K. Kt.                                                                               |
| 6. Q. takes P.            | 6. Q. P. two squares.                                                                            |
| 7. K. B. takes P.         | 7. If he check with Q. at<br>K. R. fifth, you play K. Kt. P. one square, and will win.<br>But if |

#### FIRST DEFENCE.

Q. B. P. one square.

8. K. B. takes K. B. P.<sup>+</sup> I have some doubts whether this sacrifice of K. B. be good play. Major Jaenisch states that it causes the loss of the game; see his mode of play in the First Variation; instead of giving up K. B. he recommends playing it to Q. B. third, as in the Second Variation.

8. K. takes K. B.

9. Q. B. takes P. In the Third Variation this Pawn is taken by the Queen.

9. If he take Q. P. he loses

the Queen. If he play K. to K. square, you play B. to K. fifth, and win. If he play Q. to K.B. third, you gain a piece, and will win, from the superiority of position and pawns. But if

*In the first place,*

K.Kt. to K.B. third.

10. Q.B.P. one square. In the Fourth Variation Q.B. takes Q.Kt.

- |                                          |                          |
|------------------------------------------|--------------------------|
| 11. B. to K.Kt. fifth.                   | 10. K. to K. square.     |
| 12. K. castles.                          | 11. K.B. to K. second.   |
| 13. K.P. one square.                     | 12. K.R. to K.B. square. |
| 14. Q. takes R.+                         | 13. K.Kt. to Q. fourth.  |
| 15. Q.B. takes Q.                        | 14. K.B. takes Q.        |
| 16. K.R. takes B.+                       | 15. K. takes B.          |
| 17. K.R. to K.B. seventh.+               | 16. K. to Q.B. second.   |
| 18. K.R. takes K.R.P., and ought to win. | 17. K. moves.            |

*In the second place,*

- |                          |                               |
|--------------------------|-------------------------------|
| 10. K. castles.          | 9. K. to K.Kt. second.        |
| 11. Kt. to Q.B. third.   | 10. K.Kt. to K.B. third. (A.) |
| 12. K. to K.R. square.   | 11. Q. takes Q.P.+ (B.)       |
| 13. Q.R. to Q. square.   | 12. K.R. to K.Kt. square.     |
| 14. Q.B. to K. third.    | 13. Q. to Q.B. fourth.        |
| 15. B. to Q. fourth.     | 14. Q. to K. second.          |
| 16. K.P. one square.     | 15. Q.Kt. to Q. second.       |
| 17. P. takes K.Kt.       | 16. K. to R. square. (C.)     |
| 18. Q.B. to K. square.   | 17. Q. to K.B. second.        |
| 19. Q.R. to K. seventh.  | 18. Q.B.P. one square.        |
| 20. P. to K.B. seventh.+ | 19. Q. to K.Kt. third.        |
| 21. P. takes K.R.        | 20. P. takes B. (D.)          |
| 22. Q. to Q. fifth.+     | 21. K. takes P.               |
| 23. Q. takes P.+         | 22. K. to R. square.          |
| 24. Q. to Q. fifth.      | 23. K.B. to K.Kt. second.     |
| 25. Q. to Q. eighth.+    | 24. Kt. to K.B. third.        |
| 26. Q.R. to K. eighth.   | 25. Kt. to K.Kt. square.      |
|                          | 26. K.B. to K.B. third. (E.)  |



- |                                  |                         |
|----------------------------------|-------------------------|
| 27. K.R. to K.B. sixth.          | 27. Q. to K.Kt. fourth. |
| 28. K.R. takes B.                | 28. Q. takes Q.         |
| 29. Q.R. takes Q.                | 29. K. to K.Kt. second. |
| 30. K.R. to its fifth, and wins. |                         |

(A.)

- |                                |                      |
|--------------------------------|----------------------|
|                                | 10. Q. takes Q.P.+   |
| 11. Q.B. interposes.           | 11. Q. to Q. second. |
| 12. Q. to K.Kt. third.+        | 12. Q. interposes.   |
| 13. Checkmates in three moves. |                      |

(B.)

- |                         |                        |
|-------------------------|------------------------|
|                         | 11. K.B. to K. second. |
| 12. Q. to K.Kt. third.+ |                        |

# FIRST METHOD.

- |                       |                                                                                                  |
|-----------------------|--------------------------------------------------------------------------------------------------|
|                       | 12. K. to B. second.                                                                             |
| 13. K.P. one square.  | 13. It would be bad play to<br>take Q.P. with Q., checking ; therefore,<br>K.R. to K.Kt. square. |
| 14. Q. to Q. third.   | 14. K.R. to K.Kt. third.                                                                         |
| 15. P. takes K.Kt.    | 15. K.B. takes P.                                                                                |
| 16. Q.B. to K. fifth. |                                                                                                  |

*In the first place,*

- |                                                                                                                 |                           |
|-----------------------------------------------------------------------------------------------------------------|---------------------------|
|                                                                                                                 | 16. K. to K.Kt. square.   |
| 17. Q. to Q.B. fourth.+                                                                                         | 17. K. to Kt. second (F.) |
| 18. K.B. takes B.                                                                                               | 18. R. takes R.           |
| 19. Kt. to K. fourth.                                                                                           | 19. Kt. to Q. second.     |
| 20. Kt. takes R. and wins ; for if Black take Kt. with Kt.,<br>you will play R. to K.B. square, and win Kt. &c. |                           |

(F.)

- |                            |                       |
|----------------------------|-----------------------|
|                            | 17. K. to B. square.  |
| 18. Kt. to K. fourth.      | 18. Kt. to Q. second. |
| 19. Kt. takes K.B.         | 19. Kt. takes Kt.     |
| 20. B. takes Kt. and wins. |                       |

*In the second place,*

- |                            |                       |
|----------------------------|-----------------------|
|                            | 16. K. to Kt. second. |
| 17. K.R. takes B.          | 17. R. takes R.       |
| 18. Kt. to K. fourth.      | 18. Kt. to Q. second. |
| 19. Kt. takes R. and wins. |                       |

## SECOND METHOD.

- |                                               |                              |
|-----------------------------------------------|------------------------------|
|                                               | 12. K.Kt. to its fifth.      |
| 13. K.R.P. one square.                        | 13. Q. takes P. <sup>+</sup> |
| 14. K. to R. square.                          | 14. K.R.P. two squares.      |
| 15. Q.R. to Q. square.                        | 15. Q. to Q.B. fourth.       |
| 16. Q.Kt.P. two squares.                      | 16. Q. takes P.              |
| 17. B. to K. fifth, checks, and ought to win. |                              |

## (C.)

- |                                      |                           |
|--------------------------------------|---------------------------|
|                                      | 16. K.Kt. to K. square.   |
| 17. K.P. one square. <sup>+</sup>    | 17. Q.Kt. to K.B. third.  |
| 18. Kt. to K. fourth.                | 18. K. to R. square.      |
| 19. Kt. takes Kt.                    | 19. K.B. to K.Kt. second. |
| 20. Kt. takes R.                     | 20. K. takes Kt.          |
| 21. Q. to K.B. seventh. <sup>+</sup> | 21. Q. takes Q.           |
| 22. Checkmates in three moves.       |                           |

## (D.)

- |                                                             |                                                    |
|-------------------------------------------------------------|----------------------------------------------------|
|                                                             | 20. K.R. interposes.                               |
| 21. B. takes R. <sup>+</sup>                                | 21. Q. takes B.                                    |
| 22. Q.R. to K. eighth.                                      | 22. If he play Kt. to K. fourth,                   |
|                                                             | or to Q.Kt. third, he would be checkmated in three |
|                                                             | moves; therefore                                   |
|                                                             | K.R.P. one square.                                 |
| 23. Kt. to Q. fifth.                                        | 23. If he play Kt. to K. fourth,                   |
|                                                             | you should take K.B. with R., winning a piece. If  |
|                                                             | Kt. to Q.Kt. third.                                |
| 24. Kt. takes Kt.                                           | 24. P. takes Kt.                                   |
| 25. Q. to K.B. fourth, and will win; for whatever the Black |                                                    |
|                                                             | may move he must lose a piece.                     |

(E.)

- |                            |                          |
|----------------------------|--------------------------|
| 27. P. takes B.            | 26. K. B. takes Kt.      |
| 28. Q. to Q. fourth.+      | 27. B. to K. R. sixth.   |
| 29. Q. takes Q.+           | 28. Q. to K. Kt. second. |
| 30. R. takes R., and wins. | 29. K. takes Q.          |

SECOND DEFENCE.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>  |
| 5. <i>Q. P. two squares.</i>     | 5. <i>P. takes K. Kt.</i>        |
| 6. <i>Q. takes P.</i>            | 6. <i>Q. P. two squares.</i>     |
| 7. <i>K. B. takes P.</i>         | 7. <i>K. Kt. to K. B. third.</i> |
| 8. <i>K. castles.</i>            |                                  |

*In the first place,*

- |                                 |                                       |
|---------------------------------|---------------------------------------|
|                                 | 8. <i>Q. B. P. one square.</i>        |
| 9. <i>K. B. takes K. B. P.+</i> | 9. <i>K. takes B.</i>                 |
| 10. <i>Q. B. P. one square.</i> | 10. <i>K. to K. square.</i>           |
| 11. <i>Q. B. takes P.</i>       | 11. <i>K. B. to K. second.</i>        |
| 12. <i>B. to K. Kt. fifth.</i>  | 12. <i>K. R. to K. B. square, and</i> |
- the position is the same as in the First Defence.

*In the second place,*

- |                                 |                                                         |
|---------------------------------|---------------------------------------------------------|
|                                 | 8. <i>K. Kt. takes B.</i>                               |
| 9. <i>K. P. takes Kt.</i>       | 9. <i>Q. to K. B. third ; instead</i>                   |
|                                 | of this move Black might play <i>K. B. to Q. third,</i> |
|                                 | defending the Gambit Pawn. Ghulam Kassim does           |
|                                 | not give this move, which is, however, deserving of     |
|                                 | examination.                                            |
| 10. <i>Q. to K. fourth.+</i>    | 10. <i>K. to Q. square.</i>                             |
| 11. <i>Q. B. takes P.</i>       | 11. <i>Q. to K. second.</i>                             |
| 12. <i>Q. to K. B. third.</i>   | 12. <i>K. R. to K. Kt. square.</i>                      |
| 13. <i>Q. Kt. to Q. second.</i> | 13. <i>Q. B. to K. Kt. fifth.</i>                       |
| 14. <i>Q. to K. B. second.</i>  | 14. <i>Q. Kt. to Q. second.</i>                         |
| 15. <i>Q. R. to K. square.</i>  | 15. <i>Q. to K. B. third.</i>                           |

- |                                                       |                                 |
|-------------------------------------------------------|---------------------------------|
| 16. Kt. to K. fourth.                                 | 16. Q. to K. Kt. third.         |
| 17. Q. B. P. two squares.                             | 17. K. B. to Q. third.          |
| 18. B. takes K. B.                                    | 18. Q. B. P. takes B.           |
| 19. Q. B. P. one square.                              | 19. P. takes P.                 |
| 20. Q. P. takes P.                                    | 20. K. R. to K. square.         |
| 21. Kt. to Q. sixth.                                  | 21. K. R. takes R.              |
| 22. Q. takes R.                                       | 22. K. to Q. B. second (G.)     |
| 23. Q. to K. Kt. third.                               | 23. K. to Q. square.            |
| 24. Kt. takes Q. Kt. P. +                             | 24. K. to Q. B. square.         |
| 25. Kt. to Q. sixth. +                                | 25. K. to Q. square.            |
| 26. Kt. takes K. B. P. +                              | 26. If he play K. to K. square, |
| or to K. second, you would check with Q. at K. third, |                                 |
| and win ; therefore                                   | K. to Q. B. square.             |
| 27. Q. B. P. one square.                              | 27. Kt. to K. B. third.         |
| 28. Q. P. one square.                                 | 28. Q. takes Kt.                |
| 29. Q. takes B. +                                     | 29. If he take Q. with Kt.,     |
| you would take Q. with R., and win ; therefore        | K. to Q. square.                |
| 30. R. takes Kt., and wins.                           |                                 |

(G.)

- |                                                      |                         |
|------------------------------------------------------|-------------------------|
| 23. Kt. takes K. B. P. +                             | 22. Kt. takes Q. B. P.  |
| 24. Q. to K. seventh. +                              | 23. K. to Q. B. second. |
| 25. R. to Q. B. square. +                            | 24. Kt. interposes.     |
| 26. Q. to Q. Kt. fourth. +                           | 25. K. to Q. Kt. third. |
| 27. Kt. to Q. sixth.                                 | 26. K. to Q. R. third.  |
| 28. Q. takes Q. Kt. P. +                             | 27. B. to K. seventh.   |
| 29. Q. Kt. P. two squares. +                         | 28. K. to Q. R. fourth. |
| 30. Q. takes Kt. +, and wins the Queen at the least. | 29. K. to Q. R. fifth.  |

**FIRST VARIATION,**

BEGINNING AT THE TENTH MOVE OF THE BLACK.

**White.****Black.**

- |                                 |                              |
|---------------------------------|------------------------------|
| 1. <i>K. P. two squares.</i>    | 1. <i>K. P. two squares.</i> |
| 2. <i>K. B. P. two squares.</i> | 2. <i>K. P. takes P.</i>     |

- |                                                                                    |                                   |
|------------------------------------------------------------------------------------|-----------------------------------|
| 3. <i>K. Kt. to K. B. third.</i>                                                   | 3. <i>K. Kt. P. two squares.</i>  |
| 4. <i>K. B. to Q. B. fourth.</i>                                                   | 4. <i>K. Kt. P. one square.</i>   |
| 5. <i>Q. P. two squares.</i>                                                       | 5. <i>P. takes K. Kt.</i>         |
| 6. <i>Q. takes P.</i>                                                              | 6. <i>Q. P. two squares.</i>      |
| 7. <i>K. B. takes P.</i>                                                           | 7. <i>Q. B. P. one square.</i>    |
| 8. <i>K. B. takes K. B. P.<sup>+</sup></i>                                         | 8. <i>K. takes K. B.</i>          |
| 9. <i>Q. B. takes P.</i>                                                           | 9. <i>K. Kt. to K. B. third.</i>  |
| 10. <i>Q. B. P. one square.</i>                                                    | 10. <i>Q. B. to K. Kt. fifth.</i> |
| 11. If you play Q. to K. Kt. third, he will move K. R. to K. Kt. square; therefore |                                   |
| Q. to K. third.                                                                    | 11. K. B. to K. Kt. second.       |
| 12. K. castles.                                                                    | 12. K. R. to K. square.           |
| 13. Q. B. to K. Kt. fifth.                                                         | 13. K. to K. Kt. square, and      |
- Black has the best of the game. If, on the tenth move, you had played K. P. one square, Black would have taken Q. P. with Q., and on your taking K. Kt. have checked with K. B., and afterwards with K. R., having a good game.

## SECOND VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

- | White.                           | Black.                                               |
|----------------------------------|------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                         |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>                             |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i>                     |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>                      |
| 5. <i>Q. P. two squares.</i>     | 5. <i>P. takes K. Kt.</i>                            |
| 6. <i>Q. takes P.</i>            | 6. <i>Q. P. two squares.</i>                         |
| 7. <i>K. B. takes P.</i>         | 7. <i>Q. B. P. one square.</i>                       |
| 8. <i>K. B. to Q. Kt. third.</i> | 8. <i>Q. takes Q. P.</i>                             |
| 9. <i>Q. B. takes P.</i>         | 9. If he take Q. Kt. P., you                         |
| move Q. to K. R. fifth, &c.      | But if                                               |
|                                  | K. Kt. to K. B. third.                               |
| 10. <i>Q. Kt. to Q. second.</i>  | 10. <i>Q. B. to K. Kt. fifth.</i>                    |
| 11. <i>Q. to K. Kt. third.</i>   | 11. If he play Q. Kt. to Q.                          |
|                                  | second, you move Q. B. P. one square, and afterwards |
|                                  | K. P. one square. But if                             |

K. Kt. takes K.P.

12. Q. Kt. takes Kt.

12. Q. takes Kt.+

13. Q. to K. second, and you have a good game.

**THIRD VARIATION,**

BEGINNING AT THE NINTH MOVE OF THE WHITE.

**White.****Black.**1. *K.P. two squares.*1. *K.P. two squares.*2. *K.B. P. two squares.*2. *K.P. takes P.*3. *K.Kt. to K.B. third.*3. *K.Kt. P. two squares.*4. *K.B. to Q.B. fourth.*4. *K.Kt. P. one square.*5. *Q.P. two squares.*5. *P. takes K. Kt.*6. *Q. takes P.*6. *Q.P. two squares.*7. *K.B. takes P.*7. *Q.B. P. one square.*8. *K.B. takes K.B. P.+*8. *K. takes K.B.*9. *Q. takes P.+***FIRST DEFENCE.**9. *Q. to K.B. third.*10. *Q. to Q.B. seventh.+*

10. If he interpose any piece but the Queen, you play K.R. to K.B. square. If he play Q. to K. second, you castle, and afterwards take Q.B. ; therefore

*K. to K.Kt. third.*11. *K.R. to K.B. square.*11. *Q. to K.Kt. second.*12. *Q. takes Q.B.*12. *K.Kt. to K.B. third.*13. *Q. to K.B. fifth.+*13. *K. to K.B. second.*14. *K.P. one square, and will win.***SECOND DEFENCE.**9. *K.Kt. to K.B. third.*10. *K.P. one square.*10. *K.B. to K.Kt. second.*11. *K. castles.*11. *K.R. to K.B. square.*

12. If you take K.Kt. with K.P., he will play K. to Kt square, and have the best of the game. Suppose you play

- |                          |                                      |
|--------------------------|--------------------------------------|
| Q. to K.R. fourth.       | 12. K. to K.Kt. square.              |
| 13. Q.B. to K.Kt. fifth. | 13. Q.Kt. to Q. second.              |
| 14. Q.Kt. to Q.B. third. | 14. K.R.P. one square, and will win. |

### FOURTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE WHITE.

- | White.                                     | Black.                                                                              |
|--------------------------------------------|-------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>               | 1. <i>K. P. two squares.</i>                                                        |
| 2. <i>K. B. P. two squares.</i>            | 2. <i>K. P. takes P.</i>                                                            |
| 3. <i>K. Kt. to K. B. third.</i>           | 3. <i>K. Kt. P. two squares.</i>                                                    |
| 4. <i>K. B. to Q. B. fourth.</i>           | 4. <i>K. Kt. P. one square.</i>                                                     |
| 5. <i>Q. P. two squares.</i>               | 5. <i>P. takes Kt.</i>                                                              |
| 6. <i>Q. takes P.</i>                      | 6. <i>Q. P. two squares.</i>                                                        |
| 7. <i>K. B. takes P.</i>                   | 7. <i>Q. B. P. one square.</i>                                                      |
| 8. <i>K. B. takes K. B. P.<sup>+</sup></i> | 8. <i>K. takes B.</i>                                                               |
| 9. <i>Q. B. takes P.</i>                   | 9. <i>K. Kt. to K. B. third.</i>                                                    |
| 10. <i>Q. B. takes Q. Kt.</i>              | 10. <i>Q. R. takes B.</i>                                                           |
| 11. <i>Q. B. P. one square.</i>            | 11. <i>Q. B. to K. Kt. fifth.</i>                                                   |
| 12. <i>Q. to K. B. fourth.</i>             | 12. <i>K. B. to Q. third.</i>                                                       |
| 13. <i>K. P. one square.</i>               | 13. <i>K. B. takes K. P.</i>                                                        |
| 14. <i>Q. P. takes B.</i>                  | 14. <i>Q. to Q. eighth.<sup>+</sup></i>                                             |
| 15. <i>K. to K. B. second.</i>             | 15. <i>Q. to K. seventh.<sup>+</sup></i>                                            |
| 16. <i>K. to K. Kt. third.</i>             | 16. <i>Q. B. to K. B. fourth, and afterwards checks with K. R., winning easily.</i> |

### FOURTEENTH GAME.

- | White.                           | Black.                           |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i> |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>  |

- |                                             |                                 |
|---------------------------------------------|---------------------------------|
| 5. <i>Q. P. two squares.</i>                | 5. <i>P. takes Kt.</i>          |
| 6. <i>Q. takes P.</i>                       | 6. <i>Q. P. one square.</i>     |
| 7. <i>K. castles.</i>                       | 7. <i>Q. to K. B. third.</i>    |
| 8. <i>K. to K. R. square.</i>               | 8. <i>K. B. to K. R. third.</i> |
| 9. <i>Q. Kt. to Q. B. third.</i>            | 9. <i>Q. takes P.</i>           |
| 10. <i>K. B. takes K. B. P.<sup>+</sup></i> | 10. <i>K. takes K. B.</i>       |
| 11. <i>Q. to K. R. fifth.<sup>+</sup></i>   |                                 |

## FIRST DEFENCE.

- |                                                |                                                                                                                                                        |
|------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                | 11. <i>K. to K. Kt. second.</i>                                                                                                                        |
| 12. <i>Q. B. takes P.</i>                      | 12. <i>If he play Q. B. to K. third, you will checkmate in two moves. If he play Q. to K. B. third, you will win the Queen at the least; therefore</i> |
|                                                | <i>K. B. takes B.</i>                                                                                                                                  |
| 13. <i>K. R. takes B.</i>                      | 13. <i>K. Kt. to K. B. third.</i>                                                                                                                      |
| 14. <i>Q. to K. Kt. fifth.<sup>+</sup></i>     | 14. <i>K. to K. B. second.</i>                                                                                                                         |
| 15. <i>Q. R. to K. B. square.</i>              | 15. <i>Q. Kt. to Q. second.</i>                                                                                                                        |
| 16. <i>Kt. to Q. fifth.</i>                    | 16. <i>Q. to K. fourth.</i>                                                                                                                            |
| 17. <i>K. R. takes Kt.<sup>+</sup></i>         | 17. <i>Kt. takes R.</i>                                                                                                                                |
| 18. <i>R. takes Kt.<sup>+</sup></i>            | 18. <i>K. to K. square.</i>                                                                                                                            |
| 19. <i>Q. to K. Kt. seventh, and will win.</i> |                                                                                                                                                        |

## SECOND DEFENCE.

- |                                            |                                                                                                                                                                                                                                                                                     |
|--------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                            | 11. <i>If he play K. to K. third, he loses Q. B. If he play K. to K. B. square, or to K. B. third, you should take P. with Q. B. But if</i>                                                                                                                                         |
|                                            | <i>K. to K. second.</i>                                                                                                                                                                                                                                                             |
| 12. <i>Kt. to Q. fifth.<sup>+</sup></i>    | 12. <i>If he play K. to Q. second, you should check with Q. at K. R. third, and on his playing K. to Q. square, you check again with Q. at K. R. fourth, as it is important that the Queen should be on this line to prevent the K. Kt. from being played. But suppose he plays</i> |
|                                            | <i>K. to Q. square.</i>                                                                                                                                                                                                                                                             |
| 13. <i>Q. to K. R. fourth.<sup>+</sup></i> | 13. <i>K. to Q. second.</i>                                                                                                                                                                                                                                                         |
| 14. <i>Q. B. takes P.</i>                  |                                                                                                                                                                                                                                                                                     |



*In the first place,*

- |                               |                            |
|-------------------------------|----------------------------|
|                               | 14. K. B. takes B.         |
| 15. K. R. takes B.            | 15. Q. to K. Kt. second.   |
| 16. Q. R. to K. B. square.    | 16. K. Kt. to K. R. third. |
| 17. K. R. to K. B. seventh.+  | 17. K. Kt. takes R.        |
| 18. Q. to K. seventh.+        | 18. K. to Q. B. third.     |
| 19. Q. takes Q. B. P.+        | 19. K. to Q. Kt. fourth.   |
| 20. Checkmates in four moves. |                            |

*In the second place,*

- |                                                       |                                                                                                           |
|-------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
|                                                       | 14. K. B. to K. Kt. second.                                                                               |
| 15. Q. B. to K. third.                                | 15. Q. to K. fourth.                                                                                      |
| 16. K. R. to K. B. seventh.+                          | 16. K. to K. square.                                                                                      |
| 17. Q. R. to K. B. square.                            | 17. If he play Q. Kt. to Q. R. third, you play Q. B. to Q. fourth, and win. But if K. Kt. to K. B. third. |
| 18. K. R. takes Kt.                                   | 18. He would lose the Queen if he were to take R. with K. B. ; therefore K. R. to K. B. square.           |
| 19. K. R. takes R.+                                   | 19. K. B. takes R.                                                                                        |
| 20. Kt. to K. B. sixth.+                              | 20. K. to Q. square.                                                                                      |
| 21. Kt. to K. Kt. fourth, checks, and wins the Queen. |                                                                                                           |

*In the third place,*

- |                             |                                                                                                                                                                                                                                                              |
|-----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                             | 14. Q. to K. Kt. second.                                                                                                                                                                                                                                     |
| 15. K. P. one square.       | 15. K. B. takes B.                                                                                                                                                                                                                                           |
| 16. K. R. takes B.          | 16. Q. P. takes P. (A.) (B.)                                                                                                                                                                                                                                 |
| 17. K. R. to K. Kt. fourth. | 17. Q. to K. B. second. (C.)                                                                                                                                                                                                                                 |
| 18. Q. R. to Q. square.     | 18. If he play Q. Kt. to Q. B. third, you will play Q. to K. Kt. third, and win. If he play K. to K. third, you play Q. to K. R. third ; and if he then play Q. to K. B. fourth, you would play Kt. to K. third, and win. But if Q. Kt. to Q. R. third. (D.) |
| 19. K. R. to Q. B. fourth.  | 19. If he play K. to K. square, you would win by taking Q. B. P. with Kt. If he play K. to K. third, you check with Kt. at K. B. fourth ;                                                                                                                    |

and if he were to take Kt. with P. or Q. you would easily win. But if

Q. B. P. one square.

- |                                                                                                                                                                                                                                    |                                                                                          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|
| 20. Kt. to Q. Kt. fourth.+                                                                                                                                                                                                         | 20. If he play K. to Q. B. second, you would checkmate in four moves. If K. to K. third. |
| 21. Kt. takes Kt.                                                                                                                                                                                                                  | 21. If the P. take Kt. you checkmate in two moves ; therefore                            |
|                                                                                                                                                                                                                                    | Q. to K. second.                                                                         |
| 22. Kt. to Q. B. fifth.+                                                                                                                                                                                                           | 22. K. to B. second.                                                                     |
| 23. Q. to K. R. fifth.+                                                                                                                                                                                                            | 23. K. to Kt. second.                                                                    |
| 24. K. R. to Q. B. third.                                                                                                                                                                                                          | 24. Kt. to K. B. third.                                                                  |
| 25. K. R. to K. Kt. third.+                                                                                                                                                                                                        | 25. K. to B. square. (E.)                                                                |
| 26. Q. R. to K. B. square, and wins ; for if Q. takes Kt. you will checkmate in six moves. If the Q. move to K. B. second, you take K. P. with Q., winning easily. If K. R. be played to K. Kt. square, you play Kt. to K. fourth. |                                                                                          |

(A.)

- |                                                     |                                                           |
|-----------------------------------------------------|-----------------------------------------------------------|
|                                                     | 16. Q. takes P.                                           |
| 17. Q. to K. Kt. fourth.+                           | 17. If he move K. he will lose in a few moves ; therefore |
|                                                     | Q. to K. third.                                           |
| 18. K. R. to K. B. seventh.+                        | 18. K. to Q. square.                                      |
| 19. Q. to K. Kt. fifth.+                            | 19. K. to K. square.                                      |
| 20. Q. to K. Kt. seventh.                           | 20. Q. takes R.                                           |
| 21. R. to K. square.+                               | 21. Q. B. interposes.                                     |
| 22. R. takes B.+                                    | 22. Q. takes R.                                           |
| 23. Kt. takes Q. B. P.+                             | 23. K. to Q. square.                                      |
| 24. Kt. takes Q.+                                   | 24. K. to K. square.                                      |
| 25. Kt. to Q. B. seventh.+                          | 25. K. to Q. square.                                      |
| 26. Kt. takes Q. R., and afterwards wins K. R., &c. |                                                           |

(B.)

16. If he play Q. B. P. one square, you should check with K. P., and on his moving K. to his square, you play K. R. to K. B. seventh, winning easily. But if

K. Kt. to K. second.

17. K.P. one square.+ 17. If he play K. to K. or Q. square, you play K.R. to K.B. seventh, and win. If he play K. to Q.B. third, you take Kt. with Kt. checking, and will win in a few moves ; therefore

K. takes P.

18. Kt. takes Kt. 18. K. to Q. second. (F.)  
19. Q.R. to K. square. 19. If he play Q. Kt. to Q.R. third, you play Kt. to K.B. fifth, and win the Queen, or checkmate in a few moves ; therefore

Q. Kt. to Q.B. third.

20. Q. to K.R. third.+ 20. K. to Q. square.  
21. Kt. takes Kt.+ 21. Q. Kt. P. takes Kt.  
22. Q. to K.R. fourth.+ 22. K. to Q. second.  
23. K.R. to K. fourth, and wins the Queen at the least.

(C.)

17. Q. to K.B. square.  
18. Q.R. to Q. square. 18. Q. Kt. to Q.R. third.  
19. Q. to K. Kt. third. 19. Q.B.P. one square.  
20. K.R. to K. Kt. seventh.+ 20. K. to K. third.  
21. Q. to K.R. third.+ 21. K. to Q. third.  
22. Q. to Q.R. third.+ 22. Q.B.P. one square.  
23. Checkmates in three moves.

(D.)

18. K. to K. square.  
19. K.R. takes Kt.+ 19. K.R. takes R.  
20. Kt. to K.B. sixth.+ 20. K. to K. second.  
21. Kt. takes R.+ 21. K. to K.B. square.  
22. R. to Q. eighth.+ 22. K. to Kt. second.  
23. Checkmates in three moves.

(E.)

25. Q.B. interposes.  
26. K.R. takes B.+ 26. Kt. takes R.  
27. Q. takes Kt.+ 27. K. to K.B. square.  
28. Q. to K.B. fifth.+ 28. If he play K. to K. square, or to K. Kt. second, you play R. to Q. seventh, and

win. If he play K. to K.Kt. square, you play R. to Q. third, and win ; therefore

Q. interposes.

- |                                   |                          |
|-----------------------------------|--------------------------|
| 29. Q. takes K. P.                | 29. K. to K. Kt. square. |
| 30. Kt. to Q. seventh.            | 30. Q. to K. Kt. third.  |
| 31. R. to Q. sixth, and will win. |                          |

(F.)

18. If he play Q. B. to Q. second, you would checkmate in two moves. If he play K. R., or take Q. Kt. P. with Q., you would check with Q. R. at K. square, and win the Queen. But if

Q. Kt. to Q. B. third. (G.)

- |                                                                  |                  |
|------------------------------------------------------------------|------------------|
| 19. Kt. takes Kt.                                                | 19. P. takes Kt. |
| 20. Q. R. to K. square, checks, and wins the Queen at the least. |                  |

(G.)

18. Q. B. P. one square. (H.)

- |                                          |                      |
|------------------------------------------|----------------------|
| 19. Q. R. to K. square.†                 | 19. K. to Q. second. |
| 20. Kt. to K. B. fifth, and wins easily. |                      |

(H.)

18. Kt. to Q. R. third.

- |                         |                                                                                                                                                                                                       |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 19. Kt. to K. B. fifth. | 19. If he play Q. to K. Kt. square, you should check with Q. at K. seventh, winning the Queen. If he take Q. Kt. P. with Q., you check with Kt. at Q. fourth, and will win in a few moves ; therefore |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Q. to K. Kt. third.

- |                                          |                          |
|------------------------------------------|--------------------------|
| 20. Q. to K. seventh.†                   | 20. K. to Q. fourth.     |
| 21. Q. to K. fourth.†                    | 21. K. to Q. B. fourth.  |
| 22. Q. to Q. fourth.†                    | 22. K. to Q. Kt. fourth. |
| 23. Q. R. P. two squares.†               | 23. K. to Q. B. third.   |
| 24. Kt. to K. seventh, checks, and wins. |                          |
-

# FIFTEENTH GAME.

## White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. Kt. to K. B. third.*
4. *K. B. to Q. B. fourth.*
5. *Q. P. two squares*
6. *Q. takes P.*
7. *K. castles.*
8. *K. to R. square.*
9. *Q. Kt. to Q. B. third.*
10. *Kt. to Q. fifth.*
11. *Q. B. takes P.*

## Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *K. Kt. P. two squares.*
4. *K. Kt. P. one square.*
5. *P. takes K. Kt.*
6. *Q. P. one square.*
7. *Q. to K. B. third.*
8. *K. B. to K. R. third.*
9. *Q. Kt. to Q. B. third.*
10. *Q. takes Q. P.*

## FIRST DEFENCE.

11. *Q. takes K. B.*
12. *Q. B. takes Q. P.*

## *In the first place,*

- |                                           |                                                                                                                      |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| 13. <i>Kt. takes Q. B. P.<sup>+</sup></i> | 12. <i>Q. B. to K. third.</i>                                                                                        |
| 14. <i>Q. R. to Q. square.</i>            | 13. <i>K. to Q. second.</i>                                                                                          |
| 15. <i>Q. Kt. P. one square.</i>          | 14. <i>K. to Q. B. square.</i>                                                                                       |
| 16. <i>Q. to K. R. fifth.</i>             | 15. <i>Q. Kt. to Q. fifth. (A.)</i>                                                                                  |
| 17. <i>Kt. takes Q. B.</i>                | 16. <i>Q. to Q. B. sixth.</i>                                                                                        |
| 18. <i>Q. takes K. B. P.</i>              | 17. <i>Q. Kt. takes Kt.</i>                                                                                          |
|                                           | 18. <i>If he play Q. Kt. to Q. B. second, you would check with Q. at K. B. fifth, and win in a few moves. But if</i> |

*Q. to K. Kt. second.*

- |                                                  |                               |
|--------------------------------------------------|-------------------------------|
| 19. <i>Q. takes Kt.<sup>+</sup></i>              | 19. <i>Q. interposes.</i>     |
| 20. <i>Q. to Q. B. fourth.<sup>+</sup></i>       | 20. <i>Q. to Q. B. third.</i> |
| 21. <i>Q. to Q. fourth, and will easily win.</i> |                               |

(A.)

- |                                   |                                |
|-----------------------------------|--------------------------------|
|                                   | 15. <i>Q. takes Q. B. P.</i>   |
| 16. <i>K. R. to K. B. second.</i> | 16. <i>Q. Kt. to Q. fifth.</i> |

- |                            |                                      |
|----------------------------|--------------------------------------|
| 17. Q. R. takes Kt.        | 17. Q. to Q. B. eighth. <sup>+</sup> |
| 18. Q. R. interposes.      | 18. Q. to Q. B. third.               |
| 19. Kt. takes R. and wins. |                                      |

*In the second place,*

- |                                                                                                                                                                                                                                                     |                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
|                                                                                                                                                                                                                                                     | 12. Q. B. P. takes B.   |
| 13. Q. takes K. B. P. <sup>+</sup>                                                                                                                                                                                                                  | 13. K. to Q. square.    |
| 14. Q. to Q. B. seventh. <sup>+</sup>                                                                                                                                                                                                               | 14. K. to K. square.    |
| 15. Q. takes P. at Q. sixth.                                                                                                                                                                                                                        | 15. Q. B. to Q. second. |
| 16. Q. Kt. P. one square, and will win the Queen, or checkmate in four moves : and though if Black take K. R. he will have a Rook, Knight, and two Bishops for the Queen, yet he will lose the game from White's superiority of position and Pawns. |                         |

#### SECOND DEFENCE.

- |                                      |                                                                                                                                               |
|--------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
|                                      | 11. K. B. takes B.                                                                                                                            |
| 12. Q. takes B.                      | 12. If he take K. B. with Q. he will lose the Queen, or be checkmated in a few moves ; therefore                                              |
|                                      | Q. Kt. to K. fourth.                                                                                                                          |
| 13. Kt. takes Q. B. P. <sup>+</sup>  | 13. K. to Q. square.                                                                                                                          |
| 14. K. R. to Q. square.              | 14. Q. takes K. B.                                                                                                                            |
| 15. Q. takes Kt.                     | 15. If he check with Q. at K. B. eighth, you will exchange Queens, and then take K. B. P. with K. R. afterwards, winning Q. R. &c ; therefore |
|                                      | Q. takes Kt.                                                                                                                                  |
| 16. Q. takes R. and will win Kt. &c. |                                                                                                                                               |

#### SIXTEENTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. P. two squares.  | 2. K. P. takes P.         |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares. |

- |                                  |                                 |
|----------------------------------|---------------------------------|
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i> |
| 5. <i>Q. P. two squares.</i>     | 5. <i>K. Kt. P. takes Kt.</i>   |
| 6. <i>Q. takes P.</i>            | 6. <i>Q. P. one square.</i>     |
| 7. <i>K. castles.</i>            | 7. <i>Q. to K. B. third.</i>    |
| 8. <i>Kt. to Q. R. third.</i>    | 8. <i>Q. takes Q. P.+</i>       |
| 9. <i>K. to R. square.</i>       | 9. <i>K. B. to K. R. third.</i> |
| 10. <i>Q. B. takes P.</i>        |                                 |

FIRST DEFENCE.

- |                                                                                                                                                             |                                                                                                                                                                                                                                                                |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                             | 10. <i>Q. to K. Kt. second.</i>                                                                                                                                                                                                                                |
| 11. <i>Kt. to Q. Kt. fifth.</i>                                                                                                                             | 11. <i>Q. Kt. to Q. R. third.</i>                                                                                                                                                                                                                              |
| 12. <i>Q. B. takes Q. P.</i>                                                                                                                                | 12. <i>Q. B. P. takes P.</i>                                                                                                                                                                                                                                   |
| 13. <i>Kt. takes P.+</i>                                                                                                                                    | 13. If he play <i>K. to K. B. square</i> , he will be checkmated in two moves. If he play <i>K. to K. second</i> , you should play <i>Q. to Q. R. third</i> . If he play <i>K. to Q. second</i> , you play <i>Q. to Q. square</i> , and win easily. Therefore, |
|                                                                                                                                                             | <i>K. to Q. square.</i>                                                                                                                                                                                                                                        |
| 14. <i>Q. to Q. square.</i>                                                                                                                                 | 14. <i>Q. B. to Q. second.</i>                                                                                                                                                                                                                                 |
| 15. <i>Kt. takes Q. Kt. P.+</i>                                                                                                                             | 15. <i>K. to Q. B. square.</i>                                                                                                                                                                                                                                 |
| 16. <i>K. B. takes Kt.</i>                                                                                                                                  | 16. <i>K. B. P. one square.</i>                                                                                                                                                                                                                                |
| 17. <i>Q. to Q. fifth, and wins</i> , for if Black move <i>K.</i> he will lose the Queen, but if he move <i>Q. R.</i> you will checkmate him in four moves. |                                                                                                                                                                                                                                                                |

SECOND DEFENCE.

- |                            |                               |
|----------------------------|-------------------------------|
|                            | 10. <i>Q. to K. B. third.</i> |
| 11. <i>Q. to K. third.</i> |                               |

*In the first place,*

- |                                   |                                   |
|-----------------------------------|-----------------------------------|
|                                   | 11. <i>Q. to K. Kt. third.</i>    |
| 12. <i>K. P. one square.</i>      | 12. <i>K. B. takes B.</i>         |
| 13. <i>K. R. takes B.</i>         | 13. <i>Q. B. to K. third.</i>     |
| 14. <i>K. P. takes Q. P.</i>      | 14. <i>K. Kt. to K. R. third.</i> |
| 15. <i>Q. R. to K. B. square.</i> | 15. He would lose a piece if      |
| <i>he castled ; therefore,</i>    | <i>Q. Kt. to Q. second.</i>       |

16. K.B. takes B.                      16. If he take B. with Q,  
you will play K.R. to K. fourth. But if  
P. takes B.  
17. K.R. to K.B. sixth.              17. Kt. takes R.  
18. Q. takes P., checks, and wins.

*In the second place,*

12. Q. B. takes B.                      11. Q. B. to K. third.  
13. Q. to Q. B. third.                12. Q. takes B.  
14. Kt. takes B.                        13. Q. B. takes B.  
15. K. P. one square.                14. K. B. P. one square.  
16. Kt. takes K. P.                    15. K. B. P. takes P. (A.)  
17. Q. to Q. Kt. third.                16. Q. to K. Kt. second. (B.)  
17. If he take Kt. with Q. P.,  
you take Q. Kt. P. with Q., winning Q. R. If he play  
Q. Kt. P. one square, you play Q. to Q. fifth ; and if  
he then move Q. B. P. one square, you take it with Kt.  
But if  
Q. B. P. one square.  
18. Kt. to K. B. seventh.            18. Q. Kt. P. one square.  
19. Q. to K. sixth.+                  19. K. Kt. interposes.  
20. Q. R. to K. square, and will easily win.

(A.)

15. If he play Q. Kt. to Q.  
second, you would take Q. P. with K. P., and win.  
But if
- Q. Kt. to Q. R. third.
- |                                      |                           |
|--------------------------------------|---------------------------|
| 16. Q. R. to Q. square.              | 16. K. castles with Q. R. |
| 17. Kt. takes Q. P. <sup>+</sup>     | 17. K. to Q. Kt. square.  |
| 18. Kt. to K. B. seventh.            | 18. Q. R. takes R.        |
| 19. R. takes R., and wins the Queen. |                           |

(B.)

- |                                 |                        |
|---------------------------------|------------------------|
| 17. Q. takes K. P. <sup>+</sup> | 16. Q. P. takes Kt.    |
| 18. Q. takes K. R. <sup>+</sup> | 17. K. Kt. interposes. |
|                                 | 18. K. to Q. second.   |



- |                                       |                      |
|---------------------------------------|----------------------|
| 19. Q. R. to Q. square.+              | 19. K. to K. third.  |
| 20. Q. R. to K. square.+              | 20. K. to Q. second. |
| 21. K. R. to K. B. seventh, and wins. |                      |

## SEVENTEENTH GAME.

### White.

### Black.

- |                                   |                                                                         |
|-----------------------------------|-------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>      | 1. <i>K. P. two squares.</i>                                            |
| 2. <i>K. B. P. two squares.</i>   | 2. <i>K. P. takes P.</i>                                                |
| 3. <i>K. Kt. to K. B. third.</i>  | 3. <i>K. Kt. P. two squares.</i>                                        |
| 4. <i>K. B. to Q. B. fourth.</i>  | 4. <i>K. Kt. P. one square.</i>                                         |
| 5. <i>Q. P. two squares.</i>      | 5. <i>K. Kt. P. takes Kt.</i>                                           |
| 6. <i>Q. takes P.</i>             | 6. <i>Q. to K. B. third.</i>                                            |
| 7. <i>K. P. one square.</i>       | 7. <i>Q. to K. B. fourth.</i>                                           |
| 8. <i>K. castles.</i>             | 8. <i>K. B. to K. R. third.</i>                                         |
| 9. <i>Kt. to Q. B. third.</i>     | 9. <i>If he play Q. Kt. to Q. B. third, see the First Variation.</i>    |
|                                   | <i>K. Kt. to K. second.</i>                                             |
| 10. <i>Kt. to K. fourth.</i>      | 10. <i>If he play K. B. to K. Kt. second, see the Second Variation.</i> |
|                                   | <i>Q. Kt. to Q. B. third.</i>                                           |
| 11. <i>Q. B. P. one square.</i>   | 11. <i>If he play K. Kt. to K. Kt. third, see the Third Variation.</i>  |
|                                   | <i>Q. Kt. P. one square.</i>                                            |
| 12. <i>K. Kt. P. two squares.</i> |                                                                         |

### FIRST DEFENCE.

- |                                                                             |                                    |
|-----------------------------------------------------------------------------|------------------------------------|
|                                                                             | 12. <i>P. takes P. en passant.</i> |
| 13. <i>Q. B. takes B.</i>                                                   | 13. <i>P. takes P.+</i>            |
| 14. <i>K. takes P.</i>                                                      | 14. <i>Q. takes Q.</i>             |
| 15. <i>K. R. takes Q.</i>                                                   | 15. <i>K. to Q. square.</i>        |
| 16. <i>K. B. takes P., and will afterwards win K. R. for a minor piece.</i> |                                    |

## SECOND DEFENCE.

- |                           |                        |
|---------------------------|------------------------|
|                           | 12. Q. to K.Kt. third. |
| 13. Q. B. takes P.        | 13. K. B. takes B.     |
| 14. Q. takes B.           | 14. K. castles.        |
| 15. K. R. to K. B. third. | 15. K. to R. square.   |
| 16. Kt. to K. B. sixth.   |                        |

*In the first place,*

- |                             |                              |
|-----------------------------|------------------------------|
|                             | 16. Q. Kt. to Q. square.     |
| 17. K. R. to K. R. third.   | 17. Q. Kt. to K. third.      |
| 18. Q. to Q. second.        | 18. Q. Kt. to K. Kt. fourth. |
| 19. Q. takes Kt., and wins. |                              |

*In the second place,*

- |                                      |                                                                                                                                                                                                                                                                                                                                                               |
|--------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                      | 16. K. Kt. to K. Kt. square.                                                                                                                                                                                                                                                                                                                                  |
| 17. K. B. to Q. third.               | 17. If he play Q. to K. R. third, you would play K. Kt. P. one square, and on his then playing Q. to K. Kt. second, you would win the Queen by moving K. Kt. to K. R. fifth. Therefore,<br>Q. to K. Kt. second.                                                                                                                                               |
| 18. K. R. to K. R. third.            | 18. If he take Kt. with K. Kt., you take Kt. with K. P., and if he then play Q. to K. Kt. square, you take K. R. P. with B., and win ; but if instead of playing Q. to K. Kt. square he were to take P. with Q., checking, you would take his Queen, and on his playing K. R. to K. Kt. square, give check-mate with K. R. Therefore,<br>K. R. P. one square. |
| 19. Kt. to K. R. fifth.              | 19. Q. to K. Kt. fourth.                                                                                                                                                                                                                                                                                                                                      |
| 20. Q. takes Q.                      | 20. P. takes Q.                                                                                                                                                                                                                                                                                                                                               |
| 21. Kt. to K. B. sixth. <sup>+</sup> | 21. K. Kt. interposes.                                                                                                                                                                                                                                                                                                                                        |
| 22. Checkmates in two moves.         |                                                                                                                                                                                                                                                                                                                                                               |

## FIRST VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

- |                       |                           |
|-----------------------|---------------------------|
|                       | 9. Q. Kt. to Q. B. third. |
| 10. Kt. to K. second. | 10. K. Kt. to K. second.  |

- |                          |                             |
|--------------------------|-----------------------------|
| 11. K. B. to Q. third.   | 11. Q. to K. third.         |
| 12. Q. B. P. one square. | 12. K. Kt. to K. Kt. third. |
| 13. Q. to K. R. fifth.   | 13. K. B. to K. Kt. second. |
| 14. Q. B. takes P.       | 14. K. castles.             |
| 15. Kt. to K. Kt. third. | .                           |

FIRST DEFENCE.

- |                                        |                              |
|----------------------------------------|------------------------------|
|                                        | 15. Q. P. two squares.       |
| 16. Kt. to K. B. fourth.               | 16. Q. Kt. to K. second.     |
| 17. Kt. takes K. B.                    | 17. K. takes Kt.             |
| 18. Q. to K. R. sixth. <sup>+</sup>    | 18. K. to R. square.         |
| 19. Q. B. to K. Kt. fifth.             | 19. Q. Kt. to K. Kt. square. |
| 20. Q. B. to K. B. sixth. <sup>+</sup> | 20. Q. Kt. takes B.          |
| 21. K. R. takes Kt.                    | 21. Q. to K. second.         |
| 22. K. B. takes Kt. and wins.          |                              |

SECOND DEFENCE.

- |                       |                          |
|-----------------------|--------------------------|
|                       | 15. Q. Kt. to K. second. |
| 16. Kt. to K. fourth. |                          |

*In the first place,*

- |                               |                          |
|-------------------------------|--------------------------|
|                               | 16. K. R. P. one square. |
| 17. Q. B. takes K. R. P.      | 17. K. B. takes B. (A.)  |
| 18. Q. takes B.               | 18. K. B. P. one square. |
| 19. Kt. takes P. <sup>+</sup> | 19. K. R. takes Kt.      |
| 20. K. R. takes R. and wins.  |                          |

(A.)

- |                                    |                          |
|------------------------------------|--------------------------|
|                                    | 17. K. B. P. one square. |
| 18. Q. B. takes B.                 | 18. K. takes B.          |
| 19. P. takes P. <sup>+</sup>       | 19. K. R. takes P.       |
| 20. K. R. takes R.                 | 20. Q. to K. Kt. square. |
| 21. Kt. to K. Kt. fifth, and wins. |                          |

*In the second place,*

- |                    |                          |
|--------------------|--------------------------|
|                    | 16. K. B. P. one square. |
| 17. K. P. takes P. | 17. K. B. takes P. (B.)  |

- |                                            |                                                                                                             |
|--------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| 18. Q. B. to K. fifth.                     | 18. If he take B. you would<br>play Kt. to K. Kt. fifth, and win easily ; therefore<br>Q. Kt. to Q. fourth. |
| 19. Q. B. takes B.                         | 19. Q. Kt. takes B. (C.)                                                                                    |
| 20. Kt. takes Kt.+                         | 20. K. R. takes Kt.                                                                                         |
| 21. K. R. takes R.                         | 21. Q. takes R.                                                                                             |
| 22. B. to Q. B. fourth.+                   | 22. K. to Kt. second.                                                                                       |
| 23. R. to K. B. square.                    | 23. Q. to K. second.                                                                                        |
| 24. R. to K. B. seventh.+                  | 24. Q. takes R.                                                                                             |
| 25. B. takes Q.                            | 25. K. takes B.                                                                                             |
| 26. Q. takes P., checks, and ought to win. |                                                                                                             |

(B.)

- |                                               |                      |
|-----------------------------------------------|----------------------|
|                                               | 17. K. Kt. takes B.  |
| 18. K. R. takes Kt.                           | 18. K. B. takes P.   |
| 19. Kt. takes B.+                             | 19. K. R. takes Kt.  |
| 20. Q. takes K. R. P.+                        | 20. K. to B. square. |
| 21. K. R. takes R.+                           | 21. Q. takes R.      |
| 22. Q. R. to K. B. square, winning the Queen. |                      |

(C.)

- |                                                       |                                                                                                                                                |
|-------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                       | 19. Q. Kt. to K. B. fifth.                                                                                                                     |
| 20. Q. to K. R. sixth.                                | 20. If he take B. with K. R.<br>you should take R. with Kt., checking, and afterwards<br>take the Kt. with B. But if<br>K. R. to K. B. second. |
| 21. K. R. takes Kt.                                   | 21. Kt. takes R.                                                                                                                               |
| 22. Q. takes Kt.                                      | 22. Q. P. two squares.                                                                                                                         |
| 23. Q. to K. Kt. fifth.+                              | 23. K. to B. square.                                                                                                                           |
| 24. Q. to K. R. sixth.+                               | 24. If he play K. to K. square,<br>you move R. to K. square, and win ; therefore<br>K. to Kt. square.                                          |
| 25. Kt. to K. Kt. fifth.                              | 25. Q. to K. sixth.+                                                                                                                           |
| 26. K. to R. square.                                  | 26. Q. takes B.                                                                                                                                |
| 27. Kt. takes K. R.                                   | 27. K. takes Kt.                                                                                                                               |
| 28. Q. to K. Kt. seventh, checks, and wins the Queen. |                                                                                                                                                |

## SECOND VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

- |                         |                          |
|-------------------------|--------------------------|
| 11. K.B. to Q. third.   | 10. K.B. to K.Kt second. |
| 12. Q.B. takes P.       | 11. Q. to K. third.      |
| 13. Kt. to K.Kt. fifth. | 12. K.Kt. to its third.  |
| 14. Q.B. to K. third.   | 13. Q. to K. second.     |
| 15. Q. to K.R. fifth.   | 14. K. castles.          |
| 16. Kt. takes K.B.P.    | 15. K.R.P. one square.   |

*In the first place,*

- |                                                       |                          |
|-------------------------------------------------------|--------------------------|
| 17. K.R. takes Kt.                                    | 16. K.Kt. to K.B. fifth. |
| 18. K.R. takes R.                                     | 17. K.R. takes Kt.       |
| 19. Q.B. to K.R. seventh, checks, and wins the Queen. | 18. Q. takes R.          |

*In the second place,*

- |                                 |                           |
|---------------------------------|---------------------------|
| 17. Q. takes Kt.                | 16. K.R. takes Kt.        |
| square, he loses Q. ; therefore | 17. If he play K. to K.B. |
|                                 | Q. to K. third.           |
| 18. Q. to K.R. seventh.+        | 18. K. to K.B. square.    |
| 19. K.B. to K.Kt. sixth.        | 19. K.R. takes R.+        |
| 20. R. takes R.+                | 20. K. to K. second.      |
| 21. Checkmates in three moves.  |                           |

## THIRD VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK.

- |                          |                          |
|--------------------------|--------------------------|
| 12. K.Kt.P. two squares. | 11. K.Kt. to its third.  |
| 13. K.Kt.P. takes Q.     | 12. K.Kt. to K.R. fifth. |
| 14. K.R. takes Kt.       | 13. K.Kt. takes Q.+      |
| 15. Kt. to K.B. sixth.+  | 14. Q.P. one square.     |
| 16. Q.B. takes P.        | 15. K. to Q. square.     |
| 17. K.R. takes B.        | 16. K.B. takes B.        |
|                          | 17. Q.P. takes P.        |

- |                                      |                      |
|--------------------------------------|----------------------|
| 18. Q. P. takes P.                   | 18. Kt. takes P.     |
| 19. Q. R. to Q. square. <sup>+</sup> | 19. K. to K. second. |
| 20. Kt. to Q. fifth. <sup>+</sup>    | 20. K. to B. square. |
| 21. Kt. takes Q. B. P.               |                      |

*In the first place,*

- |                                      |                             |
|--------------------------------------|-----------------------------|
|                                      | 21. Q. R. to Q. Kt. square. |
| 22. Q. R. to Q. eighth. <sup>+</sup> | 22. K. to Kt. second.       |
| 23. K. B. P. checks.                 | 23. K. moves.               |
| 24. Q. R. takes R. and wins.         |                             |

*In the second place,*

- |                                            |                                          |
|--------------------------------------------|------------------------------------------|
|                                            | 21. K. R. to K. Kt. square. <sup>+</sup> |
| 22. K. to R. square.                       | 22. Q. R. to Q. Kt. square.              |
| 23. K. R. to K. fourth.                    | 23. Kt. takes B.                         |
| 24. Q. R. to Q. eighth. <sup>+</sup>       | 24. K. to Kt. second.                    |
| 25. K. R. to K. Kt. fourth. <sup>+</sup>   | 25. K. to K. B. third. (A.)              |
| 26. K. R. takes R.                         | 26. Kt. to Q. Kt. third.                 |
| 27. Kt. to K. eighth <sup>+</sup>          | 27. K. moves.                            |
| 28. Kt. to Q. sixth, and will win a piece. |                                          |

(A.)

- |                                     |                          |
|-------------------------------------|--------------------------|
|                                     | 25. K. to K. R. third.   |
| 26. K. R. takes R.                  | 26. Kt. to Q. Kt. third. |
| 27. Q. R. to Q. third.              | 27. B. takes K. B. P.    |
| 28. Q. R. to Q. sixth. <sup>+</sup> | 28. K. moves.            |
| 29. K. R. takes R. and wins.        |                          |

## EIGHTEENTH GAME.

**White.**

**Black.**

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. P. two squares.  | 2. K. P. takes P.         |
| 3. K. Kt. to K. B. third. | 3. K. Kt. P. two squares. |
| 4. K. B. to Q. B. fourth. | 4. K. Kt. P. one square.  |

- |                               |                                |
|-------------------------------|--------------------------------|
| 5. <i>Q. P. two squares.</i>  | 5. <i>P. takes K. Kt.</i>      |
| 6. <i>Q. takes P.</i>         | 6. <i>Q. P. one square.</i>    |
| 7. <i>K. castles.</i>         | 7. <i>Q. to K. B. third</i>    |
| 8. <i>K. to K. R. square.</i> | 8. <i>Q. takes Q. P.</i>       |
| 9. <i>Q. to Q. Kt. third.</i> | 9. <i>Q. to K. Kt. second.</i> |
| 10. <i>Q. B. takes P.</i>     |                                |

FIRST DEFENCE.

- |                                            |                                    |
|--------------------------------------------|------------------------------------|
|                                            | 10. <i>Q. Kt. to Q. B. third.</i>  |
| 11. <i>Kt. to Q. B. third.</i>             | 11. <i>Q. Kt. to Q. fifth.</i>     |
| 12. <i>K. B. takes K. B. P.+</i>           | 12. <i>Q. takes K. B.</i>          |
| 13. <i>Q. takes Q.+</i>                    | 13. <i>K. takes Q.</i>             |
| 14. <i>B. to K. fifth.+</i>                | 14. <i>K. Kt. to K. B. third.</i>  |
| 15. <i>B. takes K. Kt.</i>                 | 15. <i>K. R. to K. Kt. square.</i> |
| 16. <i>B. takes Kt., checks, and wins.</i> |                                    |

SECOND DEFENCE.

- |                                   |                                                                                                                                                                                                                                                    |
|-----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                   | 10. <i>K. Kt. to K. B. third.</i>                                                                                                                                                                                                                  |
| 11. <i>Q. Kt. to Q. B. third.</i> | 11. <i>K. R. to K. Kt. square.</i>                                                                                                                                                                                                                 |
| 12. <i>K. Kt. P. one square.</i>  | 12. <i>If he play K. B. to K. second, see the First Variation. If he play Q. Kt. to Q. B. third, you should play Q. Kt. to its fifth, and if he then were to play Q. Kt. to Q. R. fourth, you ought to move Q. to Q. R. fourth, &amp;c. But if</i> |
|                                   | <i>Q. B. P. one square.</i>                                                                                                                                                                                                                        |
| 13. <i>K. P. one square.</i>      | 13. <i>Q. P. takes P.</i>                                                                                                                                                                                                                          |
| 14. <i>Q. B. takes P.</i>         | 14. <i>If he play Q. Kt. to Q. second, see the Second Variation. But if</i>                                                                                                                                                                        |
|                                   | <i>K. B. to K. second.</i>                                                                                                                                                                                                                         |
| 15. <i>Kt. to K. fourth.</i>      | 15. <i>Q. Kt. to Q. second.</i>                                                                                                                                                                                                                    |
| 16. <i>Kt. to Q. sixth.+</i>      | 16. <i>If he play K. to B. square, see the Third Variation. But if</i>                                                                                                                                                                             |
|                                   | <i>K. B. takes Kt.</i>                                                                                                                                                                                                                             |
| 17. <i>Q. B. takes B.</i>         | 17. <i>K. to Q. square.</i>                                                                                                                                                                                                                        |
| 18. <i>K. B. takes K. B. P.</i>   | 18. <i>K. R. to its square.</i>                                                                                                                                                                                                                    |
| 19. <i>Q. to K. sixth.</i>        | 19. <i>K. Kt. to Q. fourth.</i>                                                                                                                                                                                                                    |
| 20. <i>Q. R. to K. square.</i>    | 20. <i>Q. Kt. to K. B. third.</i>                                                                                                                                                                                                                  |
| 21. <i>Q. B. to K. seventh.+</i>  | 21. <i>K. to Q. B. second.</i>                                                                                                                                                                                                                     |

- |                                                       |                            |
|-------------------------------------------------------|----------------------------|
| 22. Q. to Q. sixth.+                                  | 22. K. to Q. Kt. third.    |
| 23. K. R. takes Q. Kt.                                | 23. Kt. takes R.           |
| 24. Q. to Q. fourth.+                                 | 24. If he play K. to Q. B. |
| second, you will win the Queen by checking with Q. B. |                            |
| at Q. sixth. If he play K. to Q. Kt. fourth, you will |                            |
| checkmate in four moves. If he interpose P. you will  |                            |
| checkmate in three moves ; therefore                  |                            |

*In the first place,*

- |                                                               |                                   |
|---------------------------------------------------------------|-----------------------------------|
|                                                               | K. to Q. R. fourth.               |
| 25. Q. B. to Q. Kt. fourth.+                                  | 25. If he play K. to K. R. fifth, |
| you will checkmate him in three moves. If he play             |                                   |
| K. to Q. Kt. fourth, you win in two moves. But if             |                                   |
|                                                               | K. to Q. R. third.                |
| 26. Q. to Q. B. fourth.+                                      | 26. K. to Q. Kt. third.           |
| 27. Q. to Q. B. fifth.+                                       | 27. K. to Q. B. second.           |
| 28. Q. to K. fifth, checks, and will checkmate the next move. |                                   |

*In the second place,*

- |                                                          |                                 |
|----------------------------------------------------------|---------------------------------|
|                                                          | 24. K. to Q. R. third.          |
| 25. Q. to Q. B. fourth.+                                 | 25. If he interpose P. you will |
| checkmate in four moves. If he play K. to Q. Kt. third,  |                                 |
| you check with Q. B. at its fifth, and afterwards check- |                                 |
| mate in two or three moves. But if                       |                                 |
|                                                          | K. to Q. R. fourth.             |
| 26. Q. B. to Q. Kt. fourth.+                             | 26. K. to Q. Kt. third.         |
| 27. Q. B. to its fifth.+                                 | 27. If he play K. to Q. R.      |
| fourth, you checkmate in two moves ; therefore           |                                 |
|                                                          | K. to Q. B. second.             |
| 28. Q. to K. B. fourth.+                                 | 28. K. to Q. square.            |
| 29. Q. B. to K. seventh.+                                | 29. K. to Q. second.            |
| 30. Q. checkmates.                                       |                                 |

*FIRST VARIATION,*

BEGINNING AT THE TWELFTH MOVE OF THE BLACK.

**White.****Black.**

- |                          |                       |
|--------------------------|-----------------------|
| 1. K. P. two squares.    | 1. K. P. two squares. |
| 2. K. B. P. two squares. | 2. K. P. takes P.     |



- |                                   |                                    |
|-----------------------------------|------------------------------------|
| 3. <i>K. Kt. to K. B. third.</i>  | 3. <i>K. Kt. P. two squares.</i>   |
| 4. <i>K. B. to Q. B. fourth.</i>  | 4. <i>K. Kt. P. one square.</i>    |
| 5. <i>Q. P. two squares.</i>      | 5. <i>P. takes K. Kt.</i>          |
| 6. <i>Q. takes P.</i>             | 6. <i>Q. P. one square.</i>        |
| 7. <i>K. castles.</i>             | 7. <i>Q. to K. B. third.</i>       |
| 8. <i>K. to K. R. square.</i>     | 8. <i>Q. takes Q. P.</i>           |
| 9. <i>Q. to Q. Kt. third.</i>     | 9. <i>Q. to K. Kt. second.</i>     |
| 10. <i>Q. B. takes P.</i>         | 10. <i>K. Kt. to K. B. third.</i>  |
| 11. <i>Q. Kt. to Q. B. third.</i> | 11. <i>K. R. to K. Kt. square.</i> |
| 12. <i>K. Kt. P. one square.</i>  | 12. <i>K. B. to K. second.</i>     |
| 13. <i>K. P. one square.</i>      | 13. <i>Q. P. takes P.</i>          |
| 14. <i>Q. B. takes P.</i>         |                                    |

FIRST DEFENCE.

- |                                      |                                   |
|--------------------------------------|-----------------------------------|
|                                      | 14. <i>Q. Kt. to Q. B. third.</i> |
| 15. <i>Q. B. takes Kt.</i>           | 15. <i>K. B. takes B.</i>         |
| 16. <i>Kt. to K. fourth.</i>         | 16. <i>Q. Kt. to Q. fifth.</i>    |
| 17. <i>Q. to K. third, and wins.</i> |                                   |

SECOND DEFENCE.

- |                            |                                 |
|----------------------------|---------------------------------|
|                            | 14. <i>Q. Kt. to Q. second.</i> |
| 15. <i>Q. B. takes Kt.</i> |                                 |

*In the first place,*

- |                                      |                                    |
|--------------------------------------|------------------------------------|
|                                      | 15. <i>Kt. takes B.</i>            |
| 16. <i>Q. R. to K. square.</i>       | 16. <i>Q. B. to K. third. (A.)</i> |
| 17. <i>B. takes B.</i>               | 17. <i>P. takes B.</i>             |
| 18. <i>Q. takes K. P.</i>            | 18. <i>K. R. to K. B. square.</i>  |
| 19. <i>Kt. to Q. Kt. fifth.</i>      | 19. <i>K. to Q. square.</i>        |
| 20. <i>Q. R. to Q. square.+</i>      | 20. <i>B. interposes.</i>          |
| 21. <i>Kt. takes B.</i>              | 21. <i>P. takes Kt.</i>            |
| 22. <i>Q. R. takes P.+</i>           | 22. <i>K. to Q. B. second.</i>     |
| 23. <i>K. R. takes Kt. and wins.</i> |                                    |

(A.)

- |                             |                                 |
|-----------------------------|---------------------------------|
|                             | 16. <i>K. to B. square.</i>     |
| 17. <i>Kt. to Q. fifth.</i> | 17. <i>Kt. takes Kt. (B.)</i>   |
| 18. <i>B. takes Kt.</i>     | 18. <i>K. B. P. one square.</i> |

19. B. takes K.R.                      19. Q. takes B.  
 20. Q. takes Q. and afterwards wins K.B.

(B.)

18. Kt. takes K.B.                      17. Q.B. to K. third.  
 19. K.B. takes B.                      18. K. takes Kt.  
 20. Q. takes P.<sup>+</sup>                      19. P. takes B.  
 21. Q.R. to Q. square.<sup>+</sup>              20. K. to Q. square.  
 22. K.R. to K.B. seventh, and will win.      21. Kt. interposes.

*In the second place,*

16. Kt. to Q. fifth.                      15. K.B. takes B.  
 17. Kt. takes B.                      16. K. to Q. square.  
 18. Q.R. to Q. square.<sup>+</sup>              17. Kt. takes Kt.  
 19. Q. takes Q.Kt. P.                  18. B. interposes.  
 20. Q. to Q.B. sixth.                  19. Q.R. to Q.B. square.  
 21. K.R. to K. square.<sup>+</sup>              20. K. to K. square.  
 22. B. to Q.Kt. fifth, and wins.      21. K. to Q. square.

**SECOND VARIATION,**

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

**White.**

1. K. P. two squares.
2. K.B. P. two squares.
3. K.Kt. to K.B. third.
4. K.B. to Q.B. fourth.
5. Q. P. two squares.
6. Q. takes P.
7. K. castles.
8. K. to K.R. square.
9. Q. to Q.Kt. third.
10. Q.B. takes P.
11. Q.Kt. to Q.B. third.
12. K.Kt. P. one square.
13. K. P. one square.

**Black.**

1. K. P. two squares.
2. K. P. takes P.
3. K.Kt. P. two squares.
4. K.Kt. P. one square.
5. P. takes K.Kt.
6. Q. P. one square.
7. Q. to K.B. third.
8. Q. takes Q. P.
9. Q. to K.Kt. second.
10. K.Kt. to K.B. third.
11. K.R. to K.Kt. square.
12. Q.B. P. one square.
13. Q. P. takes P.

- |                              |                                                                                                                                                                                                                |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 14. <i>Q. B. takes P.</i>    | 14. <i>Q. Kt. to Q. second.</i>                                                                                                                                                                                |
| 15. <i>Kt. to K. fourth.</i> | 15. <i>Q. Kt. takes B.</i>                                                                                                                                                                                     |
| 16. <i>Kt. takes K. Kt.+</i> | 16. <i>If he play K. to Q. square, you check with Q. R., and if he interpose Q. B. you take Q. Kt. P. with Q., and win ; but if he interpose Kt. you take it with Kt. and win ; therefore K. to K. second.</i> |
| 17. <i>B. takes K. B. P.</i> |                                                                                                                                                                                                                |

FIRST DEFENCE.

- |                                          |                                                                                             |
|------------------------------------------|---------------------------------------------------------------------------------------------|
|                                          | 17. <i>K. R. to K. R. square.</i>                                                           |
| 18. <i>Q. to K. third.</i>               | 18. <i>Q. takes B.</i>                                                                      |
| 19. <i>Q. takes Kt.+</i>                 | 19. <i>If he interpose Q. B. you will checkmate in two moves ; therefore Q. interposes.</i> |
| 20. <i>Q. to Q. B. seventh.+</i>         | 20. <i>Q. B. interposes.</i>                                                                |
| 21. <i>Q. R. to K. square, and wins.</i> |                                                                                             |

SECOND DEFENCE.

- |                                     |                                                                                                            |
|-------------------------------------|------------------------------------------------------------------------------------------------------------|
|                                     | 17. <i>Kt. takes B.</i>                                                                                    |
| 18. <i>Kt. takes K. R.+</i>         | 18. <i>Q. takes Kt.</i>                                                                                    |
| 19. <i>Q. R. to K. square.+</i>     | 19. <i>K. to Q. third.</i>                                                                                 |
| 20. <i>K. R. takes Kt.</i>          | 20. <i>Q. to K. R. square.</i>                                                                             |
| 21. <i>Q. to Q. Kt. fourth.+</i>    | 21. <i>Q. B. P. one square.</i>                                                                            |
| 22. <i>Q. to K. B. fourth.+</i>     | 22. <i>K. to Q. B. third.</i>                                                                              |
| 23. <i>K. R. to K. B. sixth.+</i>   | 23. <i>If he play K. to Q. Kt. fourth, you would play Q. Kt. P. one square. But if K. to Q. second.</i>    |
| 24. <i>Q. to K. B. fifth.+</i>      | 24. <i>K. to Q. B. second.</i>                                                                             |
| 25. <i>Q. to K. fifth.+</i>         | 25. <i>If he play K. to Q. second, you will give checkmate in three moves ; therefore K. to Q. square.</i> |
| 26. <i>Q. R. to Q. square.+</i>     | 26. <i>Q. B. interposes.</i>                                                                               |
| 27. <i>Q. to K. sixth.</i>          | 27. <i>Q. to K. Kt. second.</i>                                                                            |
| 28. <i>Checkmates in two moves.</i> |                                                                                                            |

## THIRD VARIATION,

BEGINNING AT THE SIXTEENTH MOVE OF THE BLACK.

White.

Black.

- |                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|--------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>               | 1. <i>K. P. two squares.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 2. <i>K. B. P. two squares.</i>            | 2. <i>K. P. takes P.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 3. <i>K. Kt. to K. B. third.</i>           | 3. <i>K. Kt. P. two squares.</i>                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 4. <i>K. B. to Q. B. fourth.</i>           | 4. <i>K. Kt. P. one square.</i>                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 5. <i>Q. P. two squares.</i>               | 5. <i>P. takes K. Kt.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 6. <i>Q. takes P.</i>                      | 6. <i>Q. P. one square.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 7. <i>K. castles.</i>                      | 7. <i>Q. to K. B. third.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 8. <i>K. to K. R. square.</i>              | 8. <i>Q. takes Q. P.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 9. <i>Q. to Q. Kt. third.</i>              | 9. <i>Q. to K. Kt. second.</i>                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 10. <i>Q. B. takes P.</i>                  | 10. <i>K. Kt. to K. B. third.</i>                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 11. <i>Q. Kt. to Q. B. third.</i>          | 11. <i>K. R. to K. Kt. square.</i>                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 12. <i>K. Kt. P. one square.</i>           | 12. <i>Q. B. P. one square.</i>                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 13. <i>K. P. one square.</i>               | 13. <i>Q. P. takes P.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 14. <i>Q. B. takes P.</i>                  | 14. <i>K. B. to K. second.</i>                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 15. <i>Kt. to K. fourth.</i>               | 15. <i>Q. Kt. to Q. second.</i>                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 16. <i>Kt. to Q. sixth.<sup>+</sup></i>    | 16. <i>K. to B. square.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 17. <i>Q. B. to K. B. fourth.</i>          | 17. If he play <i>Q. Kt. to Q. B.</i><br>fourth, you play <i>Q. to K. third</i> . If he play <i>K. Kt. to Q.</i><br>fourth, or to <i>K. R. fourth</i> , you would play <i>Q. B. to K. R.</i><br>sixth, and win the Queen. If he play <i>K. Kt. to its</i><br>fifth, you take <i>K. B. P.</i> with <i>Kt. &amp;c.</i> If he take <i>Kt.</i><br>with <i>K. B.</i> you win <i>K. B.</i> and <i>K. Kt.</i> Finally, if he play<br><i>Q. Kt. P. two squares.</i> |
| 18. <i>K. B. takes K. B. P.</i>            | 18. <i>K. R. to K. R. square.</i>                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 19. <i>Q. R. to K. square.</i>             | 19. <i>K. B. to Q. square.</i>                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 20. <i>Q. R. to K. eighth.<sup>+</sup></i> | 20. <i>K. Kt. takes R.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 21. <i>Q. B. to K. R. sixth.</i>           | 21. <i>Q. takes Q. B.</i>                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 22. <i>B. to K. R. fifth.<sup>+</sup></i>  | 22. If he interpose either <i>Kt.</i><br>or <i>K. B.</i> , or play <i>K. to Kt. second</i> , you would check-<br>mate with <i>Q.</i> ; therefore<br><i>K. to K. second.</i>                                                                                                                                                                                                                                                                                 |
| 23. Checkmates in four moves.              |                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

# NINETEENTH GAME.

**White.**

**Black.**

- |                                  |                                                                                                                                                                                                                                                 |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                                                                                                                                                                    |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>                                                                                                                                                                                                                        |
| 3. <i>K. Kt. to K. B. third.</i> | 3. <i>K. Kt. P. two squares.</i>                                                                                                                                                                                                                |
| 4. <i>K. B. to Q. B. fourth.</i> | 4. <i>K. Kt. P. one square.</i>                                                                                                                                                                                                                 |
| 5. <i>Q. P. two squares.</i>     | 5. <i>K. Kt. P. takes Kt.</i>                                                                                                                                                                                                                   |
| 6. <i>Q. takes P.</i>            | 6. <i>Q. P. one square.</i>                                                                                                                                                                                                                     |
| 7. <i>K. castles.</i>            | 7. <i>Q. to K. B. third.</i>                                                                                                                                                                                                                    |
| 8. <i>K. to R. square.</i>       | 8. <i>K. B. to K. R. third.</i>                                                                                                                                                                                                                 |
| 9. <i>Q. Kt. to Q. B. third.</i> | 9. <i>K. Kt. to K. second.</i>                                                                                                                                                                                                                  |
| 10. <i>K. P. one square.</i>     | 10. <i>Q. P. takes P.</i>                                                                                                                                                                                                                       |
| 11. <i>Q. P. takes P.</i>        | 11. <i>Q. to K. B. fourth.</i>                                                                                                                                                                                                                  |
| 12. <i>Q. Kt. to K. fourth.</i>  | 12. <i>Q. takes P.</i>                                                                                                                                                                                                                          |
| 13. <i>Q. B. to Q. second.</i>   | 13. <i>Q. Kt. to Q. B. third.</i>                                                                                                                                                                                                               |
| 14. <i>Q. B. to Q. B. third.</i> | 14. <i>Q. Kt. to Q. fifth.</i>                                                                                                                                                                                                                  |
| 15. <i>Q. B. takes Kt.</i>       | 15. <i>Q. takes Q. B.</i>                                                                                                                                                                                                                       |
| 16. <i>Q. to K. R. fifth.</i>    | 16. <i>If he play Q. to K. Kt. second, see the First Variation. If he take Kt. with Q. you take K. B. P. with Q. If he take B. with Q. you check with Kt. at K. B. sixth. If he play K. B. to K. Kt. second, you will win the Queen. But if</i> |
|                                  | <i>K. R. to K. B. square.</i>                                                                                                                                                                                                                   |
| 17. <i>K. R. to K. square.</i>   | 17. <i>If he play Q. to Q. Kt. third, see the Second Variation. If he take K. B. with Q. you check with Kt. at K. B. sixth. But suppose</i>                                                                                                     |
|                                  | <i>Q. to K. Kt. second.</i>                                                                                                                                                                                                                     |
| 18. <i>B. to Q. Kt. fifth.+</i>  |                                                                                                                                                                                                                                                 |

*In the first place,*

- |                                      |                                 |
|--------------------------------------|---------------------------------|
| 19. <i>Kt. to Q. sixth.+</i>         | 18. <i>Q. B. P. one square.</i> |
| 20. <i>Q. R. to Q. square.</i>       | 19. <i>K. to Q. square.</i>     |
| 21. <i>Kt. takes Q. Kt. P.+</i>      | 20. <i>Q. B. to Q. second.</i>  |
| 22. <i>K. R. takes Kt. and wins.</i> | 21. <i>K. to Q. B. second.</i>  |

*In the second place,*

- |                                        |                      |
|----------------------------------------|----------------------|
|                                        | 18. Q.B. interposes. |
| 19. K.B. takes B.+                     | 19. K. takes B.      |
| 20. Kt. to Q.B. fifth.+                | 20. K. to K. square. |
| 21. K.R. takes Kt.+                    | 21. K. takes R.      |
| 22. Checkmates in seven moves at most. |                      |

### *FIRST VARIATION,*

BEGINNING AT THE SIXTEENTH MOVE OF THE BLACK.

- |                         |                                                    |
|-------------------------|----------------------------------------------------|
|                         | 16. Q. to K. Kt. second.                           |
| 17. K.B. takes P.+      | 17. Q. takes B.                                    |
| 18. Kt. to K.B. sixth.+ | 18. K. to B. square.                               |
| 19. Q. takes K.B.+      | 19. Q. interposes.                                 |
| 20. Q. takes Gambit P.  | 20. If he play Q.B. to K.B.                        |
|                         | fourth, you would win a piece by playing Kt. to Q. |
|                         | fifth. If                                          |
|                         | Kt. to K.B. fourth.                                |
| 21. Kt. to K.R. fifth.  |                                                    |

FIRST DEFENCE.

- |                                     |                            |
|-------------------------------------|----------------------------|
|                                     | 21. Q. to K.B. second.     |
| 22. Kt. to K. Kt. third.            | 22. K.R. to K. Kt. square. |
| 23. Kt. takes Kt. and ought to win. |                            |

SECOND DEFENCE.

- |                                               |                            |
|-----------------------------------------------|----------------------------|
|                                               | 21. Q. to K. Kt. third.    |
| 22. Kt. to K. Kt. third.                      | 22. K.R. to K. Kt. square. |
| 23. K.R. to K.B. second, winning a piece, &c. |                            |

THIRD DEFENCE.

- |                          |                        |
|--------------------------|------------------------|
|                          | 21. Q. takes Q. Kt. P. |
| 22. Kt. to K. Kt. third. |                        |

*In the first place,*

- |                               |                       |
|-------------------------------|-----------------------|
|                               | 22. Q. takes Q. B. P. |
| 23. Kt. takes Kt.             | 23. B. takes Kt.      |
| 24. Q. to K. fifth, and wins. |                       |

*In the second place,*

- |                                 |                             |
|---------------------------------|-----------------------------|
|                                 | 22. Q. to K. B. third.      |
| 23. Q. takes Q. B. P.           | 23. K. to K. Kt. square.    |
| 24. Q. R. to K. square.         | 24. Q. B. to K. third. (A.) |
| 25. Q. R. takes B.              | 25. Q. takes R.             |
| 26. Kt. takes Kt. and will win. |                             |

(A.)

- |                                                  |                         |
|--------------------------------------------------|-------------------------|
|                                                  | 24. Q. to K. B. second. |
| 25. Q. to Q. eighth.+                            | 25. K. to Kt. second.   |
| 26. Q. to K. Kt. fifth.+                         | 26. Q. interposes.      |
| 27. Kt. to K. R. fifth, checks, and wins easily. |                         |

**SECOND VARIATION,**

BEGINNING AT THE SEVENTEENTH MOVE OF THE BLACK.

- |                          |                         |
|--------------------------|-------------------------|
|                          | 17. Q. to Q. Kt. third. |
| 18. B. to Q. Kt. fifth.+ |                         |

FIRST DEFENCE.

- |                               |                          |
|-------------------------------|--------------------------|
|                               | 18. Q. B. interposes.    |
| 19. B. takes Q. B.+           | 19. K. takes B.          |
| 20. Kt. to Q. B. fifth.+      | 20. K. to K. square.     |
| 21. K. R. takes Kt.+          | 21. K. takes R.          |
| 22. Q. to K. fifth.+          | 22. K. to Q. square.     |
| 23. R. to Q. square.+         | 23. K. to Q. B. square.  |
| 24. Q. to K. B. fifth.+       | 24. K. to Q. Kt. square. |
| 25. Checkmates in four moves. |                          |

## SECOND DEFENCE.

- |                          |                          |
|--------------------------|--------------------------|
|                          | 18. Q. B. P. one square. |
| 19. Kt. to K. B. sixth.+ | 19. K. to Q. square.     |
| 20. Q. R. to Q. square.+ |                          |

*In the first place,*

- |                              |                                                   |
|------------------------------|---------------------------------------------------|
|                              | 20. Q. B. interposes.                             |
| 21. Q. R. takes Q. B.+       | 21. K. to Q. B. square.                           |
| 22. K. R. takes Kt.          | 22. If he take B. with P. you                     |
|                              | would play Q. to K. fifth, and checkmate in a few |
|                              | moves ; therefore,                                |
|                              | Q. takes K. B.                                    |
| 23. Q. takes Q.              | 23. P. takes Q.                                   |
| 24. Q. R. to Q. B. seventh.+ | 24. K. to Q. Kt. square.                          |
| 25. Q. R. takes Q. Kt. P.+   | 25. K. to Q. B. square.                           |
| 26. K. R. to Q. B. seventh.+ | 26. K. to Q. square.                              |
| 27. K. R. to Q. seventh.+    | 27. K. to Q. B. square.                           |
| 28. Checkmates in two moves. |                                                   |

*In the second place,*

- |                                        |                         |
|----------------------------------------|-------------------------|
|                                        | 20. Kt. to Q. fourth.   |
| 21. Q. R. takes Kt.+                   | 21. P. takes R.         |
| 22. Q. takes P.+                       | 22. K. to Q. B. second. |
| 23. Q. to K. fifth.+                   | 23. Q. interposes.      |
| 24. Kt. to Q. fifth, checks, and wins. |                         |
-



## KING'S BISHOP'S GAMBIT.

---

### FIRST GAME.

**White.**

**Black.**

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. B. to Q. B. fourth.* this move was formerly considered much inferior to playing *K. Kt. to B. third*, because it allowed Black to check with *Q.*, compelling the White to move the King. This game has been much analyzed and played of late years, and it is now generally thought quite as safe to play the Bishop as the Knight. The usual moves against this attack are—

*K. Kt. P. two squares.*

*K. B. P. two squares* : see the Second Game.

*Q. to K. R. fifth, checking* : see the Third Game.

If instead of one of these Black were to play *K. Kt. to K. B. third*, you should move *Q. to K. second* ; or if he play *Q. B. P. one square*, you ought to move *K. Kt. to K. B. third*. Suppose, however, that he plays

3. *K. Kt. P. two squares.*
4. *K. R. P. two squares.*
4. If he play *K. R. P. two squares*, you may take *P. with P.*, and afterwards move *K. Kt. to K. B. third*. If he play *K. B. to K. Kt.*

second, you may play Q. P. two squares, and afterwards take K. Kt. P., as in the Second Defence. If he play K. B. to K. second, you take K. Kt. P., and then move Q. P. two squares, &c. But suppose

## FIRST DEFENCE.

- |                              |                      |
|------------------------------|----------------------|
|                              | K. B. P. one square. |
| 5. Q. checks.                | 5. K. to K. second.  |
| 6. Q. to K. B. seventh.+     | 6. K. to Q. third.   |
| 7. K. P. checks.             | 7. P. takes K. P.    |
| 8. Q. to Q. fifth.+          | 8. K. to K. second.  |
| 9. Q. takes P., checkmating. |                      |

## SECOND DEFENCE.

- |                                                                                                                            |                            |
|----------------------------------------------------------------------------------------------------------------------------|----------------------------|
|                                                                                                                            | 4. K. R. P. one square.    |
| 5. Q. P. two squares.                                                                                                      | 5. K. B. to K. Kt. second. |
| 6. P. takes P.                                                                                                             | 6. P. takes P.             |
| 7. K. R. takes R.                                                                                                          | 7. K. B. takes R.          |
| 8. Q. to K. R. fifth.                                                                                                      | 8. Q. to K. B. third.      |
| 9. K. P. one square.                                                                                                       | 9. Q. to K. Kt. second.    |
| 10. K. Kt. to K. R. third.                                                                                                 | 10. Q. Kt. to Q. B. third. |
| 11. Q. B. P. one square, and you have the best of the game,<br>as you will afterwards win the Gambit Pawn, or<br>K. Kt. P. |                            |

These moves show that the second player cannot defend the Gambit Pawn in the ordinary way, in consequence of your advancing K. R. P. two squares.

## SECOND GAME.

## White.

## Black.

- |                           |                          |
|---------------------------|--------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.    |
| 2. K. B. P. two squares.  | 2. K. P. takes P.        |
| 3. K. B. to Q. B. fourth. | 3. K. B. P. two squares. |

FIRST ATTACK.

- |                                                                                   |                                                                                      |
|-----------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| 4. K. P. takes P. ; this is a bad move ; you ought to play Q. Kt. to Q. B. third. | 4. Q. checks.                                                                        |
| 5. K. to K. B. square.                                                            | 5. P. to K. B. sixth.                                                                |
| 6. K. B. takes K. Kt.                                                             | 6. P. takes P. +                                                                     |
| 7. K. takes P.                                                                    | 7. Q. to K. Kt. fourth. +                                                            |
| 8. K. to K. B. square.                                                            | 8. Q. takes P., checks, and will afterwards take K. B., having the best of the game. |

SECOND ATTACK.

- |                                                       |                                                                                                              |
|-------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| 4. Q. to K. second.                                   | 4. If he were to take P. with P., you would win by checking with Q. at K. R. fifth. But if                   |
|                                                       | Q. checks.                                                                                                   |
| 5. K. to Q. square.                                   | 5. P. takes K. P.                                                                                            |
| 6. Q. takes P. +                                      | 6. K. B. to K. second.                                                                                       |
| 7. Q. P. two squares.                                 | 7. He ought to play K. Kt. to K. B. third, and there would be but little difference in the game. But suppose |
|                                                       | K. Kt. P. two squares.                                                                                       |
| 8. Q. to K. fifth.                                    | 8. K. Kt. to K. B. third.                                                                                    |
| 9. K. Kt. to K. B. third.                             | 9. Q. removes.                                                                                               |
| 10. Q. takes K. Kt. P., and has the best of the game. |                                                                                                              |

THIRD ATTACK.

4. Q. Kt. to Q. B. third.

No. I.

- |                      |                           |
|----------------------|---------------------------|
|                      | 4. K. Kt. to K. B. third. |
| 5. K. P. one square. |                           |

FIRST DEFENCE.

- |                           |                                                        |
|---------------------------|--------------------------------------------------------|
|                           | 5. K. Kt. to K. fifth.                                 |
| 6. K. Kt. to K. B. third. | 6. If he take Q. Kt., you retake with Q. Kt. P. But if |
|                           | K. Kt. P. two squares.                                 |
| 7. K. R. P. two squares.  | 7. K. Kt. P. one square.                               |

- |                                                          |                         |
|----------------------------------------------------------|-------------------------|
| 8. Q. Kt. takes Kt.                                      | 8. P. takes Q. Kt.      |
| 9. K. Kt. to its fifth.                                  | 9. Q. P. two squares.   |
| 10. P. takes Q. P. <i>en passant</i> .                   | 10. Q. takes P.         |
| 11. Kt. to K. B. seventh.                                | 11. Q. to Q. B. fourth. |
| 12. Q. to K. second, and you have evidently a fine game. |                         |

## SECOND DEFENCE.

- |                           |                         |
|---------------------------|-------------------------|
|                           | 5. K. Kt. to its fifth. |
| 6. K. Kt. to K. B. third. | 6. Q. P. one square.    |
| 7. Q. P. two squares.     |                         |

*In the first place,*

- |                    |                           |
|--------------------|---------------------------|
|                    | 7. Q. P. takes P.         |
| 8. Q. P. takes P.  | 8. Q. takes Q.            |
| 9. Q. Kt. takes Q. | 9. Q. Kt. to Q. B. third. |
| 10. Q. B. takes P. |                           |

There is little difference in the game.

*In the second place,*

- |                                                            |                            |
|------------------------------------------------------------|----------------------------|
|                                                            | 7. K. Kt. to K. sixth.     |
| 8. Q. B. takes Kt.                                         | 8. P. takes Q. B.          |
| 9. Q. Kt. to Q. fifth.                                     | 9. Q. P. takes P.          |
| 10. Q. P. takes P.                                         | 10. Q. Kt. to Q. B. third. |
| 11. Q. Kt. takes P. at K. third, and you have a good game. |                            |

## No. II.

- |                           |                           |
|---------------------------|---------------------------|
|                           | 4. Q. checks.             |
| 5. K. to K. B. square.    | 5. K. Kt. to K. B. third. |
| 6. K. Kt. to K. B. third. | 6. Q. to K. R. fourth.    |
| 7. K. P. one square.      |                           |

*In the first place,*

- |                         |                                                                                                        |
|-------------------------|--------------------------------------------------------------------------------------------------------|
|                         | 7. K. Kt. to K. fifth.                                                                                 |
| 8. Q. Kt. to Q. fifth.  | 8. If he play K. to Q. square,<br>you should take Gambit P. with Q. Kt., having a good<br>game. But if |
|                         | K. Kt. to its sixth. <sup>+</sup>                                                                      |
| 9. K. to K. Kt. square. | 9. K. Kt. takes R.                                                                                     |

- |                                                               |                               |
|---------------------------------------------------------------|-------------------------------|
| 10. Kt. takes Q. B. P.+                                       | 10. K. to Q. square.          |
| 11. Q. Kt. takes Q. R.                                        | 11. K. Kt. to its sixth.      |
| 12. P. takes K. Kt.                                           | 12. P. takes P.               |
| 13. Q. P. two squares.                                        | 13. K. B. to K. second.       |
| 14. Q. B. to K. B. fourth.                                    | 14. If he play K. B. to K. R. |
| fifth, you should play K. Kt. to its fifth. But if            |                               |
| Q. to K. Kt. fifth.                                           |                               |
| 15. Kt. to K. Kt. fifth.                                      | 15. Q. takes Q. B.            |
| 16. Kt. to K. B. seventh.+                                    | 16. K. to K. square.          |
| 17. Q. to Q. third.                                           | 17. K. B. to Q. square.       |
| 18. K. Kt. to Q. sixth.+                                      | 18. K. to K. B. square.       |
| 19. Q. R. to K. B. square, and will checkmate in a few moves. |                               |

*In the second place,*

- |                                              |                         |
|----------------------------------------------|-------------------------|
|                                              | 7. K. Kt. to its fifth. |
| 8. Q. P. two squares.                        | 8. K. Kt. to K. sixth.+ |
| 9. Q. B. takes Kt.                           | 9. P. takes Q. B.       |
| 10. Q. Kt. to Q. fifth.                      | 10. K. to Q. square.    |
| 11. Q. Kt. takes K. P., and has a fine game. |                         |

*FIRST VARIATION,*

## BEGINNING AT THE FIFTH MOVE OF THE BLACK.

*White.**Black.*

- |                                                             |                               |
|-------------------------------------------------------------|-------------------------------|
| 1. K. P. two squares.                                       | 1. K. P. two squares.         |
| 2. K. B. P. two squares.                                    | 2. K. P. takes P.             |
| 3. K. B. to Q. B. fourth.                                   | 3. K. B. P. two squares.      |
| 4. Q. Kt. to Q. B. third.                                   | 4. Q. checks.                 |
| 5. K. to K. B. square.                                      | 5. P. takes K. P. ; this move |
| is suggested by Mr. Jaenisch, in his 2d vol. p. 211, in     |                               |
| lieu of K. Kt. to K. B. third already given ; he thinks it  |                               |
| gives Black the best of the game : he continues it thus :   |                               |
| 6. Q. Kt. takes P.                                          | 6. Q. B. P. one square.       |
| 7. Q. to K. second.                                         | 7. K. to Q. square.           |
| 8. K. B. takes K. Kt. ; instead of this move, it would per- |                               |
| haps be better to play K. Kt. to K. B. third ; see the      |                               |
| Third Variation.                                            |                               |
|                                                             | 8. K. R. takes B.             |
| 9. K. Kt. to K. B. third.                                   | 9. Q. to K. second.           |

- |                                                    |                                |
|----------------------------------------------------|--------------------------------|
| 10. Q. P. two squares.                             | 10. Q. P. two squares.         |
| 11. Q. Kt. to K. Kt. fifth.                        | 11. K. R. P. one square.       |
| 12. Q. takes Q. <sup>+</sup>                       | 12. If he were to take Q. with |
| K., you would play K. Kt. to K. R. seventh. But if |                                |
|                                                    | K. B. takes Q.                 |
| 13. Q. Kt. to K. B. seventh. <sup>+</sup>          | 13. K. to his square.          |
| 14. Q. Kt. to K. fifth.                            | 14. K. Kt. P. two squares, and |
| has the best of the game, having a Pawn more.      |                                |

Such is the Defence given by Mr. Jaenisch to the move of Q. Kt. to Q. B. third, first published in my Second Series of Lessons, page 249. His fifth move of K. B. P. takes P. may, for aught I know, be a better move than the one given by me of K. Kt. to K. B. third, but I think that the first player may make better moves than those given by Mr. Jaenisch; see the following Variations.

### SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE FIRST VARIATION.

- | White.                               | Black.                              |
|--------------------------------------|-------------------------------------|
| 1. K. P. two squares.                | 1. K. P. two squares.               |
| 2. K. B. P. two squares.             | 2. K. P. takes P.                   |
| 3. K. B. to Q. B. fourth.            | 3. K. B. P. two squares.            |
| 4. Q. Kt. to Q. B. third.            | 4. Q. checks.                       |
| 5. K. to K. B. square.               | 5. P. takes K. P.                   |
| 6. Q. Kt. takes P.                   | 6. Q. B. P. one square.             |
| 7. K. Kt. to K. B. third.            | 7. Q to K. second.                  |
| 8. K. to K. B. second.               | 8. Q. P. two squares.               |
| 9. Q. Kt. to K. Kt. fifth.           | 9. Q. to Q. B. fourth. <sup>+</sup> |
| 10. Q. P. two squares.               | 10. Q. takes K. B.                  |
| 11. K. R. to K. square. <sup>+</sup> |                                     |

FIRST DEFENCE.

- |                                                        |                         |
|--------------------------------------------------------|-------------------------|
|                                                        | 11. K. to Q. square.    |
| 12. Kt. to K. B. seventh. <sup>+</sup>                 | 12. K. to Q. B. second. |
| 13. Q. B. takes P., checks, and has a forced won game. |                         |

SECOND DEFENCE.

11. K. B. to K. second.  
12. K. Kt. to K. fifth.

*In the first place,*

12. Q. to Q. Kt. fourth.  
13. Q. to K. R. fifth, checks, and has a fine game.

*In the second place,*

12. Q. to Q. Kt. fifth.  
13. It would not be good play to check with Q. ; it is better to play  
Q. B. P. one square. 13. Q. to Q. third.  
14. Q. Kt. to K. B. seventh. 14. Q. to K. B. third.  
15. Q. Kt. takes K. R. 15. Q. B. to K. third.  
16. Q. to K. R. fifth, checks, and afterwards plays out Q. Kt.,  
having the best of the game.

THIRD DEFENCE.

11. K. Kt. to K. second.  
12. K. Kt. to K. fifth. 12. Q. to Q. Kt. fifth.  
13. Q. B. P. one square. 13. Q. to Q. Kt. third.  
14. Q. Kt. to K. B. seventh. 14. K. R. to K. Kt. square.  
15. Q. Kt. to Q. sixth.+ 15. K. to Q. square.  
16. K. Kt. to K. B. seventh.+ 16. If he play K. to Q. second,  
he will be checkmated in three moves ; therefore,  
K. to Q. B. second.  
17. Q. B. takes P. 17. Q. to Q. R. third.  
18. Checkmates in three moves.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

**White.**

1. K. P. two squares.
2. K. B. P. two squares.
3. K. B. to Q. B. fourth.

**Black.**

1. K. P. two squares.
2. K. P. takes P.
3. K. B. P. two squares.

- |                            |                                                          |
|----------------------------|----------------------------------------------------------|
| 4. Q. Kt. to Q. B. third.  | 4. Q. checks.                                            |
| 5. K. to K. B. square.     | 5. P. takes P.                                           |
| 6. Q. Kt. takes P.         | 6. Q. B. P. one square.                                  |
| 7. Q. to K. second.        | 7. K. to Q. square.                                      |
| 8. K. Kt. to K. B. third.  | 8. If he play Q. to K. R.                                |
|                            | fourth, you move Q. Kt. to K. Kt. fifth ; and if he then |
|                            | play Q. P. two squares, you play K. Kt. to K. fifth.     |
| But if                     |                                                          |
|                            | Q. to K. second.                                         |
| 9. Q. Kt. to K. Kt. fifth. |                                                          |

## FIRST DEFENCE.

- |                         |                            |
|-------------------------|----------------------------|
|                         | 9. Q. takes Q.             |
| 10. K. B. takes Q.      |                            |
|                         | <i>In the first place,</i> |
|                         | 10. K. to K. square.       |
| 11. K. Kt. to K. fifth. |                            |

## No. I.

- |                                                             |                                            |
|-------------------------------------------------------------|--------------------------------------------|
|                                                             | 11. K. R. P. one square.                   |
| 12. Q. Kt. to K. B. seventh.                                | 12. If he play K. R. to its                |
|                                                             | second, you move K. B. to Q. third. But if |
|                                                             | Q. P. one square.                          |
| 13. Kt. takes K. R.                                         | 13. Q. P. takes Kt.                        |
| 14. K. B. checks, and afterwards plays Kt., having the best |                                            |
| of the game.                                                |                                            |

## No. II.

- |                              |                                         |
|------------------------------|-----------------------------------------|
|                              | 11. Q. P. one square.                   |
| 12. K. Kt. to K. B. seventh. | 12. If he play K. R. P. one             |
|                              | square, you take K. R. with Kt. But if  |
|                              | K. B. to K. second.                     |
| 13. Q. P. two squares.       | 13. If he take Kt. with K. B.,          |
|                              | you should take K. B., and not K. R. If |
|                              | K. R. P. one square.                    |
| 14. Kt. takes K. R.          | 14. P. takes Kt.                        |
| 15. Kt. to K. Kt. sixth.     | 15. K. B. to its third.                 |



16. Q. B. P. one square.      16. K. to K. B. second.  
17. K. B. to Q. third, and afterwards plays K. R. P. two squares, and will have the best of the game.

No. III.

- |                                                                 |                            |
|-----------------------------------------------------------------|----------------------------|
|                                                                 | 11. K. B. to K. second.    |
| 12. K. Kt. to K. B. seventh.                                    | 12. K. B. takes Kt.        |
| 13. Kt. takes K. B.                                             | 13. K. R. P. one square.   |
| 14. You may play Kt. to K. fourth, or<br>K. B. checks.          | 14. K. to K. second.       |
| 15. Kt. to K. B. seventh.                                       | 15. K. Kt. to K. B. third. |
| 16. Kt. takes K. R.                                             | 16. Kt. takes K. B.        |
| 17. Kt. to K. Kt. sixth. <sup>+</sup>                           | 17. K. to K. B. third.     |
| 18. Kt. to K. R. fourth.                                        | 18. K. Kt. P. two squares. |
| 19. K. Kt. to K. B. third, and has rather the best of the game. |                            |

*In the second place,*

- |                                                |                            |
|------------------------------------------------|----------------------------|
|                                                | 10. K. Kt. to K. R. third. |
| 11. Q. P. two squares.                         | 11. K. B. to Q. third.     |
| 12. K. Kt. to K. fifth.                        | 12. K. B. takes Kt.        |
| 13. P. takes K. B.                             | 13. K. R. to K. B. square. |
| 14. K. Kt. takes K. R. P.                      | 14. K. R. to K. B. fourth. |
| 15. K. B. to Q. third.                         | 15. K. R. takes K. P.      |
| 16. Q. B. takes P., and has the best position. |                            |

SECOND DEFENCE.

- |                                                          |                                                                                          |
|----------------------------------------------------------|------------------------------------------------------------------------------------------|
|                                                          | 9. Q. P. two squares.                                                                    |
| 10. Q. takes Q.                                          | 10. If he take Q. with K. B.,<br>you will play K. B. to Q. third. Suppose<br>K. takes Q. |
| 11. K. B. to Q. third.                                   | 11. K. R. P. one square.                                                                 |
| 12. K. Kt. to K. fifth.                                  | 12. K. to K. B. third.                                                                   |
| 13. Q. Kt. to K. B. seventh.                             | 13. K. B. to Q. third.                                                                   |
| 14. Q. Kt. takes K. R.                                   | 14. K. B. takes Kt.                                                                      |
| 15. Kt. to K. Kt. sixth.                                 | 15. K. B. to Q. third.                                                                   |
| 16. K. to his square, and you have the best of the game. |                                                                                          |

## THIRD GAME.

## White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. B. to Q. B. fourth.*
4. *K. to K. B. square.*

## Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *Q. checks.*
4. *If he play Q. P. one square, see the Fourth Game. If he play Q. to K. B. third, you move Q. Kt. to B. third, or Q. P. two squares. But if*

## FIRST DEFENCE.

- |                                  |                                  |
|----------------------------------|----------------------------------|
|                                  | <i>K. B. to Q. B. fourth.</i>    |
| 5. <i>Q. P. two squares.</i>     | 5. <i>K. B. to Q. Kt. third.</i> |
| 6. <i>K. Kt. to K. B. third.</i> |                                  |

*In the first place,*

- |                                                            |                                |
|------------------------------------------------------------|--------------------------------|
|                                                            | 6. <i>Q. to K. Kt. fifth.</i>  |
| 7. <i>K. B. takes K. B. P.+</i>                            | 7. <i>K. to B. square.</i>     |
| 8. <i>K. R. P. one square.</i>                             | 8. <i>Q. to K. Kt. sixth.</i>  |
| 9. <i>Q. Kt. to Q. B. third.</i>                           | 9. <i>K. takes B.</i>          |
| 10. <i>Q. Kt. to K. second.</i>                            | 10. <i>Q. to K. Kt. third.</i> |
| 11. <i>K. Kt. to K. fifth, checks, and wins the Queen.</i> |                                |

The fourth move of the Black is evidently a bad one, he ought to have played *K. Kt. P. two squares.*

White would equally have won the Queen if, on the ninth move, he had played *Q. B. to Q. second*, and then *Q. B. to K. square.*

*In the second place,*

- |                                                                                       |                                |
|---------------------------------------------------------------------------------------|--------------------------------|
|                                                                                       | 6. <i>Q. to K. R. third.</i>   |
| 7. <i>K. Kt. to K. fifth.</i>                                                         | 7. <i>Q. P. two squares.</i>   |
| 8. <i>K. B. takes P.</i>                                                              | 8. <i>Q. B. P. one square.</i> |
| 9. <i>You may take K. B. P. with K. Kt., as in the Third Defence, or you may play</i> |                                |
| <i>K. B. takes K. B. P.+</i>                                                          | 9. <i>K. to K. B. square.</i>  |
| 10. <i>K. B. to Q. Kt. third.</i>                                                     | 10. <i>Q. B. to K. third.</i>  |
| 11. <i>K. B. takes B.</i>                                                             | 11. <i>Q. takes B.</i>         |
| 12. <i>Q. B. takes P. and has evidently the best of the game.</i>                     |                                |

*In the third place,*

- |                                                                                                                                                                                                                                                                                                 |                                                                                                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                                                                                                                                                                 | 6. Q. to K.B. third.                                                                                        |
| 7. K.P. one square.                                                                                                                                                                                                                                                                             | 7. If he play Q. to Q.B. third, you may play Q. to K. second, and you will have a good game. But if he play |
|                                                                                                                                                                                                                                                                                                 | Q. to K.B. fourth.                                                                                          |
| 8. K.B. to Q. third.                                                                                                                                                                                                                                                                            | 8. Q. to K.Kt. fifth.                                                                                       |
| 9. K.R.P. one square.                                                                                                                                                                                                                                                                           | 9. Q. to K.Kt. sixth.                                                                                       |
| 10. Q.Kt. to Q.B. third.                                                                                                                                                                                                                                                                        | 10. K.B. takes Q.P.                                                                                         |
| 11. Q.Kt. to K. fourth.                                                                                                                                                                                                                                                                         | 11. Q. to K.Kt. third.                                                                                      |
| 12. Q.Kt. to Q. sixth, checks, and wins the Queen. Black played ill in defending the Gambit Pawn with the Queen. If, on the seventh move, he had played Q. to K.R. third, you might play K.R.P. two squares, and afterwards K.Kt. to its fifth, or K.Kt.P. one square, having a very good game. |                                                                                                             |

*In the fourth place,*

- |                                                                        |                         |
|------------------------------------------------------------------------|-------------------------|
|                                                                        | 6. Q. to K. second.     |
| 7. Q.B. takes P.                                                       | 7. Q. takes K.P.        |
| 8. K.B. takes K.B.P.+                                                  | 8. K. to K.B. square.   |
| 9. Q.B. to K.Kt. third.                                                | 9. K.Kt. to K.R. third. |
| 10. Q.Kt. to Q.B. third.                                               | 10. Q. to K. second.    |
| 11. K.B. to Q.Kt. third, and your position is better than the Black's. |                         |

SECOND DEFENCE.

- |                        |                                                                                                                               |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------|
|                        | 4. K.Kt. to K.B. third.                                                                                                       |
| 5. K.Kt. to B. third.  | 5. If he play Q. to K.Kt. fifth, you take K.B.P., checking. If he move Q. to K.R. third, you play Kt. to K. fifth. But if     |
|                        | Q. to K.R. fourth.                                                                                                            |
| 6. K.P. one square.    | 6. K.Kt. to its fifth.                                                                                                        |
| 7. Q.P. two squares.   | 7. K.Kt.P. two squares.                                                                                                       |
| 8. K.R.P. two squares. | 8. If he play K.B. to K.R. third, or K.R.P. one square, you move K. to K.Kt. square, secure of gaining a Pawn in a few moves. |

## THIRD DEFENCE.

4. K. Kt. P. two squares.  
5. K. Kt. to K. B. third; you may also play Q. to K. B. third, see the Ninth Game; or Q. Kt. to Q. B. third, see the Tenth Game.

*In the first place,*

- |                                         |                         |
|-----------------------------------------|-------------------------|
| 6. K. Kt. to K. fifth.                  | 5. Q. to K. R. third.   |
| 7. K. B. takes P.                       | 6. Q. P. two squares.   |
| 8. K. Kt. takes K. B. P.                | 7. Q. B. P. one square. |
| 9. K. B. to Q. Kt. third, and will win. | 8. Q. removes.          |

*In the second place,*

- |                                                                                                                                                                                                               |                        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|
| 6. K. B. takes K. B. P. +                                                                                                                                                                                     | 5. Q. to K. Kt. fifth. |
| 7. K. R. P. one square.                                                                                                                                                                                       | 6. K. to K. second.    |
| 8. Q. Kt. to Q. B. third, and afterwards playing Q. Kt. to K. second, will win the Queen. Black played ill in moving, on the fifth move, Q. to K. R. third, as well as Q. to K. Kt. fifth. The proper move is | 7. Q. to K. Kt. sixth. |

*In the third place,*

- |                          |                            |
|--------------------------|----------------------------|
| 6. Q. P. two squares.    | 5. Q. to K. R. fourth.     |
| 7. Q. to Q. third.       | 6. Q. P. one square.       |
| 8. K. R. P. two squares. | 7. K. B. to K. Kt. second. |
| 9. K. to K. Kt. square.  | 8. K. R. P. one square.    |
|                          | 9. Q. to K. Kt. third.     |

There is not much difference in the game, which is difficult for both parties.

## FOURTH GAME.

**White.**

1. K. P. two squares.
2. K. B. P. two squares.

**Black.**

1. K. P. two squares.
2. K. P. takes P.

3. *K.B. to Q.B. fourth.*      3. *Q. checks.*
4. *K. to K.B. square.*      4. *Q.P. one square.*
5. You may now play *Q.P. two squares*, see the First Variation; or *Q. to K.B. third*, see the Second Variation, or  
     *K.Kt. to K.B. third.*      5. If he play *Q. to K.B. third*, you play *Q.Kt. to Q.B. third*, or *Q.P. two squares*. If he play *Q. to K.Kt. fifth*, you move *K. to K.B. second*, and afterwards *K.R. to K. square*, or *K.B. square*. But if  
                                             *Q.B. to K.Kt. fifth.*
6. *Q.P. two squares.*

FIRST DEFENCE.

6. *Q.B. takes Kt.*
7. *Q. takes Q.B.*      7. *K.Kt.P. two squares.*
8. *Q. to Q.Kt. third*, attacking two undefended Pawns.

SECOND DEFENCE.

6. *Q. to K.R. third.*
7. *K.Kt.P. one square.*

*In the first place,*

7. *K.Kt.P. two squares.*
8. *K.R.P. two squares.*      8. *K.B.P. one square.*
9. *K.P. one square.*      9. *Q.P. takes P.*
10. *Q.P. takes P.*      10. *Q.B. takes Kt. (A.)*
11. *Q. takes Q.B.*      11. *Q.B.P. one square.*
12. *K.R.P. takes P.*      12. *Q. takes P.*
13. *Q.B. takes P., and will win.*

(A.)

10. *K.B.P. takes P.*
11. *Q. to Q. fifth.*      11. *Q.B. takes K.Kt.*
12. *Q. takes Q.B.*      12. *Q.B.P. one square. (B.)*
13. *K.R.P. takes P.*      13. *Q. takes P.*
14. *K.Kt.P. takes P.*      14. *K.P. takes P.*
15. *Q.B. takes P.*      15. *Q. to K.B. third.*

- |                                            |                          |
|--------------------------------------------|--------------------------|
| 16. Q. Kt. to Q. B. third.                 | 16. K. B. to K. second.  |
| 17. Q. R. to K. square.                    | 17. Q. Kt. to Q. second. |
| 18. Q. Kt. to K. fourth, and ought to win. |                          |

(B.)

- |                                                       |                                     |
|-------------------------------------------------------|-------------------------------------|
|                                                       | 12. Q. to Q. B. third.              |
| 13. K. B. to Q. fifth.                                | 13. Q. to Q. R. third. <sup>+</sup> |
| 14. Q. B. P. two squares.                             | 14. Q. B. P. one square.            |
| 15. Q. to K. R. fifth. <sup>+</sup>                   | 15. K. to Q. square.                |
| 16. K. B. takes K. Kt.                                | 16. K. R. takes K. B.               |
| 17. Q. to K. B. seventh.                              | 17. K. R. to its square.            |
| 18. K. R. to its second, having the best of the game. |                                     |

*In the second place,*

- |                                                  |                                        |
|--------------------------------------------------|----------------------------------------|
|                                                  | 7. Q. to K. R. sixth. <sup>+</sup>     |
| 8. K. to K. B. second.                           | 8. P. takes P. <sup>+</sup>            |
| 9. K. R. P. takes P.                             | 9. Q. B. takes Kt.                     |
| 10. K. B. takes K. B. P. <sup>+</sup>            | 10. K. to Q. square.                   |
| 11. Q. takes Q. B.                               | 11. Q. to Q. second.                   |
| 12. K. R. takes K. R. P.                         | 12. K. R. takes R.                     |
| 13. K. B. takes K. Kt.                           | 13. K. R. to its seventh. <sup>+</sup> |
| 14. K. to K. Kt. square.                         | 14. Q. to K. R. sixth.                 |
| 15. Q. takes K. B., checks, and will win easily. |                                        |

## THIRD DEFENCE.

- |                                                    |                           |
|----------------------------------------------------|---------------------------|
|                                                    | 6. K. Kt. P. two squares. |
| 7. Q. Kt. to Q. B. third.                          | 7. Q. to K. R. fourth.    |
| 8. K. R. P. two squares.                           | 8. K. R. P. one square.   |
| 9. K. to K. B. second.                             | 9. Q. B. takes Kt.        |
| 10. P. takes Q. B.                                 | 10. Q. to K. Kt. third.   |
| 11. K. R. P. takes P.                              | 11. Q. takes P.           |
| 12. Q. B. takes P.                                 | 12. Q. takes Q. B.        |
| 13. Q. Kt. to Q. fifth.                            | 13. Q. to K. Kt. fourth.  |
| 14. Q. Kt. takes Q. B. P. <sup>+</sup>             | 14. K. to Q. square.      |
| 15. Q. Kt. takes Q. R.                             | 15. Q. to K. second.      |
| 16. Q. to Q. second, and has the best of the game. |                           |

# *FIRST VARIATION,*

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

White.

Black.

- |                                  |                              |
|----------------------------------|------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i> |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>     |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>Q. checks.</i>         |
| 4. <i>K. to K. B. square.</i>    | 4. <i>Q. P. one square.</i>  |
| 5. <i>Q. P. two squares.</i>     |                              |

## FIRST DEFENCE.

- |                                                                                                               |                                   |
|---------------------------------------------------------------------------------------------------------------|-----------------------------------|
|                                                                                                               | 5. <i>Q. B. to K. Kt. fifth.</i>  |
| 6. You may play <i>Q. to Q. third</i> ; but it is, at least, as well to play<br><i>K. Kt. to K. B. third.</i> | 6. <i>K. Kt. P. two squares.</i>  |
| 7. <i>Q. Kt. to Q. B. third.</i>                                                                              | 7. <i>Q. to K. R. fourth.</i>     |
| 8. <i>K. R. P. two squares.</i>                                                                               | 8. <i>K. R. P. one square.</i>    |
| 9. <i>K. to K. B. second.</i>                                                                                 | 9. <i>K. B. to K. Kt. second.</i> |
| 10. <i>K. R. P. takes P.</i>                                                                                  | 10. <i>Q. B. takes K. Kt.</i>     |
| 11. <i>P. takes Q. B.</i>                                                                                     | 11. <i>Q. takes K. Kt. P.</i>     |
| 12. <i>Q. Kt. to K. second.</i>                                                                               | 12. <i>Q. Kt. to Q. B. third.</i> |
| 13. <i>Q. B. P. one square, and afterwards takes Gambit Pawn.</i>                                             |                                   |

## SECOND DEFENCE.

- |                               |                                                                                                                                                                                                       |
|-------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                               | 5. <i>Q. B. to K. third.</i>                                                                                                                                                                          |
| 6. <i>K. B. takes B.</i>      | 6. <i>P. takes K. B.</i>                                                                                                                                                                              |
| 7. <i>Q. to K. B. third.</i>  | 7. If he play <i>K. Kt. P. two squares</i> , you play <i>K. Kt. P. one square</i> , recovering the Pawn. If he move <i>Q. to K. B. third</i> , you advance <i>K. P.</i> If<br><i>P. to K. fourth.</i> |
| 8. <i>Q. P. takes P.</i>      | 8. <i>Q. P. takes P.</i>                                                                                                                                                                              |
| 9. <i>Q. to Q. Kt. third.</i> | 9. If he play <i>Q. Kt. P. one square</i> , you play <i>Q. to Q. fifth, &amp;c.</i> If he play <i>Q. Kt. to Q. second</i> , you take <i>Q. Kt. P. &amp;c.</i> in each case, having a good game.       |

**SECOND VARIATION,**

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

**White.****Black.**

- |                                                                                                                                                                                                                          |                              |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|
| 1. <i>K. P. two squares.</i>                                                                                                                                                                                             | 1. <i>K. P. two squares.</i> |
| 2. <i>K. B. P. two squares.</i>                                                                                                                                                                                          | 2. <i>K. P. takes P.</i>     |
| 3. <i>K. B. to Q. B. fourth.</i>                                                                                                                                                                                         | 3. <i>Q. checks.</i>         |
| 4. <i>K. to K. B. square.</i>                                                                                                                                                                                            | 4. <i>Q. P. one square.</i>  |
| 5. <i>Q. to K. B. third.</i> This is Cozio's method of attack; it is ingenious, and probably the best move, when the Q. P. is played, but it may also be adopted with advantage in other Variations, see the Ninth Game. |                              |

**FIRST DEFENCE.**

- |                                                                       |                                  |
|-----------------------------------------------------------------------|----------------------------------|
| 6. <i>Q. P. one square.</i>                                           | 5. <i>Q. to K. B. third.</i>     |
| 7. <i>K. R. P. two squares.</i>                                       | 6. <i>K. Kt. P. two squares.</i> |
| 8. <i>P. takes P.</i>                                                 | 7. <i>K. R. P. one square.</i>   |
| 9. <i>K. R. takes R.</i>                                              | 8. <i>P. takes P.</i>            |
| 10. <i>K. Kt. P. one square, recovers the Pawn, with a good game.</i> | 9. <i>Q. takes K. R.</i>         |

**SECOND DEFENCE.**

- |                                  |                                                                                                                               |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| 6. <i>K. Kt. P. one square.</i>  | 5. <i>K. Kt. P. two squares.</i>                                                                                              |
| 7. <i>Q. takes Q.</i>            | 6. If he play <i>Q. to K. R. third</i> , you should take P. with P., and afterwards play <i>Q. P. one square.</i> But suppose |
| 8. <i>Q. P. one square.</i>      | <i>Q. to K. Kt. fifth.</i>                                                                                                    |
| 9. <i>Q. Kt. to Q. B. third.</i> | 7. <i>Q. B. takes Q.</i>                                                                                                      |
| 10. <i>K. Kt. to K. second.</i>  | 8. <i>K. B. to K. R. third.</i>                                                                                               |
|                                  | 9. <i>K. Kt. to K. second.</i>                                                                                                |
|                                  | 10. If he play <i>K. Kt. to its third</i> , you move <i>Q. Kt. to Q. fifth, &amp;c.</i> But if                                |
|                                  | <i>Q. B. takes Kt.†</i>                                                                                                       |



11. Q. Kt. takes Q. B.      11. K. Kt. to its third.
12. K. R. P. two squares, and afterwards advancing it one square, will recover the Pawn, with at least an equal game.

## FIFTH GAME.

**White.**

**Black.**

- |                                  |                                                                          |
|----------------------------------|--------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                             |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>                                                 |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>Q. checks.</i>                                                     |
| 4. <i>K. to K. B. square.</i>    | 4. <i>K. Kt. P. two squares.</i>                                         |
| 5. <i>K. Kt. to K. B. third.</i> | 5. <i>Q. to K. R. fourth.</i>                                            |
| 6. <i>K. R. P. two squares.</i>  | 6. The best move is <i>K. B. to K. Kt. second</i> ; but suppose he plays |

### FIRST DEFENCE.

- |                                |                                  |
|--------------------------------|----------------------------------|
|                                | <i>K. Kt. P. one square.</i>     |
| 7. <i>K. Kt. to its fifth.</i> | 7. <i>K. Kt. to K. R. third.</i> |

*In the first place,*

- |                                                                                                  |                                                                                                                                           |
|--------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| 8. <i>K. P. one square.</i>                                                                      | 8. <i>Q. P. one square.</i>                                                                                                               |
| 9. <i>Q. P. two squares.</i>                                                                     | 9. <i>P. takes K. P.</i>                                                                                                                  |
| 10. <i>Q. P. takes P.</i>                                                                        | 10. The best move is <i>P. to K. B. sixth</i> ; you would take it with <i>K. Kt. P.</i> , and the game would be nearly equal. But suppose |
|                                                                                                  | <i>K. B. P. one square.</i>                                                                                                               |
| 11. <i>P. takes K. B. P.</i>                                                                     | 11. <i>K. B. to Q. third.</i>                                                                                                             |
| 12. <i>Q. B. takes P.</i>                                                                        | 12. <i>K. B. takes Q. B.</i>                                                                                                              |
| 13. <i>Q. to K. second.<sup>+</sup></i>                                                          | 13. <i>Q. B. to K. third.</i>                                                                                                             |
| 14. <i>Q. takes Q. B.<sup>+</sup></i>                                                            | 14. <i>K. to Q. square.</i>                                                                                                               |
| 15. <i>Q. to K. seventh.<sup>+</sup></i>                                                         | 15. <i>K. to Q. B. square.</i>                                                                                                            |
| 16. <i>K. B. checks.</i>                                                                         | 16. <i>Q. Kt. interposes.</i>                                                                                                             |
| 17. <i>Q. takes Q. Kt., checks, and afterwards playing P. to K. B. seventh, will win easily.</i> |                                                                                                                                           |

*In the second place,*

- |                                                                                               |                               |
|-----------------------------------------------------------------------------------------------|-------------------------------|
| 8. Q. P. two squares.                                                                         | 8. K. B. P. one square.       |
| 9. K. Kt. to K. R. third.                                                                     | 9. Q. takes K. R. P.          |
| 10. K. Kt. to K. B. second.                                                                   | 10. Q. to K. Kt. fourth. (A.) |
| 11. K. Kt. to Q. third.                                                                       | 11. Q. P. one square.         |
| 12. K. Kt. takes P., and though you have a Pawn less, yet<br>your position is very attacking. |                               |

## (A.)

- |                                                 |                                        |
|-------------------------------------------------|----------------------------------------|
|                                                 | 10. Q. to K. Kt. sixth.                |
| 11. Q. Kt. to Q. B. third.                      | 11. P. to K. B. sixth.                 |
| 12. K. Kt. P. takes P.                          | 12. P. takes P.                        |
| 13. Q. B. takes K. Kt.                          | 13. K. B. takes B.                     |
| 14. K. R. takes B.                              | 14. Q. to K. Kt. seventh. <sup>+</sup> |
| 15. K. to K. square.                            | 15. Q. to K. Kt. eighth. <sup>+</sup>  |
| 16. K. B. to its square, having a winning game. |                                        |

## SECOND DEFENCE.

- |                                                                                                                                          |                              |
|------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|
|                                                                                                                                          | 6. K. B. to K. Kt. second.   |
| 7. Q. P. two squares.                                                                                                                    | 7. Q. P. one square.         |
| 8. K. to Kt. square. There are two other ways of playing,<br>viz. K. B. to K. second, or Q. Kt. to Q. B. third; see<br>the Seventh Game. |                              |
|                                                                                                                                          | 8. Q. B. to K. Kt. fifth.    |
| 9. K. R. P. takes P.                                                                                                                     | 9. Q. B. takes K. Kt.        |
| 10. K. Kt. P. takes B.                                                                                                                   | 10. Q. takes P. <sup>+</sup> |
| 11. K. to B. square.                                                                                                                     |                              |

The position is slightly in favour of the Black, who has still the advantage of a Pawn.

## SIXTH GAME.

## White.

## Black.

- |                           |                       |
|---------------------------|-----------------------|
| 1. K. P. two squares.     | 1. K. P. two squares. |
| 2. K. B. P. two squares.  | 2. K. P. takes P.     |
| 3. K. B. to Q. B. fourth. | 3. Q. checks.         |

- |                                  |                                   |
|----------------------------------|-----------------------------------|
| 4. <i>K. to K. B. square.</i>    | 4. <i>K. Kt. P. two squares.</i>  |
| 5. <i>K. Kt. to K. B. third.</i> | 5. <i>Q. to K. R. fourth.</i>     |
| 6. <i>K. R. P. two squares.</i>  | 6. <i>K. B. to K. Kt. second.</i> |

FIRST ATTACK.

- |                                  |                                                                                                                                                                                                                                                                |
|----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 7. <i>Q. Kt. to Q. B. third.</i> | 7. He might take <i>Q. Kt.</i> with <i>K. B.</i> , but it is perhaps better to play                                                                                                                                                                            |
|                                  | <i>K. R. P. one square.</i>                                                                                                                                                                                                                                    |
| 8. <i>Q. P. two squares</i>      | 8. <i>Q. P. one square.</i>                                                                                                                                                                                                                                    |
| 9. <i>K. P. one square.</i>      | 9. <i>Q. P. takes K. P.</i>                                                                                                                                                                                                                                    |
| 10. <i>Q. Kt. to Q. fifth.</i>   | 10. <i>K. to Q. square.</i>                                                                                                                                                                                                                                    |
| 11. <i>Q. P. takes P.</i>        | 11. <i>Q. B. to Q. second.</i>                                                                                                                                                                                                                                 |
| 12. <i>K. to K. Kt. square.</i>  | 12. <i>Q. to K. Kt. third.</i>                                                                                                                                                                                                                                 |
| 13. <i>K. R. P. takes P.</i>     | 13. <i>P. takes P.</i>                                                                                                                                                                                                                                         |
| 14. <i>K. R. takes R.</i>        | 14. <i>K. B. takes R.</i>                                                                                                                                                                                                                                      |
| 15. <i>Q. to K. square.</i>      | 15. If he play <i>Q. B. P. one square</i> , you will take the Gambit Pawn with <i>Q. Kt.</i> , in order to check afterwards with <i>Q.</i> at <i>K. R. fourth</i> . His best move is <i>K. B. to K. Kt. second</i> , which will give him the best of the game. |

SECOND ATTACK.

- |                                                                                          |                                            |
|------------------------------------------------------------------------------------------|--------------------------------------------|
| 7. <i>K. to K. Kt. square.</i>                                                           | 7. <i>K. B. checks.</i>                    |
| 8. If you play <i>K. to K. B. square</i> , he will move <i>Q. P. one square</i> ; but if |                                            |
| <i>K. to K. R. second.</i>                                                               | 8. <i>K. Kt. P. one square.</i>            |
| 9. <i>Kt. takes K. B.</i>                                                                | 9. <i>K. Kt. P. checks.</i>                |
| 10. <i>K. to K. R. third.</i>                                                            | 10. <i>Q. P. two squares.<sup>+</sup></i>  |
| 11. <i>K. Kt. to K. B. fifth.</i>                                                        | 11. <i>Q. takes Q.</i>                     |
| 12. <i>K. R. takes Q.</i>                                                                | 12. <i>K. Kt. to K. R. third.</i>          |
| 13. <i>K. B. takes P.</i>                                                                | 13. <i>K. Kt. takes Kt.</i>                |
| 14. <i>K. B. takes Q. Kt. P.</i>                                                         | 14. <i>K. Kt. to K. sixth.<sup>+</sup></i> |
| 15. <i>K. B. takes B.</i>                                                                | 15. <i>K. Kt. takes R.</i>                 |
| 16. <i>K. to Kt. fourth.</i>                                                             | 16. <i>Q. Kt. to Q. B. third.</i>          |

*In the first place,*

- |                                                                            |                                |
|----------------------------------------------------------------------------|--------------------------------|
| 17. <i>K. B. to Q. Kt. seventh.</i>                                        | 17. <i>Q. Kt. to Q. fifth.</i> |
| 18. If you take <i>Q. R.</i> , he will play <i>P. to K. B. sixth</i> , and |                                |

afterwards advance one of the Pawns to Queen. If you play K.B. to Q.R. sixth, he may take Q.B.P., &c. But if

- |                        |                                       |
|------------------------|---------------------------------------|
| K.P. one square.       | 18. Q.R. to Q.Kt. square.             |
| 19. K.B. to K. fourth. | 19. Kt. to K.B. seventh. <sup>+</sup> |
| 20. K. takes P.        | 20. Kt. takes K.B.                    |
| 21. K. takes Kt.       | 21. Kt. takes Q.B.P., and             |
- wins easily.

*In the second place,*

- |                          |                              |
|--------------------------|------------------------------|
| 17. K.B. to Q.R. sixth.  | 17. Q.Kt. to Q. fifth.       |
| 18. Q.Kt. to Q.R. third. | 18. P. to K.B. sixth.        |
| 19. K.B. to its square.  | 19. P. takes P.              |
| 20. K.B. takes P.        | 20. R. to K.Kt. sq., checks, |
- and will win.

THIRD ATTACK.

- |                      |                     |
|----------------------|---------------------|
| 7. Q.P. two squares. | 7. Q.P. one square. |
|----------------------|---------------------|

*In the first place,*

- |                                                       |                                                     |
|-------------------------------------------------------|-----------------------------------------------------|
| 8. K.R. to its second.                                | 8. Q.B. to K.Kt. fifth.                             |
| 9. If you take K.Kt.P. with K.R.P., he will take K.R. |                                                     |
| But if                                                |                                                     |
| K. to Kt. square.                                     | 9. P. takes K.R.P.; instead                         |
|                                                       | of this move Mr. Jaenisch prefers taking K.Kt. with |
|                                                       | Q.B.: see the Variation.                            |
| 10. Q.B. takes P.                                     | 10. P. to K.R. sixth.                               |
| 11. Q.B.P. one square.                                | 11. K.Kt. to K.B. third.                            |
| 12. Q.Kt. to Q. second.                               | 12. Q. to K.Kt. third, and                          |
- has the best of the game.

*In the second place,*

- |                          |                                  |
|--------------------------|----------------------------------|
| 8. K. to K.Kt. square.   | 8. Q.B. to K.Kt. fifth.          |
| 9. Q.Kt. to Q.B. third.  | 9. Q.B. takes Kt.                |
| 10. K.Kt.P. takes B.     | 10. Q.Kt. to B. third.           |
| 11. K.B. to Q.Kt. fifth. | 11. K. castles.                  |
| 12. K.B. takes Kt.       | 12. P. takes K.B.                |
| 13. K.R.P. takes P.      | 13. Q. takes K.R.P. <sup>+</sup> |

- |                                                                                                                                                                                        |                         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 14. K. to K.B. square.                                                                                                                                                                 | 14. K.B.P. two squares. |
| 15. Q.Kt. to K. second.                                                                                                                                                                | 15. P. takes K.P.       |
| 16. K.B.P. takes P.                                                                                                                                                                    | 16. Q. to K.B. third.   |
| 17. If you take P. with Q.B. or Q.Kt., he will play K.B. to K.R. sixth, and afterwards Q.R. to K.B. square, &c.<br>If you play any other move he will still have the best of the game. |                         |

FOURTH ATTACK.

- |                        |                         |
|------------------------|-------------------------|
| 7. K.R. to its second. | 7. K.Kt.P. one square.  |
| 8. K.Kt. to its fifth. | 8. K.Kt. to K.R. third. |
| 9. Q.P. two squares.   | 9. Q.P. two squares.    |

*In the first place,*

- |                                        |                              |
|----------------------------------------|------------------------------|
| 10. K.B. takes P.                      | 10. K.Kt.P. one square.      |
| 11. Q. takes Q. (A.)                   | 11. P. takes K.R.            |
| 12. K.B. takes K.B.P.+                 | 12. K. to K.B. square.       |
| 13. K.B. to K. sixth.<br>and will win. | 13. P. becomes a Q., checks, |

(A.)

- |                                                                                                                                                                      |                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| 11. K.B. takes K.B.P.+                                                                                                                                               | 11. Q. takes K.B.        |
| 12. K.Kt. takes Q.                                                                                                                                                   | 12. Q.B. to K.Kt. fifth. |
| 13. If you take Q.B. with Q., he will take Q., and afterwards K.R. or K.Kt. If you remove Q., he will take K.R., and then advance the Pawn to Queen, winning easily. |                          |

*In the second place,*

- |                                                                                                                        |                                                                     |
|------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| 10. K.B. to K. second.                                                                                                 | 10. K.B.P. one square.                                              |
| 11. If you play K.Kt. to R. third, he may either take K.R.P., or play the Gambit Pawn one square. But if Q.B. takes P. |                                                                     |
| 12. K.R.P. takes P.                                                                                                    | 11. K.B.P. takes Kt.                                                |
| 12. Q. to K.B. second.                                                                                                 |                                                                     |
| 13. K.Kt.P. one square.                                                                                                | 13. K.Kt. to its square, and has considerably the best of the game. |

*In the third place,*

- |                       |                         |
|-----------------------|-------------------------|
| 10. K.P. takes P.     | 10. K.Kt.P. one square. |
| 11. Q. to K. square.+ | 11. K. to Q. square.    |

12. K.R. to its square.      12. K.R. to K. square.  
 13. If you play K.B. to K. second, or Q. to Q. second, he will play Q.B. to K.Kt fifth, or K.Kt. to its fifth, in order to check at K.R. seventh, or at K. sixth, and will have in each case the best of the game.

### VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

#### White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. B. to Q. B. fourth.*
4. *K. to K. B. square.*
5. *K. Kt. to K. B. third.*
6. *K. R. P. two squares.*
7. *Q. P. two squares.*
8. *K. R. to its second.*
9. *K. to Kt. square.*
10. *P. takes Q. B.*

#### Black.

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *Q. checks.*
4. *K. Kt. P. two squares.*
5. *Q. to K. R. fourth.*
6. *K. B. to K. Kt. second.*
7. *Q. P. one square.*
8. *Q. B. to K. Kt. fifth.*
9. *Q. B. takes K. Kt.*
10. *Q. Kt. to Q. second.*

#### *In the first place,*

- |                                    |                                                             |
|------------------------------------|-------------------------------------------------------------|
| 11. <i>Q. B. P. one square.</i>    | 11. <i>K. B. to K. R. third.</i>                            |
| 12. <i>K. R. P. takes P.</i>       | 12. <i>Q. takes P.<sup>+</sup></i>                          |
| 13. <i>K. R. to K. Kt. second.</i> | 13. <i>Q. to K. B. third, and has the best of the game.</i> |

#### *In the second place,*

- |                                                                                  |                                    |
|----------------------------------------------------------------------------------|------------------------------------|
| 11. <i>Q. Kt. to Q. B. third.</i>                                                | 11. <i>Q. Kt. to its third.</i>    |
| 12. <i>K. B. to Q. Kt. third.</i>                                                | 12. <i>K. Kt. to K. second.</i>    |
| 13. <i>If you play Q. Kt. to its fifth, he will move K. to Q. second. But if</i> |                                    |
| <i>P. takes P.</i>                                                               | 13. <i>Q. takes P.<sup>+</sup></i> |
| 14. <i>K. R. to K. Kt. second.</i>                                               | 14. <i>Q. to K. B. third.</i>      |
| 15. <i>Q. Kt. to K. second.</i>                                                  | 15. <i>K. Kt. to its third.</i>    |

- |                          |                             |
|--------------------------|-----------------------------|
| 16. Q. B. P. one square. | 16. K. castles with Q. R.   |
| 17. Q. Kt. takes P.      | 17. K. Kt. takes Kt.        |
| 18. Q. B. takes Kt.      | 18. Q. takes Q. B.          |
| 19. K. R. takes K. B.    | 19. Q. R. to K. Kt. square, |
- and has evidently the best of the game.

## SEVENTH GAME.

*White.*

*Black.*

- |                                  |                                   |
|----------------------------------|-----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>      |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>          |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>Q. checks.</i>              |
| 4. <i>K. to K. B. square.</i>    | 4. <i>K. Kt. P. two squares.</i>  |
| 5. <i>K. Kt. to B. third.</i>    | 5. <i>Q. to K. R. fourth.</i>     |
| 6. <i>K. R. P. two squares.</i>  | 6. <i>K. B. to K. Kt. second.</i> |
| 7. <i>Q. P. two squares.</i>     | 7. <i>Q. P. one square.</i>       |

*In the first place,*

- |                                |                                    |
|--------------------------------|------------------------------------|
| 8. <i>K. B. to K. second.</i>  | 8. <i>K. Kt. P. one square.</i>    |
| 9. <i>K. Kt. to K. square.</i> | 9. <i>K. Kt. to B. third.</i>      |
| 10. <i>Q. Kt. to B. third.</i> | 10. <i>Q. to K. Kt. third.</i>     |
| 11. <i>K. B. to Q. third.</i>  | 11. <i>K. Kt. to R. fourth.</i>    |
| 12. <i>Q. Kt. to Q. fifth.</i> | 12. <i>K. Kt. checks.</i>          |
| 13. <i>K. to Kt. square.</i>   | 13. <i>K. B. takes P.+</i>         |
| 14. <i>K. to R. second.</i>    | 14. <i>Q. to K. R. fourth, and</i> |
- wins.

*In the second place,*

- |                                |                                       |
|--------------------------------|---------------------------------------|
| 8. <i>Q. Kt. to B. third.</i>  | 8. <i>K. R. P. one square.</i>        |
| 9. <i>Q. Kt. to Q. fifth.</i>  | 9. <i>K. to Q. square.</i>            |
| 10. <i>K. B. to K. second.</i> | 10. <i>Q. to K. Kt. third.</i>        |
| 11. <i>K. P. one square.</i>   | 11. <i>Q. B. P. one square.</i>       |
| 12. <i>K. B. to Q. third.</i>  | 12. <i>Q. B. to K. B. fourth, and</i> |
- has a very good game. This position is the same as that in the Tenth Game, Second Defence, page 440.

## EIGHTH GAME.

**White.****Black.**

- |                                                                                                                                      |                                   |
|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 1. <i>K. P. two squares.</i>                                                                                                         | 1. <i>K. P. two squares.</i>      |
| 2. <i>K. B. P. two squares.</i>                                                                                                      | 2. <i>K. P. takes P.</i>          |
| 3. <i>K. B. to Q. B. fourth.</i>                                                                                                     | 3. <i>Q. checks.</i>              |
| 4. <i>K. to K. B. square.</i>                                                                                                        | 4. <i>K. Kt. P. two squares.</i>  |
| 5. If you play Q. Kt. to B. third, he will move K. B. to K. Kt. second. If                                                           |                                   |
| <i>K. Kt. to K. B. third.</i>                                                                                                        | 5. <i>Q. to K. R. fourth.</i>     |
| 6. <i>K. R. P. two squares.</i>                                                                                                      | 6. <i>K. B. to K. Kt. second.</i> |
| 7. <i>K. B. to K. second.</i>                                                                                                        | 7. <i>K. Kt. P. one square.</i>   |
| 8. If you play Kt. to K. R. second, he will advance P. to K. B. sixth, and afterwards take K. R. P., having a very fine game. But if |                                   |
| <i>K. Kt. to K. square.</i>                                                                                                          | 8. <i>K. Kt. to B. third.</i>     |

## FIRST ATTACK.

- |                                                                                               |                                             |
|-----------------------------------------------------------------------------------------------|---------------------------------------------|
| 9. <i>K. P. one square.</i>                                                                   | 9. <i>K. Kt. to K. fifth.</i>               |
| 10. <i>K. B. takes P.</i>                                                                     | 10. <i>K. Kt. to its sixth.<sup>+</sup></i> |
| 11. <i>K. to Kt. square.</i>                                                                  | 11. <i>Q. takes K. P.</i>                   |
| 12. <i>K. R. to its third.</i>                                                                | 12. <i>K. R. P. two squares.</i>            |
| 13. <i>K. B. to its third.</i>                                                                | 13. <i>Q. P. two squares, winning</i>       |
| <i>K. R., for if you play it to its second square, he will give checkmate with the Queen.</i> |                                             |

## SECOND ATTACK.

- |                                  |                                    |
|----------------------------------|------------------------------------|
| 9. <i>Q. Kt. to Q. B. third.</i> | 9. <i>Q. to K. Kt. third.</i>      |
| 10. <i>Q. P. one square.</i>     | 10. <i>K. Kt. to K. R. fourth.</i> |
| 11. <i>Q. Kt. to Q. fifth.</i>   | 11. <i>K. Kt. checks.</i>          |
| 12. <i>K. to Kt. square.</i>     | 12. <i>K. B. checks.</i>           |
| 13. <i>K. to R. second.</i>      | 13. <i>Kt. takes B., and wins.</i> |

If White, on the ninth move, had played Q. P. one square, the proper move for the Black would have been K. B. to R. third.



# NINTH GAME.

White.

Black.

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>     |
| 2. <i>K. B. P. two squares.</i>  | 2. <i>K. P. takes P.</i>         |
| 3. <i>K. B. to Q. B. fourth.</i> | 3. <i>Q. checks.</i>             |
| 4. <i>K. to K. B. square.</i>    | 4. <i>K. Kt. P. two squares.</i> |
| 5. <i>Q. to K. B. third.</i>     |                                  |

## FIRST DEFENCE.

- |                                 |                                                                                                              |
|---------------------------------|--------------------------------------------------------------------------------------------------------------|
|                                 | 5. <i>Q. P. one square.</i>                                                                                  |
| 6. <i>K. Kt. P. one square.</i> | 6. If he take P. with P., you should retake with K. R. P., and afterwards take K. B. P. with Q. But suppose, |

*In the first place,*

- |                                                                                                         |                                  |
|---------------------------------------------------------------------------------------------------------|----------------------------------|
|                                                                                                         | <i>Q. to K. R. third.</i>        |
| 7. <i>K. Kt. P. takes P.</i>                                                                            | 7. <i>K. Kt. P. takes P.</i>     |
| 8. <i>Q. P. two squares.</i>                                                                            | 8. <i>Q. Kt. to Q. B. third.</i> |
| 9. <i>Q. B. P. one square, and you will afterwards take P. with Q. B., having the best of the game.</i> |                                  |

*In the second place,*

- |                                                                                                                               |                                                                                                |
|-------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|
|                                                                                                                               | 6. <i>Q. to K. Kt. fifth.</i>                                                                  |
| 7. <i>Q. takes Q. (A.)</i>                                                                                                    | 7. <i>Q. B. takes Q.</i>                                                                       |
| 8. <i>P. takes P.</i>                                                                                                         | 8. <i>P. takes P.</i>                                                                          |
| 9. <i>Q. P. two squares.</i>                                                                                                  | 9. If he play P. to K. B. sixth, you should play K. to B. second. But if K. B. to K. R. third. |
| 10. <i>Q. Kt. to Q. B. third.</i>                                                                                             | 10. <i>Q. B. P. one square.</i>                                                                |
| 11. <i>K. Kt. to K. second.</i>                                                                                               | 11. <i>P. to K. B. sixth.</i>                                                                  |
| 12. <i>K. Kt. to its third, and afterwards playing K. to K. B. second, and K. R. P. one square, will win the Gambit Pawn.</i> |                                                                                                |

(A.)

- |                                                                                                              |                                                                                                                                         |
|--------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| 7. Q. P. two squares.                                                                                        | 7. Q. takes Q.                                                                                                                          |
| 8. K.Kt. takes Q.                                                                                            | 8. If he play K.Kt.P. one square, you should play K. Kt. to its fifth. If he take P. with P., you should take K.Kt.P. with K.Kt. But if |
|                                                                                                              | K. B. to K. R. third.                                                                                                                   |
| 9. P. takes P.                                                                                               | 9. P. takes P.                                                                                                                          |
| 10. Q. Kt. to Q. B. third.                                                                                   | 10. Q. B. checks.                                                                                                                       |
| 11. K. to K. B. second.                                                                                      | 11. K. Kt. to K. second.                                                                                                                |
| 12. Q. Kt. to K. second.                                                                                     | 12. K. Kt. to its third.                                                                                                                |
| 13. K. Kt. to K. square, and playing afterwards K. Kt. to Q. third, recovers the Pawn, with a good position. |                                                                                                                                         |

## SECOND DEFENCE.

- |                                                                                        |                                                                      |
|----------------------------------------------------------------------------------------|----------------------------------------------------------------------|
|                                                                                        | 5. K. Kt. to K. B. third.                                            |
| 6. K. Kt. P. one square.                                                               | 6. Q. to K. Kt. fifth.                                               |
| 7. K. P. one square.                                                                   | 7. If he take K. Kt. P. with P., you take K. B. P. with K. B. But if |
|                                                                                        | Q. takes Q.                                                          |
| 8. K. Kt. takes Q.                                                                     | 8. K. Kt. to K. fifth.                                               |
| 9. Q. P. one square, and will recover the Pawn, and have a better game than the Black. |                                                                      |

## THIRD DEFENCE.

- |                          |                           |
|--------------------------|---------------------------|
|                          | 5. Q. Kt. to Q. B. third. |
| 6. K. Kt. P. one square. | 6. Q. to K. R. third.     |
| 7. P. takes P.           |                           |

*In the first place,*

- |                                                  |                                                                   |
|--------------------------------------------------|-------------------------------------------------------------------|
|                                                  | 7. P. takes P.                                                    |
| 8. Q. P. one square.                             | 8. If he play Q. Kt. to Q. fifth, see the First Variation. But if |
|                                                  | Q. Kt. to K. fourth.                                              |
| 9. Q. B. takes P.                                | 9. Q. Kt. takes Q.                                                |
| 10. Q. B. takes Q.                               | 10. K. B. takes B.                                                |
| 11. K. Kt. takes Kt., and has the best position. |                                                                   |

*In the second place,*

- |                                                                                                 |                            |
|-------------------------------------------------------------------------------------------------|----------------------------|
| 8. Q. to Q. third.                                                                              | 7. Q. Kt. to Q. fifth.     |
| 9. Q. B. P. one square.                                                                         | 8. K. B. to Q. B. fourth.  |
| 10. P. to K. B. fifth.                                                                          | 9. Q. Kt. to K. third.     |
| 11. It would not be good play to take K. B. P., checking, see the Second Variation ; therefore, | 10. Q. Kt. to K. B. fifth. |
| Q. to K. B. third.                                                                              | 11. Q. P. one square.      |
| 12. Q. P. two squares, having an excellent game.                                                |                            |

*FIRST VARIATION,*

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

- | White.                    | Black.                      |
|---------------------------|-----------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.       |
| 2. K. B. P. two squares.  | 2. K. P. takes P.           |
| 3. K. B. to Q. B. fourth. | 3. Q. checks.               |
| 4. K. to K. B. square.    | 4. K. Kt. P. two squares.   |
| 5. Q. to K. B. third.     | 5. Q. Kt. to Q. B. third.   |
| 6. K. Kt. P. one square.  | 6. Q. to K. R. third.       |
| 7. P. takes P.            | 7. P. takes P.              |
| 8. Q. P. one square.      | 8. Q. Kt. to Q. fifth.      |
| 9. Q. to K. B. second.    | 9. K. B. to Q. B. fourth.   |
| 10. Q. B. P. one square.  | 10. Q. Kt. to Q. Kt. sixth. |
| 11. Q. P. one square.     |                             |

*In the first place,*

- |                                                                                                                                                                                                                        |                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------|
| 12. P. takes K. B.                                                                                                                                                                                                     | 11. K. B. takes P.           |
| 13. Q. B. takes P.                                                                                                                                                                                                     | 12. Kt. takes Q. R.          |
| 14. Q. Kt. to Q. second.                                                                                                                                                                                               | 13. Q. to Q. B. third.       |
| 15. K. Kt. to K. B. third.                                                                                                                                                                                             | 14. Q. Kt. to Q. B. seventh. |
| 16. K. Kt. to its fifth, and though you have lost the exchange and a Pawn, yet I prefer your game on account of your strong attack. Instead of playing on the ninth move Q. to K. B. second, Cozio recommends Q. to Q. | 15. Q. P. one square.        |

square, and afterwards Q.B.P. one square, but Mr. Jaenisch shows that the second player will then have the best of the game.

*In the second place,*

- |                                                               |                         |
|---------------------------------------------------------------|-------------------------|
|                                                               | 11. Q. Kt. takes Q.R.   |
| 12. Q. P. takes K.B.                                          | 12. Q. P. one square.   |
| 13. Q. B. takes P.                                            | 13. Q. to K. Kt. third. |
| 14. P. takes Q. P.                                            | 14. P. takes P.         |
| 15. Q. Kt. to Q. second.                                      | 15. Q. B. to K. third.  |
| 16. K. Kt. to K. B. third, and you have the best of the game. |                         |

## SECOND VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE WHITE.

**White.**

**Black.**

- |                                       |                            |
|---------------------------------------|----------------------------|
| 1. K. P. two squares.                 | 1. K. P. two squares.      |
| 2. K. B. P. two squares.              | 2. K. P. takes P.          |
| 3. K. B. to Q. B. fourth.             | 3. Q. checks.              |
| 4. K. to K. B. square.                | 4. K. Kt. P. two squares.  |
| 5. Q. to K. B. third.                 | 5. Q. Kt. to Q. B. third.  |
| 6. K. Kt. P. one square.              | 6. Q. to K. R. third.      |
| 7. P. takes P.                        | 7. Q. Kt. to Q. fifth.     |
| 8. Q. to Q. third.                    | 8. K. B. to Q. B. fourth.  |
| 9. Q. B. P. one square.               | 9. Q. Kt. to K. third.     |
| 10. P. to K. B. fifth.                | 10. Q. Kt. to K. B. fifth. |
| 11. K. B. takes K. B. P. <sup>+</sup> | 11. K. to K. B. square.    |
| 12. Q. to K. B. fourth.               | 12. K. B. takes K. Kt.     |

*In the first place,*

- |                       |                                                     |
|-----------------------|-----------------------------------------------------|
| 13. K. R. takes K. B. | 13. Q. to K. R. sixth. <sup>+</sup>                 |
| 14. K. to K. square.  | 14. Kt. to Q. sixth. <sup>+</sup>                   |
| 15. K. to Q. square.  | 15. Kt. to K. fourth, and will afterwards win K. B. |

*In the second place,*

- |                                                                                                                         |                                       |
|-------------------------------------------------------------------------------------------------------------------------|---------------------------------------|
| 13. K.B. takes Kt.                                                                                                      | 13. Q. to K.R. sixth.+                |
| 14. K. to K. square.                                                                                                    | 14. Kt. to Q. sixth.+                 |
| 15. If you play K. to K. second, he will check with Q. at K.Kt. seventh, and afterwards take K.B. and K.R. ; therefore, |                                       |
| K. to Q. square.                                                                                                        | 15. Q. to K.B. sixth.+                |
| 16. K. to Q.B. second.                                                                                                  | 16. Kt. to K. eighth.+                |
| 17. K. to Q.Kt. third.                                                                                                  | 17. Q. to Q. eighth.+                 |
| 18. K. to Q.Kt. fourth.                                                                                                 | 18. Kt. to Q.B. seventh.+             |
| 19. K. to Q.R. fourth.                                                                                                  | 19. Kt. takes Q.R.+                   |
| 20. Q.Kt. P. one square.                                                                                                | 20. K.R. takes K.B., and wins easily. |

---

TENTH GAME.

**White.**

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. B. to Q. B. fourth.*
4. *K. to K. B. square.*
5. *Q. Kt. to Q. B. third.*

**Black.**

1. *K. P. two squares.*
2. *K. P. takes P.*
3. *Q. checks.*
4. *K. Kt. P. two squares.*

FIRST DEFENCE.

5. Q. B. P. one square.
6. K. Kt. to K. B. third. Instead of this move Mr. Jaenisch directs the White to play Q. to K. B. third, see the Eleventh Game.
6. Q. to K. R. fourth.
7. K. R. P. two squares.
7. K. R. P. one square.
8. Q. P. two squares.
8. Q. P. one square.
9. K. to K. Kt. square.

*In the first place,*

- |                                                 |                          |
|-------------------------------------------------|--------------------------|
|                                                 | 9. Q.B. to K. Kt. fifth. |
| 10. P. takes K. Kt. P.                          | 10. Q.B. takes Kt.       |
| 11. K.R. takes Q.                               | 11. Q.B. takes Q.        |
| 12. Q. Kt. takes B., and has the best position. |                          |

*In the second place,*

- |                           |                                                                                |
|---------------------------|--------------------------------------------------------------------------------|
|                           | 9. K. Kt. P. one square.                                                       |
| 10. K. Kt. to K. square.  | 10. P. to K. B. sixth.                                                         |
| 11. K. Kt. P. takes P.    | 11. P. takes P.                                                                |
| 12. Q. takes P.           | 12. Q. to K. Kt. third. <sup>+</sup>                                           |
| 13. K. Kt. to its second. | 13. If he play Q. B. to K. Kt. fifth, you should take K. B. P. with K. B., &c. |

There is not much difference in the Game ; White has recovered the Pawn, but his King is not in a good position.

## SECOND DEFENCE.

- |                       |                            |
|-----------------------|----------------------------|
|                       | 5. K. B. to K. Kt. second. |
| 6. Q. P. two squares. | 6. Q. P. one square.       |

*In the first place,*

- |                            |                                                     |
|----------------------------|-----------------------------------------------------|
| 7. K. Kt. to K. B. third.  | 7. Q. to K. R. fourth.                              |
| 8. K. R. P. two squares.   | 8. K. R. P. one square.                             |
| 9. Q. Kt. to Q. fifth.     | 9. K. to Q. square.                                 |
| 10. K. B. to K. second.    | 10. Q. to K. Kt. third.                             |
| 11. K. P. one square.      | 11. Q. B. P. one square.                            |
| 12. K. B. to Q. third.     | 12. Q. B. to K. B. fourth.                          |
| 13. Q. Kt. to Q. B. third. | 13. Q. P. one square, and has the best of the game. |

*In the second place,*

- |                           |                           |
|---------------------------|---------------------------|
| 7. K. B. to K. second.    | 7. Q. to K. R. third.     |
| 8. K. R. P. two squares.  | 8. K. B. P. one square.   |
| 9. K. Kt. to K. B. third. | 9. Q. B. to K. Kt. fifth. |
| 10. K. to K. B. second.   | 10. Q. to K. Kt. third.   |

- |                          |                                                                   |
|--------------------------|-------------------------------------------------------------------|
| 11. K.R.P. takes P.      | 11. K.B.P. takes P.                                               |
| 12. K.P. one square.     | 12. K.R.P. one square.                                            |
| 13. Q.Kt. to Q. fifth.   | 13. K. to Q. square.                                              |
| 14. Q.B. to Q. second.   | 14. Q.Kt. to Q. second.                                           |
| 15. Q.B. to its third.   | 15. Q.B.P. one square.                                            |
| 16. Q.Kt. to its fourth. | 16. Q.P. one square, and has<br>a good game, besides a Pawn more. |

### ELEVENTH GAME.

**White.**

**Black.**

- |                                |                                                                                      |
|--------------------------------|--------------------------------------------------------------------------------------|
| 1. <i>K.P. two squares.</i>    | 1. <i>K.P. two squares.</i>                                                          |
| 2. <i>K.B.P. two squares.</i>  | 2. <i>K.P. takes P.</i>                                                              |
| 3. <i>K.B. to Q.B. fourth.</i> | 3. <i>Q. checks.</i>                                                                 |
| 4. <i>K. to K.B. square.</i>   | 4. <i>K.Kt.P. two squares.</i>                                                       |
| 5. <i>Q.Kt. to Q.B. third.</i> | 5. The best move is K.B. to<br>K.Kt. second, see the Variation. But suppose he plays |

#### FIRST DEFENCE.

*Q.B.P. one square.*

6. Q. to K.B. third.

*In the first place,*

- |                                                                             |                           |
|-----------------------------------------------------------------------------|---------------------------|
| 7. K.Kt.P. one square.                                                      | 6. K.Kt. to K. second.    |
| 8. K.Kt.P. takes P.                                                         | 7. Q. to K.R. third.      |
| 9. Q.P. two squares.                                                        | 8. P. takes P.            |
| 10. Q.Kt. to K. second.                                                     | 9. K.Kt. to its third.    |
| 11. Q.B.P. one square, and will afterwards take the Pawn at<br>K.B. fourth. | 10. K.B. to K.Kt. second. |

*In the second place,*

- |                                               |                          |
|-----------------------------------------------|--------------------------|
| 7. K.Kt.P. one square.                        | 6. K.B. to K.Kt. second. |
| 8. P. takes P.                                | 7. Q. to K.R. third.     |
| 9. Q.Kt. to K. second, and recovers the Pawn. | 8. P. takes P.           |

*In the third place,*

- |                                                                                       |                         |
|---------------------------------------------------------------------------------------|-------------------------|
|                                                                                       | 6. K. B. to Q. third.   |
| 7. K. Kt. P. one square.                                                              | 7. Q. to K. R. third.   |
| 8. P. takes P.                                                                        | 8. K. B. takes P.       |
| 9. Q. Kt. to K. second.                                                               | 9. K. Kt. to K. second. |
| 10. Q. Kt. takes K. B.                                                                | 10. P. takes Q. Kt.     |
| 11. Q. P. two squares, and afterwards plays K. Kt. to K. second, recovering the Pawn. |                         |

*In the fourth place,*

- |                                            |                          |
|--------------------------------------------|--------------------------|
|                                            | 6. Q. P. one square.     |
| 7. K. Kt. P. one square.                   | 7. Q. to K. Kt. fifth.   |
| 8. Q. P. one square.                       | 8. Q. takes Q.           |
| 9. K. Kt. takes Q.                         | 9. K. B. to K. R. third. |
| 10. P. takes P.                            | 10. P. takes P.          |
| 11. Q. Kt. to K. second, and then takes P. |                          |

## SECOND DEFENCE.

- |                       |                         |
|-----------------------|-------------------------|
|                       | 5. K. Kt. to K. second. |
| 6. Q. to K. B. third. |                         |

*In the first place,*

- |                                                                                                             |                                                                                                                                   |
|-------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                             | 6. Q. P. one square.                                                                                                              |
| 7. K. Kt. P. one square.                                                                                    | 7. If he play Q. to K. R. third, you exchange Pawns, and then play Q. P. one square, and you will easily recover the Pawn. But if |
|                                                                                                             | Q. to K. Kt. fifth.                                                                                                               |
| 8. Q. P. one square.                                                                                        | 8. Q. takes Q.                                                                                                                    |
| 9. K. Kt. takes Q.                                                                                          | 9. K. B. to K. R. third.                                                                                                          |
| 10. P. takes P.                                                                                             | 10. P. takes P.                                                                                                                   |
| 11. K. Kt. to K. R. fourth, and afterwards Q. Kt. to Q. fifth, or K. second, will soon win the Gambit Pawn. |                                                                                                                                   |

*In the second place,*

- |                          |                           |
|--------------------------|---------------------------|
|                          | 6. Q. Kt. to Q. B. third. |
| 7. K. Kt. P. one square. | 7. Q. to K. R. third.     |
| 8. P. takes P.           | 8. P. takes P.            |



- |                                                                    |                                                                                      |
|--------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| 9. Q. P. one square.                                               | 9. K. Kt. to its third.                                                              |
| 10. K. Kt. to K. second.                                           | 10. If he play Q. Kt. to K. fourth, you take P. with Q. B. But if K. B. to Q. third. |
| 11. Q. P. one square.                                              | 11. K. B. P. one square.                                                             |
| 12. Q. Kt. to Q. fifth.                                            | 12. K. R. to K. B. square.                                                           |
| 13. Q. B. P. one square, and will afterwards take the Gambit Pawn. |                                                                                      |

### VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

*White.*

*Black.*

- |                           |                            |
|---------------------------|----------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.      |
| 2. K. B. P. two squares.  | 2. P. takes P.             |
| 3. K. B. to Q. B. fourth. | 3. Q. checks.              |
| 4. K. to K. B. square.    | 4. K. Kt. P. two squares.  |
| 5. Q. Kt. to Q. B. third. | 5. K. B. to K. Kt. second. |

### FIRST ATTACK.

- |                           |                         |
|---------------------------|-------------------------|
| 6. K. Kt. to K. B. third. | 6. Q. to K. R. fourth.  |
| 7. K. R. P. two squares.  | 7. K. R. P. one square. |
| 8. Q. P. two squares.     | 8. Q. P. one square.    |
| 9. K. P. one square.      | 9. Q. P. takes P.       |
| 10. Q. Kt. to Q. fifth.   | 10. K. to Q. square.    |
| 11. Q. P. takes P.        | 11. Q. B. to Q. second. |
| 12. K. to K. Kt. square.  | 12. Q. to K. Kt. third. |
| 13. K. R. P. takes P.     | 13. K. R. P. takes P.   |
| 14. K. R. takes R.        | 14. K. B. takes R.      |
15. You would have a strong attack by taking K. Kt. P. with K. Kt., and afterwards the Gambit Pawn with Q. B. ; this ingenious attack was suggested to Mr. Jaenisch by Mr. Petroff ; the former shows, however, that it is not sound. Suppose you play
- |                  |                                                                                                                        |
|------------------|------------------------------------------------------------------------------------------------------------------------|
| Q. to K. square. | 15. If he play Q. Kt. to B. third, you take P. with Q. B., in order to check with Q. at K. R. fourth. He ought to play |
|------------------|------------------------------------------------------------------------------------------------------------------------|

16. Q. to Q.Kt. fourth.      K.B. to K.Kt. second.  
 16. Q.Kt.P. one square.

The game is in favour of the Black.

#### SECOND ATTACK.

- |                        |                              |
|------------------------|------------------------------|
| 6. Q. to K.B. third.   | 6. K.Kt. to K.B. third.      |
| 7. K.Kt.P. one square. | 7. P. takes P.               |
| 8. K.R.P. takes P.     | 8. Q. to K.Kt. fifth.        |
| 9. Q.P. one square.    | 9. K.R.P. one square.        |
| 10. K.P. one square.   | 10. Q. takes Q. <sup>+</sup> |
| 11. K.Kt. takes Q.     | 11. K.Kt. to its fifth.      |
| 12. Q.Kt. to Q. fifth. | 12. K. to Q. square.         |
| 13. Q.P. one square.   | 13. K.B.P. one square, and   |
- has the best of the game.

#### THIRD ATTACK.

- |                        |                     |
|------------------------|---------------------|
| 6. K.Kt.P. one square. | 6. P. takes K.Kt.P. |
| 7. K. to K.Kt. second. |                     |

*In the first place,*

- |                         |                              |
|-------------------------|------------------------------|
|                         | 7. K.B. takes Q.Kt.          |
| 8. K.Kt. to K.B. third. | 8. Q. to K.R. third.         |
| 9. K.R.P. takes P.      | 9. Q. to K.Kt. second.       |
| 10. Q.P. takes K.B.     | 10. K.R.P. one square.       |
| 11. Q. to Q. fourth.    | 11. K.B.P. one square.       |
| 12. Q.B. to K. third.   | 12. Q.Kt. to Q.B. third, and |
- has a good position, with a Pawn more.

*In the second place,*

- |                          |                               |
|--------------------------|-------------------------------|
|                          | 7. Q.P. one square.           |
| 8. K.R.P. takes P.       | 8. Q. to K.Kt. fifth.         |
| 9. Q. to K.B. square.    | 9. Q. to Q. second.           |
| 10. K.Kt. to K.B. third. | 10. K.R.P. one square.        |
| 11. Q. to K.B. second.   | 11. Q.B.P. one square.        |
| 12. Q.P. two squares.    | 12. Q. to Q.B. second.        |
| 13. Q.B. to Q. second.   | 13. Q.B. to K. third, and has |
- the best of the game.

## LOPEZ GAMBIT.

---

THIS peculiar Gambit was first noticed by Ruy Lopez, in his scarce and valuable Treatise, published in 1561. The beginning is like the ordinary King's Bishop's Game; but, after a few moves, the first player sacrifices the King's Bishop's Pawn, as in the King's Gambit. It is considered a safe opening for the first player, as the Gambit Pawn cannot be defended without loss.

---

### FIRST GAME.

#### White.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. Q. to K. second.
4. K. B. P. two squares.
5. K. R. takes K. B.

#### Black.

1. K. P. two squares.
2. K. B. to Q. B. fourth.
3. If he play Q. B. P. one square, you may take K. B. P., checking, in order afterwards to play Q. to Q. B. fourth. But if Q. P. one square.
4. The best move is K. Kt. to K. B. third, see the Third Game. But suppose K. B. takes K. Kt.
5. K. P. takes P.; he might also have played K. Kt. to K. B. third, see the Second Game.

6. Q. P. two squares ; this move is said by Mr. Jaenisch to cause the loss of the game, by enabling Black to defend the Pawn he has gained : it appears to me that the assertion is incorrect. Mr. J. suggests playing this Pawn one square only, (see the Second Variation,) which is doubtless also a good move, and previously noticed by Cozio.

6. Q. to K. R. fifth<sup>+</sup>; in the First Variation he plays K. Kt. P. two squares, as recommended by Mr. Jaenisch.

7. K. Kt. P. one square.      7. P. takes P.  
8. K. R. takes P.

## FIRST DEFENCE.

8. K. Kt. to K. B. third.  
9. Q. B. to K. Kt. fifth.      9. Q. to K. R. fourth.  
10. Q. to K. Kt. second.      10. If he move K. Kt. to Q. second, or to its own square, you may play K. B. to K. second, and afterwards remove Q. B., attacking Q. with K. R. But suppose  
K. Kt. to its fifth.  
11. Q. B. to Q. second.      11. K. Kt. takes K. R. P.  
12. K. B. to K. second, and wins K. Kt. ; for if he play Q. to K. R. fifth, you play Q. B. to K. Kt. fifth.

## SECOND DEFENCE.

8. K. B. P. one square.  
9. Q. to K. B. second.      9. If he take K. P. he will lose the Queen. But if  
K. Kt. to K. second.  
10. K. R. takes K. Kt. P.      10. Q. takes K. P.<sup>+</sup>  
11. Q. B. to K. third.      11. Q. P. one square.  
12. Q. Kt. to Q. B. third.      12. The best move is to play Q. to K. third. But suppose  
Q. to K. R. eighth.<sup>+</sup>  
13. K. to Q. second.      13. Q. takes Q. R.  
14. Q. takes K. B. P.      14. Q. Kt. to Q. B. third.  
15. Q. B. to K. Kt. fifth, and wins easily.

THIRD DEFENCE.

- |                                                                     |                                                                                                                                                     |
|---------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                     | 8. K. R. P. one square.                                                                                                                             |
| 9. Q. to K. B. second.                                              | 9. K. Kt. to K. B. third.                                                                                                                           |
| 10. Q. Kt. to Q. B. third ; you might also take K. B. P. with K. B. | 10. If he move Q. B. to K. third, you advance Q. P., and then take K. Kt. P. If he play K. R. to K. Kt. square, you take K. B. P., checking. But if |
|                                                                     | K. Kt. P. one square.                                                                                                                               |
| 11. Q. B. to K. Kt. fifth.                                          | 11. P. takes Q. B.                                                                                                                                  |
| 12. Q. takes K. Kt.                                                 | 12. Q. takes K. R. P.                                                                                                                               |
| 13. Q. takes K. B. P.+                                              | 13. K. to Q. square.                                                                                                                                |
| 14. K. castles, and wins easily.                                    |                                                                                                                                                     |

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

White.

Black.

- |                                                                                 |                           |
|---------------------------------------------------------------------------------|---------------------------|
| 1. K. P. two squares.                                                           | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth.                                                       | 2. K. B. to Q. B. fourth. |
| 3. Q. to K. second.                                                             | 3. Q. P. one square.      |
| 4. K. B. P. two squares.                                                        | 4. K. B. takes Kt.        |
| 5. K. R. takes B.                                                               | 5. K. P. takes P.         |
| 6. Q. P. two squares.                                                           | 6. K. Kt. P. two squares. |
| 7. K. R. P. two squares ; in the Third Variation you play K. Kt. P. one square. | 7. K. R. P. one square.   |
| 8. Q. to K. R. fifth.                                                           | 8. Q. to K. second.       |
| 9. P. takes K. Kt. P.                                                           | 9. Q. takes K. P.+        |
| 10. K. to K. B. square.                                                         |                           |

FIRST DEFENCE.

- |                                                      |                          |
|------------------------------------------------------|--------------------------|
|                                                      | 10. Q. takes Q. P.       |
| 11. Q. takes K. B. P.+                               | 11. K. to Q. square.     |
| 12. Q. Kt. to Q. B. third.                           | 12. K. Kt. to K. second. |
| 13. P. takes K. R. P., and has the best of the game. |                          |

## SECOND DEFENCE.

- |                                                |                                       |
|------------------------------------------------|---------------------------------------|
| 11. P. takes K.R.P.                            | 10. Q. to K.R. second.                |
| 12. Q. B. takes P.                             | 11. K. Kt. takes P.                   |
| 13. Q. B. P. one square.                       | 12. Q. Kt. to Q. B. third.            |
| 14. Q. takes K. Kt.                            | 13. Q. B. to K. Kt. fifth.            |
| 15. Q. B. takes Q.                             | 14. Q. takes Q.                       |
| 16. Q. Kt. to Q. second.                       | 15. K. R. takes Q. B.                 |
| 17. Q. Kt. to K. B. third.                     | 16. K. R. to K. B. third <sup>+</sup> |
| 18. K. to K. B. second, and the game is equal. | 17. K. castles.                       |

## SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

## White.

## Black.

- |                           |                           |
|---------------------------|---------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.     |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth. |
| 3. Q. to K. second.       | 3. Q. P. one square.      |
| 4. K. B. P. two squares.  | 4. K. B. takes K. Kt.     |
| 5. K. R. takes K. B.      | 5. P. takes P.            |
| 6. Q. P. one square.      |                           |

## FIRST DEFENCE.

- |                                                                   |                           |
|-------------------------------------------------------------------|---------------------------|
| 7. Q. to K. R. fifth.                                             | 6. K. Kt. P. two squares. |
| 8. K. Kt. P. one square.                                          | 7. Q. to K. B. third.     |
| 9. K. R. takes P.                                                 | 8. P. takes P.            |
| 10. K. R. to K. B. third, and has evidently the best of the game. | 9. K. R. P. one square.   |

## SECOND DEFENCE.

- |                          |                |
|--------------------------|----------------|
| 7. K. Kt. P. one square. | 6. Q. checks.  |
|                          | 7. P. takes P. |

- K. R. P. one square.**

**BEGINNING AT THE SEVENTH MOVE OF THE WHITE.**

**Black.**

8. If he play Q. to K.B.  
 you take P. with K.R. But if  
 Q. to K. second.

**FIRST DEFENCE.**

10. Q.B. to K.Kt. fifth.      9. P. to K.Kt. fifth.  
10. If he take K.P. he will  
lose the Queen. If he play Q. to Q. second, you will  
take K.Kt.P. with K.R. ; therefore

*In the first place,*

- K. Kt. to K. B. third.
11. Q. to K. R. fourth.      11. Q. Kt. to Q. second.  
12. K. R. takes K. Kt. P., and has the best of the game.

*In the second place,*

- |                                      |                         |
|--------------------------------------|-------------------------|
|                                      | 10. Q. to K.B. square.  |
| 11. K.R.P. one square.               | 11. P. takes K.R.P.     |
| 12. K.R. to K.B. third.              | 12. P. to K.R. seventh. |
| 13. K.R. takes K.B.P., and will win. |                         |

## SECOND DEFENCE.

- |                                  |                                                                                                     |
|----------------------------------|-----------------------------------------------------------------------------------------------------|
|                                  | 9. K.Kt. to K.B. third.                                                                             |
| 10. Q. to K. second.             | 10. If he play K.Kt.P. one square, you move Q.B. to K.Kt. fifth, threatening to advance K.P. But if |
|                                  | K.Kt. takes K.P.                                                                                    |
| 11. K.R. to K. third.            | 11. K.B.P. two squares.                                                                             |
| 12. Q.Kt. to Q.B. third.         | 12. Q.Kt. to Q.B. third.                                                                            |
| 13. Q.Kt. takes K.Kt.            | 13. Q.Kt. takes Q.P.                                                                                |
| 14. Q.Kt. to K.B. sixth.+        | 14. K. to Q. square.                                                                                |
| 15. K.R. takes Q.                | 15. Q.Kt. takes Q.                                                                                  |
| 16. K.R. takes Kt. and will win. |                                                                                                     |

Since writing the foregoing I observe that Mr. Jaenisch, in vol. ii. page 269, acknowledges he was wrong in stating that White would lose by playing Q.P. two squares on the sixth move, instead of moving it one square only, for in both cases, by sacrificing K.B., the White will have an irresistible attack; I agree with him in this assertion, and preferring this mode of play to that given above, I subjoin the moves in the following Variation.

*FOURTH VARIATION,*

BEGINNING AT THE EIGHTH MOVE OF THE THIRD VARIATION.

**White.**

1. K.P. two squares.
2. K.B. to Q.B. fourth.
3. Q. to K. second.

**Black.**

1. K.P. two squares.
2. K.B. to Q.B. fourth.
3. Q.P. one square.



- |                                            |                                                                                                                                                         |
|--------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4. <i>K. B. P. two squares.</i>            | 4. <i>K. B. takes Kt.</i>                                                                                                                               |
| 5. <i>K. R. takes K. B.</i>                | 5. <i>K. P. takes P.</i>                                                                                                                                |
| 6. <i>Q. P. two squares.</i>               | 6. <i>K. Kt. P. two squares.</i>                                                                                                                        |
| 7. <i>K. Kt. P. one square.</i>            | 7. <i>P. takes K. Kt. P.</i>                                                                                                                            |
| 8. <i>K. B. takes K. B. P.<sup>+</sup></i> | 8. If he play K. to K. B. square, you may take P. with K. R., or play K. R. to K. B. square, having clearly the best of the game. But if K. takes K. B. |
| 9. <i>Q. to K. R. fifth.<sup>+</sup></i>   |                                                                                                                                                         |

FIRST DEFENCE.

- |                                              |                                                                                                                                                     |
|----------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
|                                              | 9. <i>K. to K. Kt. second.</i>                                                                                                                      |
| 10. <i>Q. B. takes P.</i>                    | 10. If he take K. R. P. you checkmate in four moves. If he play K. Kt. to K. second, or to K. B. third, you check with Q. B. at K. R. sixth. But if |
|                                              | Q. to Q. second.                                                                                                                                    |
| 11. <i>K. R. takes P.</i>                    | 11. <i>K. to K. B. square.</i>                                                                                                                      |
| 12. <i>K. R. to K. B. third.<sup>+</sup></i> | 12. <i>K. to Kt. second.</i>                                                                                                                        |
| 13. <i>Q. B. to K. R. sixth.<sup>+</sup></i> | 13. <i>K. Kt. takes B.</i>                                                                                                                          |
| 14. <i>Q. checkmates.</i>                    |                                                                                                                                                     |

SECOND DEFENCE.

- |                           |                                                                                                                                                                                                                                                                        |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                           | 9. <i>K. to K. B. square.</i>                                                                                                                                                                                                                                          |
| 10. <i>Q. B. takes P.</i> | 10. If he play Q. to K. square, or to Q. second, you win by checking with K. R. If he play K. Kt. to K. second, you check with Q. B. at K. R. sixth. Finally, if he play K. Kt. to K. B. third, you take it with Q. B., and he cannot retake without losing the Queen. |

THIRD DEFENCE.

- |                                                              |                                   |
|--------------------------------------------------------------|-----------------------------------|
|                                                              | 9. <i>K. to K. second.</i>        |
| 10. <i>Q. B. takes P.<sup>+</sup></i>                        | 10. <i>K. Kt. to K. B. third.</i> |
| 11. <i>Q. B. takes Kt.<sup>+</sup></i>                       | 11. <i>K. takes Q. B.</i>         |
| 12. <i>K. R. to K. B. square.<sup>+</sup></i>                | 12. <i>K. to Kt. second.</i>      |
| 13. <i>Q. to K. B. seventh.<sup>+</sup></i>                  | 13. <i>K. to K. R. third</i>      |
| 14. <i>K. R. to K. B. sixth, checks, and wins the Queen.</i> |                                   |

## FOURTH DEFENCE.

9. K. to K. third.  
 10. Q. B. takes P. 10. If he play Q. to K. B. square, you check with Pawn, and win easily. If he move Q. to her second, you play Q. Kt. to Q. B. third, winning very easily ; therefore

*In the first place,*

- K. Kt. to K. B. third.  
 11. Q. to K. R. fourth. 11. K. R. to K. B. square.  
 12. K. R. takes P., and afterwards plays K. R. to K. B. third, will win without difficulty.

*In the second place,*

10. K. Kt. to K. second.  
 11. Q. to K. Kt. fourth.+ 11. K. to B. second.  
 12. K. R. to K. B. square.+ 12. K. to K. square.  
 13. Q. to K. R. fifth.+ 13. K. to Q. second.  
 14. Q. B. takes K. Kt. 14. Q. to K. square.  
 15. K. R. to K. B. seventh, and will win.

## SECOND GAME.

**White.**

**Black.**

- |                           |                                                                                                                                                                                                            |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                                                                                                                                                                                      |
| 2. K. B. to Q. B. fourth. | 2. K. B. to Q. B. fourth.                                                                                                                                                                                  |
| 3. Q. to K. second.       | 3. Q. P. one square.                                                                                                                                                                                       |
| 4. K. B. P. two squares.  | 4. K. B. takes Kt.                                                                                                                                                                                         |
| 5. K. R. takes K. B.      | 5. K. Kt. to K. B. third.                                                                                                                                                                                  |
| 6. Q. P. one square.      | 6. If he play Q. B. to K. Kt. fifth, you move Q. to K. B. second, and if he castle, or play Q. Kt. to Q. B. third, you advance K. B. P., threatening to win Q. B. by playing K. R. P. and K. Kt. P. But if |
|                           | Q. to K. second.                                                                                                                                                                                           |
| 7. Q. Kt. to Q. B. third. |                                                                                                                                                                                                            |

FIRST DEFENCE.

- |                                                                        |                           |
|------------------------------------------------------------------------|---------------------------|
|                                                                        | 7. Q. Kt. to Q. B. third. |
| 8. Q. B. to K. third.                                                  | 8. P. takes K. B. P.      |
| 9. Q. B. takes P.                                                      | 9. Q. Kt. to Q. fifth.    |
| 10. Q. to K. B. second.                                                | 10. Q. Kt. to K. third.   |
| 11. K. Kt. P. two squares, and the position is in favour of the White. |                           |

SECOND DEFENCE.

- |                            |                                                                                                                                                                                                                                           |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                            | 7. Q. B. to K. third.                                                                                                                                                                                                                     |
| 8. K. B. takes B.          | 8. Q. takes B.                                                                                                                                                                                                                            |
| 9. K. B. P. one square.    | 9. Q. to K. second.                                                                                                                                                                                                                       |
| 10. Q. B. to K. Kt. fifth. | 10. Q. B. P. one square.                                                                                                                                                                                                                  |
| 11. K. castles.            | 11. Q. Kt. to Q. second.                                                                                                                                                                                                                  |
| 12. Q. to K. B. second.    | 12. If he castle with K. R. you should advance K. Kt. P. two squares, and afterwards K. R. P. two squares. But if he play Q. Kt. to its third, in order to castle with Q. R., you move Q. R. P. two squares, having the best of the game. |

---

THIRD GAME.

**White.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *Q. to K. second.*
4. *K. B. P. two squares.*

**Black.**

1. *K. P. two squares.*
2. *K. B. to Q. B. fourth.*
3. *Q. P. one square.*
4. *K. Kt. to K. B. third.*

*In the first place,*

- |                           |                           |
|---------------------------|---------------------------|
| 5. Q. P. one square.      | 5. Q. B. to K. Kt. fifth. |
| 6. K. Kt. to K. B. third. | 6. Q. to K. second.       |
| 7. P. takes K. P.         | 7. Q. P. takes P.         |
| 8. Q. B. to K. third.     | 8. Q. Kt. to Q. second.   |
| 9. Q. Kt. to Q. second.   | 9. K. castles with K. R.  |
| 10. K. castles with K. R. |                           |

The game is about equal.

*In the second place,*

- |                                                      |                         |
|------------------------------------------------------|-------------------------|
| 5. K.Kt. to K.B. third.                              | 5. Q. to K. second.     |
| 6. Q.P. one square.                                  | 6. Q.B. to K.Kt. fifth. |
| 7. K.B.P. takes P.                                   | 7. Q.P. takes P.        |
| 8. Q.B. to K.Kt. fifth.                              | 8. Q.Kt. to Q. second.  |
| 9. Q.Kt. to Q. second.                               | 9. K. castles with Q.R. |
| 10. K. castles with Q.R., and the position is equal. |                         |

## FOURTH GAME.

*White.**Black.*

- |                                                                 |                                                                                                                                                                        |
|-----------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K.P. two squares.                                            | 1. K.P. two squares.                                                                                                                                                   |
| 2. K.B. to Q.B. fourth.                                         | 2. K.B. to Q.B. fourth.                                                                                                                                                |
| 3. Q. to K. second.                                             | 3. Q.P. one square.                                                                                                                                                    |
| 4. Q.B.P. one square.                                           | 4. K.Kt. to K.B. third.                                                                                                                                                |
| 5. K.B.P. two squares.                                          | 5. If he take K.B.P., or play<br>Q.B. to K.Kt. fifth, you should play K.Kt. to K.B.<br>third. But if                                                                   |
|                                                                 | K.B. takes K.Kt.                                                                                                                                                       |
| 6. K.R. takes K.B.                                              | 6. K.P. takes P.                                                                                                                                                       |
| 7. Q.P. one square ; you might also play this Pawn two squares. | 7. K.Kt.P. two squares ; this<br>is not a good move, as the Gambit Pawn cannot be<br>defended as in the ordinary Gambit ; he ought to have<br>castled, or moved Q. Kt. |
| 8. K.Kt.P. one square.                                          | 8. P. takes K.Kt.P.                                                                                                                                                    |
| 9. Q.B. takes P.                                                | 9. P. takes K.R.P.                                                                                                                                                     |
| 10. Q. takes P.                                                 |                                                                                                                                                                        |

## FIRST DEFENCE.

- |                      |                                                                                                                                         |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
|                      | 10. K.R. to K.Kt. square.                                                                                                               |
| 11. K.P. one square. | 11. Q.P. takes P.                                                                                                                       |
| 12. Q. takes P.+     | 12. If he play K. to K.B.<br>square, you would check with Q.B. If he play K. to<br>Q. second, you ought to take K.B.P. with K.B. But if |

- |                            |                      |
|----------------------------|----------------------|
|                            | Q. B. to K. third.   |
| 13. K. B. takes B.         | 13. Q. to K. second. |
| 14. K. B. takes K. B. P. + | 14. K. takes K. B.   |
| 15. Q. takes Q. +          | 15. K. takes Q.      |
| 16. Q. B. takes Kt. +      | 16. K. to B. second. |
| 17. K. R. takes R.         | 17. K. takes R.      |

White ought to win.

#### SECOND DEFENCE.

- |                                                             |                             |
|-------------------------------------------------------------|-----------------------------|
|                                                             | 10. Q. Kt. to Q. second.    |
| 11. K. R. to K. B. square.                                  | 11. K. R. to K. Kt. square. |
| 12. Q. takes K. R. P.                                       | 12. K. Kt. takes Q.         |
| 13. K. B. takes K. B. P. +                                  | 13. K. to K. B. square.     |
| 14. Q. B. takes Q., and has evidently the best of the game. |                             |

### FIFTH GAME.

**White.**

**Black.**

- |                                  |                                                                                                                                                                                                        |
|----------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. two squares.</i>                                                                                                                                                                           |
| 2. <i>K. B. to Q. B. fourth.</i> | 2. <i>K. B. to Q. B. fourth.</i>                                                                                                                                                                       |
| 3. <i>Q. to K. second.</i>       | 3. <i>Q. Kt. to Q. B. third; this</i><br>move is given in the "Palamède" for June, 1842, and<br>supposed by Mr. Jaenisch, vol. i. page 144, to be origi-<br>nal; it is, however, to be found in Lopez. |

#### FIRST ATTACK.

- |                                                                                                                                       |                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------|
| 4. K. B. takes K. B. P. +                                                                                                             | 4. K. takes K. B.                                       |
| 5. Q. to Q. B. fourth. +                                                                                                              | 5. Q. P. two squares.                                   |
| 6. If you take P. with Q. P. he will take K. B. P., checking,<br>and afterwards play Q. Kt. to Q. R. fourth. But if<br>Q. takes K. B. | 6. Q. P. takes P.                                       |
| 7. Q. to Q. B. fourth. +                                                                                                              | 7. Q. B. to K. third.                                   |
| 8. Q. takes P.                                                                                                                        | 8. K. Kt. to K. B. third, and<br>has the best position. |

## SECOND ATTACK.

- |                         |                                                                                              |
|-------------------------|----------------------------------------------------------------------------------------------|
| 4. Q.B.P. one square.   | 4. Q.P. one square.                                                                          |
| 5. K.B.P. two squares.  | 5. K.P. takes P.; instead of<br>this move it would be better to play K.Kt. to K.B.<br>third. |
| 6. K.Kt. to K.B. third. | 6. K.Kt.P. two squares.                                                                      |
| 7. K.R.P. two squares.  | 7. K.Kt.P. one square.                                                                       |
| 8. K.Kt. to its fifth.  |                                                                                              |

*In the first place,*

- |                                                                                                 |                        |
|-------------------------------------------------------------------------------------------------|------------------------|
|                                                                                                 | 8. Q.Kt. to K. fourth. |
| 9. Q.P. two squares.                                                                            | 9. K.R.P. one square.  |
| 10. K.Kt. takes K.B.P.                                                                          | 10. Q.Kt. takes Kt.    |
| 11. K.B. takes Kt. <sup>+</sup>                                                                 | 11. K. takes K.B.      |
| 12. Q.P. takes K.B., and will afterwards win the Gambit<br>Pawn, and have the best of the game. |                        |

*In the second place,*

- |                                                                                                                                                                   |                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
|                                                                                                                                                                   | 8. K.Kt. to K.R. third. |
| 9. Q.P. two squares.                                                                                                                                              | 9. K.B. to Q.Kt. third. |
| 10. Q.B. takes P.                                                                                                                                                 | 10. K.B.P. one square.  |
| 11. You may play K.Kt. to K.R. third, in order, if he take<br>it, to check with Q. at K.R. fifth; or you may castle,<br>having in each case the best of the game. |                         |

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**FIFTH OPENING;**  
**OR, THE**  
**QUEEN'S GAMBIT.**



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FIFTH OPENING;  
OR, THE  
QUEEN'S GAMBIT.

---

THE Queen's Gambit is neither so interesting nor so instructive as the King's Gambit, but it is considered a safer game for the first player, as in all cases, with correct play, his position will be at the least equal to his adversary's: this arises chiefly from the second player not being able to defend the Gambit Pawn, as in the King's Gambit.

In the first place, I shall suppose the Black to refuse the Gambit, and afterwards shall give the proper Attack and Defence.

---

FIRST GAME.

White.

Black.

- |                        |                                                                                                                                                                                                                                                                                                         |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Q.P. two squares.   | 1. Q.P. two squares.                                                                                                                                                                                                                                                                                    |
| 2. Q.B.P. two squares. | 2. K.P. one square; this move is given by Mr. Jaenisch, vol. i. page 62; he states it to be the only good move, ( <i>le coup juste</i> ,) and that it is disadvantageous to accept the Gambit. if these assertions were correct, it would of course do away with the Opening of the Queen's Gambit; but |

as Mr. J. himself afterwards shows that the Pawn may be taken, and the position, after a few moves, be quite equal, the Queen's Gambit may still continue to be accepted without danger.

Mr. J. observes, that the move of K. P. one square has never been recommended by any author ; in this he is mistaken, as it is given as a good move by Carrera, page 433, and by Stamma, see my Translation, page 130 ; the former adds only one move more on each side, the same as that given by Mr. J. ; Stamma extends the game to thirteen moves. Mr. J. continues the opening thus :

- |                           |                           |
|---------------------------|---------------------------|
| 3. Q. Kt. to Q. B. third. | 3. K. Kt. to K. B. third. |
| 4. K. P. one square.      | 4. Q. B. P. two squares.  |
| 5. K. Kt. to K. B. third. | 5. Q. Kt. to Q. B. third. |

The game is quite equal.

## SECOND GAME.

### White.

### Black.

- |                            |                                                                      |
|----------------------------|----------------------------------------------------------------------|
| 1. Q. P. two squares.      | 1. Q. P. two squares.                                                |
| 2. Q. B. P. two squares.   | 2. Q. B. P. one square ; it is better to play this Pawn two squares. |
| 3. Q. Kt. to Q. B. third.  | 3. K. P. one square.                                                 |
| 4. K. P. one square.       | 4. K. B. to K. second.                                               |
| 5. Q. B. P. one square.    | 5. Q. Kt. P. one square.                                             |
| 6. Q. Kt. P. two squares.  | 6. Q. R. P. two squares.                                             |
| 7. Q. Kt. to Q. R. fourth. | 7. Q. Kt. to Q. second.                                              |
| 8. Q. Kt. P. one square.   |                                                                      |

### FIRST DEFENCE.

- |                                                      |                         |
|------------------------------------------------------|-------------------------|
|                                                      | 8. Q. B. P. takes P.    |
| 9. K. B. takes P.                                    | 9. Q. Kt. P. takes P.   |
| 10. Q. Kt. takes P.                                  | 10. K. B. takes Q. Kt.  |
| 11. P. takes K. B.                                   | 11. Q. to Q. B. second. |
| 12. Q. B. to Q. R. third, and has the best position. |                         |

SECOND DEFENCE.

- |                                                  |                          |
|--------------------------------------------------|--------------------------|
|                                                  | 8. Q. Kt. P. takes P.    |
| 9. Q. Kt. P. takes P.                            | 9. Q. Kt. to its square. |
| 10. K. B. to Q. Kt. fifth.                       | 10. Q. to Q. B. second.  |
| 11. Q. P. takes P. and has the best of the game. |                          |

THIRD GAME.

- | White.                                                 | Black.                                                                                                                                                          |
|--------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Q. P. two squares.                                  | 1. Q. P. two squares.                                                                                                                                           |
| 2. Q. B. P. two squares.                               | 2. Q. B. P. one square.                                                                                                                                         |
| 3. K. B. P. one square.                                | 3. If he take P. with P. you play K. P. one square, and if he then play Q. Kt. P. two squares, you move Q. R. P. two squares, &c. But if K. Kt. to K. B. third. |
| 4. Q. Kt. to Q. B. third.                              | 4. Q. B. to K. B. fourth.                                                                                                                                       |
| 5. K. P. one square.                                   | 5. K. P. one square.                                                                                                                                            |
| 6. K. B. to Q. third.                                  | 6. Q. B. takes B.                                                                                                                                               |
| 7. Q. takes Q. B.                                      | 7. K. B. to Q. Kt. fifth.                                                                                                                                       |
| 8. K. P. one square.                                   | 8. K. B. takes Kt. <sup>+</sup>                                                                                                                                 |
| 9. P. takes K. B.                                      | 9. Q. Kt. to Q. second.                                                                                                                                         |
| 10. Q. B. P. takes Q. P.                               | 10. Q. B. P. takes P.                                                                                                                                           |
| 11. K. P. one square.                                  | 11. K. Kt. to K. R. fourth.                                                                                                                                     |
| 12. K. Kt. to K. second, and has the best of the game. |                                                                                                                                                                 |

FOURTH GAME.

- | White.                                                     | Black.                   |
|------------------------------------------------------------|--------------------------|
| 1. Q. P. two squares.                                      | 1. Q. P. two squares.    |
| 2. Q. B. P. two squares.                                   | 2. Q. B. P. two squares. |
| 3. Q. Kt. to Q. B. third ; this is Salvio's move, who does |                          |

not recommend taking either Pawn, contrary to the opinion of Ponziani.

- |                         |                         |
|-------------------------|-------------------------|
| 4. K.Kt. to K.B. third. | 8. K.P. one square.     |
|                         | 4. Q.Kt. to Q.B. third. |

## FIRST ATTACK.

- |                          |                         |
|--------------------------|-------------------------|
| 5. K.P. one square.      | 5. K.Kt. to K.B. third. |
| 6. Q.R.P. one square.    | 6. Q.R.P. two squares.  |
| 7. Q.Kt.P. one square.   | 7. Q.Kt.P. one square.  |
| 8. Q.B. to Q.Kt. second. | 8. K.B. to K. second.   |

There is little difference in the game.

## SECOND ATTACK.

- |                          |                                                                                                           |
|--------------------------|-----------------------------------------------------------------------------------------------------------|
| 5. Q.P. takes P.         | 5. If he take P. with Q.P.,<br>you should exchange Queens, and then play K.P. two<br>squares. But suppose |
|                          | Q.P. one square.                                                                                          |
| 6. Q.Kt. to Q.R. fourth. | 6. K.B. takes P.                                                                                          |
| 7. Q.Kt. takes K.B.      | 7. Q. to Q.R. fourth, checks,<br>and recovers the piece, with at least an equal game.                     |

## FIFTH GAME.

## White.

## Black.

- |                         |                         |
|-------------------------|-------------------------|
| 1. Q.P. two squares.    | 1. Q.P. two squares.    |
| 2. Q.B.P. two squares.  | 2. Q.B.P. one square.   |
| 3. Q.Kt. to Q.B. third. | 3. Q.P. takes P.        |
| 4. K.P. two squares.    | 4. Q.Kt.P. two squares. |
| 5. Q.R.P. two squares.  |                         |

## FIRST DEFENCE.

- |                         |                         |
|-------------------------|-------------------------|
| 6. Q.B. to K. third.    | 5. Q. to Q.R. fourth.   |
| 7. Q.Kt. to its square. | 6. Q.Kt.P. one square.  |
|                         | 7. Q.Kt.P. one square.† |

8. Q. Kt. to Q. B. third.      8. Q. B. to Q. R. third.  
9. K. Kt. to K. B. third, and will recover the Gambit Pawn  
in a few moves.

SECOND DEFENCE.

5. Q. to Q. Kt. third.  
6. Q. R. P. takes P.      6. Q. B. P. takes P.  
7. Q. Kt. P. one square.      7. If he take Q. Kt. P. he  
evidently loses the two Pawns. But if  
Q. B. to Q. R. third.  
8. Q. Kt. P. takes P.      8. P. takes P.  
9. Q. to Q. R. fourth.<sup>+</sup>      9. K. to Q. square.  
10. K. Kt. to K. B. third, and will easily recover the Pawn,  
with a better position.

SIXTH GAME.

White.

Black.

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| 1. Q. P. two squares.                                                                                                                                                                                                                                                                                                                                                                                                                                   | 1. Q. P. two squares.    |
| 2. Q. B. P. two squares.                                                                                                                                                                                                                                                                                                                                                                                                                                | 2. Q. B. P. two squares. |
| 3. Q. B. P. takes P. ; this is the proper move, according<br>to Mr. Jaenisch ; he says it would be wrong to take<br>Q. B. P., because Black, by advancing Q. P., will be<br>able to support it, and afterwards win your doubled<br>Pawn : Ponziani seems to have been of a different<br>opinion, allowing, indeed, that the Q. P. may be taken,<br>but stating that it is also good play to take Q. B. P. ;<br>see his method of play in the next Game. |                          |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 3. Q. takes P.           |
| 4. K. P. one square.                                                                                                                                                                                                                                                                                                                                                                                                                                    | 4. P. takes Q. P.        |
| 5. Q. Kt. to Q. B. third.                                                                                                                                                                                                                                                                                                                                                                                                                               | 5. Q. to Q. square.      |
| 6. K. P. takes P.                                                                                                                                                                                                                                                                                                                                                                                                                                       | 6. K. P. one square.     |
| 7. K. Kt. to K. B. third.                                                                                                                                                                                                                                                                                                                                                                                                                               |                          |

There is little difference in the game.

## SEVENTH GAME.

White.

Black.

- |                          |                          |
|--------------------------|--------------------------|
| 1. Q. P. two squares.    | 1. Q. P. two squares.    |
| 2. Q. B. P. two squares. | 2. Q. B. P. two squares. |
| 3. Q. P. takes Q. B. P.  |                          |

## FIRST DEFENCE.

- |                                                     |                                                                                                  |
|-----------------------------------------------------|--------------------------------------------------------------------------------------------------|
|                                                     | 3. Q. P. takes P.                                                                                |
| 4. Q. to Q. R. fourth. <sup>+</sup>                 | 4. If he play Q. Kt. to Q. second, you should play P. to Q. B. sixth. But if Q. B. to Q. second. |
| 5. Q. takes Q. B. P., and has the best of the game. |                                                                                                  |

## SECOND DEFENCE.

- |                     |                                     |
|---------------------|-------------------------------------|
|                     | 3. Q. to Q. R. fourth. <sup>+</sup> |
| 4. Q. to Q. second. | 4. Q. takes Q.                      |
| 5. Q. Kt. takes Q.  | 5. Q. P. takes P.                   |
| 6. Q. Kt. takes P.  |                                     |

*In the first place,*

- |                                        |                          |
|----------------------------------------|--------------------------|
|                                        | 6. Q. Kt. to Q. second.  |
| 7. Q. Kt. P. two squares.              | 7. Q. R. P. two squares. |
| 8. Q. B. to Q. R. third.               | 8. P. takes P.           |
| 9. Q. B. takes P.                      | 9. Q. R. to its fifth.   |
| 10. Q. R. P. one square.               | 10. Q. Kt. takes P.      |
| 11. Q. Kt. to its sixth, and will win. |                          |

*In the second place,*

- |                                                       |                           |
|-------------------------------------------------------|---------------------------|
|                                                       | 6. K. P. one square.      |
| 7. Q. Kt. to K. sixth. <sup>+</sup>                   | 7. K. B. takes Kt.        |
| 8. P. takes K. B.                                     | 8. K. Kt. to K. B. third. |
| 9. K. B. P. one square.                               | 9. K. castles.            |
| 10. K. P. two squares.                                | 10. K. P. one square.     |
| 11. Q. Kt. P. one square.                             | 11. K. R. to Q. square.   |
| 12. Q. B. to Q. R. third.                             | 12. K. Kt. to K. square.  |
| 13. Q. R. to Q. square, and has the best of the game. |                           |

THIRD DEFENCE.

3. Q. P. one square.  
4. Q. Kt. P. two squares.

*In the first place,*

- |                                                                                                                     |                          |
|---------------------------------------------------------------------------------------------------------------------|--------------------------|
| 5. K. Kt. to K. B. third.                                                                                           | 4. K. P. two squares.    |
| 6. K. P. one square.                                                                                                | 5. K. B. P. one square.  |
| 7. Q. takes Q. <sup>+</sup>                                                                                         | 6. Q. P. takes P.        |
| 8. Q. B. takes P.                                                                                                   | 7. K. takes Q.           |
| 9. Q. Kt. P. one square.                                                                                            | 8. Q. R. P. two squares. |
| 10. P. to Q. B. sixth.                                                                                              | 9. Q. Kt. to Q. second.  |
| 11. Q. R. P. two squares.                                                                                           | 10. Q. Kt. P. takes P.   |
| 11. If he take P. you retake<br>with Q. R. P. But if<br>P. to Q. B. fourth.                                         |                          |
| 12. Q. Kt. to Q. second, and will afterwards play it oppor-<br>tunely to Q. Kt. third, having the best of the game. |                          |

*In the second place,*

- |                                              |                          |
|----------------------------------------------|--------------------------|
| 5. Q. Kt. P. one square.                     | 4. Q. R. P. two squares. |
| 6. Q. R. P. two squares.                     | 5. K. P. two squares.    |
| 7. Q. Kt. to Q. second.                      | 6. K. B. takes P.        |
| 8. Q. Kt. to its third.                      | 7. Q. B. to K. third.    |
| 9. Q. Kt. takes K. B.                        | 8. Q. Kt. to Q. second.  |
| 10. K. P. one square, and the game is equal. | 9. Q. Kt. takes Kt.      |

EIGHTH GAME.

White.

Black.

- |                                                                                                                  |                       |
|------------------------------------------------------------------------------------------------------------------|-----------------------|
| 1. Q. P. two squares.                                                                                            | 1. Q. P. two squares. |
| 2. Q. B. P. two squares.                                                                                         | 2. Q. P. takes P.     |
| 3. You may play K. P. one or two squares; the former is<br>the better move, if your adversary be in the habit of |                       |

H H

defending the Gambit, otherwise I prefer the latter.

In this game I shall suppose you to play

K.P. one square.                      3. Q. Kt. P. two squares.

4. Q. R. P. two squares.

#### FIRST DEFENCE.

4. P. takes P.

5. K. B. takes P.

5. Q. B. to Q. second.

6. Q. to K. B. third.

6. K. P. one square.

7. Q. takes Q. R., and you have evidently the best of the game. If, on the sixth move, Black had played Q. B. to its third, you would have checkmated him in three moves.

#### SECOND DEFENCE.

4. Q. B. P. one square.

5. Q. R. P. takes P.

5. Q. B. P. takes P.

6. Q. to K. B. third, and wins a piece.

#### THIRD DEFENCE.

4. Q. B. to Q. second, or to  
Q. R. third.

5. Q. R. P. takes P.

5. Q. B. takes P.

6. You may take P. with K. B., in order afterwards to check with Q. at Q. R. fourth; or you may play  
Q. Kt. P. one square.

6. Q. to Q. fourth.

7. P. takes P.

7. Q. B. takes P.

8. Q. to Q. R. fourth, checks, and afterwards takes Q. B. with Q.

#### NINTH GAME.

##### White.

1. Q. P. two squares.
2. Q. B. P. two squares.
3. K. P. one square.

##### Black.

1. Q. P. two squares.
2. Q. P. takes P.
3. K. P. two squares.



FIRST ATTACK.

- |                                                   |                      |
|---------------------------------------------------|----------------------|
| 4. K.B. takes P.                                  | 4. K.P. takes P.     |
| 5. K.P. takes P.                                  | 5. K.B. to Q. third. |
| 6. Q.B. to K. third, and the game is about equal. |                      |

SECOND ATTACK.

- |                  |                             |
|------------------|-----------------------------|
| 4. Q.P. takes P. | 4. Q. takes Q. <sup>+</sup> |
| 5. K. takes Q.   | 5. Q.Kt. to Q.B. third.     |

*In the first place,*

- |                        |                                                                  |
|------------------------|------------------------------------------------------------------|
| 6. K.B. takes P.       | 6. Q.Kt. takes P.                                                |
| 7. Q.Kt. to Q. second. | 7. Q.Kt. takes K.B.                                              |
| 8. Q.Kt. takes Kt.     | 8. Q.B. to K. third, and afterwards castles, having a good game. |

*In the second place,*

- |                         |                                     |
|-------------------------|-------------------------------------|
| 6. K.Kt. to K.B. third. | 6. Q.B. to K. third.                |
| 7. Q.Kt. to Q. second.  | 7. K. castles.                      |
| 8. K. to Q.B. second.   | 8. Q.Kt. to its fifth. <sup>+</sup> |
| 9. K. to Q.B. third.    | 9. Q.Kt. to Q. sixth.               |
| 10. K.B. takes Kt.      | 10. Q.R. takes K.B. <sup>+</sup>    |
| 11. K. to Q.B. second.  |                                     |

White's pieces are somewhat confined, but there is not much difference in the game.

---

TENTH GAME.

**White.**

1. Q.P. two squares.
2. Q.B.P. two squares.
3. K.P. two squares.
4. Q.R.P. two squares.
5. Q.R.P. takes P.
6. Q.Kt.P. one square.

**Black.**

1. Q.P. two squares.
2. Q.P. takes P.
3. Q.Kt.P. two squares.
4. Q.B.P. one square.
5. P. takes P.

## FIRST DEFENCE.

- |                                                          |                        |
|----------------------------------------------------------|------------------------|
|                                                          | 6. P. takes Q. Kt. P.  |
| 7. K. B. takes P.+                                       | 7. Q. B. to Q. second. |
| 8. Q. takes P., having a better position than the Black. |                        |

## SECOND DEFENCE.

- |                                            |                        |
|--------------------------------------------|------------------------|
|                                            | 6. Q. to Q. B. second. |
| 7. P. takes P.                             | 7. P. takes P.         |
| 8. Q. to Q. R. fourth.+                    | 8. Q. B. to Q. second. |
| 9. Q. takes P., and has the best position. |                        |

## THIRD DEFENCE.

- |                         |                                                                                                                                             |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
|                         | 6. Q. B. to Q. R. third.                                                                                                                    |
| 7. Q. Kt. P. takes P.   | 7. P. takes P.                                                                                                                              |
| 8. Q. R. takes Q. B.    | 8. Q. Kt. takes Q. R.                                                                                                                       |
| 9. Q. to Q. R. fourth.+ | 9. Q. to Q. second.                                                                                                                         |
| 10. Q. takes Q. Kt.     | 10. If he take Q. P., he will<br>evidently lose Q. R. Suppose<br>Q. R. to Q. square.                                                        |
| 11. K. B. takes P.      | 11. If he take Q. P. he will<br>lose the Queen. If he play Q. R. to Q. B. square, you<br>should move K. B. to Q. Kt. fifth, winning easily. |

## FOURTH DEFENCE.

- |                           |                                                                                                         |
|---------------------------|---------------------------------------------------------------------------------------------------------|
|                           | 6. Q. Kt. P. one square.                                                                                |
| 7. Q. Kt. P. takes P.     | 7. Q. R. P. two squares.                                                                                |
| 8. Q. B. to K. B. fourth. | 8. If he play Q. Kt. to Q.<br>second, you should play Q. to Q. R. fourth. But if<br>Q. B. to Q. second. |
| 9. K. B. to Q. third.     |                                                                                                         |

This is a much better Defence than any of the preceding, though, perhaps, you have still the best of the game, on account of your centre Pawns. The two passed Pawns of the Black are, however, very dangerous: you should, as

soon as possible, play K.B. to Q.B. second, and afterwards to Q.R. fourth, to prevent those Pawns from advancing. Perhaps it would have been better, on the seventh move, to have taken P. with K.B., instead of Q. Kt. P.

### ELEVENTH GAME.

#### White.

#### Black.

- |                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Q. P. two squares.                                                                                                                                                                                                                       | 1. Q. P. two squares.                                                                                                                                                                                                                                                                                   |
| 2. Q. B. P. two squares.                                                                                                                                                                                                                    | 2. Q. P. takes P.                                                                                                                                                                                                                                                                                       |
| 3. K. P. two squares.                                                                                                                                                                                                                       | 3. K. B. P. two squares ; this new defence of the Queen's Gambit was first published in the <i>Second Series</i> of the <i>Palamède</i> , vol. ii. page 10, from which this game is taken : Mr. W. Schwartz, of Livonia, is the inventor of it. It does not appear to me a very good method of defence. |
| 4. K. P. one square.                                                                                                                                                                                                                        | 4. Q. B. to K. third.                                                                                                                                                                                                                                                                                   |
| 5. Q. Kt. to Q. R. third.                                                                                                                                                                                                                   | 5. Q. Kt. to Q. B. third.                                                                                                                                                                                                                                                                               |
| 6. Q. B. to K. third.                                                                                                                                                                                                                       | 6. Q. Kt. to Q. R. fourth.                                                                                                                                                                                                                                                                              |
| 7. Q. checks.                                                                                                                                                                                                                               | 7. Q. B. P. one square.                                                                                                                                                                                                                                                                                 |
| 8. It would not be good play to take P. with Q. Kt., because he would retake with Q. Kt., and then advance Q. Kt. P. two squares. If he were to retake with Q. B., and then play Q. Kt. P. two squares, he would lose the game. But suppose |                                                                                                                                                                                                                                                                                                         |

*In the first place,*

- |                            |                              |
|----------------------------|------------------------------|
| K. castles.                | 8. Q. Kt. P. two squares.    |
| 9. Q. to Q. B. second.     | 9. K. Kt. P. one square.     |
| 10. K. Kt. to K. B. third. | 10. Q. B. to Q. fourth.      |
| 11. K. P. one square.      | 11. Q. B. takes K. Kt.       |
| 12. P. takes Q. B.         | 12. K. Kt. to K. B. third.   |
| 13. K. R. P. two squares.  | 13. Q. to Q. fourth.         |
| 14. Q. to Q. second.       | 14. Q. Kt. to Q. Kt. second. |

- |                          |                                             |
|--------------------------|---------------------------------------------|
| 15. Q.B. to K.Kt. fifth. | 15. K.B. to K.Kt. second.                   |
| 16. Q.R. to K. square.   | 16. Q.R.P. two squares.                     |
| 17. Q.R. to K. fifth.    | 17. Q. takes K.B.P.                         |
| 18. K.R. to its third.   | 18. K.Kt. to K. fifth, and<br>ought to win. |

*In the second place,*

- |                                                              |                         |
|--------------------------------------------------------------|-------------------------|
| 8. Q.B. to Q. second.                                        | 8. Q. takes Q.P.        |
| 9. Q. takes Q.Kt.                                            | 9. Q. takes Q.Kt.P.     |
| 10. Q.B. to its third.                                       | 10. Q. to Q.Kt. third.  |
| 11. Q. takes Q.                                              | 11. Q.R.P. takes Q.     |
| 12. Q.Kt. takes P.                                           | 12. P. to Q.Kt. fourth. |
| 13. Q.Kt. to K. third.                                       | 13. K.B.P. one square.  |
| 14. Q.Kt. to Q.B. second.                                    | 14. Q.R. takes P.       |
| 15. K.B. to Q. third.                                        | 15. Q.R. takes R.       |
| 16. Q.B. takes R., and your game is superior to the Black's. |                         |

Instead of taking his Q. on the eleventh move, it would be better to take P. with Q.Kt. You might, on the tenth move, have played Q.R. to Q.Kt. square.

## TWELFTH GAME.

**White.****Black.**

- |                         |                                                                                         |
|-------------------------|-----------------------------------------------------------------------------------------|
| 1. Q.P. two squares.    | 1. Q.P. two squares.                                                                    |
| 2. Q.B.P. two squares.  | 2. Q.P. takes P.                                                                        |
| 3. K.P. two squares.    | 3. K.P. two squares.                                                                    |
| 4. Q.P. takes P.        | 4. Q. takes Q.                                                                          |
| 5. K. takes Q.          | 5. The best move is Q.Kt.<br>to Q. second; but suppose he plays<br>Q.Kt.P. two squares. |
| 6. Q.R.P. two squares.  | 6. Q.B.P. one square.                                                                   |
| 7. P. takes Q.Kt.P.     | 7. P. takes P.                                                                          |
| 8. Q.Kt. to Q.B. third. |                                                                                         |

FIRST DEFENCE.

8. Q.B. to Q. second ; or  
Q.Kt.P. one square.  
9. Q.Kt. to Q. fifth.      9. K. to Q. square.  
10. Q.Kt. to its sixth, winning a Rook for a Knight.

SECOND DEFENCE.

8. Q.B. to Q.R. third.  
9. Q.Kt.P. one square.      9. If he were to take Q.Kt.P.  
you would take Q.B., and afterwards Q.Kt.P. with  
K.B., &c. But suppose  
Q.Kt.P. one square.  
10. Q.Kt. to Q. fifth.      10. K. to Q. square.  
11. Q.B. to Q. second.      11. If he play Q.B. to Q.Kt.  
second, you take P. with K.B. If he play K.B. to Q.B.  
fourth, you take Q.Kt.P. with Q.B., and if he take  
K.B.P. you play Q.B. to K.B. eighth. But if  
P. to Q.B. sixth.  
12. K.B. takes Q.B.      12. Q.Kt. takes K.B.  
13. Q.B. to K.Kt. fifth, checks, and wins a piece.

THIRTEENTH GAME.

White.

1. Q. P. two squares.
2. Q. B. P. two squares.
3. K. P. two squares.
4. Q. P. takes P.
5. K. takes Q.
6. K.B.P. two squares.
7. Q.Kt. to Q. second.
8. Q.R.P. two squares.
9. Q.R.P. takes P.
10. Q.Kt.P. one square.

Black.

1. Q. P. two squares.
2. Q. P. takes P.
3. K. P. two squares.
4. Q. takes Q.
5. Q.B. to K. third.
6. K.Kt.P. one square.
7. Q.Kt.P. two squares.
8. Q.B.P. one square.
9. P. takes P.

## FIRST DEFENCE.

- |                                                          |                             |
|----------------------------------------------------------|-----------------------------|
|                                                          | 10. P. takes K. Kt. P.      |
| 11. K. B. takes P. <sup>+</sup>                          | 11. Q. Kt. to Q. second.    |
| 12. Q. R. to Q. Kt. square.                              | 12. Q. R. to Q. Kt. square. |
| 13. K. B. to Q. R. fourth.                               | 13. K. to Q. square.        |
| 14. K. B. takes P.                                       | 14. Q. Kt. to Q. B. fourth. |
| 15. K. B. to Q. B. second, and has the best of the game. |                             |

## SECOND DEFENCE.

- |                                                                                          |                             |
|------------------------------------------------------------------------------------------|-----------------------------|
|                                                                                          | 10. Q. B. P. one square.    |
| 11. K. B. takes P. <sup>+</sup>                                                          | 11. Q. B. to Q. second.     |
| 12. K. B. takes B. <sup>+</sup>                                                          | 12. Q. Kt. takes B.         |
| 13. Kt. to Q. Kt. square.                                                                | 13. Q. R. to Q. B. square.  |
| 14. K. to Q. B. second.                                                                  | 14. Q. Kt. to Q. B. fourth. |
| 15. Q. R. takes P.                                                                       | 15. Q. Kt. takes K. P.      |
| 16. K. Kt. to K. second.                                                                 | 16. K. B. to Q. Kt. fifth.  |
| 17. Q. R. to Q. Kt. seventh.                                                             | 17. K. B. to Q. R. fourth.  |
| 18. Q. Kt. P. one square, and you have the best of the game,<br>as he must lose Q. B. P. |                             |

## THIRD DEFENCE.

- |                                                        |                            |
|--------------------------------------------------------|----------------------------|
|                                                        | 10. Q. R. P. two squares.  |
| 11. P. takes P.                                        | 11. Q. Kt. P. one square.  |
| 12. K. Kt. to K. B. third.                             | 12. Q. Kt. to Q. B. third. |
| 13. Q. R. to its fourth, and has the best of the game. |                            |

The error of the Black, in this game, consists in playing Q. B. to K. third, on the fifth move, instead of Q. Kt. to Q. second.

## DEFENCE.

THE BLACK HAVING THE FIRST MOVE.



### FIRST GAME.

**Black.**

**White.**

- |                                 |                              |
|---------------------------------|------------------------------|
| 1. <i>Q. P. two squares.</i>    | 1. <i>Q. P. two squares.</i> |
| 2. <i>Q. B. P. two squares.</i> | 2. <i>Q. P. takes P.</i>     |

#### FIRST ATTACK.

- |                                           |                                |
|-------------------------------------------|--------------------------------|
| 3. <i>Q. to Q. R. fourth.<sup>+</sup></i> | 3. <i>Q. B. P. one square.</i> |
| 4. <i>Q. takes Gambit P.</i>              | 4. <i>K. P. two squares.</i>   |
| 5. <i>Q. P. takes P.</i>                  | 5. <i>Q. checks.</i>           |
| 6. <i>Q. Kt. to Q. B. third.</i>          | 6. <i>Q. takes P.</i>          |

The game is equal.

#### SECOND ATTACK.

- |                                                                                         |                                           |
|-----------------------------------------------------------------------------------------|-------------------------------------------|
| 3. <i>K. P. one square.</i>                                                             | 3. <i>K. P. two squares.</i>              |
| 4. <i>Q. checks.</i>                                                                    | 4. <i>Q. to Q. second.</i>                |
| 5. <i>Q. takes Q.</i>                                                                   | 5. <i>Q. Kt. takes Q.</i>                 |
| 6. <i>Q. P. takes P.</i>                                                                | 6. <i>Q. Kt. takes P.</i>                 |
| 7. <i>If he play Q. Kt. to Q. second, you should play K. B. to Q. Kt. fifth. But if</i> |                                           |
| <i>K. B. P. two squares.</i>                                                            | 7. <i>Q. Kt. to Q. sixth.<sup>+</sup></i> |
| 8. <i>K. B. takes Kt.</i>                                                               | 8. <i>P. takes K. B.</i>                  |

The game is rather in favour of the White.

## SECOND GAME.

Black.

White.

- |                           |                       |
|---------------------------|-----------------------|
| 1. Q. P. two squares.     | 1. Q. P. two squares. |
| 2. Q. B. P. two squares.  | 2. Q. P. takes P.     |
| 3. Q. Kt. to Q. B. third. | 3. K. P. two squares. |

## FIRST ATTACK.

- |                   |                |
|-------------------|----------------|
| 4. Q. P. takes P. | 4. Q. takes Q. |
|-------------------|----------------|

*In the first place,*

- |                          |                                                                             |
|--------------------------|-----------------------------------------------------------------------------|
| 5. K. takes Q.           | 5. Q. B. to K. third.                                                       |
| 6. K. P. two squares.    | 6. Q. Kt. to Q. B. third.                                                   |
| 7. K. B. P. two squares. | 7. K. castles. <sup>+</sup>                                                 |
| 8. Q. B. to Q. second.   | 8. K. Kt. P. one square, and<br>your game is at least equal to the Black's. |

*In the second place,*

- |                           |                           |
|---------------------------|---------------------------|
| 5. Q. Kt. takes Q.        | 5. Q. Kt. to Q. B. third. |
| 6. K. P. two squares.     | 6. Q. Kt. takes P.        |
| 7. Q. B. to K. B. fourth. | 7. K. B. to Q. third.     |
| 8. Q. B. takes Q. Kt.     | 8. K. B. takes B.         |
| 9. K. B. takes P.         | 9. K. Kt. to K. second.   |

The game is equal.

## SECOND ATTACK.

- |                       |                           |
|-----------------------|---------------------------|
| 4. Q. P. one square.  | 4. K. B. P. two squares.  |
| 5. K. P. two squares. | 5. K. Kt. to K. B. third. |

*In the first place,*

- |                           |                         |
|---------------------------|-------------------------|
| 6. K. Kt. to K. B. third. | 6. K. B. to Q. third.   |
| 7. K. P. takes P.         | 7. Q. B. takes P.       |
| 8. K. B. takes P.         | 8. K. castles.          |
| 9. K. castles.            | 9. Q. Kt. to Q. second. |

The position is about equal.



*In the second place,*

- |                                                                                               |                                                     |
|-----------------------------------------------------------------------------------------------|-----------------------------------------------------|
| 6. K.B. P. one square ; it would be better to take K.B. P.,<br>or play K. Kt. to K. B. third. | 6. K.B. to Q. B. fourth.                            |
| 7. K.B. takes P.                                                                              | 7. P. takes K. P.                                   |
| 8. K.B.P. takes P.                                                                            | 8. K. Kt. to its fifth. (A.)                        |
| 9. K. Kt. to K. R. third.                                                                     | 9. Q. checks.                                       |
| 10. K. to Q. second.                                                                          | 10. K. Kt. to K. sixth.                             |
| 11. Q. to K. second.                                                                          | 11. Q. B. to K. Kt. fifth.                          |
| 12. Q. to Q. third.                                                                           | 12. K. Kt. takes K. Kt. P., and<br>will win easily. |

(A.)

- |                                                                                                              |                       |
|--------------------------------------------------------------------------------------------------------------|-----------------------|
| 9. Q. Kt. takes K. Kt.                                                                                       | 8. K. Kt. takes K. P. |
| 10. Q. Kt. to K. Kt. third.                                                                                  | 9. Q. checks.         |
| 10. It would not be good play<br>to take K. B. on account of the check with Q. at K. R.<br>fifth ; therefore | K. B. takes K. Kt.    |
| 11. K. R. takes K. B.                                                                                        | 11. Q. takes K. R. P. |
| 12. Q. to K. R. fifth.+                                                                                      | 12. Q. takes Q.       |
| 13. Kt. takes Q.                                                                                             |                       |

The game is in favour of the Black.

### THIRD GAME.

**Black.**

**White.**

- |                           |                            |
|---------------------------|----------------------------|
| 1. Q. P. two squares.     | 1. Q. P. two squares.      |
| 2. Q. B. P. two squares.  | 2. Q. P. takes P.          |
| 3. K. P. two squares.     | 3. K. P. two squares.      |
| 4. Q. P. takes P.         | 4. Q. takes Q.             |
| 5. K. takes Q.            | 5. Q. Kt. to Q. second.    |
| 6. K. B. P. two squares.  | 6. Q. Kt. to Q. B. fourth. |
| 7. Q. Kt. to Q. B. third. | 7. Q. B. P. one square.    |

## FIRST ATTACK.

- |                         |                          |
|-------------------------|--------------------------|
| 8. K.B. takes P.        | 8. Q.Kt. P. two squares. |
| 9. K.B. to Q.Kt. third. | 9. Q.Kt. P. one square.  |
| 10. Q.Kt. removes.      | 10. Q.Kt. takes P.       |

The game is about equal.

## SECOND ATTACK.

- |                                                                                                                                                                                          |                                                                                         |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| 8. Q.B. to K. third.                                                                                                                                                                     | 8. Q.B. checks.                                                                         |
| 9. If he interpose K.B. you should check with Q.R., then take K.B., and afterwards play Q.Kt. P. two squares. If he play K.Kt. to B. third, you should play Q.Kt. P. two squares. But if |                                                                                         |
| K. to Q.B. second.                                                                                                                                                                       | 9. Q.Kt. takes P.                                                                       |
| 10. Kt. takes Q.Kt.                                                                                                                                                                      | 10. Q.B. to K.B. fourth, and recovers the piece, with a better position than the Black. |

## THIRD ATTACK.

- |                           |                          |
|---------------------------|--------------------------|
| 8. Q.R. P. two squares.   | 8. Q.B. checks.          |
| 9. K.Kt. to K.B. third.   | 9. Q.R. checks.          |
| 10. K. to K. square.      | 10. Q.B. takes K.Kt.     |
| 11. P. takes Q.B.         | 11. Q.Kt. to its sixth.  |
| 12. Q.R. to Q.Kt. square. | 12. Kt. takes Q.B.       |
| 13. Q.R. takes Kt.        | 13. K.B. to Q.B. fourth. |

*In the first place,*

- |                       |                                                                                                                                        |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------|
| 14. P. to K.B. fifth. | 14. K.B. to Q. fifth.                                                                                                                  |
| 15. P. to K. sixth.   | 15. K.B.P. takes P.                                                                                                                    |
| 16. P. takes P.       | 16. K.Kt. to K. second.                                                                                                                |
| 17. K.B. takes P.     | 17. K.Kt. to its third, and afterwards playing K. to K. second, and Kt. to K.B. square, or to K.B. fifth, you will win P. at K. third. |

*In the second place,*

- |                       |                           |
|-----------------------|---------------------------|
| 14. Kt. to K. second. | 14. Q.Kt. P. two squares. |
| 15. P. takes P.       | 15. P. takes P.           |

16. Q. Kt. P. one square.      16. K. B. to K. sixth.
17. If he play R. to Q. Kt. square, you should play P. to Q. B. sixth, and afterwards to Q. B. seventh, &c. But if Q. R. to Q. B. second.      17. K. Kt. to K. second.
18. If he play P. to K. B. fifth, you should play Kt. to Q. B. third, and if he then play P. to K. B. fourth, you play Kt. to Q. fifth, &c. But if  
     Q. Kt. P. takes P.      18. P. takes P.
19. Q. R. takes P.      19. Kt. to K. Kt. third.
20. Q. R. to Q. R. fourth.      20. Q. R. to Q. Kt. square, and  
     you have a good game.

## FOURTH GAME.

### Black.

### White.

- |                                 |                                   |
|---------------------------------|-----------------------------------|
| 1. <i>Q. P. two squares.</i>    | 1. <i>Q. P. two squares.</i>      |
| 2. <i>Q. B. P. two squares.</i> | 2. <i>Q. P. takes P.</i>          |
| 3. <i>K. P. two squares.</i>    | 3. <i>K. P. two squares.</i>      |
| 4. <i>P. takes P.</i>           | 4. <i>Q. takes Q.<sup>+</sup></i> |
| 5. <i>K. takes Q.</i>           | 5. <i>Q. Kt. to Q. second.</i>    |
| 6. <i>K. B. P. two squares.</i> | 6. <i>Q. Kt. to Q. B. fourth.</i> |
| 7. <i>Q. Kt. to Q. second.</i>  | 7. <i>Q. B. to Q. second.</i>     |

### FIRST ATTACK.

8. K. Kt. P. one square.      8. Q. B. to its third.
9. K. B. to K. Kt. second.      9. K. B. P. one square.
10. Must either lose a Pawn, or have one doubled on the King's file; for if he take the Pawn you retake with K. Kt.

### SECOND ATTACK.

8. K. Kt. to K. R. third.      8. Q. B. to its third.
9. K. Kt. to K. B. second.      9. Q. Kt. P. two squares, and  
     your position is better than his.

## THIRD ATTACK.

- |                      |                            |
|----------------------|----------------------------|
| 8. K.B. takes P.     | 8. Q.B. to its third.      |
| 9. K.B. to Q. fifth. | 9. Q.B. takes K.B.         |
| 10. P. takes Q.B.    | 10. Q.R. to Q. square, and |
- you recover the Pawn, with a good position. If, on the eighth move, Black had played K.Kt. to K. second, you would have checked with Q.B. at Q.R. fifth, and have had a better position than the Black.

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## **IRREGULAR OPENINGS.**



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## IRREGULAR OPENINGS.

---

THE following Openings, varying from the preceding in the first or second move, are termed irregular. With the exception of the first they usually lead to dull and uninteresting games, and are, consequently, seldom played. The first Opening, where the second player begins by moving K.P. *one* square, is a favourite with many players, and certainly deserves more consideration than the others.

---

### FIRST GAME.

**White.**

**Black.**

- |                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K.P. two squares. | 1. K.P. one square ; this move may be played with safety, but if not properly opposed, it generally transfers the attack to the second player. It is usual to move Q.P. two squares, or K.B.P. two squares, in opposition to it ; I shall examine both these : some players move Q.B.P. two squares, but there are objections to this move ; in the first place the Q.P. is left behind, and can rarely then be advanced two squares ; secondly, if one of the adversary's Knights be played to Q. fifth square, he cannot be dislodged by a Pawn. |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

- |                                                                                                           |                         |
|-----------------------------------------------------------------------------------------------------------|-------------------------|
| 2. Q.P. two squares.                                                                                      | 2. Q.P. two squares.    |
| 3. You should take his Q.P., as in a subsequent game. But suppose                                         |                         |
| K.P. one square.                                                                                          | 3. Q.B.P. two squares.  |
| 4. K.B. checks ; it is rarely that this check is good play, instead of it you may play Q.B.P. one square. |                         |
|                                                                                                           | 4. Q.Kt. to Q.B. third. |

*In the first place,*

- |                         |                             |
|-------------------------|-----------------------------|
| 5. K.B. takes Kt.+      | 5. P. takes K.B.            |
| 6. Q.B.P. one square.   | 6. Q. to Q.Kt. third.       |
| 7. K.Kt. to K.B. third. | 7. Q.B. to Q.R. third.      |
| 8. Q.Kt. to Q. second.  | 8. P. takes Q.P.            |
| 9. Q.B.P. takes P.      | 9. Q.B.P. one square.       |
| 10. Q.Kt. to its third. | 10. P. takes P.             |
| 11. K.Kt. takes P.      | 11. K.B. checks.            |
| 12. Q.B. to Q. second.  | 12. K.Kt. to K. second.     |
| 13. K.Kt. to K. second. | 13. K.Kt. to Q.B. third.    |
| 14. K.B.P. two squares. | 14. Q. to K. sixth, and has |
- an excellent position.

*In the second place,*

- |                         |                                 |
|-------------------------|---------------------------------|
| 5. Q.B.P. one square.   | 5. Q. to Q.Kt. third.           |
| 6. K.B. takes Kt.+      | 6. P. takes K.B.                |
| 7. K.B.P. two squares.  | 7. P. takes Q.P.                |
| 8. Q.B.P. takes P.      | 8. Q.B.P. one square.           |
| 9. K.Kt. to K.B. third. | 9. Q.B. to Q. second.           |
| 10. K. castles. (A.)    | 10. P. takes P.                 |
| 11. K.Kt. takes P.      | 11. K.B. to Q.B. fourth.        |
| 12. Q.B. to K. third.   | 12. Q. takes Q.Kt. P. and wins. |

## (A.)

- |                                                               |                           |
|---------------------------------------------------------------|---------------------------|
| 10. Q.Kt. to Q.B. third.                                      | 10. K.Kt. to K.R. third.  |
| 11. If you castle you will lose Q.P. at the least ; therefore |                           |
| Q.Kt. P. one square.                                          | 11. K.Kt. to K.B. fourth. |
| 12. Q.Kt. to K. second.                                       | 12. P. takes Q.P.         |
| 13. K.Kt. takes P.                                            | 13. K.B. checks.          |



14. K. to K.B. square.      14. Kt. takes Kt.
15. If you take Kt. with Q. he will exchange Queens, and then play K.B. to Q.B. sixth. If you take Kt. with Kt., he will also play K.B. to Q.B. sixth, winning either Q.R. or Q. Kt.

## SECOND GAME.

### White.

1. *K. P. two squares.*
2. *Q. P. two squares.*
3. *K. P. one square.*
4. *Q. B. P. one square.*
5. *K. B. P. two squares.*
6. *K. Kt. to K.B. third.*

### Black.

1. *K. P. one square.*
2. *Q. P. two squares.*
3. *Q. B. P. two squares.*
4. *Q. Kt. to Q. B. third.*
5. *Q. to Q. Kt. third.*
6. *Q. B. to Q. second.*

### FIRST METHOD.

7. *Q. Kt. P. one square.*      7. *K. Kt. to K.R. third.*
8. *Q. B. to K. third.*      8. *P. takes Q. P.*
9. If you take P. with P. he will check with K.B., having the best of the game. But if  
     *Q. B. takes P.*      9. *K. B. to Q. B. fourth.*
10. *Q. B. takes B.*      10. *Q. takes B., and has the best of the game.*

### SECOND METHOD.

7. *K. B. to K. second.*

### FIRST DEFENCE.

7. *K. Kt. to K.R. third.*
8. If you castle he will exchange Pawns, and then play  
     *K. Kt. to K.B. fourth, winning a Pawn.* If  
     *Q. Kt. P. one square.*      8. *P. takes Q. P.*
9. *Q. B. P. takes P.*      9. *K. B. checks.*
10. Your position is much inferior to the Black's, for if you  
     move K. to K.B. square, he will play Kt. to K.B.

fourth. If you play K. to B. second, he will play Q. R. to Q. B. square.

#### SECOND DEFENCE.

7. Q. R. to Q. B. square.

#### *In the first place,*

- |                                                                                                                                               |                                                                     |
|-----------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| 8. K. castles.                                                                                                                                | 8. P. takes Q. P.                                                   |
| 9. If you take P. with K. Kt., he will play K. B. to Q. B. fourth; and if you then play Q. B. to K. third, you will lose Q. Kt. P.; therefore |                                                                     |
| Q. B. P. takes P.                                                                                                                             | 9. Q. Kt. takes Q. P.                                               |
| 10. K. Kt. takes Kt.                                                                                                                          | 10. K. B. to Q. B. fourth.                                          |
| 11. Q. B. to K. third.                                                                                                                        | 11. Q. takes Q. Kt. P., recovers the piece, with a better position. |

#### *In the second place,*

- |                           |                                          |
|---------------------------|------------------------------------------|
| 8. Q. Kt. P. one square.  | 8. P. takes Q. P.                        |
| 9. Q. B. P. takes P. (A.) | 9. K. B. checks.                         |
| 10. K. to B. second.      | 10. Kt. takes Q. P.                      |
| 11. Kt. takes Kt.         | 11. Q. R. takes Q. B.                    |
| 12. Q. takes Q. R.        | 12. Q. takes Kt., checks, and wins Q. R. |

(A.)

- |                        |                                       |
|------------------------|---------------------------------------|
| 9. K. Kt. takes P.     | 9. Kt. takes Kt.                      |
| 10. Q. B. P. takes Kt. | 10. K. B. checks.                     |
| 11. K. to B. square.   | 11. Q. R. takes Q. B.                 |
| 12. Q. takes R.        | 12. Q. takes Q. P., and ought to win. |

#### *In the third place,*

- |                           |                         |
|---------------------------|-------------------------|
| 8. Q. R. P. one square.   | 8. K. B. P. one square. |
| 9. Q. Kt. P. two squares. | 9. P. takes Q. P.       |
| 10. Q. B. P. takes P.     | 10. K. B. to K. second. |
| 11. K. castles.           | 11. P. takes K. P.      |
| 12. K. B. P. takes P.     | 12. Kt. takes K. P.     |

- |                      |                                                    |
|----------------------|----------------------------------------------------|
| 13. K. Kt. takes Kt. | 13. R. takes Q. B.                                 |
| 14. Q. takes Q. R.   | 14. Q. takes P. <sup>+</sup>                       |
| 15. K. to R. square. | 15. Q. takes Kt., and has the<br>best of the game. |
- 

### THIRD GAME.

**White.**

**Black.**

- |                                  |                                                    |
|----------------------------------|----------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. one square.</i>                        |
| 2. <i>Q. P. two squares.</i>     | 2. <i>Q. P. two squares.</i>                       |
| 3. <i>K. P. one square.</i>      | 3. <i>Q. B. P. two squares.</i>                    |
| 4. <i>Q. B. P. one square.</i>   | 4. <i>Q. Kt. to Q. B. third.</i>                   |
| 5. <i>K. B. to Q. Kt. fifth.</i> | 5. <i>Q. to Q. Kt. third.</i>                      |
| 6. <i>K. B. takes Kt.</i>        | 6. <i>P. takes K. B.</i>                           |
| 7. <i>K. B. P. two squares.</i>  | 7. <i>P. takes Q. P.</i>                           |
| 8. <i>Q. B. P. takes P.</i>      | 8. <i>P. to Q. B. fourth.</i>                      |
| 9. <i>K. Kt. to B. third.</i>    | 9. <i>Q. B. to Q. second.</i>                      |
| 10. <i>Q. Kt. to B. third.</i>   | 10. <i>K. Kt. to R. third.</i>                     |
| 11. <i>K. castles.</i>           | 11. <i>K. Kt. to K. B. fourth.</i>                 |
| 12. <i>Q. Kt. to K. second.</i>  | 12. <i>P. takes Q. P.</i>                          |
| 13. <i>Q. Kt. takes P.</i>       | 13. <i>K. B. to Q. B. fourth, and</i><br>will win. |
- 

### FOURTH GAME.

**White.**

**Black.**

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. one square.</i>      |
| 2. <i>Q. P. two squares.</i>     | 2. <i>Q. P. two squares.</i>     |
| 3. <i>K. P. one square.</i>      | 3. <i>Q. B. P. two squares.</i>  |
| 4. <i>Q. B. P. one square.</i>   | 4. <i>Q. Kt. to B. third.</i>    |
| 5. <i>K. Kt. to K. B. third.</i> | 5. <i>Q. to Q. Kt. third.</i>    |
| 6. <i>K. B. to Q. third.</i>     | 6. <i>Q. B. to Q. second.</i>    |
| 7. <i>K. B. to Q. B. second.</i> | 7. <i>Q. R. to Q. B. square.</i> |

- |                                     |                            |
|-------------------------------------|----------------------------|
| 8. K. castles.                      | 8. K.B.P. one square.      |
| 9. Q.Kt.P. one square.              | 9. Q.B.P. takes P.         |
| 10. Q.B.P. takes P.                 | 10. K.B.P. takes P.        |
| 11. P. takes P.                     | 11. K.B. to Q.B. fourth.   |
| 12. K.Kt. to its fifth.             | 12. K.Kt. to K. second.    |
| 13. Q. checks.                      | 13. K.Kt.P. one square.    |
| 14. K.B. takes K.Kt.P. <sup>+</sup> | 14. K.Kt. takes B.         |
| 15. K.Kt.P. takes K.R.P.            | 15. Q.Kt. takes K.P.       |
| 16. Q.B. to Q.Kt. second.           | 16. K.B. to Q. fifth.      |
| 17. Q.B. takes B.                   | 17. Q. takes Q.B., and has |
- evidently the best of the game.

### FIFTH GAME.

#### White.

1. K.P. two squares.
2. Q.P. two squares.
3. K.P. one square.
4. Q.B.P. one square.
5. Q.B. to K. third.

#### Black.

1. K.P. one square.
2. Q.P. two squares.
3. Q.B.P. two squares.
4. Q.Kt. to Q.B. third.
5. Q. to Q.Kt. third.

#### *In the first place,*

- |                        |                             |
|------------------------|-----------------------------|
| 6. Q.Kt.P. one square. | 6. P. takes Q.P.            |
| 7. Q.B.P. takes P.     | 7. K.B. checks, and compels |
- you to move the King, in order not to lose a Pawn.

#### *In the second place,*

- |                                                                                                 |                               |
|-------------------------------------------------------------------------------------------------|-------------------------------|
| 6. Q. to Q. second.                                                                             | 6. Q.B. to Q. second.         |
| 7. K.B.P. two squares.                                                                          | 7. Q.R. to Q.B. square.       |
| 8. K.Kt. to K.B. third.                                                                         | 8. K.Kt. to K.R. third.       |
| 9. K.B. to Q. third.                                                                            | 9. P. takes Q.P.              |
| 10. Q.B.P. takes P.                                                                             | 10. Q.Kt. to its fifth.       |
| 11. If you play Q.Kt.P. one square, he will win either Q. or K.R., by checking with Q.R. But if |                               |
| K. castles.                                                                                     | 11. Q.Kt. takes K.B.          |
| 12. Q. takes Kt.                                                                                | 12. Q.B. to Q.Kt. fourth, and |
- will win.

## SIXTH GAME.

### White.

1. K. P. two squares.
2. Q. P. two squares.
3. K. P. takes P.
4. Q. B. P. two squares.

### Black.

1. K. P. one square.
2. Q. P. two squares.
3. Q. P. takes P.

### FIRST DEFENCE.

- |                           |                                  |
|---------------------------|----------------------------------|
| 5. K. B. takes P.         | 4. P. takes Q. B. P.             |
| 6. Q. to Q. Kt. third.    | 5. K. B. to Q. third.            |
| 7. K. Kt. to K. second.   | 6. Q. to K. second. <sup>+</sup> |
| 8. K. castles.            | 7. K. Kt. to K. B. third.        |
| 9. Q. Kt. to Q. B. third. | 8. K. castles.                   |
| 10. K. B. to Q. third.    | 9. Q. Kt. to Q. B. third.        |

The position is slightly in favour of the White, who has, however, an isolated Pawn.

### SECOND DEFENCE.

- |                           |                           |
|---------------------------|---------------------------|
| 5. Q. Kt. to Q. B. third. | 4. K. Kt. to K. B. third. |
|---------------------------|---------------------------|

#### *In the first place,*

- |                                                                                                                                          |                   |
|------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| 6. K. B. takes P.                                                                                                                        | 5. Q. P. takes P. |
| 6. If he play K. B. to K. second, you should play K. Kt. to K. B. third, and then, if both castle, the game will be nearly equal. But if |                   |

- |                                                        |                     |
|--------------------------------------------------------|---------------------|
| 7. Q. to K. second. <sup>+</sup>                       | K. B. to Q. third.  |
| 8. Q. takes Q.                                         | 7. Q. to K. second. |
| 9. Q. B. to K. B. fourth, and the game is about equal. | 8. K. B. takes Q.   |

#### *In the second place,*

- |                           |                        |
|---------------------------|------------------------|
| 6. K. Kt. to K. B. third. | 5. K. B. to K. second. |
|                           | 6. K. castles.         |

[www.libtool.com.cn](http://www.libtool.com.cn)

- |                       |                         |
|-----------------------|-------------------------|
| 7. K.B. to K. second. | 7. Q.P. takes P.        |
| 8. K.B. takes P.      | 8. Q.B. to K.Kt. fifth. |
| 9. K. castles.        | 9. Q.Kt. to Q.B. third. |
| 10. Q.B. to K. third. |                         |

Major Jaenisch says, the game is equal; I rather prefer the Black's

#### THIRD DEFENCE.

4. Q.B.P. two squares; if  
instead of this move he were to play K.B. to Q. third,  
you might advance Q.B.P.  
5. Q.P. takes P.

#### *In the first place,*

- |                                                    |                                    |
|----------------------------------------------------|------------------------------------|
|                                                    | 5. Q. to Q.R. fourth. <sup>+</sup> |
| 6. Q.B. to Q. second.                              | 6. Q. takes P.                     |
| 7. P. takes Q.P.                                   | 7. K.Kt. to K.B. third.            |
| 8. Q.Kt. to Q.B. third.                            | 8. K.Kt. takes P.                  |
| 9. Q.R. to Q.B. square, and has the best position. |                                    |

#### *In the second place,*

- |                           |                          |
|---------------------------|--------------------------|
|                           | 5. Q.P. one square.      |
| 6. Q.Kt.P. two squares.   | 6. Q.R.P. two squares.   |
| 7. K.Kt. to K.B. third.   | 7. Q.R.P. takes P.       |
| 8. Q. takes Q.P.          | 8. Q. takes Q.           |
| 9. K.Kt. takes Q.         | 9. K.B. takes P.         |
| 10. K.Kt. to Q.Kt. fifth. | 10. Q.Kt. to Q.R. third. |
| 11. Q.B. to Q.Kt. second. | 11. K.B.P. one square.   |
| 12. K.B. to Q. third.     | 12. Q.B. to Q. second.   |
| 13. K.Kt. to Q. fourth.   | 13. K.Kt. to K. second.  |

The game is about equal.

---

## SEVENTH GAME.

**White.**

**Black.**

- |                                  |                                                                                                                                                                           |
|----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. <i>K. P. two squares.</i>     | 1. <i>K. P. one square.</i>                                                                                                                                               |
| 2. <i>Q. P. two squares.</i>     | 2. <i>Q. P. two squares.</i>                                                                                                                                              |
| 3. <i>K. P. takes P.</i>         | 3. <i>K. P. takes P.</i>                                                                                                                                                  |
| 4. <i>K. Kt. to K. B. third.</i> | 4. If he play <i>Q. B. P. two squares</i> , you should check with <i>K. B.</i> , and afterwards castle, having the best position. But if<br><i>K. Kt. to K. B. third.</i> |
| 5. <i>K. B. to Q. third.</i>     |                                                                                                                                                                           |

*In the first place,*

- |                                   |                                 |
|-----------------------------------|---------------------------------|
| 6. <i>K. castles.</i>             | 5. <i>K. B. to Q. third.</i>    |
| 7. <i>Q. B. P. two squares.</i>   | 6. <i>K. castles.</i>           |
| 8. <i>Q. P. takes P.</i>          | 7. <i>Q. B. P. two squares.</i> |
| 9. <i>P. takes Q. P.</i>          | 8. <i>K. B. takes P.</i>        |
| 10. <i>Q. Kt. to Q. B. third.</i> | 9. <i>Q. takes P.</i>           |

There is not much difference in the game.

*In the second place,*

- |                              |                                  |
|------------------------------|----------------------------------|
| 6. <i>K. castles.</i>        | 5. <i>Q. B. P. two squares.</i>  |
| 7. <i>K. B. checks.</i>      | 6. <i>P. takes Q. P.</i>         |
| 8. <i>K. Kt. takes Q. P.</i> | 7. <i>Q. Kt. to Q. B. third.</i> |
| 9. <i>K. R. checks.</i>      | 8. <i>Q. B. to Q. second.</i>    |
|                              | 9. <i>K. B. to K. second.</i>    |

White has rather the better position.

---

## EIGHTH GAME.

**White.**

**Black.**

- |                                 |                              |
|---------------------------------|------------------------------|
| 1. <i>K. P. two squares.</i>    | 1. <i>K. P. one square.</i>  |
| 2. <i>K. B. P. two squares.</i> | 2. <i>Q. P. two squares.</i> |

- |                                                                                          |                          |
|------------------------------------------------------------------------------------------|--------------------------|
| 3. K.P. takes P.                                                                         | 3. K.P. takes P.         |
| 4. K.Kt. to K.B. third.                                                                  | 4. Q.B.P. two squares.   |
| 5. There would be no advantage in checking with K.B.:<br>it is <del>better</del> to play |                          |
| Q.P. two squares.                                                                        | 5. Q.Kt. to Q.B. third.  |
| 6. Q.B.P. one square.                                                                    | 6. K.Kt. to K.B. third.  |
| 7. Q.B. to K. third.                                                                     | 7. Q. to Q.Kt. third.    |
| 8. If you play Q. to Q.B. second, he will move Q.B. to<br>K.B. fourth. But if            |                          |
| Q. to Q.Kt. third.                                                                       | 8. Q.Kt. to Q.R. fourth. |

*In the first place,*

- |                                                                      |                        |
|----------------------------------------------------------------------|------------------------|
| 9. Q. takes Q.                                                       | 9. P. takes Q.         |
| 10. K.B. checks.                                                     | 10. Q.B. to Q. second. |
| 11. K.B. takes Q.B.+                                                 | 11. K. takes K.B.      |
| 12. Q.Kt. to Q. second.                                              | 12. Q.R. to K. square. |
| 13. K.Kt. to K. fifth,+ and afterwards castles, with a good<br>game. |                        |

*In the second place,*

- |                        |                            |
|------------------------|----------------------------|
| 9. K.B. checks.        | 9. K. to Q. square.        |
| 10. Q. to Q.R. fourth. | 10. Q.R.P. one square.     |
| 11. K.B. to K. second. | 11. Q. takes Q.Kt.P.       |
| 12. Q. takes Q.Kt.+    | 12. K.Kt.P. one square.    |
| 13. Q. to Q.R. third.  | 13. Q. takes Q.R. and will |
- win, says Major Jaenisch; this seems to me not correct, on account of the bad position of the Black's Queen; White should now move Q. to Q.Kt. third, threatening to take Q.Kt.P.; if Black defend it, White may castle, in order to play out Q.Kt., winning the Queen. If Black play in any other way, I think White will still have the best of the game.
-



## NINTH GAME.

### White.

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. P. one square.*

### Black.

1. *K. P. one square.*
2. *Q. P. two squares.*
3. *Q. B. P. two squares.*

### *In the first place,*

- |                           |                                    |
|---------------------------|------------------------------------|
| 4. Q. B. P. one square.   | 4. Q. Kt. to Q. B. third.          |
| 5. K. B. to Q. third.     | 5. Q. to Q. Kt. third.             |
| 6. K. B. to Q. B. second. | 6. Q. B. P. one square.            |
| 7. K. Kt. to B. third.    | 7. K. B. to Q. B. fourth.          |
| 8. Q. to K. second.       | 8. K. Kt. to K. R. third.          |
| 9. Q. Kt. P. two squares. | 9. P. takes P. <i>en passant</i> . |
| 10. Q. R. P. takes P.     | 10. K. Kt. to its fifth.           |
| 11. Q. P. two squares.    | 11. K. B. to K. second.            |
| 12. K. castles.           | 12. K. castles.                    |

The position is somewhat in favour of the White.

### *In the second place,*

- |                                                            |                           |
|------------------------------------------------------------|---------------------------|
| 4. K. B. checks.                                           | 4. Q. Kt. to Q. B. third. |
| 5. K. B. takes Kt. +                                       | 5. P. takes K. B.         |
| 6. Q. B. P. two squares.                                   | 6. Q. B. to Q. R. third.  |
| 7. Q. to Q. R. fourth.                                     | 7. Q. to Q. Kt. third.    |
| 8. Q. Kt. to R. third, and the position is in your favour. |                           |

### *In the third place,*

- |                           |                           |
|---------------------------|---------------------------|
| 4. K. Kt. to K. B. third. | 4. Q. P. one square.      |
| 5. Q. P. one square.      | 5. Q. Kt. to Q. B. third. |
| 6. K. B. to K. second.    | 6. K. Kt. to K. R. third. |
| 7. K. castles.            | 7. K. B. to K. second.    |
| 8. Q. B. P. one square.   | 8. K. castles.            |
| 9. P. takes Q. P.         | 9. Q. B. P. takes P.      |
| 10. Q. Kt. to Q. second.  | 10. K. B. P. two squares. |

The game is about equal.

## TENTH GAME.

**White.**

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. P. one square.*
4. *K. Kt. to K. B. third.*
5. *Q. B. P. one square.*
6. *K. B. to Q. third.*
7. *K. B. to Q. B. second.*

**Black.**

1. *K. P. one square.*
2. *Q. P. two squares.*
3. *Q. B. P. two squares.*
4. *Q. Kt. to Q. B. third.*
5. *Q. to Q. Kt. third.*
6. *Q. B. to Q. second.*

*In the first place,*

- |                                |                                   |
|--------------------------------|-----------------------------------|
| 8. <i>Q. P. one square.</i>    | 7. <i>Q. R. to Q. B. square.</i>  |
| 9. <i>K. castles.</i>          | 8. <i>K. B. P. one square.</i>    |
| 10. <i>K. to K. R. square.</i> | 9. <i>K. B. to K. second.</i>     |
|                                | 10. <i>K. Kt. to K. R. third.</i> |

There is little difference in the game.

*In the second place,*

- |                                                                         |                                    |
|-------------------------------------------------------------------------|------------------------------------|
| 8. <i>K. castles.</i>                                                   | 7. <i>K. B. P. one square.</i>     |
| 9. <i>K. B. P. takes P.</i>                                             | 8. <i>P. takes K. P.</i>           |
| 10. <i>K. to K. R. square.</i>                                          | 9. <i>K. Kt. to K. R. third.</i>   |
| 11. <i>Q. P. two squares.</i>                                           | 10. <i>K. Kt. to K. B. second.</i> |
| 12. <i>Q. B. P. takes P., and you have rather the best of the game.</i> | 11. <i>P. takes Q. P.</i>          |

## ELEVENTH GAME.

**White.**

1. *K. P. two squares.*
2. *K. B. P. two squares.*
3. *K. P. one square.*
4. *Q. B. P. one square.*

**Black.**

1. *K. P. one square.*
2. *Q. P. two squares.*
3. *Q. B. P. two squares.*
4. *Q. Kt. to Q. B. third.*

- |                            |                             |
|----------------------------|-----------------------------|
| 5. K. Kt. to K. B. third.  | 5. K. B. P. one square.     |
| 6. Q. Kt. to Q. R. third.  | 6. K. Kt. to K. R. third.   |
| 7. Q. Kt. to Q. B. second. | 7. Q. B. to Q. second.      |
| 8. Q. P. two squares.      | 8. Q. to Q. Kt. third.      |
| 9. Q. Kt. P. one square.   | 9. Q. R. to Q. B. square.   |
| 10. K. B. to Q. third.     | 10. K. Kt. to K. B. second. |
| 11. Q. B. to K. third.     | 11. Q. B. P. takes P.       |
| 12. Q. B. P. takes P.      | 12. K. B. P. takes P.       |
| 13. K. B. P. takes P.      | 13. K. B. checks.           |

*In the first place,*

- |                                                                                            |                                                                                      |
|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| 14. K. to K. B. second.                                                                    | 14. K. castles.                                                                      |
| 15. K. R. to K. B. square.                                                                 | 15. K. B. to Q. B. sixth.                                                            |
| 16. Q. R. to Q. B. square.                                                                 | 16. K. B. to Q. Kt. seventh.                                                         |
| 17. Q. R. to Q. Kt. square.                                                                | 17. K. B. takes Q. P.                                                                |
| 18. If you take K. B. with Q. Kt., he will take K. P. with K. Kt. But if Q. B. takes K. B. | 18. Q. Kt. takes Q. B.                                                               |
| 19. Q. Kt. takes Kt.                                                                       | 19. K. Kt. takes K. P.                                                               |
| 20. K. to K. second.                                                                       | 20. Kt. takes K. Kt., and afterwards advancing K. P. will have the best of the game. |

*In the second place,*

- |                                                                                                                                    |                                  |
|------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
| 14. Q. B. to Q. second.                                                                                                            | 14. K. castles.                  |
| 15. Q. B. takes K. B.                                                                                                              | 15. Q. Kt. takes Q. B.           |
| 16. Q. Kt. takes Kt.                                                                                                               | 16. Q. takes Q. Kt. <sup>+</sup> |
| 17. Q. to Q. second.                                                                                                               | 17. Q. to Q. Kt. third.          |
| 18. You may move K. to K. second square, and the game will be about equal, or you may play K. castles with K. R.                   | 18. K. Kt. takes K. P.           |
| 19. K. B. takes K. R. P. <sup>+</sup>                                                                                              | 19. K. takes K. B.               |
| 20. Kt. takes Kt., and the game is about equal. If he were now to play B. to Q. Kt. fourth, you should move K. R. to K. B. fourth. |                                  |

## TWELFTH GAME.

White.

Black.

1. K.P. two squares.      1. Q.B.P. two squares; this, in the opinion of Major Jaenisch, (from whose work this and the succeeding Games of this Opening are chiefly taken,) is the best possible move for the Defence; I confess I do not perceive its peculiar excellence; at the same time I believe it to be a good move.
2. If you play K.B.P. two squares, or Q.B.P. one square, he will move K.P. one square, reducing it to one of the Openings of the King's Pawn one square. But suppose  
K.Kt. to K.B. third.

## FIRST DEFENCE.

- |                                                                                                                     |                         |
|---------------------------------------------------------------------------------------------------------------------|-------------------------|
| 3. Q.P. two squares.                                                                                                | 2. Q.Kt. to Q.B. third. |
| 4. K.Kt. takes P.                                                                                                   | 3. P. takes Q.P.        |
| 5. It would not be good play to take Q.Kt., because he would retake with Q.Kt.P.; therefore<br>K.Kt. to K.B. third. | 4. K.P. two squares.    |
| 6. K.B. to Q. third.                                                                                                | 5. K.Kt. to K.B. third. |
| 7. K. castles.                                                                                                      | 6. K.B. to Q.B. fourth. |
| 8. Q.B. to K.Kt. fifth.                                                                                             | 7. K. castles.          |

There is but little difference in the game.

## SECOND DEFENCE.

- |                        |                      |
|------------------------|----------------------|
| 3. Q.P. two squares.   | 2. K.P. one square.  |
| 4. K.P. takes P.       | 3. Q.P. two squares. |
| 5. Q.B.P. two squares. | 4. K.P. takes P.     |

*In the first place,*

- |                       |                      |
|-----------------------|----------------------|
| 6. Q. to Q.Kt. third. | 5. Q.B. to K. third. |
|                       | 6. Q.P. takes P.     |

7. K.B. takes P.                      7. Q.B. takes B.  
8. Q. takes Q.B., having a better position than the Black.

*In the second place,*

5. Q.B.P. takes P.  
6. It would not be good play to take Q.P. with Q.B.P., because he would check with Q. at Q.R. fourth. You may take P. with Q., or  
K.Kt. takes P.                      6. Q.Kt. to Q.B. third.  
7. K.Kt. takes Q.Kt.              7. P. takes K.Kt.  
8. P. takes P.                      8. Q. takes P.  
9. Q. takes Q.                      9. P. takes Q.  
10. K.B. checks, and afterwards will castle, having the best of the game.

### THIRTEENTH GAME.

**White.**

**Black.**

1. K.P. two squares.              1. K.P. two squares.  
2. Q.P. two squares ; this is not a very good move, but may be played without much danger. The following moves are mostly taken from Major Jaenisch's work :  
2. K.P. takes P.  
3. If you take P. with Q., he will move Q.Kt. to Q.B. third, compelling you to remove Q. to Q. square, as the best ; he will then play K.B. to Q.B. fourth, having more pieces in play than you. But suppose you play  
K.Kt. to K.B. third.              3. Q.B.P. two squares ; it is better to check with K.B., see the Variation.  
4. Q.B.P. one square.

#### FIRST DEFENCE.

4. Q. to K. second.  
5. K.B. to Q. third.              5. Q.P. two squares.

6. K. castles.                      6. Q. P. takes P.  
 7. K. B. takes P. and has the best of the game.

## SECOND DEFENCE.

5. Q. Kt. takes P.                      4. P. takes Q. B. P.

*In the first place,*

5. Q. Kt. to Q. B. third.  
 6. Q. B. to K. B. fourth.      6. Q. P. one square.  
 7. Q. Kt. to its fifth.      7. If he play K. Kt. to K. B.  
     third, you take Q. P. with Q. B. But if  
     Q. to Q. R. fourth.<sup>+</sup>  
 8. Q. to Q. second.      8. Q. takes Q.<sup>+</sup>  
 9. K. Kt. takes Q.      9. K. to Q. second.  
 10. K. Kt. to Q. B. fourth, and recovers the Pawn, with a  
     good game.

*In the second place,*

5. Q. P. one square.  
 6. Q. B. to K. B. fourth.      6. Q. B. to K. Kt. fifth.  
 7. Q. to Q. second.      7. Q. Kt. to Q. B. third.  
 8. K. B. to Q. Kt. fifth.      8. K. Kt. to K. B. third.  
 9. K. castles with Q. R.      9. Q. B. takes Kt.  
 10. K. Kt. P. takes B., and will afterwards win Q. P., and  
     have a good game.

## VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

## White.

1. K. P. two squares.  
 2. Q. P. two squares.  
 3. K. Kt. to K. B. third.

## Black.

1. K. P. two squares.  
 2. K. P. takes P.  
 3. K. B. checks.

## FIRST METHOD.

4. Q. B. P. one square.      4. P. takes P.  
 5. Q. Kt. P. takes P.      5. K. B. to Q. B. fourth.

- |                         |                      |
|-------------------------|----------------------|
| 6. K.B. to Q.B. fourth. | 6. Q.P. one square.  |
| 7. Q. to Q.Kt. third.   | 7. Q. to K.B. third. |

*In the first place,*

- |                          |                                               |
|--------------------------|-----------------------------------------------|
| 8. Q.B. to K.Kt. fifth.  | 8. Q. to K.Kt. third.                         |
| 9. K. castles.           | 9. K.R.P. one square.                         |
| 10. Q.B. to K.B. fourth. | 10. K.Kt. to K. second.                       |
| 11. K.P. one square.     | 11. K. castles, and has the best of the game. |

*In the second place,*

- |                                     |                                                          |
|-------------------------------------|----------------------------------------------------------|
| 8. K. castles.                      | 8. K.R.P. one square.                                    |
| 9. K.R. to K. square.               | 9. K.Kt. to K. second.                                   |
| 10. K.P. one square.                | 10. Q.P. takes P.                                        |
| 11. Q. to Q.Kt. fifth. <sup>+</sup> | 11. Q. to Q.B. third.                                    |
| 12. K.Kt. takes K.P.                | 12. Q. takes Q.                                          |
| 13. K.B. takes Q. <sup>+</sup>      | 13. Q.B.P. one square.                                   |
| 14. K.B. to Q.B. fourth.            | 14. K. castles, having a Pawn more, and a good position. |

SECOND METHOD.

- |                         |                         |
|-------------------------|-------------------------|
| 4. Q.B. to Q. second.   | 4. K.B. to Q.B. fourth. |
| 5. Q.B. to K.B. fourth. |                         |

FIRST DEFENCE.

- |                                              |                          |
|----------------------------------------------|--------------------------|
|                                              | 5. Q. to K. second.      |
| 6. K.P. one square.                          | 6. Q.P. one square. (A.) |
| 7. K.B. to K. second.                        | 7. Q.Kt. to Q.B. third.  |
| 8. K. castles, and you have a good position. |                          |

(A.)

- |                                                   |                         |
|---------------------------------------------------|-------------------------|
|                                                   | 6. K.B. checks.         |
| 7. Q.B.P. one square.                             | 7. P. takes P.          |
| 8. Q.Kt.P. takes P.                               | 8. K.B. to Q.B. fourth. |
| 9. K.B. to Q.B. fourth, having the best position. |                         |

K K

## SECOND DEFENCE.

- |                                                                                                                                                                                        |                                                      |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|
|                                                                                                                                                                                        | 5. Q. Kt. to Q. B. third.                            |
| 6. K. B. to Q. B. fourth.                                                                                                                                                              | 6. Q. P. one square.                                 |
| 7. Q. B. P. one square.                                                                                                                                                                | 7. P. takes P.                                       |
| 8. Q. Kt. takes P.                                                                                                                                                                     | 8. Q. B. to K. third.                                |
| 9. If you play Q. to Q. Kt. third, he would take K. B., and not play Q. Kt. to Q. R. fourth, as directed by Mr. Jaenisch, because it would give him the worst of the game. But suppose |                                                      |
| K. B. takes B.                                                                                                                                                                         | 9. P. takes K. B.                                    |
| 10. Q. to Q. Kt. third.                                                                                                                                                                | 10. Q. to Q. B. square.                              |
| 11. K. Kt. to its fifth.                                                                                                                                                               | 11. Q. Kt. to Q. fifth, having the best of the game. |

## FOURTEENTH GAME.

## White.

## Black.

- |                           |                                                                                                                                                                                                           |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. K. P. two squares.     | 1. K. P. two squares.                                                                                                                                                                                     |
| 2. Q. P. two squares.     | 2. K. P. takes P.                                                                                                                                                                                         |
| 3. K. B. to Q. B. fourth. | 3. If he were to play Q. Kt. to Q. B. third, you should play K. Kt. to K. B. third, and the position would be the same as in the Thirty-fourth Game of the King's Knight's Opening, page 202. But suppose |
|                           | Q. B. P. two squares; this is not so good a move as checking with K. B.; see the Variation.                                                                                                               |
| 4. Q. B. P. one square.   |                                                                                                                                                                                                           |

## FIRST DEFENCE.

- |                           |                      |
|---------------------------|----------------------|
|                           | 4. P. takes P.       |
| 5. Q. Kt. takes P.        | 5. Q. P. one square. |
| 6. Q. B. to K. B. fourth. |                      |



*In the first place,*

- |                                    |                                                                                |
|------------------------------------|--------------------------------------------------------------------------------|
| 7. Q. Kt. to its fifth.            | 6. Q. Kt. to Q. B. third.                                                      |
| 8. K. to K. B. square.             | 7. Q. to Q. R. fourth. <sup>+</sup>                                            |
| 9. Q. Kt. takes Q. P. <sup>+</sup> | 8. K. R. P. one square.                                                        |
| 10. Q. takes K. B.                 | 9. K. B. takes Kt.                                                             |
|                                    | 10. K. Kt. to K. second, and<br>the position is rather in favour of the Black. |

*In the second place,*

- |                        |                                                                                                                                                                      |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 7. K. B. takes Q. B.   | 6. Q. B. to K. third.                                                                                                                                                |
| 8. Q. to Q. Kt. third. | 7. P. takes K. B.                                                                                                                                                    |
| 9. K. castles.         | 8. Q. to Q. second.                                                                                                                                                  |
|                        | 9. If he play Q. Kt. to Q. B.<br>third, you move Q. Kt. to its fifth. If he play K. Kt.<br>to K. B. third, you play K. P. one square, in both cases<br>winning Q. P. |

SECOND DEFENCE.

- |                           |                           |
|---------------------------|---------------------------|
| 5. K. Kt. to K. B. third. | 4. Q. Kt. to Q. B. third. |
| 6. Q. Kt. takes P.        | 5. P. takes Q. B. P.      |
| 7. Q. B. to K. B. fourth. | 6. Q. P. one square.      |
| 8. K. B. takes B.         | 7. Q. B. to K. third.     |
| 9. Q. to Q. Kt. third.    | 8. K. B. P. takes B.      |
| 10. K. castles with Q. R. | 9. Q. to Q. second.       |

*In the first place,*

- |                                                                                                     |                           |
|-----------------------------------------------------------------------------------------------------|---------------------------|
| 11. Q. Kt. to its fifth.                                                                            | 10. K. castles with Q. R. |
| 12. K. P. takes P.                                                                                  | 11. Q. P. one square.     |
| 13. Q. B. to its seventh.                                                                           | 12. K. P. takes P.        |
| 14. Q. to Q. R. fourth.                                                                             | 13. Q. B. P. one square.  |
| 15. Q. B. to K. Kt. third, and afterwards you play Q. Kt. to<br>Q. B. seventh, recovering the Pawn. | 14. Q. R. to K. square.   |

*In the second place,*

- |                         |                             |
|-------------------------|-----------------------------|
| 11. Q. to Q. Kt. fifth. | 10. Q. Kt. to Q. R. fourth. |
|                         | 11. Q. Kt. to Q. B. third.  |

- |                                                    |                                                                                                                 |
|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|
| 12. Q. to Q. third.                                | 12. Q. Kt. to its fifth.                                                                                        |
| 13. Q. to Q. B. fourth.                            | 13. If he castle with Q. R.<br>you play Q. Kt. to its fifth, recovering the Pawn. But if<br>Q. R. to Q. square. |
| 14. Q. Kt. to its fifth.                           | 14. Q. P. one square.                                                                                           |
| 15. Q. Kt. to Q. B. seventh, checks, and will win. |                                                                                                                 |

*In the third place,*

- |                                                    |                                      |
|----------------------------------------------------|--------------------------------------|
| 11. Q. B. takes Q. P.                              | 10. Q. R. P. one square.             |
| 12. K. P. one square.                              | 11. K. B. takes Q. B.                |
| 13. K. Kt. takes Kt.                               | 12. Q. Kt. takes K. P.               |
| 14. Q. to Q. R. fourth. <sup>+</sup>               | 13. Q. to K. second.                 |
| 15. K. Kt. to Q. seventh. <sup>+</sup>             | 14. K. to K. B. square.              |
| 16. Q. Kt. to K. fourth.                           | 15. K. to K. B. second.              |
| 17. K. to Q. Kt. square.                           | 16. K. B. to its fifth. <sup>+</sup> |
| 18. Q. to Q. Kt. third, and has an excellent game. | 17. Q. Kt. P. two squares.           |

*VARIATION,*

BEGINNING AT THE THIRD MOVE OF THE BLACK.

*White.**Black.*

- |                           |                       |
|---------------------------|-----------------------|
| 1. K. P. two squares.     | 1. K. P. two squares. |
| 2. Q. P. two squares.     | 2. K. P. takes P.     |
| 3. K. B. to Q. B. fourth. | 3. K. B. checks.      |
| 4. Q. B. P. one square.   | 4. P. takes P.        |

*In the first place,*

- |                           |                           |
|---------------------------|---------------------------|
| 5. Q. Kt. P. takes P.     | 5. Q. to K. B. third.     |
| 6. Q. to Q. Kt. third.    | 6. K. B. to Q. B. fourth. |
| 7. K. Kt. to K. B. third. | 7. Q. P. one square.      |

The position is now the same as in the Variation of the Thirteenth Game, page 496, which see.

*In the second place,*

- |                                      |                       |
|--------------------------------------|-----------------------|
| 5. K. B. takes K. B. P. <sup>+</sup> | 5. K. takes K. B.     |
| 6. Q. to Q. Kt. third. <sup>+</sup>  | 6. Q. P. two squares. |

- |                                                                          |                                                             |
|--------------------------------------------------------------------------|-------------------------------------------------------------|
| 7. Q. takes K. B.                                                        | 7. P. takes Q. Kt. P.                                       |
| 8. Q. B. takes P.                                                        | 8. Q. P. takes P.                                           |
| 9. If you take P. with Q., he will play K. Kt. to K. B. third,<br>But if |                                                             |
| Q. to Q. Kt. third. <sup>+</sup>                                         | 9. Q. B. to K. third.                                       |
| 10. Q. takes Q. Kt. P.                                                   | 10. Q. B. to Q. fourth.                                     |
| 11. Q. to Q. Kt. fifth.                                                  | 11. Q. B. P. one square.                                    |
| 12. Q. to K. second.                                                     | 12. K. Kt. to K. B. third, and<br>has the best of the game. |
- 

### FIFTEENTH GAME.

#### White.

#### Black.

- |                                                                                                           |                                                                                                 |
|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| 1. Q. P. two squares.                                                                                     | 1. Q. P. two squares.                                                                           |
| 2. Q. B. to K. B. fourth.                                                                                 | 2. Q. B. P. two squares.                                                                        |
| 3. If you take Q. P. he will play Q. Kt. to Q. B. third, in<br>order to advance K. P. two squares. But if |                                                                                                 |
| Q. B. takes Q. Kt.                                                                                        | 3. Q. R. takes B.                                                                               |
| 4. K. P. one square.                                                                                      | 4. K. P. one square.                                                                            |
| 5. Q. B. P. one square.                                                                                   | 5. Q. Kt. P. one square.                                                                        |
| 6. Q. checks.                                                                                             | 6. B. to Q. second.                                                                             |
| 7. Q. takes Q. R. P. ; this is a bad move, in consequence of<br>the position of the Queen.                |                                                                                                 |
|                                                                                                           | 7. Q. B. P. one square.                                                                         |
| 8. Q. Kt. P. two squares.                                                                                 | 8. Q. R. to its square.                                                                         |
| 9. Q. to Q. Kt. seventh.                                                                                  | 9. K. Kt. to K. second, and<br>will afterwards win the Queen, by playing Q. B. to its<br>third. |
- 

### SIXTEENTH GAME.

#### White.

#### Black.

- |                                                                                                   |                          |
|---------------------------------------------------------------------------------------------------|--------------------------|
| 1. Q. P. two squares.                                                                             | 1. Q. P. two squares.    |
| 2. Q. Kt. to Q. B. third ; this move is not to be recommended,<br>as it is by no means attacking. |                          |
|                                                                                                   | 2. Q. B. P. two squares. |

*In the first place,*

- |                                                                                                                                                           |                             |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|
| 3. Q.P. takes P.                                                                                                                                          | 3. Q.P. one square.         |
| 4. Q.Kt. to K. fourth.                                                                                                                                    | 4. K.B.P. two squares.      |
| 5. Q.Kt. to K.Kt. third.                                                                                                                                  | 5. K.P. two squares.        |
| 6. If you play Q.B.P. one square, he will take P. with K.B., and on your taking Q.P. he will first check with K.B., and afterwards take P. with Q. But if |                             |
| Q.Kt. P. two squares.                                                                                                                                     | 6. Q.Kt. P. one square.     |
| 7. Q.B. to Q.R. third.                                                                                                                                    | 7. P. takes P.              |
| 8. P. takes P.                                                                                                                                            | 8. Q. checks, and wins Q.B. |

*In the second place,*

- |                         |                         |
|-------------------------|-------------------------|
| 3. Q.B. to K.B. fourth. | 3. K.P. one square.     |
| 4. K.P. one square.     | 4. Q.B.P. one square.   |
| 5. Q.Kt. P. one square. | 5. K.B. to Q.Kt. fifth. |
| 6. K.Kt. to K. second.  | 6. Q. to Q.R. fourth.   |
| 7. Q. to Q. second.     | 7. K.Kt. to K.B. third. |
| 8. K.B.P. one square.   | 8. Q.Kt. P. one square. |
| 9. P. takes P.          | 9. Q.B. to Q.R. third.  |

The position is much in favour of the Black.

## SEVENTEENTH GAME.

**White.****Black.**

- |                                                                         |                         |
|-------------------------------------------------------------------------|-------------------------|
| 1. Q.B.P. two squares.                                                  | 1. K.P. two squares.    |
| 2. Q.Kt. to Q.B. third.                                                 | 2. K.B.P. two squares.  |
| 3. Q.P. two squares.                                                    | 3. K.P. one square.     |
| 4. Q.P. one square.                                                     | 4. Q.B.P. one square.   |
| 5. Q.P. one square.                                                     | 5. Q. to K.B. third.    |
| 6. Q.B.P. one square.                                                   | 6. Q.Kt. P. one square. |
| 7. If you play Q.B. to K. third, he will play Q.Kt. to R. third. But if |                         |

- |                             |                              |
|-----------------------------|------------------------------|
| P. takes Q. Kt. P.          | 7. Q. R. P. takes P.         |
| 8. Q. Kt. to Q. R. fourth.  | 8. K. B. takes P.            |
| 9. Kt. takes Q. Kt. P.      | 9. K. B. checks.             |
| 10. Q. B. to Q. second.     | 10. Q. takes Q. Kt. P.       |
| 11. Kt. takes Q. R.         | 11. K. B. takes Q. B. +      |
| 12. Q. takes K. B.          | 12. Q. takes Q. R. +         |
| 13. Q. to Q. square.        | 13. Q. takes Q. R. P.        |
| 14. Q. to Q. fourth.        | 14. Q. to Q. R. fourth. +    |
| 15. K. to Q. square.        | 15. K. Kt. to K. B. third.   |
| 16. Q. Kt. to Q. Kt. sixth. | 16. K. castles, and has con- |
- siderably the best of the game.

This method of beginning the game is not commendable, as it is purely defensive. White, instead of advancing Q. P. on the fourth move, should have played K. P. one square.

## EIGHTEENTH GAME.

### White.

### Black.

- |                                                                                                                                      |                           |
|--------------------------------------------------------------------------------------------------------------------------------------|---------------------------|
| 1. K. B. P. two squares.                                                                                                             | 1. Q. P. two squares.     |
| 2. K. Kt. to K. B. third.                                                                                                            | 2. Q. B. to K. Kt. fifth. |
| 3. K. Kt. to K. fifth.                                                                                                               | 3. Q. B. to K. B. fourth. |
| 4. K. Kt. P. two squares.                                                                                                            | 4. K. P. one square.      |
| 5. If you play K. R. P. two squares, he will move Q. B. to K. fifth, and afterwards K. B. to K. second. But if K. Kt. P. one square. | 5. K. B. P. one square.   |

### FIRST DEFENCE.

- |                           |                                                                                                                                             |
|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| 6. P. takes K. B. P.      | 6. Q. takes P.                                                                                                                              |
| 7. K. Kt. to K. B. third. | 7. Q. B. to K. Kt. fifth, and has the best position ; for if you play K. P. one square, he will advance K. P., winning a Pawn at the least. |

## SECOND DEFENCE.

- |                         |                       |
|-------------------------|-----------------------|
| 6. K.Kt. to K.B. third. | 6. K.B.P. takes P.    |
| 7. K.Kt. takes P.       | 7. K.B. to K. second. |

*In the first place,*

- |                        |                                                                                   |
|------------------------|-----------------------------------------------------------------------------------|
| 8. K.R.P. two squares. | 8. K.R.P. one square.                                                             |
| 9. K.Kt. to B. third.  | 9. Q.B. to K. fifth, and afterwards taking K.Kt., will have the best of the game. |

*In the second place,*

- |                       |                                                                                                                 |
|-----------------------|-----------------------------------------------------------------------------------------------------------------|
| 8. Q.P. one square.   | 8. K.R.P. one square.                                                                                           |
| 9. Kt. to K.B. third. | 9. K.B. to K.R. fifth. <sup>+</sup>                                                                             |
| 10. Kt. takes K.B.    | 10. Q. takes Kt. <sup>+</sup>                                                                                   |
| 11. K. to Q. second.  | 11. Q. takes K.B.P., checks, and has evidently the best of the game, arising from the bad opening of the White. |

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## **CHESS PROBLEMS.**

As I have purposely withheld the Solutions to the following Problems, more than usual care has been taken to free them from every sort of error. I fear, however, that notwithstanding repeated examinations, some may be incorrect, and others may be solved in fewer moves than stated.

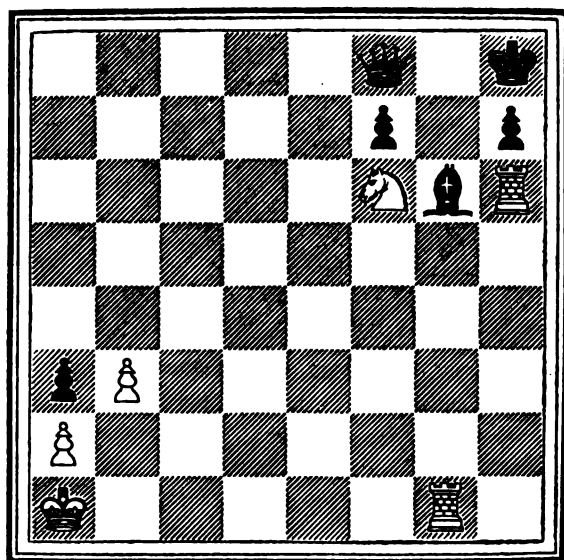
There can be no doubt that those who discover the method of winning from the Diagrams alone, are entitled to the praise of having fairly solved these Problems; but the like praise cannot be given to those who, placing the pieces on the board, try first this, then that move, until they have hit on the right one. It must, however, be confessed that the latter method considerably lessens the difficulty.



No. I.

White to win in four moves.

BLACK.



WHITE.



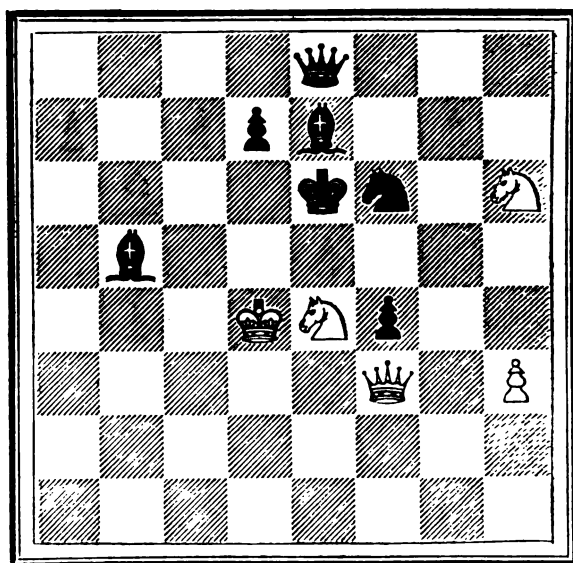
No. II.

---

*White to win in Four Moves.*

---

BLACK.



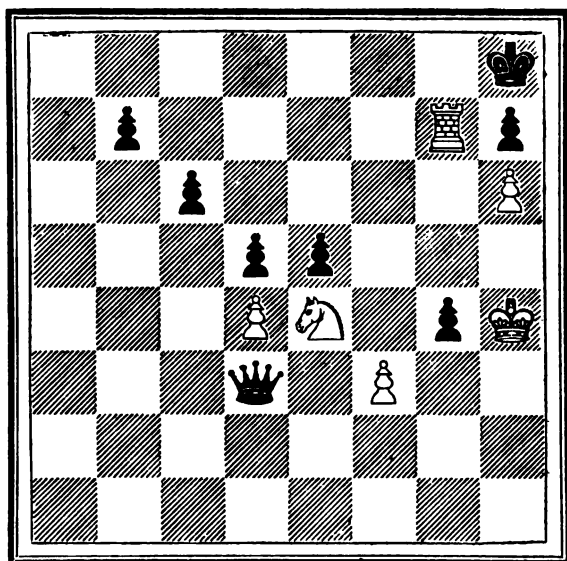
WHITE.



No. III.

White to win in five moves.

BLACK.



WHITE.



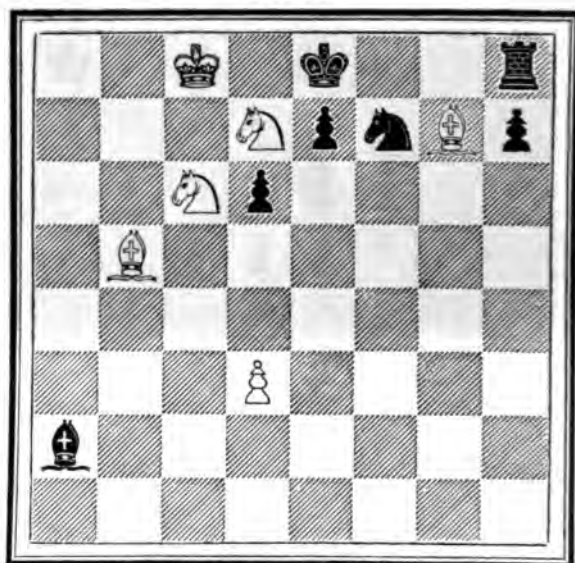
No. IV.

---

White to win in five moves.

---

BLACK.



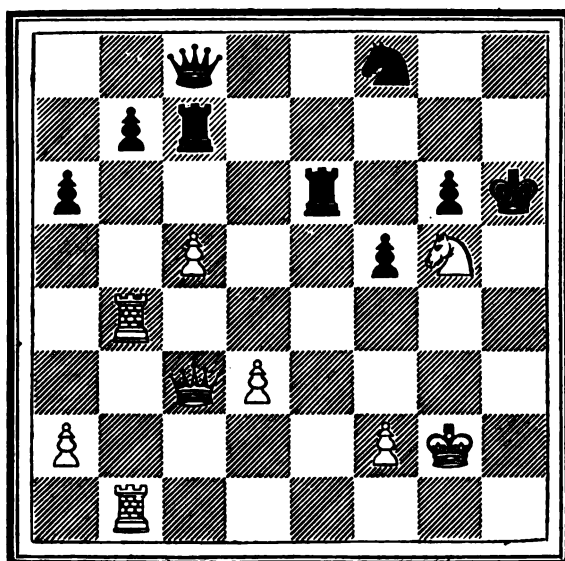
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No. V.

White to win in five moves.

BLACK.



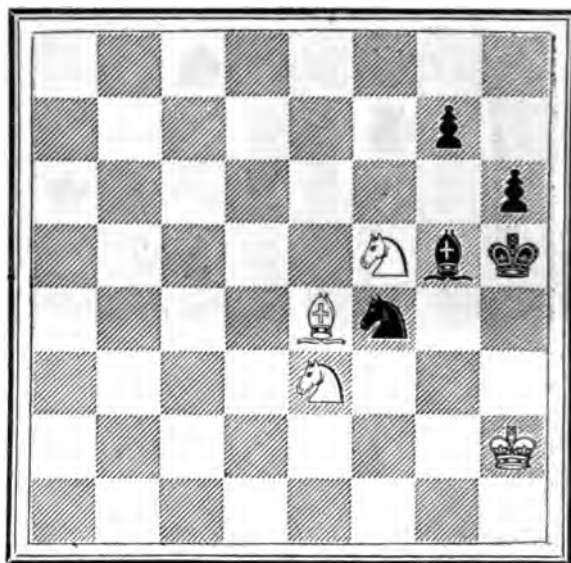
WHITE.



## No. VI

White to win in Six Moves.

BLACK.



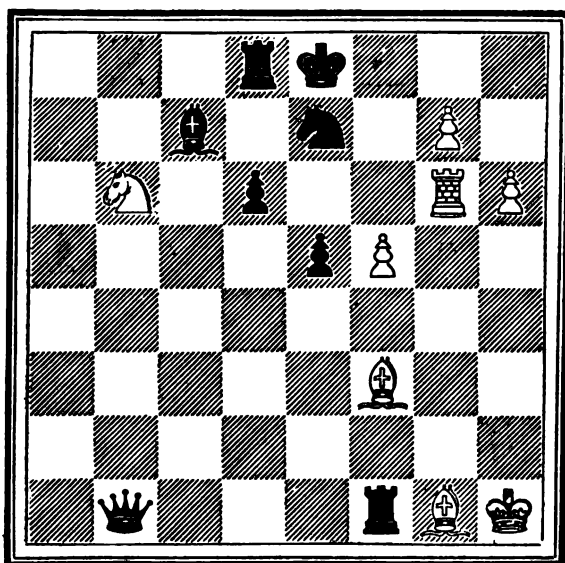
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No. VII.

White to win in Six Moves.

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WHITE.

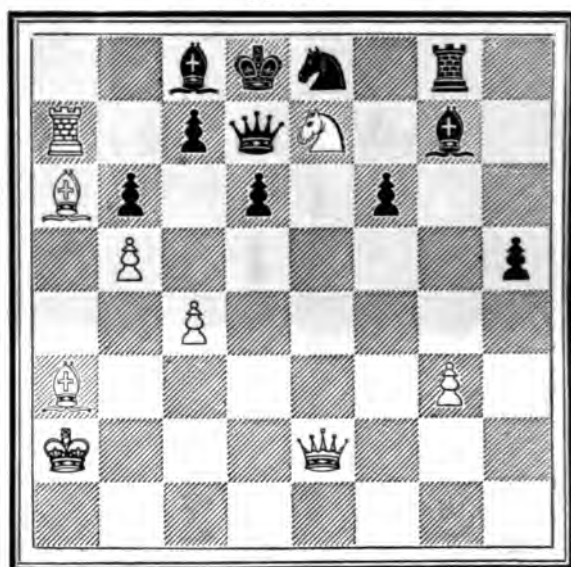


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No. VIII.

White to win in Six Moves.

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WHITE.

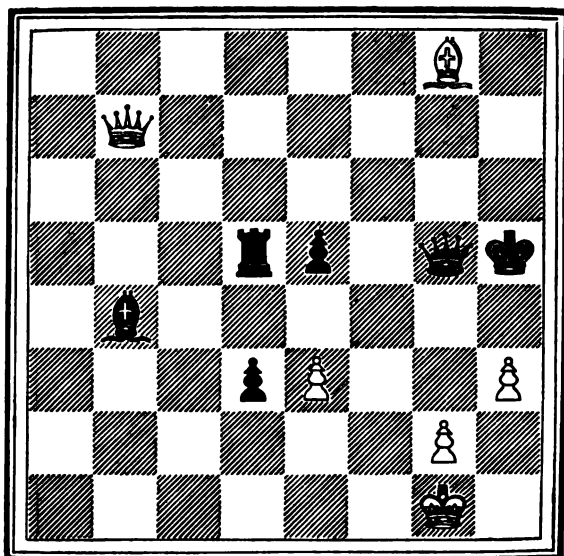




No. IX.

White to win in Seven Moves.

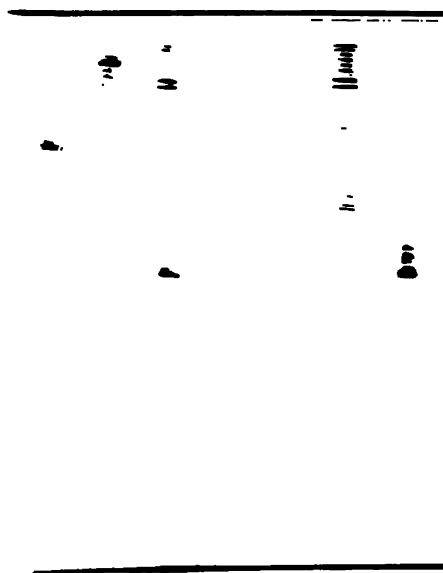
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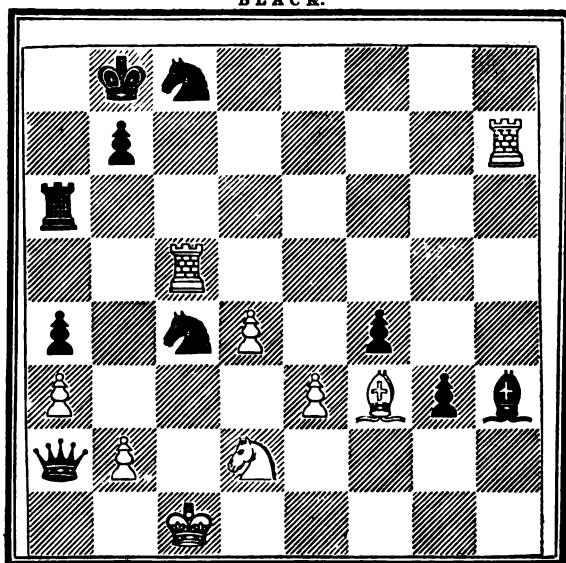
[www.libtool.com.cn](http://www.libtool.com.cn)



No. XI.

White to win in Seven Moves.

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WHITE.



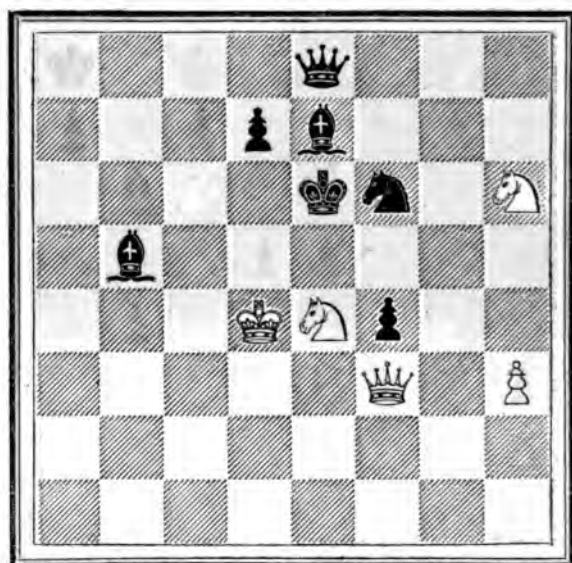
No. II.

---

*White to win in Four Moves.*

---

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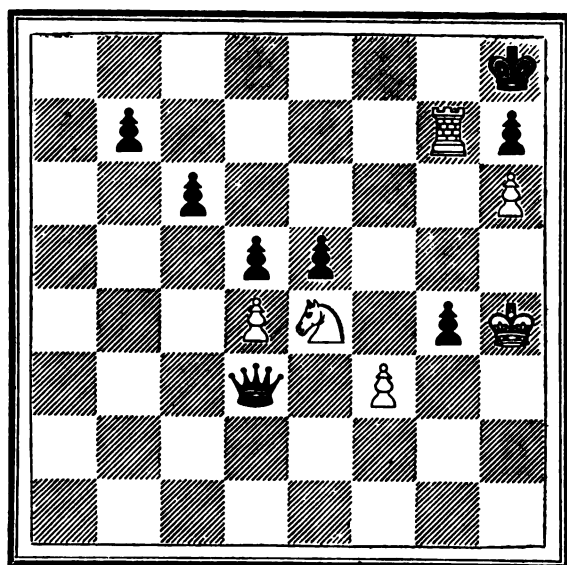
WHITE.



No. III.

White to win in five moves.

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WHITE.



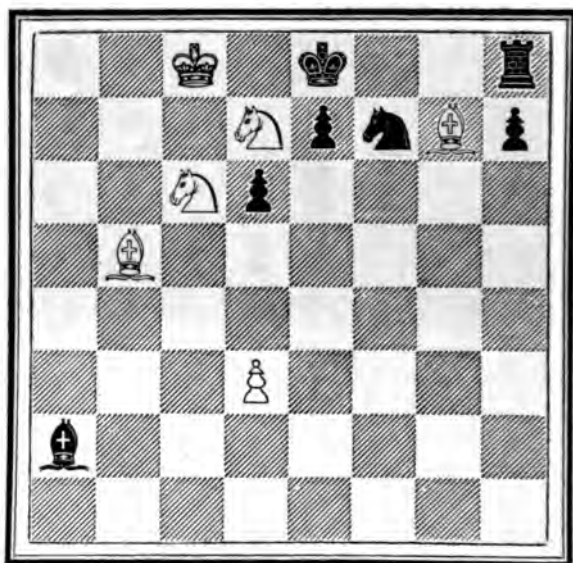
No. IV.

---

*White to win in five moves.*

---

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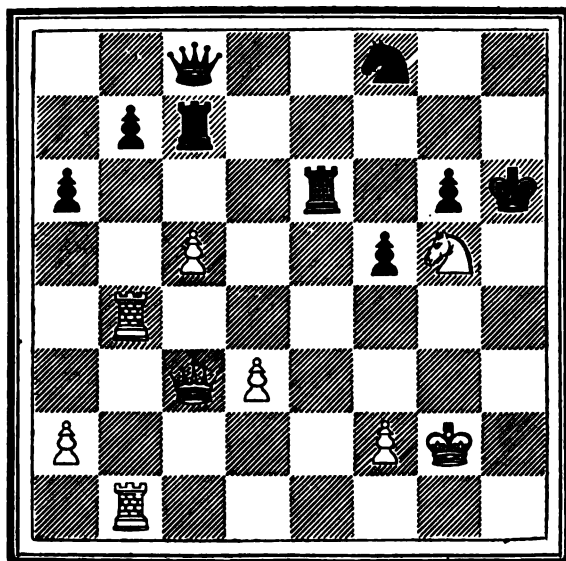
WHITE.



No. V.

White to win in five moves.

BLACK.



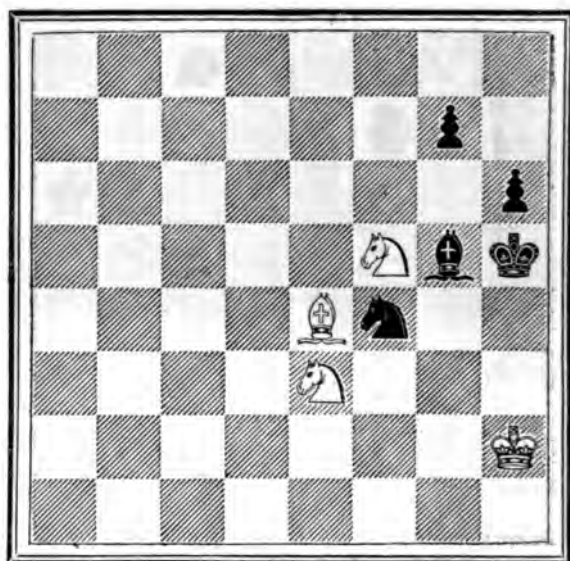
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No. VI.

White to win in Six Moves.

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WHITE.

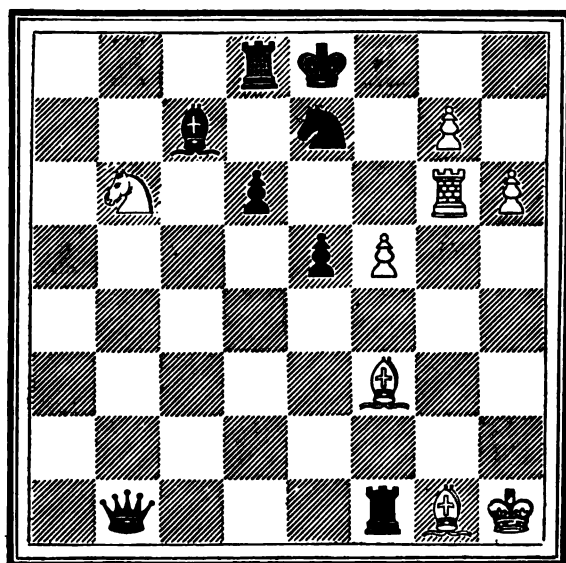




No. VII.

White to win in Six Moves.

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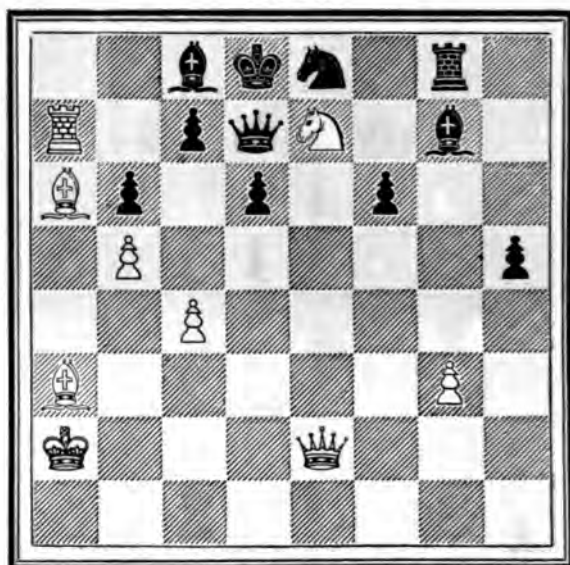
WHITE.



## No. VIII.

White to win in Six Moves.

BLACK.



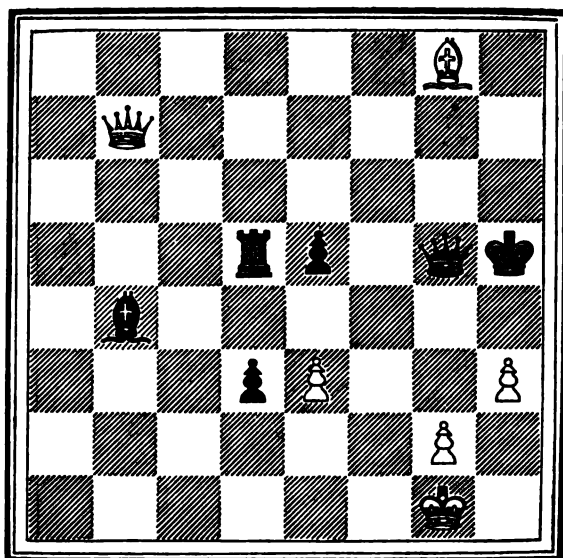
WHITE.



No. IX.

White to win in Seven Moves.

BLACK.



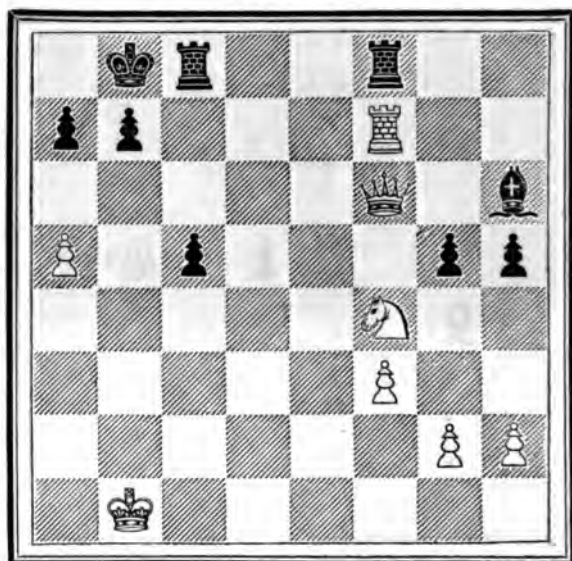
WHITE.



No. X.

White to win in Seven Moves.

BLACK:



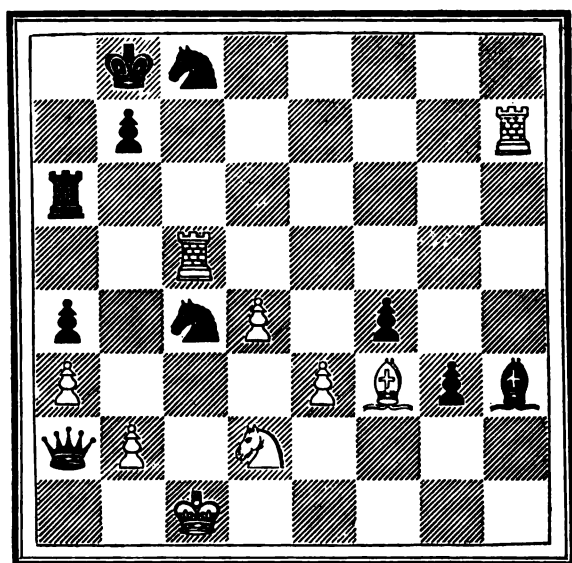
WHITE.



No. XI.

White to win in Seven Moves.

BLACK.



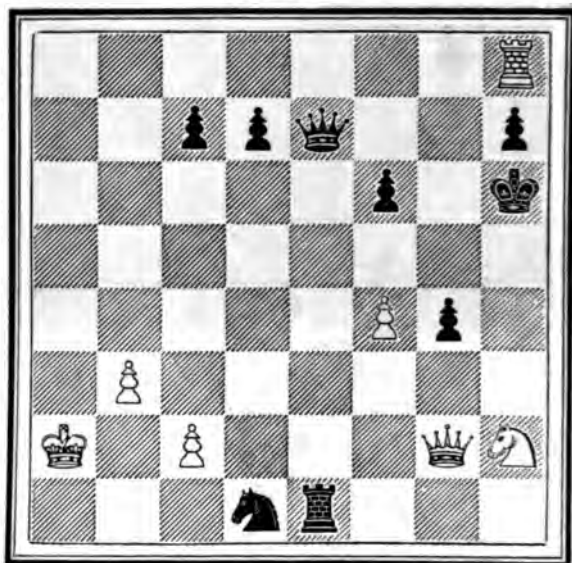
WHITE.



No. XII.

White to win in Seven Moves.

BLACK.



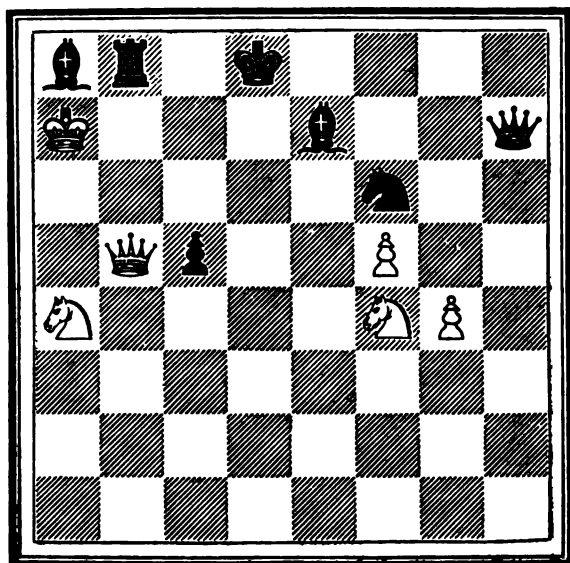
WHITE.



No. XIII.

White to win in Seven Moves.

BLACK.



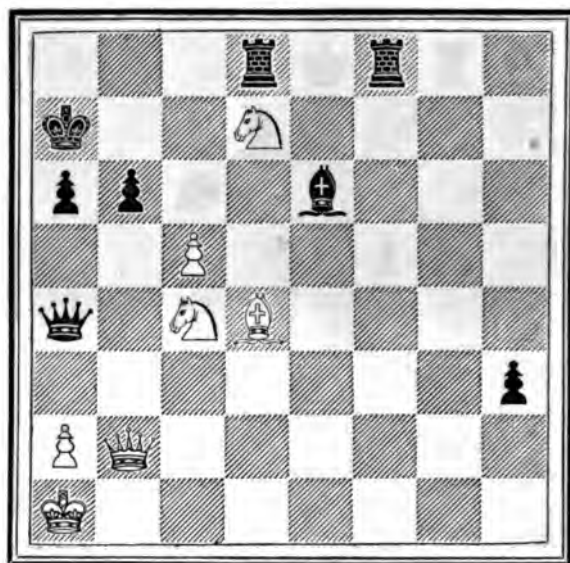
WHITE.



No. XIV.

White to win in Eight Moves.

BLACK.



WHITE.

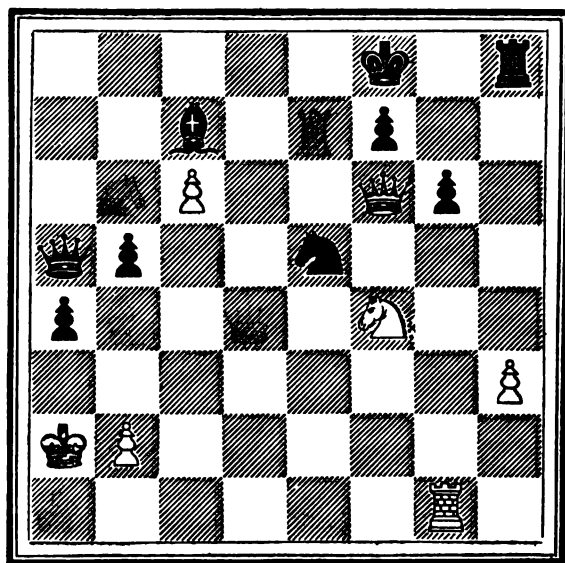




No. XV.

White to win in Eight Moves.

BLACK.



WHITE.

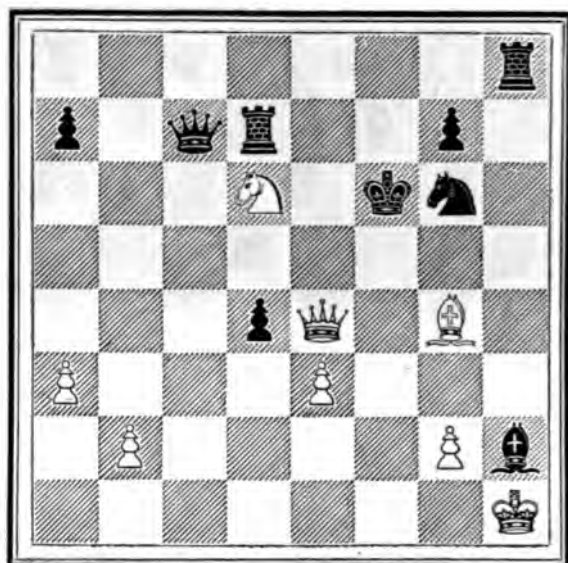


N N

No. XVI.

White to win in Eight Moves.

BLACK.



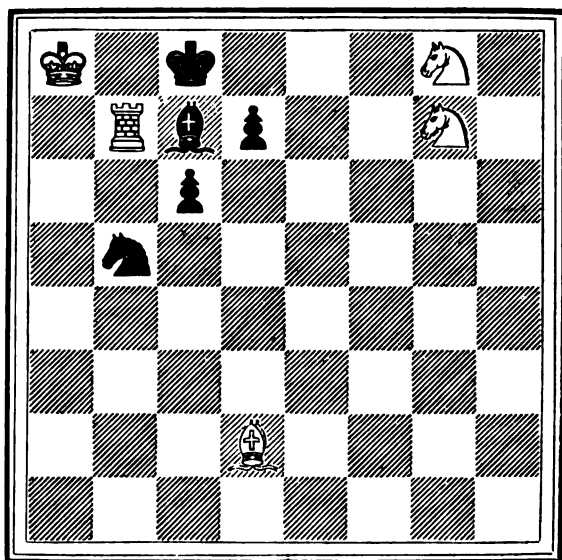
WHITE.



No. XVII.

White to win in Eight Moves.

BLACK.



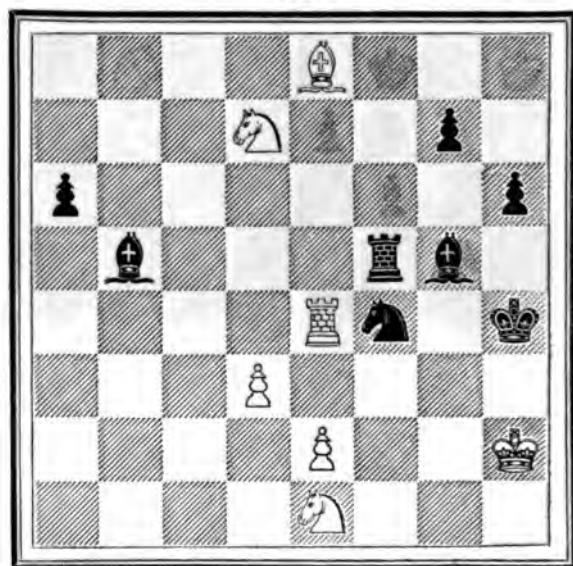
WHITE.



No. XVIII.

White to win in Ten Moves.

BLACK.



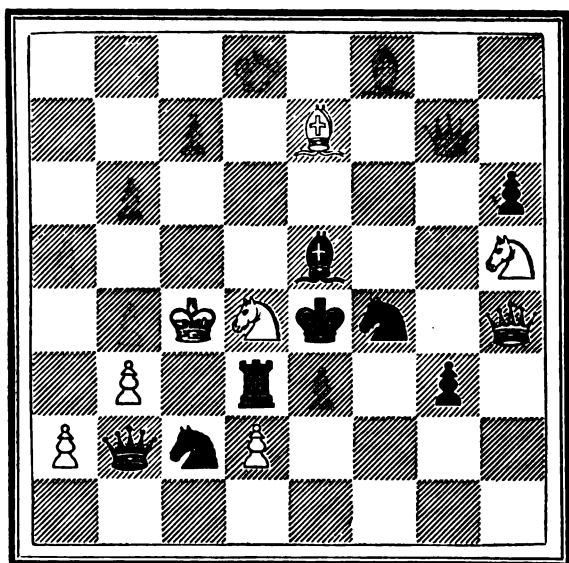
WHITE.



No. XIX.

White to win in Ten Moves.

BLACK.



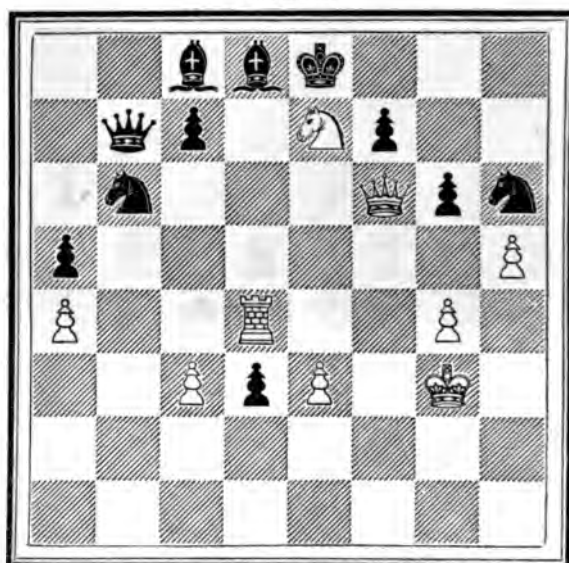
WHITE.



No. XX.

White to win in Ten Moves.

BLACK.



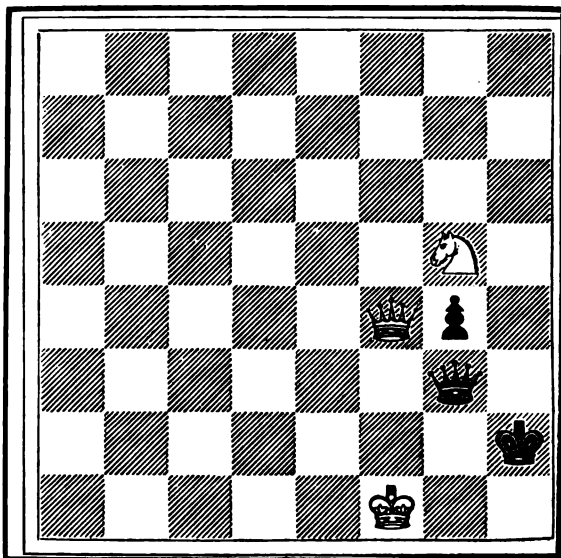
WHITE.



No. XXI.

White to win in Eleven Moves.

BLACK.



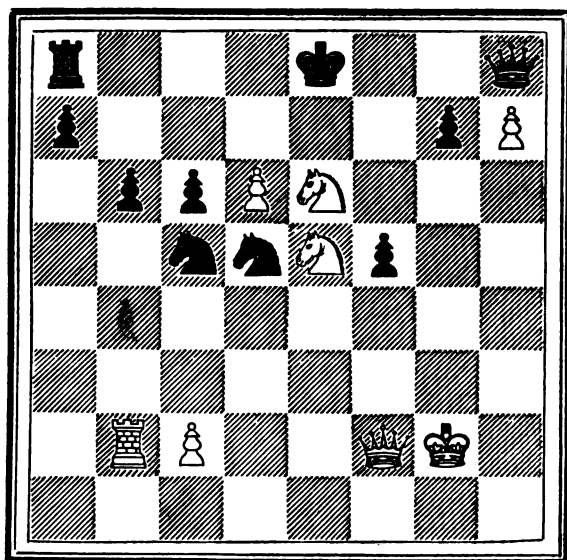
WHITE.



No. XXII.

White to win in Eleven Moves.

BLACK.



WHITE.

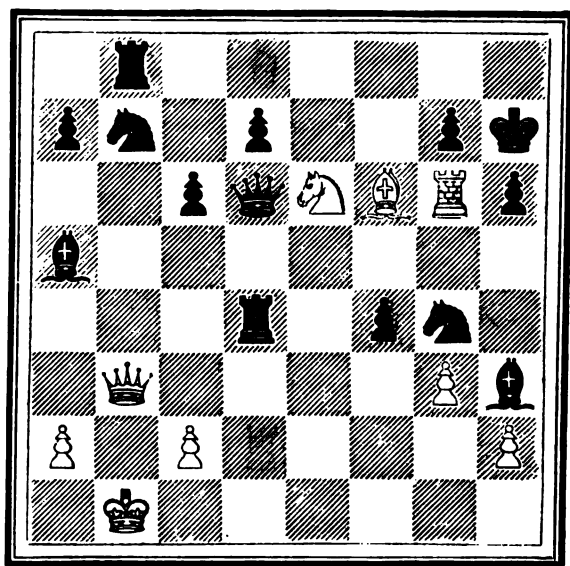




No. XXIII.

White to win in fifteen moves.

BLACK.



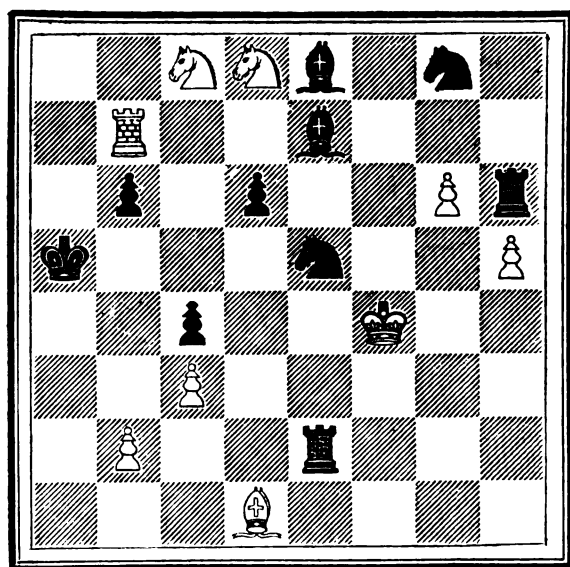
WHITE.



No. XXIV.

White to win in Seventeen Moves.

BLACK.



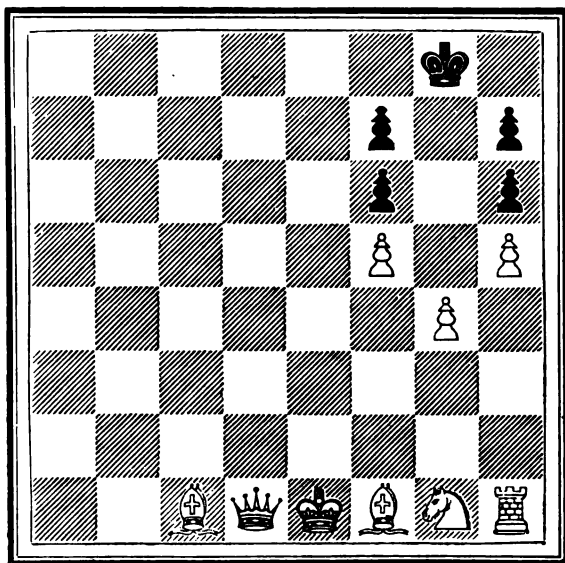
WHITE.



No. XXV.

White to win with K. Kt. Pawn in Fifty-one Moves,  
WITHOUT ANY BLACK PAWN BEING TAKEN OR MOVED.

BLACK.



WHITE.



[www.libtool.com.cn](http://www.libtool.com.cn)

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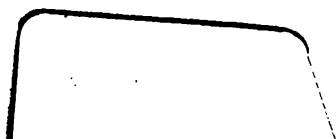
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