Yours Sincerely
James M

THE

ART OF CHES

BY

JAMES MASON,

Author of "Principles of Chess," &c.

THIRD EDITION, REVISED AND ENLARGED.

LONDON:

HORACE COX,

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THE

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IN

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BY

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PREFACE.

In the course of the following pages the endeavour has been to so present the subject that it may reasonably satisfy the requirements of the many students and advanced players who look for Chess in books. Any apology for the method pursued would be either needless or useless. It is identical with that employed in "Principles of Chess"—a work which has already received the cordial approval of the public, including the leading experts throughout the world.

As to the matter—the subject-matter. This is of the highest class. No effort has been spared to render it practical, probable, reliable, and recent. Following the method above referred to, it will be found arranged in regular progression, under three heads, inversely corresponding with the general course of the complete game.

In Book I., which is truly little less than a comprehensive treatise on the Ending, the latest results obtained in master play are embodied. The stock illustrations of important ideas have been thoroughly overhauled, and those appearing faulty amended; some being dropped altogether, and replaced by specimens more suitable to the knowledge, purpose, and spirit of the times.

Then, gradually merging into the Middle Game, Book II., with the exception of a few striking examples

from the play of Morphy, Anderssen, Kol great masters, now no more, the whole o Combination, is selected from the best p present day and generation, in the way of a Chess.

And similarly in the case of the Openi This part excepted, the work may at firs vantageously perused without the chessb majority of instances the given lines of enough to be run through from the diagr board should, of course, be used by the ir such matters; and for closer or more exhau tion when the subject is to be really *studied*

London, *April*, 1898.

In the present edition useful additions h of fresh matter produced since the issu edition, whilst the whole volume has be overhauled, bringing up the work as near perfection.

The untimely death of the author compe recourse to competent hands in arranging the present edition as desired and outlined Having entrusted Mr. Hoffer, the chess *Field*, with this task, we are confident tha performed satisfactorily all round.

London, *May*, 1905.

CONTENTS.

II.

THE MIDDLE GAME.

III.

THE OPENING.

METHOD.

That due knowledge of any subject not perfectly simple in itself implies exact knowledge of its elements or parts is a truism remarkably appropriate to chess. Now to form just ideas of the parts or elements of which chess consists, it is necessary to consider them each separately at first, and not to confound them all into one view, so that, as it were, we cannot see the wood for the trees. A player in a fog as to the movements of two or three pieces—what will he do with two-and-thirty? But having mastered the parts, then a correct method will enable us to trace their connections and interactions, until we may eventually perceive them working together according to that controlling principle of unity in diversity which is the last to be discovered in the actual game. Well, the acquisition of this knowledge through study is one thing; its application in practice, "over the board," is another very different thing. We must apply our knowledge as a whole, as best we may, to the interpretation of facts and ideas of play as they appear to us from move to move on the field of conflict; but that knowledge must have come to us by degrees, in the way of better perception, rounding into sounder judgment of position and general strengthening of our chess powers.

The primary notions in chess are simply those fundamental to the human mind—notions of time, force, and space—but all within certain definite limits. The space we know, represented by the board, is limited; the force we know, figured or symbolised by the men, is limited; and the time, measured by the moves as units, we also know is limited—and this "time" is the crux of the matter. For the board and men, the space and force at work within it, are open to observation of master and tyro, equally—the one may see as much as the other; but there will be a difference in their perception of *time*, and this will produce a difference in ideas, which will affect the moves and make all the difference in the play. You know the board, and you know the men in their various relations; what you are uncertain of is how these can be best utilised for the great purpose of the game—checkmate. You want to know the time—to be in time to checkmate your opponent; to move as long as he can move, or until he can move no more—thus either winning or drawing.

If you are threatened with mate on the move, and can make no move to stop it, you have no time. If you undertake to do in two or more moves something requiring two or more moves and *one* more for its accomplishment, then you will be short of time, have *no* time for that undertaking—and should fail. For we commonly say we have no time when, of course, we have all there is—only this happens to be insufficient for the attainment of our object. Thus considered, we find that time in chess is nothing else than ability to do or endure; is, in fact, the thing itself, because, strictly speaking, no time no

game. How to get at the heart of this mystery of time should be the great endeavour of the student.

In the study of chess from books, method is of the first importance. For want of method—right method—even much study may prove vain. Now, hurry, especially in or about the beginning, is the deadly enemy of method; through eagerness of progress the student most easily misses his way. Nothing in the first division of the subject, Book I. of this volume, should be passed over until it has become clear—either that it *is* clear—or something otherwise. For if, with reasonable application, the reader can make nothing of the matter, he should pass on—perhaps charitably suspending his judgment for a new trial. Wrong sense or nonsense is not too scarce in chess writing, nor should any such be mistaken for genuine difficulty by the discerning reader.

What is wanted, not only in chess study, but in chess play, is a groundwork of clear and determinate ideas as to the final object of the game—checkmate. It is a principle of experience, if we reflect upon what passes within our own minds, that the clearer an idea is, the more fruitful it is in producing other ideas, and increasing our knowledge. And the simpler the idea the clearer, if only it be attentively considered. We should, first of all, be intent upon the end at which we would arrive, if we would best avail ourselves of the means of getting there. Thus, in chess, it is the end we should consider first, so as to more easily master the simple ideas of the game, that we may become readily familiar with them, in order to go on with confidence to their combination or involution. Again, if you do not *know* what to do with three pieces, what about thirty-two?

It is towards the end of the game that
least difficulty in perceiving the importance
combination, and it is there it should be st
outset. If you do not study it there, very lil
never really *know* anything about it, except v
told, and this will do you little good in chess
go to decide upon a subject without troubl
examine what it is, then at best we only info
of what is said about it; and our judgment
founded on nothing more than a sort of
imagination not reflected by the facts. If t
in the reports we rely upon, then that error
own; and this again in its turn confirms er
The mistake of one becomes a public mistal
it is consecrated; so that he must needs be
who would question it, or even refuse it
We should always examine and judge for ou
fairly practicable; lest, when we *must* do
ourselves compelled to grope in the dark a
at random. Master the end, the great cer
checkmate, with its approximate conditions
will be able to judge of its more remote ci
implied in wider combination, and so on, unt
at the indeterminate opening with an autho
own—the only authority that can be worth
you in the actual game.

Historically, in the action of the game,
comes first; but logically, in study, it con
player cannot play the opening any stronger
the middle game, and it may be worse than la
him to try. The most diligent application of

direction—to the opening, as arbitrarily severed and distinguished from the game as a whole—can at best only produce a spurious or immature kind of proficiency, the after effect of which is almost sure to be mischievous, in preventing the full development of the student's chess powers. Of all parts of the game, the opening, say the first dozen moves or so, is ever the least understood, even by the accomplished player, and it is just this part that the neophyte is usually recommended to master at the beginning. A more fatuous gripping of the wrong end of the stick it would be hard to imagine. It is as if the cadet were to devote himself to the mastery of the higher tactics or strategy of a grand army in the field, while yet innocent of company drill, or of the formations and evolutions of a single battalion. "There is nothing in war," said Napoleon, "that I cannot do with my own hands. If there is nobody else to make gunpowder, I can manufacture it. The gun-carriages I know how to construct. If it is necessary to make cannon at the forge, I can make them. The details of working them in battle, if necessary to teach, I shall teach them." Well, if he had not understood, or been able to do these things, could he have been the master he was, and where would his "openings" have landed him? He could never have got as far as Waterloo.

Combination is defined as two or more moves having a common object, whether offensive or defensive, and it may have place anywhere or everywhere in the game. For instance, if 1 P—K 4, P—K 4; 2 B—B 4, B—B 4; 3 Q—R 5, Kt—K B 3; 4 Q×B P mate; or 1 P—K Kt 4, P—K 3; 2 P—K B 3, Q—R 5 mate—there is combination with adverse King as the common object, successfully

attained. In the one case there is a kind of accidental connection between the purely developing or opening, 1 . . . . P—K 3 and the attacking 2 . . . . Q - R 5 effecting mate; whereas, in the other, the united action of Bishop and Queen upon the weak point K B 2 clearly indicates *design*, which is of the essence of combination properly so-called. But it is not with combination of this sort, having for its object any such capital advantage, that we are here chiefly concerned; but rather with combination looking to advantage in the ending, such as usually characterises a well-played game.

The business in the opening is to prepare for the middle game; the business in the middle game is to prepare for the ending—always supposing a well-played game. In this the end governs, it is to the end the master player must look continually—when opposed by a foeman worthy of his steel. Hence the faculty of ready and accurate perception of the ending likely to be deduced from the more involved mid-game position is of much importance. With this you will pretty well know when to play for the ending, in which a win or draw may be fairly demonstrable; and what kind of ending, where there is choice, as there generally is, in course of simplifying the more complex position. Moreover, as suggested, perceiving the ending, as such, to be unfavourable, you will know when to shun it, if practicable; when to at once challenge decision of the contest by bold, attacking combination, rather than protract in mere defence, only delaying, not averting, the catastrophe.

As ending is to middle game, so is middle game to opening. Particular investigation of this last should be

postponed until its logical antecedents have been considered, if we are to be properly equipped with data absolutely necessary to make such investigation a success. But you may hear someone say, "Oh, what I want to know is how to untie my pieces at the start. If I could only get over the opening—this middle game combination is all very well, no doubt—but, *if I could only get there!* This is *my* difficulty—it is in the opening I am puzzled." Now, whoever talks like that is most likely a victim of misplaced confidence. If you watch his play, you will rarely find him engaged in an ending worthy of the name. What you will often find, however, is that his victories and defeats, wherever they occur, are very much matters of chance. Not having given sufficient attention to combination, either in the ending or the middle game, he is utterly at sea in the opening; unequal to any firm grasp or forecast of position there, consciously uncertain of his bearings, and unable to make out any steady or consistent course. Whether he lands safely, or whether he goes down, it is all one—something of an accident; because he has no good working idea of "what for"—of *where* he is bound from the beginning of his voyage. In nine cases out of ten such a player has been *studying* the opening first, memorising moves, variations, and "brilliancies" *ad nauseam;* galloping on the road to *fancied* improvement, like (in "John Gilpin") "the postboy's horse right glad to miss the lumbering of the wheels."

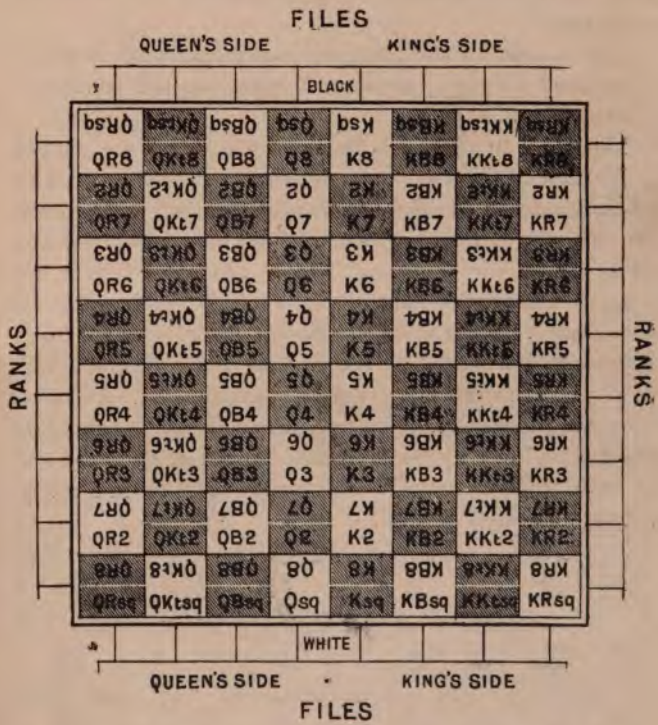
General maxims of play being for the most part based only on a preponderance of experience, implying a sort of superior probability in their favour, taken broadly, should be received with caution. In the main they are right

enough, but in any particular case they may
or overborne by particular circumstances; in
their application will, of course, be nugatory o
a responsibility thrown upon them they are
bear. Besides, the player may have ideas
himself, or so residing in his mind as to defy
These he should allow as modifying the
more or less; thus imparting the sanction
individuality to his play.

For the reader not familiar with the tech
printed chess the following explanatory acc
notation used in the present work is appended

Of the chessboard, the lines of squares upo
forces are originally disposed, together with th
to them, are called ranks. In the original posi
we have the four central ranks vacant. Th
squares running from White to Black, or per
to the ranks, are called files. The ranks ar
from 1 to 8, and the files are named from
standing on their extreme squares in the origi
(*i.e.*, the position in which the chessmen are
preliminary to the game). The oblique lines
or those in mere angular contact, are called
Squares in diagonal are of the same colour, an
two to eight in number. Moreover, every sq
chessboard is named from the Pieces that st
file in which such square is, in the original p
numbered from the rank in which it is—and t

parties, each reckoning from his own base of operations. Ultimately the designations of all the squares—and of all the forces—may be referred to the King and Queen.



A thorough understanding of the board is of the first importance, as without it no progress in chess worth the labour is possible. In this matter it is that the

young player most commonly errs at the very outset. Mistaking more or less familiar acquaintance for accurate knowledge, he assigns the board a secondary place in chess economy, whereas by right and in fact it should come first.

The scheme on the previous page exhibits the board as considered for the purposes of notation, and merits the closest attention.

The rank upon which the player's Pieces are ranged is his first rank; that upon which the Pawns are drawn up is his second rank; the middle four, or vacant ones, are his third, fourth, fifth, and sixth ranks; the one upon which the opposing Pawns are stationed is his seventh rank, while his eighth rank is the first of his adversary's. Thus there is a double designation for every square, and a study of the scheme until this is firmly fixed in the memory is strongly recommended. Observe however, there is a rapidly growing tendency to substitute the figure 1 for sq. (thus Q R 1, instead of Q R sq, and so on), a tendency which, if only on the score of uniformity should ultimately prevail.

BOOK I.—ENDINGS.

Notes on the Opposition.

[By EDWYN ANTHONY, Hereford.]

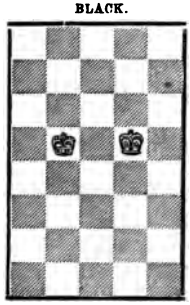
THE subjoined Definitions and Propositions have been put together to help the chess student in forming clear ideas about the Opposition of the Kings, a subject which, in the writer's experience, is often found to be difficult. In what follows the board is supposed to be free, *i.e.*, to have the Kings alone upon it.

DEFINITIONS.

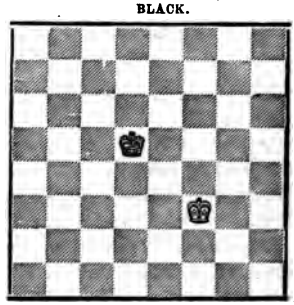
Definition I.—When the Kings directly face one another, either vertically, horizontally, or diagonally, and with only one square between them, the player NOT having the move is said to have THE OPPOSITION.

Definition II.—To distinguish between the different ways in which the Kings may face one another with one square between them, we may call VERTICAL OPPOSITION to be when they do so vertically;

The Vertical Opposition.



The Horizontal Opposition.



The Diagonal Opposition.

HORIZONTAL OPPOSITION when they do so horizontally; DIAGONAL OPPOSITION when they do so diagonally; and DIRECT OPPOSITION when they do so either vertically or horizontally, but NOT diagonally. (It is plain that the position of the Kings, relatively to one another, is the same in vertical as in horizontal Opposition. In fact, by giving the board a quarter turn the one becomes the other.)

Definition III.—When the Kings have between them any ODD number of squares greater than one, the player NOT having the move is said to have THE DISTANT OPPOSITION.

The Distant Opposition.
Kings on squares of the same colour.

The Distant Opposition.
Kings on squares of the opposite colour.

PROPOSITIONS.

Proposition I.—The player who has the Opposition can always retain it.

Proposition II.—If a player abandon the Opposition, his opponent can instantly seize it.

Proposition III.—When there are TWO squares between the Kings, the player with the move can instantly seize the Opposition.

Proposition IV. — When there are THREE SQUARES OR MORE between the Kings, neither player can gain the Opposition, and the player attempting to do so will yield it to his adversary.

Proposition V.—The player with the Opposition cannot force his opponent to a side of the board, but he can GO BY HIM, while the

latter cannot do so against the will of the former. Note, however, that IN GOING BY, he loses the Opposition.

Proposition VI.—Vertical Opposition cannot be changed into horizontal Opposition against the will of the adversary, nor conversely. But direct Opposition can be turned into diagonal Opposition; and conversely, diagonal into direct. (To avoid it the opponent must retreat his King. When he gets to a side of the board in the first case, and to a corner square in the second, he can no longer prevent the change.)

Proposition VII.—THE DISTANT OPPOSITION cannot be retained. Each player can if he pleases seize it every time he moves. (Obvious because, whether the number of squares between the Kings be odd or even, the player with the move can always play so as to make the number odd.)

Proposition VIII.—The player with the move can always seize the distant Opposition, or of course the Opposition itself, if only two squares intervene between the Kings. (This is virtually the same proposition as the preceding one.)

Proposition IX.—If on each move the Kings approach one another, the player who started with the Distant Opposition can advance last without yielding the Opposition to his adversary.

The chief points to bear in mind in actual play appear to be:

(1) You can gain the Opposition on the move or not at all.

(2) If you give it up, your opponent can seize and retain it.

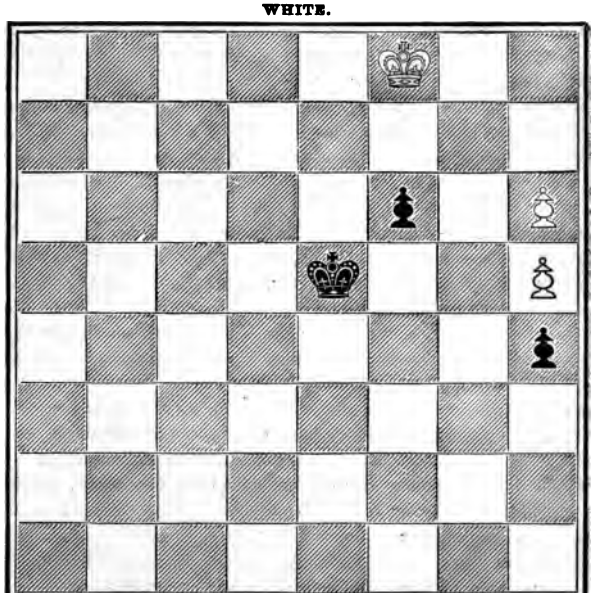
(3) If the Opposition cannot be seized on the move, neither player can ever obtain it against his adversary's wishes, and attempting to do so will yield it to the opponent. And

(4) If you have the Distant Opposition, you can advance last without yielding the Opposition to your opponent.

The modifications of the foregoing principles, which arise when other men are on the board besides the Kings, must of course be considered in each individual position; an indispensable preliminary, however, for rightly dealing with the almost infinite variety of end-game play, seems to be a precise understanding of the simple case where the rival monarchs stand alone.—*British Chess Magazine, Vol. XIX., year* 1899.

Pawns v. Pawns.

WHITE.



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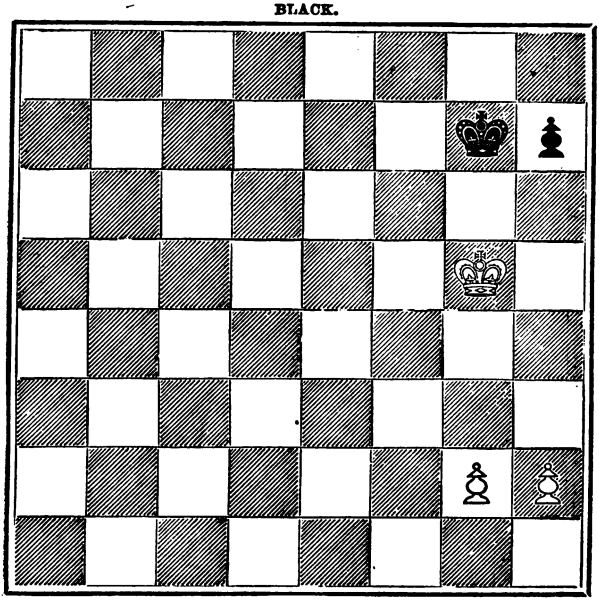
To win here Black must "lose a move," thus making it his antagonist's turn to play, *from this same position*:—1 . . . . K—B 4; 2 K—Kt sq, K—Q 4; 3 K—B sq, K—Q 5! Now, anything but K—B 2, and . . . . K—Q 6 wins forthwith. 4 K—B 2, K—B 5; 5 K—B sq, K—Kt 6; 6 K—Kt sq, K × P (R 6); 7 K—B 2, K—Kt 5; and will take the remaining Pawn, if necessary, winning. With the White Pawn at Q R 2, instead of R 3, the position would be an easy draw. Finish of tournament game by Dr. S. Tarrasch.



White wins because he has the opposition on the enemy's ground; and power over it, in the variation of movement possible to his Pawns. If Black checks, then, after K—B 5 and advancing his Rook Pawn, blocking, White will gain the Pawn by playing to Kt 6 with King, an easy process. Hence Black moves Pawn only when forced—1 . . . . K—Kt sq; 2 K—R 6, K—R sq. In this situation, White must arrange so as to reach Kt 7 with a Pawn in an *even* number of moves —or so as not to give check when arriving there. Black King's alternate moves from R sq to Kt sq will be *odd;* therefore, to avoid checking at the seventh, the Pawn must go there in an even number of moves, inclusive of the first. The exchange at Kt 6 (if any) does not affect the reckoning, and may be neglected. As it happens, the two Pawns move as rapidly as possible, and then press steadily onward, one of them arriving at Kt 7 in reply to . . . . K—Kt sq, and winning of course. If White begins, then any move will do—like result.

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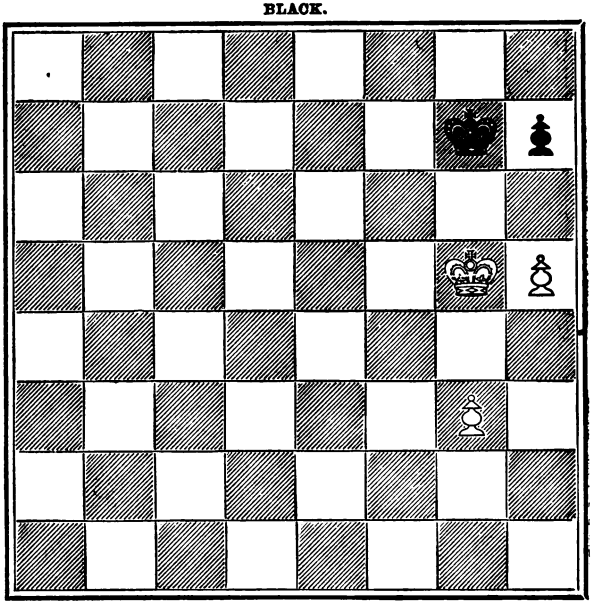

WHITE.

A drawn game. White has no power in reserve over the move, such as in the foregoing example; or as he would have if either of his Pawns now held its original square, or if his Rook Pawn were yet nearer home. For, that being so, he could win; as in the position opposite.

1	K—B 2!
2 K—R 6	K—Kt sq, and draws.

White cannot vary his movements so as to arrive at the seventh without checking. But 1 .... K—Kt sq would lose for Black.

If, in the diagram, 1 .... K—B 2! 2 K—B 4, K—Kt 2; 3 K—B 5, K—B 2; 4 P—Kt 4, P—R 3! and White cannot win. His Pawns are in diagonal, with the foremost one blocked, and Black has the opposition. Otherwise he would lose. But, as it is, he can face his opponent, drawing. For if White King goes away, then ... K—B 3 and perhaps K—Kt 4, &c., and the White Pawns can do nothing.

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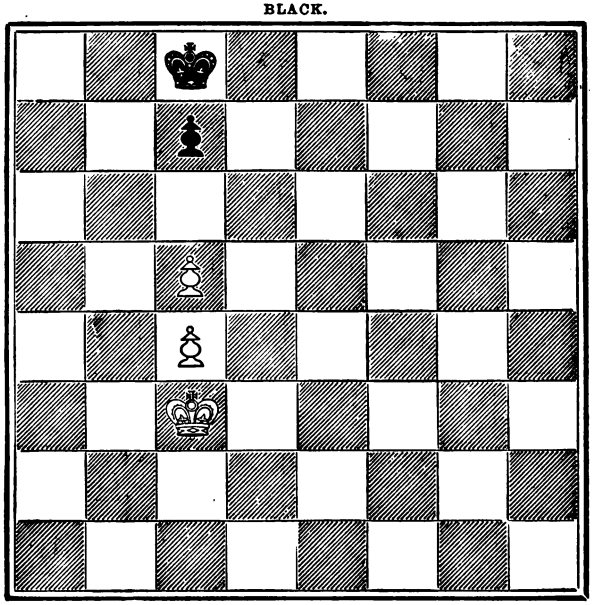

WHITE.

Here White wins by first limiting the action of the hostile King, and then manœuvring so as to attack the Pawn :—

1 P—B 6!	K—Q sq	5 K—Q 4	K—B 3
2 K—Kt 4!	K—B sq	6 K—K 5	K—Kt 3
3 K—Kt 5	K—Kt sq	7 K—Q 5, and will reach Q 7,	
4 K—B 5	K—R 2	with results obvious.	

If 1 . . . . K—Kt sq, then either 2 K—Kt 4, or 2 K—Q 4, leads to a win; but if 1 . . . . K—Q sq, as above, White King should play to Kt 4, or on the opposite side. If Black had more room—as if all the forces stood on one of the two centre files—or if it were his move, White could not win by playing King on the same file with his adversary. He could then be effectively opposed and could be kept away from the Pawn.

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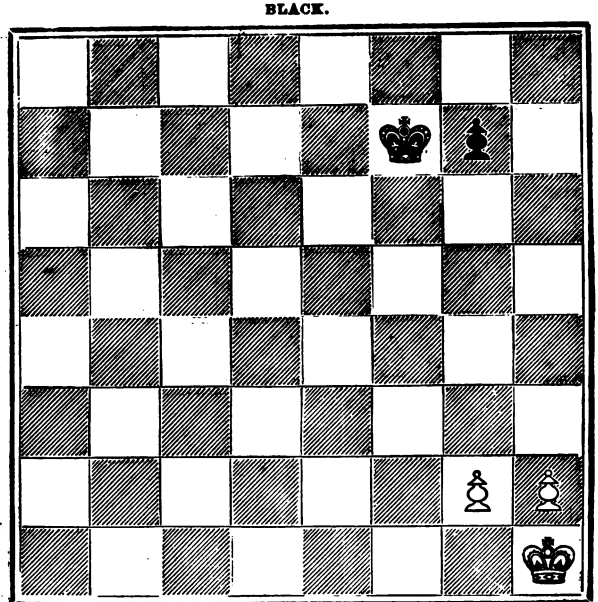

WHITE.

The rule is that two Pawns win against one, the single Pawn opposed not being on the Rook file; but, of course, there are exceptions, as where the united Pawns are formed in diagonal, with the foremost one blocked, and the Kings in strict opposition. In situations analogous to the above, however, the stronger party wins, playing first or not:—1 . . . . K—B 3; 2 K—Kt sq, K—B 4; 3 K—B 2, K—B 5; 4 K—K 2, K—K 5; 5 P—Kt 3, P—Kt 4; 6 P—R 3, K—B 4; 7 K—Q 3, K—K 4; 8 K—K 3, K—B 4; 9 K—Q 4, K—B 3; 10 K—K 4, K—K 3; 11 P—Kt 4, &c., White being able to cross and take the Pawn.

Let Black Pawn not stir, King keeps to its support, in or about the corner. White attacks at B 7, forwards Pawns, and one goes through —Queening. See how this may be done, and how otherwise all defence fails. Five very important positions—to be *thoroughly* studied.

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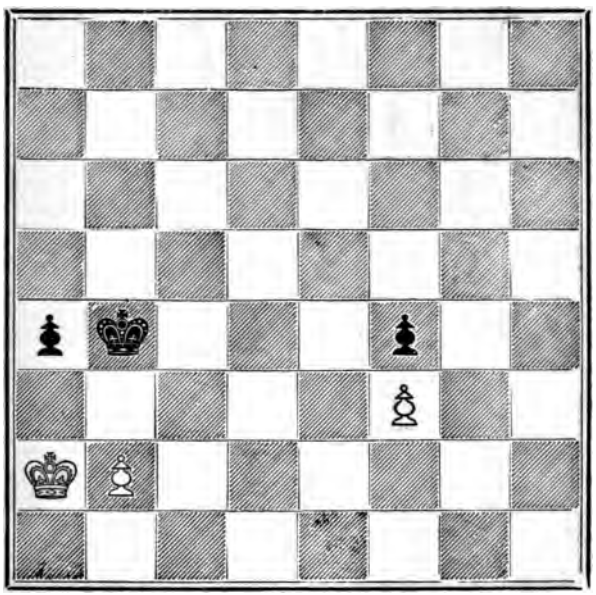

WHITE.

The above occurred in play to the Anglo-American master, W. E. Napier, and was continued:—

1 K—Kt sq	K—Kt 6
2 K—R sq	K—B 7
3 P—Kt 4! drawn game.	

It seems White could have moved 2 K—B sq and drawn. Also, that 2 . . . . K—B 5, to Queen his Bishop Pawn, would win for Black, both parties Queening. And further, that White could win or draw by 3 K—R 2, in reply to 2 . . . . K—B 7 of his opponent, &c. A curiosity.

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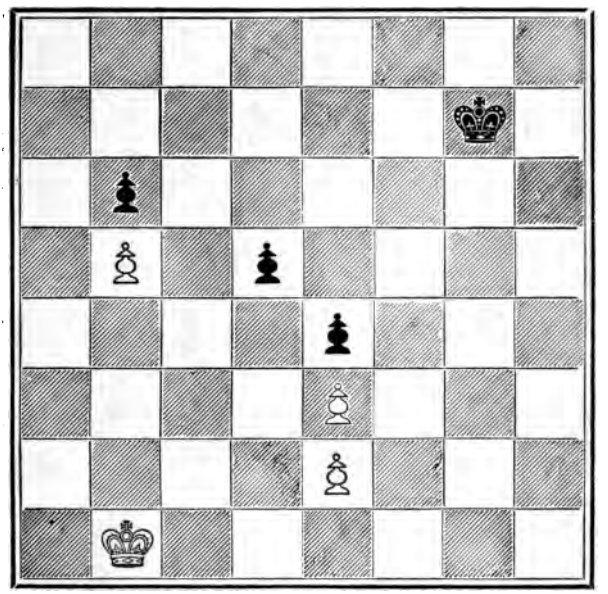


WHITE.

White to play and win?

A problem in Pawns, by C. D. Locock. The "Opposition." He says: [*Note.*—All White's moves are forced, except where otherwis stated. If Black had the move in the above position he would wi at once by K—Kt sq (or Kt 3).]

1 K—R sq

If 1 K—Kt 2, K—B 3 wins. If any other move, 1 . . . . K— wins.

1 . . . . K—Kt sq

2 K—Kt sq

If 2 K—Kt 2, K—B sq wins.

2	K—Kt 2
3 K—R sq	K—Kt 3
4 K—Kt sq	K—Kt 4
5 K—B sq	

If 5 K—B 2, K—B 4 wins.

5 . . .	K—Kt 5
6 K—Q 2	

Or anywhere else except B 2.

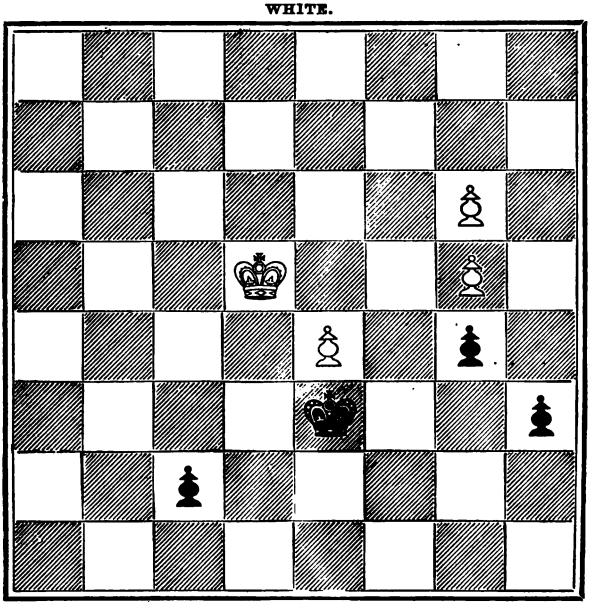
6	K—B 4

If 6 . . . . K—Kt 6; 7 K—B 3 (or anywhere except K sq), K—B 7; 8 K—Q 2, K—Kt 8; 9 K—B 2 (or B sq), K—Kt 7; 10 K—B sq, and draws.

7 K—B 2	K—B 3
8 K—Kt 2	K—B 2
9 K—R 2	K—K sq
10 K—Kt 3	K—K 2
11 K—R 3	K—B sq
12 K—Kt 2	K—K sq
13 K—R 3	K—Q sq
14 K—Kt 4	K—Q 2
15 K—R 4	K—K 3
16 K—Kt 3, and draws.	

A complete demonstration of the above ending may be found in he *British Chess Magazine* for September, 1902.

WHITE.



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In this, and all cases similar to it, the player whose King is nearest the fixed Pawns, after the necessary exchange of the free ones, has the advantage. Black wins :—

1 . . . . P—B 3 2 K—Q 4 P—B 4, &c.

If White moves first the result is the same; he must lose. He is compelled, sooner or later, to take the Pawn. Black takes also, and is then able to reach the remaining ones, and Queen, before his opponent can effectively arrive at the scene of action. In the present instance, however, White's doubled Pawns are comparatively strong; so that it is important that he should not be allowed to take the free Pawn wherever he chooses. If, *e.g.*, 1 . . . . P—B 4+, he could take it on his own side of the board, and still draw the game—2 K—Q 4! P—B 5; 3 K—K 4, P—B 6; 4 K × P, K × P; 5 K—K 3, and, with the help of his Pawn commanding B 4, he can hold Black at drawing distance.

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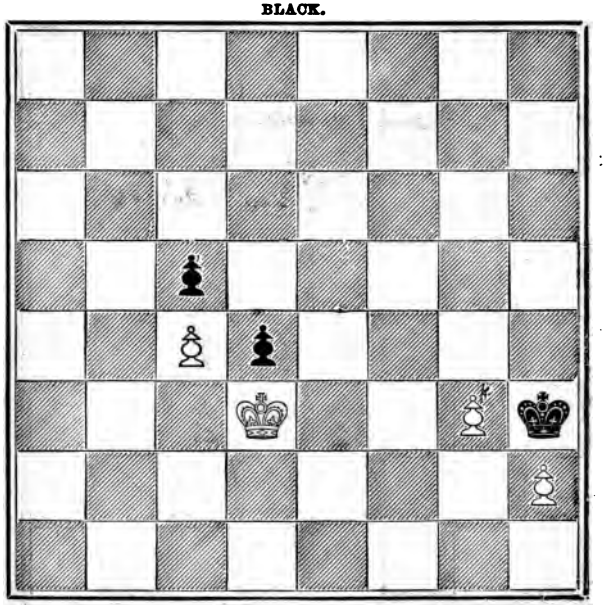

WHITE.

From "Chess Studies and End Games" (Horwitz and Kling), Prof. Wayte's edition, London, 1889 :—

1. K—K 4	K—Kt 5	9. P—Kt 5	K—Kt 2
2. P—R 4	K—R 4	10. P—Kt 6	K—R 3
3. K—B 4	K—R 3	11. K—Kt 4	K—Kt 2
4. P—Kt 4	K—Kt 3	12. K—Kt 5 !	P—Q 6
5. P—R 5 +	K—R 3	13. P—R 6 +	K—R sq
6. K—K 4	K—Kt 4	14. K—B 6	P—Q 7
7. K—B 3	K—R 3	15. K—B 7	P—Q 8=Q
8. K—B 4	K—R 2	16. P—Kt 7 +, &c., mating.	

The winning method is evident. Opportunities for its application in every day play often occur, and are sometimes neglected. The next two positions are won in like manner.

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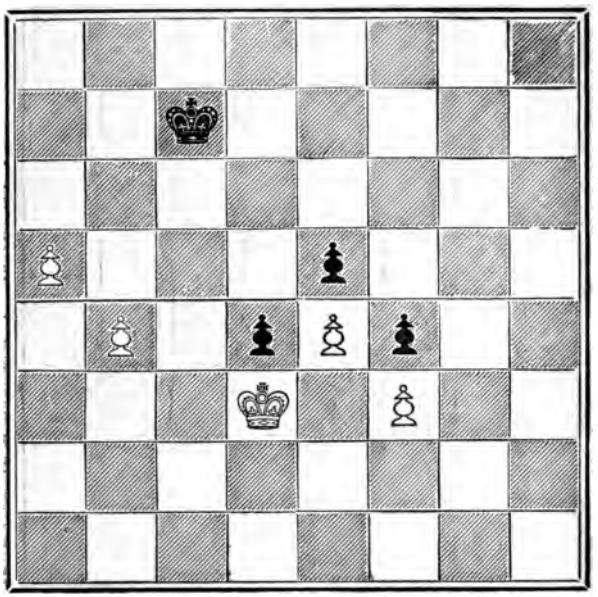

WHITE.

White wins:—

1 K—B 4	K—B 3
2 P—Kt 5 +	K—Kt 2
3 P—Kt 6	K—B 3
4 K—Kt 4	K—Kt 2
5 K—Kt 5 !	P—Q 6
6 P—R 6 +	K—Kt sq
7 K—B 6	P—Q 7
8 P—R 7 +	K—R sq

9 K—B 7, and mates in three moves.

In this and positions immediately preceding and followi modes of winning are strikingly similar, if not identical.

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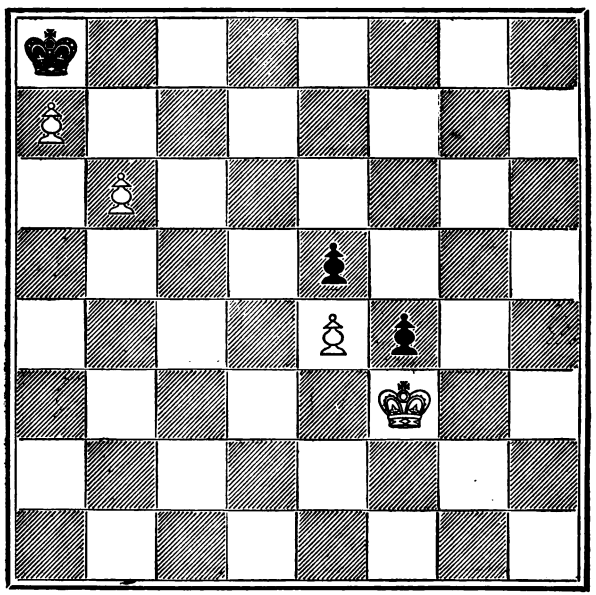

WHITE.

As in the two examples just previously cited, Black loses. Whether or not he moves first makes no difference :—

1 K—K 2	K—Kt 2
2 K—Q 3	K—R sq
3 K—B 4	K—Kt 2
4 K—B 5 !	P—B 6
5 K—Q 6	P—B 7
6 P—R 8 = Q +	K × Q

7 K—B 7, and mates in three more moves.

That the player attempting to win in this way should be sure of his distances goes without saying, and it is obvious that he cannot succeed if his opponent's free Pawn goes to Queen on a Knight file, thus commanding Kt 3, or the square on which the mate is to be effected.

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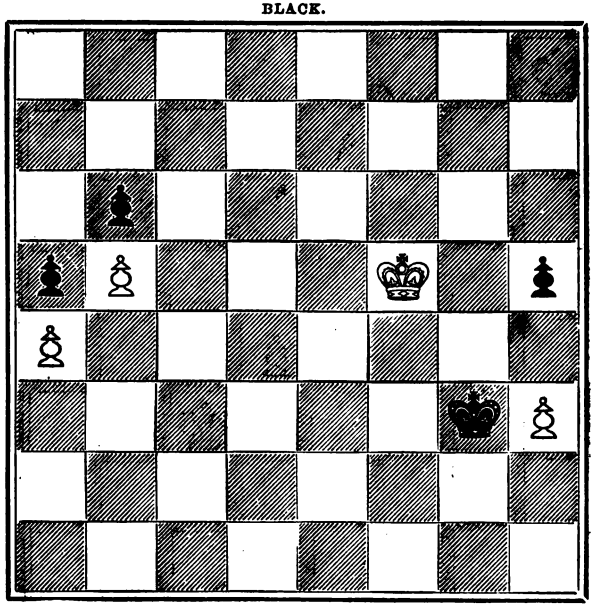

WHITE.

Given in Prof. Wayte's edition of "Chess Studies and End Games" (Horwitz and Kling). A position easily arising in actual play. At first sight, it looks as though Black should win. But the game is drawn:—

1	K—K 4!	K × P	8 K—R 8	Q—K 5
2	K—Q 5!	K—Kt 5	9 K—R 7	Q—Q 5+
3	K—B 6	P—R 5	10 K—R 8	Q—Q 4
4	K × P	P—R 6	11 K—R 7	Q—B 4+
5	K—R 7!	P—R 7	12 K—R 8	Q—B 3
6	P—Kt 6	P—R 8=Q	13 K—R 7	Q—B 2
7	P—Kt 7	Q—R 2	14 K—R 8,	

and Black is unable to win in the usual way, by forcing the King to Kt 8, because of his own Pawn. Other lines of play lose for White. As, for instance, 2 K—B 3, &c. Also, if 5 K × P? the Queen wins against the two Pawns with little difficulty. Try the experiment.

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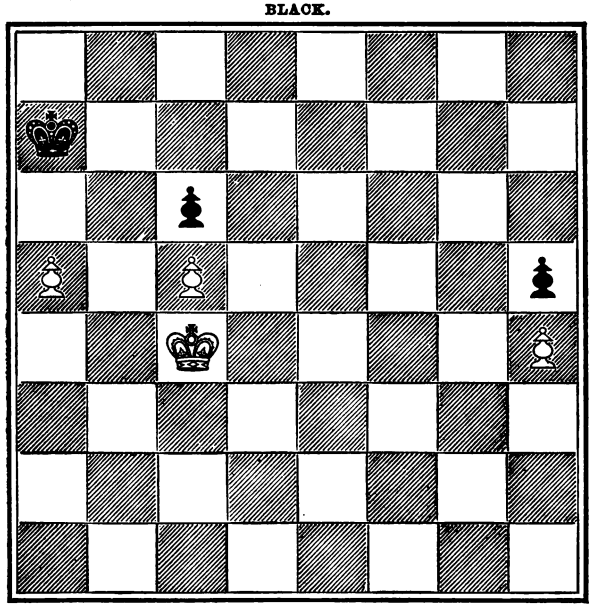

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White can do no more than draw. By going for the Rook Pa he may Queen; but, then, so may his adversary, and of course the will be no win. Clearly he dare not attempt capture of the Bish Pawn. If he does, he loses :—

1 K—Q 4	K—B 3	3 K—K 6	K—Kt 5!
2 K—K 5	K × P	4 K—Q 6?	K—Kt 4, a
		gains the Pawn, winnin	

After his second move, Black has two points of attack on the Paw whereas White has only one. 3 K—K 6 similarises the relations Kings to Pawns, bringing about a form of opposition *in which t party having the move wins.* He first attacks the Pawn diagonal and then in rank; and his adversary, being unable to defend agai the second attack, the Pawn falls. Of course, if 3 K—Q K—Kt 4! and we have the same thing a move sooner.

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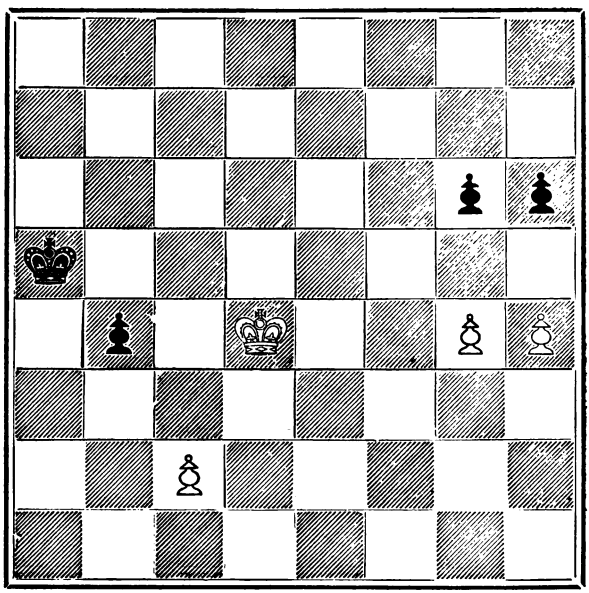

WHITE.

An apparent exception to the rule that where there is reciprocal capture of Pawns by Kings the one capturing nearest the side has the worst of it with respect to Pawns elsewhere balanced on the board!—

1. P—Kt 5	P × P	6. K—Kt 6	K—R 6
2. P × Q	K—Kt 4	7. K—Kt 5	K—Kt 7
3. K—Q 5	K—Kt 3	8. K × P	K × P
4. K—B 4	K—R 4	9. K—B 4, or 9	K—B 5, and
5. K—B 5	K—R 5	will gain the Pawn, winning.	

There are in reality *two* sides involved here, White's side and the Queen side; so that, after capturing, the Kings are equidistant each from *a* side; and White, having the move, has also a sort of combination of advantages quite sufficient.

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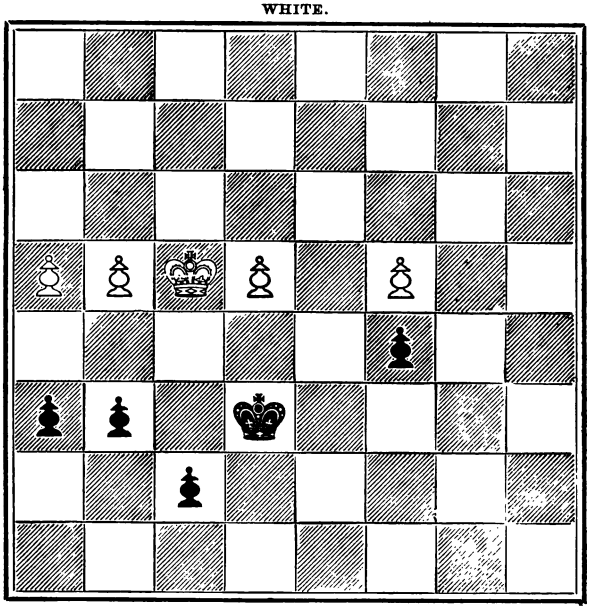

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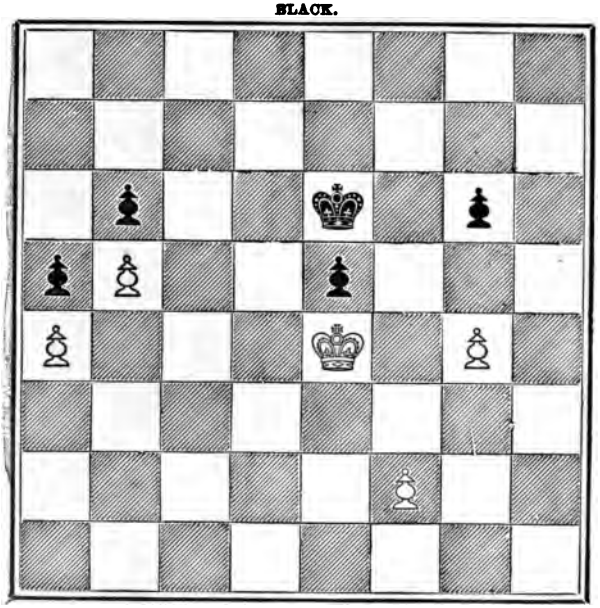
From Loyd *v.* Winawer, Paris Tournament, 1867. Properly, the game should have been drawn; but it was actually won by Winawer thus: 1 . . . . P—Kt 4+; 2 P × P, P × P+; 3 K × P, K—K 4; 4 K—R 6, K × P; 5 K—Kt 7?, P—B 4!, and whether White exchanges immediately, or when compelled after Queening, his remaining Pawn will be at Black's mercy, and loss inevitable. His error was in not retiring, instead of going forward to attack—perhaps with a notion of winning. Varying at the query, the draw is as follows: 5 K—Kt 5!, K—K 4 (if . . . . K—Q 5, and takes Pawn, each side will secure a Queen); 6 K—R 6 (preferably), K—B 5; 7 K—R 5, P—B 3; 8 K—R 4, and draws easily. Black cannot take the Bishop Pawn in time for winning. If he tries going behind, to K Kt 6, White may allow that, or prevent it, at will—drawing *or* winning. *E.g.*, 8 . . . . K—B 6; 9 K—R 5, K—Kt 6?; 10 P—Kt 5!, &c., winning. But, as said, neither party over-venturing, it is a perfectly even position.



This is drawn, whoever moves first. If 1 P—B 4, P × P; 2 K × P, K—B 3; 3 P—Kt 5 +, K—K 3, it is clear the opposition is useless to White—except so far as it enables him to keep Black from winning. If 1 P—B 3, then 1 . . . . P—Kt 4 draws, of course. So also does 1 . . . . K—Q 3; for, if White endeavours to win, he will lose—1 . . . . K—Q 3; 2 P—B 4?, P × P; 3 K × P, K—B 4!; 4 K—Kt 5, K—Kt 5; 5 K × P, K × P, and both will Queen; Black, however, remaining with a Pawn to the good, in a winning position. In this, it may be noticed, defensive play, on Black's part, loses—3 . . . . K—K 3?; 4 K—Kt 5, K—B 2; 5 K—R 6, K—B 3; 6 K—R 7, K—Kt 4; 7 K—Kt 7, K × P; 8 K × P, and will cross to the Queen side, winning.

Black, having the move, draws by 1 . . . . K—Q 3. To play the Pawn would lose—1 . . . . P—Kt 4; 2 P—B 3, K—Q 3; 3 K—B 5, &c., White Queening in time to win readily.

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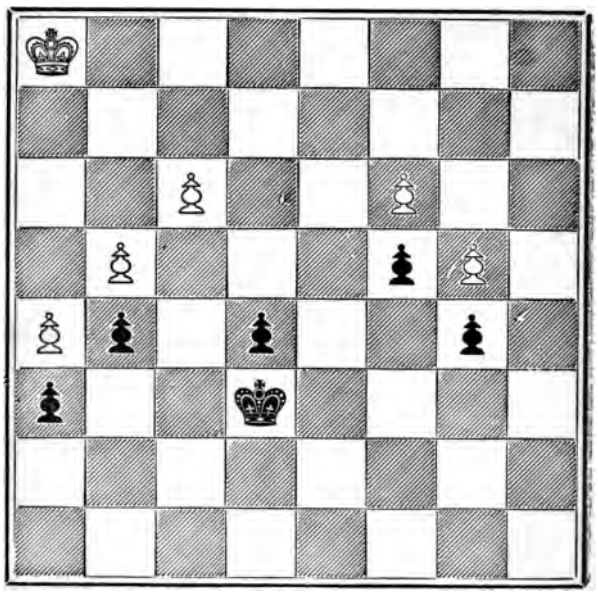

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Black wins :—

1 . . .	P—K 5 !
2 K—Kt 2	K—K 4
3 K—B 2	K—B 5
4 P × P	K × K P, and the White Pawns are defenceless.

The temporary sacrifice enables King to take the fifth rank, whence he can attack one or other of the unsupported fixed Pawns, winning. Even if there were no Pawns on the Queen side the position would be lost for White. A virtually isolated, moved, blocked Pawn, cannot be maintained by its King, if the adverse King can reach the rank in which such Pawn stands and attack it on either side. Here, when the support afforded by the Bishop Pawn is destroyed, the Knight Pawn becomes indefensible, and the game lost.

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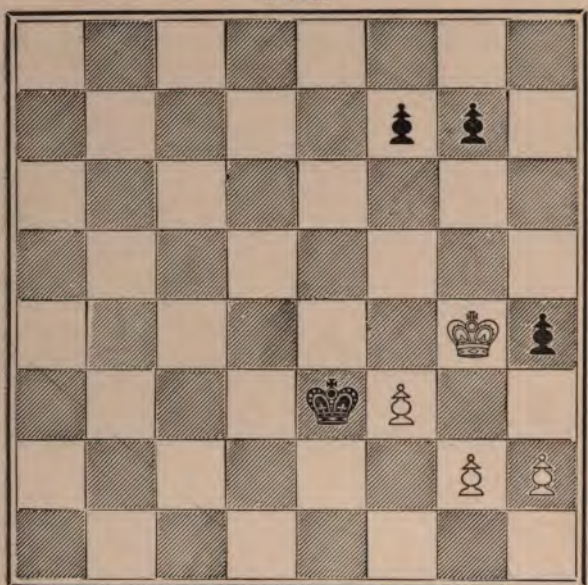

WHITE.

Black loses thus:—

1 K × P	K—B 7	4 K—Kt 4! K × P
2 K—R 3	P—Kt 3?	5 P—R 4, and next P—B 5, if
3 P—B 4!	P—B 3	Black King moves, freeing Rook Pawn and winning.

Also, 2 . . . . P—B 4?; 3 P—B 4! P—Kt 3; 4 K—R 4! K × P; 5 K—Kt 5, K—B 6; 6 P—R 4, K—Kt 6; 7 K × P, K × B P; 8 P—R 5, &c., winning. If, in this, 4 P—Kt 3? then 4 . . . . K—Kt 8 draws.

But the position *is* drawn, on its merits, Black playing correctly—*i.e.*, not so defensively. For instance, 1 K × P, K—B 7; 2 K—R 3, P—Kt 4!; 3 K—Kt 4 (P—B 4! draws), K × P; 4 K × P, K × R P; 5 P—B 4, K—Kt 6; 6 P—B 5, K—B 6; 7 P—B 6, K—K 5, and draws at least. 2 . . . . P—Kt 4 prevents the important 3 P—B 4, and partially restricts the White King, thereby saving the game.

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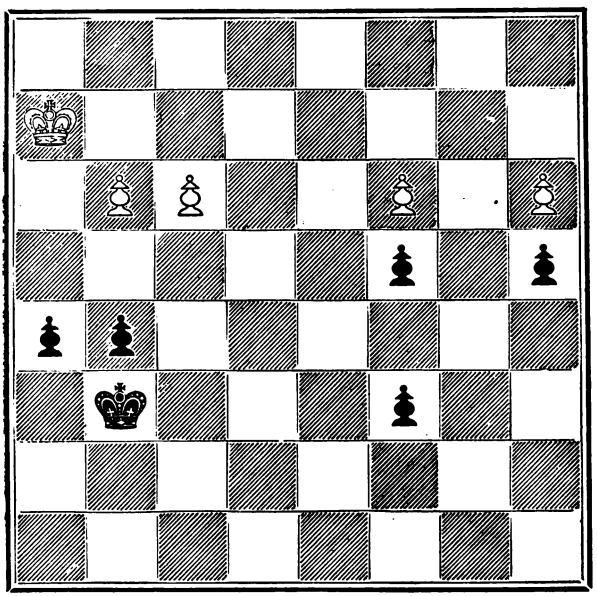

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Though Black's united Pawns are somewhat preferable to White's, being nearer the side, this advantage is too trifling, unless it can be combined with attack upon the other White Pawns, the King, for this purpose, passing either through the centre to Q 6, or *viâ* the Knight's file, K B 8, &c. The result depends upon the opposition, in a curiously persistent manner. If White King were now at R 3, the game (Black moving) would be drawn; but, *with his King at Kt* 3, the safe advance of Rook Pawn gives Black the victory.

1	P—R 5!
2 K—R 3	P × P

Almost needless to say, 2 P × P?, P × P; 3 K—R 3, K—B 4 4 K × P, K—B 5, &c., would lose for White sooner. [Over.

3	K × P	K—B 4
4	K—Kt 2	K—B 5

Better than 4 K—B 2, which at once gives away the opposition. If Black had no reserve move on the Queen side now he could not win the game.

5	K—B 2	P—B 4!
6	K—K 2	K—Kt 6
7	K—K 3	K—Kt 7

Or 7 . . K—R 6, &c. The object is to attack the Pawn and take the opposition simultaneously.

8	K—K 2	K—R 7!
9	K—B 2	K—R 6
10	K—K 3	K—Kt 6, and wins.

For now Black attacks the Pawn, *with the opposition;* so that he wins it, or forces its exchange, or travels round behind to Queen side, with decisive advantage. *E.g.*, continuing, 11 K—K 2, K—Kt 7; 12 K—K 3, K—B 8; 13 P—B 4, P—Kt 5 (or he may take), and White has no resource.

Black King must occupy Kt 3, as in diagram, when Rook Pawn advances. For suppose him on B 3 or B 4, then, in the former case, 1 . . . . P—R 5; 2 P—B 4, exchanges follow, and Black's reserve move on the Queen side is of no value. His King can be kept out, and the remaining White Pawns are in no danger. In the latter case, Black King at B 4, after 1 . . . . P—R 5; 2 K—R 3, P × P; 3 K × P, there is a difference in the move, which makes all the difference; White being able to assume the opposition at the critical moment, and afterwards maintain it, drawing. But with King at Kt 3 it is quite another matter; White cannot propose to exchange without losing. 1 . . . . P—R 5; 2 P—B 4, P × B P; 3 P × R P. K—R 4; 4 K—R 3, P—B 4, and, clearly, White is lost. The point is for Black to be able to play to R 4, in this variation; in order t make the most of his reserve move, which then comes in with decis effect. The point at the last, in the main line of play, is that Pawn may be assailed from more directions than it can be suppo White's lesser power of variation is insufficient for defence. W Blackburne, Berlin Tournament, 1897.

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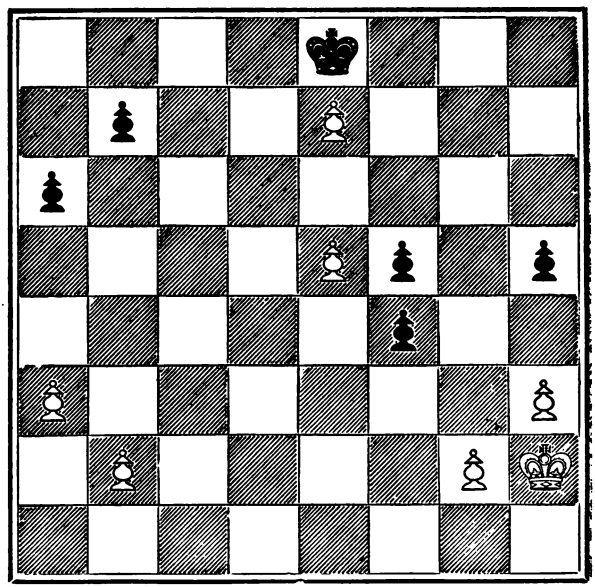

WHITE.

In this position White played P—K Kt 3? whereupon Black replied with .... P—B 6! and the game was drawn. But White should win:—

1 K—Kt sq!	K × P
2 K—B 2	K—K 3
3 K—B 3	K × P
4 P—K R 4!	

Now, the Queen side Pawns balance. When their movements are exhausted, Black King must play away. If to K 3, White takes, and having power over the opposition, by reason of the reserve move of his Pawn, will be able to reach K 5 or Kt 5, winning without difficulty. Otherwise, if Black goes K—Q 5 to attack the Pawns, with a view to himself Queening, White takes the Bishop Pawns, and immediately continues with P—Kt 4, also winning easily. By first moving his Pawn White deprived himself of control of the opposition, and reduced the position to a draw.

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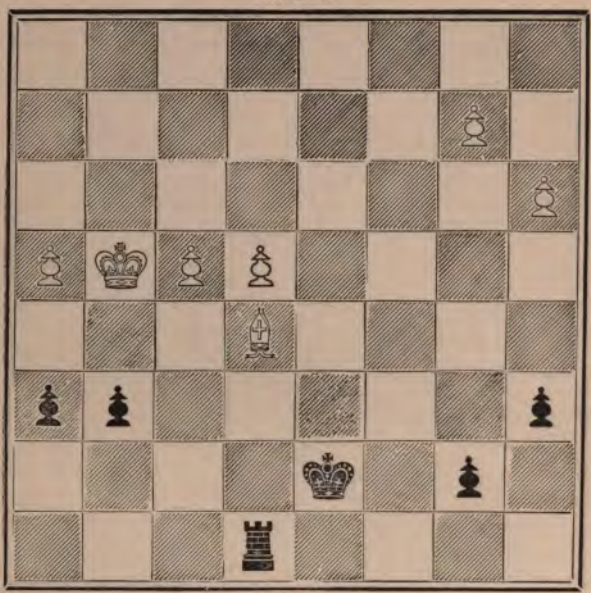

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Instance of winning Pawn position brought on by judicious reduction of forces; a sort of thing often overlooked by even fairly practised players:—

1	R × B !	5 P × P	P × P +
2 P × R	K—K 3	6 K × P	K × P
3 K—B 4	P—Q Kt 4	7 P—R 4	P—Kt 5
4 P—Kt 3	P—Kt 4 + !	8 P—R 5	K × P, and w

Or Black might play 7 . . . . K × P, &c., perhaps slightly shor
In giving Rook for Bishop, Black foresees that when the King
Pawns are disposed of, as they must be, the comparatively favou
situation of his King, looking to the remaining Pawns, should
decisive. Won by Pillsbury in his match with Showalter
York, 1897

The following (from "Principles of Chess") is variously known as the "Szen Problem," the "Three Pawns Game," and the Little Game of Chess. It embodies many of the points peculiar to Pawn play, and though not very likely to occur on the board, the principles concerned are of wide application:—

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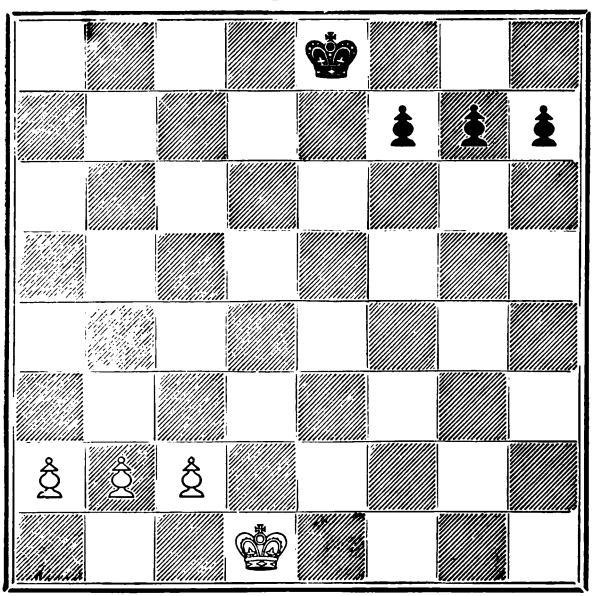

WHITE.

At the outset the positions are quite similar, and the party having the move wins. Let White move. Then he wins in one of two ways, because he is first able to take up a position with the King in which he stops the hostile Pawns.

If those Pawns go on recklessly, he will stop them none the less; and, because of the move he has to spare, he will be able to advance his own Pawns to a winning position against the opposing King. Otherwise, if Black is to stop the Pawns he must do so first. Then

White, because of his move, will stop the Pawns, thereby winning. For Black will have to move from a position in which the move loses. And the move in that position loses because of limitation. There is no margin to work in, so to say; the King cannot retreat before the Pawns and again stop them.

The King must move first to win. If not, then Black will be able to fix two of his Pawns in the fifth rank, with the other at its original square; in which case the move will be of no avail to White, since his opponent can neutralise it—or even win against it if wrongly used—through power of varying the movement of his third Pawn. Ensuing are examples of how the move wins, and how the second player draws if the King does not play first:—

1 K—K 2 (or K sq)	K—Q 2	8 P—B 5	P—R 5+
2 K—B 3 (B 2)	K—B 3	9 K—R 3	K—Kt 4
3 P—R 4	P—R 4	10 K—R 2!	P—Kt 5
4 P—B 4	P—B 4	11 K—Kt 2	P—R 6+
5 K—Kt 3	K—Kt 3	12 K—Kt 3	P—B 5+
6 P—Kt 4	P—Kt 4	13 K—R 2	P—B 6
7 P—R 5+	K—R 3	14 K—Kt 3, and wins. Black King cannot move and stop the Pawns.	

If 9 . . . . P—B 5, White goes on with his Pawns, winning. 10 K—Kt 4, in reply to 9 . . . . P—B 5, would lose for White. For then Black would answer 10 . . . . K—Kt 4; and the move would be with White—*from a position in which the move loses.*

Supposing:—

9	P—B 5	14 K—Kt sq	P—R 6
10 P—B 6	P—B 6	15 P—B 8=Q	P—R 7+
11 P—Kt	K×P	16 K—R sq	P—B 7
12 P—B 7	P—Kt 5+	17 Q—R 3, winning easily.	
13 K—R 2	P—Kt 6+		

Or, in this, instead of 11 . . . . K×P; White's win is simpler, advancing his Pawns. Again:—

1 K—K 2	P—R 4	6 K—Kt 4	K—Q 2
2 K—B 3	P—R 5	7 P—R 5	K—B 3
3 K—Kt 4	P—Kt 4	8 P—B 4	K—Kt
4 P—R 4	P—B 4+	9 P—B 5, and will win.	
5 K—R 3	P—B 5	is late in taking the file in f	

the Pawns. Therefore two of them are established in the fif with the third unmoved, and they win, as just seen. If Blac play 7 . . . . K—B 2, instead of 7 . . . . K—B 3, his

would proceed 8 P—Kt 4, also winning. 7 . . . . K—B 2; 8 P—Kt 4, K—B 3; 9 P—B 6, K—Kt 3; 10 P—Kt 5, &c. This would be another phase of two Pawns in the fifth rank, with the third unmoved, in which the rear Pawn need only advance according to rule, *or so as not to check at the fifth*, in order to force the game.

The second player draws if a Pawn moves first:—

1 P—R 4	P—R 4	4 K—K 2	P—R 5
2 P—R 5	K—Q 2	5 K—B 3	P—B 4
3 P—B 4	K—B 3	and it comes to this:—	

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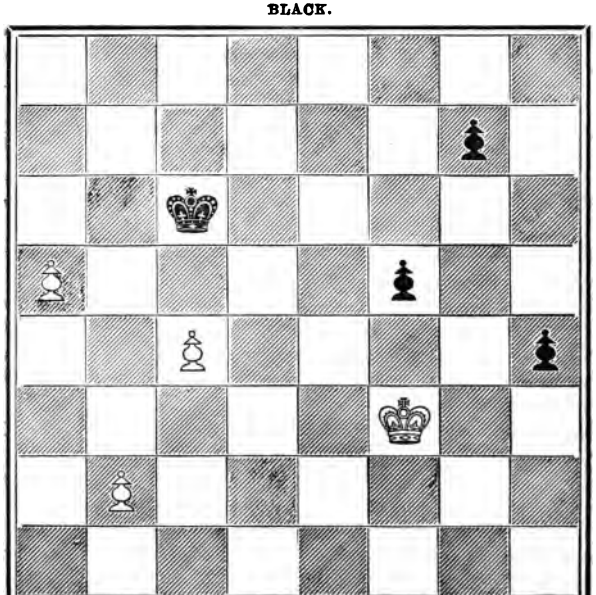

WHITE.

The positions are alike, and White has the move, but he cannot win. This may seem strange, for if the move wins from the beginning, why not here? The answer is, because it cannot be used with advantage. The pawns on either side would win against the lone

King. But the King is not alone. He has reserve power, in his unmoved Pawn, sufficient to enable him to hold his own against the opposing Pawns, should they rashly endeavour to press on to Queen. If White plays on his Pawns, as if it were only a question between them and the Black King, then Black will have the option of moving one square or two at the critical juncture, instead of being obliged to move his King—and this will give him the game. Thus continuing :—

6 P—Kt 4	K—Kt 2
7 P—B 5	K—Kt sq
8 P—Kt 5	. . . .

Now if the King had to move, the Pawns would win. But Black need not play the King. He can move his hitherto unmoved Pawn, and that in such a way as to force a similar position upon White, when the latter, still having the move, will be lost of course :—

8	P—Kt 4
9 K—Kt 2	P—B 5
10 K—Kt sq	P—Kt 5, and wins.

White can move his Pawns only to be stopped. Then he must move his King, whereupon Black goes to Queen.

The foregoing may be varied in many ways. But when once the third Pawn is set in motion, the adversary becomes possessed of power over the move. He can pass the same time in one move or two, while his opponent has no choice. White has the move. But he has no time, or space, to use it to advantage. He cannot carry out the movements needful for its best effect, because limitation of the board is against him.

Reverting to White's sixth move :—6 P—Kt 3, P—Kt 4 !; 7 P—Kt 4 P—R 6 ; 8 P—R 6, P—B 6 ; 9 P—B 5, P—Kt 5 +, and wins. I this case White gives up the move, and it wins for Black. Take position on the diagram, neither King can of himself stop the Paw each having been late in getting in front of them. But the P first attempting to force a passage may be stopped by help additional move, and this is furnished by the unmoved Pawn o other side. The Pawns first trying to force a road to Queen w the first halted ; and, because of limitation already mentione will be the first to lose.

N.B.—The " key " squares for King *v.* Pawns are Kt 3 a in front of the Pawns ; the latter when they all have re fifth rank, or are in alignment there, side by side.

Minor Pieces,

WITH OR WITHOUT PAWNS.

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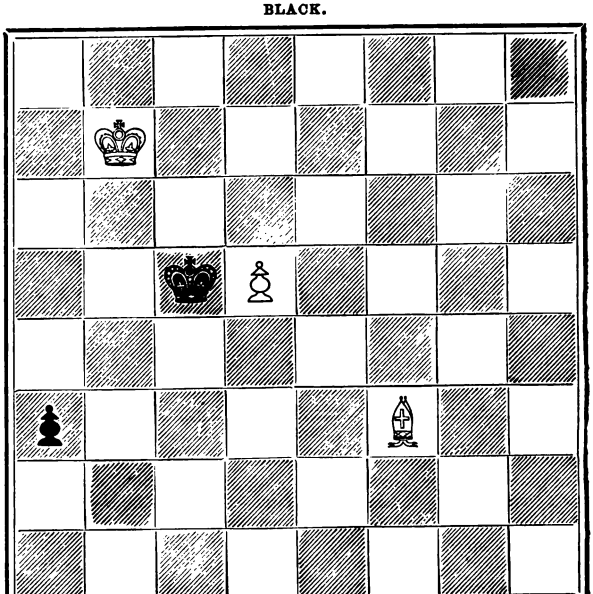

WHITE.

Drawn game :—

1 K—B 7 ! P—R 7

2 P—Q 6 P—R 8=Q

3 P—Q 7, and we have a position in which the Queen cannot win against Bishop and Pawn. A rare occurrence in actual play.

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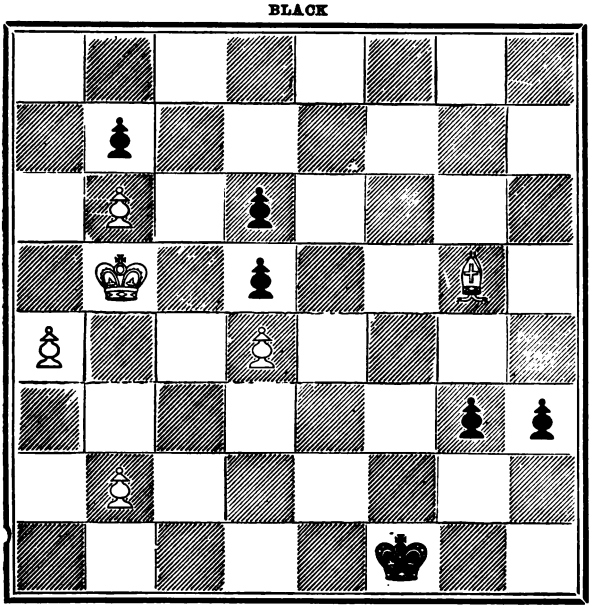

WHITE.

White plays and draws. A well-known ending by the celebrated British player and problemist, J. G. Campbell. Solution :—1 B—Q 2, 2 B—R 5, 3 P—Kt 4, stalemate. This would also be a draw, according to the law of check modified as suggested in "Principles of Chess," (Appendix) :—"If a player (it being his turn to play, and his King not being attacked at the time) have no move other than one which would subject his King to attack from adverse King or Pawn then the game shall be drawn. Otherwise the King would be permitted to endure attack like any other piece—but for a single move only ; and he could be taken like any other piece, and his being taken at any time would be an end to the game—mate. This would slightly increase the power of the Bishop, especially as compared with the Knight—which seems reasonable. Pawn play and the would not be directly or injuriously affected, but would substantially as at present," &c.

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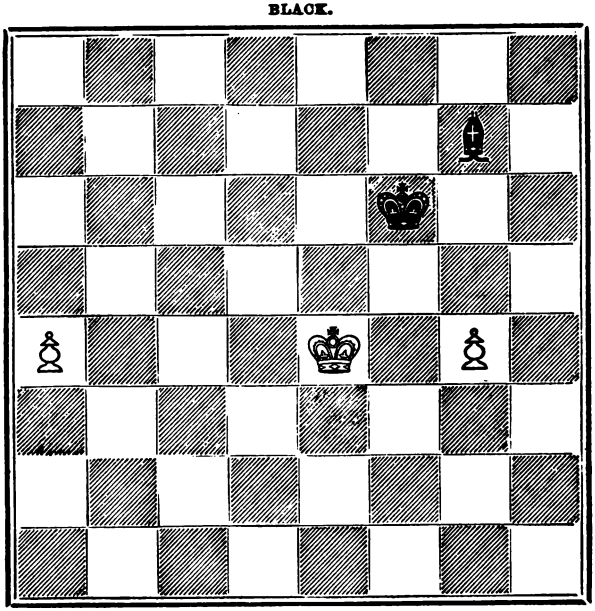

WHITE.

White wins :—

1 P—R 5	B—B sq	
2 K—Q 5	B—R 3	
3 P—Kt 5 +	B × P	
4 K—K 4	B—R 5	
5 K—B 3, and Bishop cannot be brought to bear on R 2 so as to stop the Pawn.		

The importance of first moving to Queen is evident. If King moves, or Pawn checks at the outset, the game is drawn ; in the one case the King can reach Kt 2 in time, and in the other the Pawn can be intercepted by the Bishop. The sacrifice at move 3 limits the action of this latter Piece, causing what may be termed *obstruction*, and is necessary in order to win. A very similar position (though less difficult) is given in "Principles of Chess," p. 29, in illustration of this subject.

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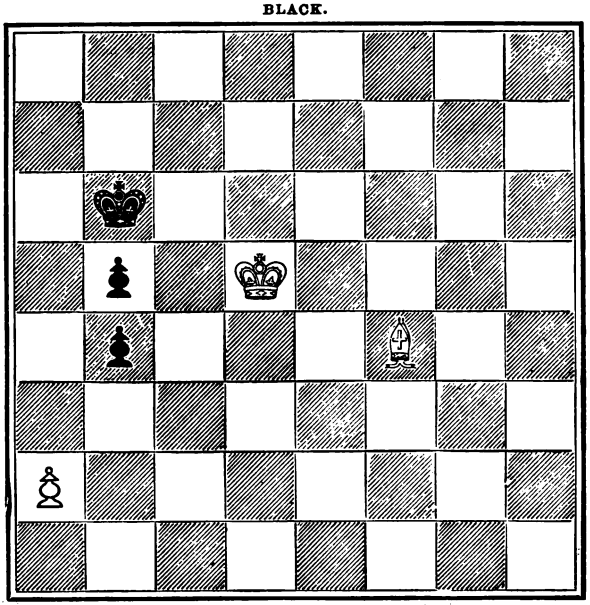

WHITE.

To win this position (Horwitz and Kling) the White Pawn must be transferred from the Rook file. The mere gain of the opposing Pawns would not be enough, as White would be unable to Queen at R 8. Also, Black must not be allowed to play . . . . K—R 5 and exchange the Pawn :—

1 B—Q 2 !	K—Kt 2	7 K—B 6	K—R 2
2 K—Q 6	K—Kt 3	8 B—Q 8	K—R sq
3 B—K sq	K—Kt 2	9 K—Kt 6	K—Kt sq
4 B—R 4	K—Kt 3	10 B—B 7 +	K—R sq
5 B—Q 8 +	K—Kt 2	11 B—Q 6, and wins.	
6 B—B 7	K—R sq		

Or, 1 . . . . K—B 2 ; 2 B—Kt 5, K—Q 2 ; 3 K—B 5, K—B sq ; 4 K—Kt 6, K—Kt sq ; 5 B—B 4 +, K—B sq ; 6 B—Kt 3, K—Q 2 ; 7 K × P, K—B sq ; 8 K—Kt 6, K—Q sq ; 9 K—Kt 7, K—Q 2 ; 10 B—K sq, and wins. White would not take the Pawn as long as Black could reach Q R sq. In the first line of play, Black is compelled to advance his Pawn ; in the second, he avoids this, but is driven from the corner, and Rook Pawn wins.

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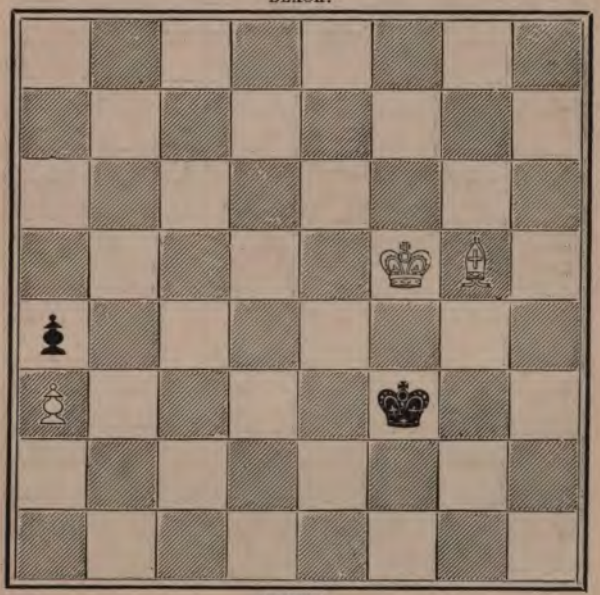

WHITE.

Black moving first could draw by . . . . K—Kt 6, as White could not then exclude him from Q R sq and also gain the Pawn. But with the move White wins:—1 B—B 4, K—Kt 7; 2 K—Kt 4, K—B 7; 3 B—B sq, K—K 7; 4 K—B 4, K—Q 8; 5 B—K 3, K—B 7; 6 K—K 5! K—Kt 6; 7 B—B 5, K—B 5; 8 K—Q 6, K—Kt 4; 9 K—Q 5, K—R 4; 10 K—B 6, K—R 3; 11 B—B 2, K—R 4; 12 K—Kt 7, K—Kt 4; 13 B—Kt 6, K—B 5; 14 K—B 6, K—Kt 6; 15 B—B 5, K—B 5; 16 B—Q 6, K—Kt 6; 17 K—Kt 5, K—B 6; 18 K × P, K—B 5; 19 K—R 5, K—Q 4; 20 K—Kt 6, &c., winning Or, 4 . . . . K—Q 6; 5 B—K 3, K—B 5; 6 K—K 5, K—Kt 6; 7 B—B 5, K—B 5; 8 K—Q 6, K—Q 6; 9 K—Q 5, K—B 6; 10 B—Q 6, K—Q 6; 11 K—B 5, K—K 5; 12 K—Kt 5, K—Q 4; 13 B—Kt 3, &c., winning. And so for numerous other variations. With the move, White is just able to take the Pawn and keep the line clear for Queening. Black playing 1 . . . . K—Kt 6, could not be driven forward to the seventh rank and kept from the Rook file, whence he would continually threaten to go around to Q R sq, if White King attempted to capture the Pawn.

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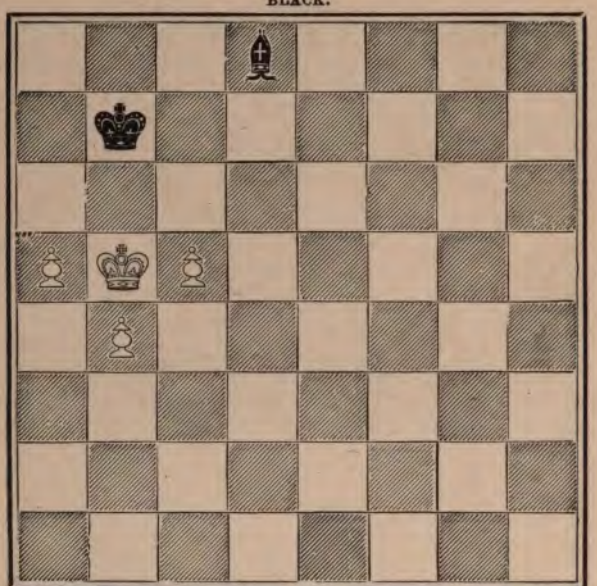

WHITE.

Three united Pawns, supported by the King, win against a minor Piece in many cases, where they have already made any considerable advance to Queen. In the above position (by Horwitz) White wins easily :—

1 P—B 6+	K—B 2	6 K—Q 6	K—B sq
2 P—R 6	K—Kt sq	7 P—Kt 5	K—Kt sq
3 K—B 5	B—K 2+	8 K—Q 7	B—R 4
4 K—B 4	B—Q sq	9 P—R 7+, &c., winning.	
5 K—Q 5	B—Kt 3		

If 7 . . . . K—Q sq, either 8 P—R 7, B × P; 9 P—B 7+, K—B sq; 10 K—B 6, &c., or 8 P—B 7+, B × P+ ; 9 K—B 6, B—Kt sq; 10 P—Kt 6, &c., will leave Black without resource. Or 1 P—B 6+, K—R 2; 2 K—B 4, B—K 2; 3 P—Kt 5, B—Q sq; 4 P—R 6, K—Kt 3; 5 K—Q 5, B—B 2; 6 K—K 6, B—Kt 6; 7 K—Q 7; B—Kt sq; 8 P—B 7, &c, wins.

Black can do no more than take two Pawns for his Bishop, and then the remaining one decides the game against him.

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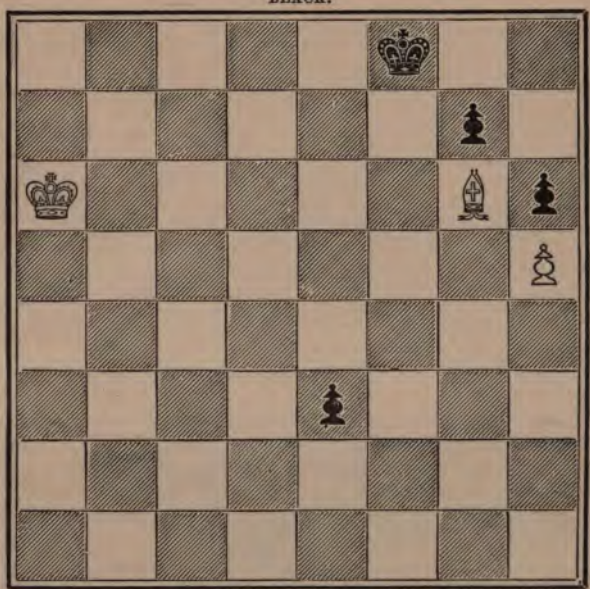

WHITE.

Here the three Pawns, though not united, would win against the Bishop, but for the fact that the latter has a Pawn in assistance. On the other hand, if White's King were not so far off—if he were able to catch the passed Pawn, without disturbing the Bishop—Black would lose. As matters stand the game is drawn:—

1. B—Q 3	P—Kt 4
2. B—K 2	K—B 2
3. K—Kt 5	K—K 3
4. K—B 4	K—K 4
5. K—Q 3	K—B 5
6. B—Q sq	P—Kt 5

7. B × P, and 8. K × P, drawing.

2 P × P *e.p.* would lose, as then one or other Black Pawn would Queen. Hence if 1 . . . P—Kt 3, the answer should be also 2 B—K 2.

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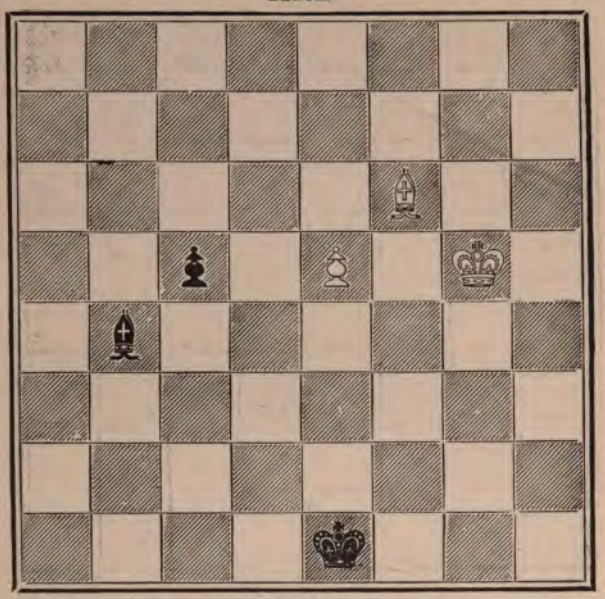

WHITE.

By the Russian composer, M. Troitzky, in the French magazine, *La Stratégie*. A drawn game, Pawn *v.* Queen :—

1 P—K 6	P—B 5	6 K—K 5	P—B 7
2 B—B 3 + !	B × B	7 Q—Q 7 +	K—B 8
3 P—K 7	B—B 3 + !	8 K—Q 4	K—Kt 8
4 K × B	P—B 6	9 Q—B 5	K—R 8 ! and
5 P—K 8 (Q) +	K—Q 7 !		

by help of possible stalemate, which is of the essence of the sort of ending now arrived at, Black draws.

The ingenious time-gaining sacrifices do not exactly balance each other, since White King is removed a step further from the final scene of action. Take away the Bishops, assume it to be merely a

Pawn ending, and White King will be near enough to assist in winning. As it is, however, Black cannot be prevented from reaching the 7th with his Pawn in time to secure the draw; except by continued check—also drawing. If, *e.g.*, 6 Q—Q 7+, K—B 8; 7 K—K 5, P—B 7; 8 Q—Kt 5, K—Q 7; 9 Q—Kt 2, K—Q 8; 10 Q—Kt 3, K—Q 7; 11 Q—R 2!, K—B 6!, &c., White can make no progress. But, here, 11 . . . . K—Q 8?; 12 K—K 4!, P—B 8 (Q); 13 K—Q 3! and he wins. And, earlier, Black must be careful in playing the King. *E.g.*, 5 . . . . K—Q 8; 6 Q—R 5+, K—B 8; 7 Q—Kt 5+, K—Kt (Q) 8; 8 Q—Kt sq+, followed by 9 Q—Q 4, &c., winning.

The ending Bishop and Pawn *v.* Bishop and Pawn is generally void of difficulty. When the Bishops do not interfere with each other all one has to do is to take and keep command of a point in advance on the Pawn's line of march in order to secure the draw. Even in case of Bishop alone against two (possibly more) united Pawns, or two Pawns separated only by a single file, well supported by their King, the lone Bishop draws, if he can intercept the Pawns, from right or left, as occasion demands, supposing his King to be properly opposed to them. Thus centre Pawns have the less power of winning because of the greater freedom of action of adverse Bishop. But if the Pawns are more than one file apart they win as a rule. Their Bishop supports one while their King convoys the other; eventually compelling the sacrifice of hostile Bishop, or otherwise clearing a way to Queen.

When the Bishops run on the same colour, however, a single Pawn, especially a wing Pawn, will often win; that is when adverse King cannot take his stand in front of it, and so block its progress to Queen. If Black had no Pawn in the diagram just considered, drawing would be much simpler. *E.g.*, 1 P—K 6, K—K 7; 2 K—Kt 6, K—B 6; 3 K—B 7, K—Kt 5; 4 B—K 7, B—K 8; and it will be found that by retiring his King upon the Pawn, and by resuming command of the square where the ranges of the Bishops cross in front of it, according to the movements of his opponent, Black draws easily. But shift the Pawn, say to K Kt 5, and White King to K R 5. Then it will be a very different matter. Black must lose, owing to restricted action of his Bishop. Thus, 1 P—Kt 6, B—B sq; 2 B—K 7!, B—Kt 2; 3 K—Kt 5, K—K 7; 4 K—B 5, K—B 6; 5 K—K 6, K—Kt 4; 6 K—B 7, B moves; 7 B—B 6, or 7 B—B 8, winning accordingly.

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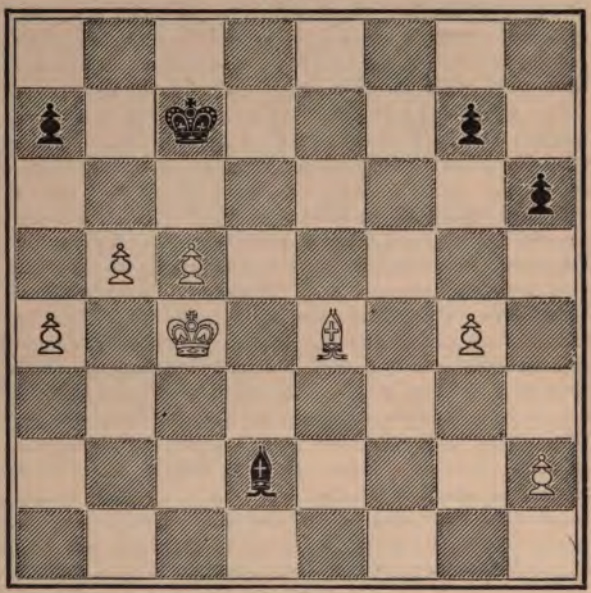

WHITE.

Black loses directly through faulty play of his Bishop:—

1 .... B—R 4?

2 P—Kt 6+! and wins.

If 2 .... P×P; 3 K—Kt 5! Then when the moves of the King side Pawns are exhausted, White must either gain the Bishop, or he must secure two passed Pawns, winning in the position, notwithstanding Bishops of opposite colours. Black should have played 1 .... B—K 8; he would then have had very good chances of drawing.

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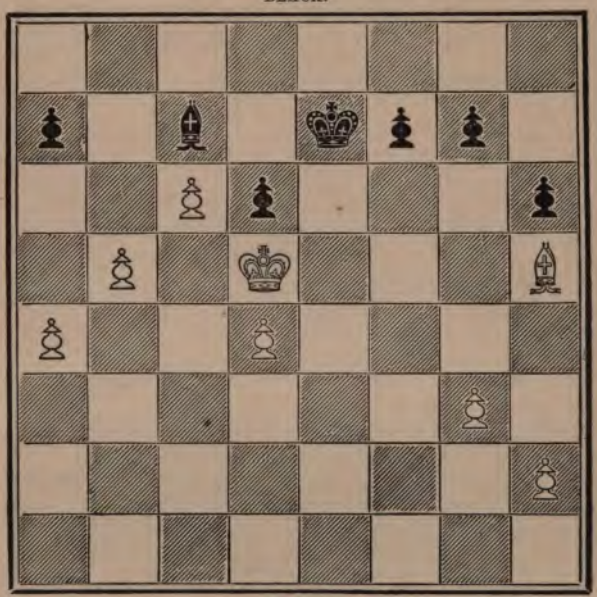

WHITE.

Ending from a *Giuoco Piano*, by Kolisch, victor in the Paris Tournament, 1867:—

1 B × P!	K × B?
2 P—R 5!	K—K 2
3 P—Kt 6	B × P!
4 P × B	P × P
5 K—B 4	K—Q sq
6 P—Q 5	K—B 2

7 K—Kt 5, and wins.

The King side Pawns will come to a block, and then Black must leave B 2. The sacrifice enables White to win easily what might otherwise be a fairly difficult game.

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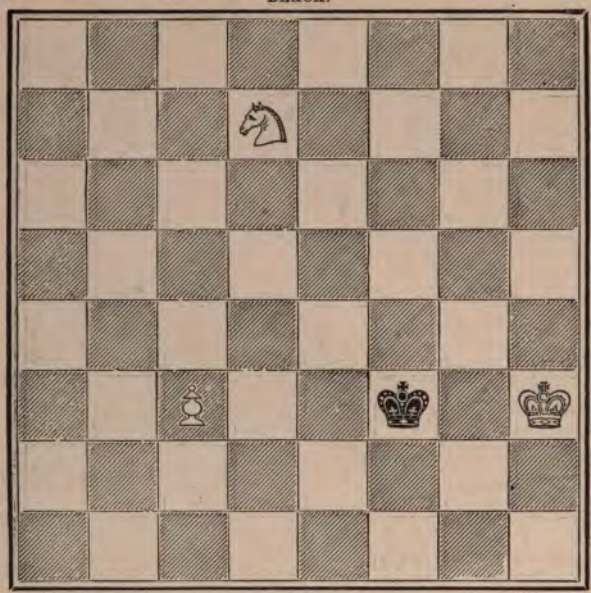

WHITE.

Knight and Pawn win against the lone King in all but very exceptional positions, and these mostly confined to cases in which the Pawn is on a Rook file. The Knight should support the Pawn behind, so that if both be attacked, and the Knight taken, the Pawn may go to Queen. In the above, though White cannot bring his Knight to the rear in support of the Pawn, he can otherwise maintain the latter long enough to enable his King to come to the rescue, and so win:—1 . . . . K—K 5; 2 Kt—B 5+, K—Q 4; 3 Kt—R 4, K—B 5; 4 K—Kt 3, K—Kt 6; 5 K—B 3, K × Kt; 6 K—K 4, &c., winning. A similar position, a file to the left, would be drawn; as the Knight could support only from a more forward direction, as at R 6; and, after . . . . K × Kt there, the Pawn could not be Queened. Except the Rook Pawn, all Pawns bordering on Queen win, however supported by the Knight. Exception in favour of the Rook Pawn is owing to possible stalemate, also to confinement of King in front of his Pawn (*cf.* p. 36).

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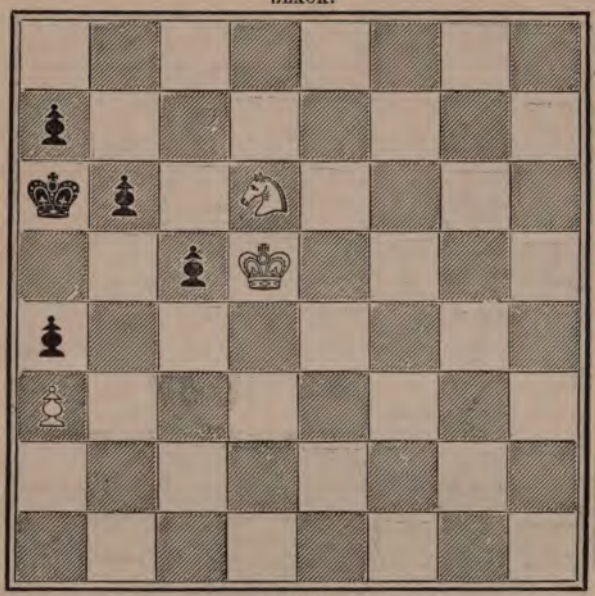

WHITE.

A good example of the power of the Knight in dealing with Pawns in a close position, and when he has a Pawn in assistance :—

1 K—B 6	K—R 4	9 Kt—B 2	K—R 4
2 Kt—Kt 5	P—B 5	10 Kt—Kt 4	P—B 7
3 Kt—B 3	K—R 3	11 Kt × P	K—R 3
4 K—B 7	K—R 4	12 Kt—Q 4	P—Kt 4
5 K—Q 6	K—R 3	13 Kt—B 2	K—R 4
6 K—B 6	K—R 4	14 Kt—Kt 4	P—R 3
7 Kt—Q 5	K—R 3	15 Kt—Q 5, and mates next move.	
8 Kt—K 3	P—B 6		

The general idea is to keep the King confined, while exhausting the movement of the free Pawns. Then, when Rook and Knight Pawns are forced into motion, Black necessarily drifts into mate, from Knight, or P × P +. At the same time, of course .... P—Kt 4, and P—Kt 5 must not be allowed too soon ; and as the Knight cannot gain or lose a move, the opposition of the Kings must be duly considered—as when it is taken from Black by moves 4, 5, and 6. One of Mr. G. Reichelm's most instructive compositions.

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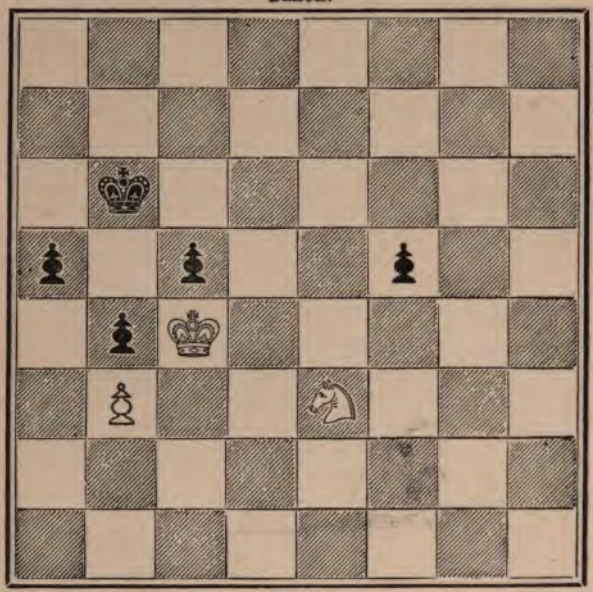

WHITE.

From Ponziani (1769)—White wins:—

1 Kt—Q 5 +	K—B 3	10 K—R 4	K—R 2
2 Kt—B 4	P—R 5	11 K—Kt 5	K—Kt 2
3 P × P	K—Kt 3	12 P—R 6 +	K—R 2
4 Kt—Q 3	K—R 4	13 K—R 5	K—Kt sq
5 Kt × B P	P—B 5	14 K—Kt 6	K—R sq
6 K—Kt 3	P—B 6	15 Kt—B 5	P—B 7
7 Kt—Q 3	K—R 3	16 Kt—K 6	P—B 8 = Q
8 K × P	K—Kt 3	17 Kt—B 7 +,	and Queens,
9 P—R 5 +	K—R 3	with eventual mate at K 6.	

White must be careful not to take the King Bishop Pawn, when by so doing his Knight would be too far off to prevent . . . . P—R 5, exchanging Pawns. If in above, 2 . . . . K—Kt 3; 3 Kt—Q 3, P—B 5; 4 Kt × Q B P, P—B 6; then 5 Kt—R 4 +, with 6 K—Q 3, &c., wins for White. But 5 Kt—Q 3 or 5 Kt—K 4 would not be so good, *e.g.*, 5 Kt—Q 3, K—R 3; 6 K—B 5? P—R 5! drawing. And so with 5 Kt—K 4. To win, White would be obliged to play Kt—Q R 4 and take the Pawn with King. So the sooner the better.

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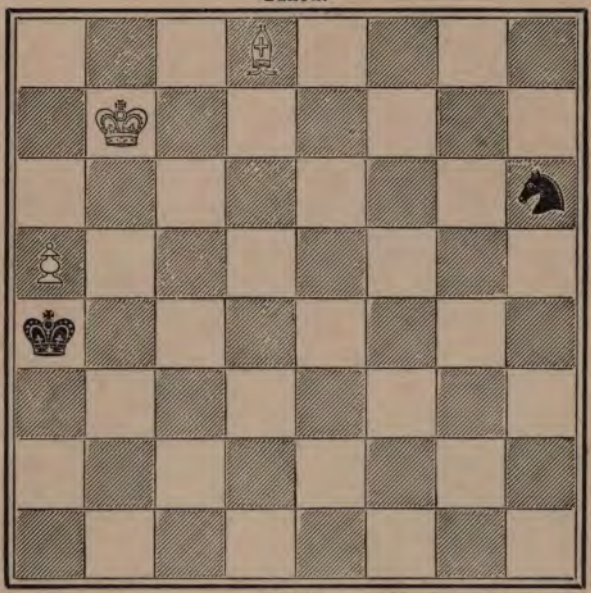

WHITE.

Black loses :—

1	Kt—B 2	6 K—B 7	Kt—Kt 4 +
2 P—R 6 !	Kt—Q 3 + !	7 K—B 6	K—R 5
3 K—B 6	Kt—B sq	8 B—B 5	K—R 4
4 B—Kt 6	K—Kt 5	9 K—Kt 7	K—R 5
5 K—Kt 7	Kt—Q 3 +	10 K—Kt 6, winning.	

If 3 . . . . Kt—Kt 4, then 4 B—K 7, Kt—R 2 + ; 5 K—Kt 7, Kt—Kt 4 ; 6 K—Kt 6, &c. A good example of this sort of ending. Care is necessary in playing the King to prevent attack upon the Pawn ; and the Bishop plays in restriction of both adverse King and Knight and to prevent too much checking. The Rook Pawn is a favourable one, as defending King and Knight suffer from the limitary action of the side. Generally, when these forces can be brought together in the neighbourhood of the Pawn, the game is drawn. In the above, it is evident that if Black could play on a file to the left of the Pawn there would be no win.

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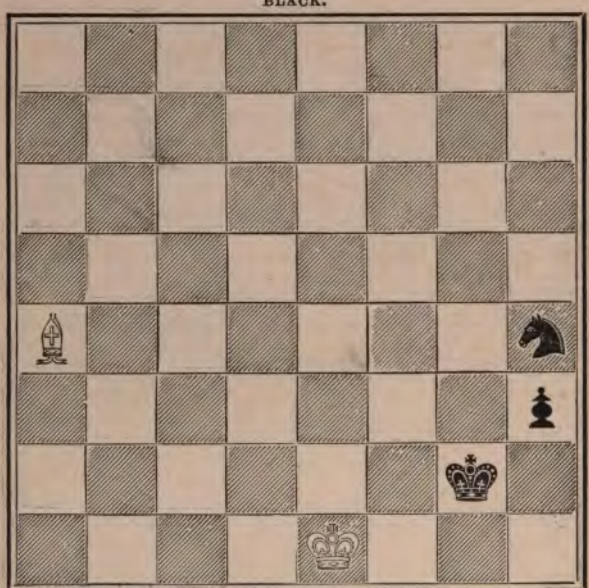

WHITE.

In this position, by Sam Loyd, White draws by grounding his play on the fact of the invariability of the Knight's move. By the timely sacrifice of the Bishop, he brings about a situation essentially similar to that of Salvio ("Principles," p. 32) in which the lone King draws against Knight and Pawn :—

1 B—Q 7	P—R 7
2 B—B 6 +	K—Kt 8
3 B—R sq !	K × B

4 K—B 2, and will hold Black King in the corner, drawing. Or 3 . . . . Kt—Kt 7 + ; 4 K—K 2, &c.—no headway. The latter must take the Bishop at R sq some time to have even a chance of Queening. Then White has simply to play K—B 2, or K B sq, according to the position of the Knight, to make a drawn game.

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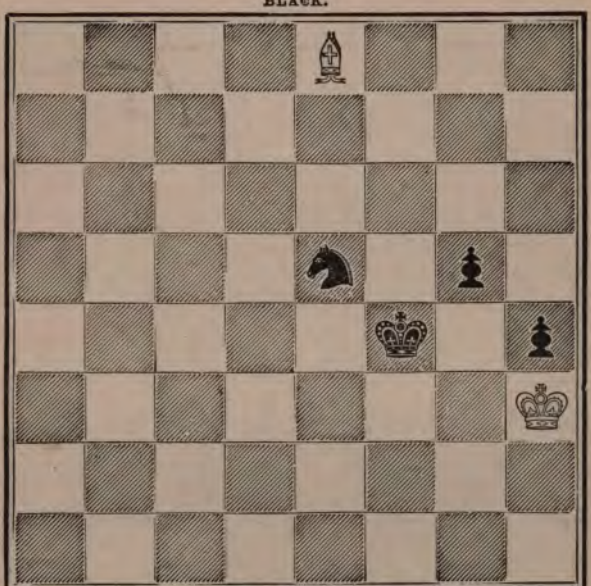


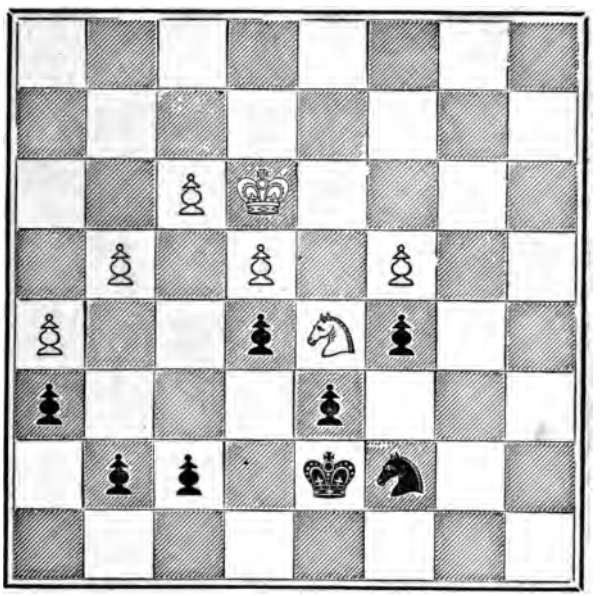
WHITE.

An exceptional position (Horwitz and Kling) in which the Bishop draws against Knight and two Pawns :—

1 B—Kt 5!	Kt—B 6	4 B—K 2	Kt—K 6
2 B—Q 7	Kt—Q 5	5 B—Kt 5, &c., drawing.	
3 B—Kt 4	Kt—B 4		

White must first play his Bishop, so as to be able to get to B sq, intercepting the Knight Pawn. Or if not, 1 . . . . P—Kt 5 +, 2 K × P, Kt—B 6+, &c., Queening. Of course, he could play 1 B—R 5, preventing 1 . . . . P—Kt 5+, &c, but, then, 1 . . . Kt—B 6 would follow; and if 2 B—Kt 4, then 2 . . . . Kt—Kt 8+, with 3 . . . . K × B winning. For the rest, the Bishop should command Kt 4, to prevent the Knight Pawn from effectively advancing, 1 . . . . Kt—Kt 5; 2 B—Q 7, Kt—B 7+; 3 K—Kt 2, K—K 6; 4 B—K 6, P—R 6+; 5 K—Kt 3, &c.; or, 4 . . . . P—Kt 5; 5 B × P, Kt × B; 6 K—R 3, &c., always drawing.

WHITE.



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A simple ending which should probably have been drawn:—

1 Kt—Kt 6+	K—K 3	6 K—B 5	Kt—Q 5+
2 P—B 4	P × P+	7 K—B 4	K—Q sq
3 K × P	K—B 3	8 Kt—R 6	K—B sq
4 Kt—Q 7+	K—K 2	9 P—K 5	K—Kt 2
5 Kt—Kt 8?	Kt—K 3+	10 P × P	K × Kt, and wins.

The extra Pawn is scarcely sufficient to win, if White properly looks after his Knight. But the move 5 Kt—Kt 8 is fatal, the Knight walking into a trap, from which he never gets out alive.

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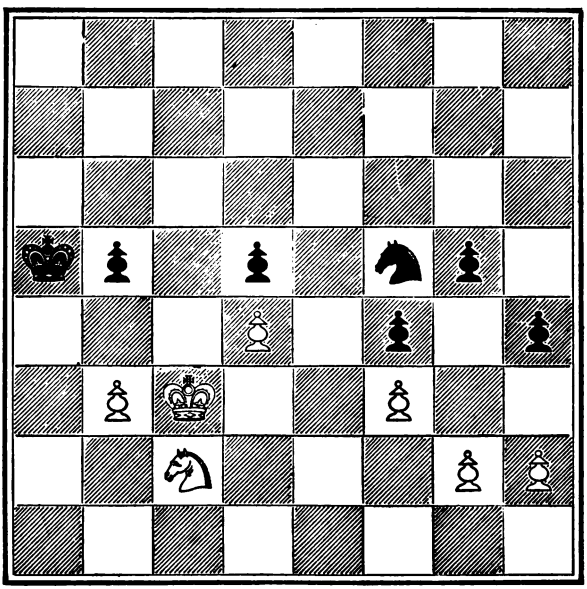

WHITE.

An easily drawn position; but Black miscalculates, and loses:—

1	Kt—K 6?	8 P—B 5	P—K 8 (Q) +
2 Kt × Kt	P × Kt	9 K × Q	K—B 7
3 P—Kt 3!	P × P	10 P—B 6	P—Kt 5
4 P × P	P—K 7	11 P—B 7	P—Kt 6
5 K—Q 2	K—Kt 5	12 P—B 8 (Q)	P—Kt 7
6 P—B 4!	P × P	13 Q—B 8 +	K—Kt 6
7 P × P	K × P	14 Q—K B 5, and wins.	

The force of 3 P—Kt 3! was not sufficiently considered. White rightly wastes no time attacking Pawn with King, but at once goes on to Queen. Otherwise he might lose. For example, 3 K—Q 3? K—Kt 5; 4 K × P, K × P; 5 P—Kt 3, P × P; 6 P × P, K—B 6; 7 P—B 4, P × P +; 8 P × P, P—Kt 5,—and Black Queens first, winning.

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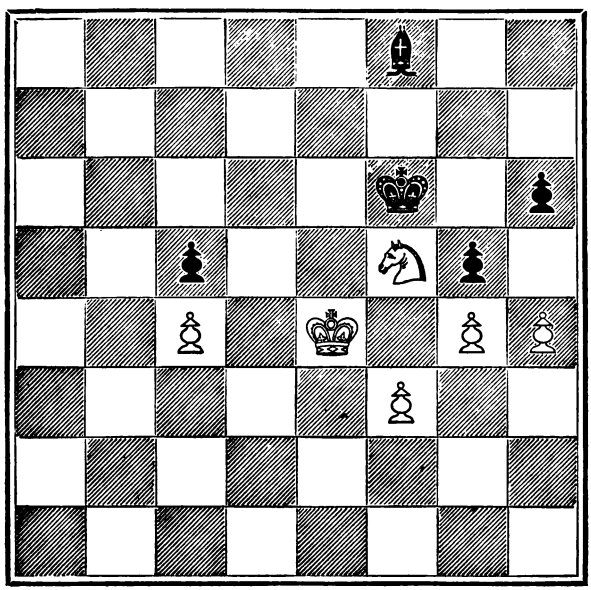


WHITE.

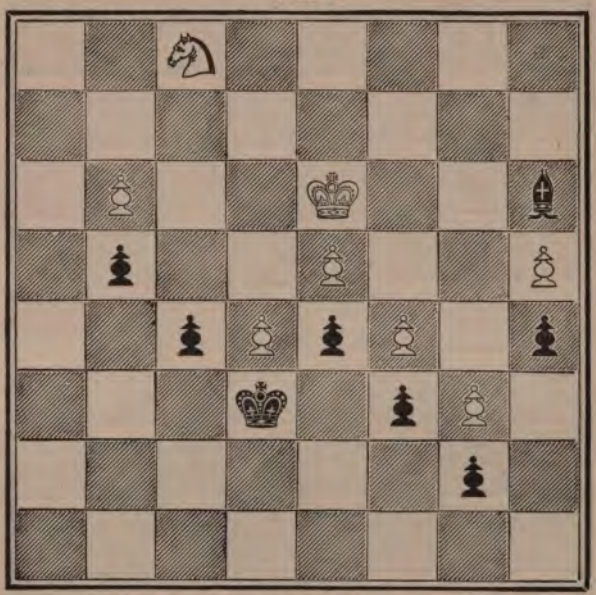
The above was drawn thus:—1 K—Q 5?, P—R 4!; 2 K—K 4, R P × P; 3 B P × P, P × P; 4 Kt × P, K—Kt 4; 5 Kt—B 3+, K × P; 6 Kt—K 5+, K—Kt 4; 7 Kt—Q 7, B—K 2; 8 K—K 5, K—Kt 3; 9 K—K 6, B—R 5; 10 Kt × P, B—B 7; 11 K—Q 5, K—B 2; 12 Kt—K 4, B—Kt 8, &c. White should have won somewhat as follows:—

1 P—B 4!	P × B P
2 K × P	K—Kt 3
3 K—K 5	P—R 4

4 P × P+, or P—Kt 5, winning easily, either way, on account of the restriction of the Bishop.

If Black declines 1 . . . . P × B P, then White gets a passed Pawn, winning. If 2 . . . . K—K 3; 3 K—K 4, K—B 2 (. . . . K—B 3, 4 Kt × P!); 4 K—K 5, &c., winning as before.

WHITE.



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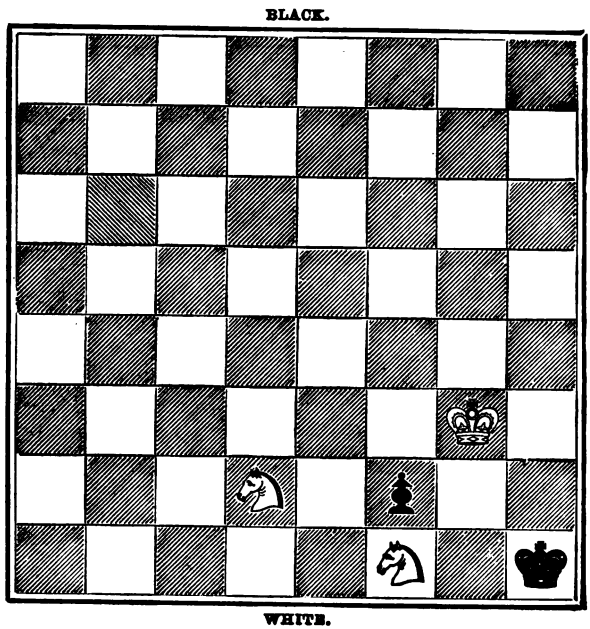
In this difficult position Black draws as follows:—

1	B × P !	7 K—K 3	P—Kt 7
2 P × B	K × P	8 K—B 2	K—Q 5
3 Kt—K 3	P—B 5 !	9 Kt × P + !	K × P
4 P × P +	K × P	10 Kt × P	K × P
5 Kt × P +	K—K 4 !	11 Kt—Kt 3	K—B 3
6 Kt—K 7	P—Kt 6	12 K × P	P—Kt 3 ! and the King will attack and take the Rook Pawn, drawing.

If 4 Kt × P +, then 4 . . . . K—B 4; 5 Kt—R 6, K—Kt 3 ! and by continually attacking the Knight (. . . . K—B 2, B 4, or Kt 3, or . . . . P × P) the draw is easier.



White has to check—Kt—Kt 3—in order to win. Hence he must lose a move, forcing the opposition upon his adversary, with himself at R 3. This he can do easily:—

1 K—R 4	K—Kt 7	4 K—R 3	K—R 8
2 K—Kt 4	K—R 8	5 Kt—Kt 3+	K—Kt 8
3 K—Kt 3	K—Kt 8	6 Kt—B 3, mate.	

Black is restrained so that he cannot prevent his opponent from playing K—Kt 3 in answer to . . . . K—R 8; which is all that is wanted to bring the mate in evidence. 1 K—Kt 4 would do equally well, of course; the essential point being to force Black into strict opposition.

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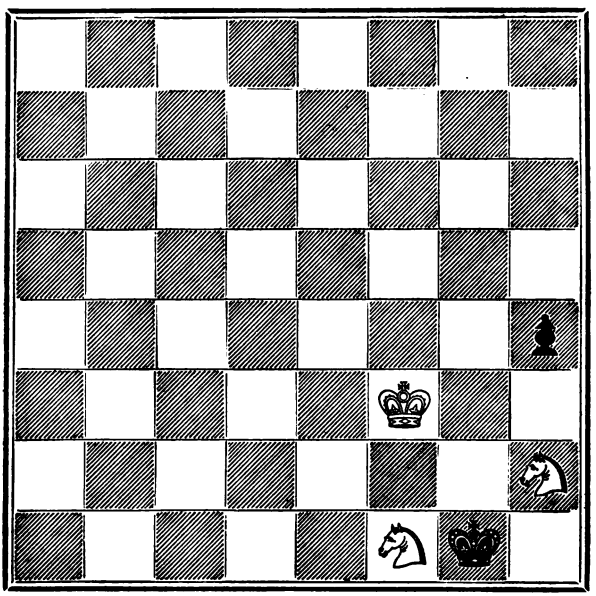

WHITE.

This and the next following position, both by a Russian composer, M. Plotitzine, are from *La Stratégie*, 1897. The Knights win :—

1 K—K 2 K—Kt 7

Or 1 . . . . P—R 6 ; 2 Kt—K 3, K—R 8 ; 3 K—B sq, K × Kt ; 4 K—B 2, K—R 8 ; 5 Kt—B sq, P—R 7 ; 6 Kt—Kt 3, mate.

2 Kt—Kt 4 K—R 6

Or 2 . . . . P—R 6 ; 3 Kt (Kt 4)—K 3 +, K—Kt 8 ; 4 Kt—R 2, &c., as above. Or 2 . . . . K—Kt 8 ; 3 Kt (Kt 4)—K 3, K—R 8 ; 4 K—B 2, &c., mate.

3 Kt—R 6	K—Kt 7
4 Kt—B 5	K—R 6

Or 4 .... P—R 6; 5 Kt (B 5)—K 3+, K—Kt 8; 6 Kt—R 2, &c. Similarly if 4 .... K—Kt 8. This sacrifice of the Knight at R 2 is a notable feature of the play.

5 Kt (B sq)—K 3	K—R 7
6 K—B 2	K—R 6
7 Kt—Q 4	K—R 7
8 Kt—K 2	K—R 6
9 Kt—B 4+	K—R 7
10 Kt—B sq+	K—R 8

Now, 11 Kt—K 2 (or R 5) and mates next move.

As to when the Knights can surely win against the Pawn, and when they cannot, the data so far obtained scarcely warrant formulation of any general rule likely to be of value to the student. Recorded experience throws little light on the subject, and analysts have given it scant attention. Apparently the Knights do best against a Rook Pawn, next best against a Bishop Pawn; but what their case may be against one of the other Pawns is something more of a mystery. Although the ending two Knights *v.* Pawn seldom occurs in actual play, yet its study, up to a point of at least fair understanding, is by no means so practically useless as this circumstance would seem to suggest. No one can seriously investigate it without arriving at a more exact appreciation of the power of the Knight which will stand him in good stead when dealing with ordinary and more complex positions. The question so plainly at issue, that of "time," in its aspect of "economy of force," is in fact the leading question in all endings, as well as throughout the game.

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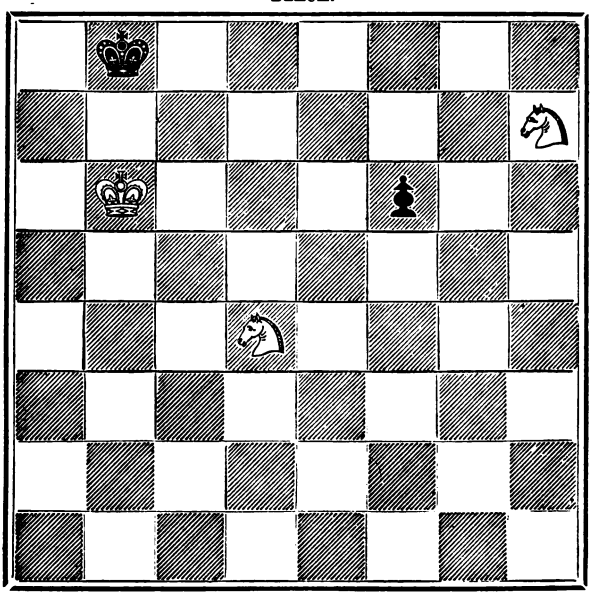

WHITE.

White wins:—

1 Kt—B 5 +	K—B sq
2 Kt—B 8	K—Q sq

Unless he comes out, mate is simple—2 . . . . K—Kt sq; 3 Kt—Q 6, P—B 4; 4 Kt—Q 7 +, K—R sq; 5 Kt—Kt 5, &c.

3 K—B 6	K—K sq

Again, 3 . . . . K—B sq; 4 Kt—K 6, K—Kt sq; 5 Kt—Q 6, K—R 2; 6 Kt—Q B 5, P—B 4; 7 K—B 7, and mate in three. Variations on this present little difficulty.

4 Kt—K 6	K—B 2
5 Kt (K 6)—Kt 7	K—Kt 3

Note the power of the Knights here, and later, in drawing the

"impassable line," and virtually confining the King to the side—with their King in assistance.

6 K—Q 5	K—Kt 4
7 K—K 4	K—Kt 3

If 7 . . . . K—Kt 5; 8 K—K 3, &c., it comes to the same thing; or Black will be forced to K R 8, and there mated. *E.g.*, 7 . . . . K—Kt 5; 8 K—K 3, K—R 6; 9 K—B 3, K—R 7; 10 Kt—R 5, K—Kt 8; 11 Kt (R 5)—Kt 3; K—R 7; 12 Kt—K 2, K—R 8; 13 K—B 2, K—R 7; 14 Kt—Kt sq, K—R 8; 15 Kt—Kt 3+, K—R 7; 16 Kt—B sq+, K—R 8; 17 Kt—K 2, &c. Or he may let the Pawn advance further, 15 Kt—K 3, P—B 4; 16 Kt—B sq, P—B 5; 17 Kt—K 2, P—B 6; 18 Kt (K 2)—Kt 3, mate.

8 K—B 4	K—B 2
9 K—Kt 4	K—B sq
10 K—R 5	K—B 2
11 K—R 6	K—Kt sq
12 Kt—Q 6	K—B sq

Playing as well as he can to avoid being cornered at R sq. Much depends upon the move. If White takes the opposition here, Black can prolong by threatening to escape outwards from B sq. If 12 . . . . P—B 4, then 13 Kt—K 6, P—B 5; 14 K—Kt 6, P—B 6; 15 Kt—K 4, P—B 7; 16 Kt—B 6+, and other Knight mates at B 7 in two more moves.

13 Kt (Kt 7)—B 5	K—Kt sq
14 K—Kt 6	K—B sq
15 K—R 5	K—Kt sq

Losing a move, the better to manœuvre his Knights. Black must and can be forced into opposition at Kt sq—an important point.

16 K—R 6	K—B sq
17 K—Kt 6	K—Kt sq
18 Kt—K 8	K—B sq

Now this Knight soon takes command of B 8, further restricting the King, and the rest follows as of course.

19 Kt (K 8)—Kt 7	K—Kt sq
20 Kt—K 6	K—R sq

White mates in three moves.

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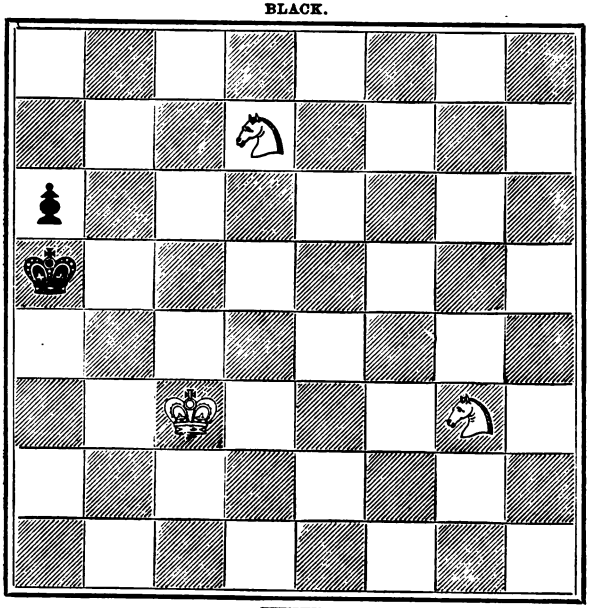

WHITE.

From "Studies and End Games" (Horwitz and Kling):—

1 Kt—K 2, K—Kt 4; 2 Kt—Q 4+, K—R 5; 3 Kt—Kt 6+, K—R 4; 4 Kt—Q 5, K—R 5; 5 K—Kt 2, K—R 4; 6 K—B 2, K—R 5; 7 K—B 3, K—R 4; 8 K—B 4, K—R 5; 9 Kt—B 6, K—R 6; 10 K—B 3, K—R 5; 11 Kt—B 7, K—R 6; 12 Kt—K 5, K—R 7; 13 Kt—B 4, K—Kt 8; 14 K—Q 2, P—R 4; 15 Kt—Kt 5, P—R 5; 16 Kt—B 3+, K—R 8; 17 K—B 2, P—R 6; 18 Kt—R 5 (Q 2), and mates next move.

Or, 2 . . . . K—R 4; 3 K—B 4, K—R 5; 4 Kt—Kt 6+, K—R 4; 5 Kt—Q 5, K—R 5; 6 Kt—B 6, K—R 6; 7 K—B 3, K—R 7; 8 K—B 2, K—R 6; 9 Kt—Kt 6, P—R 4; 10 K—B 3, K—R 7; 11 Kt—R 4, K—Kt 8; 12 K—Q 2, K—R 8; 13 K—B sq, K—R 7; 14 K—B 2, K—R 6; 15 Kt—B 3, P—R 5; 16 Kt—Kt 5+, K—R 7; 17 Kt—Kt 4+, K—R 8; 18 Kt—Q 4, P—R 6; 19 Kt—Kt 3, mate. An exceptionally difficult example. But the positions likely to occur in actual play are relatively few in which the Knights cannot win against a Pawn, if the latter can be stopped before it approaches Queening near enough to prevent mate.

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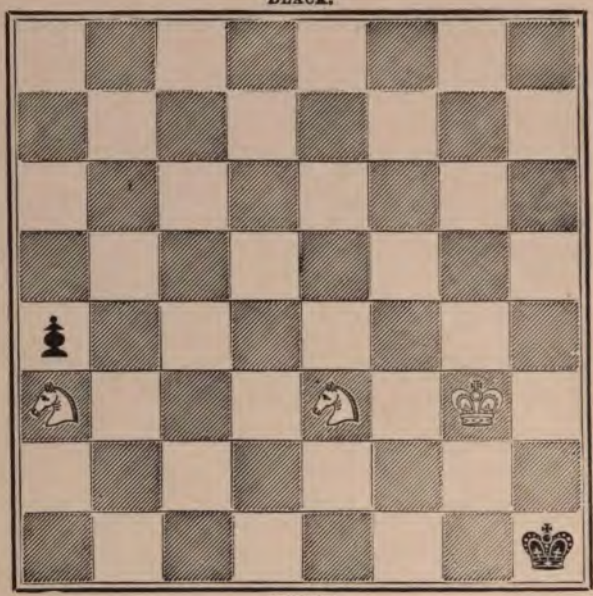

WHITE.

The opposition is here against White. If he had it, *i.e.*, were Black already at K Kt 8, there would be mate in five moves. The King must be driven to another corner. The Knights win:—

1 K—B 2, K—R 7; 2 Kt—Kt 4+, K—R 6!; 3 K—B 3, K—R 5; 4 Kt (Kt 4)—B 2, K—Kt 4; 5 K—K 4, K—R 5; 6 K—B 4, K—R 4; 7 Kt—K 4, K—R 5; 8 Kt—Kt 5, K—R 4; 9 Kt—B 3, K—Kt 3; 10 K—K 5, K—R 4; 11 K—B 5, K—R 3; 12 Kt—K 5, K—R 4; 13 Kt—Kt 6, K—R 3; 14 Kt—B 4, K—Kt 2; 15 K—K 6, K—B sq; 16 Kt—R 5, K—K sq; 17 Kt—Kt 7+, K—B sq; 18 K—B 6, K—Kt sq; 19 Kt—K 6, K—R 2; 20 K—Kt 5, K—R sq; 21 K—R 6!, K—Kt sq; 22 K—Kt 6, K—R sq; 23 Kt—Q B 4, P—R 6; 24 Kt—K 5, P—R 7; 25 Kt—B 7+, K—Kt sq, 26 Kt—R 6+, K—R sq; 27 Kt—Kt 5, P—R 8=Q; 28 Kt—B 7, mate.

Black could have made his way to Q R sq, of course; but the result would have been much the same.

Rook v. Pawns.

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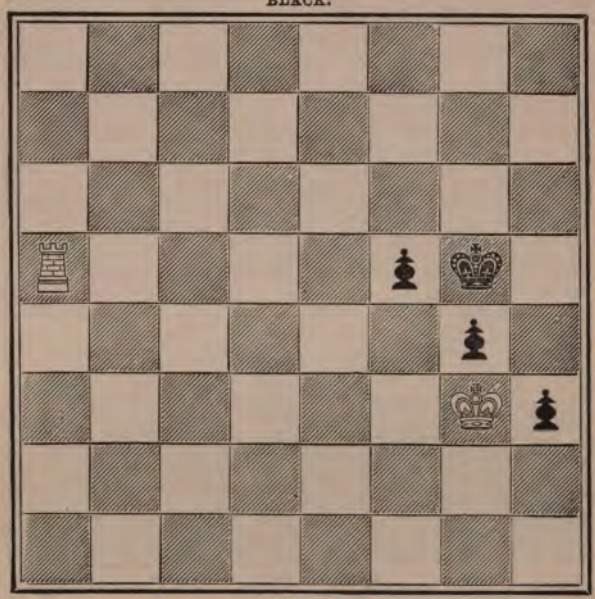

WHITE.

This and all analogous positions should be drawn :—

1 R—Kt 5	K—B 3	3 R—Kt 6 +	K—Kt 2, &c.,
2 K—B 4	K—Kt 3		drawing.

Black has to play only so that his rear Pawn cannot be taken with a check, as then the Rook might be able to return in time to prevent successful Queening. White cannot take the Pawn with King as long as Black can safely reply with . . . . P—R 7, because then, of course, the two Pawns would win against the Rook. Other formations of the Pawns generally lose. As for example, in the above, let the Rook be at Q R 8, and Bishop Pawn advanced to B 6, then would White win easily, with or without moving first. Or, with the Pawn at B 5, and White King at K R 2, then R—K B 8, forcing on the Pawn, and K—Kt 3, with the just mentioned winning position. If position is raised a rank White wins, if lowered a rank he loses.

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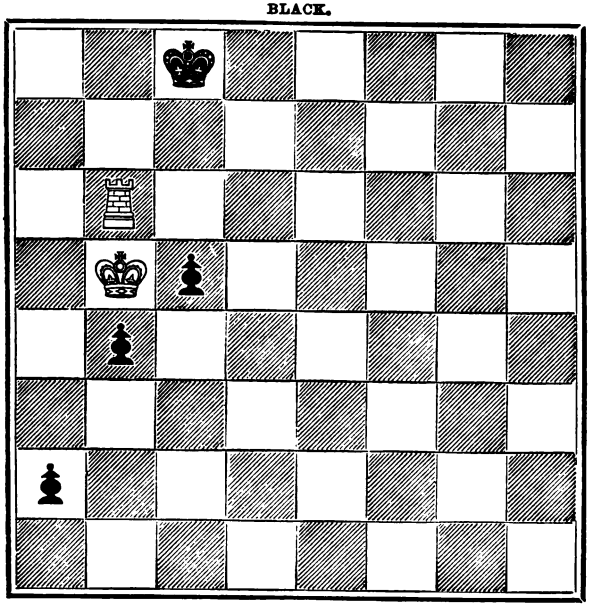
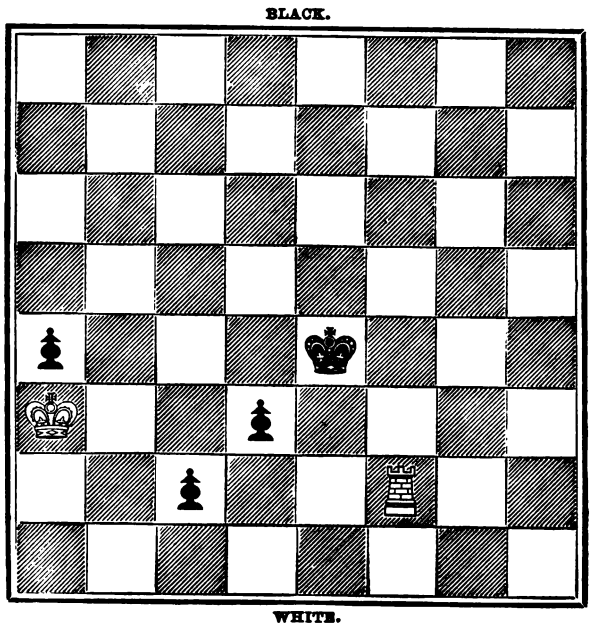


WHITE.

A difficult position (by Horwitz and Kling), in which White can draw by confining the opposing King, continually threatening mate if Pawn goes to Queen:—

1 R—Q R 6	P—Kt 6	6 R—K R 5	K—Q sq
2 K—B 6!	K—Kt sq	7 K—Q 6	K—K sq
3 R—R 3!	P—B 5	8 K—K 6	K—B sq
4 R—R 5!	P—Kt 7	9 K—B 6	K—Kt sq
5 R—Kt 5+	K—B sq	10 R—Kt 5+, &c., drawing.	

Black has no time to Queen, as check or threat of mate on the move is always present. It makes no difference how he plays his Pawns—short of losing them. The dangerous situation of the King precludes his winning.



From "Chess Studies and End Games"—a draw :—

1 R × P !	P × R
2 K—Kt 2	K—Q 6

3 K—B sq, and the Pawns cannot win.

This, like the previous position, is a type of which varieties may be multiplied at will. If recognised a move or two in advance, the draw can be generally avoided by the superior force, *i.e.*, the Pawns ; which, as a rule, ought to win against the Rook, when so near Queen.

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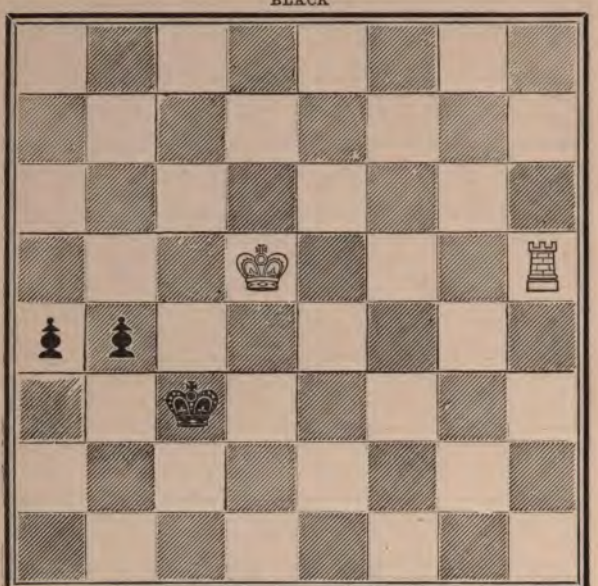

WHITE.

The Rook can do no more than draw:—

1 R—R 3+	K—Kt 7!
2 K—B 4	P—Kt 6
3 R—R 2+	K—R 6!
4 K—B 3	P—Kt 7
5 K—B 2	K—R 7
6 R—R sq	P—R 6, and will draw by stalemate.

If 3 K—Kt 4, K—R 7; 4 K × P, P—Kt 7; 5 R—R 2, K—R 8, the game is also drawn. Black must make for R 6 with his King, in order to bring in the element of stalemate, else he loses—1 R—R 3+, K—B 7?; 2 K—B 4, P—Kt 6; 3 R—R 2+, K—B 8; 4 K—B 3, K—Kt 8; 5 R—K Kt 2, K—R 8; 6 R—Kt 4, P—Kt 7; 7 R × P+, K—Kt 8; 8 R—Q Kt 4, K R 8; 9 K—B 2, and wins. An every-day position of great utility.

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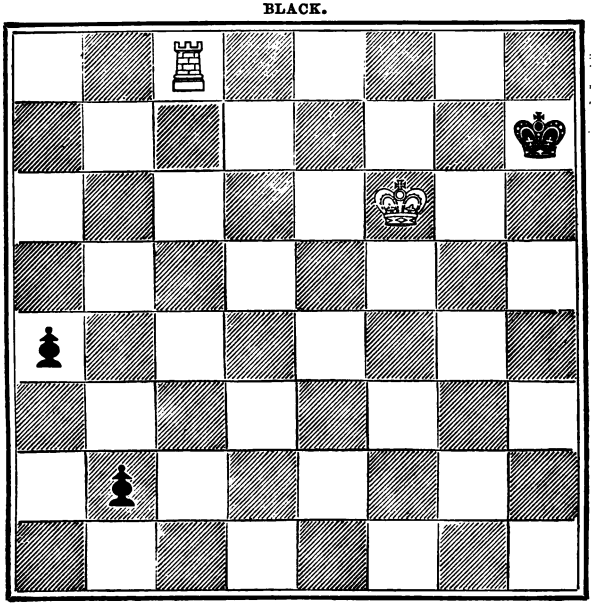

WHITE.

A common position—White wins:—

1 R—B 7 +	K—Kt sq
2 R—Kt 7 +	K—R sq
3 R—Kt 7	P—R 6

4 K—Kt 6, and mates in two moves.

The checks are necessary, as in driving the King to R sq time is gained in furtherance of the mate. If 1 . . . . K—R sq or 1 . . . . K—R 3, the win by 2 R—Q Kt 7 or 2 R—B 2 is obvious.

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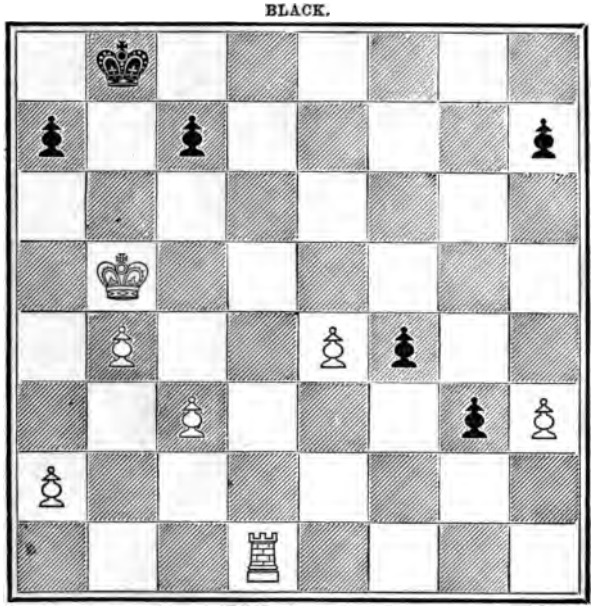

WHITE.

White wins:—

1	P—B 6
2 K—B 6 !	P—Q R 3
3 P—K 5	P—B 7
4 P—K 6	P—Kt 7
5 P—K 7	P—B (Kt) 8 = Q
6 P—K 8 = Q +	K—R 2

7 Q—K 3 +, and 8 Rook mates.

There was nothing better than 1 . . . . P—B 6. If 1 . . . . K—Kt 2 then 2 R—K Kt sq, stopping the Pawns.

Rook,

SOLE OR SUPPORTED, AGAINST VARIOUS FORCES.

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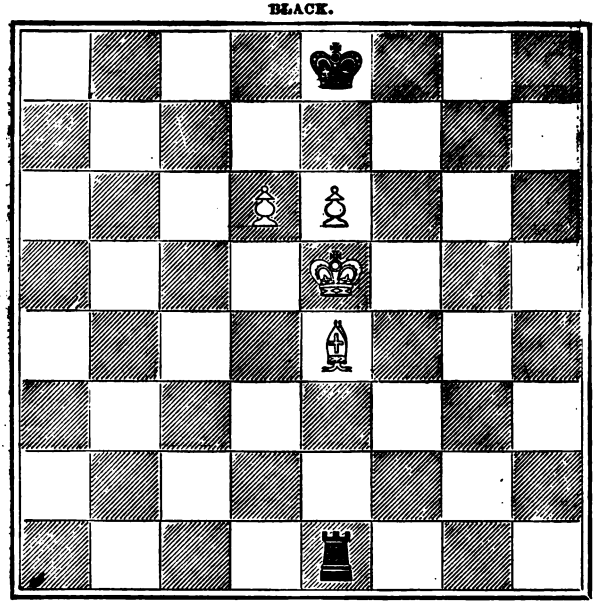

WHITE.

Against Bishop and two Pawns the Rook generally draws, his King being in front of the Pawns, unless they are united and have reached the sixth rank, as for instance in the position here given. But thus far advanced, united, and supported, the Pawns, with the Bishop, win: 1 . . . . K—Q sq; 2 K—B 4, R—B 8+; 3 K—Kt 5, R—Kt 8+; 4 K—B 6, R—B 8+; 5 B—B 5, and must win by advancing Pawns.

White cannot be prevented from taking up this position—King at B 6 and Bishop at B 5—and when he attains it, Black is helpless.

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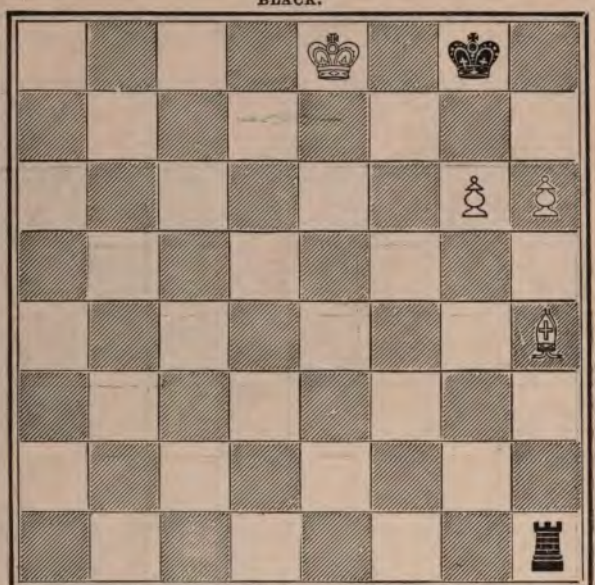

WHITE.

Ending by Steinitz—White wins :—

1 P—R 7 +	K—Kt 2
2 P—R 8=Q +	K × Q
3 K—B 7	R—B 8 +
4 B—B 6 +	R × B +

5 K × R, and the Pawn goes to Queen. And so for other positions almost without exception, in which the Pawns are side by side on the sixth rank, with Bishop and King within supporting distance. But there are exceptions, as the very next position proves.

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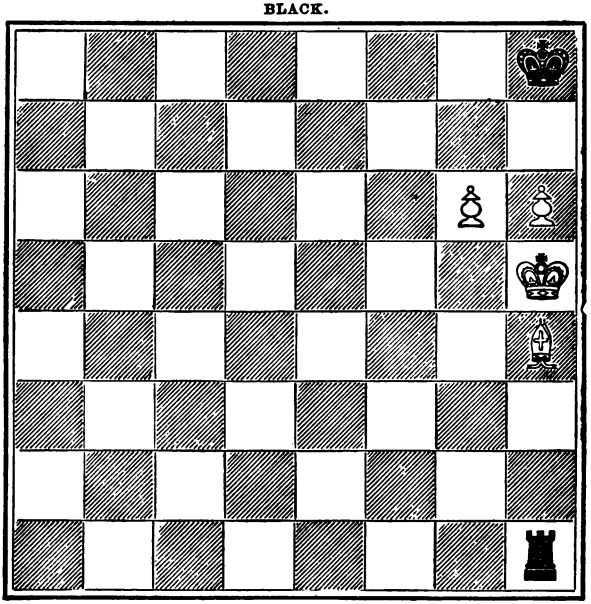

WHITE.

This differs from both the foregoing in that the White King has less room for action; as has also the Bishop with respect to the opposing King:—

1 K—Kt 4	R—Kt 8 +
2 K—B 5	R—K R 8 !
3 K—Kt 4	R—Kt 8 +

Of course, 3 B—B 6 + and 4 P—R 7 + would be of no use, the Rook being given up for the Pawns.

4 B—Kt 3	R—K R 8 !, and White can make no progress.

The Rook plays on the Rook file whenever check by Bishop is threatened, and so as to take the Pawn if it goes to R 7; or it attacks the Bishop, or pins it, when the King tries to reach B 7, and thus draws.

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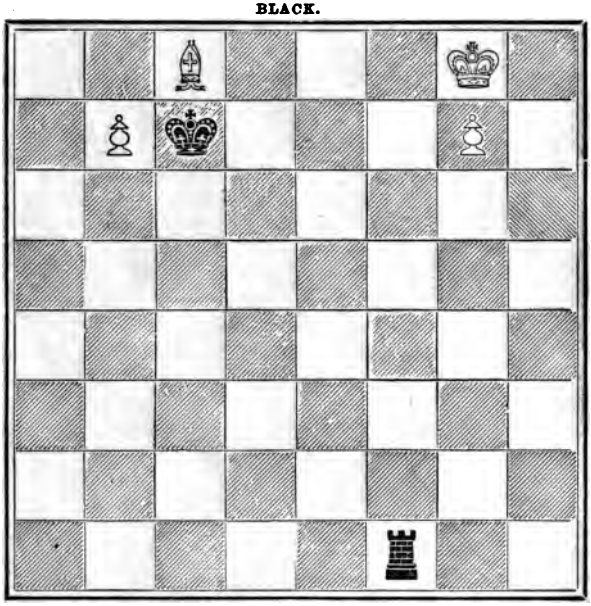


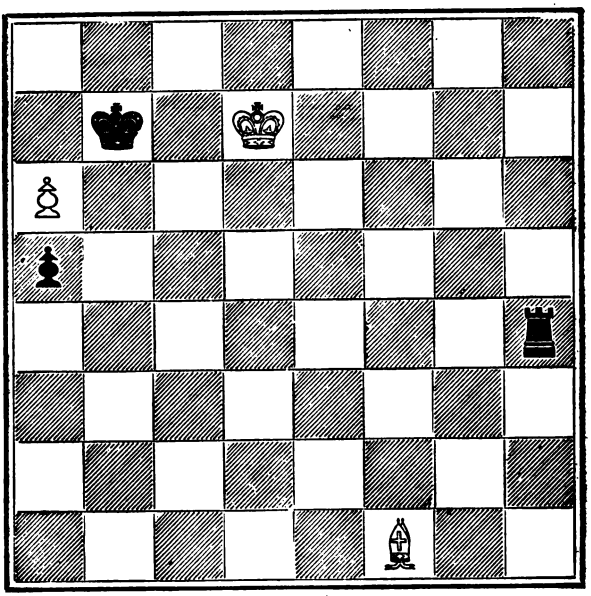
WHITE.

When the Pawns are separated, the Rook is more likely to draw in the generality of positions. In the above, however, from *Lehrbuch des Schachspiels*, the Pawns win easily, being so far advanced that an opportune sacrifice of the Bishop at once decides the issue:—

1 K—R 7	R—R 8 +
2 K—Kt 6	R—Kt 8 +
3 K—B 7 !	R—B 8 +
4 B—B 5 !, winning.	

For if 4 . . . . R × B +, the King plays to Kt 6, and when the Rook goes away to check on the Knight file, the Pawns Queen one after the other—the Queen Knight Pawn first. If 4 . . . . R—K Kt 8, of course 5 B—Kt 6 follows. Let the Queen side Pawn be at Q B 6, and the Bishop at Q 7. Then White can win only by B—Kt 6, and with some little difficulty—1 B—K 8, K—Q 3; 2 K—R 7, R—R 8 +; 3 K—Kt 6, R—Kt 8 +; 4 K R 6, R—R 8 + ; 5 B—R 5, R—K Kt 8; 6 B—Kt 6, R—R 8 +, 7 K—Kt 5, R—Kt 8 +; 8 K—B 5, R—B 8 +; 9 K—K 4, and Black cannot save the game.

WHITE.



BLACK.

Black won as follows:—

1	R—K 4 +
2 K—Q 2	K—B 7
3 B—Kt 4 ?	R—Q 4 +
4 K—B 2	K—Kt 7 !
5 B—K 6	R—K 4
6 B—Kt 4	R—K 6
7 K—Q 2	R × P, &c.

If 5 K—B 3, then 5 .... R—K Kt 4; 6 B moves, R—Kt 6 +, &c. White should not have allowed his King to be driven to Queen Bishop file; there he was too far away to draw when Black offered Rook for Bishop and Pawn. The correct play was 3 K—Q 3 ! and (if 3 .... R—Q 4 +) 4 K—K 4 ! In such a position the King of the weaker party should always keep close to the Bishop file (next his Pawn), and as near to B 3 in that file as possible, in order to draw.

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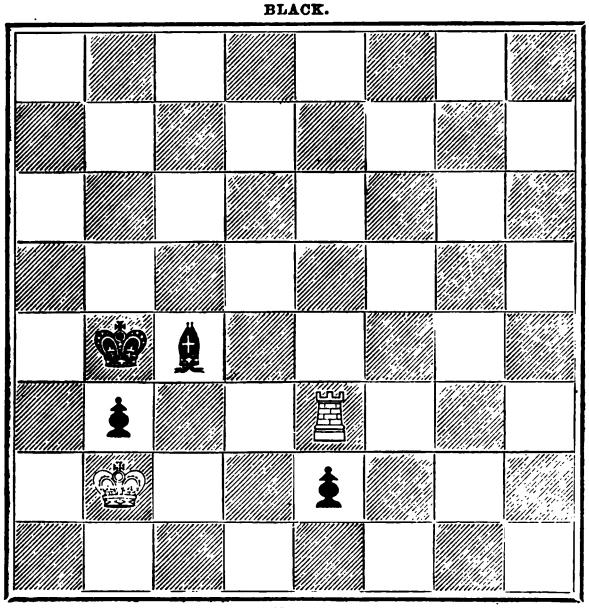

WHITE.

In this position, from *Theorie und Praxis der Endspiele* (Prof. J. Berger), the Rook draws:—

1 . . . . B—Q 6
2 R—K 7 K—B 5
3 R—K 8, and if 3 . . . . K—Q 5, of course 4 R × P, &c., drawing. Black King cannot get over to support his King Pawn without leaving both Pawns temporarily supported by the Bishop only; and then the Rook can be given up, securing the draw. Place the White King on Q B sq, and his Rook on K B 2; Black King on Q Kt 6, Bishop on Q B 7, Pawns on Q 6 and Q B 6. In this position also the Rook draws, chiefly owing to the poor situation of the Bishop. *E.g.*, 1 . . . . B—Kt 8; 2 R—K R 2, B—R 7; 3 R—Q B 2, &c., and Black can do nothing to win. The Bishop cannot be freed without loss; and by keeping his Rook on the second rank, playing for stalemate, or the usual sacrifice, White draws the game.

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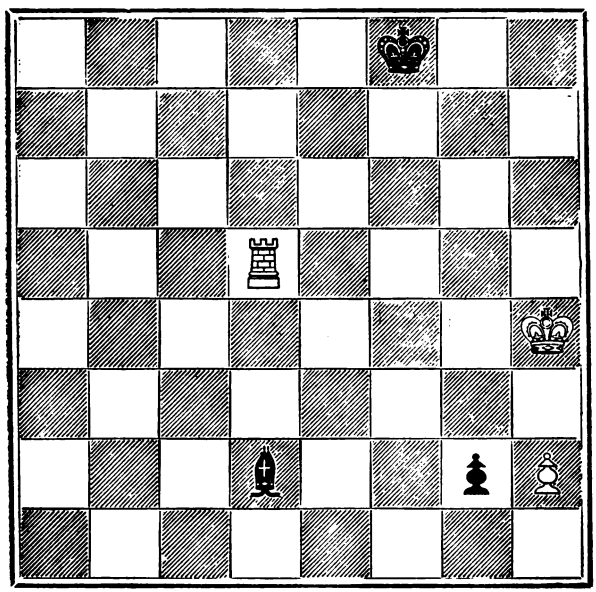


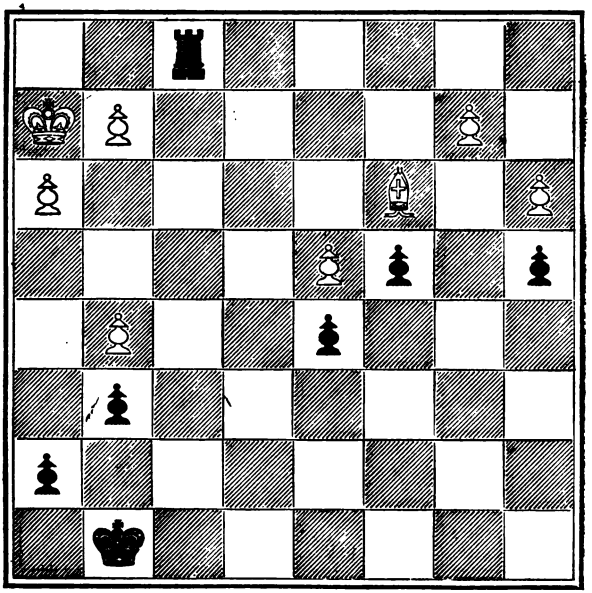
WHITE.

Another most instructive composition by M. Troitzky. White avoids probable loss (in the ending Queen *v.* Rook and Pawn), in this ingenious and interesting manner :—

1 R—B 5 +	K—K 2
2 R—K 5 +	K—moves
3 R—K sq !	B × R +
4 K—R 3	P = Kt +

5 K—Kt 2, and will gain one of the Pieces, drawing. Of course, if Black makes a Bishop he cannot win ; and if a Queen or Rook, the win is barred by stalemate. Again, if 1 . . . . K—Kt 2 ; 2 R—B 3, B—K 8 (or Kt 4) + ; 3 K—R 3, P = Q or R ; 4 R—B 7 + !, with draw by perpetual check—or stale. White times his attack upon the Pawn exactly. If, in this latter case, 2 K—R 3, then 2 . . . . P = R, and Black might *try* to win ; the draw then not being quite so evident.

WHITE.



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Black won; White should have drawn:—

1	P—R 4
2 P—K Kt 4 ?	R—B 6
3 K—Kt 2	R—K 6
4 K—R 2	R—K 7 +
5 K—Kt 3	P—R 5 + !
6 K—B 3	R—R 7, and wins.

The position was properly drawn—2 P × P *e.p.*, K—R 2; 3 P—K Kt 4! K × P; 4 P—R 4, &c. Black King would be shut in, and the Rook could do nothing of itself. In the actual play, if 6 K × P, then 6 . . . . R—Kt 7, breaking up White's Queen side, and winning of course.

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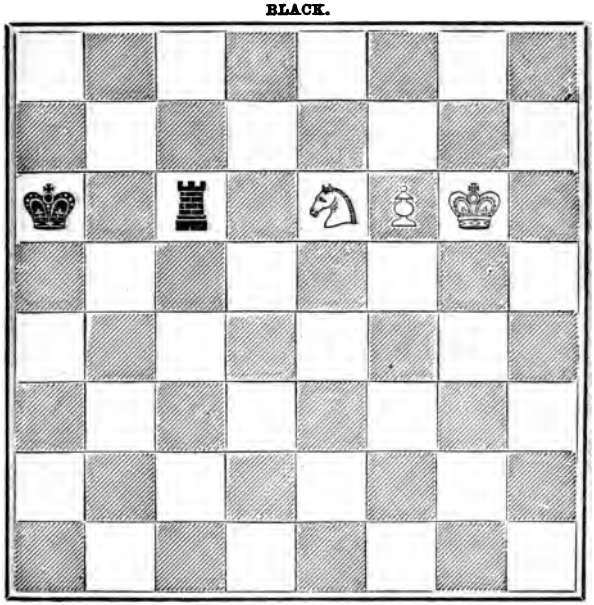

WHITE.

This comes to an ending Queen *v.* Rook, and is of course a win for White:—

1 P—B 7	R × Kt +	4 K—Kt 3	R—K 6 +
2 K—Kt 5	R—K 4 +	5 K—B 2, and the Pawn must	
3 K—Kt 4	R—K 5 +	Queen.	

White retires along the Knight file until he can play to B 2 (or B 3, just as good), the only way to prevent his opponent from attacking and taking the Pawn, either before or after Queening.

If 1 . . . . R—B sq, then 2 Kt—B 7 +, K moves; 3 Kt—K 8. &c. Shift all the forces a file to the right, making the Pawn a Knight Pawn, and Black can draw; because, then, after 1 P—Kt 7, R × Kt +; 2 K moves, R—B 8,—White King's liberty of action is insufficient to enable him to avert the final exchange. Position by E. Lasker.

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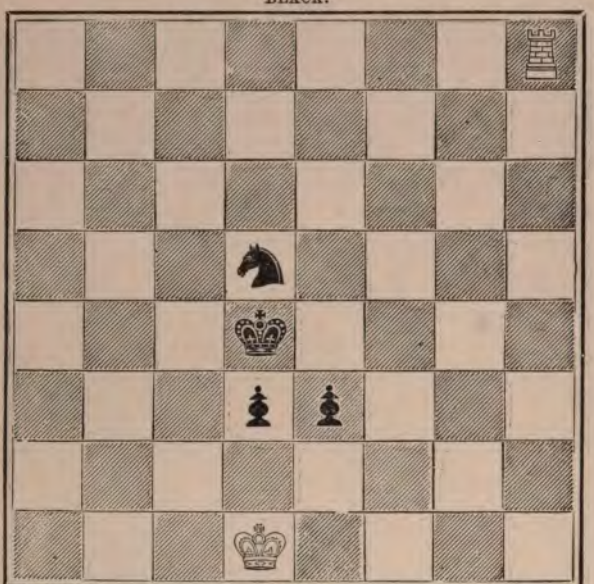

WHITE.

The Rook draws against Knight and two Pawns provided his King is near enough, or can front the Pawns in any such position as the above. The general principle is to play the Rook *behind* the Pawns, where he can check the opposing King safely, when expedient; and where he can pin the Knight, when necessary, or prevent his own King being checked, with successful advance of one of the Pawns to Queen. For example, in the situation here given, R—Q 8 is the only move to draw. If, for instance, 1 R—R 2, then 1 . . . Kt—B 5; 2 R—R 2, P—K 7 + ; 3 K—Q 2, Kt—Kt 7; 4 R—R 4 +, K—K 4; 5 R—R sq, K—K 5; 6 R—R 4 +, K—B 6; 7 R—R sq, P—K 8 (Q) +, 8 R × Q, Kt × R, 9 K × Kt, K—K 6, &c., winning. If 2 R—R 4, pinning the Knight, the King plays over, defending, and eventually to K—B 6, winning in a similar manner.

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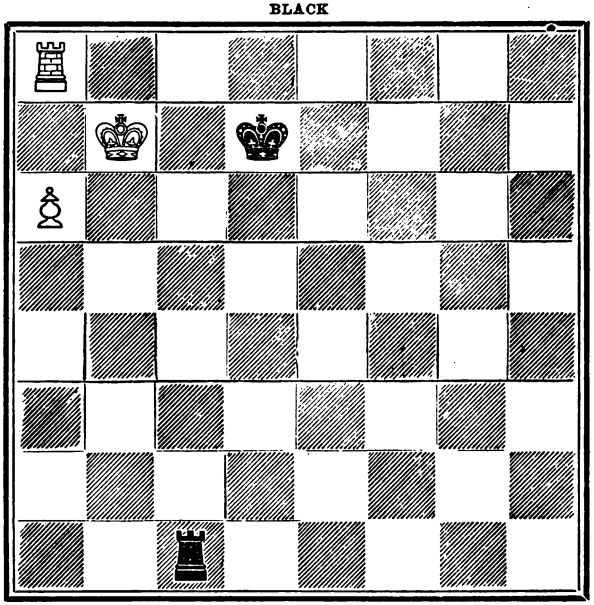

WHITE.

With the move, White wins; without it, he can do no more than draw—the restricted action of his King then conspicuously favouring his opponent:—

1 P—R 7	R—Kt 8 +
2 K—R 6	R—R 8 +
3 K—Kt 6 !	R—Kt 8 +

If 3 K—Kt 5, Black King would have time to approach the Pawn, drawing; for he would be within supporting distance of his Rook; so that the winning operation in the sequel would be avoided.

4 K—B 5	R—B 8 +
5 K—Q 4	R—Q 8 +
6 K—B 3	R—Q R 8 !

Another check, and this move of the Rook would be too late. In the circumstances it is the only one to prevent White checking, and Queening, and winning—Queen *v.* Rook.

7 R—R 8!	R × P
8 R—R 7+, and wins.	

Regard this decisive manœuvre, 7 R—R 8, &c. Clearly, if Black King stood at K Kt 2 or K R 2 this method of gaining the Rook would not be available. The win would have to be effected in a different manner, 1 P—R 7 leading only to a drawn game. For let that King command his R sq, the position being in other respects the same, and let White begin 1 P—R 7. Now, after sufficiently checking, to separate King and Pawn, and eventually putting pressure upon the latter, as in the foregoing play, Black would be perfectly safe. All he need do then would be to continue his attack upon the Pawn, alternating with check when necessary—*i.e.*, whenever the King joined in support (meaning to release the Rook); leaving his own King immovable, or oscillating between Kt 2 and R 2, commanding R sq and effectually excluding the mode of winning just proposed.

On the other hand, give Black the move, in the situation on the diagram, and the element of limitation will so work as to enable him to avert defeat:—

1	R—Kt 8+
2 K—R 7	K—B 2
3 R—R 8	R—Kt 7

Or 3 . . . . R—Q B 8; 4 R—R 7+, K—B sq; 5 K—Kt 6, R—Kt 8+; 6 K—B 6, R—B 8+; 7 K—Kt 5, K—Kt sq, &c., soon fronting the Pawn, drawing. But note, 6 . . . . K—Kt sq *loses;* for 7 R—Kt 7+, R × R; 8 P × R, and will Queen. On principle, it is better to restrain the King as much as possible—making more directly for the draw.

4 R—R 7+	K—B sq
5 R—Q Kt 7	R—Q B 7

White takes the only means of liberating his King. Black's object is to hold him to the Rook file, or to himself reach that file, in front

of the Pawn—exactly as it would be were there no Rooks on the board. Well, in the position now arrived at, White is more or less free. But what are his prospects? If he comes out, he may be checked back again, or indefinitely, or far enough from his Pawn to render its loss inevitable. A trial will show that he can avoid check only by reverting to the status quo; or by retiring upon the checking Rook, leaving the Pawn to be attacked and taken by the combined forces of the enemy. Hence, whether he makes way for the Pawn or not, movement of the King, as matters stand, is nothing to the purpose.

Then, let the Rook do what he can. Checking is obviously useless. If he moves along the rank, an exchange may follow—drawing; if along the file, why, there is equally no real progress. Black holds himself substantially as he is, ready to cross and front the Pawn, on opportunity, and the draw is fully established.

The niceties and difficulties of Queening or winning by means of a Rook Pawn are well exemplified in this practically important position. Suppose a slight alteration (diagram), White King at Q Kt 8, Black at Q B 3. Then, even with the move against him, Black would draw; while with the move in his favour he would win off-hand—1 . . . . R—K R 8 (or anywhere on the King side); 2 K—R 7 (avoiding mate), R—R 2+; 3 K—Kt 8, R—Kt 2, and White loses straight away. In this particular case, one may conceive the Pawn as having just pushed on, in an ill-advised attempt to win, its advance converting it into an encumbrance or obstruction, directly inviting disaster.

It is hoped that all this, and other like protracted discussion, may not prove too much for the patience or perseverance of the reader. Yet it will almost certainly do so if he disposes himself to misrate the importance of these endings in practical chess.

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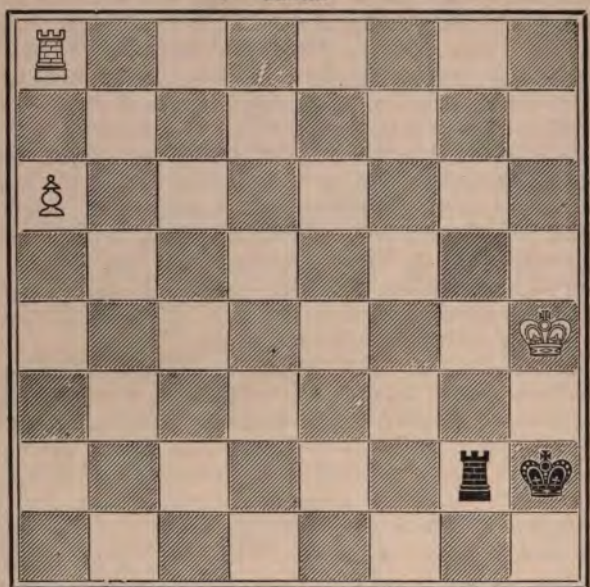

WHITE.

Here also the superior force wins; absolutely—the move being immaterial:—

1 P—R 7	R—R 7

If 1 . . . . R—Kt 2 White King goes forward, soon attacking Rook and winning rather easier.

2 K—Kt 4	K—Kt 7
3 K—B 4	K—B 7
4 K—K 4	K—K 7
5 K—Q 4	K—Q 7
6 K—B 5!	K—B 8!

Of course, all along here, Black must shun the check menaced from move to move—no check on his own part improving matters in the

least. At the present juncture B 8 is no doubt his best shelter. If 6 . . . . R—B 7 +, White retires to Kt 4, and Pawn will Queen, or the Rook be lost for it, almost immediately. If 6 . . . . K—B 7 (or 6), then 7 R—Q B 8 !, R × P ; 8 K—Kt 6 +, and Black must succumb. As a salient feature of the winning process this method of gaining the Rook deserves considerable attention.

7 K—Kt 6 R—Kt 7 +

Besides the safety points commanding R sq, mentioned in connection with the last preceding example, there are other squares of safety for the King of the weaker party in this class of position (*i.e.*, with Pawn at R 7). Here is one, R 8, in front of his Rook. Could he move to that square, *now*, the game would be easily drawn. But he cannot reach in time—for if 7 . . . . K—Kt 8, 8 R—Q Kt 8! leaves him no resource.

8 K—B 6 R—Q R 7

Again, checking would be useless in defence. For instance, 8 . . . . R—B 7 + ; 9 K—Q 6, R—Q 7 + ; 10 K—K 5, and Black will soon be lost. Or White could retire more directly, viâ Q 5, or Kt 5, keeping clear of the file in which his adversary stands, with a like result. *E.g.*, 8 . . . . R—B 7 + ; 9 K—Kt 5, R—Kt 7 + (if 9 . . . . R—B 7 ; then 10 K—Kt 6, &c.) ; 10 K—R 4—and if Black attempts to cross to Q R 8 the pinning R—Q Kt 8 is fatal.

9 R—Q B 8 R × P

10 K—Kt 6 +, &c., winning as before.

N.B.—Generally, endings of this character, Rooks attacking and supporting Pawn *at R 7*, as after the first move in the present case—as a rule such endings should be drawn :—

1. When King of weaker party can obtain command of his vacant R sq, thus avoiding loss from check, or sometime R—R 8 followed by check, on the part of his opponent.

2. When he can reach the Rook file, in front of his Rook, so that he may be able to check whenever opposing King supports Pawn ; *and so that he may safely resume his attack on the Pawn when the check is no longer feasible.* Suppose at Black's 7th move above his King stands on Q R 8. He checks and checks, and returns to attack on Pawn, when necessary, and the draw is manifest. But place his Rook on Q R 5 and he is lost. If not supported on the Rook file, the

Rook must be able to check at a clear distance of at least *two* squares, or he cannot again reach that file, drawing.

Finally, in the position supposed, let Black's Rook be *anywhere* on the *King's side*, or anywhere on the Queen's side (*except in the eighth rank*), at a clear distance of two squares from adverse King, and the game will be drawn. But if he is in the eighth rank, *on the Queen's side*, though he can check at the required distance, he cannot afterwards reach the file to attack the Pawn, and loss is inevitable. Retire the King along the Rook file and test these statements. Put him—say at Q R 5 (White K at Q Kt 6, R at Q R 8, P at Q R 7). Now Black will lose unless his Rook stands somewhere on the other (in this case King's) side of the board; *or* somewhere in the *fourth* rank—whence he can check supported by King, and duly attack the Pawn as aforesaid. This, of course, assumes that he could not possibly be at Q sq or B sq, for thence he could draw easily enough; but let him be anywhere else on the Queen's side, except the four squares there in the fourth rank, and loss is certain.

3. When the Kings are on the same file, *both* within the territory of the weaker party, and latter's Rook anywhere on the enemy's ground, no win should result. Suppose White K at K R 7, R at Q R 8, P at Q R 7; Black K at K B 4, R at Q R 5. Then (first to bring the Kings in file), 1 . . . . R—R 5+; 2 K—Kt 7, R—Kt 5+; 3 K—B sq, R—Q R 5 (if he takes the opposition he loses—4 R—Kt 8, &c.); 4 K—K 7, K—K 4; 5 K—Q 7, K—Q 4; 6 K—B 7, K—B 4. Here, it will be observed, the winning operation through check by discovery fails; for if 7 R—Q B 8, R × P+; 8 K—Kt 8+, K—Kt 3, White's advantage disappears. Hence the draw. If 7 K—Kt 7, then 7 . . . . R—Kt 5+, &c., White never gaining time to utilise his Pawn. But in such a position as this last, the checking Rook must be somewhere in the *adversary's ground*, else the King retires on the Rook file, ultimately avoiding the check, and winning. Other critical situations of the kind may be readily deduced from the foregoing, to all of which these general rules of procedure will apply. It is often a nice point to decide, whether or not to advance the Pawn to the 7th in such cases (similar to diagram); and where the win is not *clear* the advance had better be deferred, leaving the square in front of the Pawn open for the King, in perhaps another way of winning.

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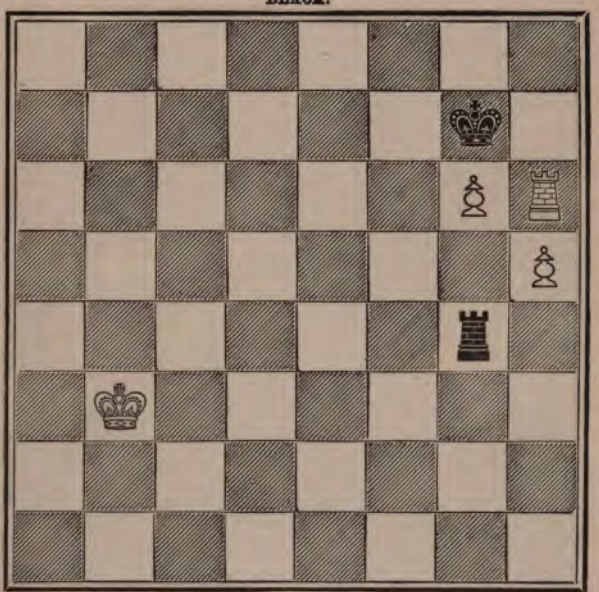

WHITE.

That Rook and two Pawns win against Rook is a rule with very few exceptions. In the example above—an unusually difficult one, which occurred more than half a century ago between the celebrated masters, Labourdonnais and M'Donnell, the latter actually losing—the right procedure is as follows: 1 R—R 7+, K—Kt sq; 2 K—B 3, R—K R 5; 3 K—Q 3, R—K Kt 5; 4 K—K 3, R—K R 5; 5 K—B 3, R—Q Kt 5; 6 K—Kt 3, R—Q R 5; 7 R—Q B 7, R—R 6+; 8 K—Kt 4, R—R 5+; 9 K—Kt 5, R—R 4+; 10 K—R 6, R—R sq; 11 R—B 5, R—Kt sq; 12 K—Kt 5, R—R sq; 13 P—R 6, R—Kt sq; 14 P—R 7+, K—R sq; 15 K—R 6, winning. Or, 1 . . . . K—B 3; 2 K—B 3, R—Kt 8; 3 K—Q 4, R—Kt 4; 4 K—K 4, R—Kt 8; 5 K—Q 5, R—Q 8+; 6 K—B 6, R—B 8+; 7 K—Q 7, R—Q R 8; 8 R—B 7+, K—Kt 4; 9 P—Kt 7, R—R sq; 10 K—K 6!, R—K Kt sq; 11 R—K 7, K—R 3; 12 K—B 6, R—Q R sq; 13 K—B 7, K—R 2; 14 P—R 6, winning. If, in this latter, 12 . . . . K—R 2, then 13 P—R 6; and if 13 . . . . K×P, 14 R—K sq wins. On the next page is an exception, by Horwitz and Kling, where the stronger force can do no more than draw.

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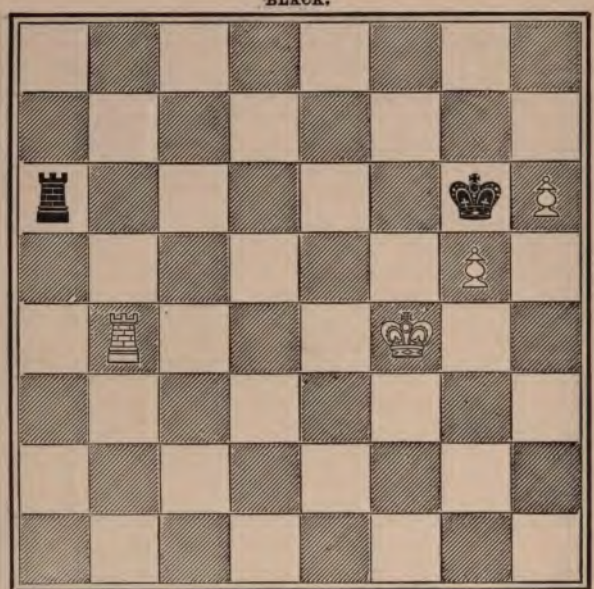

WHITE.

The Pawns are unfavourably situated, being both attacked in front by adverse King. The latter cannot be driven from his point of vantage by a check in rank; while through checking at Kt 8 White cannot exchange and remain with a winning Pawn ending:—

1 R—Q 4	R—Kt 3
2 R—Q 8	R—Kt 5+
3 K—K 5	R—Kt 2!
4 R—Kt 8+	K—R 2, &c., drawing.

Black has only to keep his Rook on the third rank until threatened with check on the Knight file; and then, after himself checking King away from support of Pawn, to play his Rook back on the second rank, in order to ensure the draw. Where the Pawns are separated, the win is nearly always forced, as one may be sacrificed, and a winning position attained with the other.

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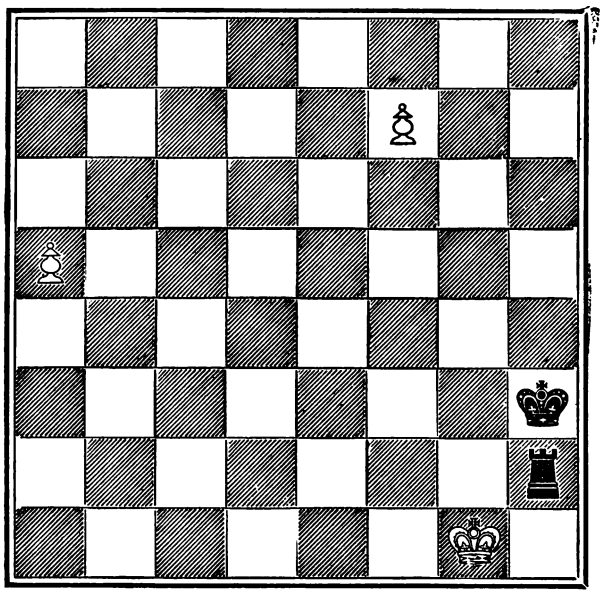

WHITE

This position, by Frank Healey, was at first supposed to be a draw; but, as shown by Robt. Steel many years since, it is a win for White—Black of course playing first:—

1	....	R—Kt 7 +	6	P—R 6	K—B 3
2	K—B sq	R—Kt 5 !	7	K—Q 3	K—B 2
3	P—B 8=R !	R—Q R 5	8	K—B 3	K—Kt 2
4	R—Q R 8	K—Kt 5 !	9	K—Kt 3, and White will play	
5	K—K 2 !	K—B 4		his King to the support	

of the Pawn, and Queen without difficulty. He must not play P—R 7, unless Black ventures on the Queen file, nor when the latter can reply .... K—Kt (R) 2. Failing to confine his adversary, by taking the opposition (as, *e. g.*, if White were to push the Pawn at move 5, thus allowing 5 .... K—B 6) Black goes for K—Kt (R) 2 in order to draw, in case of too early P—R 7. He must be able to take one of these squares in reply to P—R 7; else this move, with following R checks, or R—R 8, wins directly. If 3 P Queens, 3 .... R—B 5 + ! draws.

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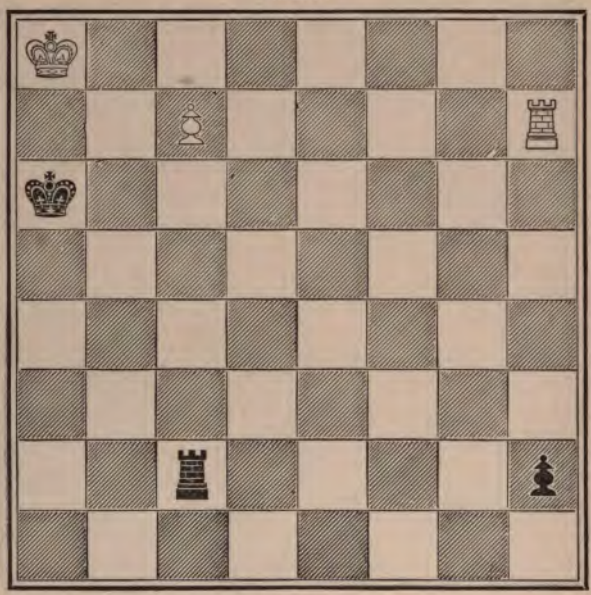

WHITE.

A critical position (by E. Lasker) in which White, playing first wins:—

1 R—R 6+	K—R 4	7 R—R 4+	K—R 6
2 K—Kt 7	R—Kt 7+	8 K—Kt 6	R—Kt 7+
3 K—R 7	R—Q B 7	9 K—R 5	R—Q B 7
4 R—R 5+	K—R 5	10 R—R 3+	K—R (Kt) 7
5 K—Kt 7	R—Kt 7+	11 R × P, and wins.	
6 K—R 6	R—Q B 7		

Black, except at the last, cannot play his King on the Knight file, on account of K—Kt 7, winning the Rook for Pawn. Black Pawn may be anywhere at the seventh rank, on the King side, with White Rook behind it, and White can win in a similar way. But if the other forces are more towards the centre, Black Rook has more room for checking, and the game is drawn.

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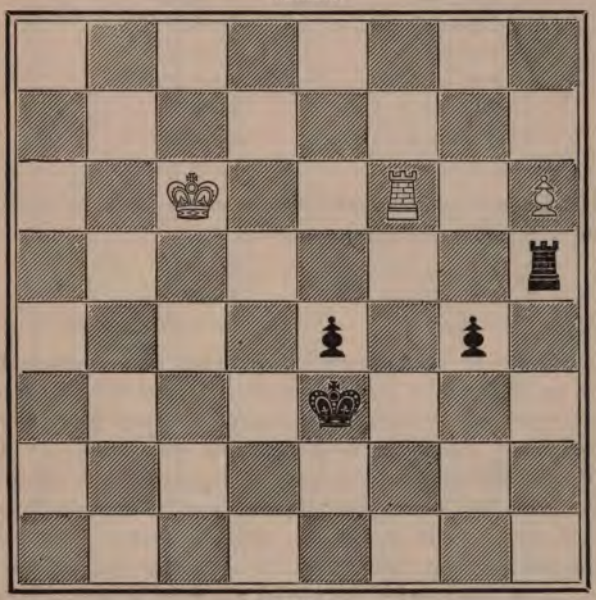

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Instructive conclusion to a hard fought contest between Morphy and Arnous de Rivière, Paris, in 1863. The great American suffers one of his very few reverses, losing by the "odd pawn":—

1	P—Q 5
2 R—Kt 3	K—B 4
3 K—K 4	R—R sq!

White, of course, wants to cross over with his King. This Black cannot well prevent, for, if 3 . . . . K—B 5, then 4 R—Q 3, and he might feel obliged to retire. Therefore he loses no time in transferring his Rook to attack from the other side.

4 K—Q 3	R—R sq
5 K—Q 2	R—R 7 +
6 K—B sq	K—B 5
7 R—Kt 3 !	P—Q 6
8 R—Kt 8	R—R 7
9 R—B 8 +	K—Kt 6
10 R—Q Kt 8 !	R—B 7 +

If Black were to exchange Knight Pawn for Rook Pawn there would be no win in resulting position.

11 K—Q sq !	R—B 4
12 K—Q 2 ?	K × P
13 K × P	P—Kt 5, and wins.

Morphy's 12 K—Q 2 was an error. He should have maintained his Pawn by 12 R—Q R 8, leaving the adverse Queen Pawn to do its best or worst, but preventing the passing of the Knight Pawn, which proved fatal. Thus, if 12 R—Q R 8, what could Black do? He could do no good by moving his Rook; White replying with attack on one or other Pawn accordingly. Then if 12 . . . . K—B 6; 13 R—R 7, R—K 4; 14 R—B 7 +, &c., always supporting Pawn when threatened by King, there would be no serious danger. Or if 12 . . . . K—Kt 7, or 12 . . . . P—Q 7, then 13 R—R 5, &c., and there should be no winning, White of course taking care to have his Rook free for checking purposes on occasion. The Rook Pawn is the key of the situation. That held properly, as it could be held, the affair would be reduced to a Rook and Pawn *v.* Rook ending, easily drawn.

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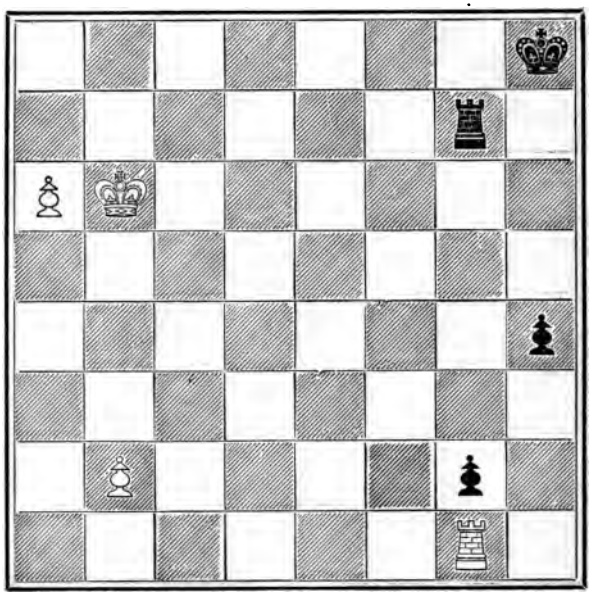

WHITE.

This position, from Philidor's "Analysis," is an admirable specimen of its class. The question is as to ending Queen *v.* Rook:—

1 P—R 7	R × P !	6 K—B 6	K—Kt 4
2 R × P !	R—R 2	7 P—Kt 6	K—Kt 5
3 P—Kt 4	P—R 6	8 P—Kt 7	R × P
4 R—K R 2	K—Kt 2	9 K × R, or 9 R × P.	Drawn.
5 P—Kt 5	K—Kt 3		

The capture, 1 . . . . R × P is necessary. Allowing the Pawn to go further would lose of course; and if 1 . . . . R—Kt sq, then 2 R × P ! should easily decide for White. So, also, is 2 R × P imperative. For if 2 K × R, then 2 . . . . P—R 6, and Black will Queen; with every chance of winning—Queen *v.* Rook and Pawn. After the first two or three moves the play may be varied, but in every case the draw follows from exhaustion, substantially as in the foregoing.

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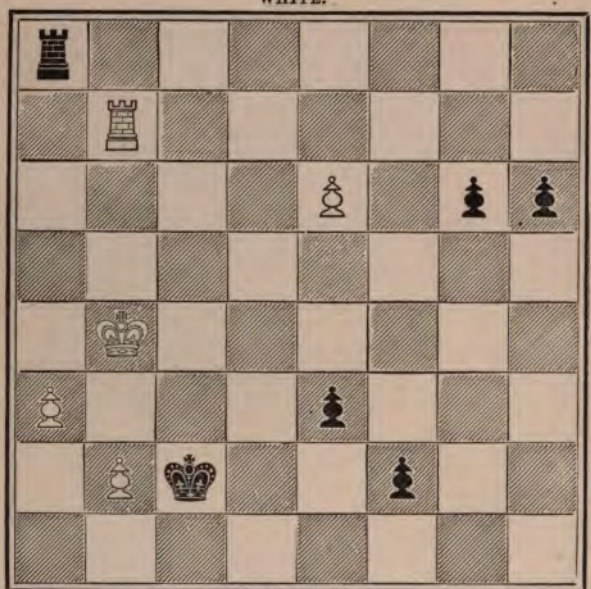

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This was drawn :—

1	K—Kt sq ?
2 R—K 2 !	R—Kt 8 +
3 K—B 6	R—B 8 +
4 K—Kt 6	R—Kt 8 +, &c.

Black is obliged to draw by perpetual check ; otherwise he loses. But his 1 . . . . K—Kt sq was an unnecessary move, and a violation of the general principle governing play in which Queening is the question. Exceptions to this principle, admitting of delay in going to Queen, are extremely rare. In the present instance pushing on at once wins :—1 . . . . P—R 7 ; 2 R—B 2 +, K—K 2 ; 3 R—K 2 +, K—Q 2 ; 4 P—R 7, P—R 8=Q ; 5 P—Kt 8=Q, R—Kt 8 + ; 6 K—B 4, Q—Q 5 +, &c., White being unable to escape mate. And so in other ways. It will be found that Black wins easily.

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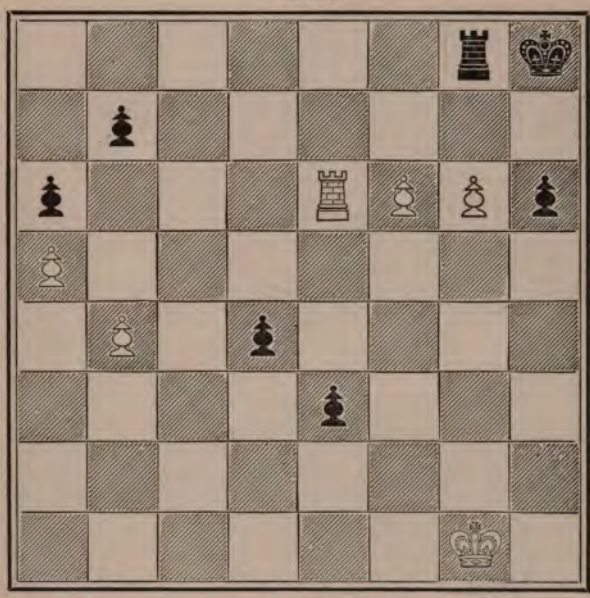

WHITE.

White wins :—

1 K—R 2	P—Q 6
2 P—Kt 7 +	K—R 2
3 P—B 7	P—Q 7
4 P—B 8 = Q	P—Q 8 = Q
5 Q—B 5 +, and mates in few more moves.	

If 1 . . . . R × P, then 2 P—B 7, K—Kt 2; 3 R × R +, K × P; 4 R—Kt sq, and Black must lose. Let Black's Queen Pawn be already at the sixth, and the position in other respects the same. Then 1 K—R 2 would lose for White; as with the King so far off, the two Pawns would win against the Rook. In that case the winning move would be 1 K—B sq, and, on general principles, this move should have been preferred. Exceptions are few in which the King should go away from advancing Pawns.

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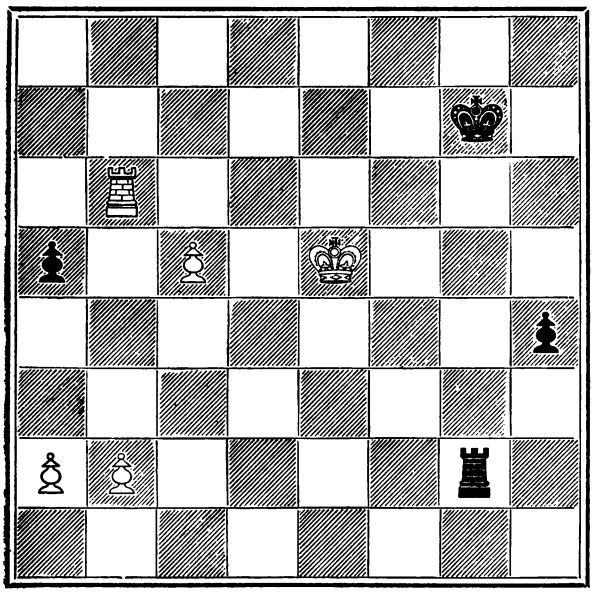

WHITE.

Ending (actual play) by W. E. Napier. White wins :—

1 R—Kt 7 + K—Kt sq
2 R—Kt 3 in order to interpose R to Q B 3
in answer to Black's R to Q B 7.

Perhaps 1 . . . . K—B sq would have been a little better? If, continuing, 2 . . . . R—Kt 6; 3 P—B 6, plainly, Black must lose. And had he played his King to Kt 3 or R 3 it would be the same; only, then, instead of Queening with a check, white would have it behind, on R or Kt file, winning. Other variations are readily worked out. A good practical study in Rooks and Pawns.

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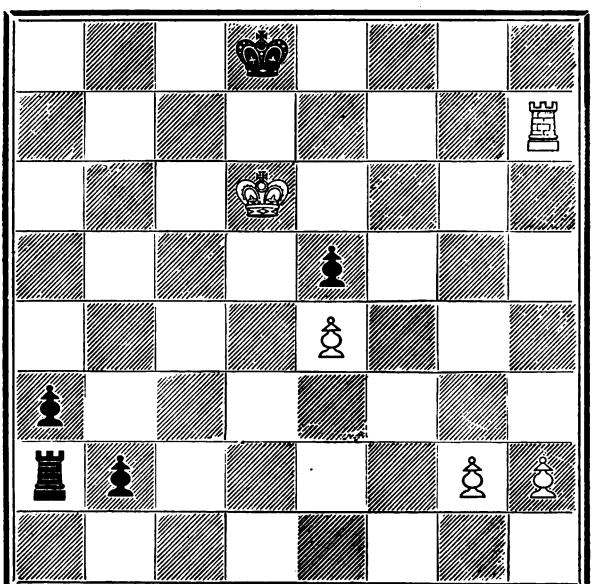

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This was the position at the adjournment of a game in one of the recent German Tourneys. When play was resumed Black won in a few moves, although the ending looks like a draw. It will be found that if Black play the King on to the Queen's side, White can force a draw; but moving the King to the King's side wins, as Black has time after attacking the Rook at K Kt sq to bring his Rook into play with R to R 8, followed by R to K B 8 accordingly. If that file were closed a draw would be inevitable.—*The Field.*

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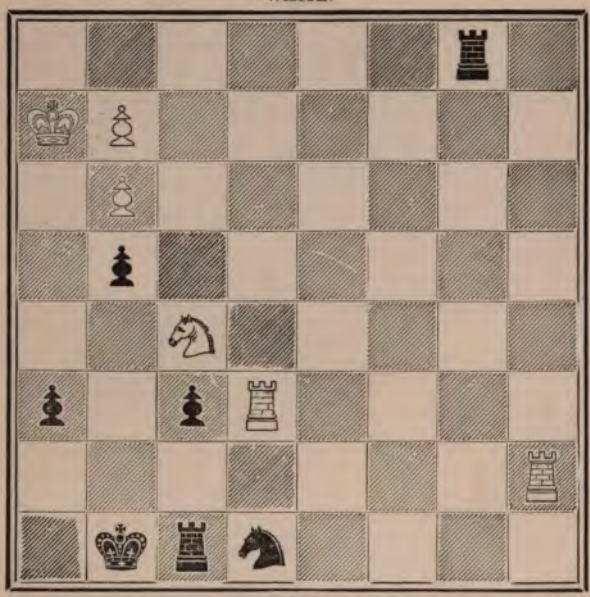

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Very probably a draw—on its merits. But the actual termination to that effect is surprising:—

1	R—Kt 4
2 Kt × P +	K—R sq
3 Kt × P	R—Kt 4
4 R × Kt !	R—R 4 + !
5 K—Kt sq	R × R
6 Kt × P	R—R 8 + !
7 K × R	R—K 8 +
8 K—R 2	R—R 8 +
9 K × R	Stalemate !

If 7 K—B 2, R—B 8 + ; 8 K × R, R—K 8 + ; 9 K—B 2, R—B 8 + ; 10 K moves (taking or not)—the game is also drawn.

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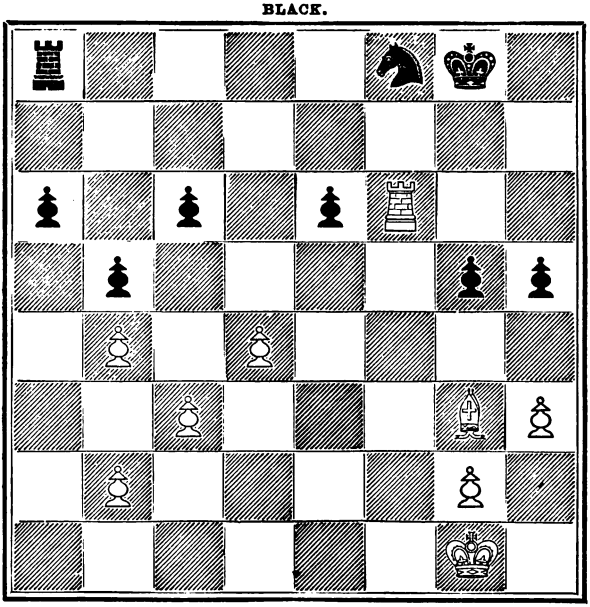

WHITE.

White wins, because his King cannot be kept out of K 5, with the opposition, in the Pawn ending :—

1 B—Q 6 !	K—Kt 2	8 K—K 4	K—B 3
2 R × Kt	R × R	9 P—Kt 3	K—B 2
3 B × R +	K × B	10 K—K 5	K—K 2
4 K—B 2	K—B 2	11 P—B 4	P × P
5 K—B 3	K—Kt 3	12 P × P	K—Q 2
6 P—Kt 4	P × P +	13 K—B 6	K—Q 3
7 P × P	K—B 2	14 K × P, and wins.	

The Black Pawns are badly placed, three being held by one of the enemy. This gives White several moves by which he is enabled to deprive Black of the opposition, when arriving before the King Pawn, thus forcing a passage to victory.

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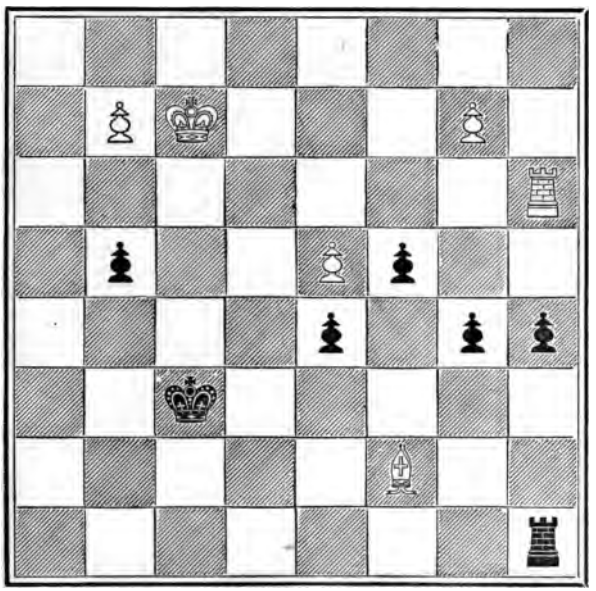

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White falls a victim to a device rather common to this class of position—Pawns *v.* Pawn and Bishop:—

1	P—Kt 5
2 R × P ?	R × R
3 B × R	P—B 6 ! and a Black Pawn must Queen.

But for the complication of the Rooks, this simple win for Black would hardly have escaped his adversary's notice. Better play would have been 2 R—K 3. It appears as if that would retain some chances of winning. Yet the result would be very doubtful, the Black Pawns being so strong.

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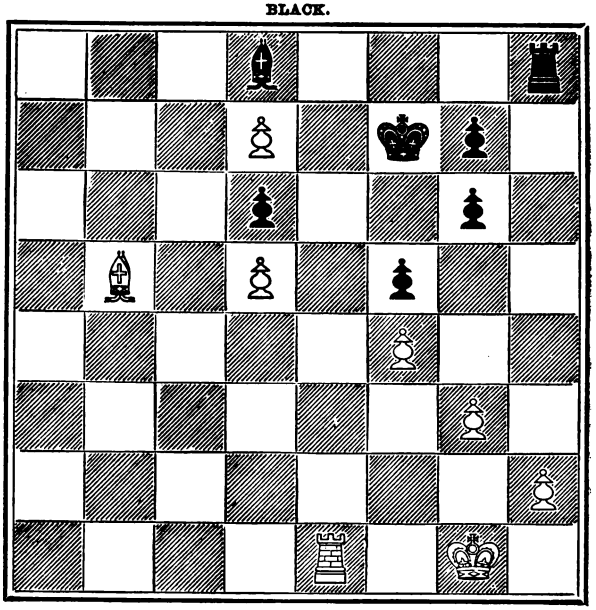

WHITE.

Win for White, notwithstanding "Bishops of opposite colours." An ending by Morphy:—

1 R—K 8	R—B sq	8 K—Kt 5	R—Kt sq
2 K—B 2	P—Kt 4	9 K—R 6	R—B sq
3 K—K 3	P—Kt 5	10 K—Kt 7	R—Kt sq
4 K—Q 3	P—Kt 4	11 K—B 8	B—Kt 3
5 B—B 6	P × P	12 R × R	K × R
6 P × P	R—Kt sq	13 P—Q 8 = Q, &c., winning.	
7 K—B 4	R—B sq		

A simple, but instructive termination, Black can do nothing against the march of the King. He must lose his Bishop, and consequently the game.

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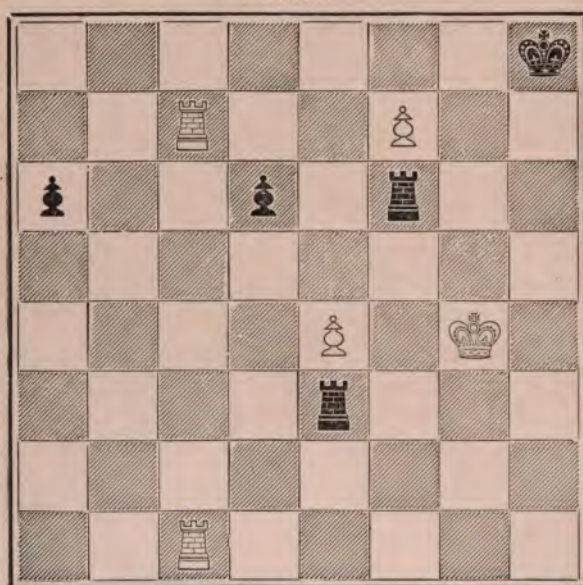

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In this situation Black lost as follows :—

1	R × P + ?
2 K—Kt 5	K—Kt 2

3 P—B 8 = Q +, winning the Rook.

If 2 . . . . R (K 5)—K B 5, then 3 R—R sq +, and will mate in four moves at most, after taking both Rooks, and Queening.

By 1 . . . . K—Kt 2 ! Black could have easily drawn. A good example of the necessity of accurate play in this kind of ending. The time White gains owing to the inadvertent capture of the Pawn is decisive.

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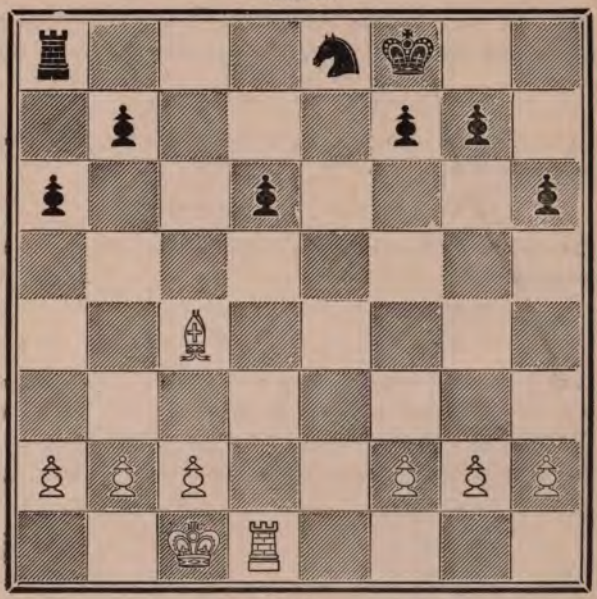

WHITE.

From a *Philidor Defence*, Morphy *v.* Harrwitz, match, Paris, 1858. This very ordinary position is taken preliminary to the period of transition to a more definite ending, and the play from it seems well worthy of rather extended investigation. The superior range of Morphy's Pieces, and the more compact array of his Pawns, together constitute a certain slight working advantage, or *tendency*, admirably utilised; so that when this definite ending is at length attained, Harrwitz finds himself playing a surely losing game:—

1 B—Q 5	R—Kt sq
2 B—B 3	P—K Kt 3
3 P—B 3	K—K 2

Naturally anxious about his isolated Pawn. But, as will be seen, he does not really venture out with his King; probably fearing disintegrating effects of 5 B—Q 5, &c.—further weakening of his Pawns.

4 R—K sq +	K—B sq

Or, if King leaves the Knight, of course 5 B × P, with greater advantage to White.

5 K—B 2	Kt—B 2

The following manœuvres of White King are particularly noteworthy.

6 K—Kt 3	Kt—K 3
7 K—R 4	P—Kt 3

Here it would be better to check with Knight. The King could not go forward, except at loss of Rook. *E.g.*, 7 . . . . Kt—B 4 +; 8 K—R 5 ?, P—Kt 3 +; 9 K—Kt 4, Kt—Q 6 +, &c. A trifling but nevertheless important error, which at least hastens the catastrophe.

8 P—Q Kt 4	P—K R 4
9 P—R 4	K—K 2
10 R—K 3	K—Q 2
11 B—Q 5	R—K sq
12 K—Kt 3	R—K Kt sq

Both parties are at a stand *pro tem.*—perhaps equally uncertain as to how the affair may turn. But the greater latitude of operation is still with White.

13 R—B 3	K—K 2
14 P—R 4	P—R 4

It might be more prudent to let the Pawns alone, and continue with movement of the Rook. The "hole" hereby created does not improve Black's prospects of drawing. When White King reaches Kt 5, a few moves later, there is the beginning of the end.

15 B × Kt	K × B
16 K—B 4	P—K Kt 4

Seeking an outlet for his Rook; as good as anything else, perhaps.

17 K—Kt 5 !	P × Kt P
18 B P × P	P × P
19 K × P	R—Kt sq +

If 19 . . . . R × P, White's way to win, through advance of Rook Pawn, would be very clear.

20 K—R 5	K—Q 4
21 R—Q 3 +	K—B 5

You see, Black must try for one of the united passed Pawns. He succeeds in annexing it; and yet the result is fatal.

22 R × P	R × P
23 R—Q 4 +	K × R

Because of this simple and excellent reduction. He might otherwise continue 23 R—Q Kt 6, and thus compel an exchange, also winning.

24 K × R	P—B 4
25 P—B 4	K—K 6

Chiefly to prevent Black Pawn from coming on to B 6, with possible complications.

26 P—R 5	K—B 7
27 P—R 6	K × P
28 P—R 7	P—R 6

29 P=Q +, winning. And very easily, as, 29. . . . K—Kt 8; 30 Q—B 3, P—R 7; 31 Q—Kt 3 +, (if) K—R 8; 32 Q—B 2, and mate directly.

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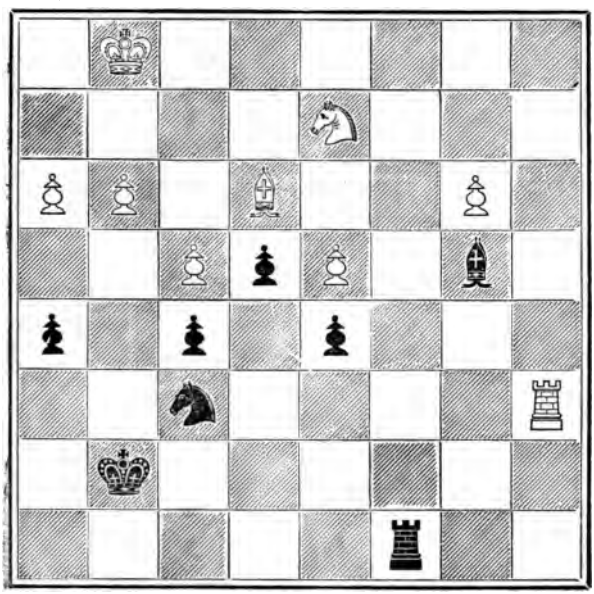

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The great Philidor, as second player and "blindfold," against Count Bruhl:—

1	R—B 6	9 B × Kt	R—B 6 +
2 K—B 2	R—Q 6	10 K—Kt 2	R × B
3 R—R 2	B × Kt	11 R × P	R—B 6
4 R × B	R × Kt P	12 R—Q 8	R—Q 6
5 R—B 2	P—R 5 !	13 P—Q 5	P—B 5
6 R—B 7 +	K—Kt 3	14 P—Q 6	R—Q 7 +
7 P × P	Kt—R 4	15 K—B sq	K—B 2 !
8 R—Q 7	Kt × P !	16 P—R 5	P—K 6, and,

by advancing his other Pawn, threatening mate, &c., Black's winning becomes but a question of time. A most instructive ending, particularly as its derivation from what may be considered a mid-game position is clearly visible. Philidor (1726-1795) has been called the "Father of Modern Chess"; and his "Analysis," first published in 1749, marks an epoch in chess literature.

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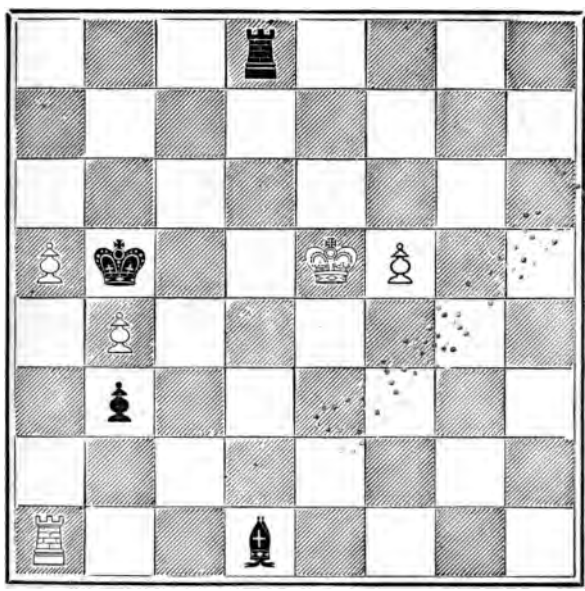

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This was actually drawn as follows:—

1	B—R 5	6 K—B 6!	R—R 4
2 R—R 6	B—B 7	7 P—B 7	R × P
3 P—B 5	B—B 4?	8 P—B 8 (Q)!	B × Q
4 P—B 6	R—K R 8	9 R × P, &c.	
5 K—K 5	R × P		

Black misses the win by his 3 . . . . B—B 4? There would be always time for that move—if necessary. The correct play was to attack the Rook Pawn immediately. *E.g.*, 3 . . . . R—K R 8; 4 K—K 5, R × P; 5 K—B 6, R—R 4; 6 P—B 6, R × P; 7 P—B 7, R—Q B 4, &c., winning. Neither can White do better by going straight on with his Pawn. An interesting study.

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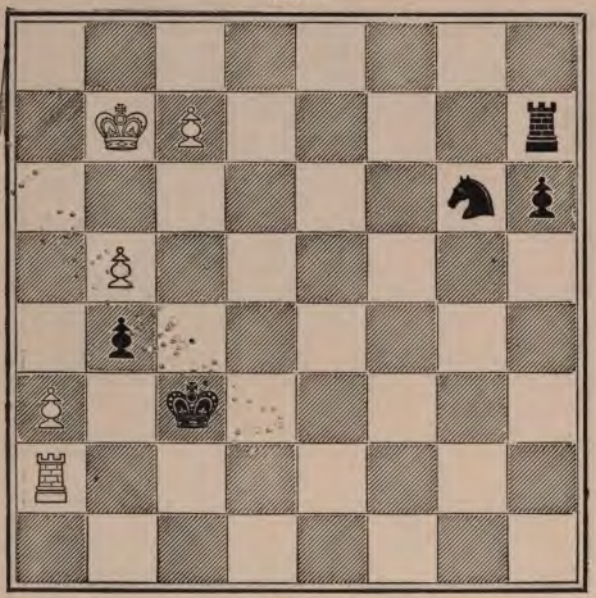

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This also was drawn, but again Black should have won with little trouble:—

1	R—B 7?	8 K—B 3	Kt—Kt 2
2 R—R 7	P—R 7	9 K—K 4	R—K sq +
3 P—R 7	R—B sq	10 K—B 3	K—Kt 3
4 R × P	Kt—Q 5	11 K—Kt 3	R—K B sq
5 R—R 7	Kt—K 3	12 P—R 8 = Q !	R × Q
6 K—B 3	R—K sq	13 P—B 4 ! and the exchange of Pawns draws.	
7 K—Kt 3	R—K R sq		

Black missed his opportunity in not playing 1 .... R × P + ! as that would have given him an easily winning game. He would be able to gain the adverse Rook for his passed Pawn, return with his Knight in time to hold his remaining Pawn, securing the victory.

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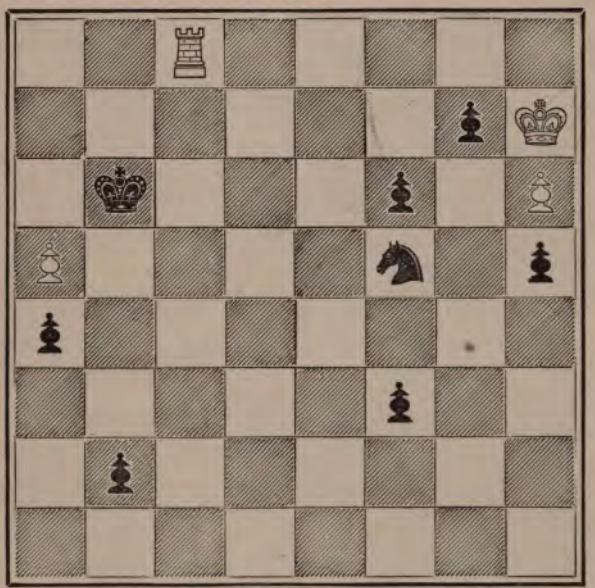

BLACK.

This was actually drawn :—

1	K—Kt 7	6 R × P (B 6)	K—Q 7
2 R—B 4	Kt—K 6 ?	7 R—Q 6 +	K—K 7
3 R × P	Kt—Q 8	8 R—Q B 6	K—Q 6
4 R—Q B 4	K—B 6	9 R—Q 6 +, &c.	
5 K—Kt sq	K—K 7		

Black feared perpetual check, or stalemate, in case of his playing 1 . . . . Kt—Q 7. But this fear was really groundless : 1 . . . . Kt—Q 7; 2 R—Kt sq +, K—B 6; 3 R—Kt 3 +, K—K 5; 4 R—K 3 +, K—B 5, &c., wins. So also does 1 . . . . P—Kt 4, followed by 2 . . . . P—B 7, if White takes the Pawn. Again, in the actual play, 2 . . . . Kt × P instead of 2 . . . . Kt—K 6, wins easily. But if 2 . . . . P—B 7 ? 3 R—B 3 ! draw ! In the stress of conflict, even the simplest things may escape the anxious search of the greatest players.

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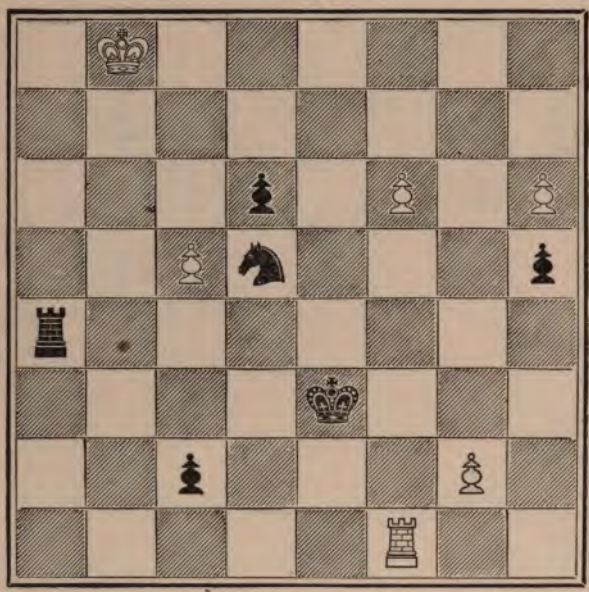

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Black draws:—

1	R—Q Kt 4	5 R—K sq?	Kt—B 6+
2 P—Kt 8=Q+	R × Q	6 K—B 2	Kt × R
3 R × R	P—K 7	7 K × Kt	K—Q 4!
4 R—Kt sq	Kt—Q 7	8 K × P	K—K 5, and the Pawn position is drawn.

5 R—Q B sq (obviously, checking is useless), though better on the ground of mere abstract principle, would not avail; as White's play from K sq, after the exchanges, is a matter of indifference, Black King always arriving at K 5, at least drawing—or winning.

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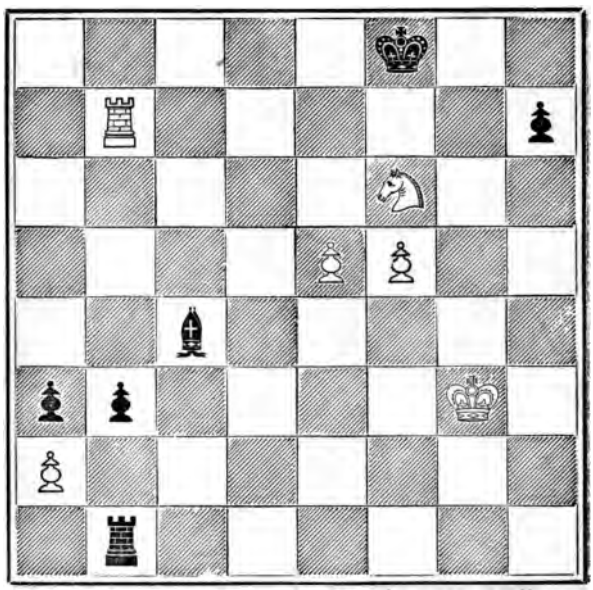

WHITE.

White wins:—

1	P—K 6!	R—Kt 8+
2	K—B 4	R—Kt 2
3	R—Kt 8+	K—K 2
4	K—K 5!	B × P!
5	R—K 8+	K—B 2
6	P × B+	K—Kt 3
7	P × P	R—R 2
8	R—Kt 8+	K—R 3
9	K—B 4!	P—R 7
10	R—Kt 5! and Black cannot escape.	

His only chance was as above—to try and Queen; the position was a losing one, on its merits.

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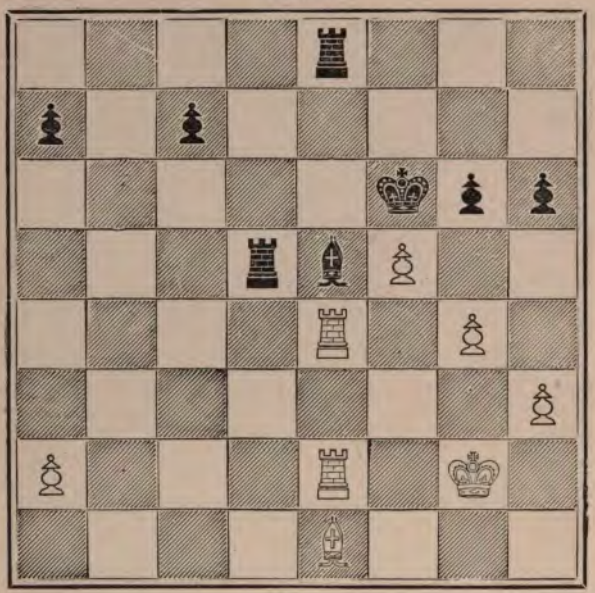

WHITE.

Black loses mainly on account of the unfortunate situation of his Bishop :—

1 B—R 4 + !	P—Kt 4
2 B—K sq	R—K 2 ?
3 R × B !	R (K 2) × R
4 B—B 3	P—K R 4
5 R × R	R × R

6 K—B 3, and will eventually gain the Rook.

If 1 . . . . King moves, then 2 B—Kt 3, K—B 3 ; 3 P × P, &c., or Black must lose the exchange. 2 . . . . R—K 2 intended 3 . . . . B—Q 3, of course, but there was no time. 2 . . . R—B 4 would have been stronger, preventing loss as above ; but still White should win, the Pawn position being in his favour.

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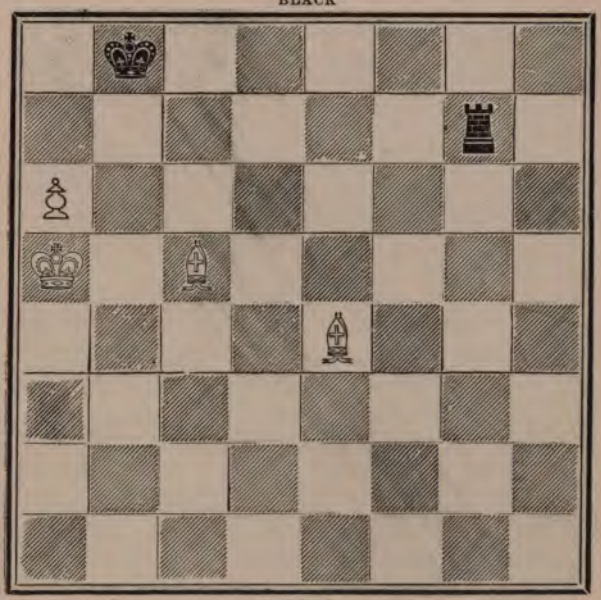

WHITE.

The Bishops and Pawn win easily, though the Pawn is on a Rook file. With Knights, instead of Bishops the game would be drawn. The Knights can win only in special circumstances, as for example where they can shut out the Rook, and at the same time make way for the Pawn to Queen. But, as said, the Bishops win without difficulty, somewhat as follows :—

1 K—Kt 6, R—Kt 2+!; 2 K—B 6!, R—B 2+; 3 K—Q 6, R—Q 2+!; 4 K—K 6!, R—K Kt 2; 5 K—B 6, R—Q 2; 6 K—Kt 6, and wins.

White has nothing to do but attack the Rook until it is driven off the second rank, or forced in diagonal with the King, where it can be pinned and won for the Pawn.

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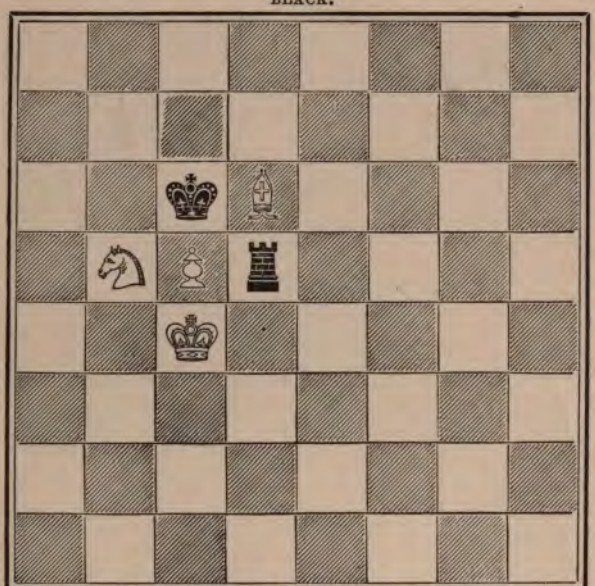

WHITE.

Two minor Pieces (other than two Knights) and Pawn win against a Rook; except when the Rook can be given up for Bishop or Knight —reducing the position to one of those few in which the lone King draws against Piece and Pawn. In the above, from *Handbuch des Schachspiels*, White wins as follows:—

1...., R—R 4; 2 Kt—Q 4+, K—Q 2; 3 B—B 4, R—R 5; 4 P—B 6+, K—B sq; 5 B–K 5, R—R 4; 6 K—Q 5, R—R 2; 7 Kt —Kt 5, R—K 2; 8 Kt—K 6+, K—B 2!; 9 Kt—B 4+!, K—B sq; 10 Kt—Kt 6+, and 11 B—B 6, winning.

The Rook can be always won for the Pawn, if not in some such way as here shown, but careful play is necessary. For instance, if 9 Kt—B 5+, Black could take the Bishop, and draw.

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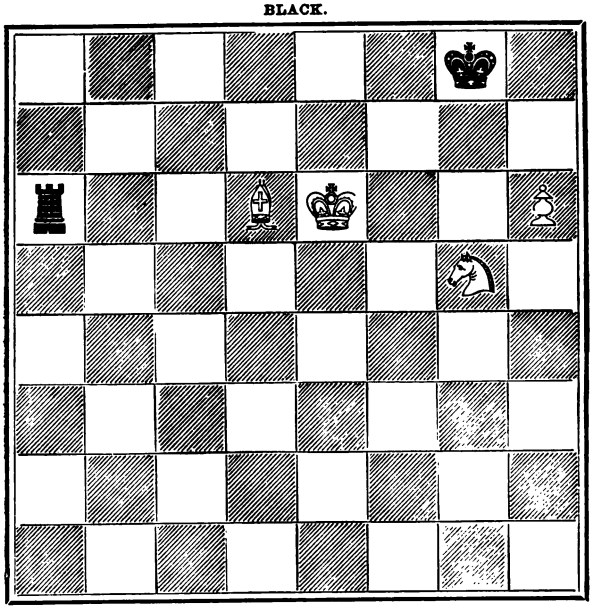

WHITE.

A difficult example:—1 K—K 5, K—R sq!; 2 K—Q 5, R—R 4+; 3 B—B 5, K—Kt sq; 4 K—B 4, R—R 5+; 5 B—Kt 4, K—R sq; 6 K—Kt 5, R—R 2; 7 B—B 3+, K—Kt sq; 8 B—B 6, R—Q B 2; 9 K—Kt 6, R—K Kt 2!; 10 K—B 6, R—Q R 2; 11 K—Q 5, R—Q 2+; 12 K—K 5, R—Q Kt 2; 13 K—B 5, R—Q R 2; 14 K—Kt 6, R—Kt 2+; 15 K—R 5, R—Q R 2; 16 Kt—K 6, K—R 2; 17 B—Q 8, R—R 3; 18 Kt—Kt 5+, K—R sq; 19 B—B 7, R—R 2; 20 B—K 5+, K—Kt sq; 21 B—B 6, R—Q Kt 2; 22 Kt—K 6, K—R 2; 23 B—Q 8, R—R 2; 24 B—B 7, R—Q Kt 2; 25 B—Q 6, R—R 2; 26 B—Kt 4, R—Q Kt 2; 27 B—B 5, and wins. The Rook must be given up for the Pawn, = 27 . . . ., K—Kt sq; 28 K—Kt 6, R—Q 2; 29 B—B 8, R—K R 2; 30 B—Kt 7, &c. The square K Kt 6 is to be occupied by White King in order to win. Also, in the case of a Rook Pawn, it must Queen on the square commanded by the Bishop. Otherwise the Rook draws.

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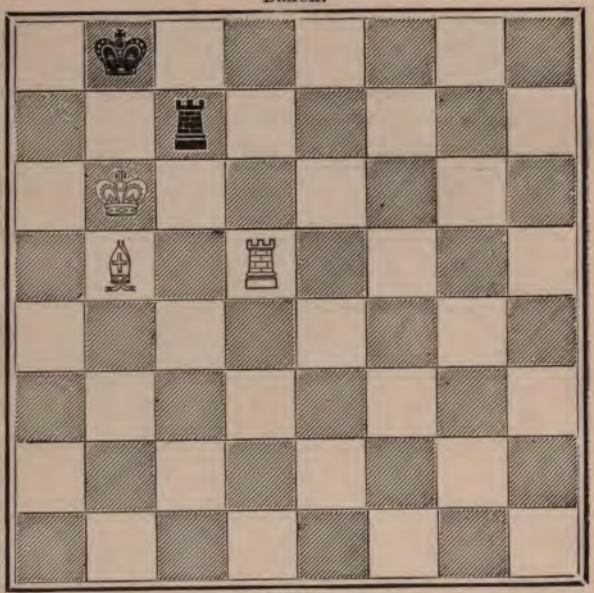

WHITE.

In general, Rook and Bishop can do no more than draw against Rook. But where the King of the weaker party is at a side square, *directly opposed*, loss is very probable; *if the opposition is not on a Knight file, or on a rank corresponding—viz., the second or seventh.* Where he is opposed diagonally, or at a Knight's distance, the rule is that he can draw; because then he can hardly be prevented from reaching a square in one of the short diagonals, where no win can be forced. In the above postion (by Lolli) Black is already on one of the safe squares, and the play may go as follows:—1 R—Q 8+, R—B sq; 2 R—Q 7, R—B 7!; 3 B—B 6, R—Kt 7+!; 4 B—Kt 5, R—Q B 7; 5 R—K B 7, R—B 6; 6 B—R 4, R—B 8; 7 B—B 6, R—Kt 8+; 8 K—B 5, R—Kt 7; 9 B—Q 5, R—K R 7; 10 R—Kt 7+, K—B sq; 11 R—K 7, K—Kt sq, &c., and no win has yet been found for White against a strong defence. But, it must be admitted, the defence is extremely difficult. For one instance, of many, 3 . . . . K—B sq in lieu of checking would speedily lose,—3 . . . . K—B sq?; 4 R—Q 4!, R—Kt 7+; 5 B—Kt 5, R—Kt 8; 6 R—Q 2, R—Kt 5 (if 6 . . . . R—Kt 6; 7 R—K 2! wins); 2 R—B 2+, K moves; 8 R—K 2, and wins.

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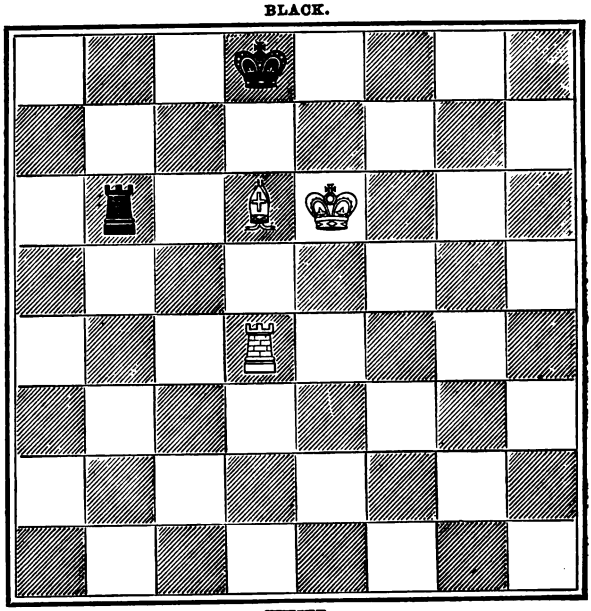

WHITE.

The above (by Centurini) appears to be one of the exceptions to the rule that the Kings must be directly opposed in rank or file to enable the Rook and Bishop to win :—

1 R—Q B 4 !	R—R 3 !
2 R—K R 4	K—B sq
3 R—Q Kt 4	R—R sq
4 K—K 7 !	R—R 2 +
5 K—K 8	R—R sq

6 R—Kt 6, and mates next move.

But this is very favourable to White, because of the threatened mate and the restricted action of the adverse Rook, which ought to be able to attack the King in file, in order to draw the game.

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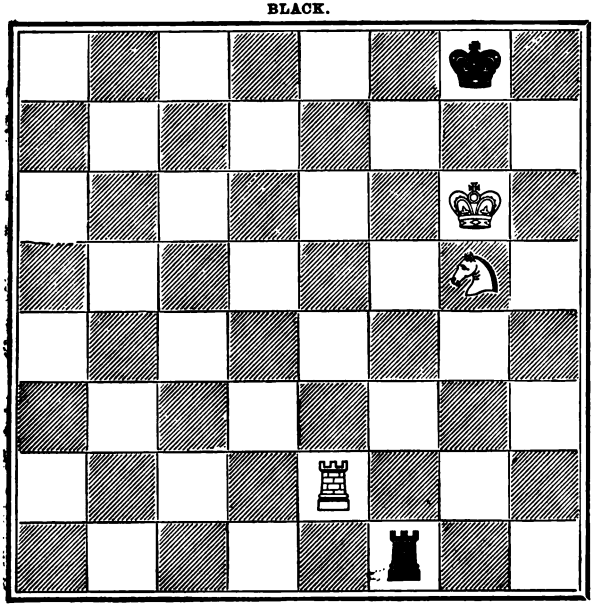
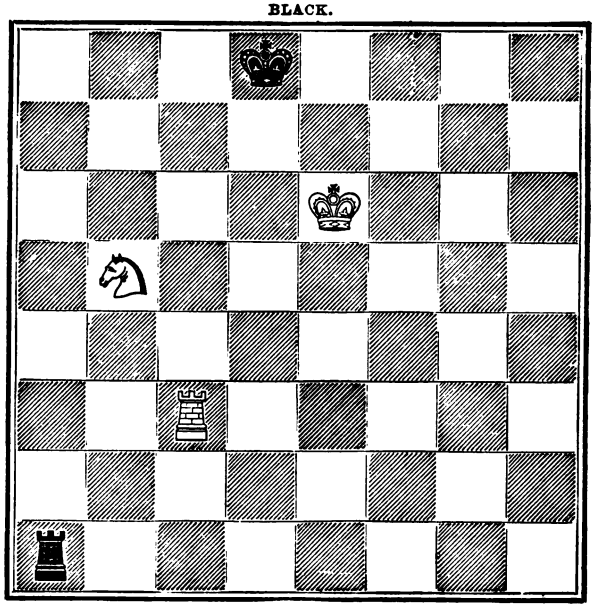


WHITE.

The ending Rook and Knight *v.* Rook is more easily drawn by the weaker party than that of Rook and Bishop *v.* Rook; but there are nevertheless many positions in which the lone Rook loses—that on the diagram (Centurini) being one:—

1 R—K 3!	R—B 7	8 Kt—Kt 5	R—B 5+
2 R—K sq!	R—B 5	9 K—Kt 6	K—Kt sq
3 R—Q R sq!	R—B 7	10 Kt—K 6	R—Kt 5+
4 Kt—K 4	R—Kt 7+!	11 K—B 6	K—R sq
5 K—B 6	K—R sq	12 R—R 8+	R—Kt sq
6 R—R 3!	R—Kt 8	13 Kt—B 8! and wins.	
7 R—R 2!	R—Kt 5		

The nicety of play required to force the Black Rook to the unfavourable squares B 5 and Kt 5 is noteworthy. If 1 . . . . R—B sq, then 2 Kt—R 7, R—R sq; 3 R—K 7, with 4 Kt—B 6+, &c. Compare position next following.



In this and all analogous positions the game is drawn. The King cannot be cornered, and no mating operation is possible; with the defending Rook ready to check, on occasion, without forfeiting its general liberty of action. In actual play the preliminary endings are very few in which the King cannot choose his square when being driven to the side, hence the general conclusion that Rook and Knight v. Rook is no more than a draw. Positions are numerous in which the stronger force wins; but these very rarely occur, unless the antecedent play of King and Rook has been weak. Compare foregoing situation, in which the stronger force wins.

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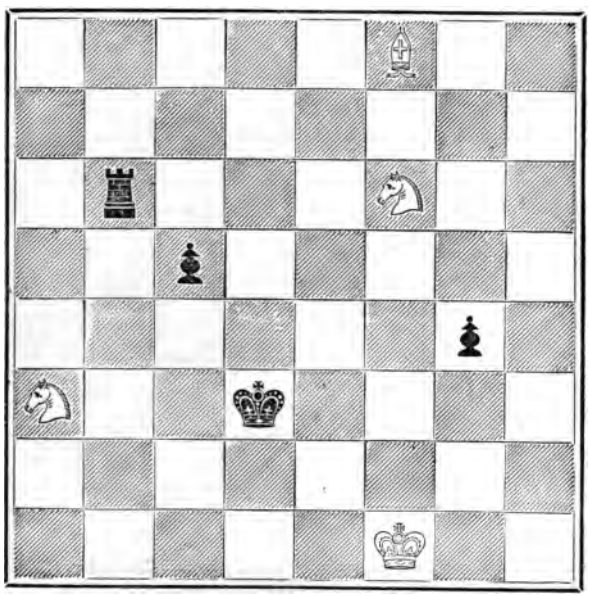

WHITE.

White wins:—

1 Kt—Q 7	R—Kt 5 (best)
2 Kt × P +	K—B 6
3 B—Kt 7 +	K—Q 7
4 B—R 6 +	K—B 6
5 K—K sq	R—Kt sq
6 B—Kt 7 +	K—Kt 5
7 Kt—R 6 +, and wins.	

Black can get no more than a Knight for his Rook; and then of course the mate with Bishop and Knight follows. If 4 . . . . K—Q 8, then 5 Kt—Q 3, &c. If 5 . . . . K—Kt 7, then 6 Kt—Q 3 +, K × Kt; 7 B—B 8, &c. A remarkable ending. [By H. Otten.]

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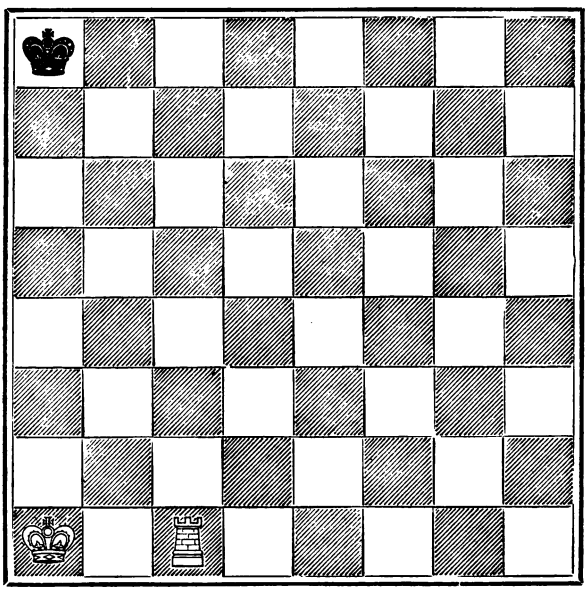

WHITE.

An illustration of the opposition. White mates in eleven, moving his Rook not more than once (Kling):—

1 K—R 2	K—Kt sq	7 K—B 5!	K—Kt 2
2 K—Kt 2	K—R sq	8 K—Kt 5	K—R 2
3 K—B 3!	K—Kt 2	9 K—B 6	K—Kt sq
4 K—Kt 3	K - R 3	10 K—Kt 6	K—R sq
5 K—R 4!	K—Kt 3	11 R—B 8, mate.	
6 K—Kt 4	K—R 3		

A mismove on White's part would make the thing impossible—according to the conditions. He must be careful not to take the *diagonal* opposition—as for example by playing 5 K—B 4, instead of 5 K—R 4, in the above. If 5 K—B 4, then 5 . . . . K—R 4! and there is no solution. Evidently, if Black be allowed the opposition in file, the solution also fails.

Queen v. Various Forces.

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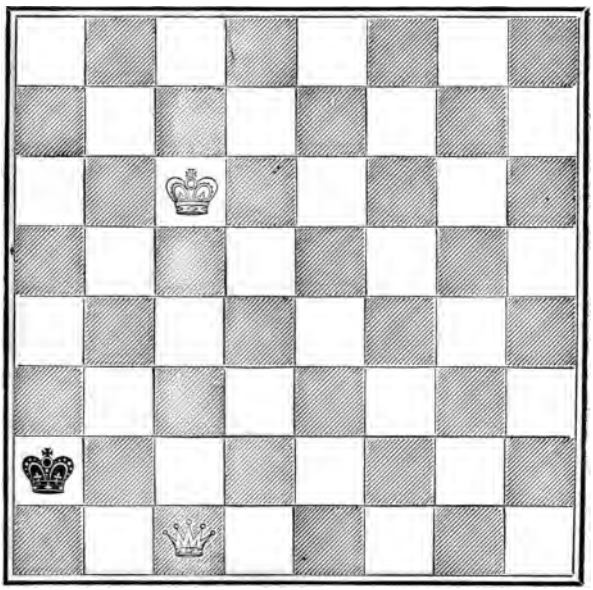

WHITE.

Frequently it is essential to "lose a move," as it is called, in order to make the most of the situation. In the above position, supposing White King to be fixed, the Queen can force mate only by twice losing a move in course of the eleven it will take her to effect it without the active exertion of her King:—

1	Q—B 2+	K—R 8!	7	Q—Q 3	K—R 5
2	Q—Q 2!	K—Kt 8	8	Q—Kt 5+	K—R 6
3	Q—B 3	K—R 7	9	Q—Kt sq!	K—R 5
4	Q—B sq	K—Kt 6	10	Q—Kt 2	K—R 4
5	Q—Q 2!	K—B 5	11	Q—Kt 5, mate.	
6	Q—K 3	K—Kt 5			

In the first place, White Queen takes four squares while the King is limited to three, and so arrives at B sq a move late, as it were, making it Black's turn to play. Then Black goes out, but is again driven to Rook file at move 7; when the Queen once more loses a move, by checking and going to Kt sq in two moves instead of one; being thus enabled to follow up the King at the distance of a Knight's move until mate can be effected.

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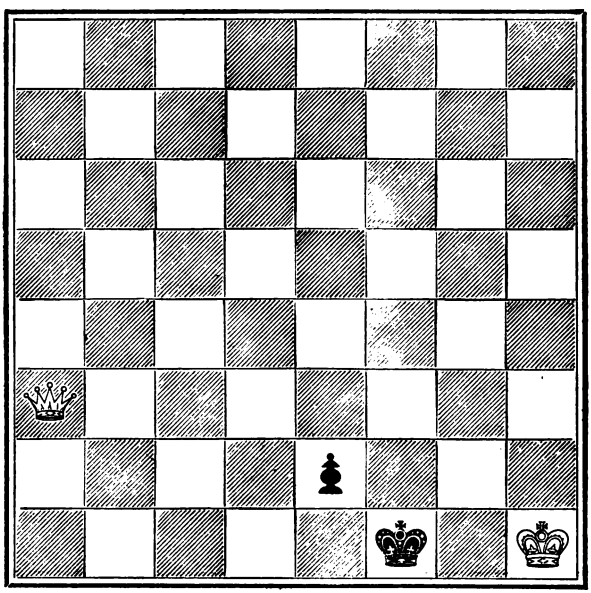

WHITE.

Position, by Sam Loyd, in which White mates in five moves as follows:—

1 Q—B 8 +	K—K 8
2 Q—Q 6	K—B 8
3 Q—B 4 +	K—K 8
4 Q—Q 4	K—B 8
5 Q—Kt sq, mate.	

This is the only way in which mate can be given, without allowing the Pawn to Queen, or taking it in the process. A glance shows that Q—Q 4 must be played when Black King is at his eighth, if mate at Kt sq is to be duly effected.

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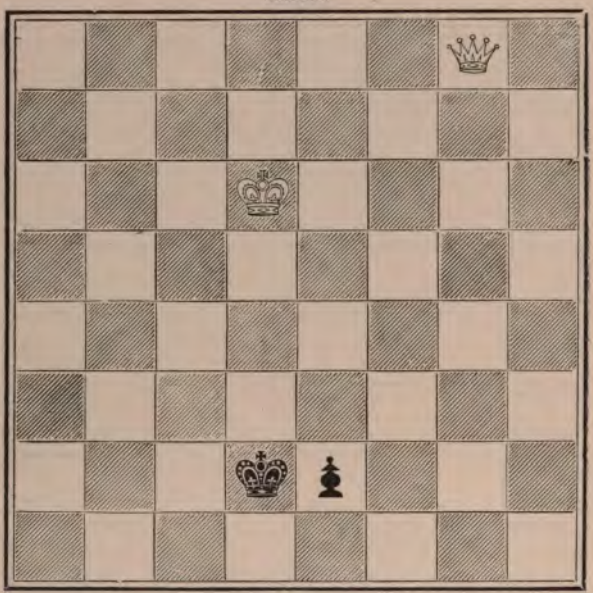

WHITE.

The Queen wins in every case against a Royal Pawn or a Knight Pawn about to Queen, provided always she can at first safely check or "pin" or otherwise prevent immediate promotion of the Pawn. If, for example, the Queen in the diagram herewith stood at Q B 8, this proviso would fail, there would be no safe check, pinning would be impossible, and the game would be drawn. As it stands, however, the Queen wins easily:—

1 Q—Kt 2	K—Q 8
2 Q—B 3	K—Q 7
3 Q—B 2	K—Q 8
4 Q—Q 4 +	K—B 7
5 Q—K 3	K—Q 8

6 Q—Q 3+	K—K 8
7 K—Q 5	K—B 7
8 Q—Q 2	K—B 8
9 Q—B 4+	K—Kt 8
10 Q—K 3+	K—B 8
11 Q—B 3+	K—K 8

12 K—Q 4, and so on, to the gain of the Pawn and mate.

Or White might begin with a check and bring it to the same thing. Periodically, as at moves 6 and eleven, the King is forced to block his Pawn, in order to preserve it, thus giving his adversary time to approach, nearer and nearer, until at last from a mating position there is no escape. In a similar case of a Knight Pawn the winning procedure would be substantially the same.

The affair Queen *v.* Pawn, or Pawns, usually results from a Pawn ending, and is a pretty sure sign of a well fought game. When it happens otherwise, however, leaving the original Queen only opposed to a Pawn, or to several Pawns, the circumstances in which the Queen cannot win must be extraordinary. For, as a very general rule, there will be no Pawn advanced so far that King and Queen may not combine for mating purposes direct; or that the Pawns may not be attacked and taken, from time to time, with mate to be given at leisure. For instance, in the following position (Berger) White wins almost as he pleases,—White King at Q R sq, Queen at Q R 8; Black King at K Kt 4, Pawns at K R 5, K Kt 5, and K B 5. First, he may begin 1 Q—Q 5+, and go on 2 Q—K 4, &c., a line of play making it impossible for Black to hold his Pawns. Second, he may bring up his King, in order to mate; Black meanwhile advancing as if to Queen,—1 K—Kt 2, P—Kt 6; 2 K—B 3, P—R 6; 3 K—Q 4, P—Kt 7; 4 K—K 5!, and Black is helpless. If he Queens, there is the check at Kt 8; if not, there is check somehow and soon fatal. Or, 1 K—Kt 2, P—R 6; 2 K—B 3, P—B 6; 3 K—Q 4, P—B 7; 4 Q—K B 8, P—R 7; 5 K—K 5, and if R P=Q, then check at Kt 7 and R 7, winning; or if Kt P moves, of course Q—B 3,—while if K moves, White soon takes one of the Pawns (with a check), and the rest is easy. Finally, if (in this variation) 3 . . . . P—R 7, then 4 Q—R 8, P—B 7; 5 Q—K 5+, K—Kt 3; 6 Q—K 4+, with 7 Q—R sq, and the Pawns can do nothing.

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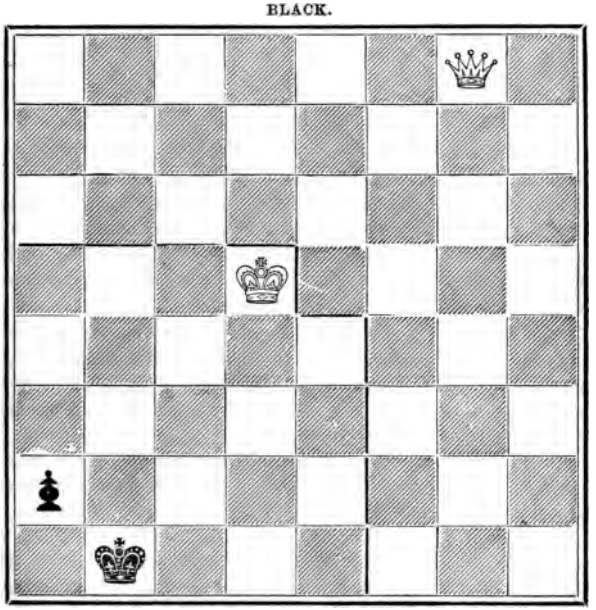

WHITE.

But against a Rook Pawn or a Bishop Pawn the Queen is less likely to succeed. Her King must be within a specified distance, not anywhere on the board,—a distance which, however, may vary slightly, according to initial checking powers. This because of the influence of stalemate, which exerts itself in favour of each of these Pawns. The win in the above situation is a matter of no great difficulty:—

1 Q—Kt sq +	K—Kt 7
2 Q—Q 4 +	K—Kt 8
3 Q—Q sq +	K—Kt 7

4 Q—Q 2 +	K—Kt 8
5 K—B 4	P=Q

6 K—Kt 3, &c., mating in three more moves at most.

Regarding the play in the previous position (p. 118), we see what happens at 6 and 11, when Queen attacks both King and Pawn. Now, in the present case, or in that of a Bishop Pawn, supported by King at Kt 8, the analogous attack would be Queen checking at Kt 3; but to this the King could reply by going to R 8, compelling Queen to obviate the stale *pro tem.*, or threatening to advance the Bishop Pawn—which in the circumstances, could not be taken at the seventh without establishing stalemate forthwith.

The cordon drawn in the diagram marks the limits within which White's King must stand if he is to surely win the game; and similarly, of course, in similar cases in other quarters of the board. With his first move the King must be able to *command* Kt 3 *or* B 2, nearest the Pawn, or there should be no winning. But note an apparent exception. Leaving Black as he is, place White King on Q Kt 6 and Queen on Q Kt 8. Now though White King will be outside the winning limit, speaking generally, yet by virtue of the discovered check he passes within it, at R 5 or B 5, and the win is forced. Or if, in addition, we place Black King blocking his Pawn, with White at Q B (or R) 7, and Queen at Q Kt 7 (or 8), the Queen may be masked by 1 K—Kt 6, enabling King to pass the cordon, winning in like manner. Otherwise, with King of stronger party further off, in any direction, the draw is clear. The other King can continue support of his Pawn by occupying Kt 7 or Kt 8, thereby threatening to push on; or, if checked on the Knight's file, he can go to R 8, and a condition of stalemate, thus effectually preventing any real progress on the part of his adversary.

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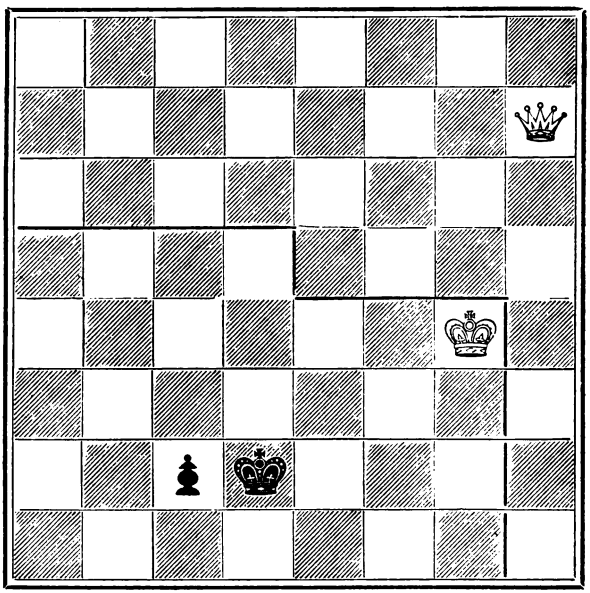

WHITE.

There is greater variety of play where a Bishop Pawn is concerned, because it may be attacked on either side by the Queen, and supported on either side by its King. And the winning limit varies, being greatest when the Pawn is supported from the centre, as in the example above, and least when supported from the side, its King being then within reach of his best stronghold, R 8. The situation of the Queen may also affect the limit, as she may be more or less favourably placed for leading off in attack, and for preventing or delaying adverse King's attainment of his stronghold, R 8 aforesaid. Looking to the diagram, this, among others, would be an easy winning process :—

1 Q—R 6 +	K—Q 8 !
2 Q—R sq +	K—Q 7
3 Q—Q 5 +	K—K 8
4 Q—B 4	K—Q 7
5 Q—R 2	K—Q 6
6 Q—Kt 2	K—Q 7
7 K—B 3	K—Q 8
8 Q—Kt 3	K—Q 7
9 Q—K 3 +	K—Q 8

10 K—B 2, and Black must make a Knight, losing in due course, or mate next move. As will be seen, Black could not reach the Knight's file, on the other side of his Pawn, even if he tried. For instance, if 3 . . . . K—B 8, then 4 Q—Kt 3, K—Q 7; 5 Q—Kt 2, and the process will be shorter. As in the case of Rook Pawn, the winning King may stand beyond the limit, provided he can begin with a check by discovery. Place him K Kt 5 and Queen at K R 6. Then, 1 K—Kt 4 +, &c., play substantially as already given. Or place him at Q 6, with Queen at Q 7 (or 8), and 1 K—B 5 + gives him virtual control of Kt 3, and, consequently, a winning position. A study of the diagram will show that this Q Kt 3 and K 2 are the important points. Wherever White King be supposed to stand, within the cordon, he can thence command one or other of those squares by his first move. And this gives him the victory. *But* if Black King were supporting his Pawn from Kt 7, *then* the important points for White King would be Q Kt 3 and Q B 2, *i.e.*, the square occupied by the Pawn. It would be necessary for him to be able to attack the latter from Kt 3 or Q 2 at his (White King's) *first* move in order to win the game.

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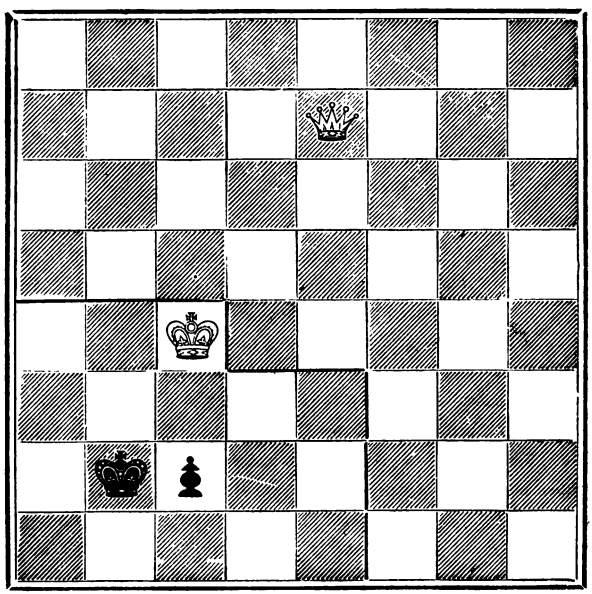

WHITE.

Leaving out of account check by discovery, as previously mentioned in this connection, the line here drawn about the Kings and Pawn includes the greatest distance at which the winning King may be from the Pawn, when the latter is supported by its King within immediate reach of R 8. The play is various, but short. This is a fair specimen; White should beware of stalemate :—

1 Q—Kt 4+	K—R 7
2 Q—Q 2	K—Kt 8

3 K—Kt 3, and if Black does not make a Knight, losing shortly, he is mated on the move.

If 1 . . . . K—B 8, then 2 K—Q 3. If 1 . . . . K—R 8, then 2 K—Kt 3, (if) P=Q; 3 Q—R 4+, and mate directly. Or if we

suppose Black King at Q Kt 8, then 1 K—Kt 3, P=Q; 2 Q—K 4+, &c., mating. Experiment will show that if White King be further off, unable to attack the Pawn laterally, or from Kt 3, at his first move, no win can be forced.

The ending Queen *v.* Rook is best understood through practice or experiment of it on the board; even a little of this being worth much reading of what in the nature of the case must be description of a tedious sort. The very great number of variations to which the play is liable, from almost any given position, is in itself no small difficulty, to writer as well as to reader, and anything like a complete account of them would make no small nor easy volume. And then, after all, most probably, it would be a work of supererogation. The thing for the player is to first of all get hold of the winning idea, to fix the winning positions (which are few) in his mind, and become familiar by experience with the main lines of play by which they are reached. Then the numerous variations will come easy, naturally falling into line of themselves.

As said, the winning positions are few, only of two classes—reckoning the gain of Rook as a win. The Queen mates (1) without capture of the Rook, and (2) the Queen mates after capture of the Rook, put at hazard by necessity of the situation. When King and Rook are free in the middle of the board, the King has to be forced to a side, and generally to a corner. Then mate occurs, often irrespective of the Rook; or he is pinned, or forced away from his King, and lost by divergent check-mate of course soon following.

The chances of a draw for the Rook are (1) when he can pin the Queen, and (2) when he can check and by sacrifice bring on stale-mate. But unless the position be a result of some foregoing, perhaps necessary, combination, usually these may be shunned, so that the general rule that the Rook loses suffers comparatively few exceptions.

Two examples only may be given here, by way of illustration; one from Prof. Berger's work, "Theorie und Praxis der Endspiele," and the other from Philidor. In the first (Berger) the forces are separated

about as widely as may be; while in the second the weaker party is driven to a side and cornered—as he commonly must be, in course of a good defence:—

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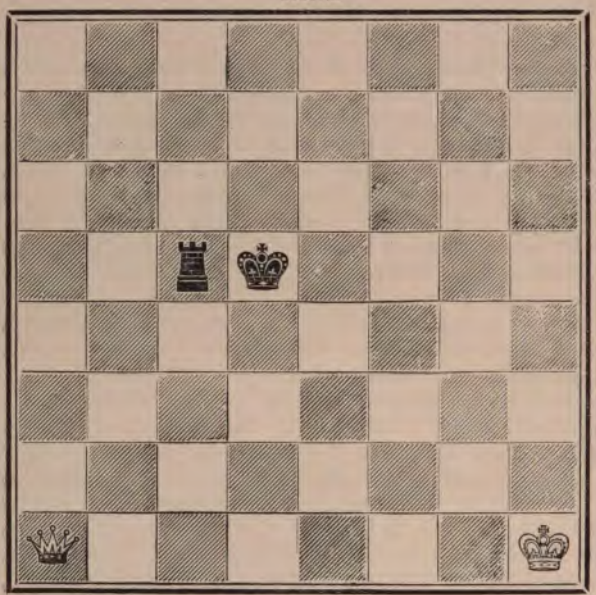

WHITE.

1 K—Kt 2	R—B 7+	6 Q—B 4+	K—Q 3
2 K—B 3	R—B 5	7 K—Q 4	R—K 3
3 K—K 3	R—K 5+	8 Q—B 5+	K—Q 2
4 K—Q 3	R—K 4	9 K—Q 5	. . . .
5 Q—R 2+	K—B 4		

This play could be easily and much varied, but hardly to Black's better standing. At best he finds himself forced back, or to a side of the board, thus obviously losing ground in his resistance. From the

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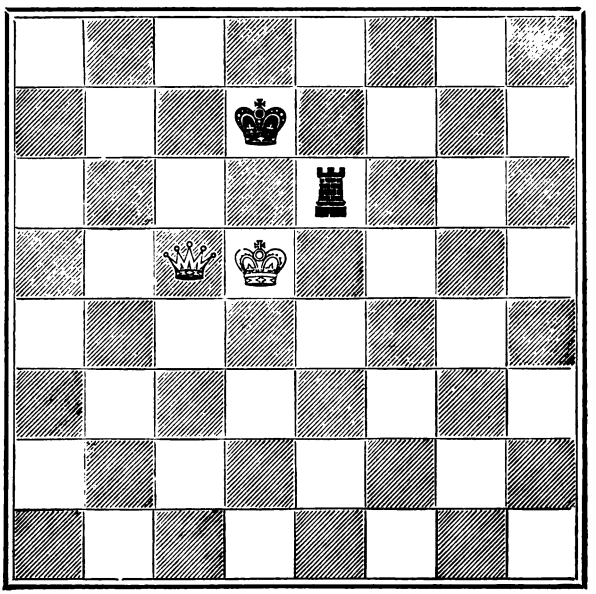

WHITE.

position after White's move 9 preceding the Rook has six replies, three on the file and three on the rank, which do not lose very shortly. In fact, if he refuses to quit the file, a few checks and it is soon all over with him. Suppose 9 . . . . R—K 8. Then 10 Q—Kt 5 +, K—B sq!; 11 Q—B 4 +, K—Q 2; 12 Q—Kt 4 +, K—K (or Q) sq; 13 K—Q 6, and wins quickly. Or 9 . . . . R—K sq; 10 Q—R 7 + K moves; 11 K—Q 6, &c., easily winning. But if the Rook moves in rank on the King he can hold out much longer. The Queen then checks at R 7, driving King back to his first (last) line, and afterwards plays about according to circumstances; finally compelling Rook into position where he may be won—or must be given up to prevent mate

being immediately effected. This is an edifying exercise to be left to the student.

The next is from Philidor, a famous ending:—

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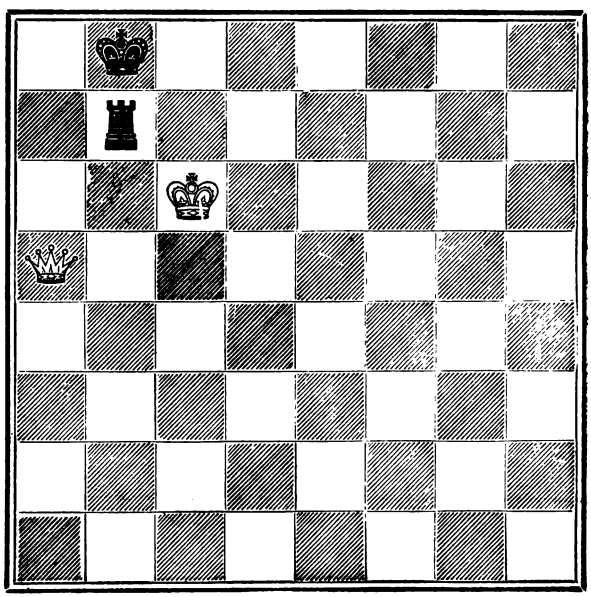

WHITE.

If Black had to play he would be lost in five moves. But it is White's turn, and this makes the process not so easy. He must lose his turn—a move—and still have the position as in the diagram. Then Rook has to separate from King, and Black's game is soon lost. The following demonstration is from "Principles of Chess," and will be found sufficiently practicable:—1 Q—K 5+, K—R 2 (R sq), 2 Q—R sq+, K—Kt sq; 3 Q—R 5. Here we have the previous

position, with Black to play. Evidently the King can do no good; and if 3 . . . . R—Q R 2, or 3 . . . . R—K 2, then 4 Q—Q 8 + mates or wins the Rook immediately. Consequently we have the following, which is fairly exhaustive, other wins presenting little difficulty :—

1.

3	R—K B 2	5 Q—K 3 +	K—R sq
4 Q—K 5 +	K—R 2	6 Q—K 8 +, and wins.	

2.

3	R—Kt 2	4 Q—K 5 +, and wins.

3.

3	R—K R 2	6 Q—Kt 3 +	K—R 2
4 Q—Kt 4 +	K—R sq	7 Q—R 2 +	K—Kt sq
5 Q—R 3 +	K—Kt sq	8 Q—Kt sq +, and wins.	

4.

3 . . . . R—Kt 6 4 Q—Q 8 + (To similarize the position with the foregoing. The after play is essentially the same.)

4	K—R 2	6 Q—B 4 +	K—R sq
5 Q—Q 4 +	K—Kt sq	7 Q—Q R 4 +, and wins.	

5.

3	R—Kt 7	4 Q—K 5, and wins.

6.

3	R—Kt 8	7 Q—B 7 +	K—Kt sq
4 Q—Q 8 +	K—R 2	8 Q—Kt 8 +	K—R 2
5 Q—K 7 +	K—R sq	9 Q—R 2 +, and mates in three more moves.	
6 Q—B 8 +	K—R 2		

The following is an example of how the foregoing may be derived. Black's strongest play is meant to be given: but where improvement suggests itself it should be put to the test.

1 Q—R 7 +	K—Q sq	3 Q—Kt 8 +	K—K 2
2 K—Q 5	R—B 2	4 Q—Kt 7 +	K—Q sq

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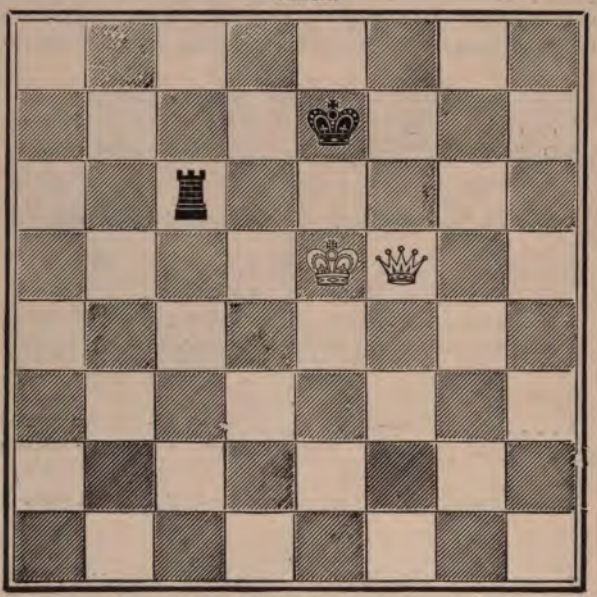

WHITE.

5 Q—B 8+	K—Q 2	11 K—Q 6	R—Q R 2
6 Q—Q Kt 8	R—B 7	12 Q—B 6+	K—Kt sq
7 Q—Q 6+	K—B sq	13 Q—Kt 6+	R—Kt 2
8 Q—K Kt 6	R—B 2	14 Q—Q 8+	K—R 2
9 Q—K 8+	K—Kt 2	15 K—B 6, and the play as previously shown follows.	
10 Q—Kt 5+	K—B sq		

If, in this, 13 . . . . K—R sq, White wins straightway—13 . . . . K—R sq: 14 Q—Q 8+, K—Kt 2; 15 Q—B 7+, K—R 3; 16 Q—B 6+, K—R 4; 17 K—B 5, &c. And so more or less of other variations in Black's play throughout.

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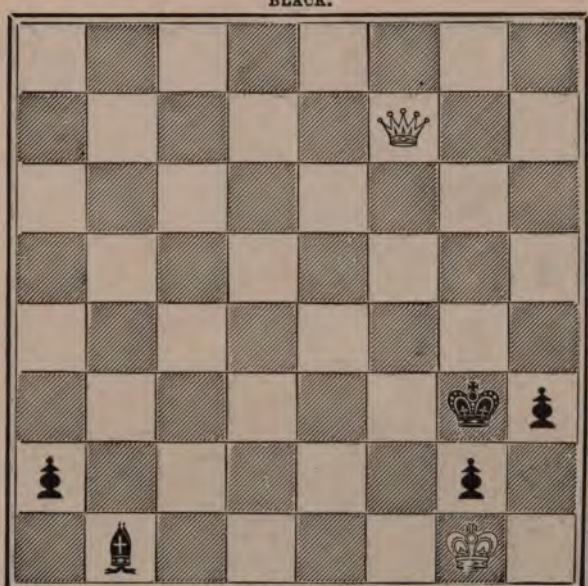

WHITE.

Against two Pieces, other than Bishop and Knight, the rule is that the Queen can only draw. But Bishop and Knight, not working so well together in defence, usually lose, unless they can stalemate the opposing King in a corner, their own King being free to move about in the neighbourhood—*i.e.*, not liable to be himself stalemated by the hostile Queen. But against a minor Piece and one or more Pawns the Queen wins. Take the above, where she is opposed to a Bishop and three Pawns (Horwitz and Kling):—1 Q—B 2+, K—Kt 5; 2 Q—B 6, K—Kt 6; 3 Q—Kt 5+, K—B 6; 4 Q—K 5, K—Kt 5; 5 K—B 2, and whatever Black moves he must begin to lose his Pawns. If 2 . . . . K—R 4; 3 K—B 2, B—Kt 3; 4 Q—B 3+, K—Kt 4; 5 Q—Q 5+, &c., and he is no better off—his Pawns must soon fall. And similarly in other variations—White will take the King Rook Pawn, with a check, or win the Queen Rook Pawn when deprived of support by the Bishop.

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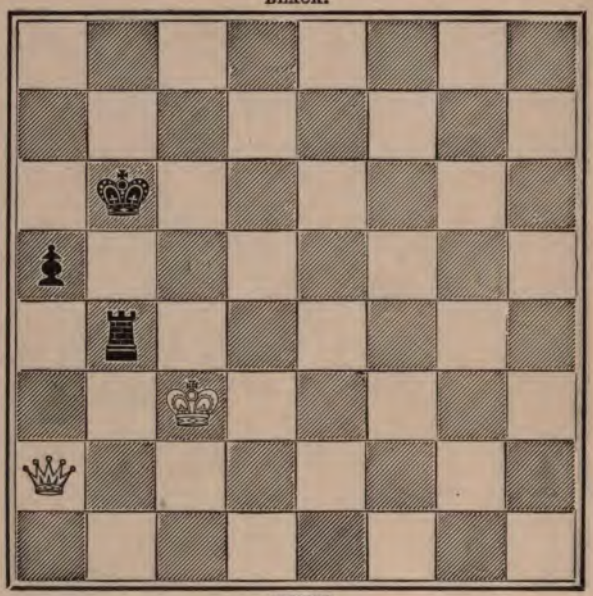

WHITE.

Queen *v.* Rook and Pawn. The general statement respecting the opposition of these forces, given in "Principles of Chess" is about as follows:—The Queen wins against Rook and a centre Pawn when the Pawn has been moved, but not beyond the fourth rank; but if the Pawn be a Bishop Pawn, or a Knight Pawn, she can only draw. The Queen wins against Rook and Rook Pawn, when the Pawn has not been moved, or is in the fourth or fifth rank, but in other cases she can only draw. In the above position, by B. *v.* Guretzky-Cornitz, White wins:—1 Q—Q 5, K—R 3; 2 Q—B 6+, K—R 2; 3 K—Q 3, R—Kt 3; 4 Q—B 7+, K—R 3; 5 Q—B 8+, K—R 2; 6 K—B 4, R—Kt 2; 7 Q—Q 8, K—R 3; 8 Q—R 8+, K—Kt 3; 9 K—Kt 3, R—Q R 2; 10 Q—Kt 8+, K—R 3; 11 K—R 4, and will gain the Pawn. White has only to attack Pawn with King and the Pawn must fall.

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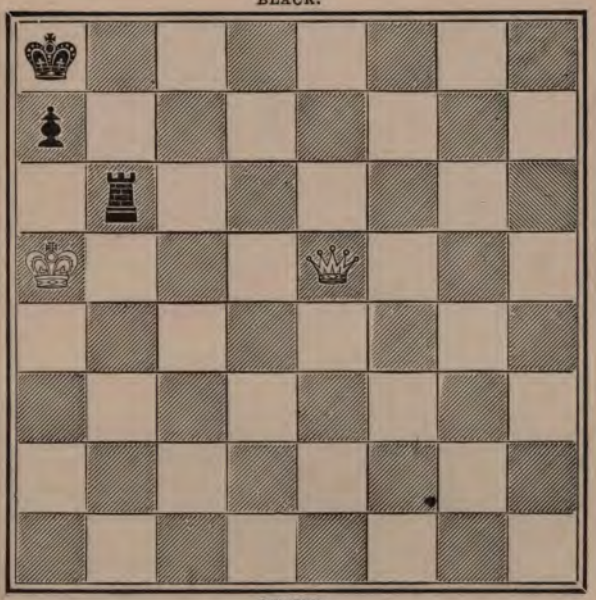

WHITE.

When the Rook Pawn is unmoved, the Queen wins very easily:—

1 Q—Q 5+	K—Kt sq
2 Q—Q 7	K—R sq
3 Q—B 8+	R—Kt sq
4 Q—B 6+, &c.	

If the Rook goes away anywhere, it is soon lost through a divergent check. If the Pawn stood at R 3, however, defended and supported in a similar way, White could not win. His Queen would still have no effective play on the eighth rank; while the greater freedom of Black's King would enable him to avoid loss as above.

Against Rook and two or more united Pawns, the Queen can win very rarely—only when the position is exceptionally unfavourable to the weaker force.

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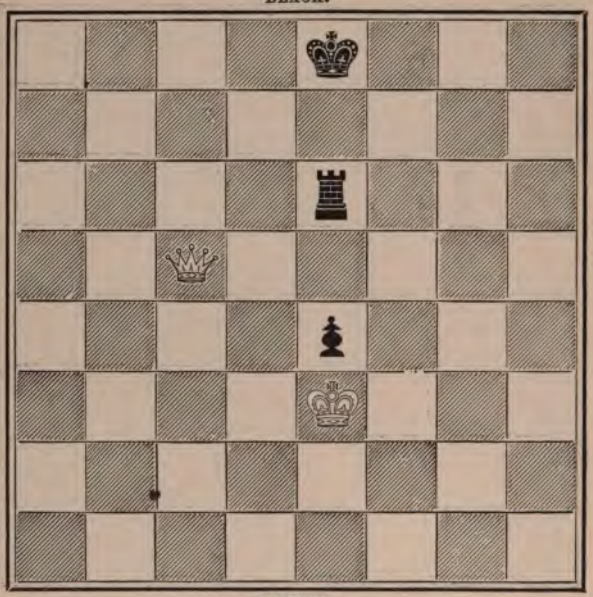

WHITE.

Here the Black forces are scattered, and cannot be brought to work well together:—

1 K—B 4	K—B 2
2 K—B 5	R—K 2
3 Q—Q 5+	K—Kt 2
4 Q—Q 6	K—B 2
5 Q—Kt 6+	K—B sq
6 K—B 6	P—K 6
7 Q—R 5, and wins.	

If the Pawn advances on the first move it is lost very shortly after 2 K—B 5 attacking the Rook. Neither does 1 .... R—K 2 nor 1 .... K—Q 2 afford any better defence. But if the Pawn were only two squares from Queening there would be no win.

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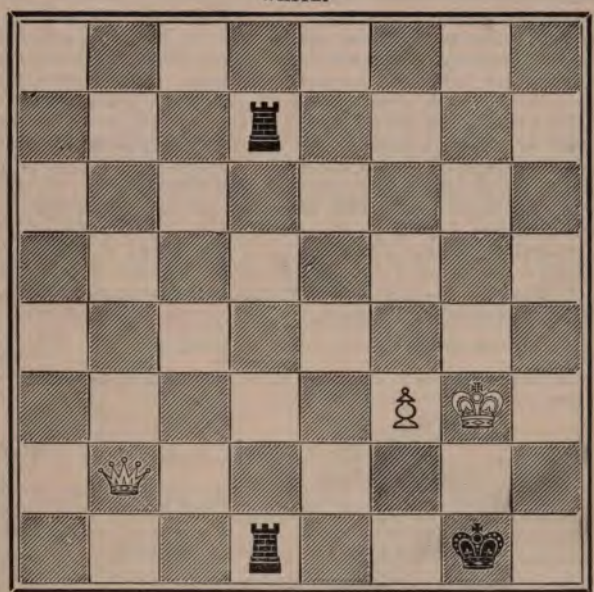

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In the great majority of cases likely to occur in actual play, two Rooks should easily draw against Queen and Pawn. Bearing in mind the power of the Rooks combined, as opposed to the Queen in a free field, the situation on diagram is comparatively favourable to White. His King and Pawn have safely reached the sixth rank, hemming in the adversary; so that the latter is already restricted to purely defensive measures, as the only means of averting defeat:—

1 . . . . R (K 7)—K 2

To move the other Rook would be disastrous. *E.g.*, 1 . . . . R (K sq)—K 2 ?; 2 Q—B 8+, R—K sq; 3 Q—Q 6+, K—R sq; 4 Q—R 3+, with mate in sight.

2 Q—Kt 4 R—K 3 ?

If 2 Q—Q Kt 2, R—K 7; 3 P—B 7+, K—B sq, &c., White's King

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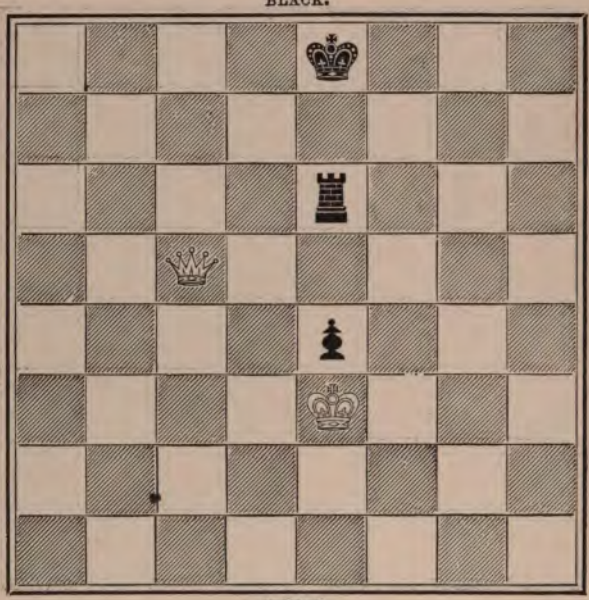

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1 K—B 4	K—B 2
2 K—B 5	R—K 2
3 Q—Q 5 +	K—Kt 2
4 Q—Q 6	K—B 2
5 Q—Kt 6 +	K—B sq
6 K—B 6	P—K 6
7 Q—R 5, and wins.	

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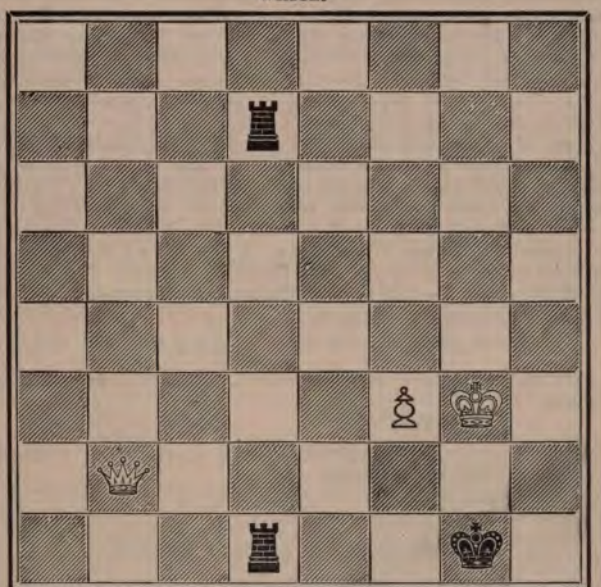

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To move the other Rook would be disastrous. *E.g.*, 1 . . . . R (K sq)—K 2 ?; 2 Q—B 8 +, R—K sq; 3 Q—Q 6 +, K—R sq; 4 Q—R 3 +, with mate in sight.

2 Q—Kt 4 R—K 3 ?

If 2 Q—Q Kt 2, R—K 7; 3 P—B 7 +, K—B sq, &c., White's King

better off elsewhere on the rank; for if at either Kt sq or R sq, White would continue 9 P=Q, mating on his next following move.

So it appears that in order to more easily and surely draw, Black should adopt the method of defence suggested by the failure of his alternative line play quoted from Horwitz and Kling. The Rook at K sq, a principal objective of 2 Q—Kt 4, should be got into safety next the King; whence he can play to and fro, according to circumstances, combining with his fellow against any successful advance of the Pawn:—

1	R (K 7)—K 2
2 Q—Kt 4	R—Q B sq
3 Q—B 4+	K—R sq

Or 3 Q—Kt 3+, R (B sq)—B 2; 4 Q—Q 6, R—B 2; 5 Q—K 5, R—K 2, &c. Manifestly, White can gain nothing by checking if this Rook moves aright, so as not to be *en prise* when the other interposes at B sq. Nor is anything to be gained by attempting discovered check on the Queen Knight file, especially when the Rooks are doubled; because then Black himself might begin to check, with every prospect of advantage.

4 Q—Q 6	R— K R 2

Or even to Q R 2 or K B 2. But, assuming this 4 . . . . R—K R 2, what can White make of it? Apparently nothing. For example—5 Q—K 6, K—Kt sq; 6 Q—K 5+, R (B sq)—B 2, and there is a clear drawing position. The one Rook will defend from all check, while the other maintains himself in safety on the second rank; perhaps now and again opposing, and preventing all winning action of the Queen. Nor is Black necessarily restricted in the details of his defence. Here, in reply to 6 Q—K 5+, he may continue 6 . . . . K—R sq. Then, *e.g.*, 7 Q—K B 5, R—Kt sq+ (*not* 7 . . . . R (R 2)—Q B 2? because, as we have seen, 8 Q—R 5+, K—Kt sq; 9 Q—K 5, K—R sq; 10 Q × R, &c., is a sort of thing to be avoided); 8 K—B 5, R—Q B 2; and White will be kept busy looking after his Pawn, now in danger from combination of the Rooks.

This rather lengthy discussion is nothing nigh exhaustive; but appears to be sufficient to establish the draw. Various interesting phases of the question can be merely suggested. Let all the forces be shifted equally towards White's ground, and the draw becomes easier. Shift them all a file to the left, making the Pawn a Queen Pawn, and still the Rooks can hold their own—drawing. Double them behind or, in many cases, before the Pawn, and let their King be anywhere in a fair condition of safety, and the result will be the same—always a draw, unless Queen and Pawn have already virtually secured a winning position.

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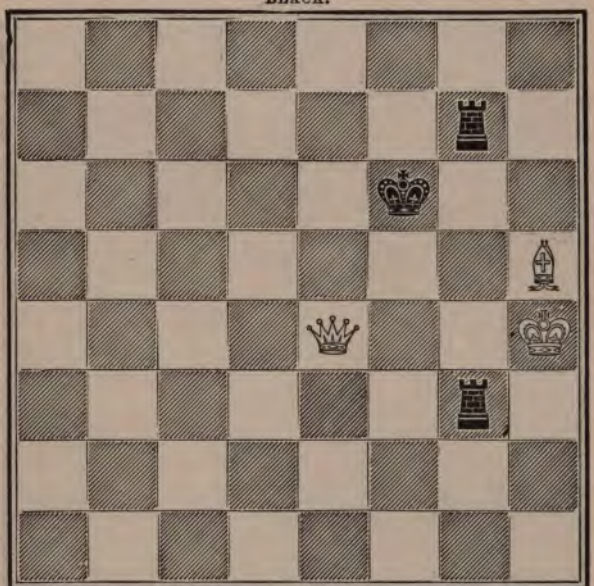

WHITE.

White can do no more than draw:—

1 B—K 2	R (Kt 6)—Kt 3
2 Q—B 4 +	K—K 2
3 Q—B 5	R—R 2 +
4 B—R 5	R (Kt 3)—K R 3, and draws.

The White King cannot be got into good play. All Black has to do is to keep his Rooks on the Knight file, threatening mate from time to time, on occasion, and he is perfectly safe. When checked by Queen, he should take black squares for choice, so as to avoid check from Bishop and the possible accident of a mate, or a losing position.

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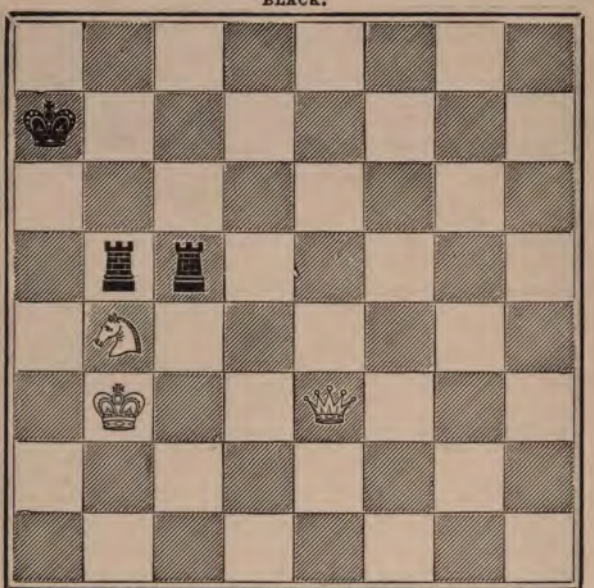

WHITE.

In this instance, also, the Rooks draw. Black King has more room, White King has less; and the Knight cannot be brought into effective action on account of the "pin," from which there is no escape:—

1 Q—Q 4	K—Kt 2
2 K—R 3	R—R 4+
3 K—Kt 2	R (R 4)—Kt 4
4 K—R sq	R—R 4+
5 Kt—R 2	R (B 4)—Kt 4, and draws.

White can do nothing Black simply persists in moving his King.

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WHITE.

Queen and minor Piece win against two Rooks, as a rule, But there are exceptions. This and the next three examples, from "Chess Studies and End Games," illustrate the salient points in the several cases of this rare class of ending.

Here the Rooks lose :—

White.	Black.	or	White.	Black.
1 B—Q 6	R—B sq		1 B—Q 6	R—B 8
2 Q—Kt 7+	K—R sq		2 Q—K 7+	K—R sq
3 Q—R sq+, &c.			3 Q—Q 8+	R—B sq
			4 Q—R 5+, &c.	

Queen and Bishop generally win much easier than Queen and Knight.

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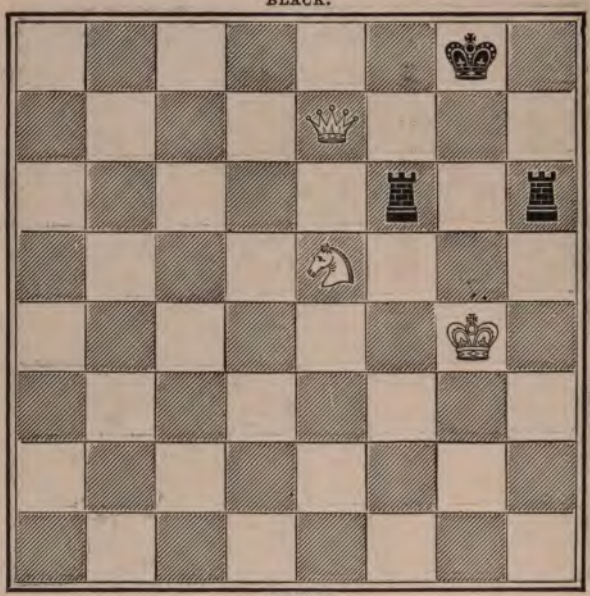

WHITE.

Again, the Rooks lose:—

1 Q—Q 8+, K—Kt 2; 2 Q—B 7+, K—Kt sq; 3 Q—Q Kt 7, R—B sq; 4 Kt—Q 7, R—K sq; 5 Kt—B 5, R—K B sq; 6 Kt—K 4, R—B 2; 7 Q—Q 5, K—Kt 2; 8 Q—K 5+, K—Kt 3; 9 Kt—Kt 5, R—B 3; 10 Q—K 7, R—R sq; 11 Q—K 4+, K—Kt 2; 12 Q—K 5, K—Kt 3; 13 Kt—K 4, R (B 3)—B sq; 14 Q—K 6+, K—Kt 2; 15 K—Kt 5, R—R 8; 16 Q—K 5+, K—Kt sq; 17 Kt—B 6+, K—Kt 2; 18 Kt—Q 7+, and wins.

Or,—1 Q—Q 8+, K—Kt 2; 2 Q—B 7+, K—Kt sq; 3 Q—Q Kt 7, R—R 3; 4 Q—B 7+, K—R sq; 5 Q—B 8+, K—R 2; 6 Kt—B 3, R—Q R 5+; 7 K—B 5, R—Q R 4+; 8 K—B 4, R—Q R 5+; 9 K—K 3, R (R 5)—R 3; 10 Kt—Kt 5+, K—Kt 3; 11 Kt—K 4, R—K R 6+; 12 K—B 4, R—R 5+; 13 K—B 3, R—R 3; 14 K—Kt 4, and must win. There are numerous variations, of course, but it appears that the Rooks may always be separated, and one of them taken in exchange for the Knight, if no direct mate is possible.

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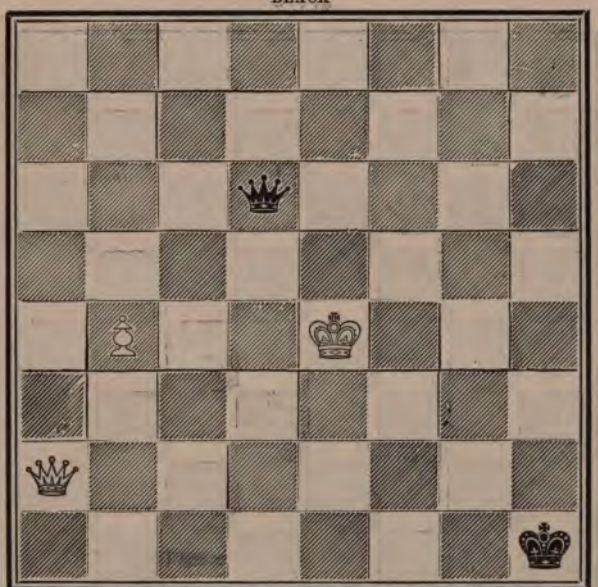

WHITE.

Queen and Pawn generally win against Queen, if the Pawn is far advanced, and supported by its King. The mass of exceptions are where a centre Pawn is concerned; for then the lone Queen is more powerful in attack upon the King; and in the case of a Rook Pawn, which, as a rule, can do no more than draw. The difficulty of Queening is less with a Knight Pawn, next less with a Bishop Pawn, and at its maximum when the Pawn is on a Rook file. This, supposing the King of the weaker party at a distance, or in such a situation that the exchange of Queens would lose him the game. The position above is won for White, thus;—1 Q—Q 5, Q—Kt 3+!; 2 K—B 4+, K—R 7!; 3 Q—K 5!, Q—Q 6; 4 P—Kt 5, and wins easily, because owing to the unfavourable situation of Black's King, the exchange of Queens cannot be long delayed.

If 1 . . . . Q × P+; 2 K—B 3! and White will soon give mate; while if 2 . . . . K—Kt 8, the exchange is forced directly.

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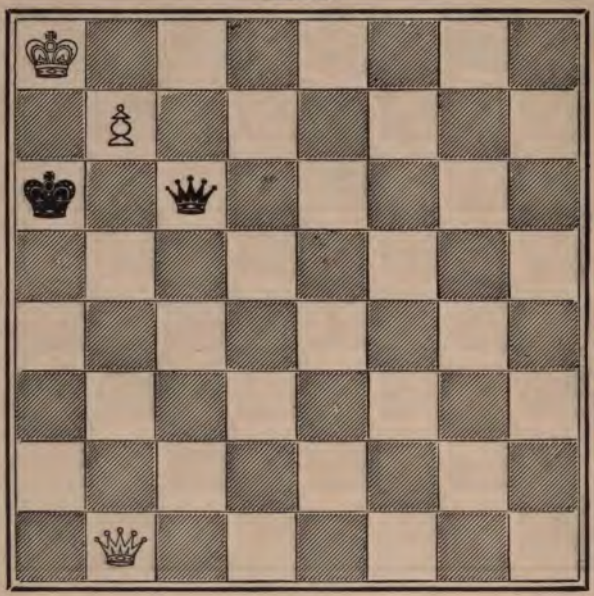

WHITE.

White wins :—

1 Q—Kt 4	Q—Q 4
2 Q—R 4 +	K—Kt 3
3 Q—Kt 3 +	Q × Q
4 P Queens +, and wins.	

If 1. . . . Q—K B 6, similar play follows. 1 . . . . Q—Kt 7; 2 Q—R 3 +, K moves; 3 Q—Kt 2 +, &c., winning in like manner.

1 . . . . Q—R 8; 2 Q—R 3 +, K—Kt 3; 3 Q—Kt 2 +, K—B 2 (a); 4 Q—R 2 +, Q × Q; 5 P Queens +, &c., winning. If (a) 3 . . . . K—R 3, then 4 Q—R 2 +, 5 Q—Kt sq +, &c. If 3 . . . . K—B 4, then 4 K—R 7, Q—R 2; 5 Q—Kt 6 +, with 6 K—R 6, or 6 K—R 8, &c. A very pretty study. By L. van Vliet.

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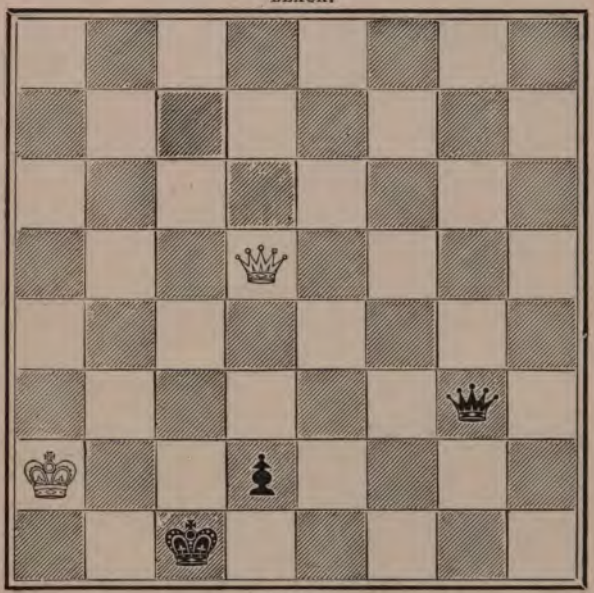

WHITE.

Here the Queen draws against Queen and a centre Pawn at the seventh. *E.g.*:—

1 Q—B 4 +	K—Q 8	9 Q—R 2 +	K—K 8
2 Q—K B sq +	Q—K 8 !	10 Q—Kt sq +	Q—B 8
3 Q—B 3 +	Q—K 7	11 Q—K 3 +	K—Q 8
4 Q—R sq +	K—B 7	12 Q—Kt 3 +	K—K 7 !
5 Q—B 6 +	K—Q 6	13 Q—B 4 +	K—K 8
6 Q—Kt 5 +	K—K 6	14 Q—R 4 +	Q—B 7
7 Q—K 5 +	K—B 6	15 Q—R sq +	K—K 7
8 Q—R 5 +	K—B 7	16 Q—K 4 +, and so on, the check	

being perpetual, if judiciously applied. Black King cannot shelter himself for a single move, and the game is drawn. When the Pawn is *opposed* by the hostile King, the chances of winning are small; because then, in the vast majority of cases, if perpetual check fails, the Queens may be exchanged, and a drawn Pawn ending secured.

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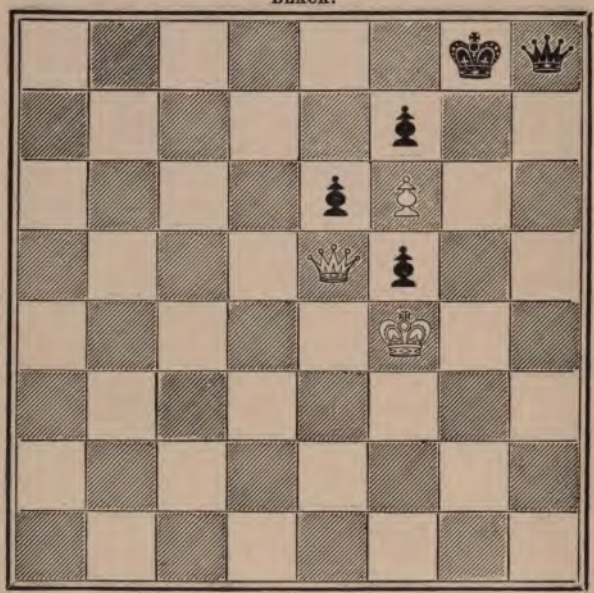

WHITE.

It often happens that when an attack is apparently on the verge of failure, it yet possesses sufficient vitality to avert defeat, if properly turned and applied at the critical moment. The value of position is apt to be under estimated in the reaction after the stress of conflict, when the defence has been made good against actual loss, and there seems nothing for it but that victory should ultimately declare for the stronger battalions. The above position by C. D. Locock is a case in point. White's attack—as a *winning* attack—has failed. But his game is not therefore lost :—

1 K—Kt 5!	Q—R 6
2 Q—Kt 8+	K—R 2

3 Q—R 2! and draws. Black cannot avoid the stalemate. If White first checks, instead of moving the King, he loses,—1 Q—Kt 8+, K—R 2; 2 Q—Kt 2, Q—K B sq, &c., winning.

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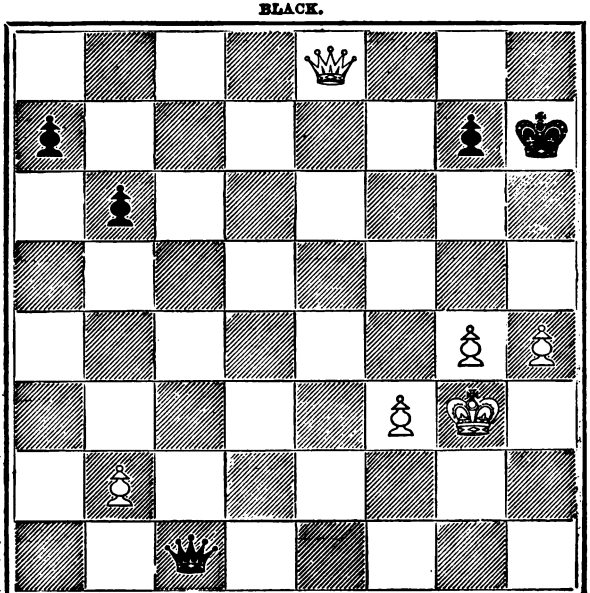

WHITE.

In this ending, won by Zukertort, very careful play is required to avoid a draw :—

1 Q—K 4 +	K—Kt sq
2 P—Kt 5 !	Q—B 2 +
3 P—B 4	Q—Q sq
4 P—R 5	P—R 4
5 P—R 6	P—Kt 4

Or 5 . . . . P × P ; 6 Q—Kt 6 + , with 7 Q × P + , and 8 Q—B 7 or R 7, &c., would win for White.

6 Q—K 6 +	K—R 2
7 Q—B 5 +	K—Kt sq
8 P—Kt 6	Q—K sq
9 Q—B 7 + ! and wins.	

Black might possibly prolong the contest by checking, 2 . . . . Q—Kt 8, &c. ; but he could hardly do better in the end. White King would go forward with his Pawns, eventually threatening mate and forcing the game in some such way as actually occurred.

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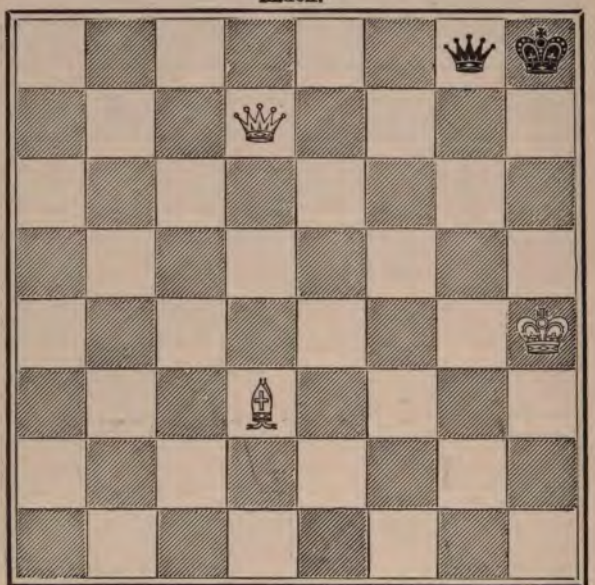


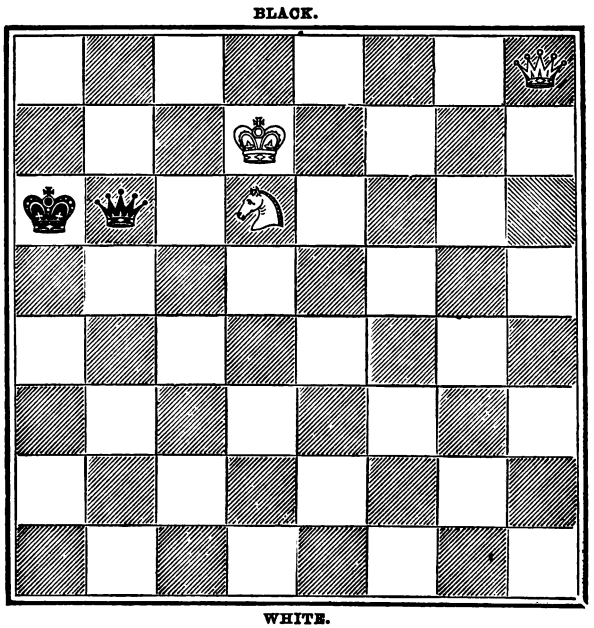
WHITE.

The general case of Queen and Bishop *v.* Queen is a draw. But the weaker party may lose if threatened mate restrains the action of his Queen, or the Queen may be lost by check or pin by the Bishop:

1 K—R 3!	Q—Kt 2	4 Q—R 4+	K—Kt sq
2 Q—Q 8+	Q—Kt sq	5 B—B 4+	K—B sq
3 Q—B 6+	Q—Kt 2	6 Q—Q 8, mate.	

If 1 . . . . Q—B 2, then 2 Q—Q 4+, and wins in like manner; or by 3 B—B 4, pinning the Queen.

Place the Bishop at K B 5, with Queen at K 7, and the only way to win will be as follows: 1 Q—K 5+, Q—Kt 2; 2 Q—K 8+, Q—Kt sq; 3 Q—R 5+, K—Kt 2; 4 Q—Kt 6+, K—B sq; 5 Q—Q 6+, K—Kt 2; 6 K—Kt 5, K—R sq+; 7 B—Kt 6, Q—Kt 2; 8 Q—Kt 8+, Q—Kt sq; 9 Q—R 2+, and 10 mate. If 6 . . . . Queen moves, she is lost, or mate follows easily.



Queen and Knight frequently win against Queen when the inferior force is separated; and in positions similar to diagram, where the King is driven to a side, the superior force having the move :—

1 Q—R sq +	Q—R 4	8 Q—B 4 +	K—R 2
2 Q—B sq +	K—R 2	9 Kt—Kt 5 +	K—R 3
3 Q—B 2 +	K—R 3	10 Q—B 6 +	Q—Kt 3
4 Q—K 2 +	K—R 2	11 Kt—B 7 +	K—R 4
5 Q—K 3 +	K—R 3	12 Q—R 8 +	K—Kt 5
6 Q—Q 3 +	K—R 2	13 Kt—Q 5 + and wins.	
7 Q—Q 4 +	K—R 3		

(*Horwitz and Kling.*)

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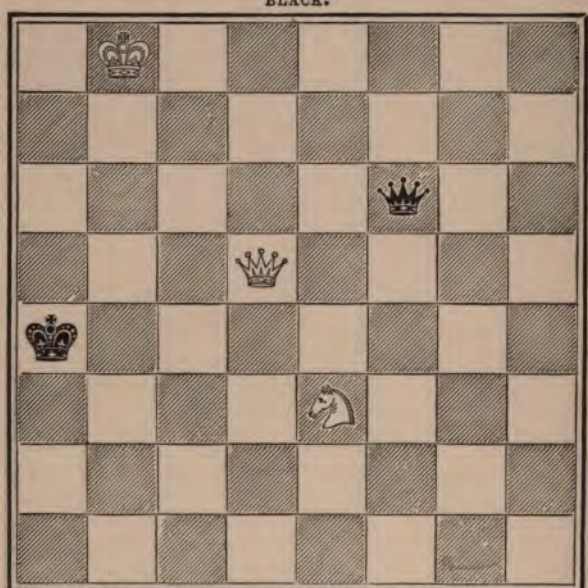

WHITE.

Also bad for the weaker force. The King can be surrounded and driven into mate, or to a square admitting of check, with resulting loss of Queen:—

1 Q—R 2+	K—Kt 4
2 Q—Kt 3+	K—B 3
3 Q—Q 5+	K—Kt 3
4 Kt—B 4+, and mate next move.	

or,

2	K—B 4
3 Q—B 4+	K—Q 3
4 Q—R 6+, winning the Queen.	

The White King is favourably placed, so that Black must either go into mate, or allow his Queen to be brought in question, and lost by check of Queen or Knight.

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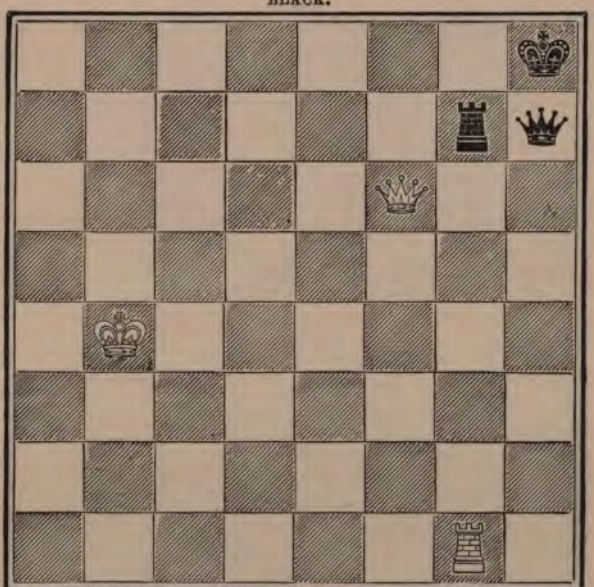

WHITE.

Black can avoid the ending Rook *v.* Queen only by losing quickly :—

1 K—R 5!	Q—R 4+	7 R—B sq + K—K 3
2 K—Kt 6!	Q—R 2	8 R—B 6+, and will check alternately with Rook and Queen until final Q—Q 2, mate.
3 Q—Q 8+	R—Kt sq	
4 Q—Q 4+	R—Kt 2	
5 Q—B 6!	K—Kt sq	
6 Q—Q 8+	K—B 2	

The White King goes away where he cannot be attacked, and then winning is easy. Black having to move in the position on the diagram (White King being out of the question) must lose. If 7 . . . . K—Kt 3, there would be a mate in four—checking with Queen at Q 6, R 2, and Kt 2, and at R sq with Rook. By Horwitz.

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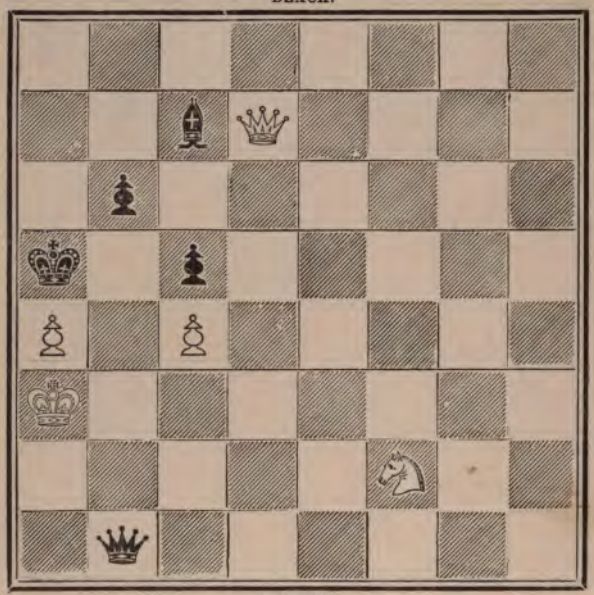

WHITE.

White wins :—

1 Q—Kt 5 + !	Q × Q	7 K—R 3	B—B 5
2 R P × Q	B—B 5	8 Kt—B 8	B—B 8 +
3 Kt—K 4	B—B 8 +	9 K—Kt 3	B—Kt 4
4 K—Kt 3	B—B 5 !	10 Kt—Kt 6	B—B 3
5 Kt—B 6	B—K 4	11 K—R 3, and the Knight will go to K 5 or K 7—mating at Q B 6.	
6 Kt—Q 7	B—Q 3		

If 5 . . . . B—Kt 4, then 6 Kt—Kt 8, B—B 3 ; 7 Kt—R 6, B—Q sq ; 8 Kt—B 7, B—B 2 ; 9 K—R 3, &c. By Horwitz and Kling. The exchange of Queen is fatal to Black, his Bishop being unable to keep the Knight from mating at B 6 or Kt 7, because White is free to assist with his King the manœuvres of the Knight against the Bishop.

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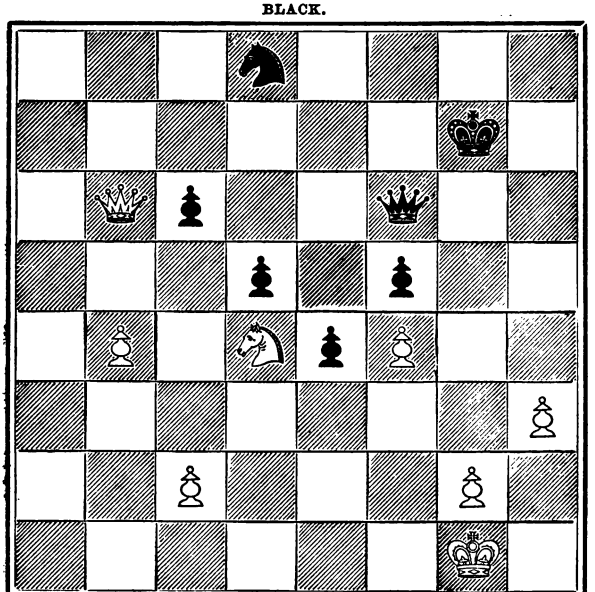

WHITE.

White wins:—

1	K—Kt 3 !	9 K—R 2	Q—B 5 +
2 P—B 3	P—K 6 ?	10 K—R sq	Q—Q B 8 +
3 Q—B 7	Kt—K 3	11 Q—Kt sq	Q × P
4 Q × P	Kt × P	12 Q—K 3 + !	Q × Q
5 Q—K 8 +	K—R 3	13 Kt × P +	K—Kt 4
6 Q × P	Q—Kt 4 !	14 Kt × Q	P—Q 5
7 Q—B 3	Kt × Kt P	15 P—Kt 5 ! winning.	
8 Q × Kt	Q—B 8 +		

Black's second move was doubtful, but it was made in the way of counter attack, as mere defence would probab'y fail, White having the dominant position. The Knight sacrifice hastened the end. But then the steady progression of White's passed Pawn would have eventually settled the affair in his favour.

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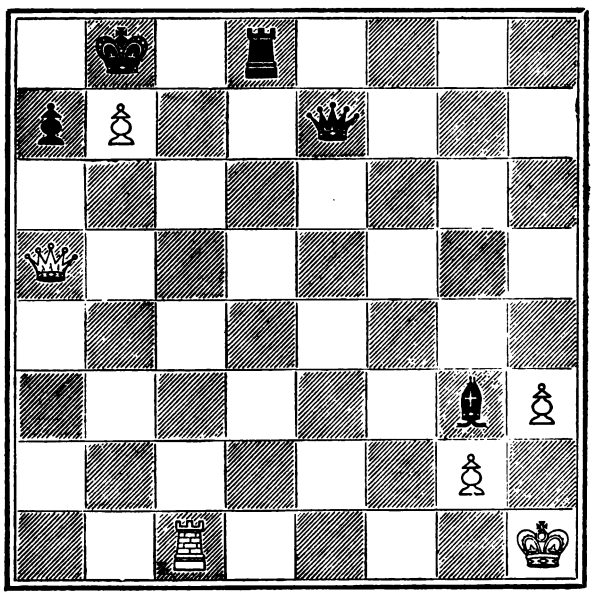

WHITE.

Instance of value of passed Pawn, at Queening point, in the way of keeping the game going; conversion of inferior into superior force by "time":—

1 R—B 8 +	R × R
2 Q × P + !	K × Q

3 P × R = Kt +, taking the Queen next move; and eventually winning the narrower ending, Knight and Pawns *v.* Bishop. In this case "the move" and "time" are convertible terms. Were it Black's move, he would have time also, and ability to win the game.

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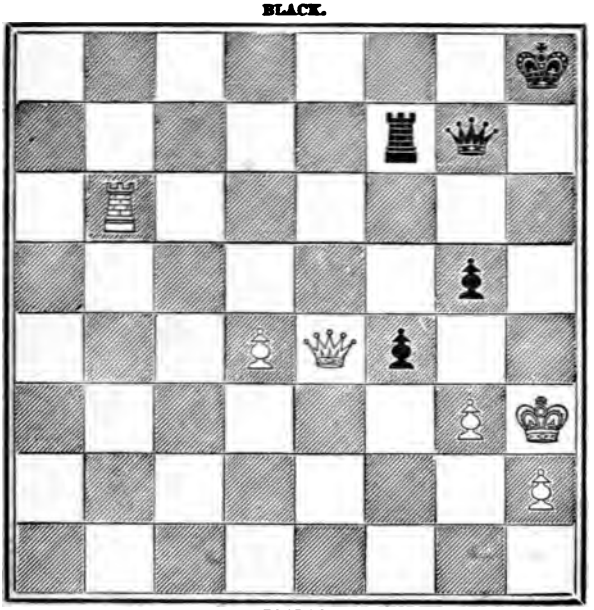

WHITE.

White wins:

1 R—Kt 6!	Q—R 2 +
2 K—Kt 2	P—B 6 +
3 K—R sq!	R—K Kt 2
4 Q—K 8 +	Q—Kt sq
5 R—R 6 +	R—R 2
6 R × R +	K × R
7 Q × Q +	K × Q

8 P—R 4, and will Queen in a few moves.

A position difficult to win if not reduced to a Pawn ending. White checks, 5 R—R 6, in order to leave Black King at Kt sq after the exchanges, as being evidently less favourable to the latter than Kt 2. A single move might very well make all the difference between winning and drawing.

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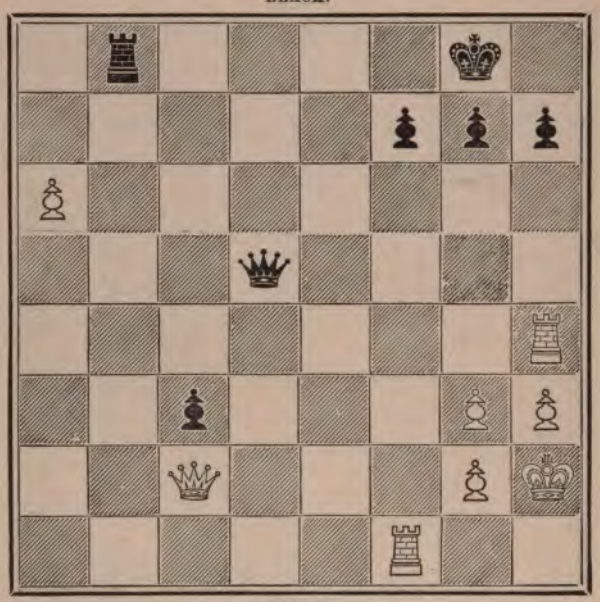

WHITE.

A remarkable position (won by H. A. Stauffer, U.S.A.) It may be described, perhaps with some want of reverence, as a persistent joke —on the Black King so "safely" ensconced behind his Pawns :—

1 . . .	R—Kt 7 ?
2 R—Q sq !	Q—R sq
3 Q—K4 !	R—Kt sq
4 R—Q Kt sq	P—B 7
5 R × R +	Q × R
6 P—R 7 !	Q—Q B sq
7 P = Q	P—B 8 = Q

8 Q—K 8+, and Queen mates.

Many games are lost through sheer neglect of providing an outlet for King in this class of position. Accidents will happen. But possibility of surprise mate on the move should be exploded.

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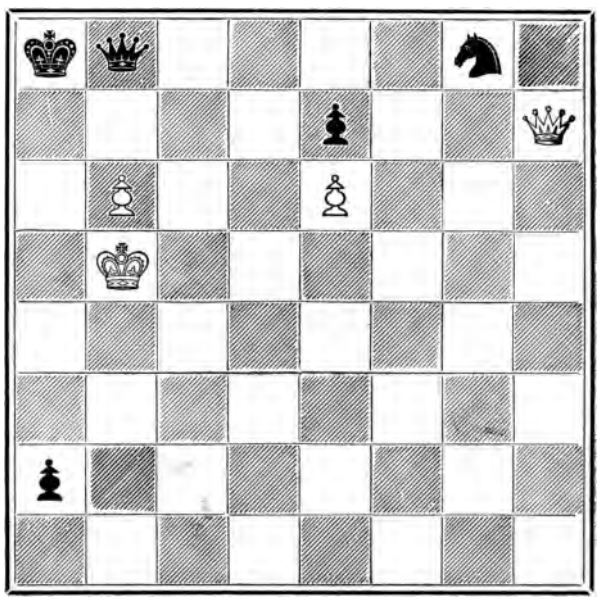

WHITE.

An old "classic." White to play—mate in fourteen moves. This proposition may appear formidable; but the solution is simple enough, a series of checks as follows:—

1 Q—K 4 +	Q—Kt 2	8 Q × Kt +	Q—Kt sq
2 Q—R 4 +	K—Kt sq	9 Q—Kt 2 +	Q—Kt 2
3 Q—B 4 +	K—R sq	10 Q × P +	K—Kt sq
4 Q—B 8 +	Q—Kt sq	11 Q—R 2 +	K—R sq
5 Q—B 3 +	Q—Kt 2	12 Q—R 8 +	Q—Kt sq
6 Q—R 3 +	K—Kt sq	13 Q—Q R sq +	, and mate next move.
7 Q—Kt 3 +	K—R sq		

All forced on Black's part. A pleasing example of the power of the Queen checking.

BOOK II.

THE MIDDLE GAME.

CERTAINLY the greater or at all events the more impressive transactions on the chess board take place during what is called the Middle Game. It is in this vast region, lying vaguely and variably between the ending and opening, that the contest is usually decided; absolutely or virtually, by combination effecting direct mate or inflicting other loss meaning the same thing in the end.

Now, the one being a compound or involution of the other, skill in the middle game is a logical and natural consequence of skill in the ending; *i.e.*, skill in the various *forms* of Ending, with a capital E, such as we have already considered. Combination in the middle game immediately resulting in mate is the exception in actual play—at least between understanding players. The probable supervening ending must be had in contemplation as the criterion by which the earlier combination must be judged. And this accounts for many combinations losing straight off—or, *perhaps* winning in the same way; quite independently of the deadly exhaustion of an unfavourable ending—which then of course never arrives. Some slight error in development, later misjudgment, or what not, may be "the little rift within the lute,"—against whose slow

but certainly fatal action even apparently over hazardous combination may offer the most likely protection. By means of a stubborn systematic *defence*, one may often greatly prolong a contest, but with the least possible hope of escaping ultimate discomfiture; whereas, by boldly courting the fortune of war, through a vigorous though probably unsound *attacking* combination, he could not possibly fare worse.

In the following examples of masterly combination in the middle game, the original position is in every case so far differentiated as to admit or invite specific operations whereby the game is in a manner determined. For in a perfectly level or equal position there can be no valid exclusive claim to winning attack by either party. In such a position, any such claim expressed in aggressive combination must be unsound; but the claim of equal position in respect of adequate defence must of course be allowed to be sound and irrefragable. The rule is that attack not based upon existing advantage should fail.

The value of attentive study of combination in the middle game nearly goes without saying. It affords excellent training in "judgment of position," and is the best possible substitute for first-class practice over the board,—far better than indifferent practice, implying an inferior style of play, easily acquired, but dropped (if ever) with the greatest difficulty. Finally, as to an intelligent appreciation of the Opening,—for this a good knowledge of combination is indeed a *sine quâ non*.

Combination.

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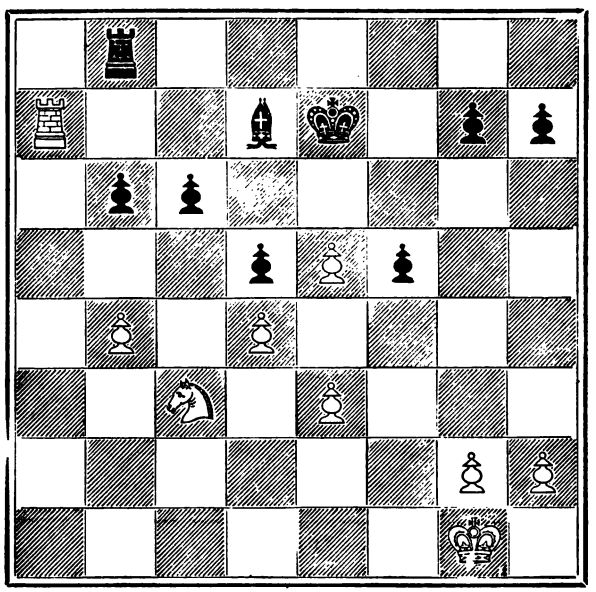

WHITE.

From a *Queen Pawn Opening* :—

1 P—Kt 5 !	P × P	6 R—R 8 +	B—B sq
2 Kt × P +	K—Q sq	7 P—K 6 !	R—B 5
3 Kt—B 4	R—B sq	8 P—Q 7	P—Kt 5
4 P—Q 5	R—B 5	9 P × B=Q +	R × Q
5 P—Q 6 !	R × Kt	10 P—K 7 +, and wins.	

Black is badly off, because he cannot prevent the loss of a Pawn or two, however he plays. The King Pawn is very powerful, and when the Queen Pawn becomes free, the position is virtually won for White. The well-timed 1 P—Kt 5 breaks up the position favourably to him, and may be set down as the winning move.

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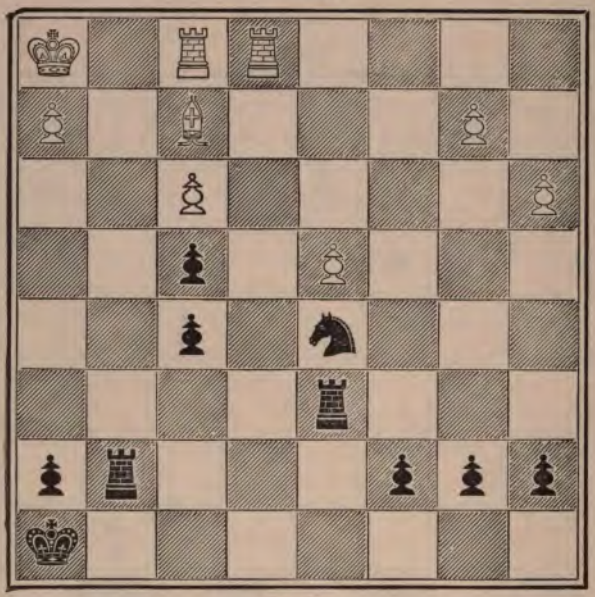

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From a *Scotch Game*; Black won:—

1 R—K 5	Kt—K 6	6 B × B P +	R—K 2
2 P—Q 5 ?	K—Kt sq !	7 R—Q B sq	P—B 4
3 R—K sq	R × P	8 R—B 2	R—Q 5 !
4 R—K 8 +	K—B 2	9 B—Kt 8	P—Kt 3
5 B × Kt	K × R	10 K—Kt 2	P—K B 5 !

winning easily.

The move 2 P—Q 5 ? was in the nature of a trap, as if 2 . . . . Kt × R, White would have mated in three, while 2 . . . . R × P would have lost the exchange. Properly, however, White should have played 2 B × Kt, 3 R × (K) P, and 4 R—K 2, with a view to a likely draw in the ensuing Rook and Pawn ending. If 4 R (K) × Kt, P × R; 5 R × R, P × B; Black wins by Pawn position after forcing the exchange of Rooks.

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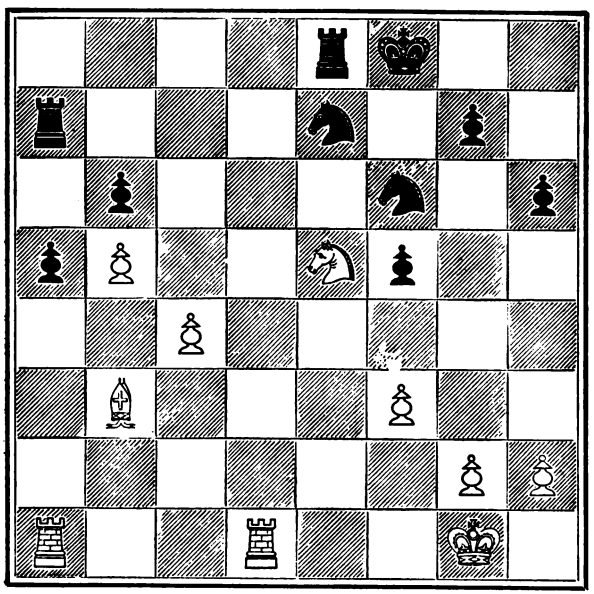

WHITE.

From a *Ruy Lopez*:—

1 P—B 5!	P × P	6 Kt—B 6	Kt × Kt
2 R—Q 6!	R—Kt sq	7 B × Kt	Kt—K sq
3 Q R—Q sq	R (R 2)—R sq	8 P—Kt 7!	R—R 2
4 P—Kt 6	P—R 5	9 R—Q 8, and wins.	
5 B × P	K—Kt sq		

White makes the most of the perilous situation of his opponent's King; at all events he does so up to move 5, when it is possible B—R 4, still holding the King, would be even stronger. Because, then, 6 P—Kt 7, gaining a Piece at least, would be threatened.

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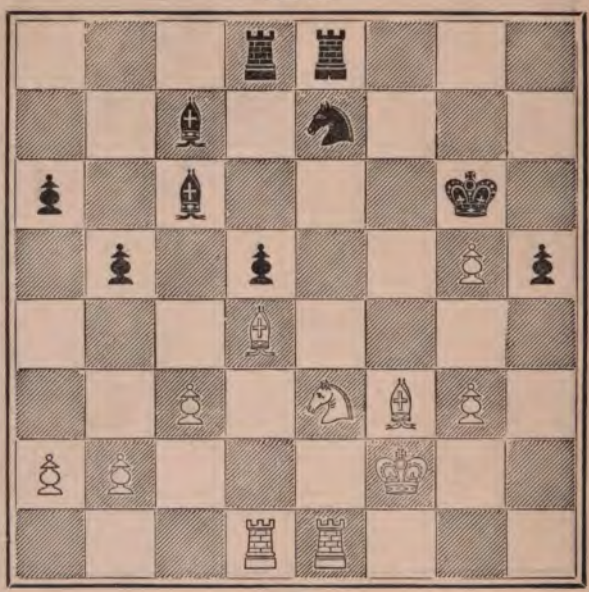

WHITE.

White wins :—

1 R—K R sq	K × P
2 R × P +	K—Kt 3
3 R (Q)—K R sq	Kt—Kt sq
4 R—R 7 !	R—K 2
5 R (R)—R 6 +	Kt × R

6 R × R, winning a Piece and the game.

The position was evidently much against Black ; yet the manner of its loss is remarkable.

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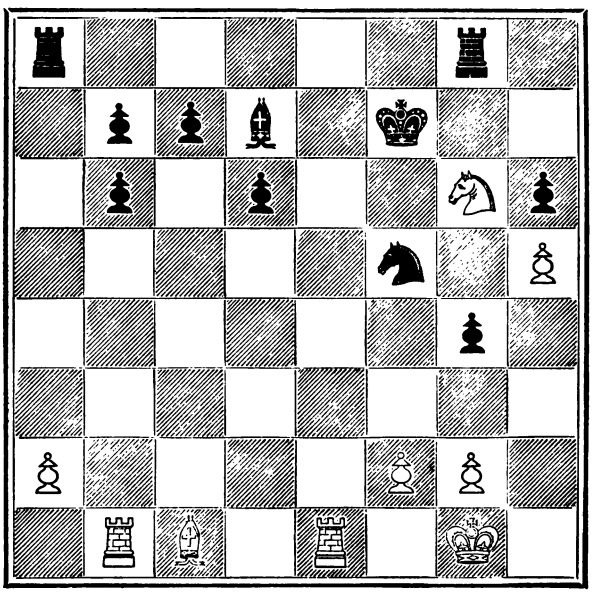

WHITE.

An *Evans*, won by White :—

1 B × P !	B—B 3	6 Kt—K 7 !	R (Kt)—K sq
2 R—Kt 4 !	Kt × B ?	7 R (B 4)—B 6 +	K—Kt 4
3 R—B 4 +	K—Kt 2	8 R—Kt 6 +	K—R 5
4 R—K 7 +	Kt—B 2	9 Kt—B 5 +	K × P
5 R (K 7) × Kt +	K—R 3	10 R (B 7)—Kt 7 ! and mates in four moves.	

Black misses it in not proposing an exchange, 2 . . . . R—R 5, instead of accepting the Bishop. If 7 . . . . K × P, mate in two follows.

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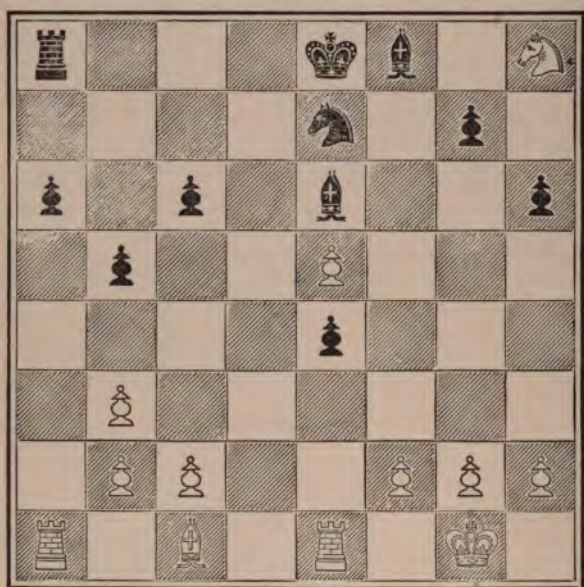

WHITE.

The question is as to the imprisoned Knight :—

1 R—Q sq !	P—Kt 4	7 R × K R P	R—R 2
2 R—Q 6	B—B 4	8 B—K 3	R—Q 2
3 P—K Kt 4 !	B—R 2	9 Q R × P	K—B sq
4 P—R 4	B—Kt 2	10 R—R 8	R—Q B 2
5 P—R 5 !	Kt—B sq !	11 R × B !	R × R
6 R × B P	B × Kt	12 R × Kt +, and wins.	

Fine play on both sides, but the position was against Black. The Knight could not be surrounded and cut off with impunity—as the event proved. From a *Ruy Lopez.*

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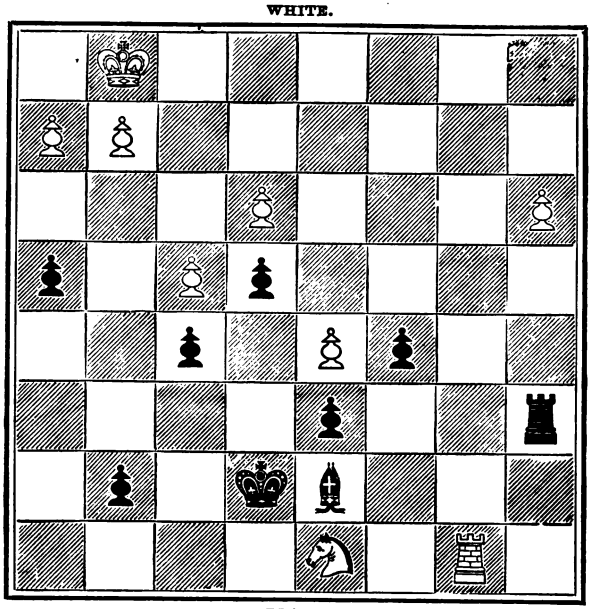

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Black (Morphy) moves and wins:—1 . . . . P—B 5!; 2 K—B 2, P—B 6; 3 K—K 2, R × P; 4 Kt—B 6+, B × Kt; 5 P × B, P—B 7! 6 K—Q 2, R—B 6! 7 K—B sq, R × B P; 8 R—Kt 3, K—B 3; 9 R—R 3, P—Kt 4; 10 P—Kt 3, R P × P; 11 R P × P, P × P; 12 Kt P × P, K—Kt 3; 13 R—R 5, R—B 4; 14 R—R 6, R—B 6; 15 R × P+, K—R 4; 16 R—Q 2, K—Kt 5; 17 R—Kt 2+, K—B 6; 18 R—Kt 5, R—B 4; 19 R—R 5, K × P; 20 R—R 4, K—B 6, &c., winning easily.

A splendid piece of play. The direct advance of the Pawn, with the surprising 6 . . . . R—B 6, renders this a model of its kind, unsurpassed in all the annals of Chess. [Match Morphy *v.* Harrwitz, Paris, 1858.]

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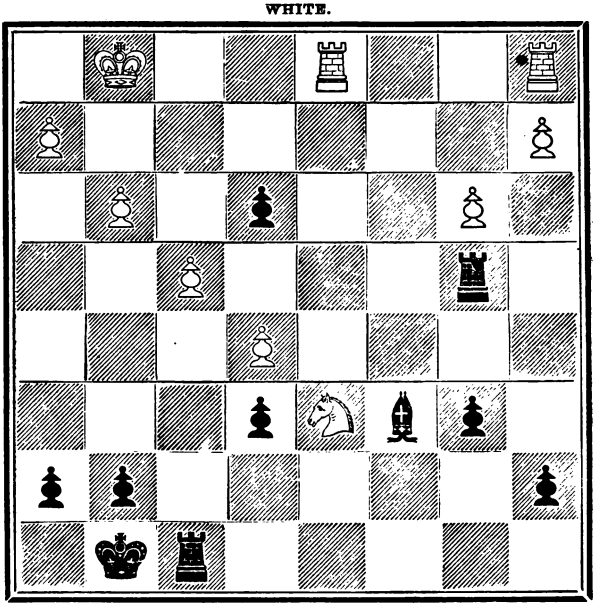

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Black won—a *French Defence*:—

1	P—K Kt 4	6 P—Q R 3	P × P !
2 R (R)—B sq	P—K 7 !	7 P × R ?	R—B 8 + !
3 R—K sq	B—B 6	8 R × R	P × P + !
4 R—B 3	B—Kt 5	9 K—Kt 2	P × R = Q +
5 R—Q 3 !	P × P !		winning.

White was intent on gaining the Rook. Instead of taking it, however, at move 7, he should have simply played R × Kt P, which would have saved the game; 7 R × Kt P, R—Q 5; 8 R × P, &c. Or, 7 P × P, R—B 8 +; 8 R × R, P × R = Q +; 9 K × Q, B—R 6 +; 10 K—B 2, R—Kt 5; 11 Kt—K 8, &c., would perhaps have been more advantageous.

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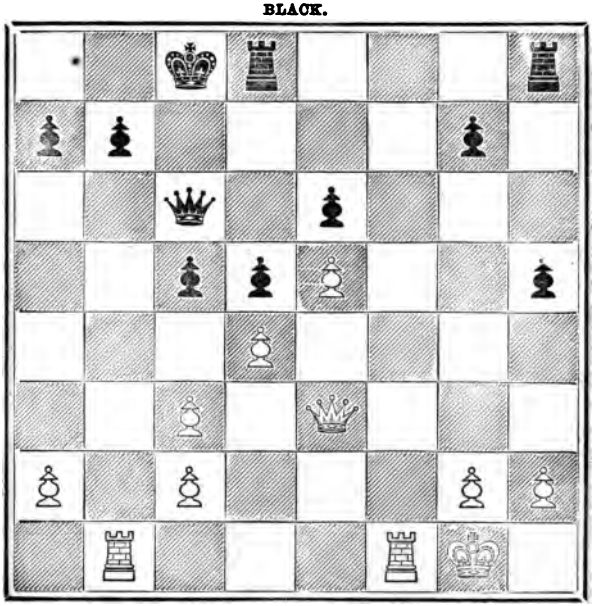

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The open files are against Black in a *Vienna* :—

1 R—B 7!	R—Q 2	8 P—K R 3!	P—R 5
2 R (Kt)—K B sq	R (R)—Q sq	9 K—R 2	Q—K 6
3 Q—Kt 5	P × P	10 Q × K P +	R—Q 2
4 P × P	R × R	11 R—B 3!	Q—K 8
5 R × R	Q × P	12 Q—B 5	K—B 2
6 R—B sq!	Q—R 2	13 Q—B 2 +	K—Q sq
7 Q—K 7	Q—R 3	14 Q—Q B 5, and wins.	

5 . . . . Q × P was a perilous attempt to maintain the balance of forces. Otherwise the King side Pawns were at the mercy of White. That capture increased the positional advantage of the latter, so that after the excellent 6 R—B sq successful resistance was out of the question. Black could only play on in the hope of perpetual check, or some other accident; and, nothing of the kind occurring, there could be but one result. It may be noted that if 8 or 9 . . . . R—Q 2 White could mate in two moves.

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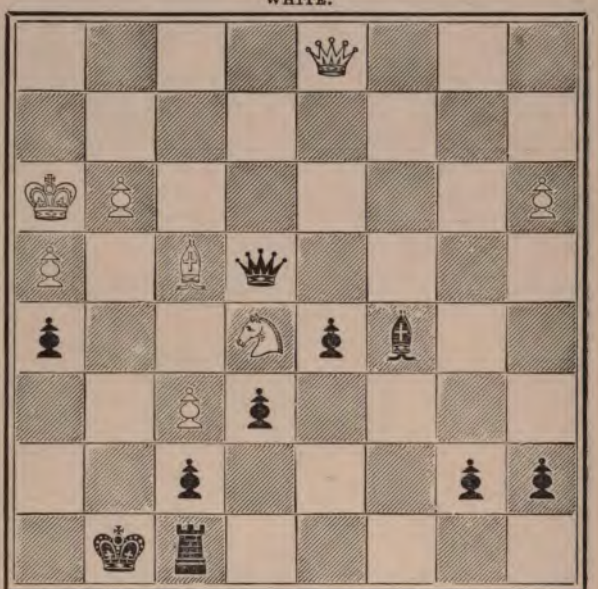

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From a *French Defence*:—

1	Q—B 4 +
2 K—R 2	R—B sq
3 Q—Q B sq ?	B—Kt 8 + ! and wins.

As, if Q × B, the Queen must be interposed in answer to . . . . R—B 7 +, or mate in two follows. White's attack, which had been for some time maintained at material cost, was fully spent at this stage, and his prospect of averting ultimate defeat not encouraging. But the move of the Queen precipitates the catastrophe. Of course the idea was to prevent play of the Bishop, and . . . . R—B 7, a process which, if safely carried out, must have directly reduced him to helplessness.

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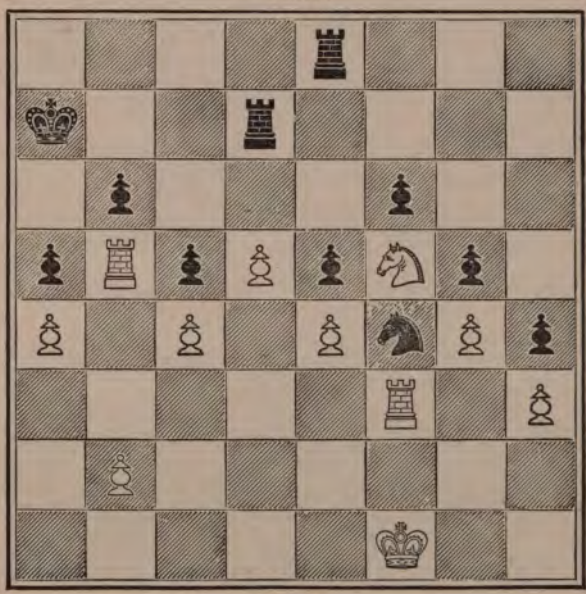

WHITE.

A "block" position, apparently. But White finds a way to break through :—

1 P—Kt 4!	R P × P	7 R—R 6	R—Q sq
2 P—R 5	R—Q Kt sq	8 R × B P	Kt × R P
3 R—Q Kt 3	R—Q B 2?	9 R (B 5)—R 5	K—B sq
4 R—Kt sq!	R—Q 2	10 P—B 5	P—Kt 6
5 R—R sq	R (Kt)—Kt 2	11 P—B 6	P—Kt 7, and
6 P × P +	K—Kt sq		White mates in two.

Excellent play, though Black fails slightly in 3 . . . . R—Q B 2; because, in reply to 4 R—Kt sq!, he cannot continue 4 . . . . P × P without being mated—the Rook at B 2 obstructing the King, and effectually precluding all escape. But at best the struggle could neither have been much prolonged nor its result altered.

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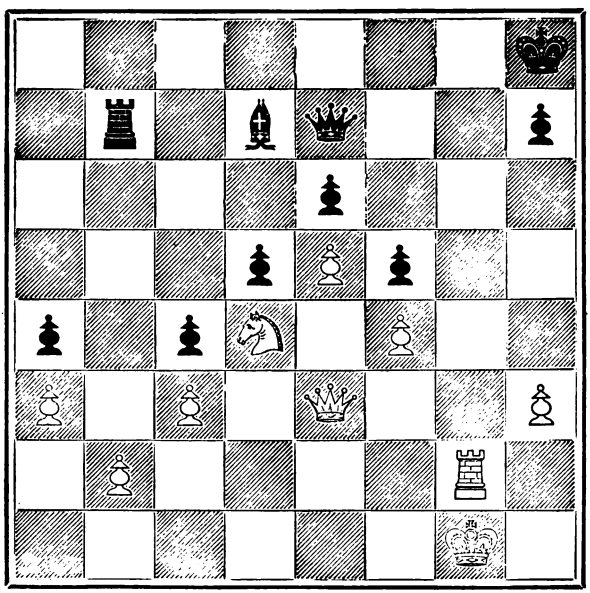

WHITE.

From a *French;* White wins:—

1 Kt × B P!	Q—B sq
2 Kt—Q 6	R—Kt sq
3 Q—R 7!	R—K sq
4 Q × B, &c.	

Black failed to consider the danger to his King from a possible check on the diagonal, such as would threaten if 1 .... P × Kt; 2 P—K 6! After 3 Q—R 7 the Piece is lost; for if 3 .... R—Q sq, then 4 Q—B 7, &c., the Knight's check being fatal.

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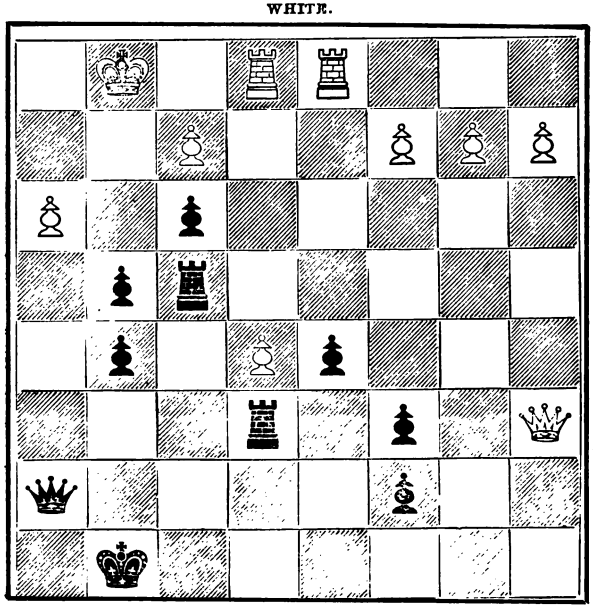

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A *Giuoco Piano* in which Black's attack is irresistible :—

1 R × P	R—B sq !
2 R—Q 4	Q × P
3 Q—B sq	Q—R 4
4 Q—B 4	P—Kt 6 ! and must win.

Or course if 1 . . . . P × R, White would take the Rook checking, with a good game. It is the move . . . . P—Kt 6 which is deadly for White; and 4 Q—B 4 is necessary to prevent . . . . R—R 3. By refusing the Rook, Black leaves his opponent without resource. His attack need only be maintained, with the aid of the Queen, to succeed. Evidently, if 5 Q × R +, K—R sq, and mate must follow shortly at the very best.

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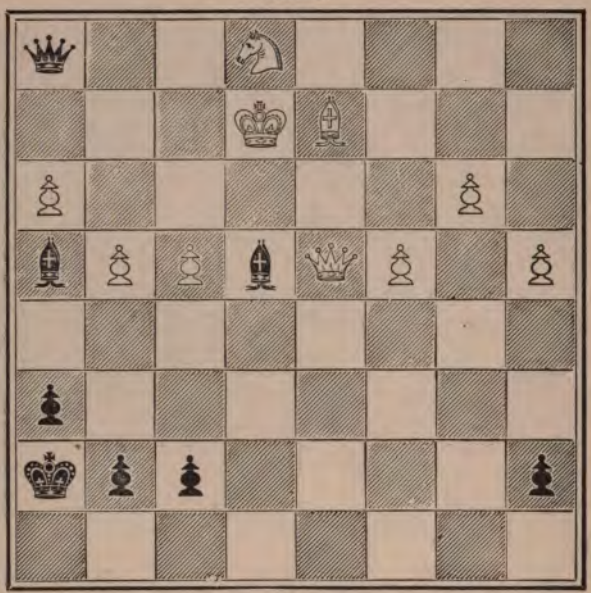

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From a *Ruy Lopez* (Neumann *v.* Kolisch, Paris, 1867):—

1	P—B 4!	4 K × B	Q—R 8 +
2 P × P?	Q—R 7 +	5 K—K 2	Q—B 6 +
3 K—Q sq	B × Kt	6 K—K sq	B—Q 6! and wins.

The move 1 . . . . P—B 4 has for its first object the prevention of Q × B +, as the check would interfere badly with Black's designs about the time he plays 3 . . . . B × Kt. White failed to divine this —and little wonder; else he would have refused the Pawn, and played 2 Q—K 3, drawing easily. A beautiful combination. One of the very finest ever made, even by Kolisch.

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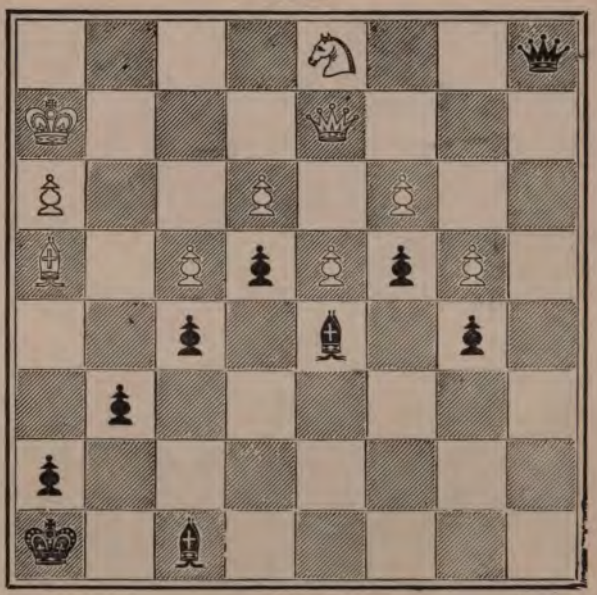

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Irregular—White errs in laying himself open to a sacrifice:—

1 Kt—B 2?	B × P!
2 P × B	P—B 6
3 Q—K 2	B—B 5, and wins.

Clearly, if 4 Q—B 2, then 4 . . . . Q—Kt 7, &c. In every case the Black Pawn must Queen. White could have drawn by bringing his King into play, and he ought not to have endeavoured to do more. The command of the board was with his opponent, but the latter could have effected nothing against proper defensive measures.

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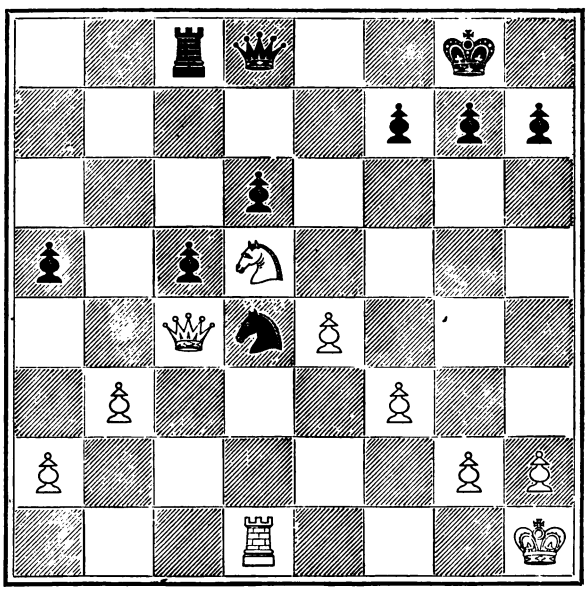

WHITE.

From a *Ruy Lopez*:—

1 R × Kt!	P × R
2 Kt—K 7 + !	Q × Kt
3 Q × R +	Q—B sq
4 Q × Q +	K × Q
5 K—Kt sq	K—K 2
6 K—B 2	P—Q 4
7 P—K 5	K—K 3
8 K—K 2	K × P
9 K—Q 3, and wins.	

As may be noticed, 2 Q × R, winning a Piece, would lose the game, for the Black Pawn would Queen. The final position is worthy of examination. Though for the time being a Pawn to the good, Black cannot avert defeat.

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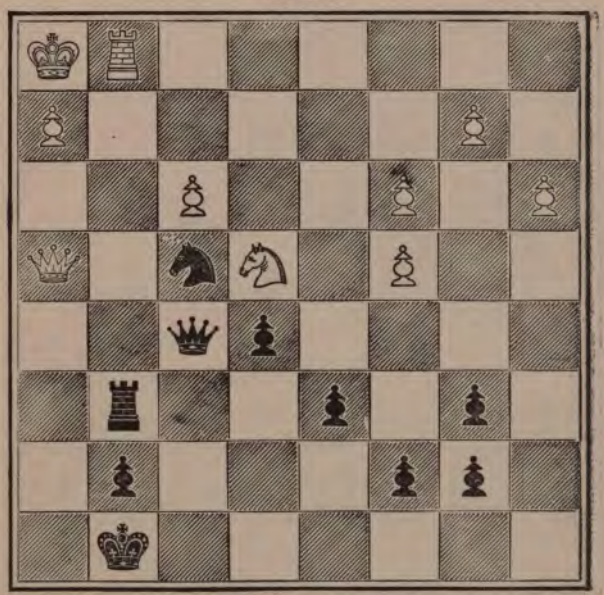

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Black won :—

1	Kt—R 6
2 R—Kt 3 ?	Q × P + !
3 R—Kt 2	Q × R, mate.

White was under pressure and generally his position was not good, chiefly because of Black's well posted Knight—well posted at B 5. But there was no necessity for such sudden failure. Of course if 2 R × R, or 2 R—K B sq, then, equally, 2 . . . . Q × P + would lead to mate. His correct defence was 2 Q—Q 8 +. Then 2 . . . . K—R 2 ; 3 Q—R 4 + ; R—R 3 ; 4 Q—Kt 4, with a game to play. Manifestly 2 . . . . K—B 2 would be worse than useless for the purpose of winning ; and, if Queen interposed, exchanging would at once raise the siege.

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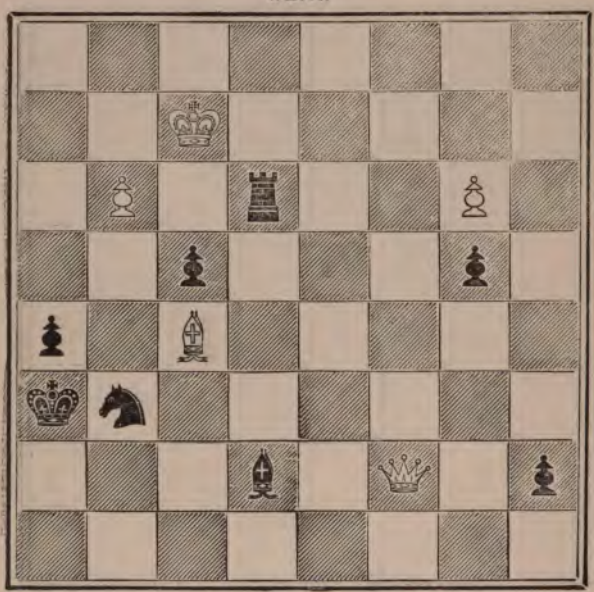

BLACK.

Black wins:—

1	R—Q B 6!
2 Q—Kt 7	P × P +
3 K—K sq	P—Kt 7!
4 Q × K Kt P	R—B 8 +
5 K—Q 2	B—Kt 4 +, &c., winning.

White had just played P—K Kt 3, to stop the check, no doubt—or to win a Piece in case of . . . . R × P; whereas he should have played Q—B 6, himself threatening mate, and necessarily interposed Pawn, in reply to check from the Bishop—drawing.

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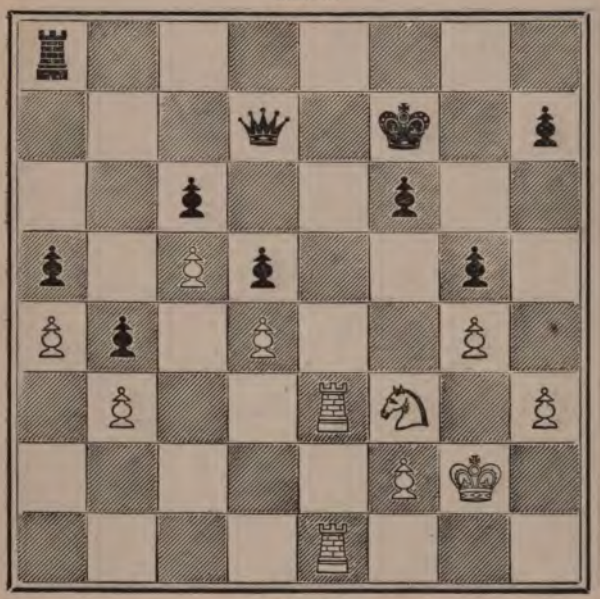

WHITE.

The combined Rooks and Knight are more than a match for Queen and Rook. From a *French Defence*:—

1 Kt—R 2	P—R 4?	5 Kt—B 5 +	K—R sq
2 P × P!	R—K B sq	6 R—K 7	R—Kt sq
3 Kt—Kt 4	Q—Q sq	7 R—Q R 7, and doubling on the	
4 Kt—R 6 +	K—Kt 2	seventh rank wins easily.	

Black's 1 . . . . P—R 4 was useless as an attempt to keep the Knight out from B 5; because even if the Pawn got to R 5, the Knight could still gain entrance over K 3. Black's great error was in previously playing . . . . P—K Kt 4. For with the Knight at B 5, and the absence of all counter attack, his Queen and Rook are quite overborne by the opposing forces. In fact, restraint of the Queen reduces her value nearly to that of a Rook.

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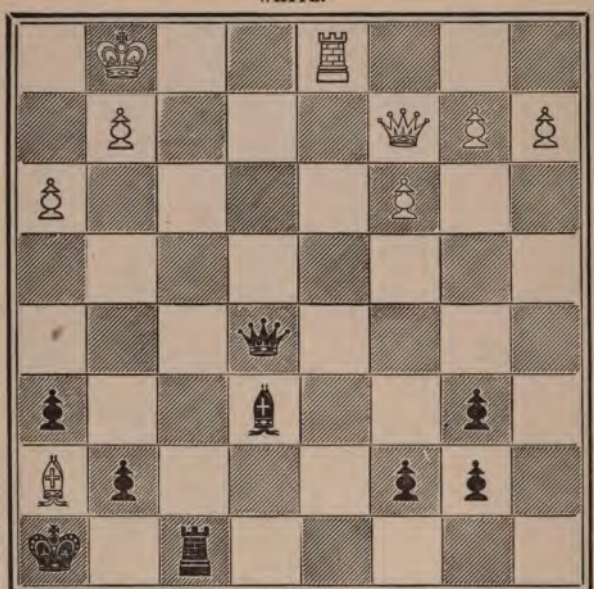

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From a *Vienna Game*, in which the renowned Dr. J. H. Zukertort, victor at Paris, 1878, London, 1883, &c., fell a victim at Leipzig, 1877, to Prof. C. Göring, one of the most brilliant players in Germany at the time. The semi-jeopardy of the White Bishop gives Black his point of departure:—1 . . . . B × K R P!; 2 P × B, Q—Kt 6+; 3 K—R sq, Q × P+; 4 K—Kt sq, Q—Kt 5+; 5 K—R sq, Q—R 4+, 6 K—Kt 2, Q—Kt 4+; 7 K—R 2, R—B 5!; 8 R—Q 4, R—B 6; 9 Q—Kt 2, Q—K 4+; 10 K—Kt sq, Q—K 8+; 11 K—R 2, R—B 7; 12 B—K 4, R × Q+; 13 K × R, P—K Kt 4! 14 K—B 3, K—Kt 2; 15 R—Q 7+, K—B 3; 16 R—R 7, P—R 4, and White resigned. If 17 . . . . R (or B) × P, the Piece is lost, and otherwise the affair is quite desperate. His better course was to parry the first check, submitting to loss of the Pawn and playing for a draw. On the other hand, Black necessarily guards his Q sq (6 . . . . Q—Kt 4+) preliminary to effective use of his Rook in the manner shown.

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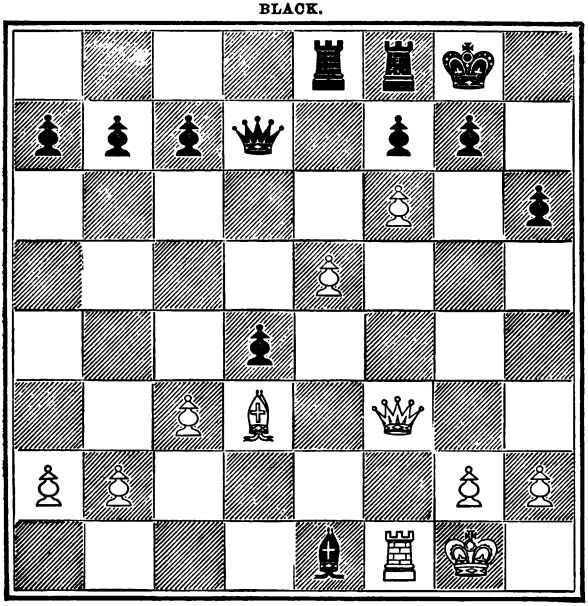

WHITE.

The first player wins :—

1 B—B 5!	R—K 3
2 Q—Kt 4	P—K Kt 3
3 B × P	P × B
4 Q × P +	K—R sq
5 Q × P +	K—Kt sq
6 Q—Kt 6 +	K—R sq
7 R—B 5	R × K P
8 R × R	R—B 2
9 R—R 5 +	R—R 2
10 P—B 7, &c.	

If 1 . . . . Q—B 3, then 2 Q—Kt 4, P—Kt 3; 3 B × P, K—R sq; 4 B—K 4, R—K Kt sq; 5 Q—B 5, &c. Or 2 . . . . P—K Kt 4; 3 Q—R 5, &c., wins.

White's is a winning attack in every case, the break up of Black King's position being inevitable and complete.

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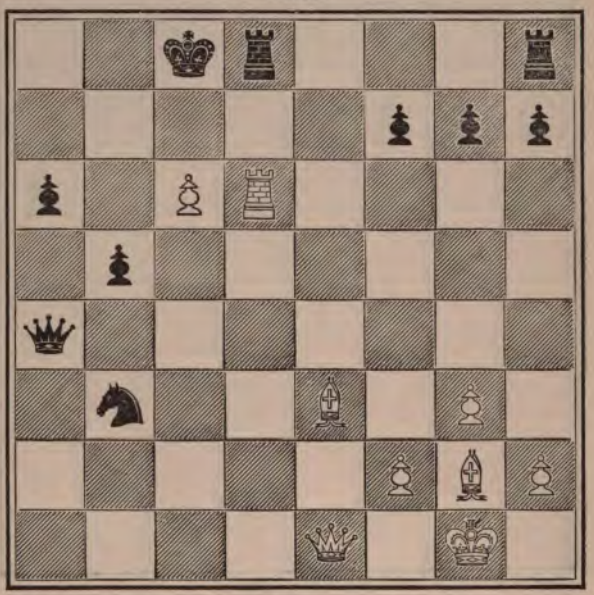

WHITE.

Black, injudiciously Castling Q R, has his position broken by the advance of the Queen side Pawns, and White wins as follows:—

1 B—R 3+	K—B 2	8 Q—Q 6+	K—K 5
2 B—B 4!	R × R	9 P—B 3+	K—B 4!
3 Q—K 7+	K—Kt 3	10 P—Kt 4+	K—Kt 4
4 B × R!	Q—R 8+	11 P—R 4+	K × P
5 B—B sq	K × P	12 B—Kt 3+	K—Kt 4
6 B—K 5	Q—B 8	13 Q—K 5+	K—Kt 3
7 Q—B 7+	K—Q 4	14 Q—B 5+, and 15 Q—R 5 mate.	

There was perhaps no better defence. If 9 . . . . K × P, the Queen would be lost very soon—in default of mate—10 Q—Q 5, K—Kt 4; 11 P—R 3+, &c.

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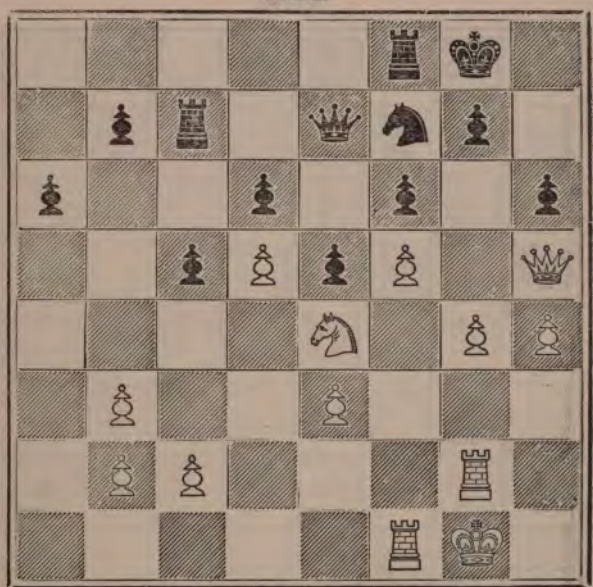

WHITE.

A sort of position in which coming events cast their shadows before—rather largely. White's Pieces are well disposed for successful attack, if only a breach can be made in the defending Pawns. A *Giuoco Piano*. Match, Pillsbury *v.* Showalter, New York, 1897:—

1 K—R sq !	P—B 5	8 Q × P +	Q—Kt 2
2 R (B)—K Kt sq	P × P	9 Q—K 6 +	K—R sq
3 P × P	R (B)—B sq	10 R—Kt 3 !	R—B 8 +
4 P—Kt 5 !	R P × P	11 K—Kt 2	R (B)—B 7 +
5 P × P	Kt × P	12 K—B 3	R—B 8 +
6 R × Kt !	P × R	13 K—K 4	R—K R 8
7 Kt × Kt P	P—K Kt 3	14 Q—K 8 +, and mate in two.	

The fatal breach from 4 P—Kt 5 ! could hardly be avoided; so Black Rooks, being excluded from good defence, follow their own devices. The probability of such a termination was doubtless for some time present to both players, with the question whether some flaw or accident might appear in the process, nullifying the attack or converting it into total failure.

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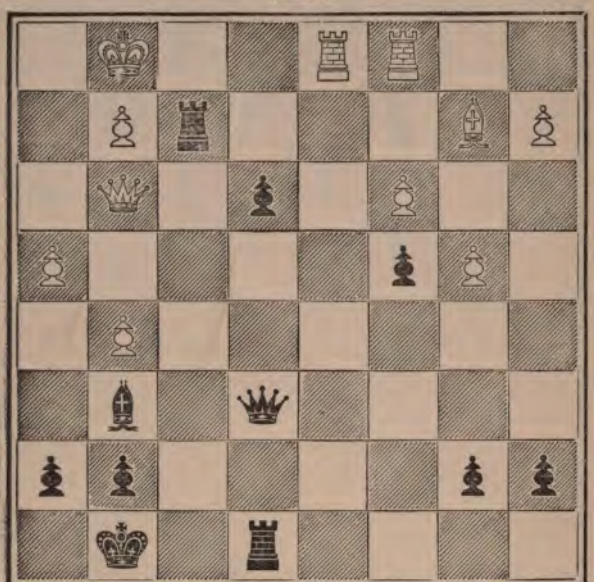

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Black wins .—

1 B—R 3 ?	R × R P
2 R—Q 6	Q—B 2
3 R—B sq	Q × R + !
4 K × Q	P—K 7 +
5 K—K sq	R—R 8 +
6 B—B sq	R × B +, and mates next move.

The first player's position is weak owing to the obstructed action of his Bishop, and the dispersion of his Pawns. On the other hand, Black is strong, from his passed Pawn capable of being supported by his Bishop, if necessary, and the threatening attitnde of his advanced Rook. After 1 B—R 3, there was little chance, as the Bishop at once became indefensible—2 R—R sq, P—K 7 ! 3 R—K sq, R × R, &c. The abject 1 B—R sq was the only resource to seriously prolong the struggle. But then 1 . . . . B—K 5 would also prove decisive.

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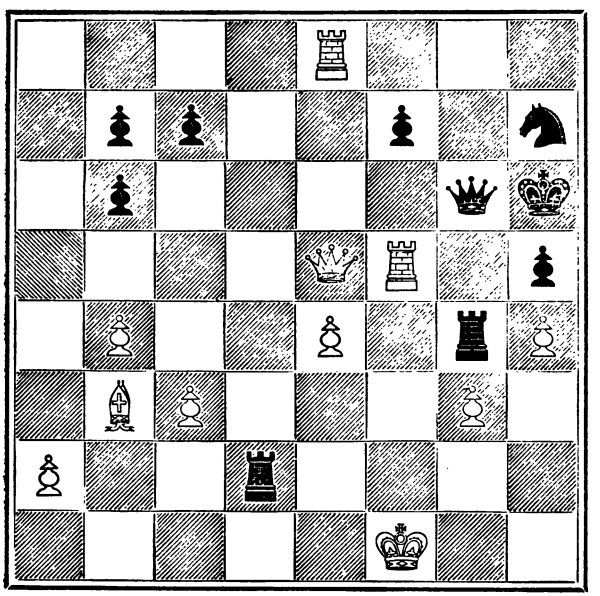

WHITE.

1 R—K Kt 8!	Q × R
2 R × P +	K—Kt 3
3 Q—B 5 +	K—Kt 2
4 Q × R +	K—R sq
5 Q—B 4	Q—Q sq
6 B—Q 5	R—Q Kt 7
7 Q × K B P, and wins.	

A fine combination—from a *Giuoco Piano*. White could also have won by 1 R—K R 8, threatening 2 R—B 6 or 2 R × Kt +, &c.

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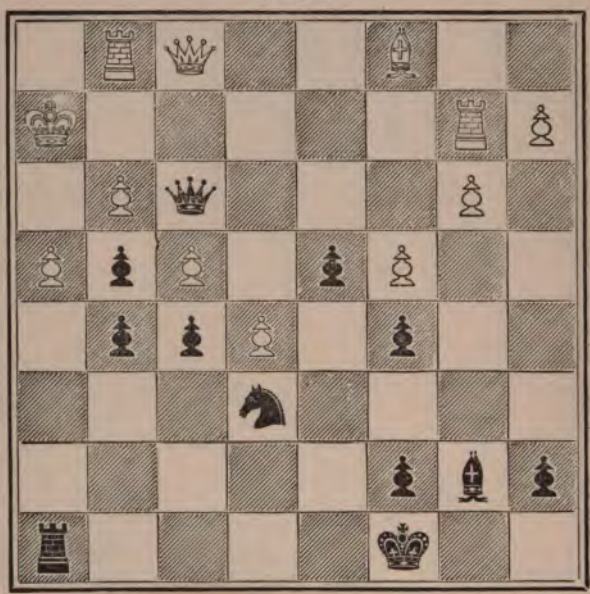

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Black wins—a *Two Knights Defence* :—

1	R × P + !
2 P × R	P—Kt 6 +
3 R × P	Q × Q, with the equivalent of a Piece to the good.

Or 1 . . . . P × R P; 2 Q × Q, P × P +, &c. The white position is bad—several ways of losing.

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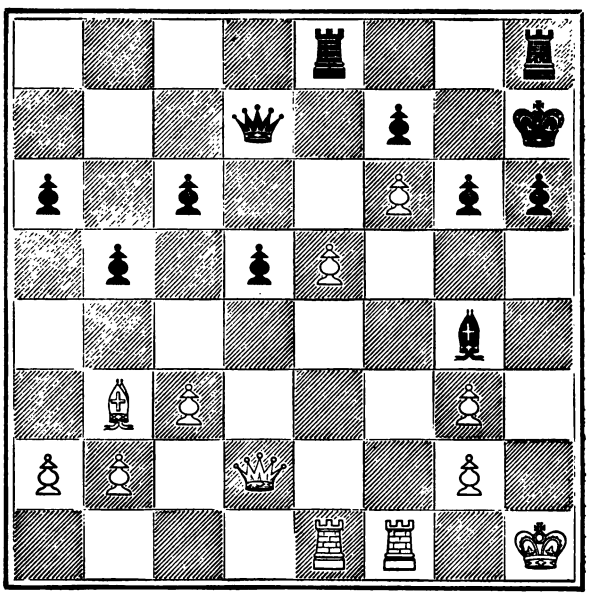

WHITE.

A *Ruy Lopez*:—

1 R—B 4	K—Kt sq
2 Q—Q 4	P—K R 4
3 B—B 2 !	B—K 3

This 3 . . . . . B—K 3 is to prevent 4 B × P. There seems to be no valid defence.

4 Q—K 3	R—Q B sq
5 R—K R 4	P—B 4
6 Q—Kt 5	K—B sq ?
7 B—Q sq !	R—K Kt sq
8 P—K Kt 4 !	P × P ?
9 Q—R 6 +	K—K sq

10 Q—Kt 7 ! and wins the Rook. For if 10 . . . . R—B sq, mate in two follows.

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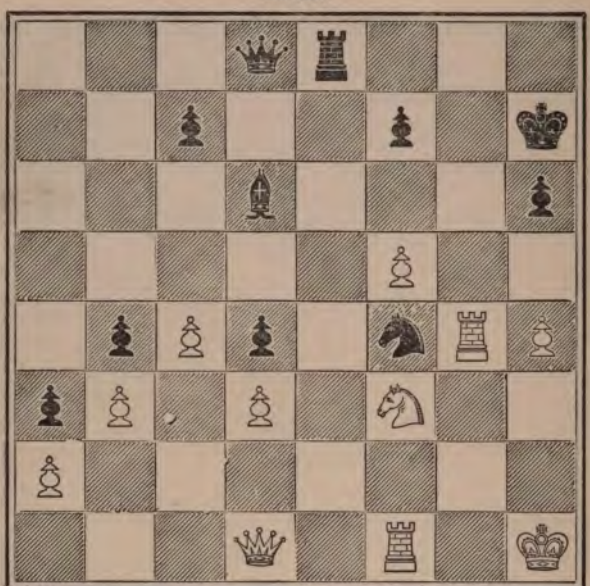

WHITE.

A *Ruy Lopez*—White wins:—

1 P—B 5!	Kt—Q 4
2 P × B	Kt—K 6
3 P × P	Q—R sq
4 Q—B sq	Kt × R (Kt 5)
5 Q—K B 4	Kt—K 6
6 R—K Kt sq	Q—B 3
7 P—B 6!	Kt—Kt 5
8 R × Kt, and wins.	

The second player loses, because of the insecurity of his Knight—having perhaps underrated the force of the attack upon his Bishop. If 3 . . . . Q × B P, of course 4 Q—K sq; and if 5 . . . . R—K Kt sq; 6 Q × P, P—R 4; 7 P—B 6, &c., winning. The move P—B 6, in conjunction with the threatened Queening, appears to be in every case fatal to Black.

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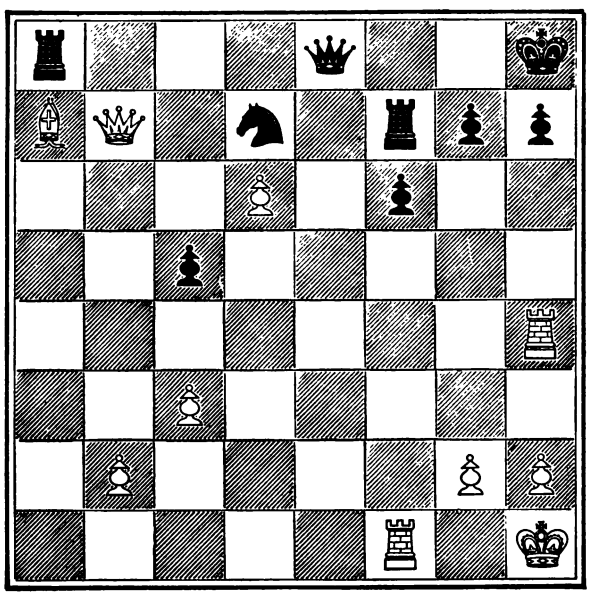

WHITE.

White's Bishop is in danger, but he escapes loss in this boldly ingenious manner :—

1 B—Kt 6 !	R—Kt sq	6 P × R	Q—K sq
2 R—K 4	Q—K B sq	7 R—Q sq	Q × P
3 Q—B 7	R × B	8 Q × Kt	Q × Q
4 R (B)—K sq	R—Kt sq	9 R × Q, and the result was a	
5 R—K 7	R × R	draw.	

If 4 .... Q × P, then naturally 5 Q × Kt. If 3 .... Kt × B, then 4 Q × P, and the Pawns would have a fair chance against the Knight. Black's whole defence is not to be easily improved. For example, if 5 .... Kt—K 4, the answer would be 6 R (K) × Kt ! &c. A situation rich in combinative possibilities.

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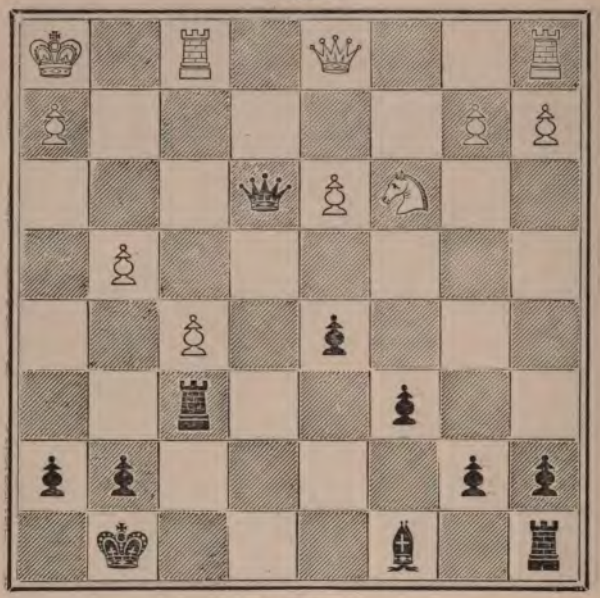

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Black won :—

1	P—K R 4!	6 R—Kt 2	B × P!
2 R—K sq	Q—B 5	7 R—K 2	B—R 6
3 R—K 8+	K—R 2	8 Kt—K 4?	Q—B 8+
4 Q—Kt 3?	Q × Kt P	9 R—Kt sq	Q × R+
5 R—K Kt sq	Q—B 6+	10 K × Q	R—B 8, mate

White's Pawns were weak, of course, and his attempt to shut in the opposing Bishop (P—B 5, P—Kt 4) was not particularly good. But the great error was 4 Q—Kt 3. The Queen was wanted at the scene of action, to prevent some such crushing attack as that which actually occurred.

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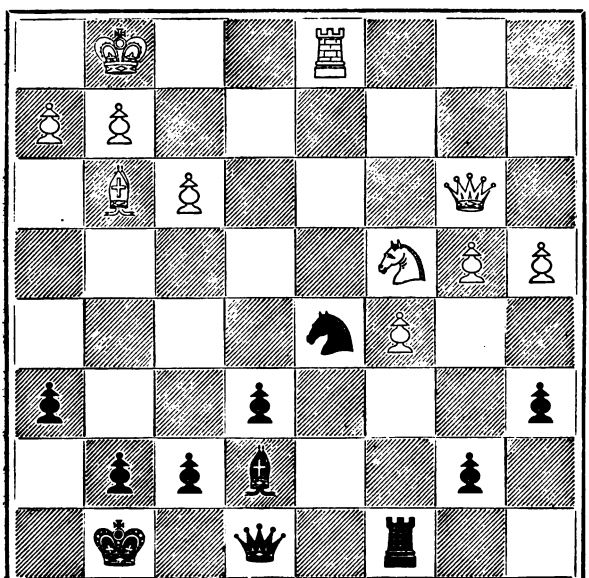

BLACK.

Black wins:—

1	Kt × P !	5 K—R sq	Q × P
2 B—Q 6 ?	Kt—Q 4	6 Kt—Kt 2 ?	Q—B 7 !
3 Q × P	R × P !	7 Q—B 8 +	K—R 2
4 B × R	B × B +	8 R—K Kt sq	Q—B 7, and wins.

A *Queen Pawn Opening.* White should have moved 2 Kt—Q 6, not 2 B—Q 6. Then a *possible* termination would be:—2 . . . . B × Kt; 3 P × B, Kt—Q 4; 4 Q × P, Q—B 3?; 5 Q × Q, R × Q; 6 P—Q 7!—and the Pawn goes in. Aside from 4 . . . . Q—B 3? White would have the advantage. In the actual play he should have continued 6 R—Q B sq, subsequently returning with his Queen at the first opportunity. The presence of the Black Queen on the seventh rank is fatal on account of the threatened . . . . Kt—B 5 or . . . . Kt—K 6, &c.

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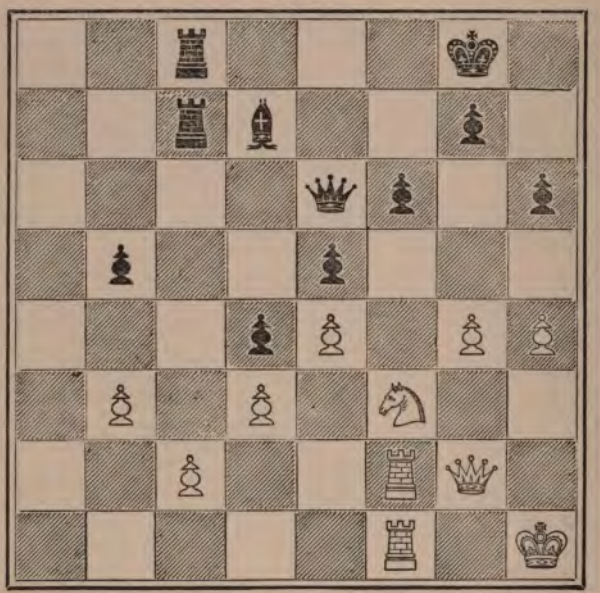

WHITE.

A *Vienna Opening*:—

1 R—K Kt sq	R—B 6?	10 R (R 2)—Kt 2	K × Kt
2 P—Kt 5!	B P × P	11 Q—B 2	Q × Q
3 P × P	R—B sq	12 R × Q +	K—Kt 2
4 Q—Kt 3	B—B 3?	13 R—Kt 5	P—Kt 5
5 P × P	Q × P +	14 R × P	K—R 3
6 R—R 2	Q—B 3	15 K—R 2	P—Kt 4
7 Kt—Kt 5!	P—Kt 3	16 K—Kt 3	K—Kt 3
8 Q—R 4!	R—B 2	17 R—K 7	R—B 4
9 Kt × R	Q—B 6 +	18 P—K 5, winning. Something must be given up or mate occurs directly.	

Black loses principally in consequence of his move 1 . . . . R—B 6?, putting the Piece out of play; and because he fails to *meet* the advance of White by 1 . . . . P—K Kt 4!, preventing the opening of the Knight file. Having made the mis-move of his Rook, he should have recognised it, and returned . . . . R—Q B 2 at the first opportunity. The Rook was wanted for *defence*.

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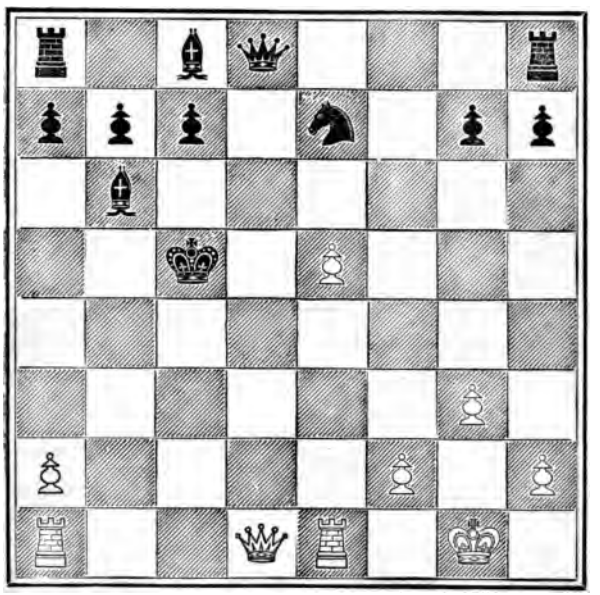

WHITE.

The first player lost this game, an *Evans Gambit.* He could have won here thus:

1 R—B sq +	K—Kt 4
2 Q—Kt 3 +	K—R 3
3 R—B 5 !	B × R
4 Q—R 4 +	K—Kt 3

5 R—Kt sq +, and mates in two moves.

If 2 . . . . K—R 4, of course 3 R—K 4, and mate follows. 3 R—B 5 is decisive, as stopping any possible escape through . . . . B × P +, gaining time for Black King to retreat behind his Pawns.

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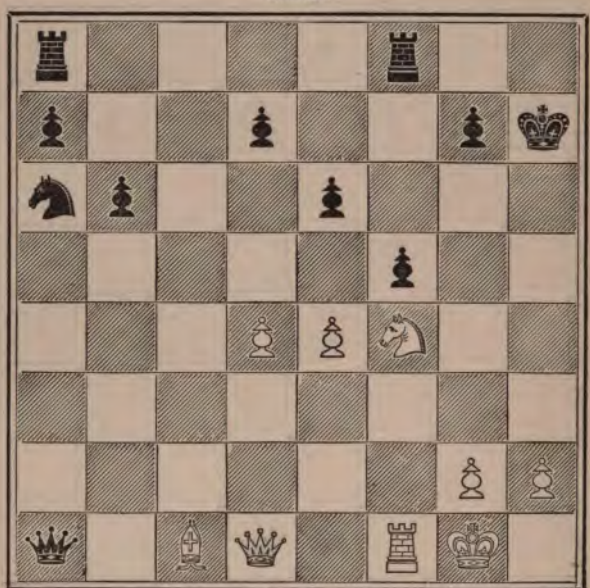

WHITE.

White won; a *Queen's Fianchetto*:—

1 Q—R 5+	K—Kt sq
2 Kt—Kt 6	Q × P+
3 K—R sq	K R—K sq
4 R—Q sq!	Q—B 6
5 P—K 5!	Kt—B 4
6 B—Kt 5	Kt—Q 6
7 B—B 6!	Kt—B 7+

8 K—Kt sq, and Black resigned.

But this was rather premature, as it appears that 8 .... Kt—R 6+ would have given him a probable draw. The continual check of Queen along the Bishop file, with .... P—B 5+ in certain cases, could not be easily avoided.

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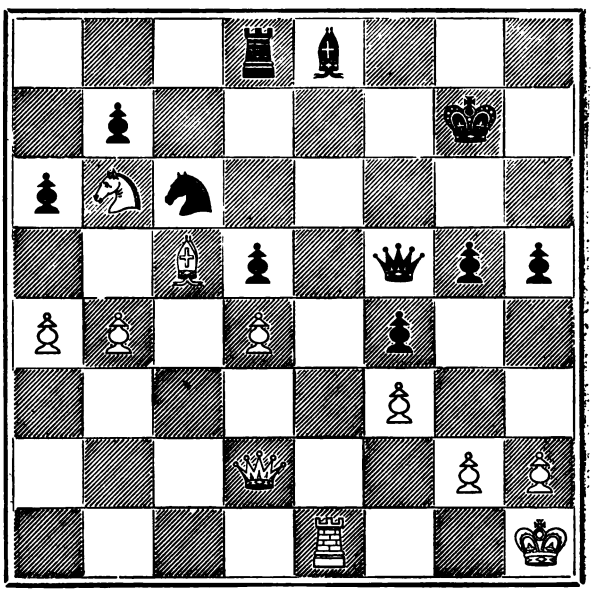

WHITE.

From a *Scotch Game* :—

1 P—Kt 5	P × P
2 P × P	Kt—R 2
3 B—K 7 !	R—Q 2
4 Kt × R	B × Kt
5 Q—R 5 !	Kt × P
6 Q—Q 8	P—Kt 5
7 B—Kt 4 !	B—K 3
8 Q—K 7 +	Q—B 2 ?
9 R × B, and wins.	

The exchange was not to be saved, as the Bishop could follow up the Rook, B—Q 6 and B—B 7. When the Queen arrives at her eighth, the affair is virtually over.

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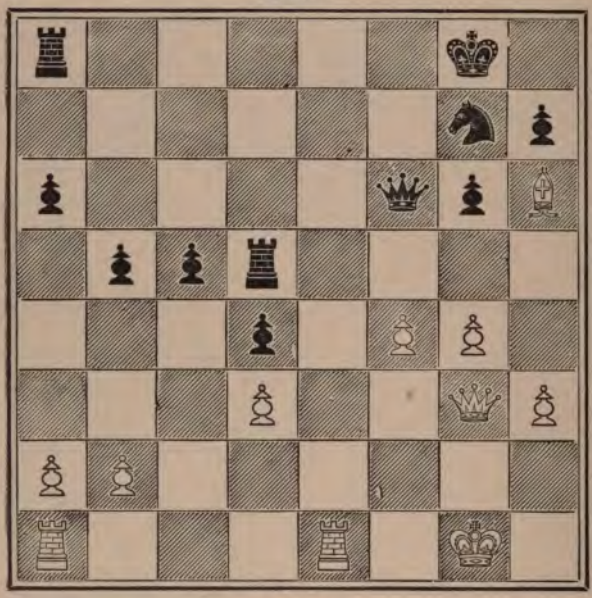

WHITE.

From a *Four Knights' Game;* White wins:—

1 Q—Kt 2	Q—Q 3	8 K × Q	R × R
2 R—K 7!	Kt—K 3	9 P × R	P—B 5
3 R—K sq	Q × R	10 P × P	P × P
4 Q × R	R—K sq	11 K—B 3	P—B 6
5 P—B 5	Q—R 5	12 P × P	P × P
6 R × Kt	Q—Kt 6 +	13 K—K 3, and when the move-	
7 Q—Kt 2	Q × Q +	ments of Black's Pawns are	

exhausted he must play . . . . K—R sq, whereupon White mates in two.

The unfortunate position of the Black Rooks needs no pointing out. 1 . . . . R—Q sq would lose the exchange. So Black is in a manner compelled to defend with Queen; whereupon the excellent 2 R—K 7 comes in, with virtually decisive effect.

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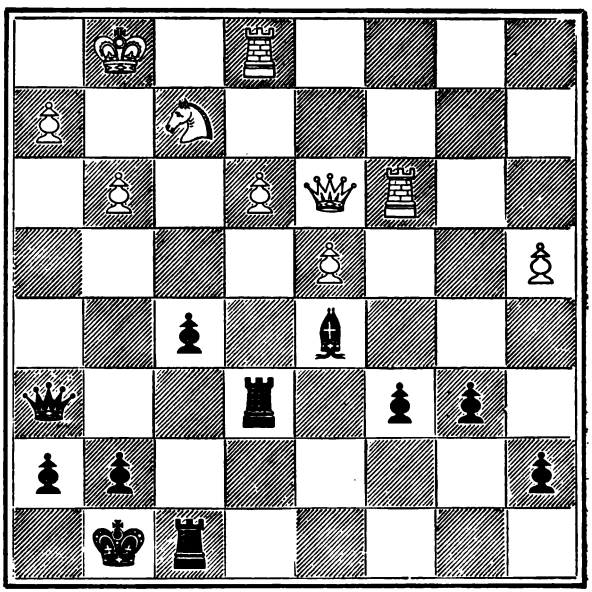

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Black has a strongly attacking position, in an *Irregular*, mainly because of the excellent action of his Bishop, and the want of support to the White Rook:—

1	P—B 5 !	10 R (K 4)—K 3	P × Kt
2 P—K 4	P × P	11 P × P	R—R 3 !
3 Q × P	R —Kt 3	12 Q—K 2	Q—R 5
4 Kt—Kt 4	Q—R 4	13 Q—K Kt 2	R—B 7 !
5 P—R 3	B × P !	14 R—K 8 +	K—R 2
6 R × B	Q—K B 4	15 Q—K 4 +	R—Kt 3
7 Q—K sq	P—K R 4	16 R—K R 3	Q × R
8 R—K 5	Q—B 5 !	17 K × R	Q × P, and
9 R—K 4	Q—B 3		wins.

The temporary sacrifice of the Piece, with the after play to make it good, is interesting. 11 .... R × P + would also win without difficulty. White makes a good defence. It may be noted that 3 P × P would lose directly, on account of 3 .... R × Kt ! &c.

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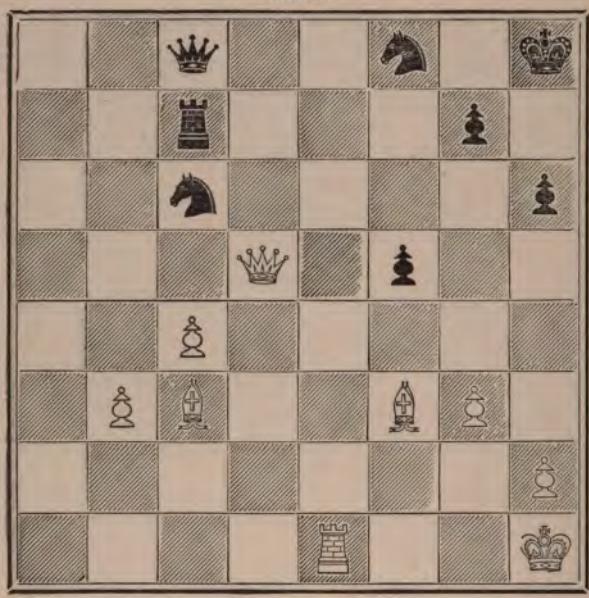

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From a *Sicilian*:—

Black is in difficulties, not only because of the passed Pawns, but also because of the inefficiency of the Knights as opposed to Bishops in such an open position:—

1 Q—Q 6!	K—R 2	4 B × B P!	Kt—K 2 +
2 B—Q 5	Kt—Kt 3	5 B—K 4	Q × P
3 B—K 6	Q—Kt 2	6 Q—Q 4! winning.	

For if . . . . Kt—Kt sq, or anything like that, there follows B × Kt +, with overwhelming advantage.

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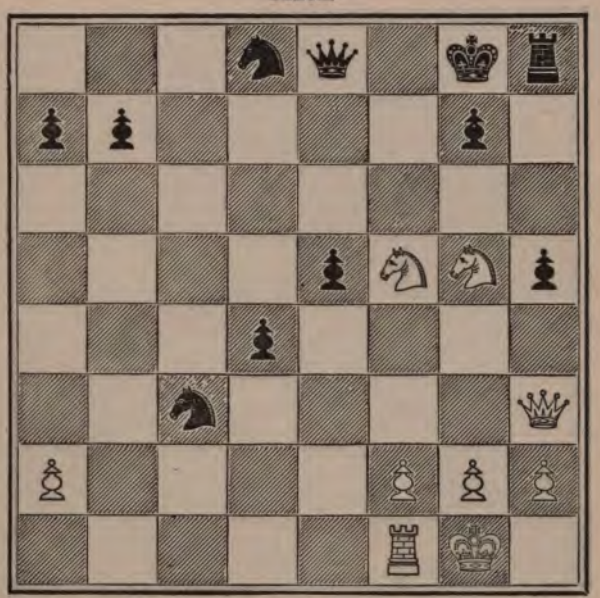

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White wins :—

1 R—K sq !	Kt—B 3
2 Q—Q 3 !	Q—Q sq
3 Q—B 4 +	Q—Q 4
4 R × P ! and wins.	

A strange termination to an *Evans*. Yet the play is all very natural, as Black should endeavour to maintain his centre Pawns, as some compensation for his evident disadvantage in position.

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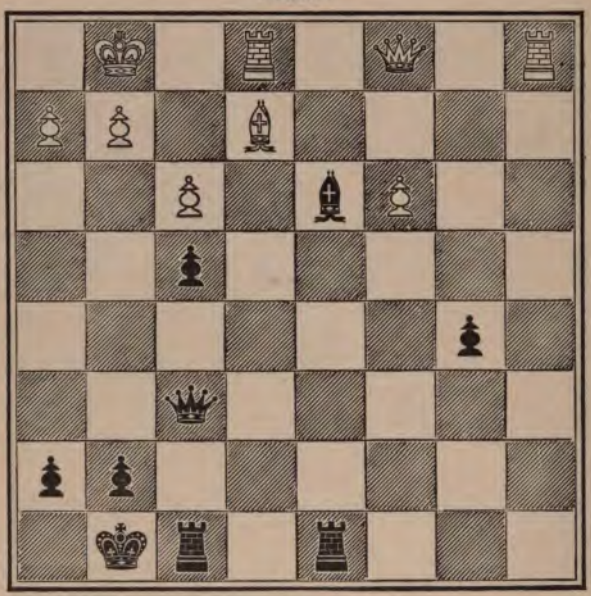

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From a *Scotch Game*:—

1	B × B !	9 P—R 3	P—Kt 6
2 R × B	R—Q 6	10 K—R 2	Q—Q 6
3 R—Q B 2	R—Q B sq	11 R—Q R sq	P—R 3
4 R—Kt sq	R (B sq) × P	12 R—R 3	K—R 2
5 R × R	Q—Q 5 + !	13 R—R 7	Q—B 7
6 K—B sq	R × R	14 Q—R 3	Q—Kt 3 !
7 Q—Kt 2	Q—B 5 +	15 P—Kt 4	Q—B 7 +, and
8 K—Kt sq	P—Kt 5 !	mates in two moves.	

White loses owing to the impossibility of holding the weak Pawn—he could not play 4 R—R 3, because of 4 . . . . P—Kt 5 ! The style in which Black presses his advantage is simply admirable.

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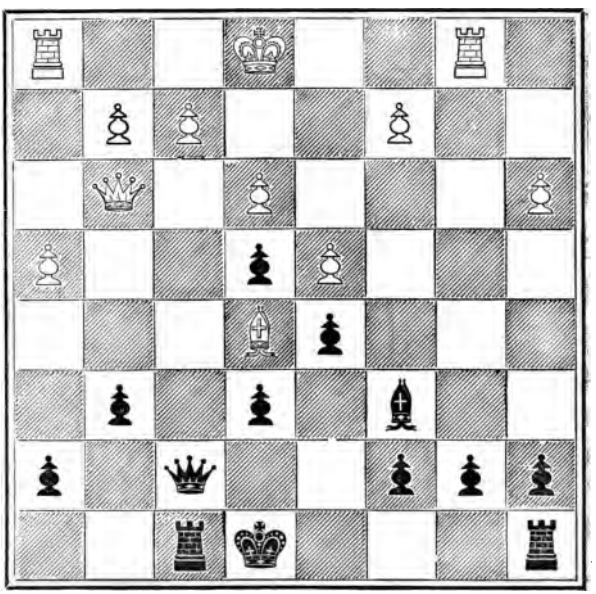

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From an *Irregular Opening* :—

1 B × P	Q—Q 2	7 K—Q sq	B—Q 6
2 P—R 5	P—K Kt 4	8 B—Q 6	Q × B
3 B—K 5	B—Kt 4 !	9 Q—K 5	Q × Q
4 Q × P	B—R 3	10 P × Q	R × K B P
5 B—B 4	R—B sq	11 R × P	R (B sq) × P,
6 R—Kt 2	Q—B 3		and wins.

White erred in allowing his King to be cut off from Castling, which was Black's object in his subtle 1 . . . . Q—Q 2. If 9 P × B, then 9 . . . . Q—B 3, &c. The contest was virtually decided by 7 . . . . B—Q 6. At that moment all chance of escape for White vanished.

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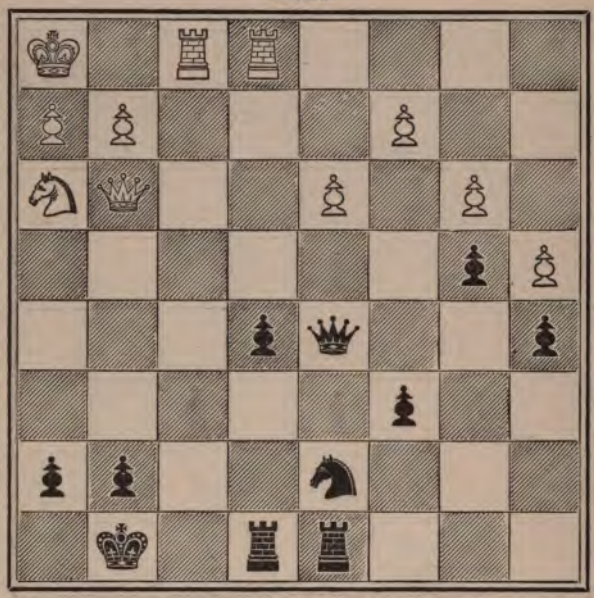

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In this situation, arising from a *Petroff's Defence*, White stands best for the ending, because of the detachment of the Black Pawns, but he presses his advantage overmuch, and loses :—

1 Kt—Kt 5	R—K B sq !	6 Q—R 8 +	K—K 2
2 Q—R 3	R × R +	7 Q—Kt 7 +	K—K sq
3 R × R	Kt—B 3	8 Q × P	R—Q 3
4 R × Kt ?	P × R	9 Kt—K 4 ?	Q × Kt !
5 Q × P +	K—B sq	10 Q—R 8 +	K—B 2, and wins.

After giving up the exchange he could hardly do more than draw. The move 9 Kt—K 4 was simply a blunder of a kind often incidental to such positions.

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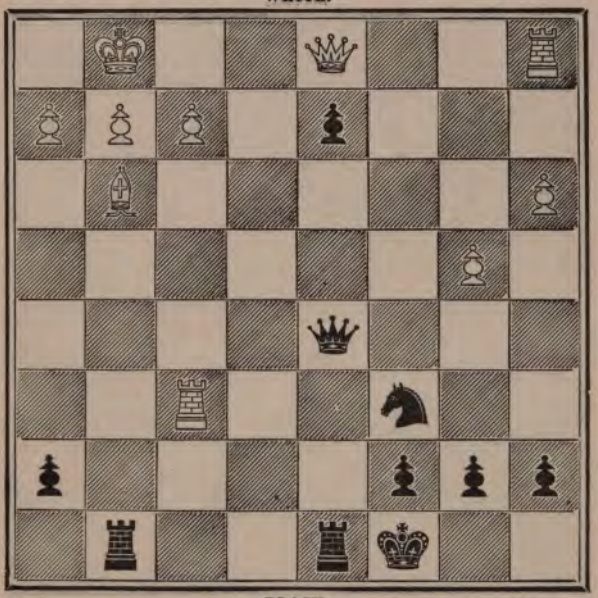

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An easy win for Black :—

1	Q—Q 5 !
2 R—B 7	Q × R !
3 R × P +	K—Kt sq
4 R—Q 7 +	R × B
5 R × R +	Kt × R
6 Q × Q	R—Q B 6 ! &c.

White's situation is of course desperate, on account of the terrible passed Pawn; but the manner of his winding up is altogether elegant.

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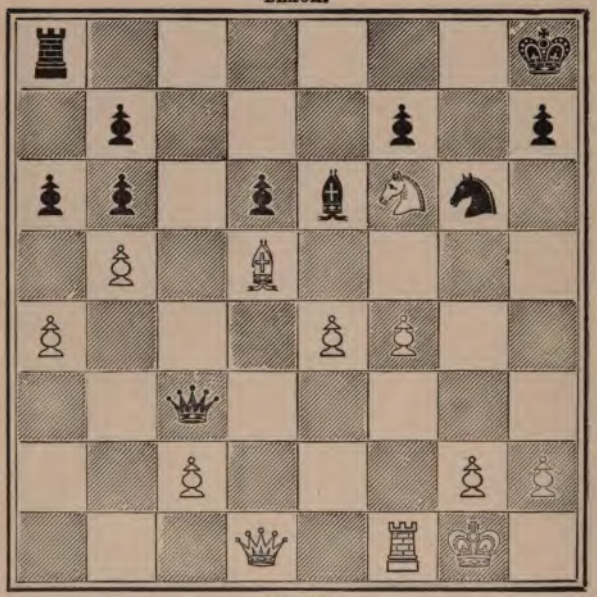

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An *Evans Declined*:—

1 P—B 5!	B × B
2 P × Kt	Q—K 6+
3 K—R sq	B × P
4 Q—R sq!	B × P+
5 K × B	Q—Kt 4+
6 K—R sq	B P × P
7 Kt—K 8+!	Q—K 4
8 R—B 8, mate.	

There was no good defence. After 2 P × Kt, the Bishop had to be got out of the way, and Q—R 5 provided against, hence 2 . . . . Q—K 6, &c. Then 4 Q—R sq! left him no escape.

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An *Evans Gambit*, one of five simultaneous and blindfold, won by Morphy, New Orleans, 1858 :—

1 Kt—K 2 !	Q—Kt 2	5 Q × R +	Q—Kt 2
2 Kt—Kt 3	Q—Q B 2 ?	6 Q—Q 8 +	Q—Kt sq
3 R × P !	B × R	7 P—K 7 !	R—K 4 !
4 R × B	R × R	8 Kt—R 5 !	R × P (K 5)

White mates in five moves :—9 P—K 8 = Q, R - K 8 + ; 10 Q × R, Q × Q ; 11 Q—B 3 +, &c.

If 5 . . . . K—Kt sq ; 6 P—K 7. Q—B sq ; 7 Q—K 6 + ! White wins just as easily. Black's 2 . . . . Q—Q B 2 invited this beautifully decisive combination ; but then, with the Knight coming in at B 5, there was hardly any saving the game.

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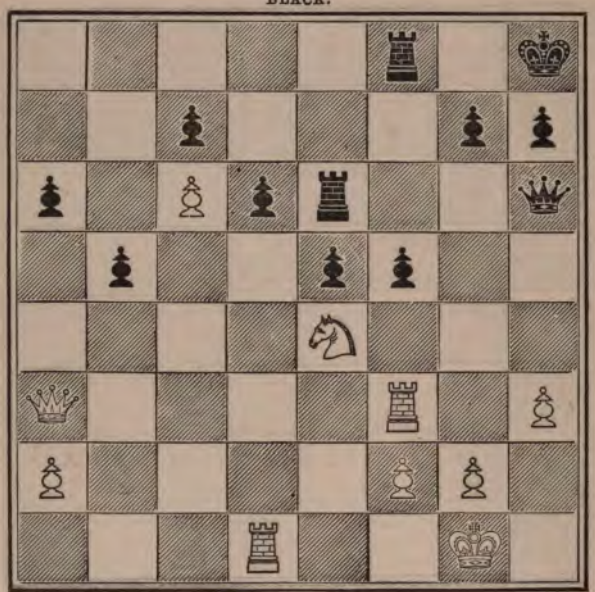

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Black has three Pawns for the missing Piece. White (Morphy) sacrifices, to utilise his advanced Pawn, and wins :—

1 Kt × P !	R × Kt
2 R (B 3)—Q 3 !	R (B sq)—Q sq
3 R × R	R × R
4 R × R	P × R
5 P—B 7	Q—K 3
6 Q × Q P !	Q × Q

7 P—B 8 = Q +, and mates next move.

A simple but beautiful combination, in which the awkward situation of the adverse Rooks is turned to the utmost profit.

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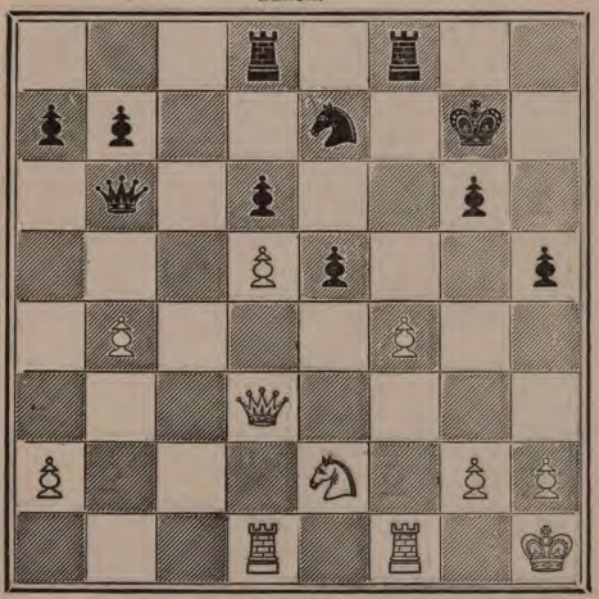

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Troubled over attack on his Pawn, and the comparative insecurity of his King, Black speedily loses :—

1 Q—Q B 3	Q—Kt 4	6 Q—Kt 5!	R—Q 2
2 Q—Q 2	R—B 4?	7 Q × K P +	K—R 3
3 Kt—Kt 3	R—B 3	8 Q—R 8 +	K—Kt 4
4 P × P	R × R +	9 Kt—K 4 + and 10 or	
5 R × R	P × P	11 R—B 4, mate, follows.	

It seems 2 . . . . Kt—B 4 should have preference to 2 . . . . R—B 4, the latter being certainly unsatisfactory. Of course if 2 . . . . P × P, then either 3 Kt × P or 3 Kt—Q 4, threatening 4 Kt—K 6, &c., would be awkward. A *Queen Pawn Opening* (1 P—Q 4, P—Q B 4? 2 P—Q 5, &c.), won by Staunton v. St. Amant, Match, Paris, 1843.

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A *Philidor's Defence.* White (Morphy) has a winning advantage :—

1 P—B 4	B—K 2	5 Q—R 5 +	K—Kt sq
2 R—R 5	Q—K sq	6 Kt × B +	K—Kt 2
3 P—B 5 !	R × P	7 Kt—B 5 +	K—Kt sq
4 R × P + !	K × R	8 Kt × P, and wins.	

The idea was to get the Black Rook away from defending on the second rank, or to destroy the support of the King Pawn. For if 3 . . . . R—Q 2, then, 4 P × P, B × P; 5 Kt × B, R (Q 2) × Kt; 6 R × P, &c., would be decisive. Dr. Max Lange, in his new "Morphy Book" (elsewhere referred to), gives this likely continuation :—(6 R × P) Q—Q 2; 7 R—K 8 +, R—Kt sq; 8 Q—K 5 +, Q—Kt 2; 9 R—B 8 winning. (Match, Morphy *v.* Harrwitz, Paris, 1858.)

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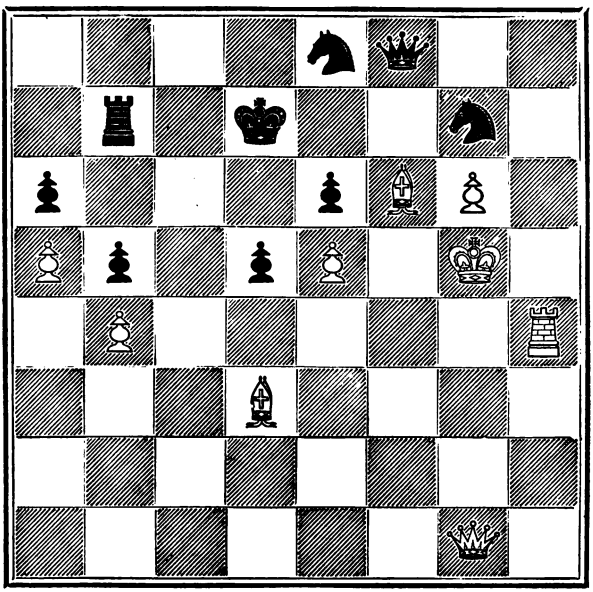

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Evidently White stands well in this case, which, indeed, might be taken for a singular personal construction, rather than as a normal product of serious chess:—

1 B × P + !	R × B	6 P—Kt 5 +	K—B 4
2 Q—R 7 +	K—B sq	7 Q × R	Q—B 4 +
3 Q × P +	R—Kt 2	8 K—R 6	Q × K P
4 Q—R 8 +	K—B 2	9 Q mates.	
5 B—Q 8 +	K—B 3		

If 1 . . . . P × B; 2 P—R 6, R—Kt sq; 3 P—R 7, R—R sq; 4 Q—Kt 6, Kt—B 2; 5 R—R 7, &c., or any such play, Black is about equally lost. In the positions, his forces are fatally divided and restricted; so that he is easily overpowered, on either wing, by the vigorous onslaught of his adversary. For, let the King move, declining the sacrifice, and 2 K B × Kt, or 2 B × P, &c., would give White his triumph.

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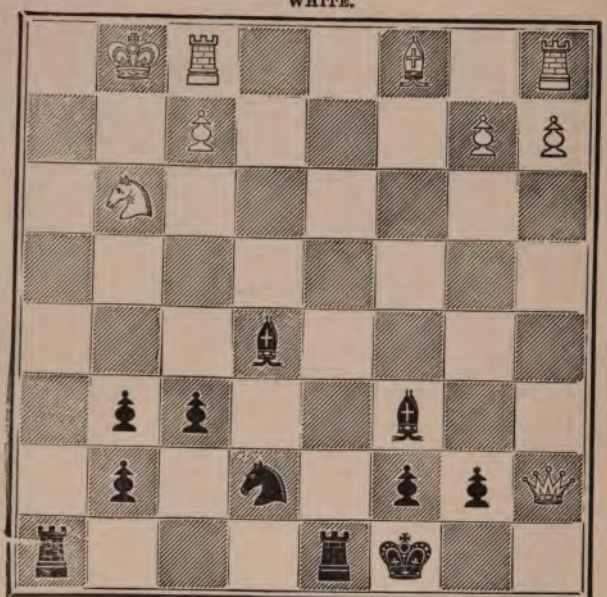

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From a *Damiano Gambit*, an opening long obsolete in first-class play, but revived in a match between the two most distinguished Russian players, MM. Tchigorin and Schiffers, St. Petersburg, 1897. In the situation given, Tchigorin, having manifestly the worst of it, as regards material, thought of nothing better than . . . . P—Kt 3, partly in preparation for doubling Rooks on Rook file, and partly hampering adverse Queen. In consequence of that move, and notwithstanding his inferiority of force, he was ultimately enabled to escape with a draw—a moral victory. But, as shortly afterwards pointed out by Mr. R. J. Buckley, of Birmingham, Black might have effected checkmate in this beautifully brilliant style :—

1	R—R 8 + !	4 B—R 6	R × B +
2 Kt × R	B—R 7 + !	5 K—Kt 3	Kt—B 4 +
3 K × B	R—R sq +	6 K moves	R mates.

As to the match itself, the result was very decisively in favour of M. Tchigorin.

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A most ingenious draw :—

1	P—Q 5 ?
2 P × P	B × P
3 Q × P +	K—R sq
4 B—K 4 !	Q × B
5 B—B 6 +	B × B

6 Q × B +, and perpetual check results.

Black had a winning advantage, but hurried it, falling into a draw, as above. Still, the notion of a perpetual suddenly emerging from such a position was not at all obvious. There is little enough to suggest such a thing, and it may have surprised White just as much as it did his adversary, though more pleasantly. A *Lopez.* Mackenzie *v.* Steinitz, Vienna, 1882.

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An *Irregular Opening*, in which a rather sudden King side attack so surprises White that he makes a very poor defence :—

1 P—B 3	Q—Kt 4 !
2 K—R sq ?	R—B 3
3 P—K 5	R—R 3
4 P × P ?	Q—Kt 6 ! winning.

5 . . . . Q × R P +, with 6 . . . . Kt × B P, mate, impends. If 5 P—R 3, of course 5 . . . Kt × B P, &c., mating ; if 5 K—Kt sq. two or three Pieces, including the Queen, are lost forthwith. It was highly unsafe to play K—R sq, with the hostile Rook ready to arrive on the scene almost immediately. He should have reserved the option of escape to the Queen side, if and when the pressure became intolerable.

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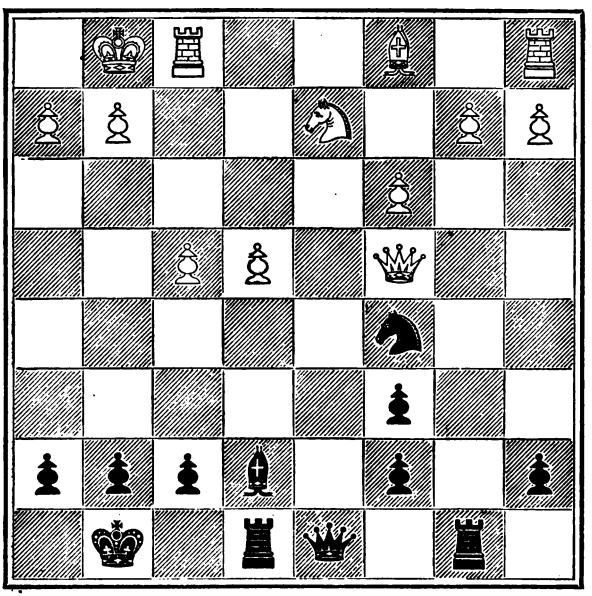

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A *Ruy Lopez* in which the difference in development is of rather more worth than a Pawn:—

1	Kt—Q 6!	7 P—K R 3	R—Q sq!
2 Kt—Kt 3	R × Kt!	8 P—R 3	P—K R 4!
3 Q × R	B—B 4+	9 P—K R 4	Q × K P
4 K—R sq	Kt—B 7+	10 K—R 2	Q—K 8!
5 R × Kt	B × R	11 B—K 3	Q × B, winning.
6 P—B 4?	Q—Q 5!		

The tie up on the White Queen side is serious. If 3 P × R, B—B 4+; 4 K—R sq, Kt—B 7+; 5 R × Kt, B × R; 6 Q—B sq, R × P, &c., Black equally wins. The latter does not take Pawn with Rook, because that would give time for B—Q 2; and Black's game is to prevent the Bishop being played until it can be safely captured. However, 6 Q—B 2, in order to play B—Q 2, would be much better than 6 P—B 4, and might very well lead to a draw.

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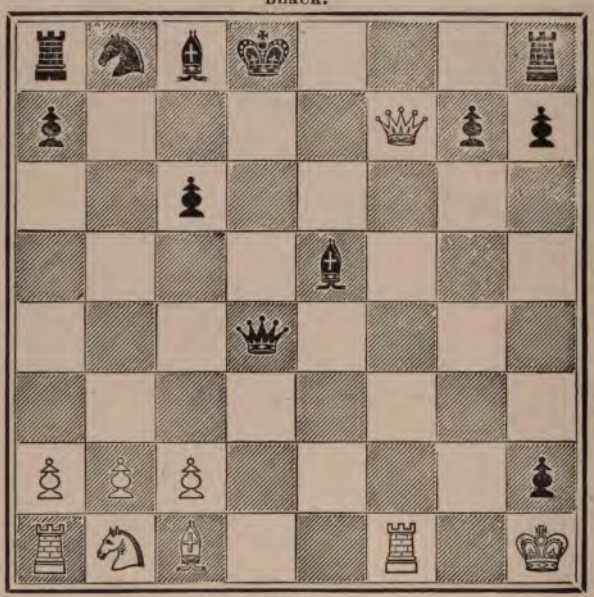

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From a *King's Gambit.* White (Morphy) wins:—

1 B—Kt 5+	B—B 3	8 Q × Kt+	K—R 3
2 Kt—B 3!	B—Q 2	9 Kt—Q 6!	K R—Q sq
3 R × B	K—B 2	10 Q—Kt 7+	K—R 4
4 B—B 4+	K—Kt 2	11 B—Q 2+!	Q × B
5 R—Q 6	Q—B 4	12 Kt—B 4+	K—R 5
6 Kt—K 4!	Q × P	13 P—Kt 3, mate.	
7 R × B+	Kt × R		

Black might have prolonged his resistance by giving up the Queen, allowing the pin, Q R—Q sq; but the excellent disposition of Morphy's forces would still have practically assured him the victory. How the latter maintains his attack, playing for a mate and avoiding check to his own King at the same time, is remarkable. The game was played "blindfold," New York, 1857.

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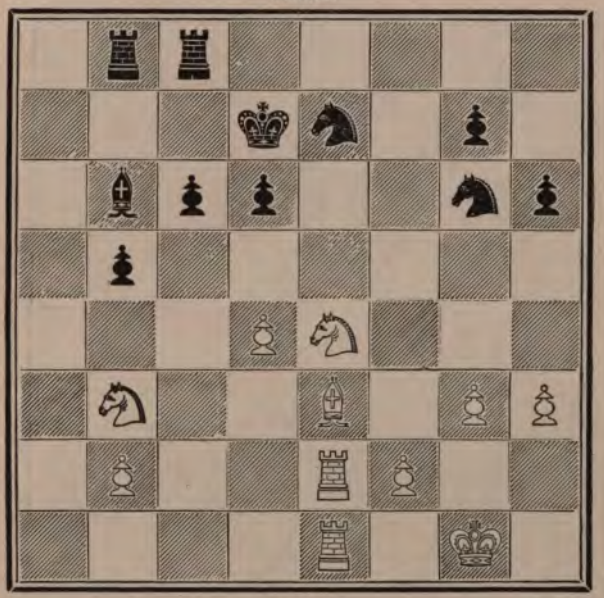

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Owing perhaps to a too eager desire for the ending, Black King finds himself in the thick of the conflict; embarrassing his friends, and, of course, an object of pressing attention from his enemies:—

1 B—B 4!, B—B 2; 2 P—R 4, P—R 4; 3 B—Kt 5, B—Q sq; 4 P—Kt 4!, P × P; 5 P—R 5, Kt—B sq; 6 Kt (K 4)—B 5+, P × Kt; 7 Kt × P+, K—Q 3; 8 B—B 4+, K—Q 4; 9 R—K 5+, K—B 5; 10 R—B sq+, K × P; 11 R—K 4+, K—Q 4; 12 R—Q sq+, K × Kt; 13 B—K 3, mate!

Black makes a good defence—on the principle that loss of force in such a position would be fatal. Otherwise, actual mate, as above, might be avoided. At first, White's effort is to compel movement of one of the defending Knights, thus giving free play to his Rooks. Hence 1 B—B 4, &c., up to 5 P—R 5. For instance, if 1 . . . Kt × B, then 2 Kt—B 6+, with 3 R × Kt, &c., would be decisive. An extraordinary termination for an important game. Match, Lasker *v.* Steinitz, Moscow, 1896-7. A *Ruy Lopez.*

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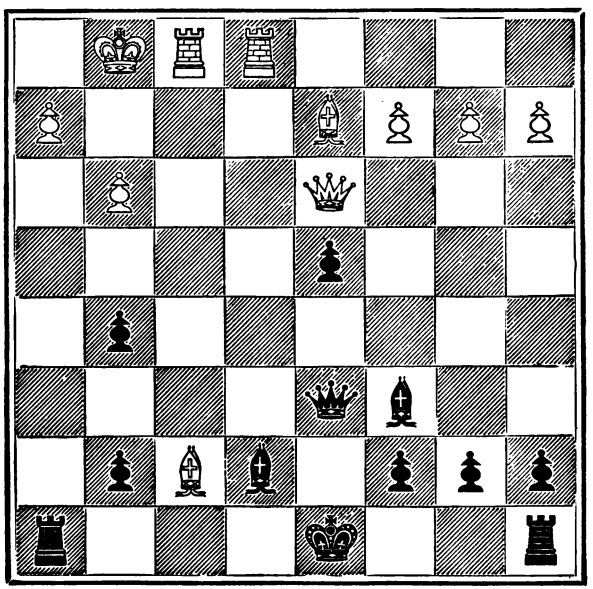

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The open file in strong evidence:—

1	R × P !
2 R—B 5	R × B !
3 Q × R	Q × P +
4 K—B sq	Q—R 6 +
5 K—K 2	Q—Kt 5 +
6 K—B sq	Q × R +, and wins.

2 K × R would be followed by 2 .... Q—R 3 +, &c., mate.
From a *Two Knights Defence.*

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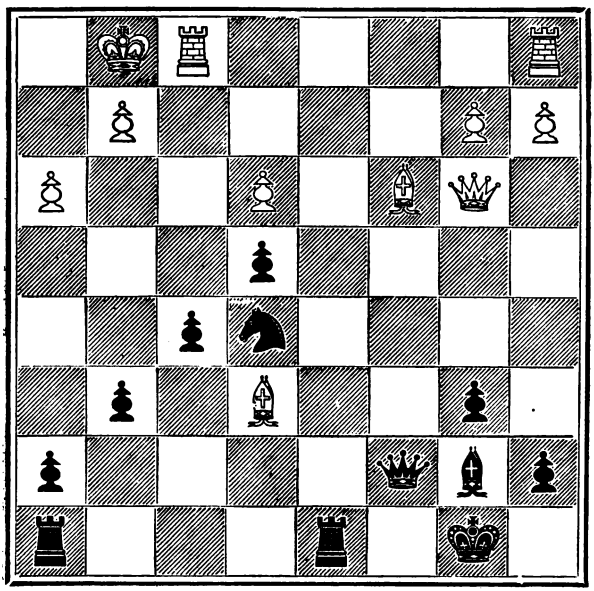

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An *Irregular Opening*; Black wins:—

1	Kt—B 6+!	5 K—B sq	R—Kt 8+!
2 R × Kt?	P × R	6 K—B 2	Q—Kt 6+
3 B × R	R—Q 7!	7 K—K 3	P—B 7+, &c.,
4 P—K 4	R × P+		winning.

White had just advanced the Rook Pawn, not taking into account the brilliant offer of the Knight, which yields his opponent a decisive advantage, in every case. Otherwise, however, his prospects would still be inferior, chiefly because of the missing Pawn. To prevent .... Kt—Kt 5 he should have exchanged, there was no other good way.

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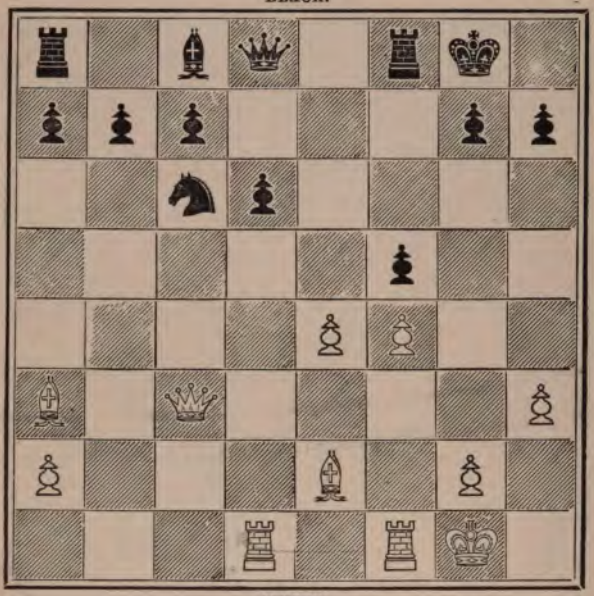

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From an *Evans Gambit*, won by Morphy :—

1 B—B 4+	K—R sq	6 Q×R!	Q—K 2
2 B—Kt 2	Q—K 2	7 Q×P+!	Q×Q
3 Q R—K sq	R—B 3	8 P—B 6	Q—B sq
4 P×P	Q—B sq	9 P—B 7+	Kt—K 4
5 R—K 8!	Q×R	10 P×Kt	P—K R 4, and

White mates in a few moves—11 P—K 6+, K—R 2; 12 B—Q 3+, K—R 3; 13 R—B 6+, K—Kt 4; 14 R—Kt 6+, K—B 5; 15 K—B 2! P—R 5; 16 R—Kt 4, mate. Black escaped this mate by playing 8 . . . . Q×P+ and resigning shortly afterwards. One of six, "blindfold and simultaneous," played by Morphy at New Orleans in 1858.

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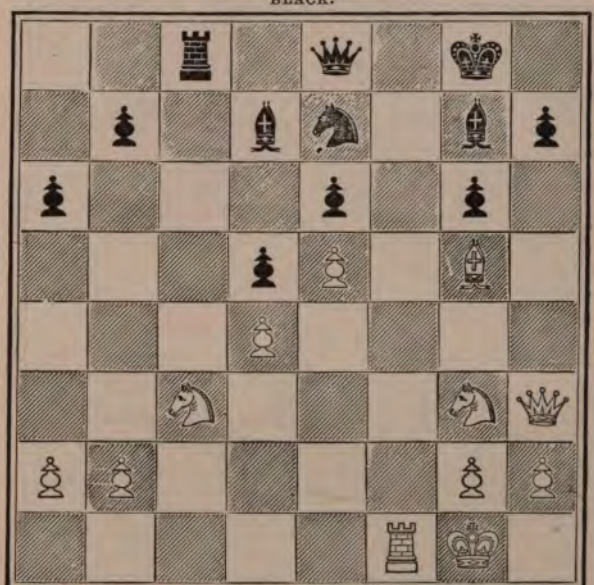

WHITE.

White (Morphy) wins:—

1 Q—R 4!	Kt—B 4	9 R × B	R × R
2 Kt × Kt	Kt P × Kt	10 K—B 2!	K—Kt sq
3 R—B 3	B—Kt 4	11 Q × R +	Q × Q
4 R—Kt 3	R—B 2	12 B × Q	K × B
5 B—B 6	P—B 5	13 P—K Kt 4	P—Kt 5
6 Q × P	Q—K B sq	14 P—K R 4	P—Kt 4
7 Kt × B	P × Kt	15 K—K 3	P—Kt 6
8 Q—R 6	K—R sq	16 P—R 3! winning.	

Black gives up the Pawn at move 5 in order to bring his Bishop to the rescue *viâ* Q 6, if his opponent plays Q—R 6 immediately after the capture. But the latter first takes the Bishop, so the device fails. 10 K—B 2 gains an important move. If 16 P × P, then 16 . . . . P—Kt 5! and the game might possibly be drawn; though even in that case the extra Pawn should win. [Match, Morphy *v.* Anderssen, Paris, 1858.]

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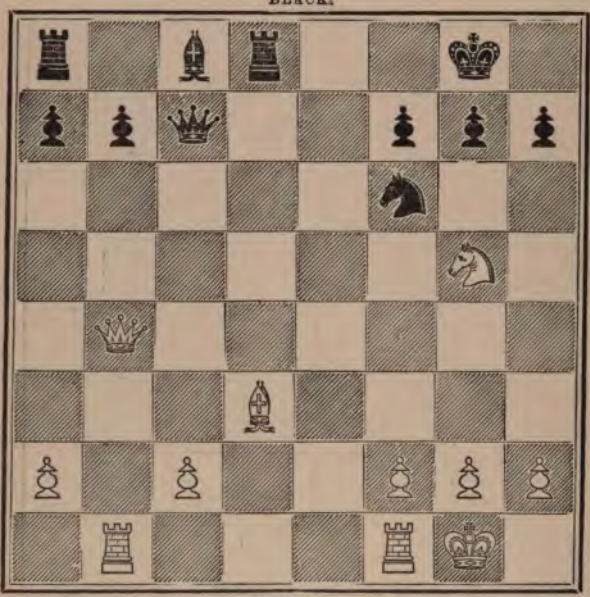

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A *Centre Counter Gambit* (1 P—K 4, P—Q 4, &c.), which White (Morphy) wins as follows:—

1 K R—K sq	P—Q R 4	5 R × B P	Kt—B 6
2 Q—K 7!	Q × Q	6 Q R—K sq	Kt × P
3 R × Q	Kt—Q 4	7 R—B 4!	R—R 3
4 B × P +	K—R sq!	8 B—Q 3, and wins.	

The simple exchange of Queens gives White a decisive advantage. The offer could hardly be declined. For if 2 . . . . R—Q 2, there would be a mate in two moves; and if 2 . . . . B—Q 2, then 3 Q × P + and 4 Kt—K 6 would win the Queen. Afterwards, Black might have prolonged the contest somewhat by the sacrifice of a Pawn or two; but the ending, though slower, would be no less surely against him. [From seventh game, match, Morphy *v.* Andersen, Paris, 1858.]

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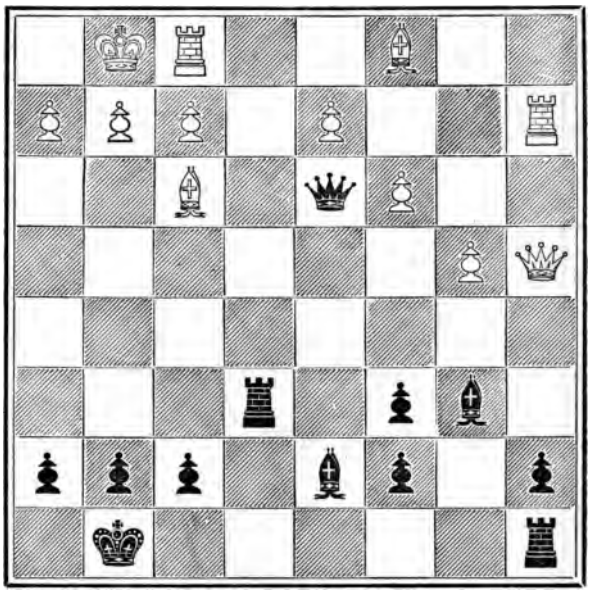

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A *Four Knights Game*, won by Morphy (Black):—1 . . . . Q R—K sq! 2 Q—R 6, Q × B! 3 P × Q, R—Kt 3+; 4 K—R sq, B—R 6; 5 R—Q sq, B—Kt 7+; 6 K—Kt sq, Q B × P+; 7 K—B sq, B—Kt 7+; 8 K—Kt sq, B—R 6+; 9 K—R sq, B × P; 10 Q—B sq, B × Q; 11 R × B, R—K 7; 12 Q R—R sq, R—R 3; 13 P—Q 4, B—K 6; 14 Resigns.

1 . . . . Q R—K sq threatened 2 . . . . Q × R+ and 3 . . . . R—K 8, mate. White provided against this, but overlooked the other danger, 2 . . . . Q × B! Then his game was lost. If 5 Q—Q 3, then 5 . . . . P—K B 4; 6 Q—B 4+, K—B sq, &c., wins. A shorter way was pointed out by Steinitz, about twenty years later, 7 . . . . R—Kt 7! 8 Q—Q 3, R × P+; 9 K—Kt sq, R—Kt 7+; 10 K moves, R mates. Of course, if 8 P—Q 4, then 8 . . . . R × R P, and mate next move.

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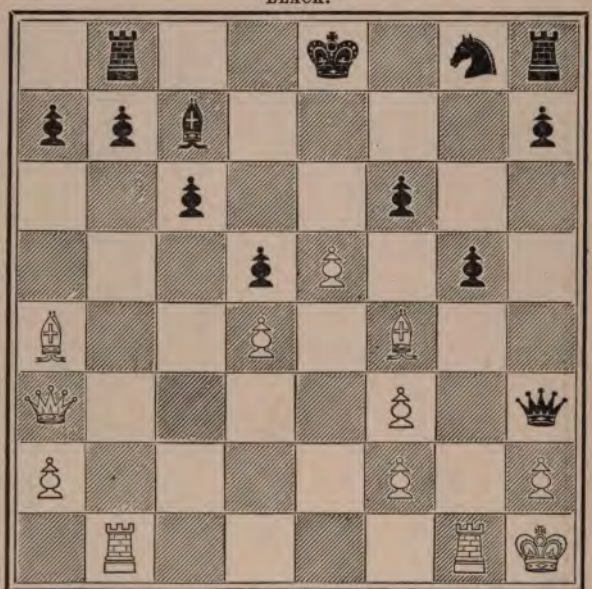

WHITE.

An *Evans Gambit.* White (Morphy) wins thus:—

1 R × Q Kt P!	R × R
2 B × P +	K—B 2
3 B × P +	K—Kt 3
4 Q—B 8!	Q—Q 2
5 B × R	B—Q sq
6 P × P	B × P
7 B—K 4 +	K—R 4
8 B—K 3	P—K R 3
9 R—Kt 3	B—Kt 2
10 Q—B 7 +!	Q × Q
11 R—R 3, mate.	

If 4 . . . . R—Kt sq, White also mates, 5 Q × P +! Kt × Q; 6 R × P +, K—R 3; 7 R—Kt 4 +, K—R 4; 8 B—B 7, mate.

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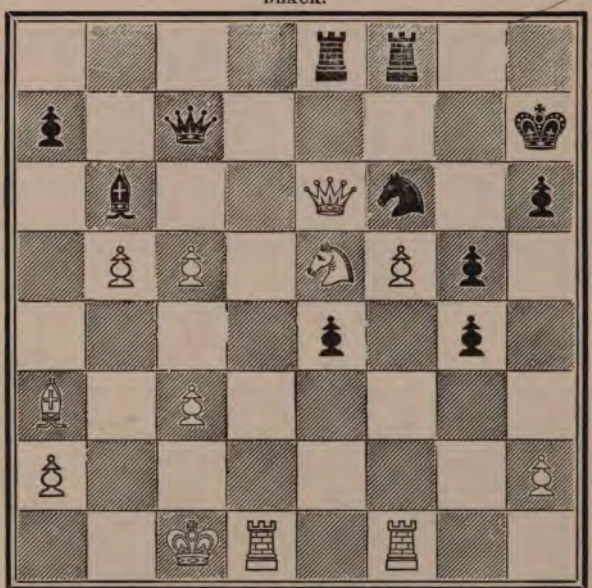

WHITE.

White wins a Two *Knights Defence*:—

1 R—Q 7 + !	Kt × R	8 Q—Kt 7 +	R—B 3
2 Q—Kt 6 +	K—R sq	9 Q—Kt 3 +	K—Q 4
3 Q × P +	K—Kt sq	10 P—B 4 +	K × P
4 Q × P +	K—R 2	11 Q—Kt 3 +	K—Q 5
5 Q—R 5 +	K—Kt 2	12 R—Q sq +	K—K 4
6 Q × P +	K—B 3	13 R—Q 5 +	K—B 5
7 Q—Kt 6 +	K × Kt	14 Q—Kt 3, mate.	

Interposing Knight would be an improvement—8 . . . . Kt—B 3; 9 Q—Kt 3 +, K—Q 4; 10 P—B 4 +, K × P; 11 Q—Kt 3 +, K—Q 5; and there is no mate. The check at Q 5 failing, White should do no more than draw.

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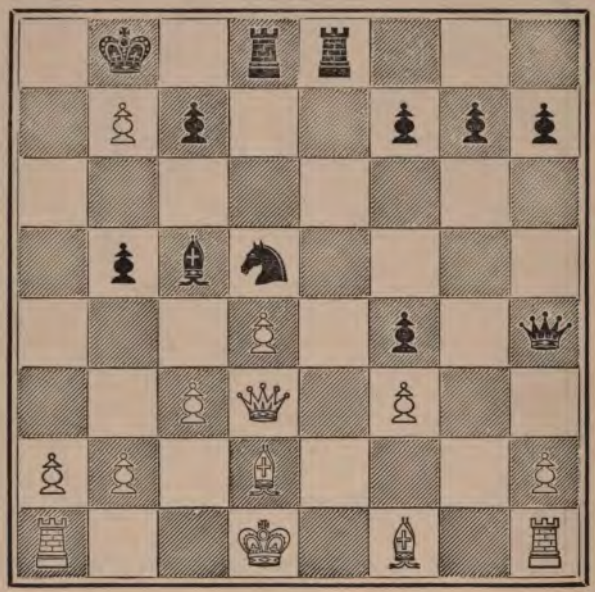

WHITE.

From a *Steinitz Gambit* :—

1 Q × Kt P !	Kt—K 6 +
2 B × Kt	R × B
3 Q × B !	R—K 8 +
4 K—B 2	R × R
5 Q—Q R 5 !	P—Q B 4
6 Q—R 8 +	K—B 2
7 Q—R 7 !	R—Q Kt sq
8 B—R 6 !	R × R

9 Q × P +, and mates in two more moves.

An instructive ending. After Black's gain of the exchange he is wholly at the mercy of his enemy. Far better wou'd be 1 . . . . B—R 2, reserving the check, relying for a draw upon the chapter of accidents and Bishops of different colours.

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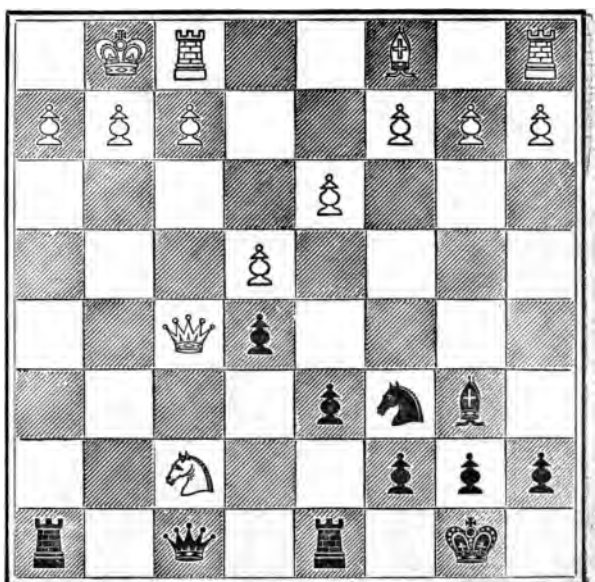

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Black wins:—

1	Kt—Q 5 !
2 Q—B 6	Q × Kt !
3 Q × Q	Kt—K 7 +
4 K—R sq	R × P +
5 K × R	R—R sq + and mates in two moves.

Considering the proverbial danger of open lines bearing upon the King, White should have been aware of this very mate, by which he is now evidently surprised. A better defence was possible, but the Knight could not be saved. White's acquisition of the King side Pawns, in conjunction with Castles, was over-hazardous play.

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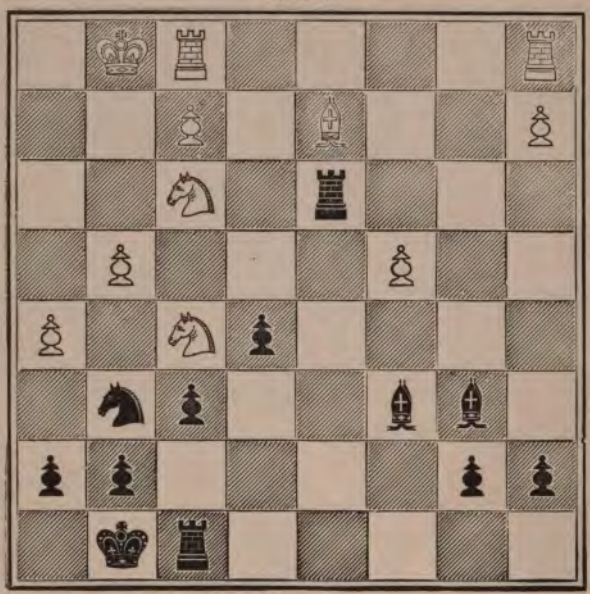

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Black wins:—

1 P × Kt	B × Kt
2 B—Kt 4	R—K sq
3 P × P +	K × P
4 P—B 5	B—B 2
5 Kt—Q 6	R—K R sq!
6 Kt—B 7	R—Q 5!
7 Kt × R	R × P +
8 K—R 2	P—K 5 +
9 K—R 3	P—K Kt 4, and mates in two moves.

White could improve very little on this defence. The excellent action of the Black Rooks and Bishops was not to be successfully resisted, the loss of another Pawn or two being, at the best, unavoidable. Resulting from an ill-judged attack.

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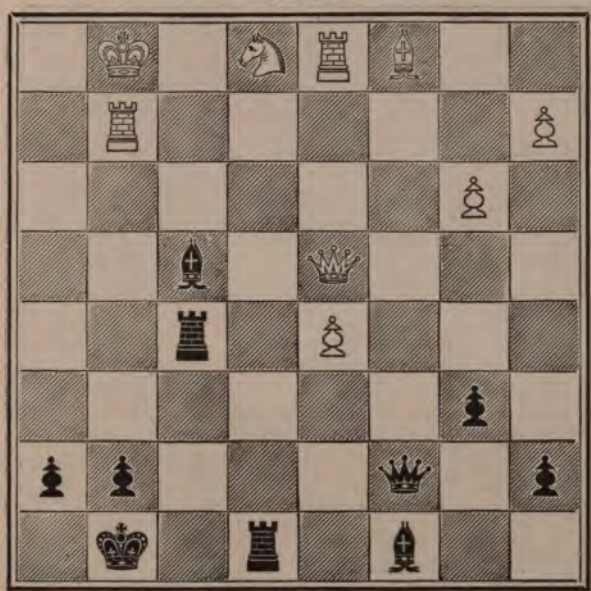

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Black wins :—

1	B—R 7 + !
2 R × B	R × Kt +
3 R × R	Q—Kt 6 +
4 K—R sq	Q × R (K 8) +
5 Q—Kt sq	R—B 8, taking Queen and Bishop for Rook.

As, 6 R—Kt 2, Q—R 5 + ; 7 R—R 2, R × Q +, and 8 .... Q—K 8 +, &c. If 6 B—K 3, then 6 .... R × Q +, B × R ; 7 Q—K 5 +, R—Kt 2 ; 8 B—R 6, with mate following. But, aside from this, the game is of course totally lost for White. The temporary obstruction of Rook by Knight is fatal.

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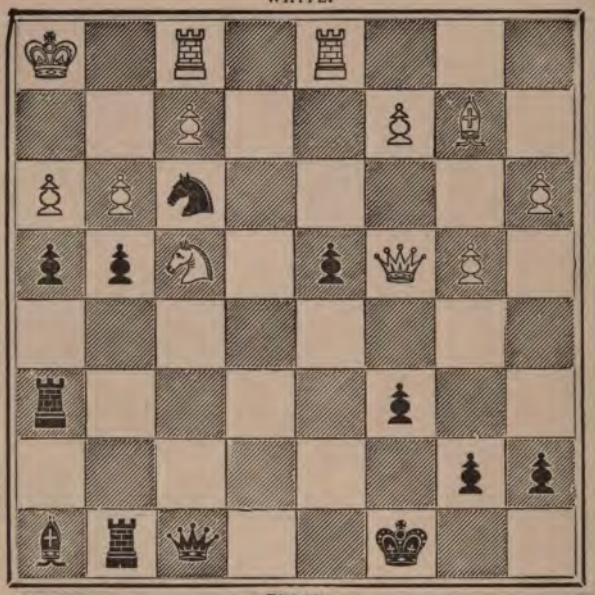

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White is under heavy attack, which he sustains well. But his position is too far gone to admit of any real remedy :—

1	B—K 4 !	5 K—Kt sq	R—R 8 + !
2 B—B sq	P × Kt P	6 K × R	Q—R 3 +
3 P × P	B × Kt !	7 K—Kt sq	R—R sq !
4 R × Kt !	R × P +		and wins.

Black ignores the Rook and plays for a direct mate. This, in the result, White can avoid, for a time, only by sacrificing his Queen outright, 8 Q—K 6 +, Q × Q ; 9 R × B, Q—R 3 ! ; and White must lose a Rook or the Bishop. Or, 8 Q—Kt 8 +, R × Q ; 9 B × B, Q—R 6, &c. A very pretty termination.

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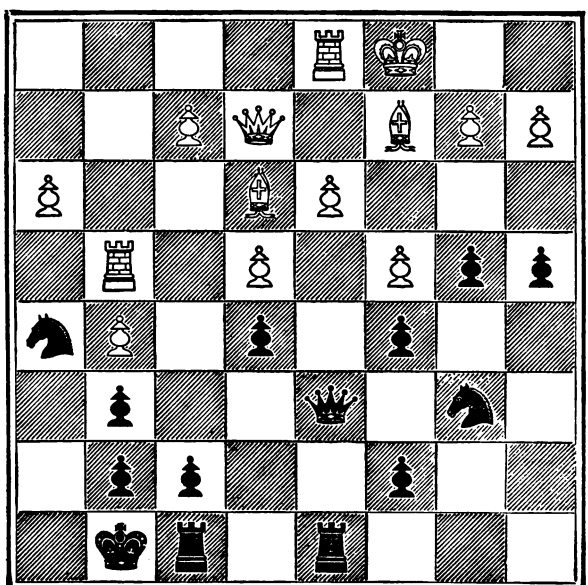

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A *Giuoco Piano;* Black won :—

1 P—B 3	Kt—B 5
2 Q—B 2 ?	P—Kt 6
3 P × P	P × P
4 B—Kt sq	Kt × B P
5 B × P ?	Q × B !
6 Q × Q	Kt—K 7, mate!

White seems to have been intent upon attacking the Queen Bishop Pawn, else he would doubtless have taken the dangerous Knight. Perhaps he also desired Black to take the King Rook Pawn, opening the file. A queer ending.

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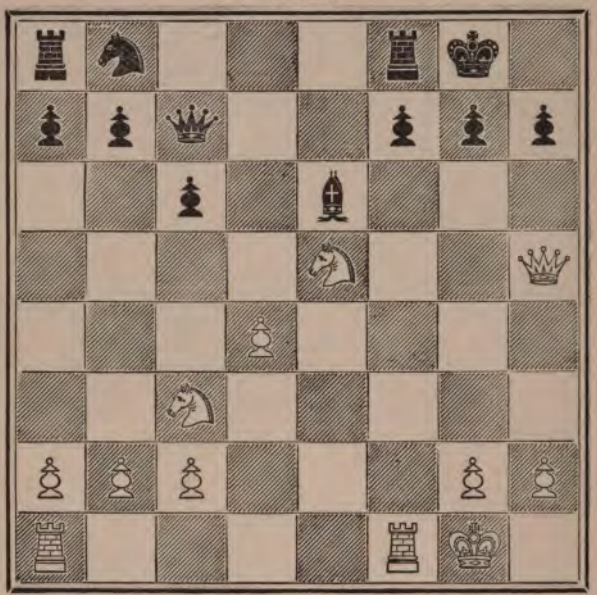

WHITE.

White won:—

1 Kt—K 4	P—B 3?
2 Kt—Kt 5!	P × Kt (Kt 4)
3 R × R +	K × R
4 R—B sq +	K—K 2
5 R—B 7 +	B × R
6 Q × B +	K—Q 3
7 Kt—B 4, mate.	

Black's 1 . . . . P—B 3 was very bad. The better move would be 1 . . . . Kt—Q 2, and if 2 Kt –Kt 5, then of course 2 . . . . P—K R 3, in this way his position, though inferior, would be fairly defensible.

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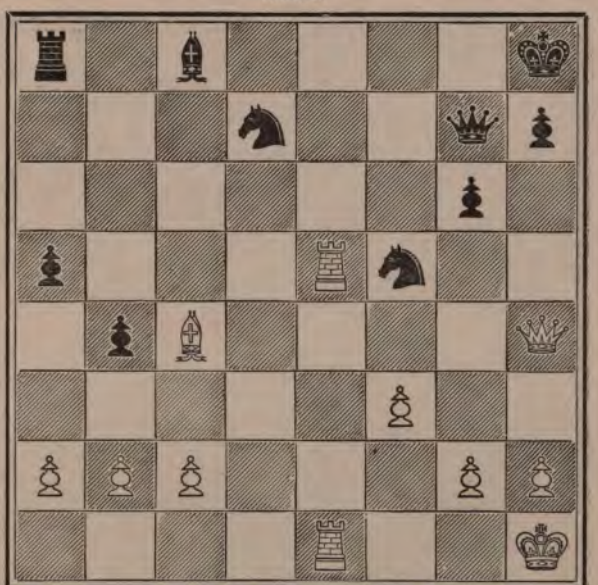

WHITE.

White wins:—

1 R × Kt!	P × R
2 R—K 8 +	Kt—B sq
3 R × Kt +	Q × R
4 Q—Q 4 +	Q—Kt 2

5 Q—Q 8 +, and 6 Q × Q, mate.

Black has no material superiority, while his position is manifestly inferior, even leaving the above pretty forcing process out of account.

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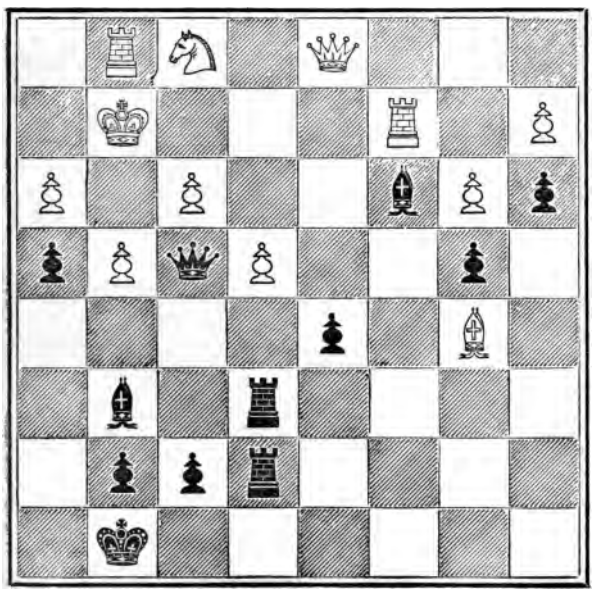

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From a *Centre Gambit;* Black wins:—

1 Q × P	R × P !
2 Q—Q 8 +	K—R 2
3 B—Q 3	R—K 8 !
4 B × B +	P × B
5 Q—Q 3	R (K 2)—K 6 !
6 Q—Q 5	B—K 4
7 R—B 2	R (K 6)—K 7
8 R—R sq	B—Q 5 !, and White can do nothing.

Aside from the general want of co-operation among White's forces, the necessity of endeavouring to maintain the King Pawn, to keep out the opposing Rooks and Bishop, was a great burden. Hence 1 Q × P, admitting the pretty offer of the Rook. Won by Mackenzie.

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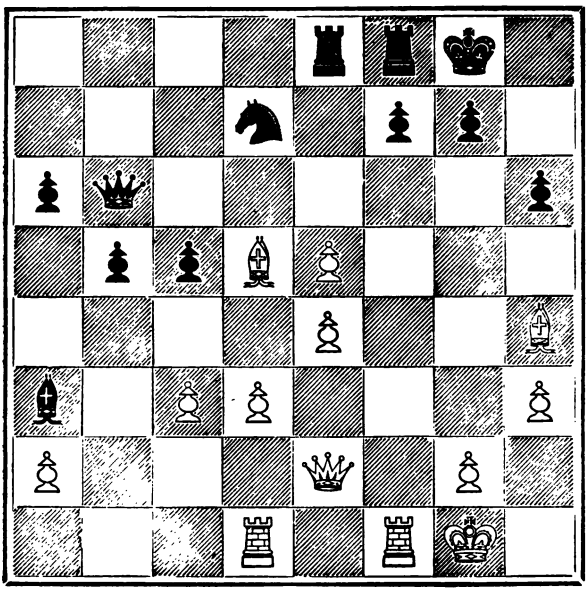

WHITE.

A *Ruy Lopez*:—

1 R × P !	R × R	9 P × Kt	Q—R 2
2 B × R +	K × B	10 Q—R 6 +	K—K sq
3 Q—R 5 +	P—Kt 3	11 P—B 7 +	K—Q 2
4 Q × R P	R—K 3	12 P—B 8 = Kt +	B × Kt
5 R—B sq +	K—Kt sq	13 Q × B	R—K 2
6 B—B 6 !	P—B 5 +	14 R—B 7	K—K 3
7 P—Q 4	Kt × B	15 R × R +	Q × R
8 Q × P +	K—B sq	16 Q × Q +, and wins.	

Black's position is inferior, to say nothing of the Pawn minus, but opponent's sacrifice, with the sequent play, is very fine. Blackburne *v.* Pollock.

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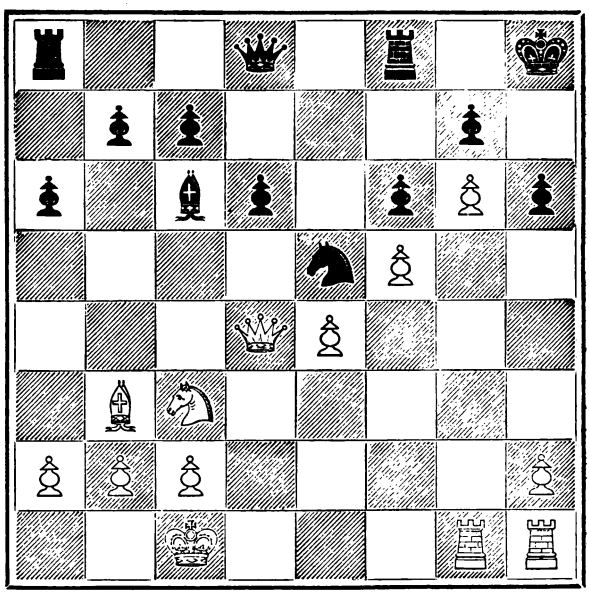

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Here, also, it is only a question of breaking in upon the King, with the aid of the Knight:—

1 R—Kt 3	Q—K 2
2 Q—K 3	K R—Q sq
3 R—R 3	Q—B sq
4 Kt—K 2!	R—K sq
5 Kt—B 4	R—K 2
6 Kt—K 6!	R × Kt
7 B × R	R—K sq

8 R—Kt sq! and Black is helpless.

Suppose 8 . . . . R—K 2, then 9 R × P +, P × R; 10 P—Kt 7 +, &c., mating very shortly. He could take the Bishop of course, but even in that case R × P +, &c., would be deadly—if the double exchange were considered insufficient.

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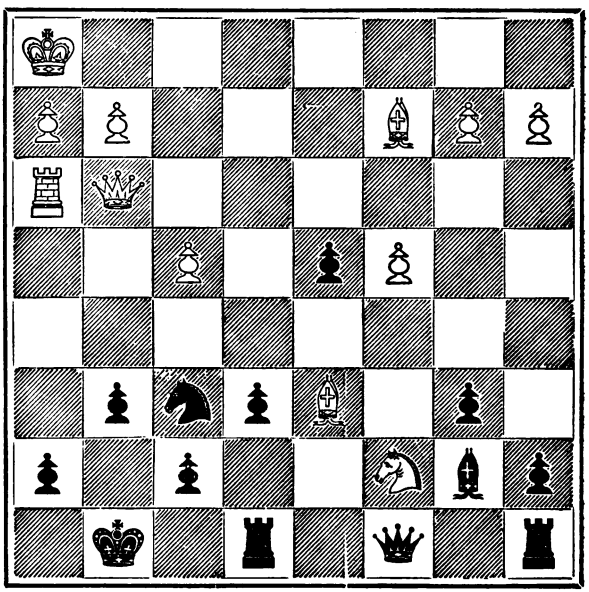

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1	....	R—Q sq !
2	B—K 5	P—Q 6 !
3	B × P	R × B !
4	Q × R	Kt—Kt 5
5	Q—K 2	Kt × B
6	Q × Kt	Q—Q 2
7	R—K 3	R—Q B sq
8	Kt—Kt 5	R × P
9	Kt—B 3	Q—Q 7 !
10	R—K 2	Q × B P, and wins.

Of course the two Pawns plus are not to be withstood in the ending. Strong and ingenious play, which relieves Black in a position that might otherwise prove one of considerable perplexity.

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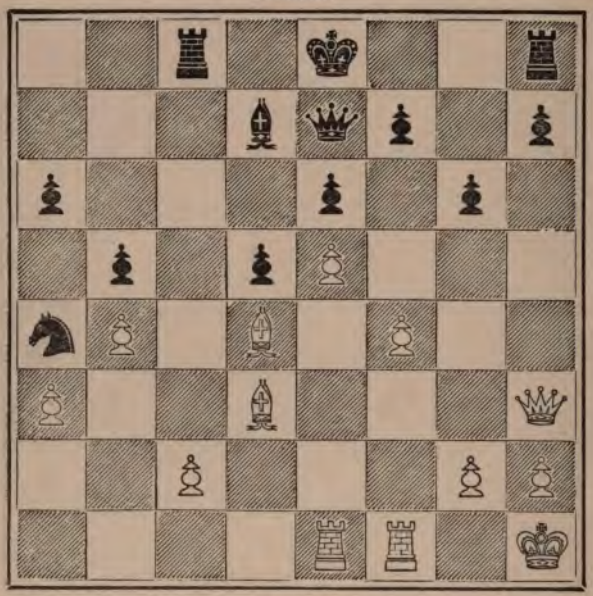

WHITE.

Position from a *French*—White wins :—

1 P—B 5 !	Kt P × P	9 Q—B 6	P—K R 4
2 B × P !	R—B 5	10 R—Kt 7	P—R 5
3 Q—K 3	Q—R 5	11 B—K Kt 6 !	R—R 3
4 R—B 4	Q—Kt 4	12 Q × K P +	K—Q sq
5 B—Q 3	R—B 2	13 R (Kt 7) × P	R × R
6 Q—B 3	B—B 3	14 R × R	Q—K sq
7 R—K B sq	Q—Kt 2	15 Q—Q 6 +	Q—Q 2
8 R—Kt 4	Q—B sq	16 R—B 8, mate.	

A splendid example of attack and defence. The influence of White's Bishops throughout is remarkable. It is not probable that any change in Black's play would be much for the better.

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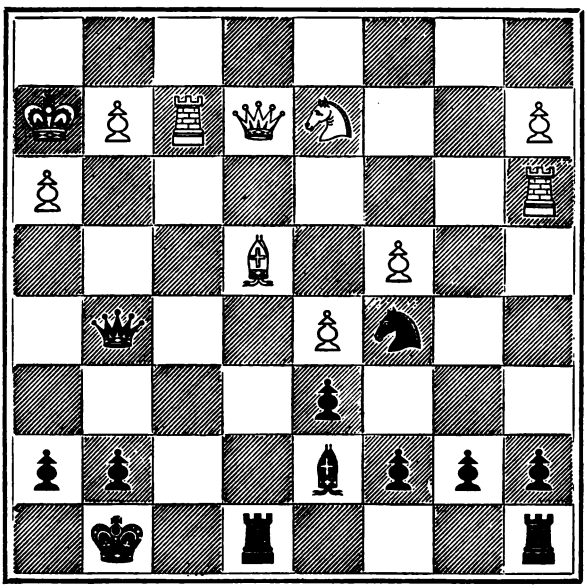

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Black wins—*King's Bishop's Opening* :—

1	Q—K 4 +	7 K—Kt sq	B × P
2 P—Kt 3 !	Kt × B	8 P—R 4	R—Kt 7 +
3 R—K 3	Kt × R !	9 K—R sq	R (B)—B 7
4 R × Q	R × R	10 Q—R 4	R—R 7 +
5 Q × Kt	R—K B sq	11 K—Kt sq	R (B 7)—Kt 7 +
6 Q—Q 4	R—K 7 +	12 K—B sq	R—R 8, mate.

If 2 K—Kt (R) sq, the Piece was lost outright. The giving up of the Queen for the Rooks settled the matter ; as Black at once gains the Knight—or does better.

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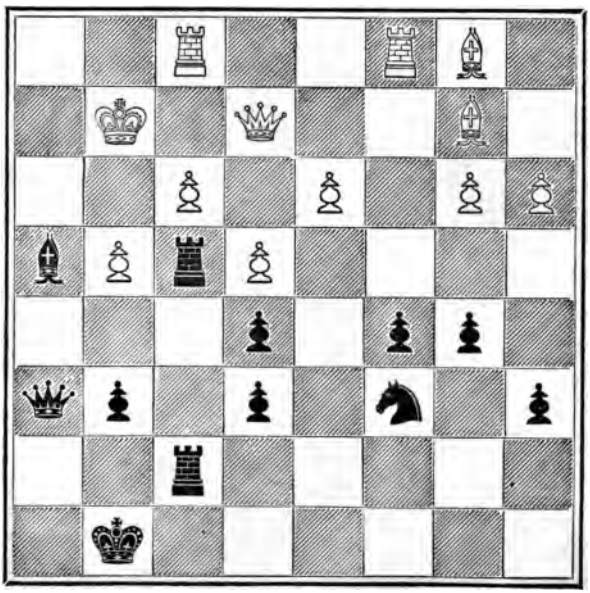
WHITE.

1 P—B 5!	Kt—K 5	7 R—B 8+!	K × P
2 B × Kt	P × B	8 Q × P+	K—Kt 2
3 P × Kt P!	R—B 7	9 B × P+	K × R
4 P × P+	K—R sq	10 B—Kt 7+!	K—Kt sq
5 P—Q 5+	P—K 4	11 Q × Q, and wins.	
6 Q—Kt 4!	R (B)—B 4.		

Black had a principal share in originating this position, his object for sometime previously being to plant a Rook at the seventh. But it goes against him in extraordinarily brilliant fashion. If 6 . . . . Q × Q, then 7 B × P+, K × P; 8 R—R 3+, K—Kt 3; 9 R—Kt 3+, K—R 2 (or 4); 10 R—B 7 (or 5)+, K—R 3; 11 B—B 4+, and Rook mates. If 7 . . . . Q × R, then 8 B × P+, K × P+; 9 Q × P+, &c., mating. Zukertort *v.* Blackburne, London, 1883.

WHITE.



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Black wins:—

1	R—K R 2 !
2 R—R sq	R × B P !
3 Q × R	Q—Q 7 +
4 K—Kt sq	B—B 7 +
5 K—B sq	Kt—Q 5 !
6 B × Kt	Q × R +
7 K—K 2	R × R
8 B × B	Q × B
9 P—Kt 5	Q—B 8 +, and wins.

A move or two before, White's play was R (Q)—Q B sq, a circumstance which enabled his adversary to make the fine combination beginning 2 . . . . R × B P. Black's 1 . . . . R—K R 2 threatened, 2 . . . . B—K 8, &c. Of course if 3 K × R, then 3 . . . . Q—B 5 +, &c., would be conclusive.

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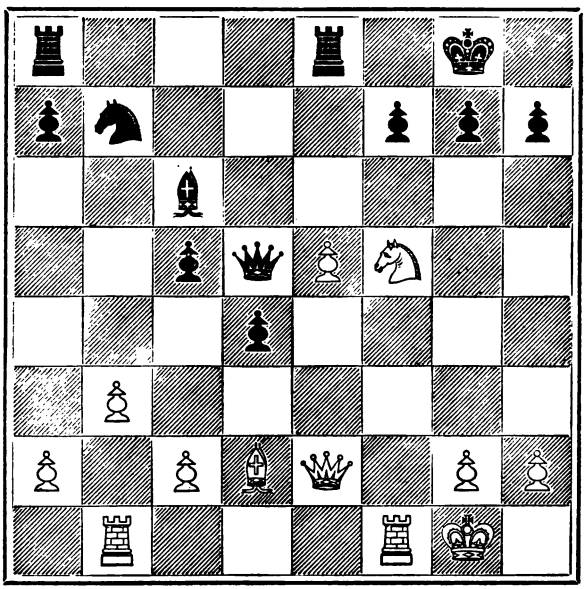

WHITE.

From this point in a *French Defence* the play was :—

1	Q—K 5	6 Q × B	Q R—B sq
2 Q—B 2	Q—Kt 5 ?	7 Q × R P	R × P
3 Kt—R 6 + !	P × Kt	8 R—B 2	Q × Q
4 Q × P +	K—R sq	9 B × Q, &c.,	White winning
5 Q—B 6 +	Q—Kt 2		through his extra pawn.

In this case both parties are attacking. For Black to take the King Pawn, immediately, would be very dangerous, so he plays 1 . . . . Q—K 5, first; as, in the event of an exchange of Queens, his gain of the Pawn would be a mere question of time. But 2 . . . . Q—Kt 5 was an error—though its object was the same as that of his preceding move, viz., to keep White Queen off the Knight file. The correct play would be 2 . . . . R—K 3, guarding once for all against possible evil from Kt—R 6 +.

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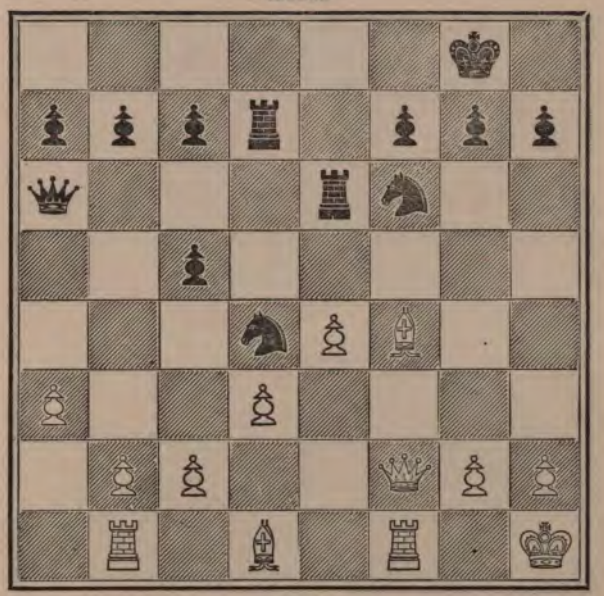

WHITE.

The second player, in a *Ruy Lopez*, enters upon an ingenious combination resulting in defeat of himself:—

1	P—B 5?	7 B—Q 3	R—K sq
2 P—K 5!	P × P	8 B—K Kt 5!	Q—Q 3
3 P × Kt	Q P × P	9 Q—R 4	P—K B 3
4 K B × P	R—K 7!	10 B—Kt 6	Kt—K 3
5 Q—Kt 3!	Q × B P	11 Q—R 8 +	K—K 2
6 B × P +!	K—B sq!	12 Q × R, mate.	

Black, it appears, depended upon 4 . . . . R—K 7! to regain the Piece, with the better game—but the attack upon his King was not sufficiently considered. Otherwise, however, he was in straits, more or less, his Rooks being badly posted, also his Queen; with the open file and doubled Pawn against him. The White Bishops are very powerful in this position.

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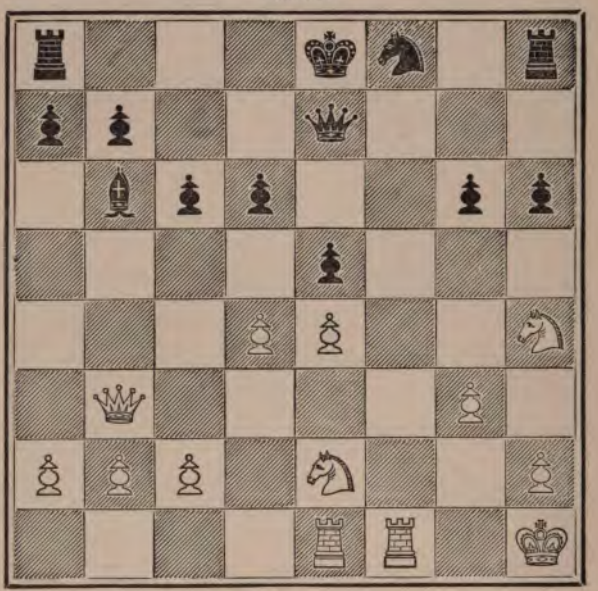


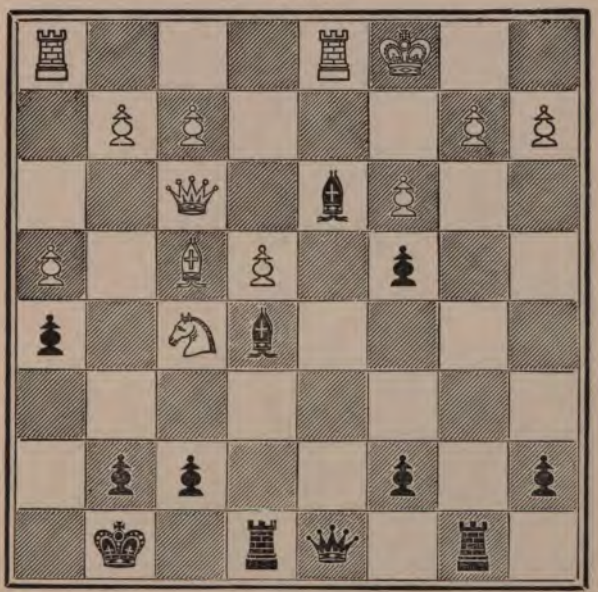
WHITE.

From a *King's Gambit Declined*:—

1	P × P ?	7 R × Q	R—Q B sq
2 Kt—B 4 !	Q—R 2	8 R—B 7	R—B 2
3 Kt (R 4) × P !	Kt × Kt	9 R (K)—K B sq	R—Q 2 ?
4 Q—K 6 +	Kt—K 2	10 Q—B 6 !	R—Kt sq
5 Kt—R 5 !	Q—Kt 3	11 R—B 8 +	R × R
6 Kt—B 6 +	Q × Kt	12 Q × R, mate.	

1 . . . . P × P ? was a mistake. The move should have been 1 . . . . B × P, inducing exchange of the Knight, or otherwise keeping it out of the game—its entrance *vid* B 4 being fatal. It is true, White's command of the board was great, his attack strong; but without the aid of the second Knight, he might very well have failed to make any serious impression.

WHITE.



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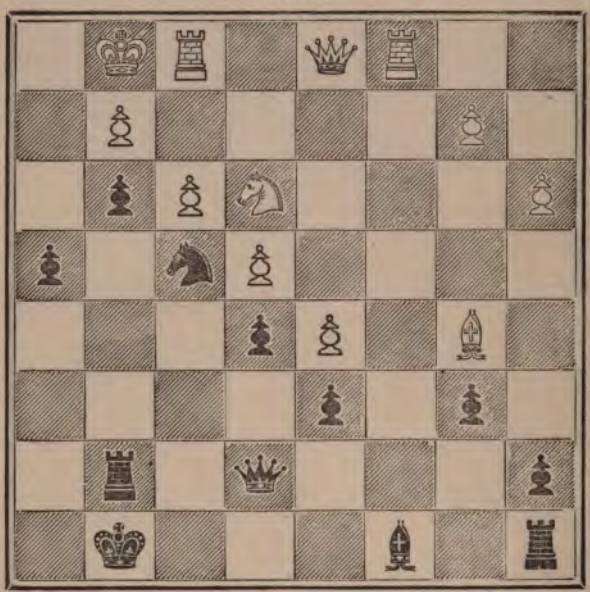
From a *Ruy Lopez*:—

1	R × P !	6 K—K sq	Q × Q B P +
2 K × R ?	Q—Kt sq +	7 R—Q 2	R—Kt sq !
3 K—B sq (best)	B × B +	8 Q × B	R—Kt 8 +
		9 Kt—Q sq	R × Kt + !
4 Kt—K 3 !	Q—Kt 8 +	10 K × R	Q—R 8, mate.
5 K—Q 2	Q—B 7 +		

White would do better to play 2 R × B, the reply being 2 . . . Q—Kt sq, winning at least the exchange. If 4 Q × B, then 4 . . . . Q—Kt 8 + ; 5 K—Q 2, Q—B 7 + ; 6 K—K 3, Q—K 7 +, with 7 . . . . R × P +, &c. A sound sacrifice.

WHITE.



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An *Irregular Opening:*—

1 R × B +	R × R	7 P × P	Kt × P +
2 Kt—B 5	Q—Kt 4	8 K—Kt 2	Kt—B 5 +
3 Kt × R	Q × Kt	9 K—Kt sq	P—Kt 7
4 R—K sq	Q—Kt 2	10 R—K sq	R × B !
5 B—B 6	Q—Kt 2	11 P × R	Q—Kt 6,
6 R—K 3	P—R 6 !		winning.

4 . . . . P—R 6; 5 P × P, Kt × P +; 6 K—Kt 2, Kt—B 5 +; 7 K—Kt sq, Q—R 3; 8 R—K 2, Kt × R +; 9 Q × Kt, R—B 8 +, &c., was another way. Black's attack was too strong to be withstood; exchanging afforded no relief—contrary to the rule.

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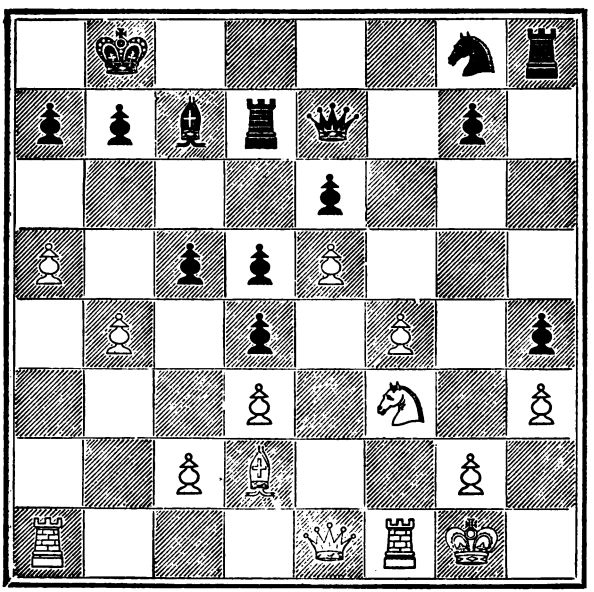

WHITE.

A *Ruy Lopez*:—

1 Q—B 2!	P—Q Kt 3?
2 K R—Kt sq	Kt—R 3
3 Kt P × P	Q × P
4 B—Kt 4	Q—B 3
5 Kt × Q P	Q—Kt 2
6 Kt × P	Kt—B 4
7 Kt × B	K × Kt
8 P × P +	P × P
9 B—B 5	R—R 3
10 B × P +, and White wins.	

As—10 . . . . R × B; 11 R × R, Q × R; 12 R—R 7 +!, K—B 3; 13 Q × Q +, &c. Black's position was otherwise bad, but his attempt to save the Pawn hastened the catastrophe.

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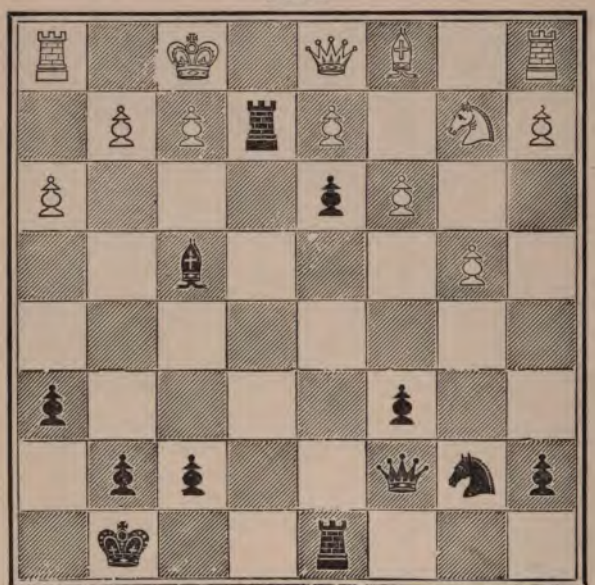

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A *Two Knights Defence* :—

1	R × P + !	7 R—R 2	R—B 3 +
2 K × R	B—Kt 6 +	8 K—Kt sq	B—B 7 +
3 K—B sq	Q—K 4 !	9 K—R sq	B × Kt
4 Kt—B 4	Q—K 5	10 B—Kt 2	B × P
5 Kt—K 3	R—Q 3	11 Q—Q 4	Q—Kt 6
6 Q—Kt 4	Q—K 4 !	12 P—K R 4	R—B 7 ! and wins.

For . . . . B—B 5 will come next, whether White continues P—B 4 or R—K Kt sq. In the latter case, 13 R—K Kt sq, B—B 5 ; 14 R—R 3, Q × R + ! and 15 . . . . R—R 7, mate, might happen. White could not check at move 11 and take the Knight, on account of 12 . . . . B—K 8 !—leading to mate or the gain of Queen for Rook, winning without difficulty.

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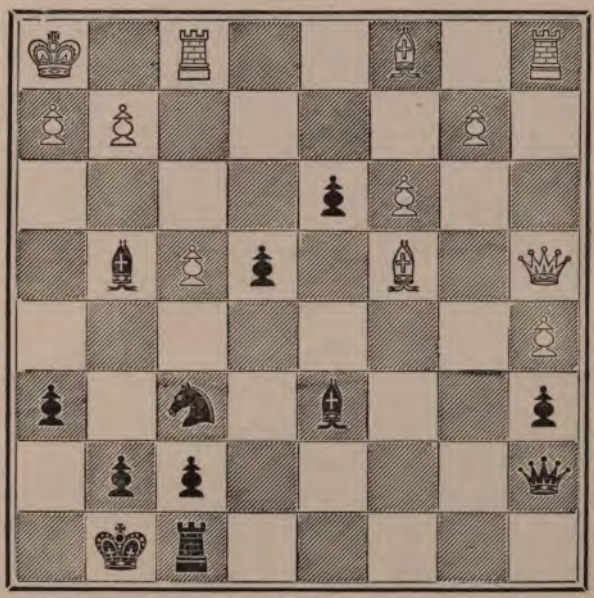

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From a *Two Knights Defence*:—

1	B—K 7 !
2 R—K sq	Kt—Kt 5 !
3 P—R 3 !	Q—B 7
4 B—Q 2	B—B 4
5 B × P +	R × B
6 Q—K 8 +	K—R 2 !
7 Q × R	Q × P + !
8 K × Q	B—B 6 +, and Bishop or Knight mates.

Black wins in other ways, but not so prettily. *E.g.*, 4 . . . . B—B 6; 5 R—K Kt sq, Q—Kt 6, &c., mate. Or 4 . . . . Q—Kt 6; 5 P × Kt, Q—R 5 +, and 6 . . . . B—B 4 +, &c., mating.

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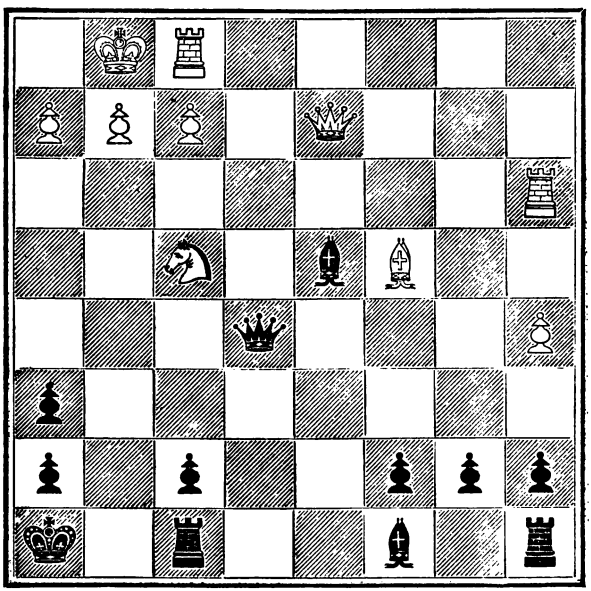

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From an *Evans*—Black won:—

1	Q—Q B 4!
2 Q—R 2	B—K 3!
3 B×B	P×B
4 Kt×P?	R×P! and White must lose.

The opening of the file, together with the attempt to gain the exchange, is absolutely and singularly disastrous.

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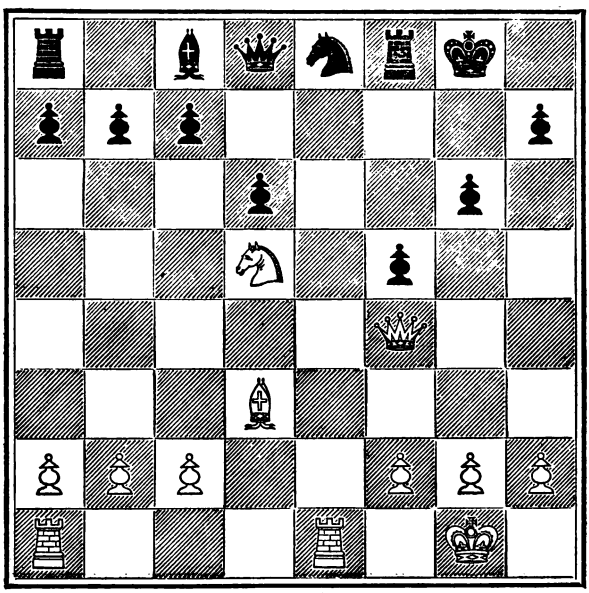

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Won by Mackenzie :—

1 R—K 7 !	R—B 2
2 Q R—K sq	Kt—Kt 2
3 R × R	K × R
4 R—K 7 +	K—Kt sq
5 Q—R 6	Q—B sq
6 R × P	K—R sq
7 Kt—B 4	Q—B 3
8 Kt—R 5 !	Q—K 4
9 R × Kt, and wins.	

From a *Ruy Lopez*, indifferently defended. Black's moves are virtually forced—6 R × P threatening 7 Kt—K 7 +, &c., winning the Queen.

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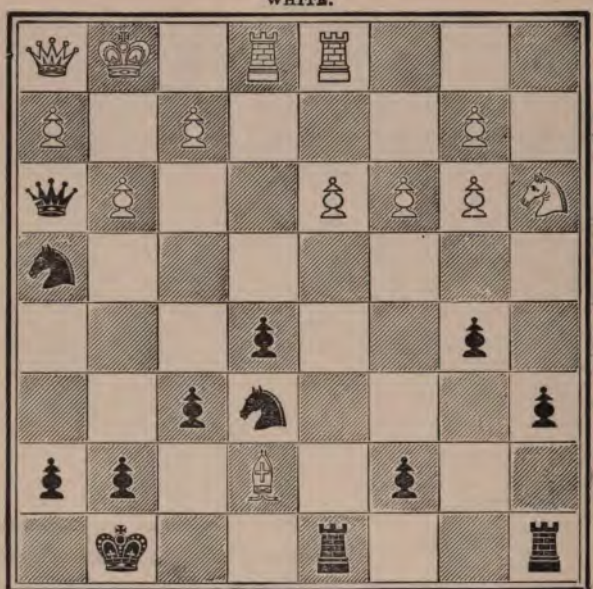

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A *Ruy Lopez.*—Black wins:—

1	Kt—Kt 4!		9 Q × R +	K—B 2
2 P—K B 4?	Kt (R 5)—B 6 +		10 Q—B 8 +	K—Kt 3
3 K—B 2	Kt × R		11 Q—K 8 +	K × P
4 P × Kt	Kt × P + !		12 B × P +	P × B
5 R × Kt !	Q—B 4 +		13 Q—Kt 8 +	K—R 4
6 R—B 3	R—Q 7 +		14 Q—B 7 +	K—Kt 5
7 K—K sq	Q—Q 2 !		15 Q—Kt 7 +	K—B 6
8 R—Q 3 !	Q × R		16 Q × P +	K—Kt 7, &c., winning.

White would have done better to defend by 2 R—K 3. The attempt to gain a Piece in such a position could hardly be fortunate. But the play on both sides is very fine, presenting a number of interesting points, well worthy of close examination.

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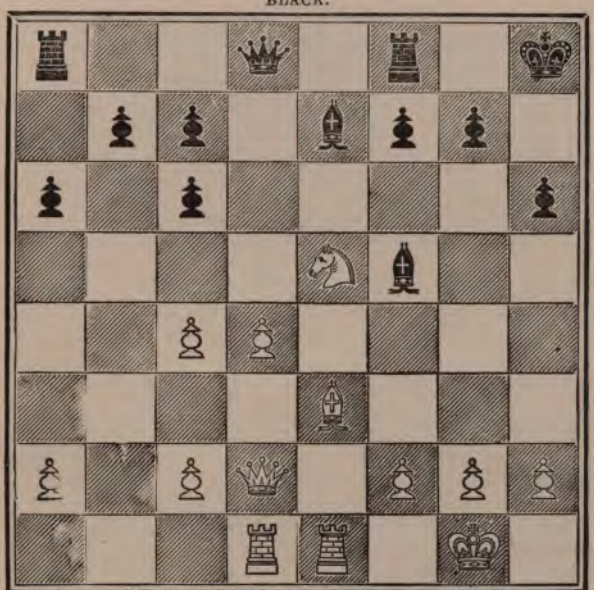

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Here Black is surprised, and loses as follows:—

1 B × P !	P × B	7 Kt—Kt 6 +	K—Kt sq
2 Q × P +	B—R 2	8 Kt—K 7 +	K—R sq
3 R—Q 3	B—Kt 4	9 Kt—B 5 !	Q—B 2
4 Q—R 5	Q—B 3	10 R—K 7 !	K—Kt sq
5 R—K R 3	Q—Kt 2	11 Q × Q B +	Q × Q
6 R—K 4	P—B 3	12 R (R 3) × Q, with mate in three moves.	

At first sight the defence appears to be adequate, but the facility with which the Rooks back up the attack soon shows it to be overwhelming.

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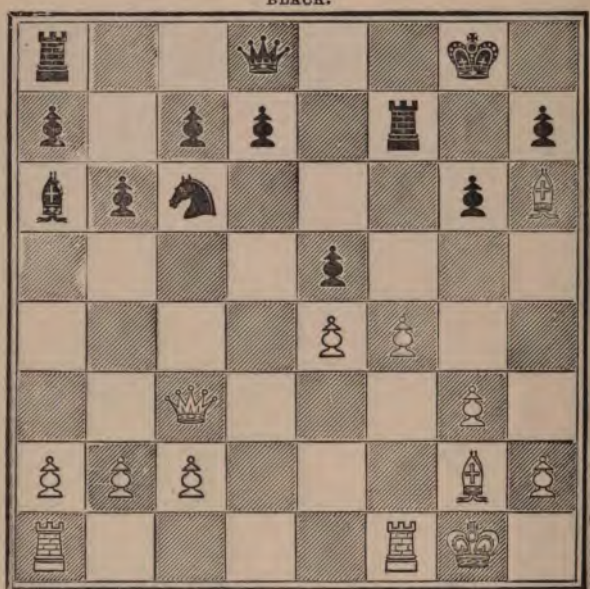

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A *Fianchetto.*—Won by Louis Paulsen, London, 1862:—

1 P × P!	B × R
2 R × B	Q—K 2
3 R × R	Q × R?
4 P—K 6!	Q—K 2
5 P × P	Kt—K 4
6 B—R 3!	P—K Kt 4
7 Q × P	P—Kt 5
8 P—Q 8 = Q +	Q × Q
9 Q—Kt 7, mate.	

If 5 . . . . Q × Q P, or 5 . . . . Q—B 4 +, there would be a Piece lost soon from P—K 5. Black's attack upon the Rook (. . . . B (Kt 2)—R 3) was ill judged; but, as the position stood, he had no very good move, the superiority being evidently with his opponent.

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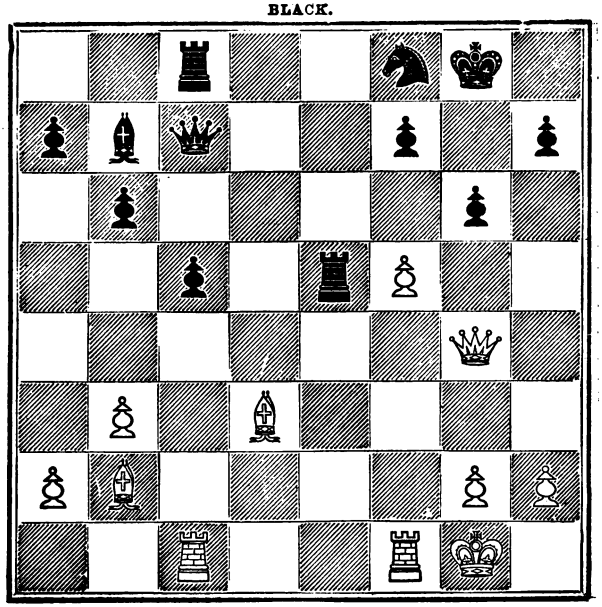

WHITE.

Queen Pawn Opening.—White has a strong attack, and pursues it to the best advantage:—

1 Q R—K sq!	R (B)—K sq	6 R × R	P × R
2 Q—Kt 3	P—B 3	7 B × P +	K—Kt sq
3 B—B 4 +	K—Kt 2	8 P × P	P—K R 3
4 B—K 6!	Kt—Q 2	9 Q—B 4	B—Q 4
5 B × Kt	Q × B	10 Q—B 6, and wins.	

To take the exchange would be to prolong the contest considerably, with some chance of a draw at the end. The course chosen maintains the attack in the best style, and proves a short road to victory. If 1 . . . . R × R; 2 R × R, Q—Q sq (to prevent Q—Kt 5); 3 P × P, R P × P; 4 R—K 3, Black could not long survive.

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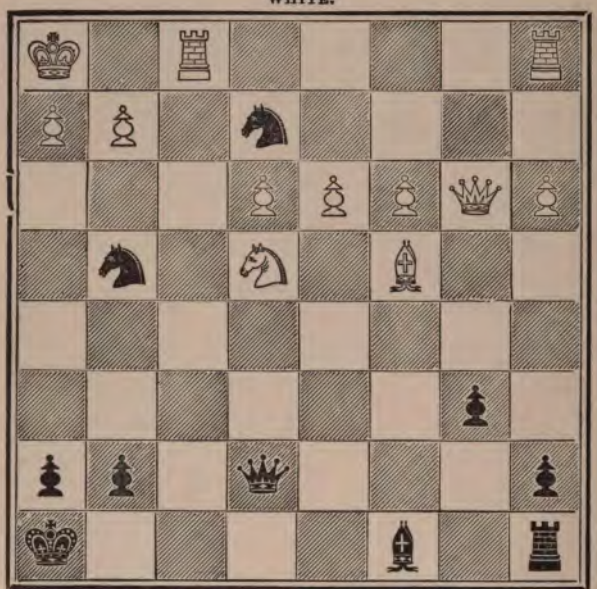

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From a game played at the British Chess Club. Black (L. Hoffer) won thus :—

1	B—Kt 2
2 R—B 7 ?	B × Kt !

3 P × B, and Black mates in four moves.

By 3 . . . . Q—R 5, &c. The actual play was 3 . . . . Q × R ! prettier, but not so conclusive. White, it seems, should have proposed an exchange, 2 Q—Kt 4, gaining a little time to look around and see what was best to do with the troublesome Knights so closely pressing on his King. The Rook's move was fatal. For if 3 Q R—K B sq, Q—Q 3 ! ; 4 Q R—B 4, Kt × R ; 5 R × Kt, R—K B sq ! &c. Black should win easily.

WHITE.

BLACK.

A *Two Knights Defence*, in which White's attack was ineffectual; so Black has here much the freer and better game:—

1 R—K sq	Q—K 2!
2 Q × P?	R × R+
3 Kt × R	R—Q sq
4 Q—B 4	Q × Kt+ !
5 K × Q	R—Q 8, mate.

It is doubtful whether White could have succeeded in extricating himself from his difficulties. At any rate he should have hesitated long and earnestly before picking up *that* particular Pawn.

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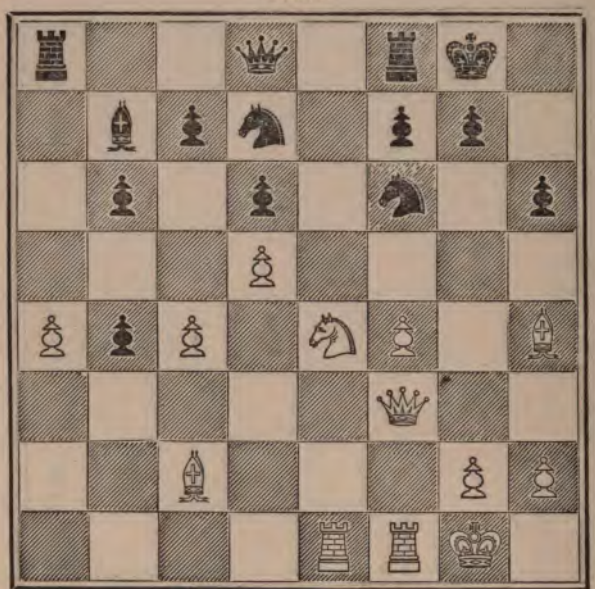

WHITE

A *Ponziani*—bad for Black, who cannot well get rid of the dangerous "pinning" of his Knight:—

1 Q—Q 3!	P—Kt 3
2 Kt × Kt +	Kt × Kt
3 R—K 6!	P—Kt 6

4 B × Kt, and wins without difficulty.

The gain of the Piece results very naturally, as Black could do no better than provide against the mate (threatened from 2 Kt × Kt +) by advancing his Pawn.

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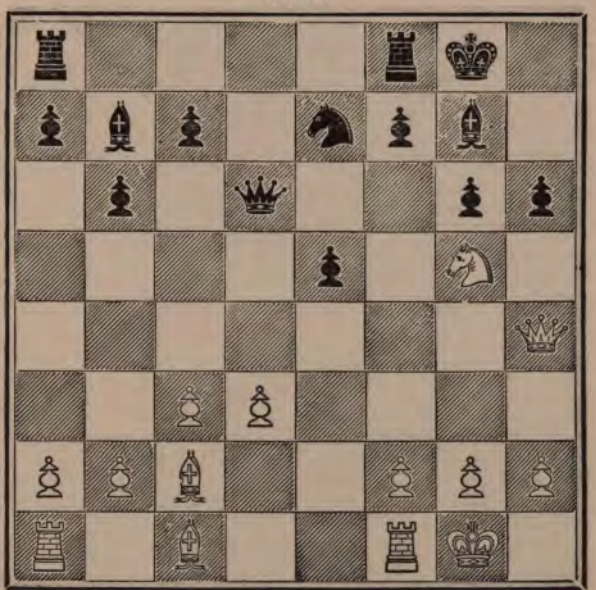

WHITE.

A *Ruy Lopez*:—

1 Kt—K 4	Q—Q 2?	8 R—Q 7!	Q—K sq
2 B × P	Kt—B 4	9 Q—Kt 4	K—R sq
3 Q—R 3!	B × Kt?	10 B—K 4	R—Q sq
4 P × B	B × B	11 R—K 7!	Q—Kt 4
5 Q R—Q sq!	Q—B sq	12 Q—R 4	K—R 2
6 P × Kt	K—Kt 2?	13 Q—R 5! and Black can delay the mate in three only by the sacrifice of his Queen and Rooks.	
7 P—B 6 + !	K—R 2		

The defence should have played 1 . . . . B × Kt. Perhaps his thought was of winning a Piece in case White took the Pawn; but, with his Queen unsupported, he found this infeasible. 11 . . . . Q—Kt 4 was best—elsewhere the Queen would have soon been lost, through 12 Q—R 4, &c. An interesting finish.

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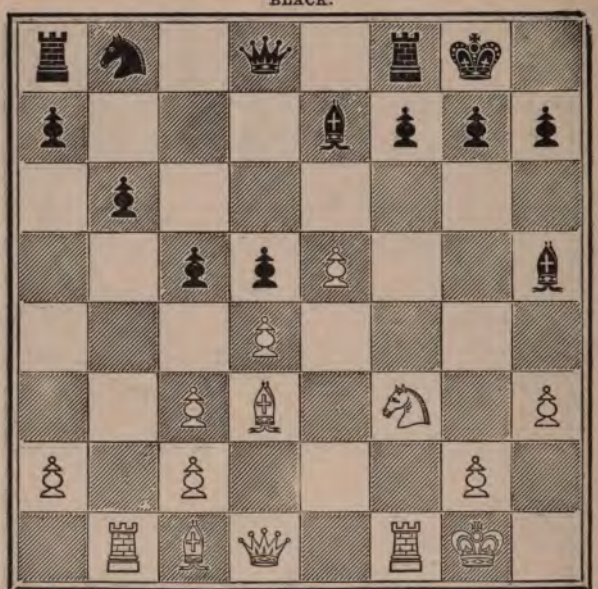

WHITE.

Vienna Opening—White wins :—

1 B × P +	K × B
2 Kt—Kt 5 +	B × Kt
3 Q × B +	B—R 3
4 B × B	P × B

5 R—B 6, and Black has no resource.

The first player has the advantage, even not reckoning this surprise attack, which happens to be decisive. Black should, of course, refuse the Bishop.

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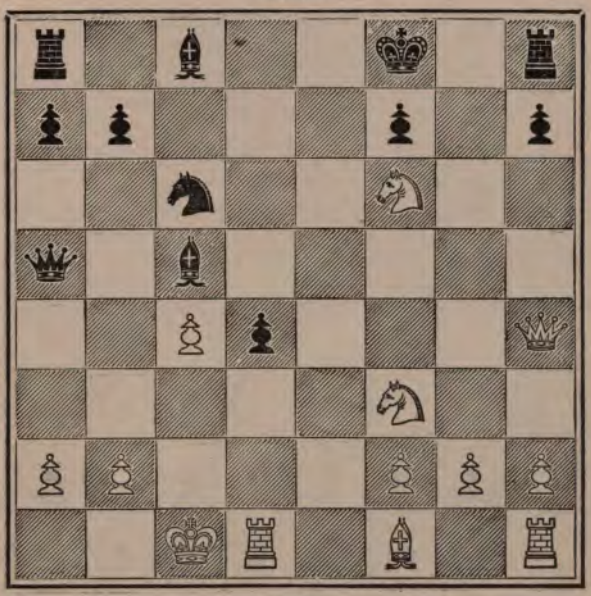

WHITE.

A *Queen's Gambit Declined*, and strayed from the normal lines :—

1 R—K sq !	B—K 3
2 R × B !	P × R
3 Q—R 6 +	K—B 2
4 Kt—Kt 5 +	K—K 2
5 Q—Kt 7 +	K—Q 3
6 Kt (B 6)—K 4, mate.	

Black's situation is desperate, but the prettiness of the termination is well worthy of regard.

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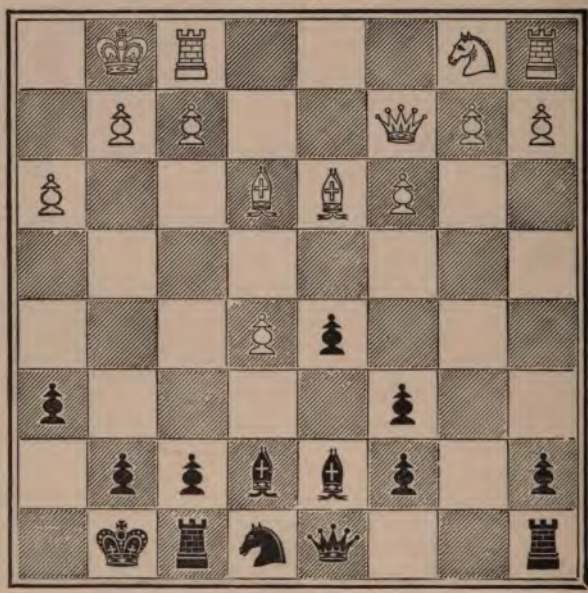

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A *Ruy Lopez*:—

1	P—B 3!	8 Kt × B	Q × Kt
2 P × P?	Kt × P	9 K R—K sq?	B × P!
3 Kt—Q 2	B—Q 3	10 B × Kt	Q × B
4 P—Q B 4	Kt—R 4	11 P × B	Q × P +
5 P—B 5	B—K 4	12 K—R sq	R—B 6!
6 B—K 2	Kt—B 5	13 B × R	Q × Q, and
7 Kt—B 3	Q—B 3		wins by superior force.

Black seems cramped, but the move . . . . P—B 3 well opens out his position. It is usually a most important manœuvre in situations analogous to the above. White ought not to take; but should support, 2 P—K B 4. His great error, however, consists in 9 K R—K sq? leaving his King Bishop Pawn at the mercy of such accident as afterwards occurs.

BLACK.

WHITE.

A *Scotch Gambit* in which Black sought to hold the Pawn, but at too much lack in development :—

1 B × Q P !	Q × Kt	9 B—K 5 +	K—Kt 2
2 B × Kt	K—B 2 !	10 R (B)—Q sq !	Q—B 5
3 B—K 4	R—B sq	11 R—B 3	Q—Kt 4
4 R (Kt)—B sq	B—Q 2	12 R—Kt 3	B—Kt 5
5 R—Q 3	B—B 3	13 R—Q 7 +	K—Kt 3
6 B × B	P × B	14 B—B 7 +	K—R 3
7 B—Q 2	B—B 4 ?	15 R × B, and wins.	
8 B—B 3	Q—B 2 ?		

7 . . . . Q R—B sq and 8 . . . . Q—K 3 would have been better than 7 . . . . B—B 4 and 8 . . . . Q—B 2, respectively. 10 . . . . Q × R P would be useless, on account of 11 . . . . R—Kt 3 +, &c. Black should have played to get his King to Q R sq, there was little safety for him anywhere else

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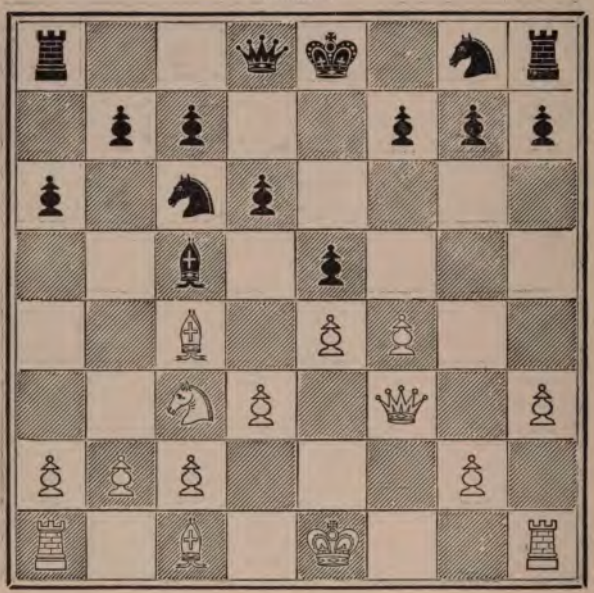

WHITE.

Black wrongly seeks material gain at the expense of development in a *Gambit Refused*:—

1	Kt—Q 5?	6 Q × Kt P	K—Q 2
2 Q—Kt 3!	Kt × P +	7 R × Kt	K—B sq
3 K—Q sq	Kt × R	8 R × P	B—Q 3
4 P × P	P × P	9 B—K Kt 5	Q—K sq
5 R—B sq	Kt—B 3	10 Kt—Q 5	R—K Kt sq, and

White mates in three moves.

The position was in favour of White, but 1 . . . . Kt—Q 5 gave him an opportunity of still further increasing his advantage. After that, Black's game was not to be saved.

WHITE.

BLACK.

Black wins:—

1	Kt × P!
2 R × P	K—Kt sq
3 Kt—K 5	Q—Kt 4
4 Kt—Q B 3	B × P!
5 B—Kt 2	Kt—Kt 5 + !
6 K—B sq	Q × Kt! and White is hopeless.

Extraordinarily brilliant play in an extraordinary position. The obvious 4 . . . . Q × P would lose the game. *E.g.*, 4 . . . . Q × P; 5 Kt—B 6 +, K—B sq; 6 R—R 8 +, K—Q 2; 7 R × R +, K × Kt; 8 R × B +, P × R (best); 9 Q—K 4 +, White coming out a Piece ahead, at least. A masterly combination in every respect. Won by W. H. K. Pollock.

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WHITE.

A *King's Knight's Opening* :—

1	P—R 6
2 P—Kt 3	Kt—Kt 7?
3 Q × R P	Kt × Kt
4 B—B 6!	P × B
5 Q—R 6 + !	K—Kt sq

7 B—R 7 +, and mate in three moves.

Black's error was in over-pressing his attack. He should have attended to his own safety first.—1 . . . . Kt—Kt sq, &c.

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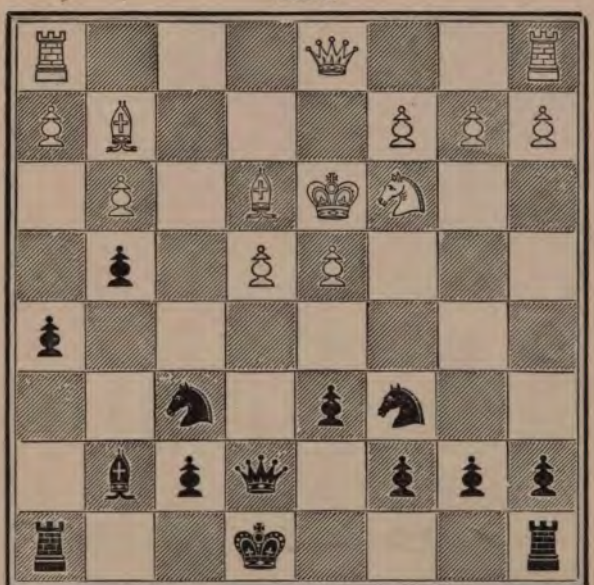

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A *Steinitz Gambit*, which White should have won —

1 Kt—Q 5!	Kt × Kt	7 K × P	Q—Kt 2+!
2 P × Kt	Kt—Kt 5+	8 K—R 4!	Q—Q 2+
3 K—B 4!	P—Q B 4	9 K—R 3	Q—Kt 4
4 P × P	P × P	10 Q—K sq+	K—Q 2
5 B × P!	P—Kt 4+	11 Q—K 7+	K—B sq
6 K × Kt	P—R 4+	12 P—Kt 3?	B—B 6! and

White cannot avoid mate because of the impending .... Q—Kt 5+. If P—Kt 4, of course .... P × P+, and Rook mates. Either 12 R—Q Kt sq, or 12 P—B 3, would have won for White. As may be noticed, 8 K—B 4? would lose, on the merits of the position. 8 K—B 4?, Q—R 3+; 9 K—Kt 3, Q—Kt 4+, and mates in two moves.

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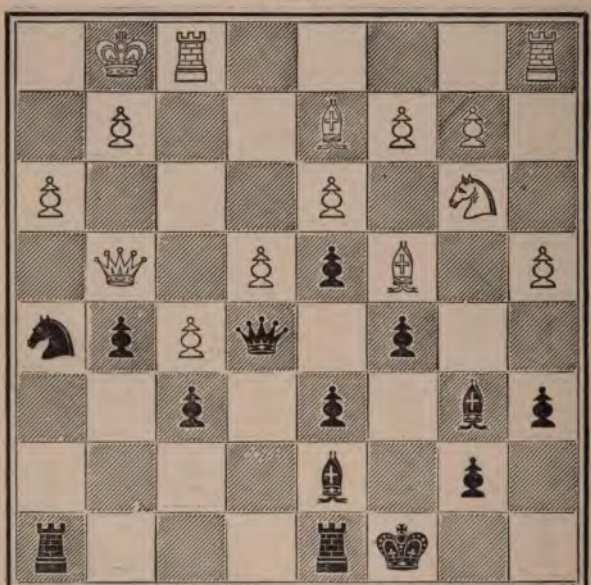

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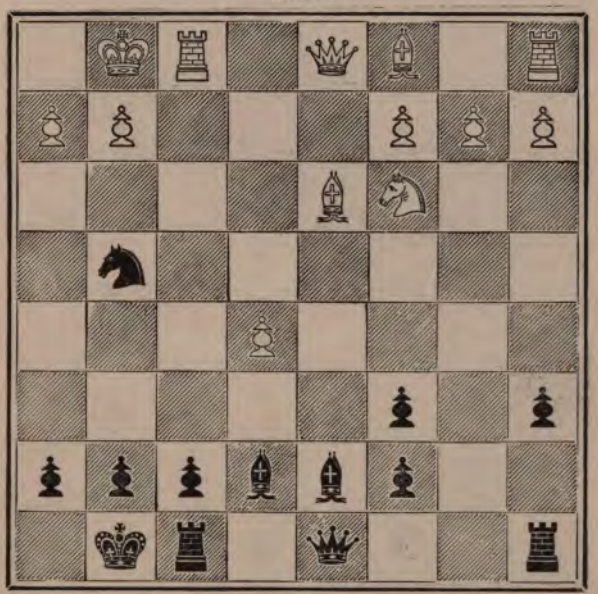
In this position, from a *Lopez*, White underrates the force of the attack, and at the same time wrongly meets it:—

1 B—B 7	Kt—Kt 6	8 Kt—R 5?	P—B 6!
2 R—B 3?	Kt—K 7+!	9 P × P	B × Kt
3 K—B 2	R—R 5	10 P × P	B × B
4 Q × R	P × Q	11 K × B	P × P
5 K × Kt	Q—K 2	12 P × P	Q—Kt 5+
6 B—Kt 6?	P—Q 4!	13 K—Q 3	B—Kt 4+!
7 R—B 4	P—B 5		and wins.

White's first move of the Bishop merely helped on his opponent's game, and his placing it at Kt 6 allowed the important .... P—Q 4. When attacked by Knight the Rook should have left the file, to make way for the Queen, and also for the King to come out at B 2 in case of necessity—because Black threatened to double on the Rook file, and push on .... P—Kt 5. Finally, 8 Kt—R 5 in reality put a Piece *en prise*, and left him with a surely losing game.

WHITE.



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A *Ruy Lopez* :—

1 Q—K 2?	B—B 4+	7 B—B 5	Q R—Q sq!
2 K—R sq	Q—R 5	8 B × B	R × B
3 P—K Kt 3	Q—R 6?	9 P—K R 3?	R—Q 8!
4 Kt—K 4	B—Kt 3	10 B—K 3	R × Q R
5 Kt—Kt 5	Q—R 4	11 R × R	B × B
6 B × P+	K—R sq	12 K—Kt 2	Q × Kt,

winning a Piece and the game.

White erred in not playing 1 Q—K sq, preventing 2 . . . . Q—R 5; and Black should have gone 3 . . . . Q—R 4, so as not to lose the Pawn. After gaining the Pawn and exchanging Bishops, 9 B—B 4 would have been a good and safe move; but White overlooked the extremely ingenious 9 . . . . R—Q 8! which left him without any practical resource; as if then Q (or R) × R, the Knight's check would be of course decisive.

WHITE.

BLACK.

A French Defence, which Black wins by availing himself of the confined and unsupported condition of his opponent's Rook:—

1	Kt × Q P!
2 Q—Q 2	Kt—B 3
3 Kt—B 3	B—B 4
4 B—B 2	R—Kt 2
5 R—Kt sq	Q—R 4
6 Kt × B P	P × Kt
7 Q × P +	R—Q 2!
8 Q × P	B—B 2
9 Q—K 2	Q × B P
10 B—Kt 2	Q—B 5
11 B × P	Q × B P!, and wins.

6 Kt × P was of course a desperate attempt to divert the attack. If 2 P × Kt, Q × P, &c., the loss in material would also be ruinous.

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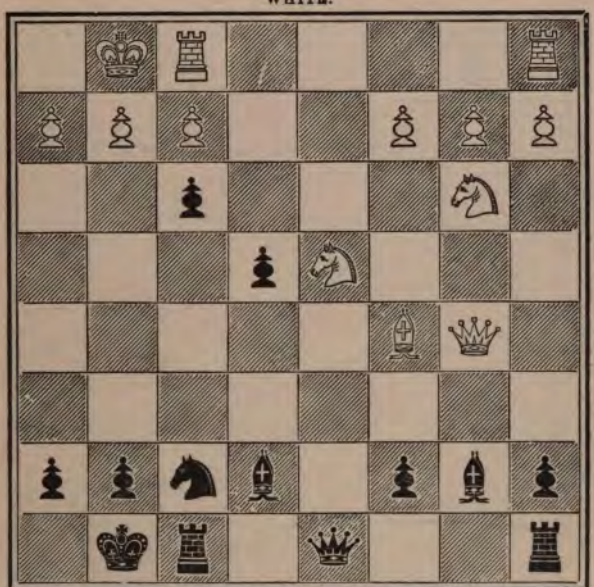

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1	Q—B sq !	8 K—B 3	Q—R 6 +
2 K R—Q sq ?	B—R 3	9 K—K 4	B—Kt 2 +
3 Q—R 4	Kt—Kt 4 !	10 K—Q 4	Kt—K 3 +
4 Kt × P !	P × Kt	11 K—B 4	R—B 5 +
5 R—Q 7	P × P !	12 Kt—Q 4	Kt × B
6 R × B	Kt—R 6 +	13 K × Kt	Q—R 4 +
7 K × P	Kt—B 5 +	14 K—B 4	R × Kt +, and wins the Queen.

A fine finish to a *Ruy Lopez*. White should have played 2 K R—K sq, but the attack upon his King was very strong. Examination shows 6 B × B to be no better than the move made, as after checking with Knight at R 6, the Queen would come in with deadly effect at Kt 2. Won by Zukertort, London, 1883.

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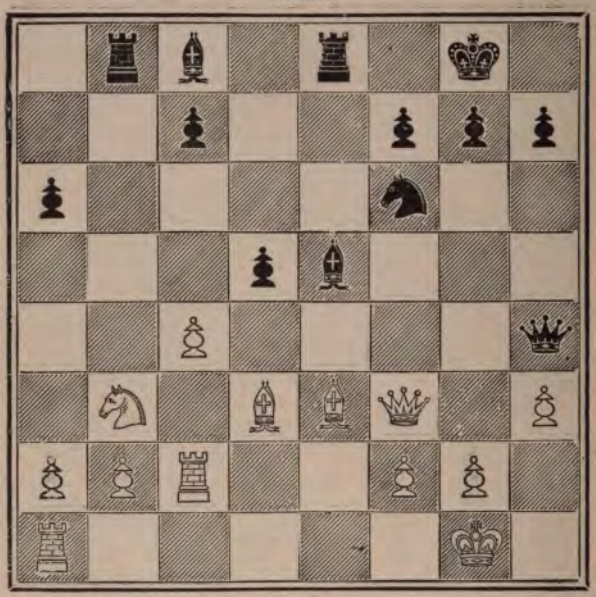

WHITE.

Black makes a losing combination in a *Ruy Lopez*:—

1	R—Kt 5?	9 Q—B 5+	K—Kt sq
2 P×P!	B—Kt 5	10 Q×Kt	R—Kt sq
3 P×B	Q—R 7+	11 P—Kt 6!	Q—R 8
4 K—B sq	R×Kt	12 Q×P+	K—R sq
5 P×R	Q—R 8+	13 Q—B 5	B—Q 3
6 K—K 2	Q×R	14 R—B sq	Q—R 7!
7 P—Kt 5	Kt—Q 2	15 R—B 4!	R—K B sq
8 B×P+!	K×B	16 Q—Kt 5, and presently, must win.	R—R 4, &c.,

Black's whole scheme was bad in every way; as, in the result of it, both force and position came against him.

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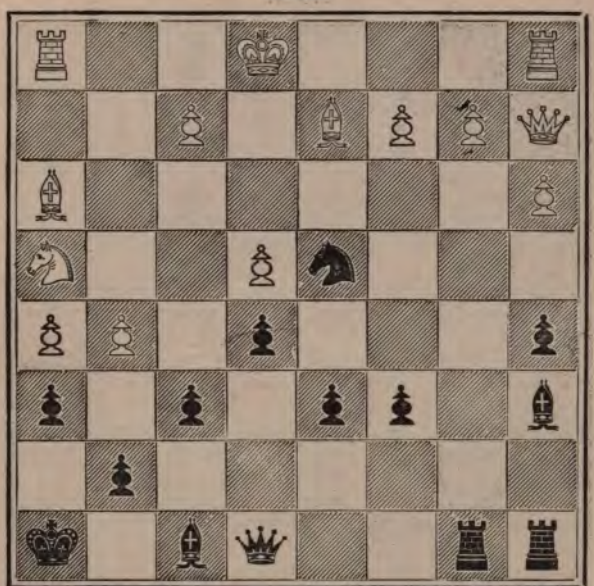

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Attack and counter attack in a *Sicilian* :—

1 Kt—Kt 6 +	K—R 2	8 R—R 3 ?	B × B !
2 Castles ?	P—Q 4	9 R × B	R (B sq)—B sq
3 P × Q P	P × Q P	10 R—Q 3	Q—Kt 4 !
4 B—B sq	Q—R 5 !	11 K—Kt sq	R × P
5 Kt × B +	R × Kt	12 Q × R	Kt × Q
6 P—Kt 3	Q—B 3	13 K × Kt	R—B sq + and
7 P—Kt 6 +	K—R sq		wins.

Here White's attack is not so real as it looks at first sight, while his difficulties as to Castling, and from the hostile Knight, are substantial enough. Perhaps he should have got rid of that Knight, even at the cost of a Pawn and the exchange, in order to post his Bishop at K B 5, thus playing for attack at all hazards. The temporising 2 Castles had no good in it; and 8 R—R 3 ?, instead of 8 B—K 3, was somewhat misjudged.

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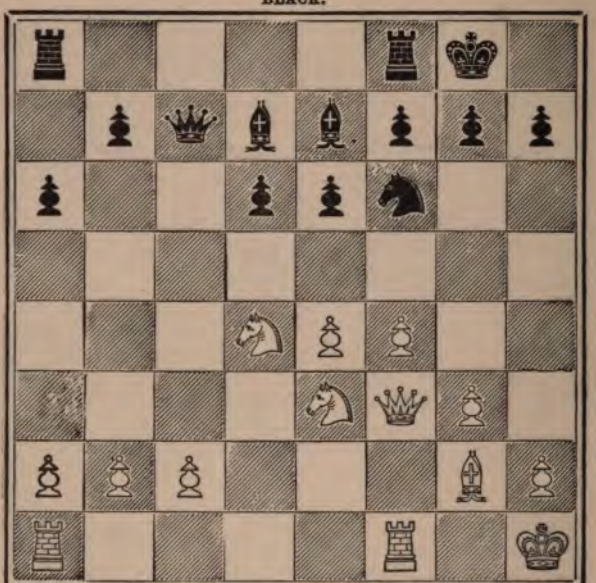

WHITE.

A *Sicilian* :—

1 P—K Kt 4	Q—Kt 3 ?	7 P—B 6	P × P
2 Q R—Q sq !	Q × P	8 P × P	R—K Kt sq
3 P—Kt 5	Kt—K sq	9 Q—R 4	B—B sq
4 Q—Kt 3	R—B sq	10 Kt—B 3 !	P—R 3
5 P—B 5	K—R sq	11 Kt—B 4	Q × R P
6 B—R 3 !	Kt—B 2	12 Kt × P, and wins.	

Black is so tied up as to be quite helpless. He has no good means of preventing Kt × P +, &c., with mate or decisive loss of material following. It was a great error to play for a Pawn in such a position, leaving his Bishops unsupported, and in full view of the formidable advance against his King. 1 . . . . P—K 4 would have been much better, though even with that he would have had the inferior game.

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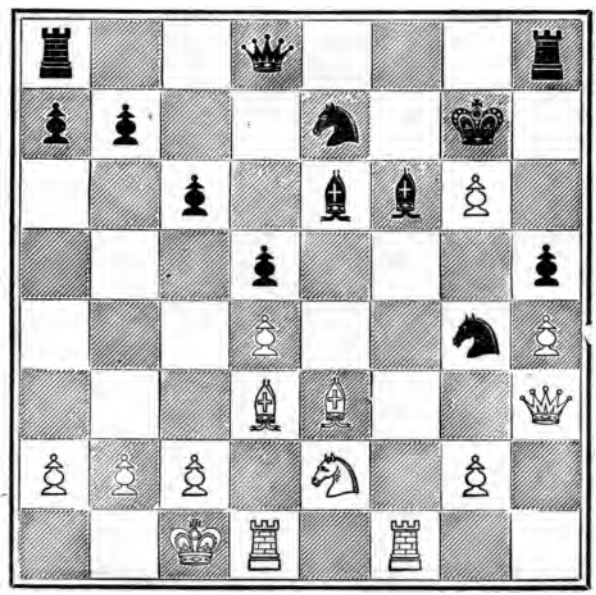

WHITE.

1 R × B !	K × R
2 B—Kt 5 +	K—Kt 2
3 Kt—B 4	B—Q 2
4 R—K sq	Kt—B 3
5 Kt—K 6 +	B × Kt
6 B × Kt + !	K × B
7 Q × B +	K—Kt 2
8 Q—B 7 +	K—R 3
9 P—Kt 7, winning.	

There is no delaying the mate beyond two or three moves. A *French*—in which the defence should have fared better; a previous sacrifice on White's part being hardly sound.

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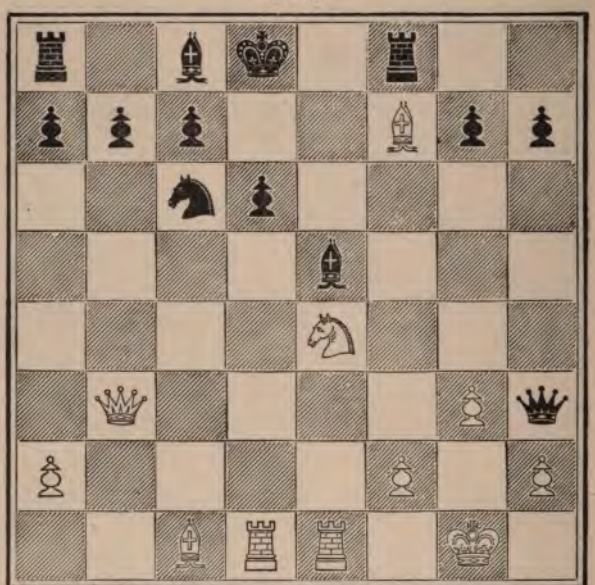

WHITE.

From a badly defended *Evans*—White wins:—

1 B—Kt 5 +	Kt—K 2
2 Kt × P	B × Kt
3 B × Kt +	K—Q 2
4 R × B + !	P × R
5 Q—Kt 5 +	K—B 2
6 R—B sq +	K—Kt sq
7 B × P, mate.	

Black's position was quite untenable. A brilliant though simple combination.

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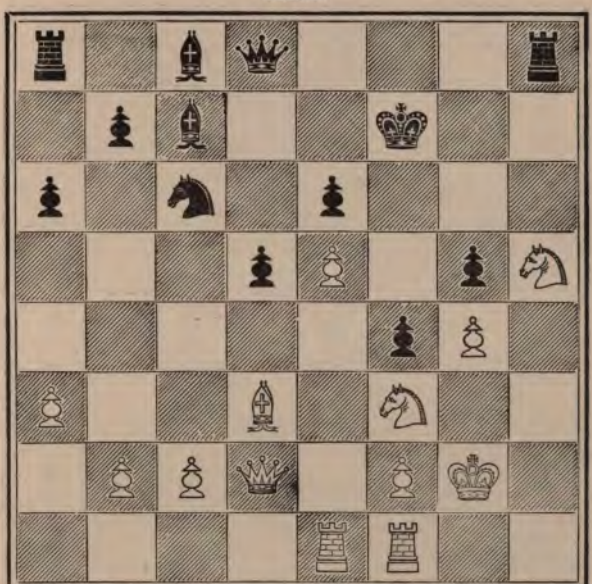

WHITE.

White has the advantage, in a *French*, from the greater safety of his King, and the lack in development of adverse force:—

1 R—K R sq !	B—Q 2
2 Kt × B P !	Kt × P
3 R × R	Q × R
4 Kt × P + !	K—B 3
5 R—K R sq	Q—K Kt sq
6 R—R 6 +	K—K 2 !
7 Q—Kt 4 +	B—Q 3
8 Kt × P + ! and wins.	

If 7 . . . . K moves, then 8 Kt (B 4) × K P, with or without check, winning by superior force and position. Black could hardly do better, other ways leading to decisive loss of material, or actual mate.

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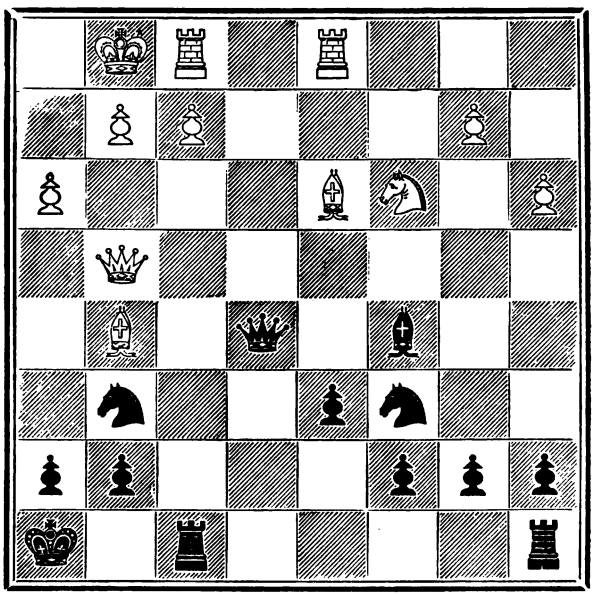

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Specimen of the vigorous style of Baron von Heydebrand und der Lasa, the leading German writer on Chess, and chief of the "Seven Stars of Berlin," mentioned further on (p. 297). Others of this historic constellation were, Hanstein, Horwitz, Mayet, and von Bilguer (projector of the *Handbuch*)—with one more, whose name being at this time in doubt cannot here be set down:—

1	Kt—B 5	7 Q × P	B × P + !
2 B—K 4	Kt—Q 5	8 Q × B	Kt × P +
3 Q R—K sq	Kt (Q 5)—K 3	9 P × Kt	R × Q
4 B—R 4	P—K R 4	10 R × Q	R × R +
5 Q—Kt 3	P—K Kt 4 !	11 K × R	R— B sq +, and
6 B × Q Kt P	P × B		wins in the ending.

The Bishop Pawn is White's weak point. If 2 R—K sq, then 2 . . . . B × P +, &c.; or if 2 B × Kt, R × B; 3 Q—Kt 3, R × P, &c., Black would have a winning advantage. The opening seems to have been a *Scotch*, or some variation of the *Giuoco Piano*.

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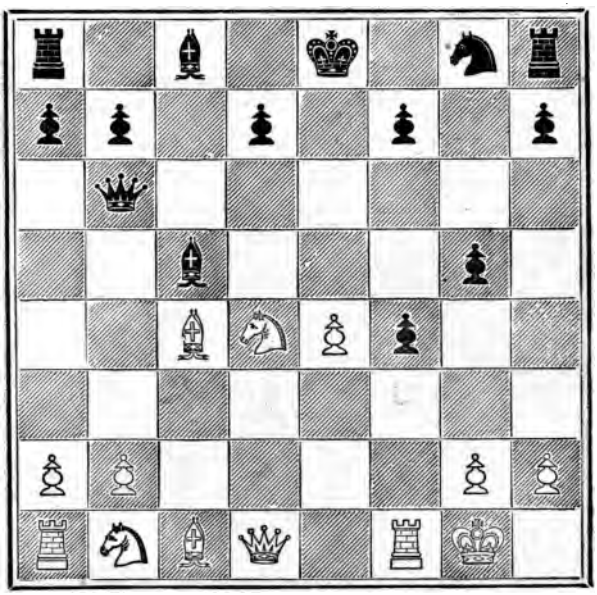

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An unusual sort of *Sicilian Defence*, Cochrane v. Staunton. The latter named great player thus goes under to his brilliant antagonist:—

1 K—R sq	B × Kt	7 Q × P +	K—Q sq
2 Kt—B 3	B × Kt	8 B—R 3	R—K sq
3 P × B	Kt—K 2	9 R—Q sq	B—K 7
4 P—Kt 3	P—Q 4	10 B—B 6 + !	B × R
5 B × Q P	B—R 6	11 Q × R +, and mate in three moves.	
6 Q—R 5 !	B × R		

After 6 Q—R 5 ! Black's case is a hard one. Probably, 7 . . . . K—Q 2, to get the other Rook to K sq would be better, or at least no worse, than 7 . . . . K—Q sq; but, even then, 7 Q × P +, K—Q 2; 8 B—R 3, R (Q R sq)—K sq; 9 B—K 6 + !, K—B 2 (if he takes, 10 R—Q sq +, &c.); 10 B × Kt, &c., would no doubt win for White.

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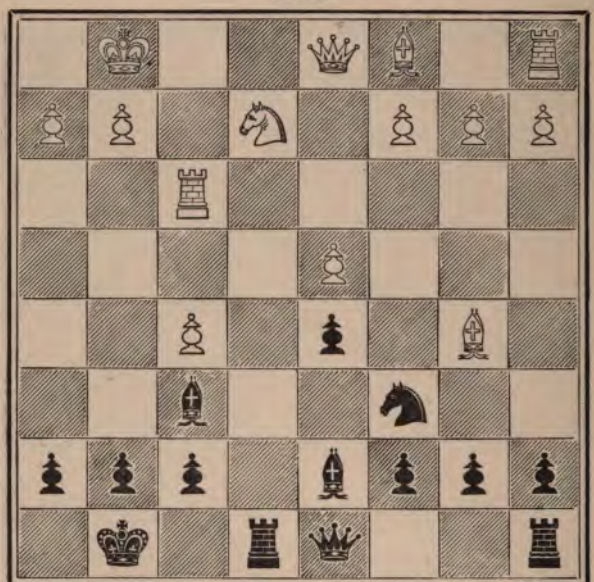

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Four Knights Game, in which White sacrifices a Pawn for attack which is unsound:—

1 P—B 3?	Kt × P!	6 Q—K Kt 4	Q—Q 2
2 Kt × Kt	B × Kt +	7 P—K R 3	Q R—K sq
3 Q × B	B × B	8 P—Kt 3	K—R sq
4 B—R 6	P—K B 3!	9 B—B sq?	R—K 5
5 R—Kt 3	R—K 2	10 Q—B 3	R—K 8 +
		11 K—R 2	R—B 8! and

will double on the eighth rank, winning without trouble.

At first, probably, White thought he could play 6 Q × B P, not seeing, for the moment, that that would lose through 6 . . . . R—K 8 +, &c. This, apparently, was the fallacy involved in giving up the Pawn.

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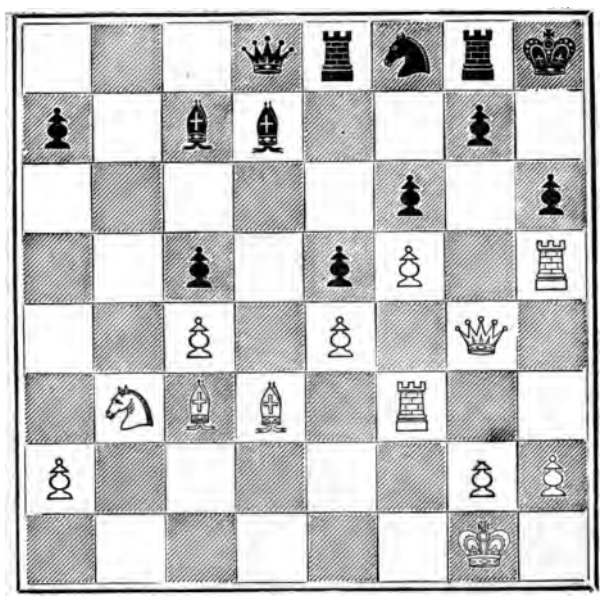

WHITE.

Black, in a *Queen Pawn Opening*, has an uncomfortably crowded position, and is rather too much on the defensive. White must win, provided he can break up the game:—

1 R (B 3)—R 3!	Kt—R 2	7 B × Kt	P × B
2 B—Q 2	B—Q 3	8 R × Kt P!	K—R
3 B—K 3	Q—K 2	9 Kt—Kt 6	B × Kt
4 Kt—Q 2!	R (K)—K B sq	10 R × B	R—Q sq
5 Kt—B 3	B—K sq	11 Q—R 5	Q—B sq
6 Kt—R 4!	Kt—Kt 4	12 P—B 6! and Black has no resource.	

The concentration of the White forces, especially the oncoming of the Knight, is exemplary in the highest degree.

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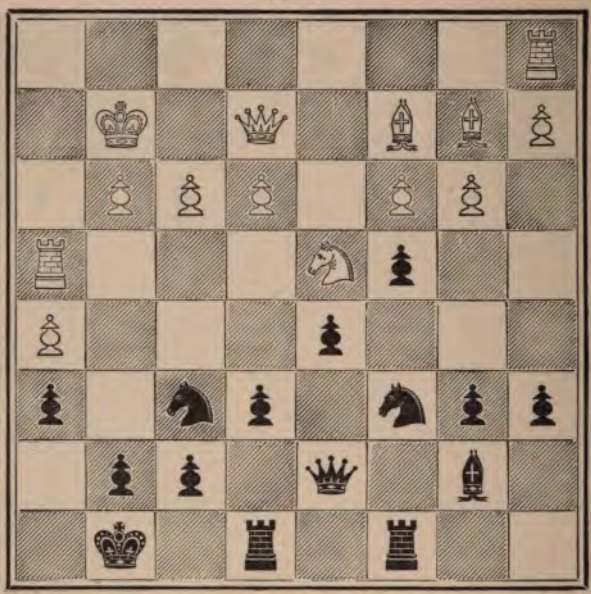

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From a *Queen Pawn Opening*; Black won:—

1	P—K 4!	8 B—Q 6	P × P
2 B—B 5	Kt × Kt	9 R—R 4	R—B 7+
3 B × Q	Kt × Q	10 K—R 3	P—Q Kt 4
4 B × Q R	R × B	11 R—R 3	Kt—Kt 3
5 R—K sq	Kt × B P	12 B—Kt 4	Kt—B 5
6 B × Kt	P × P	13 R—B 3?	R—Q Kt 7 and
7 B × P	Kt—Q 2		wins.

White, being a Pawn behind, could hardly do better than try for the exchange, which Black offered in anticipation of the threatened attack upon his King. Also, White had to be careful, else the Knight at K 7 would have escaped, through 6 . . . . P—Q 5, &c. The Bishop could not retreat at move 8, except to Q 4, obstructing the Rook. At the last move or so, perhaps, he might have done better; but by that time Black had too many Pawns.

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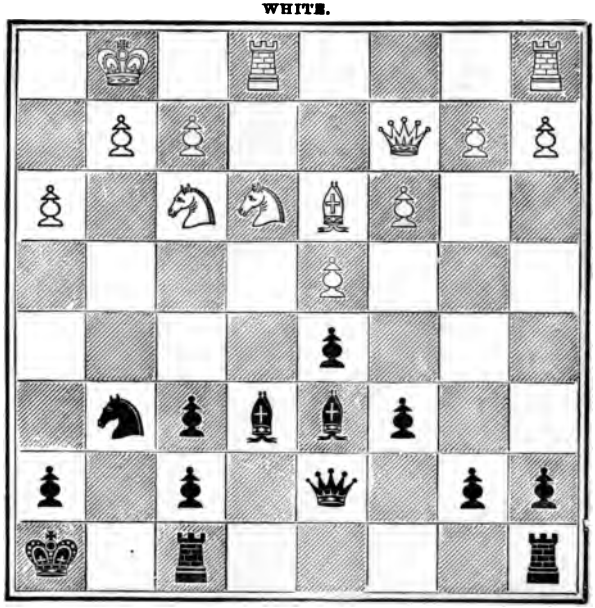

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From a *French Defence*:—

1	R—K Kt sq !
2 P—K R 4 ?	Kt—B 5 !
3 B—B sq	B—K Kt 5
4 Kt × B	Q × Kt
5 Kt—R 2	Kt—R 6 +
6 K—R sq	Q—B 5 ! winning.

Clearly, to P—K Kt 3 or Kt—B 3, the reply . . . . Kt × P + or . . . . Q × Kt ! is decisive. The open file, with the excellent action of his Bishops, was much in favour of Black; still, had White not been as it were unconscious of his danger, he would hardly have ventured upon the feeble 2 P—K R 4, which left him almost without possibility of a remedy. 2 B—B 5 would have been considerably stronger.

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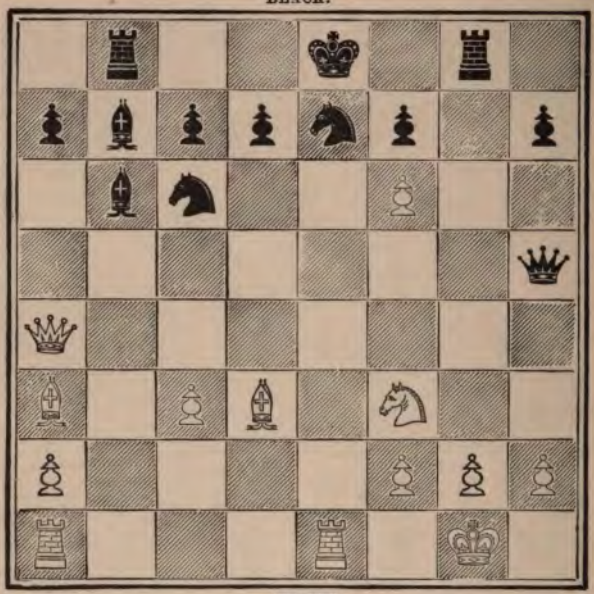

WHITE.

Celebrated position from an *Evans Gambit* (Anderssen v. Dufresne). Won by the first named player as follows :—

1 Q R—Q sq !	Q × Kt
2 R × Kt + !	Kt × R
3 Q × P + !	K × Q
4 B—B 5 + !	K—K sq !
5 B—Q 7 +	K moves
6 B × Kt, mate.	

In this case, analysis fully proves that White's game is a winning one, and certainly the beauty of his play is very striking; especially that of the move Q R—Q sq, to which all the subsequent movement, however brilliant, is subordinate. For example, if 2 . . . . K—Q sq, then 3 R × P + ! K—B sq; 4 R—Q 8 + ! Kt × R; 5 Q—Q 7 + ! K × Q; 6 B—B 5 + ! and 7 Bishop mates. All turns upon the discovered check ; or Black may lose by losing his Queen.

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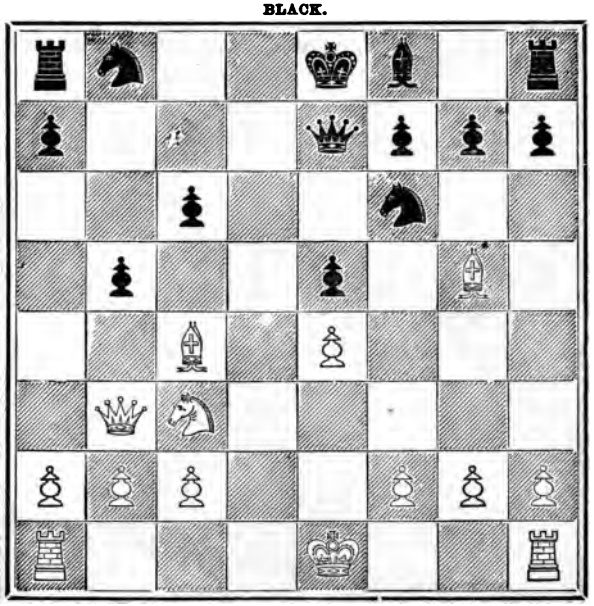

WHITE.

From a *Philidor's Defence* indifferently opened by Black (the Duke of Brunswick and Count Isouard consulting). White (Morphy) brought the contest to a close in this extraordinarily brilliant fashion:—

1 Kt × P !	P × Kt
2 B × Kt P +	Q Kt—Q 2
3 Castles Q R	R—Q sq
4 R × Kt !	R × R
5 R—Q sq	Q—K 3
6 B × R +	Kt × B
7 Q—Kt 8 + !	Kt × Q
8 R—Q 8, mate !	

Played in the Duke's box, during the performance of "The Barber of Seville," at the Italian Opera House, Paris, 1858. A gem of the first water.

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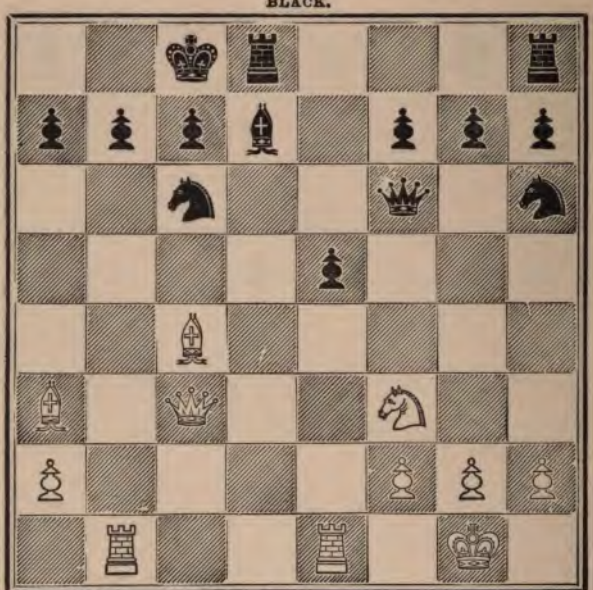

WHITE.

An *Evans*, in which Black has just Castled. White (Morphy) wins thus :—

1 B—R 6!	Kt—R 4 ?	6 R × P +	K—K sq
2 K R—Q B sq	B—B 3	7 Q—B 6 +	Q—Q 2
3 Q × Kt	P × B	8 R—Kt 8!	Q × Q
4 Q × R P +	K—Q 2	9 R—K 7 +	K—B sq
5 R × B!	Q—B 4	10 R × R +, and mates next move.	

Black should have taken the Bishop immediately. Then 2 Q—Kt 3, B—Kt 5, &c., would not be nearly so bad.

Dr. Lange remarks upon the exceeding richness, in more or less brilliant terminations, of Morphy's games, as compared with those of any other master.

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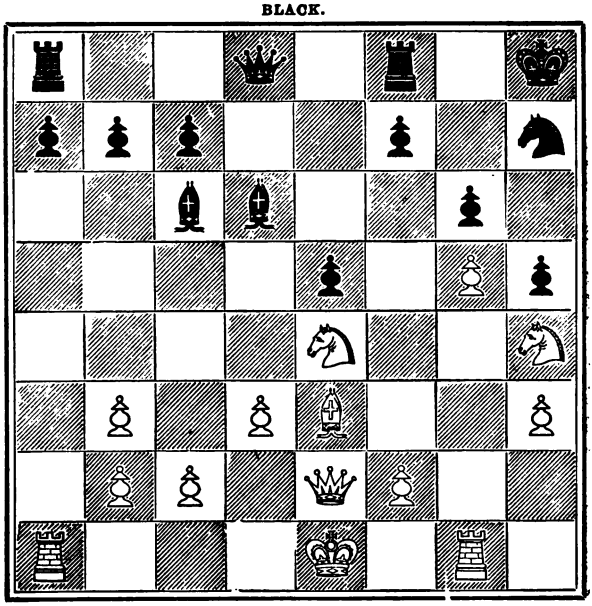

WHITE.

Russian Defence.—White (Morphy) wins:—

1 P—K B 4!	P × P?	7 P—K 5!	B × P
2 B—Q 4 +	K—Kt sq	8 B × B	Q × B
3 Kt—B 5!	R—K sq	9 R—Q 7!	Q—Kt 2
4 Kt—R 6 +	K—B sq	10 Q—B 4	R—K 2
5 Castles	B × Kt	11 R × R	K × R
6 P × B	Q—K 2	12 R—K sq +	Resigns.

A beautiful termination. Instead of 1 . . . . P × P? Black should perhaps have played 1 . . . . B × Kt. Afterwards he could take neither of the Knights without losing forthwith. But 9 . . . . Q—Kt 2 rendered his position hopeless. The best move then was 9 . . . . Kt × P. Then, if we suppose 10 R × Kt, Q—B 3; 11 Q × P! P—B 6!; 12 R × Kt P! P × R; 13 Q—Q 5, R—K 8 + ; 14 K—Q 2, Q—B 5 + ! &c., Black might win.

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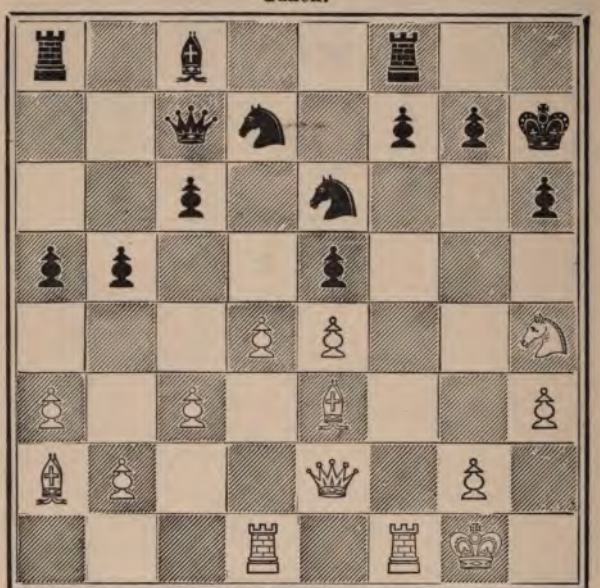

WHITE.

Critical stage in a *Vienna Game*, Falkbeer *v.* Löwenthal, Birmingham Tournament, 1858. Saying nothing of the looseness of his Pawns, the faulty action of Black's minor Pieces, obstructing Queen and Rooks, the open file, with impending Q—R 5, Kt—B 5, &c., may well be considered. The superior bearing of White's forces, generally, is pretty evident, and, altogether, the position is one of those in which a rush attack upon the King so often proves successful :—

1	Kt—B 3	6 Q—Kt 4 +	K—R 2 !
2 B × P !	K × B	7 Q—R 5 +	K—Kt sq
3 R × Kt +	P × R	8 Q—Kt 6 +	K—R sq
4 K—B 5 +	K—Kt 3	9 Q—R 6 +	K—Kt sq
5 B × Kt !	P × B	10 R—Q 3, and wins.	

Continued, 11 . . . . P × P ; 12 P—K 5, P × Kt ; 13 R—Kt 3 +, &c., gain of Black Queen being virtually decisive. This shows the risk in 1 . . . . Kt—B 3 ; but, then, any other move would probably have lost as surely, if more slowly.

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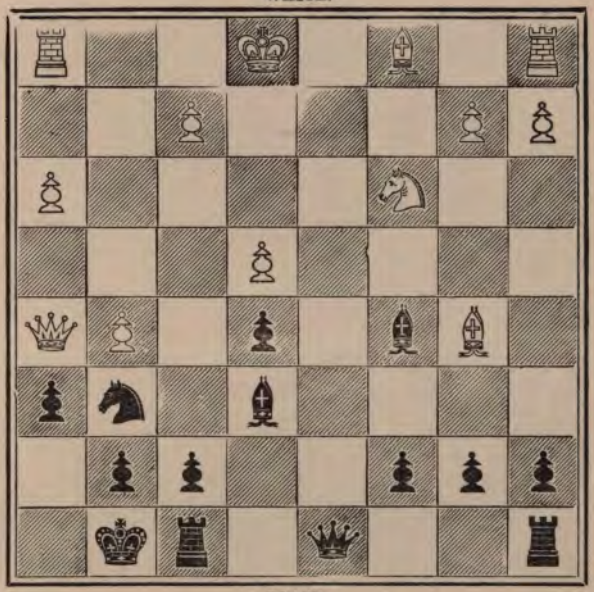

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White has made a premature attack, in a *Scotch Gambit*, and Black (Morphy) wins as follows:—

1 . . . . Q—Q 5!; 2 B—K 3, Q—Kt 5; 3 B × B, Q × Kt P!; 4 Castles, Q × Kt; 5 B × R, R × B; 6 Q R—B sq, Q—Kt 7; 7 B—B 4, Kt—B 5!; 8 Q—Q sq, Kt × P+; 9 K—Kt 2, Kt—B 5+; 10 K—R sq, Q—Kt 3; 11 P × P, B × B; 12 P—R 7+, K × P; 13 Q—Kt 4, Q—R 3+; 14 K—Kt sq, B × R; 15 R × B, R—Q sq; 16 P—R 4, R—Q 3; 17 P—B 3, R—K Kt 3; 18 K—B 2, and Black mates in three moves.

Perhaps White should have Castled Q R, instead of going for the exchange; as afterwards . . . . Kt—B 5 proves deadly. If 8 Q—R 4, then 8 . . . . P × P; 9 Q—Kt 3, B × B, threatening . . . . Kt—K 7+, &c. In every case the position seems to be lost for White.

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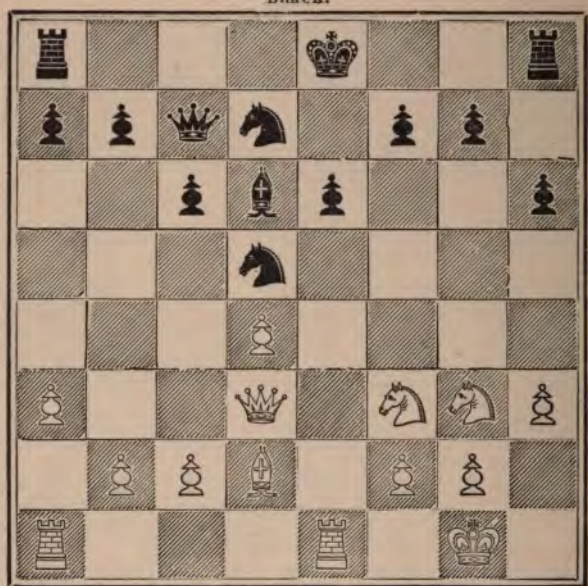

WHITE.

From a *Centre Counter Gambit* (1 P—K 4, P—Q 4, &c.):—

1 Kt—B 5	Castles Q R	9 Kt—K 5	Kt—R 4?
2 Kt × B + !	Q × Kt	10 P—Q 5!	K P × P
3 P—B 4	Kt—B 5	11 P × P	K R—K sq
4 B × Kt	Q × B	12 P × P!	Q × Kt
5 Q—K 4	Q—Q 3	13 Q × Q	R × Q
6 P—Q Kt 4	Kt—B 3	14 P × P +	K × P
7 Q—K 3	K R—B sq	15 R × R, and White won.	
8 K R—Q sq	P—K Kt 4		

Black's 9 . . . . Kt—R 4? was an error; he ought to have played 9 . . . . Kt—Q 2. Then the attack upon his Rook Pawn, incident to P—Q 5, would be infeasible or ineffective. If 11 . . . . Q R—K sq; 12 Kt—B 4! Q—Kt sq; 13 Q—K B 3, Kt—B 5; 14 P × P, &c., White would also have a winning game.

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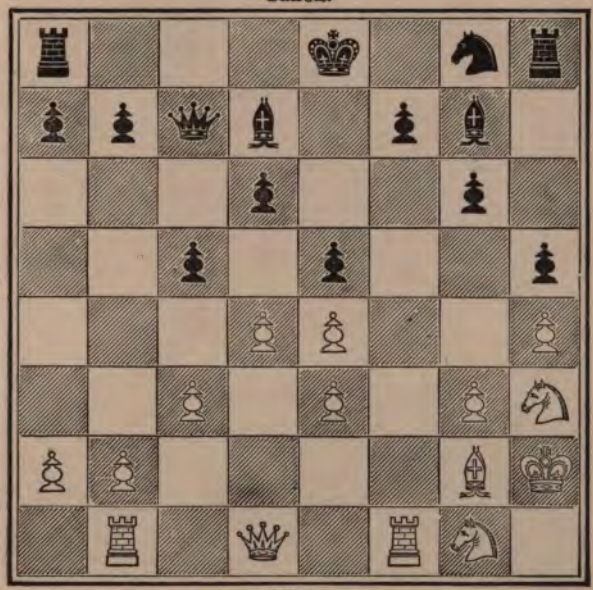

WHITE.

This was a *Sicilian Defence*, won by White as follows:—

1 Kt—Kt 5, P—B 3; 2 P × K P, P × Kt; 3 P × Q P, Q—Kt 3; 4 Q—Q 5, Castles; 5 P—Q Kt 4, Kt—B 3; 6 Q × P +, Q × Q; 7 P × Q, P × P ?; 8 P—K 5! Kt—Kt 5 +; 9 K—R sq, B—Q B 3; 10 B × B, P × B; 11 R—B 7! R—Q 2; 12 R × R, K × R; 13 R—Kt 7 +, K—K 3; 14 R × B, R—Q Kt sq; 15 R—K 7 +, K—B 4; 16 P—Q 7! P × P; 17 R—K 8, R—Kt 7; 18 Kt—K 2! P—Kt 7 +; 19 K—Kt sq, R—Kt 8 +; 20 K × P, Kt × P +; 21 K—B 3, and wins.

Black plays a little too confidently after taking the Piece, the sacrifice of which is hardly sound. The attack on the Queen Knight Pawn should have been warded off by 7 . . . . B—Q B 3. Then the chances of winning would be largely in favour of the superior force.

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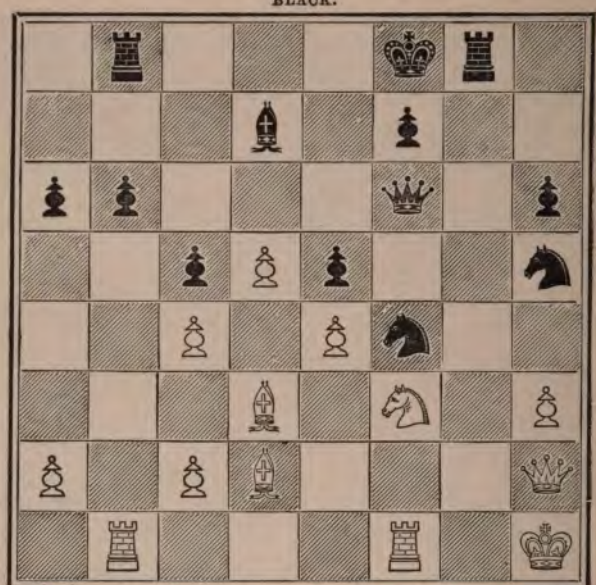

WHITE.

A *Russian Defence*, in which White has the advantage, but misses and draws :—

1 Kt × P !	Q × Kt	8 K—R 2	P—Kt 4 !
2 B × Kt	Kt × B	9 R—Kt sq	Q R—Kt sq
3 Q × Kt	Q × Q	10 P—Q 6 +	K—Q 2
4 R × Q	B × P	11 P × P	P × P
5 P—K 5 !	K—K 2	12 B × P +	B—B 3, and
6 R—B 6	R—Kt 4	White can do no more	
7 R × R P ?	B—Kt 7 +	than draw.	

After the exchange of Bishops, the advanced Pawns cannot be maintained; and, though he may eventually remain a Pawn ahead, it will not be enough to win. The failure was in 7 R × R P ? ; 7 R × Kt P would have given him a winning game.

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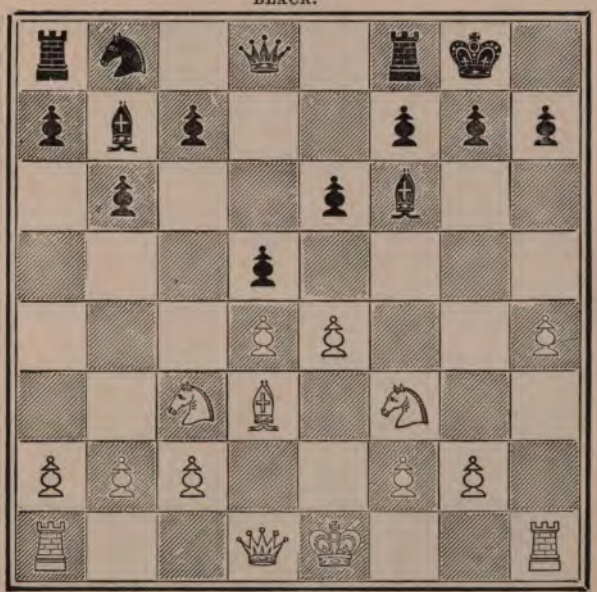

WHITE.

Black, in a *French*, has just played. . . . . B—Kt 2 (a weak move in comparison with . . . . P—K R 3 or . . . . B—R 3) and loses thus —

1 P—K 5	B—K 2	8 Q—Kt 4 !	R × R +
2 B × P + !	K × B	9 K—Q 2	P × P
3 Kt—Kt 5 +	K—Kt 3	10 Q—Kt 6 +	K—K 2
4 Kt—K 2 !	B × Kt	11 Q—Kt 7 +	K—K sq
5 P × B	P—K B 4	12 Q—Kt 8 +	K—K 2
6 Kt P × P *e.p.*	R—R sq	13 Q × P +	K—B sq
7 Kt—B 4 +	K—B 2	14 R × R	B—B sq

White mates in four moves.

All very beautiful and perfectly sound. Close examination will show Black to have a lost game however his play may be varied from that in the text.

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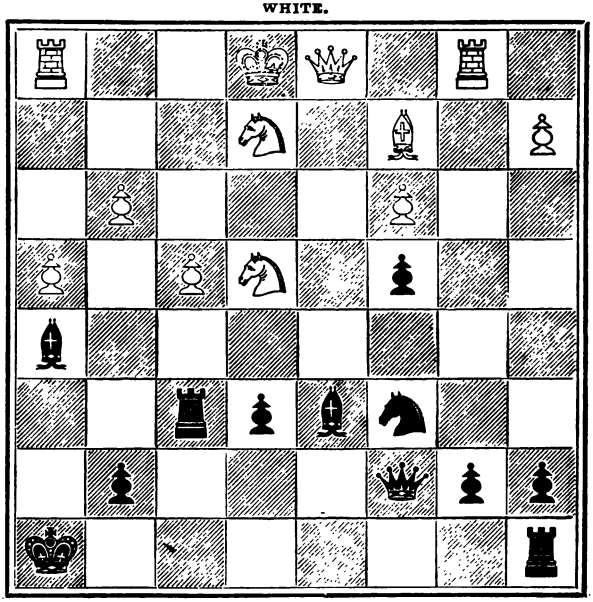

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From a *French Defence.* Black wins:—

1	R—Q sq !	8 P—Kt 4	P × Kt
2 Kt × R	P × Kt	9 P × B	P × R=Q +
3 Q—B sq !	B—B 4	10 K × Q	R—Q 6
4 P—B 5	Q—Kt 2	11 Q—Kt 8 +	Q—Kt sq
5 Q—B 4	Kt—K 4	12 R × P	R—Q sq
6 R—K B sq	Kt—Q 6 +	13 Q—R 2	Q—Kt 5, &c.
7 B × Kt	P × B		winning.

White could not get his King into safety, nor does it appear that he had any better defence. 1 . . . . R—Q sq menaced his Queen, and when that danger had passed his King's position was beyond remedy. Black might also have won by 10 . . . . Q—Kt 8 + and 11 . . . . Q × R, perpetual check being out of the question.

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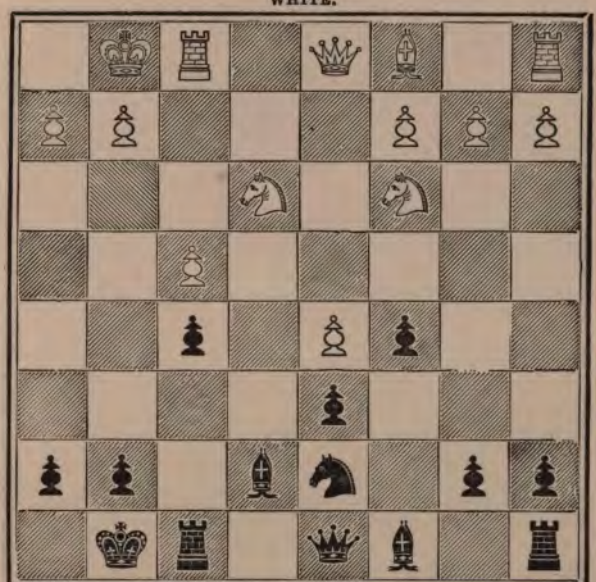

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From a *Ruy Lopez* :—

1 P—Q Kt 3?	B—B 3!	9 Q—B 2	B—Kt 3
2 B—Kt 2	B—Q 5	10 P—Q Kt 4	K R—K sq
3 Q—Q 3	Q—B 3	11 Q—B 2	B—Kt 2
4 K—R sq	P—Q Kt 4!	12 Q—Kt 3	Q—B 2
5 Q R—Kt sq	B—R 3	13 R—B 3	B × P
6 Q Kt—Q sq	Q R—K sq!	14 B—Q 2	Q R—K 2
7 B—B sq	R—K 5	15 Kt × B	Q × Kt
8 P—B 3	P—B 5	16 B—K 3	Q—Q 6, and wins.

White has no means of avoiding disastrous loss. His move, P—Q Kt 3, was an error of judgment in the strict sense of the expression. The style in which Black takes advantage of it is extremely fine. A model of powerful and ingenious play from beginning to end.

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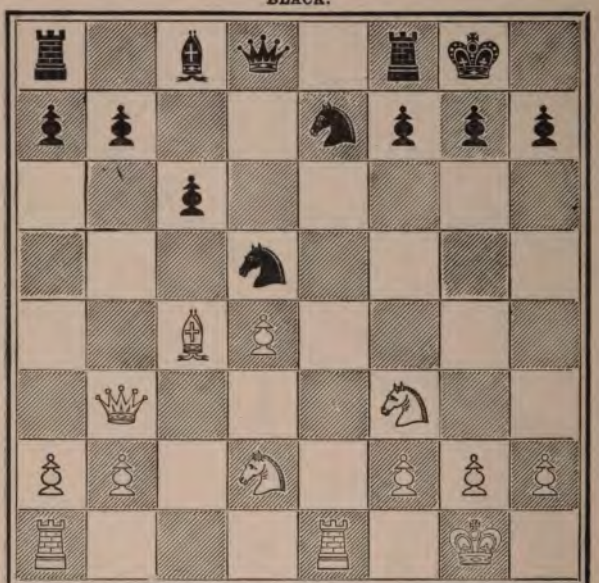

WHITE.

A *Giuoco Piano*:—

1	P—Q R 4	Q—B 2?	9 Kt—R 6+	K—B sq
2	Q R—B sq!	Kt—B 5	10 Q—Kt 8+	K—K 2
3	Kt—Kt 5	Kt(K 2)—Kt 3	11 B × Kt!	P × B
4	R—K 8!	R × R?	12 Q × P+	K—Q sq
5	B × P+	K—R sq	13 Q—B 8+	K—Q 2
6	B × R	Kt—K 7+?	14 Kt—K 4!	Q—Q sq
7	K—R sq	Kt × R	15 Q—Q 6+	K—K sq
8	Kt—B 7+	K—Kt sq	16 Kt—B 6+, and wins.	

Black should have moved 1 . . . . Q—Kt 3. The beautiful offer of the Rook was a surprise. It should, perhaps, have been declined, at the loss of a Pawn, by 4 . . . . B—K 3. But the capture of the second Rook was fatal. 6 . . . . P—K R 3, relieving the King, was imperative.

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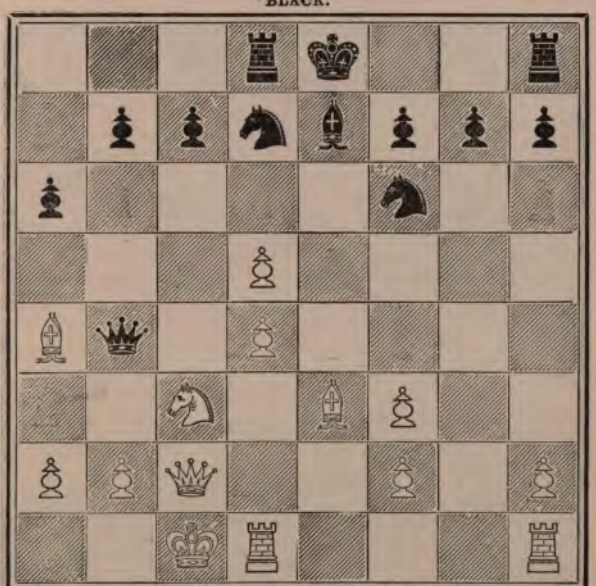

WHITE.

An *Irregular*. Black's Queen is badly placed; and, with the open file and a Pawn against him, he loses speedily:—

1 K R—Kt sq !	P—K Kt 3	8 B × B	Kt × B
2 B—R 6	P—Q Kt 4	9 Kt—K 4	R—Q Kt sq ?
3 B—Kt 3	Kt—Kt 3	10 Kt—B 6 +	K—Q sq
4 K R—K sq	K—Q 2	11 R × Kt !	K × R
5 B—K B 4	R—Q B sq	12 Q × P +	Kt—Q 2
6 P—Q R 3	Q—R 4	13 Q × Q, and wins.	
7 B—Kt 5	Kt—Kt sq		

Castling would hardly do, of course, so there was nothing for it but to try to get the King away, per "wriggle." This failing, there was no remedy. But 9 . . . . R—Q Kt sq rather hastened the catastrophe. If, however, 9 . . . . Kt × P; 10 B × Kt, Kt × B, then 11 Kt—B 5 +, &c., winning the Queen.

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WHITE.

A *French Defence*, in which White (Morphy) has the advantage:—

1 Kt × Kt P !	K × Kt	7 P × B	R × R
2 P × P +	K—B 2	8 R × R	Kt × B P
3 P × P +	K × P	9 B—Kt 6 +	K—Q 2
4 P—B 5 +	K—K 2	10 B—B 5 +	K—K sq
5 Q—R 4 + !	K—K sq	11 B × P	Q—R sq
6 P—B 6	B × P	12 R—Kt 7	Kt—K Kt sq

White mates in three moves.

The temporary sacrifice of the Piece completely shatters Black's defence. The faulty disposition of his forces is very evident, three of his Pieces on the Queen side being useless for repelling the attack upon his King.

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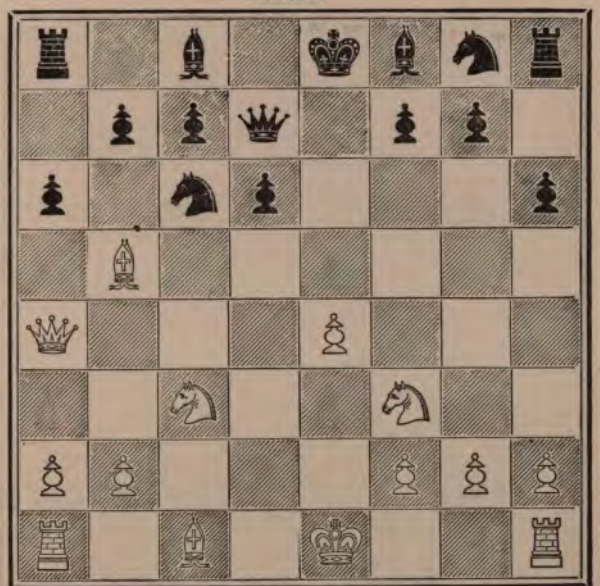

WHITE.

Having a Pawn in hand, Black determines to give up the exchange, with a view to counter attack, or probable benefit from the shutting in of adverse Queen. But, apparently, he underestimates the difficulty of this undertaking, possibly overlooking 4 Kt × P !, and the sacrifice proves wholly unsound ;—

1	P × B	7 R—K sq +	K—Q sq
2 Q × R	Kt—Kt 5	8 P × P +	Kt × P
3 Castles	Kt—R 3	9 Q—Kt 8 !	Q × Kt ?
4 Kt × P !	Kt—B 3	10 B—B 4	Kt—R 3
5 P—K 5	Kt—Q 4	11 Q R—Q sq +	Kt—Q 2
6 P × P	Kt—Kt 3	12 Q × B + !, and mates next move.	

Black's inferior development is a notable circumstance. A *Scotch Gambit*, won by Dr. Bledow, one of the celebrated company of players known as the "Pleiades," or "Seven Stars of Berlin," who flourished about the middle of the present century.

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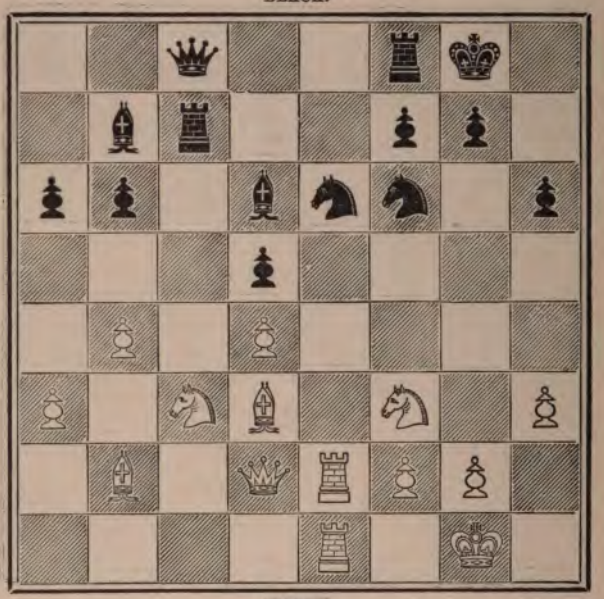

WHITE.

The accompanying position occurred in the thirteenth game of the great match, St. Amant *v.* Staunton, 1843,—a contest in which Mr. Staunton was ultimately victorious. In the present instance, however, the famous French player does himself ample justice, winning forcibly and beautifully as follows:—

1 B—B 5	Kt—K 5	5 B—B 6!	P × B?
2 Kt × Kt	P × Kt	6 R × B!	K—Kt 2
3 P—Q 5!	P × Kt	7 R × Q, and the English representative shortly resigned.	
4 R × Kt!	Q—Q sq		

Judging from the diagram, White's position, with regard to his Queen and Rooks, is more compact and easily manageable than that of his opponent. The latter had just brought Knight from Q sq to K 3, perhaps intending to go on to B 5, or to double his Rooks on the King file; or, may be, in hopes of getting Rook in at B 7, should White slightly err in trying for advantage. Thus, if 3 B × P, B × B; 4 R × B, R—B 7, &c., the Pawn would be a costly purchase. The query suggests 5 . . . . Q—Q 2, as Black's best means of resistance.

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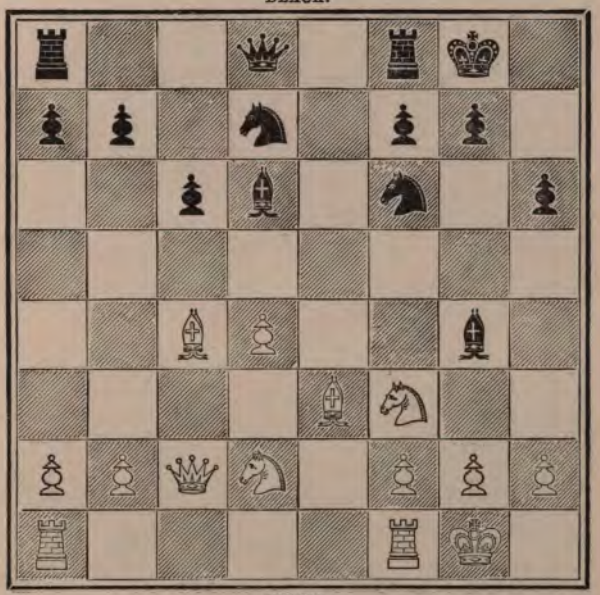

WHITE.

From a *Russian Defence*:—

1 Q B × P !	B × Kt ?	7 Kt—Kt 5	B—B 5
2 Kt × B	P × B	8 R—K 3 !	B × R
3 Q—Kt 6 +	K—R sq	9 P × B	Q—R 4
4 Q × P +	K—Kt sq	10 B—R 7 +	K—R sq
5 Q R—K sq	Kt—Kt 3	11 R × Kt and wins.	
6 B—Q 3	Kt (Kt 3)—Q 4		

The move 1 . . . . B × Kt loses; it would be much better to take the Bishop immediately. *E.g.*, 1 . . . . P × B; 2 Q—Kt 6 +, K—R sq; 3 Q × P +, K—Kt sq; and if White will not draw by checking . . . . B—K B 4 will come in strong for defence. If 8 . . . . Kt × R; 9 P × Kt, B × K P +; 10 K—R sq, Q × P; 11 B—R 7 +, &c., Black is likewise lost. The Bishop at Q 3 being unsupported for the moment (Black had just played his Queen Knight) makes the attack sound.

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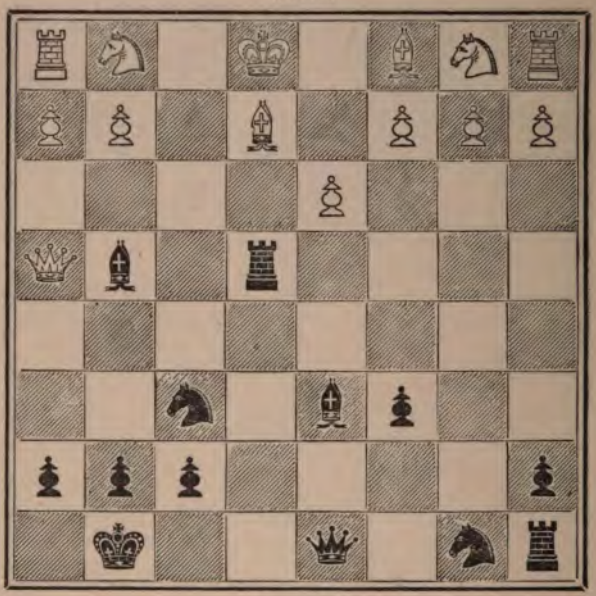

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A *Counter Gambit*:—

1	B × B !
2 P × R	B—Kt 6 + !
3 P × B	Q—Q 8 +
4 K—B 2	Kt—Kt 5 +, and wins.

White had played for a Pawn, at the expense of development. However, instead of P—Q 3 attacking Rook as in diagram, he ought to have brought out his Queen Knight, when no such brilliancy would have been possible. As it is, he does not get enough for the Queen, and should lose.

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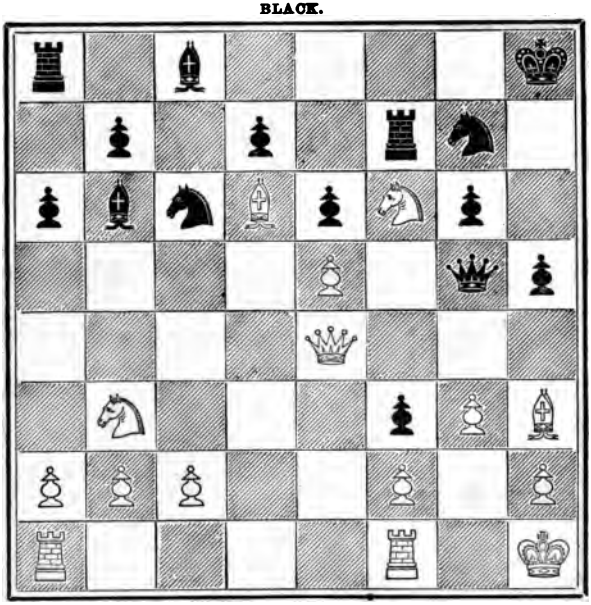


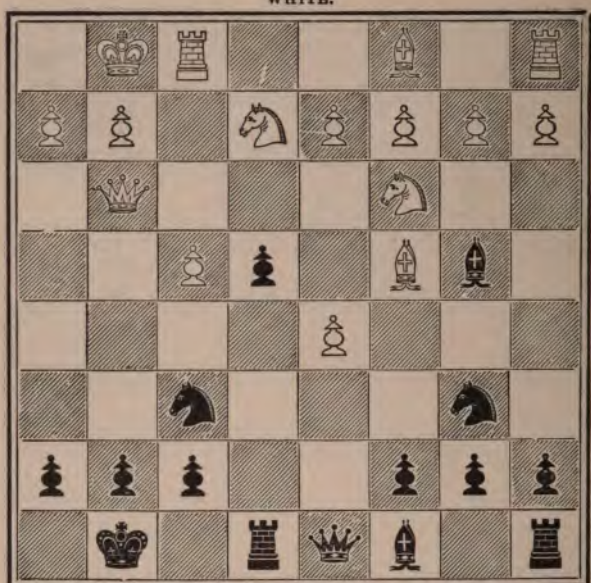
WHITE.

From a *Sicilian*, won by Morphy:—

1 Kt—Q 2! B—Q sq!; 2 Kt × B P, Q—R 3; 3 R—K Kt sq, B × Kt; 4 P × B, Kt—K sq; 5 B—B 4, Kt × P; 6 Q × Kt! Q × B; 7 Q × B +, R × Q; 8 P × Q, R × P; 9 Q R—Q B sq, R × B P; 10 R—B 8 +, Kt—Kt sq; 11 Kt—K 5, R—Kt 2; 12 Kt × P +, K—R 2; 13 Kt—B 8 +, K—R 3; 14 Kt × Q P!, R × Kt; 15 R (B 8) × Kt, R × B P; 16 B × P, R—K 2. White mates in four moves.

Clearly, if 1 . . . . Q × Kt (Q 7), 2 Q × Kt P would be decisive. Black could hardly make any better defence, the cramped and scattered condition of his forces being greatly against him. But the easy and natural way in which White breaks up the position, winning a Piece in the process, and finishing with a forced mate, is characteristic, and in the highest style of Chess.

WHITE.



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A *Falkbeer Counter Gambit*:—

1 P—Q 3	P × P	9 P—B 6!	R—K 6!
2 B × P	Kt (Kt 3) × P	10 B—Kt 3	R × K B
3 Kt × Kt	Q × Kt	11 P × R	Kt × R
4 P—B 5	B—Q	12 R × Kt	Q × Q P
5 Q—R 4	B—Q 2	13 Q—Kt 4	Q—Kt 3
6 B—K Kt 5	B—B 3!	14 Q × Q	R P × Q
7 Q—R 3	Kt—K 5!	15 B × B	P × B, and
8 B—R 4	Kt—Q 7	Black won by his extra Pawn.	

The fortune of war was against White, as it is very difficult to see where he could have done better, if 5 Q—R 3, defending the weak point Kt 2, would be no improvement. If 10 Q—Kt 4, the Queen would be lost for a Rook through 10 . . . . R—Kt 6! As a result of all these critical operations Black merely gains a Pawn, but that Pawn is enough to assure the winning of the game.

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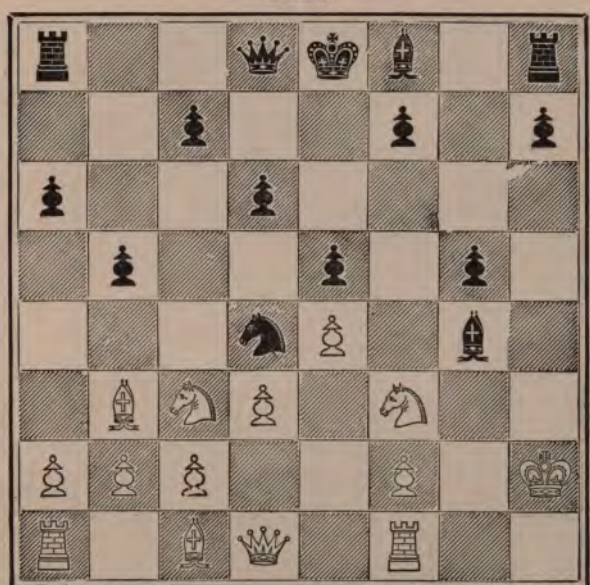

WHITE.

A *Ruy Lopez*, in which Black has given a Piece for two Pawns and an attack which, however, is unsound:—

1 Kt × K P !	Kt × B !
2 Q × B	Kt × R
3 B × P	Q—B sq
4 Q—B 4	Q—K 3
5 Kt—Kt 4	Kt × P
6 Kt—Q 5	R—B sq
7 R—B sq	Kt—Q 5

8 Kt × P +, &c., with a winning game.

The simple device 1 Kt × K P ! was overlooked by White, who played otherwise, and speedily lost. Obviously, if 1 . . . . B × Q, mate in two follows.

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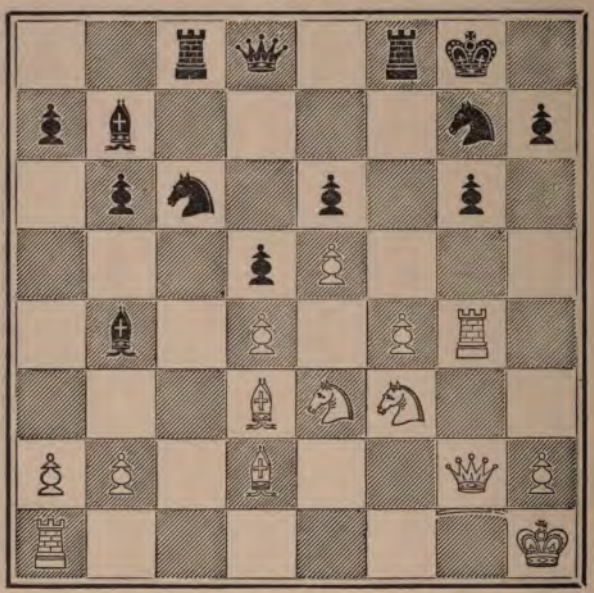

WHITE.

From an *Irregular Opening*:—

1 R—K Kt sq !	B × B
2 B × P !	B × Kt
3 B × P +	K—R sq
4 R × Kt	B × R
5 B—Kt sq !	R—B 4

6 Q—Kt 6, and mate in three moves.

Black had just played . . . . B (K 2)—Kt 5. Instead of that he should have strengthened his King's position by . . . . R—Q B 2. But his game was inferior, the pressure of force in the direction of his King being something abnormal at such an early stage. 4 Q—R 3 would also win speedily for White.

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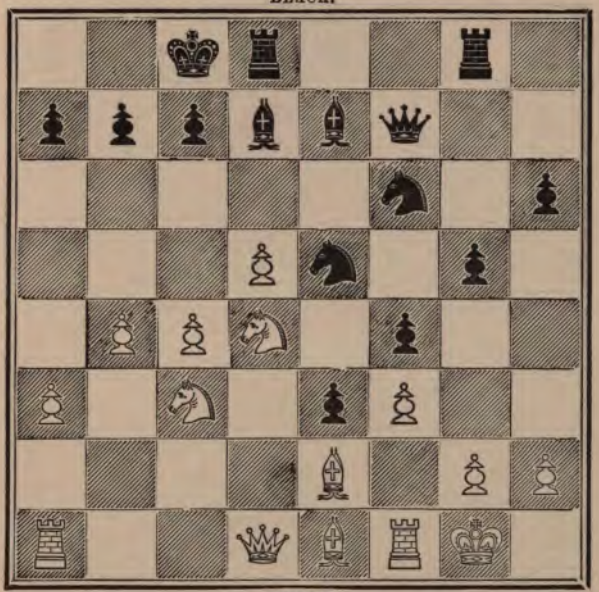

WHITE.

A *King's Knight's Opening* :—

1 Q—Kt 3	P—Kt 5?	9 R × B	B—Kt 4
2 P—B 5	P × P	10 Kt—Kt 5	P—B 3
3 Kt × P	Kt × Kt +	11 P—Q 7	R—K 3!
4 B × Kt	Kt—Kt 5	12 B—Kt 3!	P × Kt?
5 Q—B 4	K—Kt sq	13 B × P +	Kt—K 4
6 Q—K 4!	Q R—K sq	14 B × Kt +	R × B
7 P—Q 6	B—Q B 3	15 Q × R +, and wins.	
8 Q—Q 4	B × B		

The move 1 . . . . P—Kt 5 is questionable, as leaving the Bishop Pawn unsupported, and in the result it causes loss. But hardly necessarily, for 12 . . . . P × Kt seems the really fatal mistake. *E.g.*, 12 . . . . P × B; 13 Q × Kt (13 R × Q, P—K 7!), B—Q sq. and White has not got it all his own way. From a game by H. v. der Lasa.

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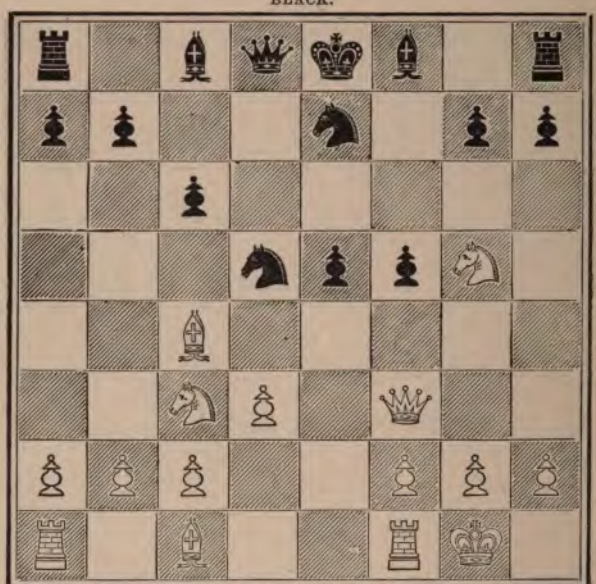

WHITE.

A *Giuoco Piano.* White (Morphy) won:—

1 Kt (B 3)—K 4 !	P × Kt	8 P × P	K—B 3
2 Q—B 7 +	K—Q 2	9 P—Q Kt 4	B—K 3
3 Q—K 6 +	K—B 2 ?	10 K R—K sq	B—Kt sq
4 Q × K P +	Q—Q 3	11 B—Kt 2 +	K—Kt 4
5 Q × Q +	K × Q	12 R—K 5 +	K—R 3
6 Kt—B 7 +	K—K 3	13 B—B sq +	P—Kt 4
7 Kt × R	P × P	14 R × P, and wins.	

Black should have played for a draw, by 3 . . . . K—K sq. But he thought to come off best by eventually taking the second Knight, and in this he was in error.

The above and other combinations by Morphy are from Dr. Max Lange's recently issued volume, "Paul Morphy. Sein Leben und Schaffen." (Veit and Co., Leipzig, 1894)—a noble and fitting monument to that Chess Genius, who was not for an age, but for all time. The game from which this is taken was played in 1850, when Morphy had but just turned his thirteenth year.

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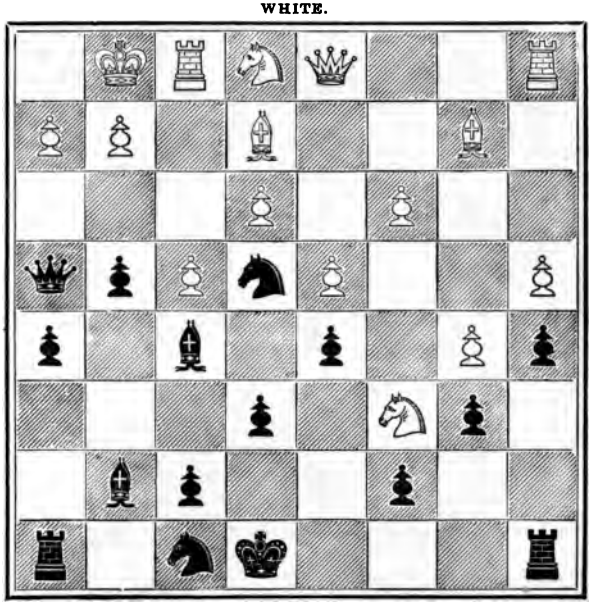

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Strongly assailed, White misjudgingly invites a sacrifice which renders his position quite untenable :—

1 P—Kt 3 ?	Kt × Kt P !	6 Q × B	P—R 6
2 P × Kt	Q × P +	7 Q R—K B sq	Kt—Kt 3 !
3 Kt—Kt 2	B—K 5	8 P—B 5	Kt—R 5
4 R—B 2	P—R 5 !	9 R—Q 2	P × Kt, and
5 B—Q 3	B × B		wins.

Certainly, defence would be difficult in any case, White having lost much time on the Queen side, while such a serious attack was taking head against his King. Perhaps B—Q 3, Q—K 2, &c., to drive off the hostile Queen, eventually, by Q—K B 2, would enable him to make a struggle. *Irregular Opening.*

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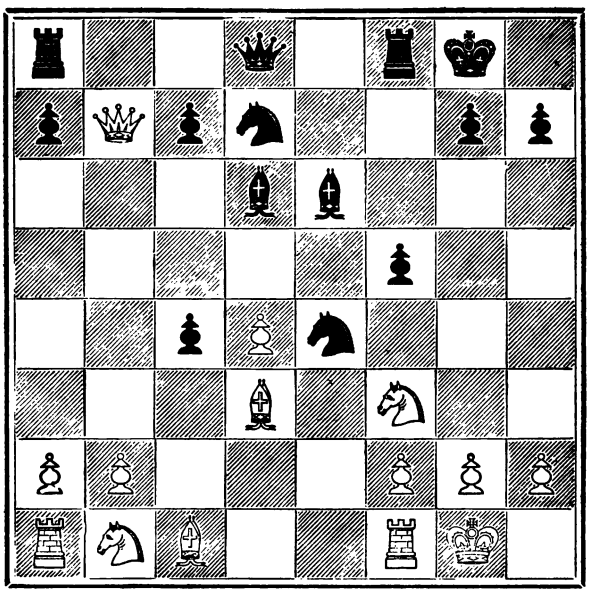

WHITE.

A *Russian (Petroff) Defence:*—

1 B × Kt	R—Kt sq	7 P—K Kt 3	Q—K sq
2 Q × R P?	P × B	8 Kt—B 4	B × Kt
3 Kt—Kt 5	B—Q 4	9 B × B	Q—R 4
4 Q—R 5	Kt—B 3	10 P—K R 4	R × B!
5 Q—B 3	P—R 3	11 P × R	P—K 6
6 Kt—K R 3	Kt—Kt 5	12 P—B 3	Q × R P, and Black wins.

White would do better not to take the Rook Pawn, but to play 2 Q—R 6. Afterwards she could retreat to R 4, and with Kt—Q B 3, soon, he would have a good game. The capture gives Black time to mature his attack upon the King, because, after 3 . . . . B—Q 4, White cannot bring out his Queen Knight, the Queen herself being in great danger. In the very end, if 13 Q—B 2, the Rook goes round, *viâ* Kt 3, destroying all resistance.

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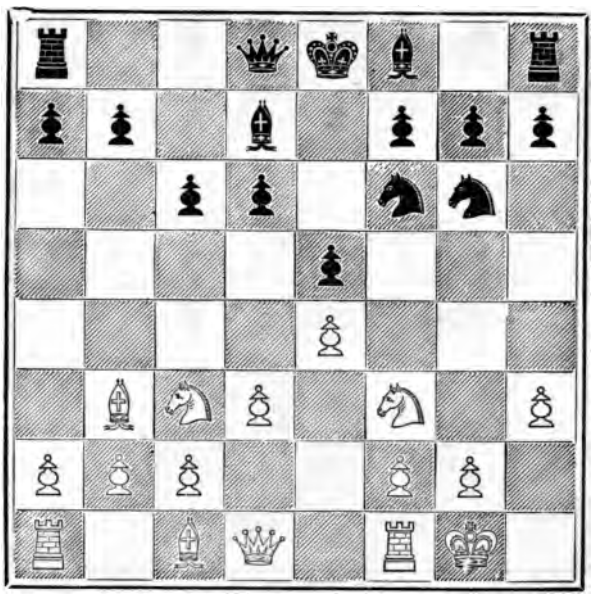

WHITE.

Black is a move behind in a *Lopez*, having moved the Bishop Pawn unnecessarily, instead of bringing out his King Bishop:—

1 Kt—K Kt 5!	P—Q 4	6 B × P + !	K × B
2 P × P	P—K R 3	7 Q—B 3 +	K—Kt sq
3 Kt (Kt 5)—K 4	P × P	8 Q × B	K—R 2?
4 Kt × P	Kt × Kt (Q 4)	9 Kt—Kt 5 + !, and mates or	
5 B × Kt	B × P?	wins Queen next move.	

The loss of a Pawn was inevitable, and the attempt to recover i through 5 . . . . B × P made matters worse. Of course 8 . . . . K—R 2 was a blunder; but, then, White's superiority was manifestly a winning one.

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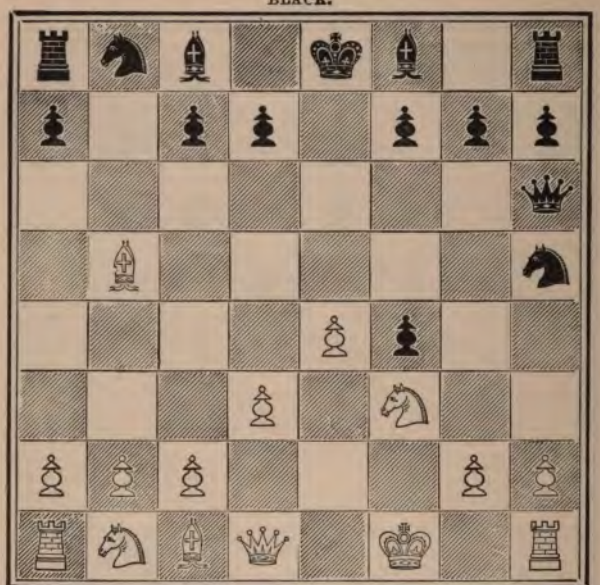

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Bishop's Gambit, Anderssen *v.* Kieseritzky, London, 1851, commonly known among chess players as the Immortal Game :—

1 Kt—R 4	Q—Kt 4	9 Kt—B 3	B—B 4
2 Kt—B 5	P—Q B 3	10 Kt—Q 5 !	Q × P
3 P—K Kt 4 !	Kt—B 3	11 B—Q 6 !	B × R
4 R—Kt sq !	P × B	12 P—K 5	Q × R +
5 P—K R 4	Q—Kt 3	13 K—K 2	Kt—Q R 3
6 P—R 5	Q—Kt 4	14 Kt × P +	K—Q sq
7 Q—B 3 !	Kt—Kt sq	15 Q—B 6 + !	and mates next move.
8 B × P	Q—B 3		

Analysis goes far to prove that White (Anderssen) must win after the triple sacrifice ; and when his opponent once began to take, it is difficult to see where the line could have been drawn with advantage. But 13 . . . . B—R 3 would have been better than the move of the Knight. The fault was in the peculiar line of defence taken by Kieseritzky at the outset. It too much endangered his Queen. *Cf.*, Dr. Bowdler *v.* Mr. Conway (p. 328) for a similar example.

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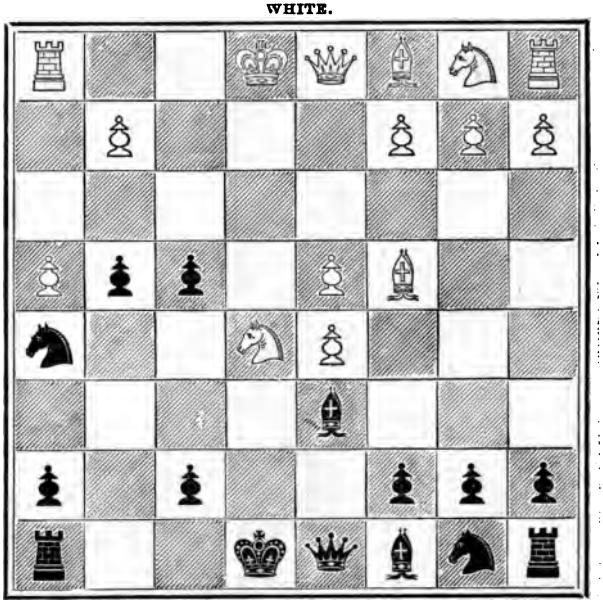

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A *Kieseritzky Gambit*, the great German master, Anderssen, playing Black:—

1 B—Kt 5 + ?	P—B 3 !	8 Kt—B 3	R—K sq +
2 P × P	P × P	9 K—B 2	Q—Kt 3
3 Kt × Q B P	Kt × Kt	10 Kt—R 4	Q—R 3
4 B × Kt +	K—B sq	11 Kt—B 3	B—K 4 !
5 B × R	Kt—Kt 6	12 P—R 4	Q—B 8 + !
6 R—R 2	B—K B 4	13 Q × Q	B × P +
7 B—Q 5	K—Kt 2 !	14 B—K 3	R × B ! and mates next move.

White should have Castled, instead of checking with the Bishop. Then might have followed 1 . . . . Q × P; 2 Q—K sq !, Q × Q; 3 R × Q, Castles; 4 B—Q 3, &c., with about an equal game. One of Anderssen's most celebrated endings.

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A *King's Gambit Declined.*—Won by Anderssen:—

1	B × Kt ?
2 P × B	Q—Q 5
3 Q—K 2	Q × K P
4 P—Q 4 !	Q × Q P
5 Kt—B 3	Kt—K B 3
6 B—K 3	Q—Q sq
7 Castles	P—K R 3
8 B—B 5 !	Kt (Kt 2)—Q 2 ?
9 Q × P + !, winning.	

Black makes the double error of playing for material gain, and persisting in holding all he takes, to the total neglect of development. Much better would be 1 . . . . Kt—K R 3. Then might follow: 2 Q—K 2, B—K B 4; 3 P—Q 3, P × P; 4 Kt × P +, Q—K 2; with equal game.

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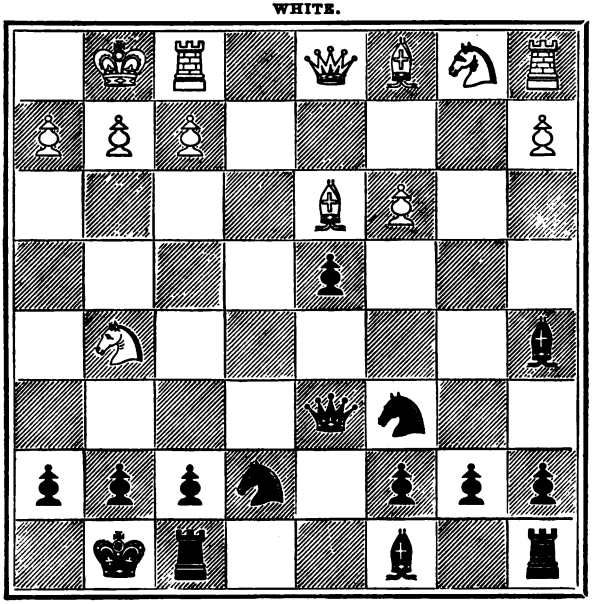

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An *Evans*.—Won by Morphy.

1	B—B 4!!	6 B—B sq	Q—Kt 3
2 B × B	Kt × B	7 B—B 4	R—Q sq
3 B—R 3	Q—Kt 3	8 Q—B 2	Kt (B 3)—Q 5 !
4 B × R	Q × Kt	9 Q—K 4	Kt—K Kt 6 !
5 B—R 3	P × P !	10 Q × Q	Q Kt—K 7, mate.

If 9 R—Q sq, then 9 . . . . Kt—K 6 !, winning Queen or mating. Or 9 Q—R 4, P—Kt 4; 10 Q × B, Kt—K 7 +; 11 K—R sq, Kt × B; 12 R—Kt sq (12 P—Kt 3, Q—B 3 +; 13 P—B 3, Q × P +!, &c.), R—Q 8 !, winning. All this hinges upon the sacrifice of the exchange, and is quite as pretty as it is effective.

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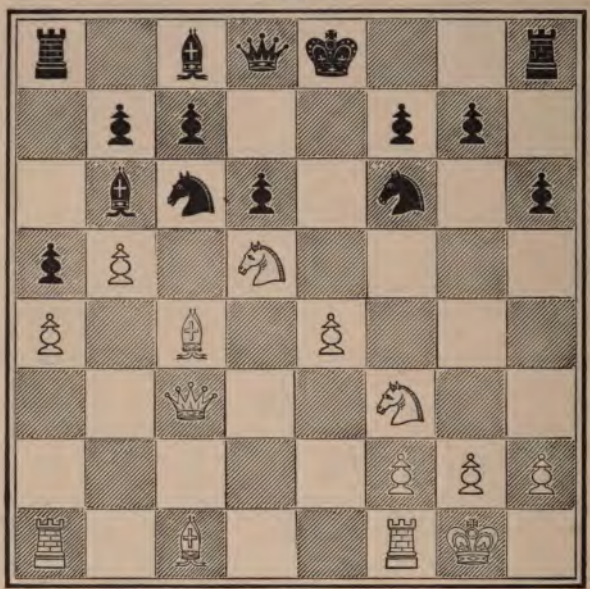

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The balance of advantage inclines to White, whose attack is exceptionally strong for such an early stage of the game—a *Scotch Gambit*:—

1	Kt—K 4?
2 Kt × Kt	P × Kt
3 Q × P +	B—K 3
4 B—R 3	Q—Q 2?
5 Q R—Q sq!	Q—B sq
6 Q × Kt! and wins.	

Black should have abandoned the Pawn by 1 . . . . Kt—Kt 5, rather than as in the text. The Knight at Q 5, and the opening of the Queen file and the diagonal, were things to be avoided.

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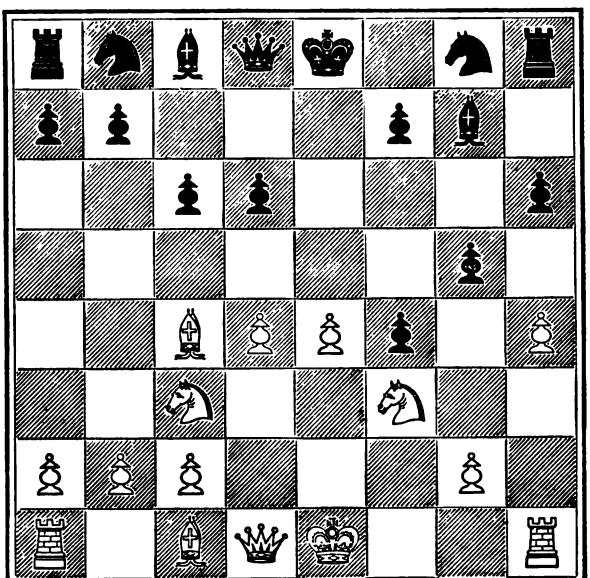

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A *King's Gambit*, in which an unsound attack succeeds against a weak defence :—

1 P × P	P × P	7 P × P +	K—B sq ?
2 R × R	B × R	8 B × P !	K—K 2
3 Kt—K 5 ?	P × Kt !	9 B × P !	Kt—Q 2
4 Q—R 5	Q—B 3	10 P—K 5 !	Kt × P
5 P × P	Q—Kt 2	11 Kt—K 4, and should win.	
6 P—K 6 !	Kt—B 3		

If 11 . . . . Q—Kt 3, then 12 P—B 8 (Q) +, 13 Q × B +, &c. If 11 . . . . B—Kt 5 ; 12 Q—R 2 ! Neither is 11 . . . . Kt—Kt 5 (or Q 2) of much use, as White's Castling gives him an overpowering advantage in position. Black's loss of time in 7 . . . . K—B sq ?, putting himself in mating danger, from a diagonal check, seems to be fatal. The correct play is 7 . . . . K—K 2 !, forcing the retreat of the Queen, with subsequent . . . . B—K Kt 5, ... Q Kt—Q 2, &c., when the extra Piece wins.

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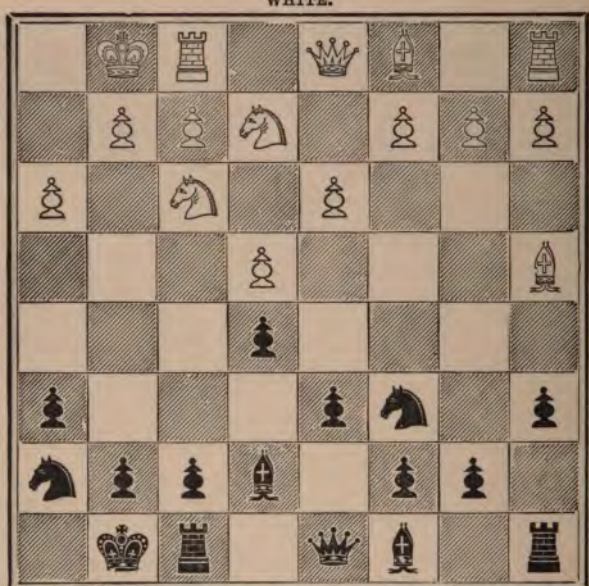

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The first player has none the best of this, a *Lopez*; and, from an ill-judged attempt to prevent . . . . P—B 4, opening the file, loses speedily:—

1 P—K Kt 4? P—K R 4! 2 Kt—R 2, P—Q 4; 3 P × Q P? Q × P; 4 B—Kt 3, Q—Q sq; 5 P—Q B 3, B—Q 3; 6 Kt—Kt 3, Q—R 5!; 7 K—Kt 2, P × P; 8 Kt × P? K—R sq; 9 P—K B 4, P—B 4; 10 Kt × K P, Kt × Kt; 11 P × Kt, P—B 5!; 12 B × P, B × P +; 13 K—B 2, Q × B +, and wins.

White had unnecessarily advanced P—K R 3, but his play of the Knight Pawn was still more compromising. Then, finding himself in difficulties, his after play suffered to such an extent as to bring about collapse. 3 P × P was bad, as permitting the very move he had just riskily provided against. 8 Kt × P was bad, as depriving him of all chance of counter measures which might come from . . . . R—R sq on the open file. Then his game was gone.

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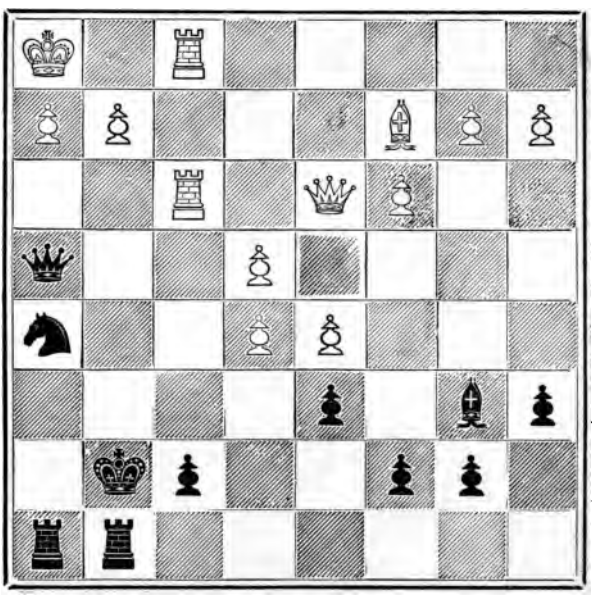

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From a game won by Blackburne against Tchigorin :—

1 . . .	Q × P + !
2 K × Q	Kt—Kt 6 +
3 K × Kt	K—B sq +
4 K—B 4	R—R 5 +
5 P—Kt 4	R (R 5) × P +
6 K—B 5	R (Kt 5)—Kt 4 +

Other Rook or Pawn mates.

Apparently, White was quite unconscious of his danger But the open files, with accumulation of heavy force upon the King's position, should have served him as good warning. *One* precautionary move and the catastrophe (as above) could not have happened.

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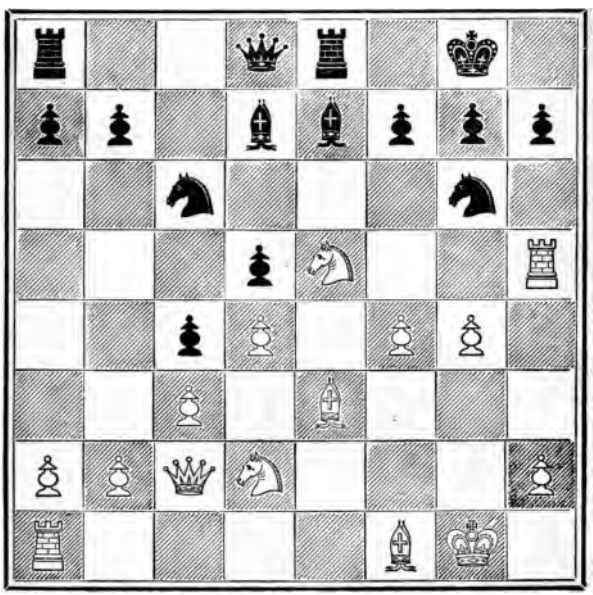

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Won by the Young American player A. W. Fox:—

1 Kt (Q 2) × P !	P × Kt
2 Q × Kt !	R P × Q
3 Kt × Kt P	P × Kt
4 B × Kt P +	K—B sq
5 R—R 8 mate.	

Penalty for crowded position fully exacted. An extremely fine combination. Of course Black need not have accepted the first Knight; but with a valuable Pawn gone—well, anyhow, his game was spoiled.

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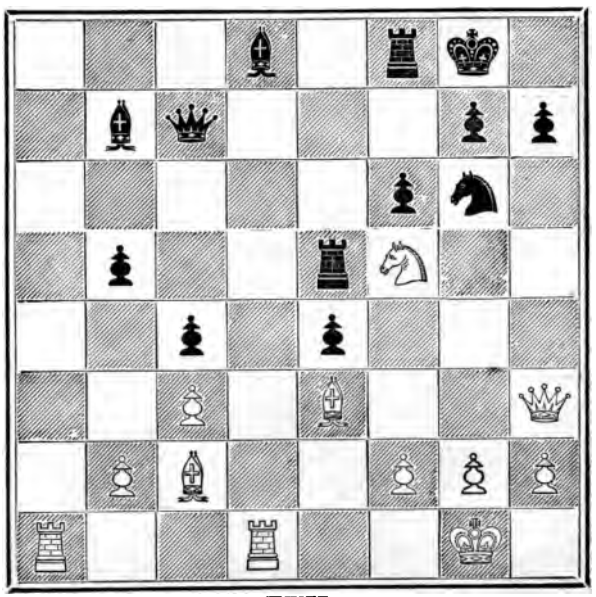

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A Blackburne combination—*v.* Steinitz! White wins the Queen (for Rook and Knight) or mates in three moves :—

1 R—Q 7!	Q × R
2 Kt—R 6 +	P × Kt
3 Q × Q, and eventually won the game.	

The fortune of war. By clever play, Black had gained a Pawn, but the above unfavourable consequence had not been within his forecast.

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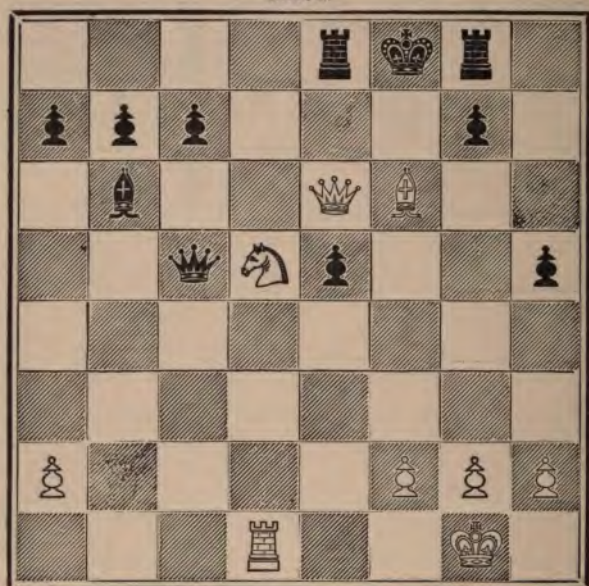

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Fierce onslaught by the U.S.A. master, J. W. Showalter:—

1 Kt—K 7!	Q × P +
2 K—R sq	Q × B
3 Kt—Kt 6 +	Q × Kt
4 R—B sq +, and mates in two moves.	

Brilliant and artistic. Another way, less pleasing, would be, 1 B—K 7 +, Q × B (best); 2 Kt × Q, &c. And, as a matter of fact, it seems the mate would not be any the shorter.

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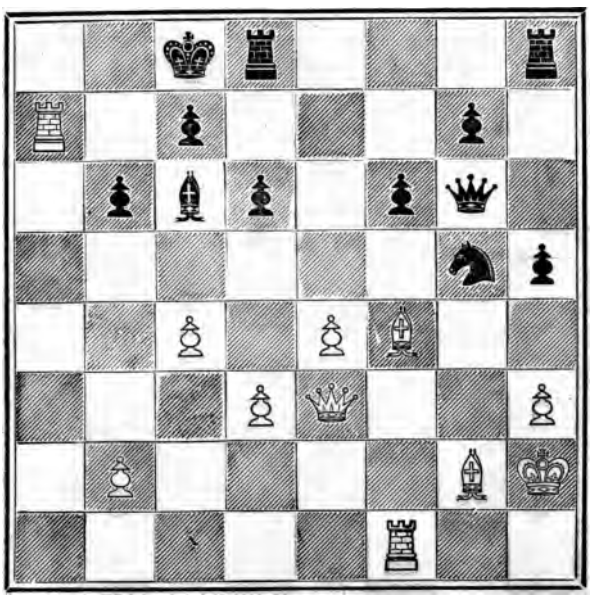

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White (L. Paulsen) won as follows :—

1 P—B 5 !	Kt P × P
2 Q × P !	Q—K sq
3 Q—R 5 !	Kt—K 3
4 R—B sq !	P—Kt 4

5 Q—R 6 +, &c.—easy victory.

He gains the Bishop—to go on with ; or, if not that, mates in three moves. A little better for Black to take the Queen ; though what with 3 R × P +, 4 R—K Kt 7 +, &c., his loss of force would be ruinous.

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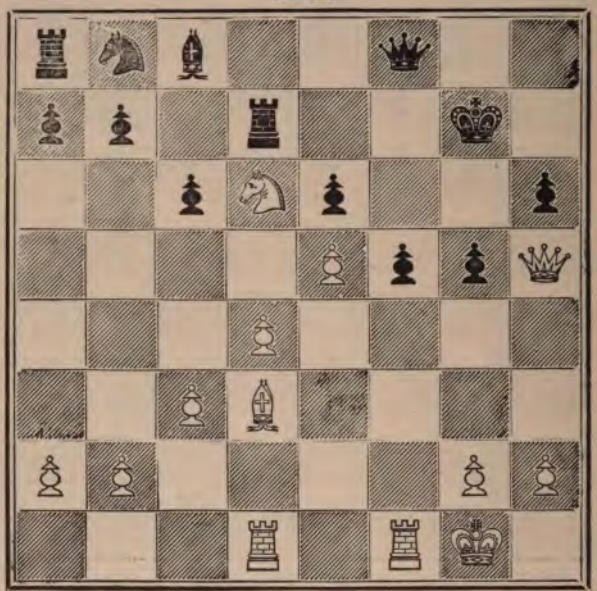

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From a *French Defence* (won by Mason):—

1 R × P!	P × R
2 Kt × P+	K—R
3 Kt × P	R—R 2
4 B × R	K × B

5 Kt—Kt 4+, and mate in four or five moves.

Advance of Pawns in front of King and neglect of Queen's pieces—a double weakness, inviting catastrophe.

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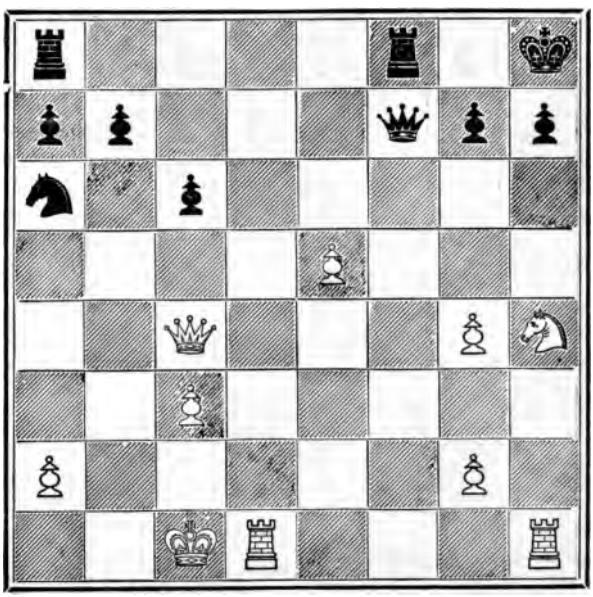

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Open files. Their convenience—and the reverse :—

1 R (Q)—B sq !	Q × Q
2 Kt—Kt 6 + !	K—Kt sq
3 Kt—K 7 + !	K—R sq
4 R × P + !	K × R
5 R—R sq mate.	

Of course Black should not have taken the Queen. But he did not see, or may have thought the leaving *en prise* an oversight on the part of his opponent. [Won by Dr. H. v. Gollshall].

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WHITE.

Combination winning the Queen (Capt. G. H. Mackenzie).—

1 B × P + !	K × B
2 Q—R 5 +	K—Kt sq
3 Kt × B +	Kt × Kt
4 Q × Q	Resigns.

If the offered Bishop were refused, then mate in three. Apart from this uncompromising dilemma, the White position was superior. Defective opening by his adversary. And impending check is always dangerous.

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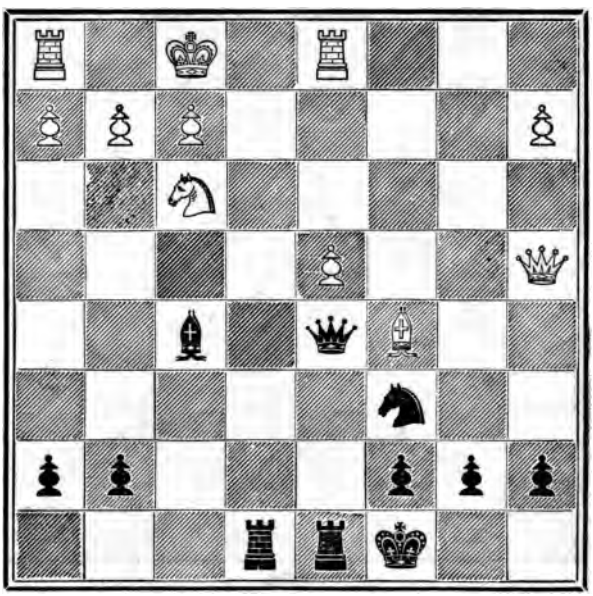

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A situation much against White. In fact, he lost in a canter :—

1	Q × Kt !
2 P × Q	B—R 6 +
3 K—Kt sq	R—Q 3 !
4 Q—B 2	R × P !
5 B × R	Kt × B and wins.

[Mate in very few moves inevitable; the Knight going in through Q 5 as a "settler."—Mason.]

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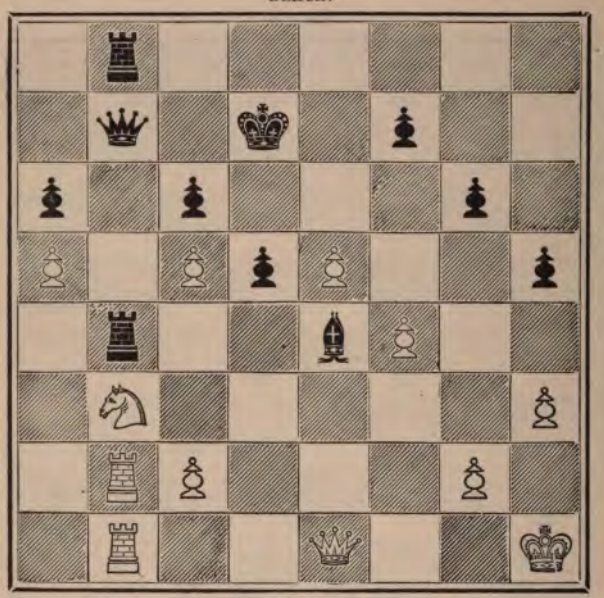

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Position after the 44th move, game Mason *v.* Janowski, International Tournament, Monte Carlo, 1902. Won by White :—

1 Q—R 4	K—B sq	12 K—Kt sq	K—B 2
2 Q—B 6	Q—Q 2	13 K—B 2	K—Q 2
3 K—R 2	Q—K 3	14 P—B 5	P × P
4 Q—R 8 +	K—Q 2 ?	15 P × B	K—B 2
5 Kt—Q 4 !	R × R	16 K—K 3	B—Kt 7
6 Q × R	R × Q	17 Kt—B 3	B × P
7 R × R	K—B 2	18 Kt × P	B—Kt 5
8 Kt × Q +	K × R	19 K—B 4	B—K 7
9 Kt—Q 4	K—B 2	20 Kt—B 3	B × Kt
10 P—Kt 4	P—R 5	21 K × B	Resigns.
11 P—B 3	K—Q 2		

The salient error seems to have been 4 . . . . K—Q 2 above. But for that, White's combination would not have occurred, Black Queen having an escape, and the result might have been different.

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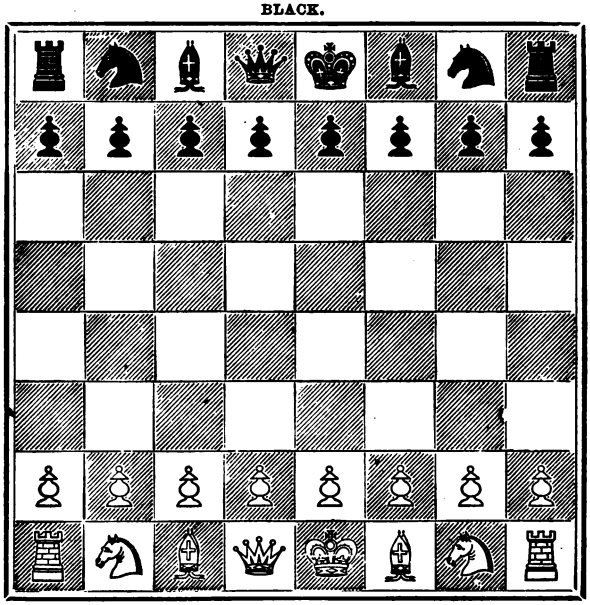

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Original position.

Developed a few years ago by Mr. Wordsworth Donisthorpe (White) and a distinguished member of the late British Chess Club (London) in style and manner following, that is to say :—

1 P—K 4	P—K 4	9 Kt × Kt +	P × Kt
2 Kt—K B 3	Kt—Q B 3	10 P—K R 3	B—Q 2
3 Kt—B 3	P—Q 3	11 Kt—R 4	Kt—Kt 3
4 P—Q 4	B—Kt 5	12 B—Q 3	Kt × Kt
5 B—K 3	P—B 4	13 Q—R 5 +	Kt—Kt 3
6 P—Q 5	P × P	14 B × Kt +	K—K 2
7 Q Kt × P	Q Kt—K 2	White mates in two moves	
8 P—B 4	Kt—K B 3		

Brevity and brilliancy with a vengeance. Altogether worthy of the good old times when chess strategy, as distinguished from tactics, was less understood than at present.

The good old times? Let us conclude with them, on this division of the subject, by citing a specimen brilliant, handed down from the days of Philidor; a notable production, in which two of that immortal master's strongest contemporaries, Dr. Bowdler (White) and Mr. Conway, were engaged:—

1	P—K 4	P—K 4	12	Kt × B	Q × R
2	B—B 4	B—B 4	13	Q—Kt 4 +	K—B 2
3	P—Q 3	P—Q B 3	14	Q × P	Kt—Q 2
4	Q—K 2	P—Q 3	15	Q—Kt 3	P—Kt 3
5	P—B 4	P × P	16	Kt—Kt 5 +	P × Kt
6	Q B × P	Q—Kt 3	17	B × P +	K—Kt 2
7	Q—B 3	Q × P	18	B—Q 5 +	K—R 3
8	B × P +	K—Q 2	19	P—Q 4	P—Kt 5
9	Kt—K 2	Q × R	20	B × P	K—Kt 4
10	K—Q 2	B—Kt 5 +	21	P—B 4 +	K × B
11	Q Kt—B 3	B × Kt +	22	Q—Kt 3 +, and 23 mate.	

Comparing these two games, we see how signally the defence fails in both, though in widely different ways. In the one, Black King is obstructed, or, as it were, crowded into mate by his own forces, overcome in the midst of his stronghold by a sudden attack involving sacrifice of opposing Queen; in the other, he ventures into the open, there to meet his death blow, at the expense of a couple of Rooks, &c., on the part of his adversary. Yet, aside from error obvious after the fact, and which need not be here specified, the prime cause of failure in each of these cases must be referred to the Opening; to undue risk, or unsoundness, in the plan of operations adopted at the outset, seriously varying from the better theory and practice of development—at which we have now arrived.

BOOK III.

THE OPENING.

As one or other party to the game may give mate in two or any greater number of moves, not transcending the utmost limit imposed by the governing rules of play, the question naturally arises,—"What is the Opening? or where does it end?" Now the answer to this question is more easily imagined than described.

Probably, we may say, the Opening (meaning development) consists of all that part of the game in which the forces are being first disposed for action, offensive or defensive; in which the Knights and Bishops take the field, the Rooks are conjoined, and some general plan of operations is proposed, with a view to coming battle. If we admit this much, we find, as a consequence, that the Opening, in its entirety, comprises at least *eight* moves on either side, viz.: two with the centre Pawns, liberating Queen and Bishops; two with the Knights; two with the Bishops; one with Queen; and one bringing the Rooks to each other's aid—generally best effected by Castling, which should, of course, at the same time be taken as a measure of safety for the King. Almost needless to add, these eight moves do not necessarily come in the order here set down, which is merely for convenience of statement; but, ordered according to the varying requirements of play, they

constitute the most expeditious form of Opening known in Chess.

Seldom, indeed, can the Opening be perfected in its simplest manner. The before-mentioned coming battle is too often hurried on, by one side or the other, or even by both; so that development is permanently frustrated, or is retarded, and projected far into the game. Moreover, slight collisions may easily occur, an exchange here or there may be prudent, a waiting move may now and again be well interpolated—all interfering with the completion of the Opening, and all causing its delay. This is especially remarkable in those conventional forms, the Gambits, &c., in which the purpose of the attacking party is to straightway obtain a *comparatively* superior development, sufficiently so to enable him to concentrate an overpowering force upon some vital point, thus virtually deciding the contest in his favour, as it were, off-hand.

Hence, involved and obscured as it commonly is, by other, and, for the time, more important issues, the business of development is liable to be unduly neglected by the inexperienced player. Called upon, it may be when he has but two or three Pieces rightly disposed for action, to repel some partial attack, or perchance undertaking something of the kind on his own account, he goes on manœuvring these few Pieces long after the occasion is past and gone. Not only this, he may do more and worse. He may advance his Pawns somewhere, as if in combination with these very active Pieces; and then, suddenly, sooner or later, he is obliged to make the best of the discovery that he has a dead lost game. He forgot all about the Opening. Or, is it to be supposed that he kept it in mind, with his other Pieces standing idle at home; which, for

all the work got out of them, might just as well have remained in the bag or the box?

It would be much to say, and much more difficult to prove, that there is any best way of developing, even incompletely, either for attack or defence. So many men, so many minds; and everyone may follow his own devices, up to a certain point—that is, up to a point of conflict (or the like) with his adversary, intent on a similar pursuit—mayhap with equally good reason. The first move begins the *game;* if the game is to be well played, development, in some sort, cannot be neglected.

Now to get away from glittering generalities—perhaps more trying to the reader than can be the obscurities of the Opening itself:—

Avoid "marking time" with your Pawns. By movement of a Pawn the groundwork of the position is altered for good or ill. When in doubt, or in search of a point of departure, or awaiting events, *attend to your Pieces.* There seems to be a fatal simplicity about the move of the Pawn, by which even accomplished players are often led astray.

When capturing with the Pawn, capture inwards—towards the centre; where it might otherwise seem a matter of indifference. Doubled Pawns are mostly compensated by open files, giving play to Rooks, &c., for attack. But, then, free exchange of Pieces should be avoided; such Pawns being bad in the ending—in a close finish.

Refrain from pushing any Rook Pawn *merely* to prevent Bishop attacking Knight—or pinning, as it is called. Let the Bishop come on, if he will; then attack him with Pawn—if advisable.

Consequently, in a measure, forbear pinning any Knight with Bishop, unless you are prepared to forthwith exchange those Pieces; or unless you have some ulterior design, over and above or beyond such exchange.

When it seems a question of developing one of two Pieces, prefer the one of lesser range. For instance, if it be otherwise a matter of indifference, whether you bring out Bishop or Knight, let it be the latter. *Reserve the greater option.*

Support of every force attacked for the time being should be well assured. If two such, rely upon one and the same support, then, if it so happens that the latter must shift, loss may result directly.

If your Queen is out on the King's side, beware of Knight or Bishop attacking her. A similar though less serious danger is to be apprehended when the Queen is out elsewhere. Distressing attempts upon her by inferior force are not at all infrequent.

Pro and con., look out for Queen checking at Q R 4. Unsupported force, in the fifth rank especially, often falls to that manœuvre, and the game becomes strongly inclined in the same direction.

During the period of development, and after, Bishops and Knights readily combine against the points K B 2 and Q B 2; while either Kt 2 is peculiarly liable to surprise by hostile Queen. The best way to guard those points is by means of your own Bishops and Knights, &c., opposing or interposing—*not* by Pawn advance, in prevention.

When seriously pressed, when you find yourself being cramped, or in any way losing control of your fair share of the board, exchange freely—or as freely as you can.

Beware of engaging in open combination before Castling,

especially if you are second player; your King may become directly involved—with disastrous consequences. Pitched battles, interrupting the course of development, are likely to favour the attacking party (*i.e.*, the first player), because, naturally, his development is superior to that of the defender,—*he has had more time to make ready.*

Be careful not to unnecessarily advance any of the Pawns from about your Castled King, especially when defending. Leave them severely alone until their movement is forced, and in nine cases out of every ten your defence will be all the stronger.

Do not be in haste to Castle in a "waiting game"; such for instance, as the Giuoco Piano. Some other developing move, or even a dilatory one, may easily be more to the general purpose of your game. Castling is such an important definition of position *in futuro*, such a significant declaration of intentions, that it should be deferred as long as prudence permits, or until some plan of operations, in which it holds a place, has been more or less distinctly outlined in the mind of the player. When you are Castled—well, there you are; and your adversary, maybe not Castled, takes his measures accordingly.

Unless it is evident that your adversary *must* Castle, this way or that (and you are very well certain which), do not advance Pawns to attack him in any spirit of prophecy. He may Castle on the other side, the wrong side for you; or he may possibly forego the privilege—and Castle not at all.

Beware of Castling when your adversary has, or can force, an open file bearing on your Castled King.

When you are Castled K R, beware of adverse Knight posted at his K B 5. Prevent his entrance there by means

Consequently, in a measure, forbear pinning any Knight with Bishop, unless you are prepared to forthwith exchange those Pieces; or unless you have some ulterior design, over and above or beyond such exchange.

When it seems a question of developing one of two Pieces, prefer the one of lesser range. For instance, if it be otherwise a matter of indifference, whether you bring out Bishop or Knight, let it be the latter. *Reserve the greater option.*

Support of every force attacked for the time being should be well assured. If two such, rely upon one and the same support, then, if it so happens that the latter must shift, loss may result directly.

If your Queen is out on the King's side, beware of Knight or Bishop attacking her. A similar though less serious danger is to be apprehended when the Queen is out elsewhere. Distressing attempts upon her by inferior force are not at all infrequent.

Pro and con., look out for Queen checking at Q R 4. Unsupported force, in the fifth rank especially, often falls to that manœuvre, and the game becomes strongly inclined in the same direction.

During the period of development, and after, Bishops and Knights readily combine against the points K B 2 and Q B 2; while either Kt 2 is peculiarly liable to surprise by hostile Queen. The best way to guard those points is by means of your own Bishops and Knights, &c., opposing or interposing—*not* by Pawn advance, in prevention.

When seriously pressed, when you find yourself being cramped, or in any way losing control of your fair share of the board, exchange freely—or as freely as you can.

Beware of engaging in open combination before Castling,

especially if you are second player; your King may become directly involved—with disastrous consequences. Pitched battles, interrupting the course of development, are likely to favour the attacking party (*i.e.*, the first player), because, naturally, his development is superior to that of the defender,—*he has had more time to make ready.*

Be careful not to unnecessarily advance any of the Pawns from about your Castled King, especially when defending. Leave them severely alone until their movement is forced, and in nine cases out of every ten your defence will be all the stronger.

Do not be in haste to Castle in a "waiting game"; such for instance, as the Giuoco Piano. Some other developing move, or even a dilatory one, may easily be more to the general purpose of your game. Castling is such an important definition of position *in futuro*, such a significant declaration of intentions, that it should be deferred as long as prudence permits, or until some plan of operations, in which it holds a place, has been more or less distinctly outlined in the mind of the player. When you are Castled—well, there you are; and your adversary, maybe not Castled, takes his measures accordingly.

Unless it is evident that your adversary *must* Castle, this way or that (and you are very well certain which), do not advance Pawns to attack him in any spirit of prophecy. He may Castle on the other side, the wrong side for you; or he may possibly forego the privilege—and Castle not at all.

Beware of Castling when your adversary has, or can force, an open file bearing on your Castled King.

When you are Castled K R, beware of adverse Knight posted at his K B 5. Prevent his entrance there by means

of your own Knight or Bishop, or when he arrives get rid of him in exchange as soon as you can. But be very careful how you keep him out, or drive him off, by means of your King Knight Pawn.

When Castled Q R, and there is attack, pressing or in prospect, against your King, do not hurry away into the corner. Remember that in such circumstances, with King at B sq, a Knight at Q Kt sq may furnish the basis of your most powerful defence.

In close games, the King Bishop is better first disposed at K 2, if the main play is to be made on the Queen side; at Q 3, if mid game King side manœuvres are principally intended. Also, when in doubt as to what turn affairs may take, post the Bishop at K 2; thus probably better defending King and leaving Queen free play in the centre.

In close games, those in which the Kings are only remotely concerned in the process of development, it does not follow that, because two moves are taken to do what might be done in one, there is a move or time lost, in the sense usually understood in the case of open games, Gambits, &c., where attack and defence are at direct issue, and a move more or less, either way, may virtually decide the contest.

When you have an otherwise indifferent choice of procedure, choose that which leaves your adversary the greater liberty of action. The more you restrict him (this *per se* not being desirable), the less likely is he to miss his proper way. Thus, if you are defending, you in a manner suggest his strongest line of attack; if attacking, his strongest line of defence. A good opposing move which cannot be prevented should not be needlessly compelled.

A threat or menace of exchange, or of occupation

of some important point, is often far more effective than its actual execution. For example, in the Ruy Lopez (p. 343) impending B × Kt causes the defender much uneasiness. He is, to some extent, obliged to confound the possible with the probable; while yet at the same time in serious doubt as to what may really happen.

Consequently, when you are attacking a Piece or Pawn that will keep; when you cannot be prevented from occupying some point of vantage, from which your adversary may be anxious to dislodge you; when you can check now or later, with at least equal effect; in these and all such circumstances—be cautious. *Do not play a good move too soon.* For when you do play it, the worst of it becomes known to your antagonist, who, then free from all doubt or apprehension as to its future happening, is enabled to order his attack or defence accordingly. Therefore reserve it reasonably, thus stretching him on the rack of expectation, while you calmly proceed in development, or otherwise advance the general interests of your position.

The notion of "time" comes in here; but the thing itself is hardly to be defined. According to "*Principles of Chess*,"—Time is a kind of reserve capital in force or position. The move may be for or against the player, but time—if he has it—is ever in his favour. Aside from appreciable inequality of play, time can be *gained* only at expense of numerical force. It may be *used* directly or reflexively; by making a progressive move or a waiting move (*coup de repos—Tempozug*), the latter throwing the move upon the adversary. Time is the very life of the game.

You do not necessarily gain time in attacking a superior force with an inferior one; nor do you necessarily lose it

when you are the retreating party—*especially before advancing Pawns.* Generally, time is with the position admitting of the greater *variation;* and you surely have it when you need not *hurry* — whatever the matter in question.

With superior force in hand, it is often good policy to return some of it on opportunity, perhaps to facilitate further development, perhaps to sooner exhaust adverse attack, or, maybe, to ensure its absolute reversal. "Hold all, lose all," is a very considerable saying.

If you have only a Pawn more than your opponent, in an otherwise equal position, do not unnecessarily exert yourself in combination, whereby you perhaps put all in danger, thus really playing *his* game. Make straight for simplicity. Let that Pawn work for you, by its moral and material weight, in the business of exchange. Only take care not to pursue this system to extremes—reducing to Bishops of opposite colours, &c., below mating force in the end.

A well supported passed Pawn, one unlikely to be surrounded and cut off in course of subsequent operations, is often in itself a winning advantage; because even its simple existence may exert decisive restraint upon adverse force, to say nothing of its constant tendency to Queen. But it is a common error to be too soon in the active employment of such a Pawn; whose ill-timed or not perfectly secure advance must be at hazard of otherwise certain victory.

It is hazardous always for the second player to postpone development at any stage in order to give a strange turn to the game, as by moving the same force twice, by tentative disposal of any force—*i.e.*, not at once posting it at its

strongest point of occupation, and by irrelevant Pawn play especially. The first player may, perhaps, safely experiment thus; he has more time to spare. For example, 1 P—K 3, P—K 4; 2 P—K 4, &c., and the first player is defending; merely reversing the usual order of things, as it were changing places with his opponent. And he may conceivably have an object in so doing; an object which obviously fails in the case of his said opponent. The first move is worth something—if only to be given away.

Liability to oversight should be summarily wiped out, as nearly as possible, for, if this once becomes fixed, you may *never* be rid of it; and it will ruin the finest game, spoil what might otherwise prove the greatest Chess genius in the world.

Chiefly in avoidance of oversights, question yourself, move by move, somewhat as follows: 1. Object, what? or what does he threaten? 2. Can I let him do it (if anything), or must I stop his little game? 3. What will be the position (generally) immediately I have made this move? In other words, can he take anything not intended by me, or in a manner not intended; can he check, menace an unsupported force, or important uncommanded point; *or can he make any move surprising me in any of these respects?* These are leading questions, put in a moment, and upon the completeness of the answers to them the precision of your play will depend.

Endeavour to comprehend the position in its *totality.* The power of doing this without conscious effort is the characteristic faculty of the master player. If at first you find it difficult to consider your position as a whole, together with your opponent's as a whole, for purpose of

general comparison, only persevere, and the difficulty will vanish.

Remember the Opening is not everything. There is the middle game to come in which Opening advantage, for or against you, may be most unaccountably swallowed up and lost. Often and often a formally bad position really possesses superior resources—has time on its side; whereas a formally good one may be really at its best, and can no further go—its time is past. A player in a good position, which cannot be bettered, and is yet not strong enough to straightway force a winning advantage, is in great danger of drifting into a losing game.

If you emerge from the Opening with a distinctly unsatisfactory game, immediately begin to make for the draw. This will most probably be your line of greatest resistance; and, if so, it should be taken with the least possible delay.

When in difficulty of any kind, have courage. Not bigoted, reckless courage, but the two o'clock in the morning sort; the courage of fortitude to do and suffer that of which you are afraid. And if you *are* afraid, why—may not *he* be afraid also? Make the equation. Always play your game as if these fearful factors exactly cancel each other. This is a *habit* which can be acquired; and it is the *nerve* of the Chess-player. What is more important?

While it is the reverse of expedient for the mere beginner to enter upon any extended study of the various methods of Opening, this is an exercise calculated to be of much benefit to the advanced or improving player, if rightly pursued and kept within due bounds. All true knowledge of the game in this respect is inseparable from

use; and can be derived only from power of sound combination, founded on judgment of position.

The numerous lines of play set out or suggested in the following pages are not proposed as absolute models, but only as exhibiting, in some degree, the best usage at the present time. And in this matter usage goes far. It in a manner gives the law, until displaced by other usage; and so on indefinitely, with now and then a revival of the obsolete or forgotten.

Hence it is to be hoped the student will not fall into the error of labouring his memory while engaged on this book. Occasionally a position may arise in the course of Opening play—a characteristic position, from which the future of the game may be more or less forecast. Such should, if possible, be committed to memory: the memory of *principle*, independent of any particular series of moves whatever. Associated in the mind with similar positions, to be found, perhaps, in some other part of the work, or otherwise in experience, it may become valuable material for that just imagination which is at the very basis of all good Chess. The particular series of moves may, perhaps, never find expression in actual play; but the *idea* of the position may recur in a thousand forms to be realised in a thousand different ways.

Now all this and much more might be summed up in the words of the judicious maxim—*play as well as you can.* The arms are the same for everyone, each may choose as he thinks best; his choice being limited *only* by the choice of his adversary! Hence it is of the arms *and* the man the story ever goes. "He knows the Openings," or, "He doesn't know the Openings,"—so it is commonly asserted, perchance according to the complexion of the case. But

the reality of the matter is that these conventional entities *can* be nothing more than so many appearances of one common principle of identity which *experience* alone can discover. To arrive at this principle as quickly as possible should be the great aim of the student. But how?

Well, the reader disposed to study will, of course, do so in his own way. A good plan, however, would be to first read the book, verifying upon the board at least *all* the play given in large type; so as to obtain a comprehensive view of the whole field, before attempting to mark out his own peculiar lines of operation. One will then be in a condition to do this better than if at once plunging *in medias res*, without note of the cardinal points of direction. *Then, having marked out his lines, selected his most agreeable forms of attack and defence, let him concentrate himself upon these for study, playing them upon every opponent, upon every occasion, as long as patience or persistence holds.* In this matter concentration is above all things necessary. A few, the great root Openings, dominate all the rest. If these few be really understood, no time need be wasted over the others.

Practically (in effect) the game is always begun in movement of one of the four centre Pawns on each side. Of the sixty-four ways of opening thus possible, *one*, namely, 1 P—K 4, P—K 4, takes precedence of all the others together; a reason for this being that it liberates the greater quantity of force—takes greater command of the field than can be attained by any other first move. With this the subject is introduced in Sec. I., and continued subsequently as follows.

SECTION I.

KING'S KNIGHT'S GAME.

SUMMARY OF PRINCIPAL FORMS.

1 P—K 4, P—K 4; 2 Kt—K B 3.

KING'S KNIGHT'S GAME.

THIS method of opening, 1 P—K 4, P—K 4; 2 *Kt—K B 3*, is a stem of many branches, and appears to admit of more diverse treatment, within the limits of soundness, than any other known. Starting off from 2 Kt—K B 3, the characteristic move, we have the Spanish Game or Ruy Lopez, Italian or Giuoco Piano, Philidor's Defence, Scotch Game, Russian or Petroff Defence, Evans' Gambit, Two Knights' Defence, &c., with modifications innumerable; either player varying his procedure in development, as choice or chance determines. Of these various lines of play, the Lopez, as in many respects the most important, has perhaps the strongest claim to immediate consideration. Still, before entering upon this, some plausible, but admittedly inferior, defences of the attacked Pawn may be conveniently mentioned.

First (always supposing 1 P—K 4, P—K 4; 2 Kt—K B 3), it is bad to requisition the Queen. At K 2 or K B 3, she becomes at once obstructive to Bishop or Knight; and, later, an engaging object of attention on the part of minor forces of the enemy.

Secondly, 2 . . . . B—Q 3 is a bad support to the Pawn. It must be a very imperfect inspection by which this cannot be perceived without looking; that is to say, without analysis—or, rather, without a bill of particulars, every one of which may be easily and properly referred to—*obstruction*.

Thirdly, and lastly in this connection, 2 . . . . P—K B 3 is distinctly unfavourable for the defence. It exposes the King to inroads of hostile force—Queen checking at R 5, Bishop posted at Q B 4, cutting him off from Castling, &c.

But the attack must not be too eager, too rash. For instance, if he continues 3 Kt × P, offering what is called the *Damiano Gambit*, White may or may not gain on his opponent; though if the latter takes the Knight immediately his defence will fail. For, then

4 Q—R 5+, K—K 2 [4 . . . . P—Kt 3; 5 Q×K P+, &c.]; 5 Q×P+, K—B 2; 6 B—B 4+, and Black should not long survive. But, in reply to 3 Kt×P, we have 3 . . . . Q—K 2! Now (*e.g.* 4 Q—R 5+, P—Kt 3; 5 Kt×Kt P, Q×P+, &c., or 4 Kt—K B 3, P—Q 4, &c., regaining the Pawn), the tables *may* be turned; or White may come out with a superiority so slight as to be scarcely perceptible.

The truth seems to be that he should take the line, 3 B—B 4, thus allowing the feeble 3 . . . . P—K B 3 to stand, in need of further weakening development. It blocks an important line to the Queen, and an important exit to the Knight, &c., wherefore it is most justly condemned on principle, with old experience in corroboration.

A deal of ancient play might be given here, as proof of this statement. But it would be rather worse than useless. These defences are never practised by knowing players. The specific "reasons why" may be easily understood from discussion of more useful methods.

Of course, if the menaced Pawn be not properly supported, or if no immediate counter-move be made, Black should suffer loss. For instance, one of many: (1 P—K 4, P—K 4; 2 Kt—K B 3), B—B 4?; 3 Kt×P, Q—K 2; 4 P—Q 4, B—Q 3; 5 Kt—B 4, Q×P+; 6 B—K 3, and he will lose *time*—will not get his Pieces out as well as he ought, or as if his opening were correct. Or, varying, 4 . . . . P—K B 3?; 5 Q—R 5+, P—Kt 3; 6 Kt×Kt P, Q×P+; 7 B—K 3, Q×Kt; 8 Q×B, and his Pawn is gone—substantial loss, by all right means to be avoided.

Ruy Lopez.—1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 *B—Kt 5*. In this game Black defends his attacked Pawn with Knight, and White again attacks the Pawn, this time indirectly, still keeping his adversary on the defensive. It was formerly thought (and many now think) that this attack yields White a certain advantage in position, and that, therefore, Black should evade it by counter attack, or defending in some other manner. The drift of modern theory is, however, not wholly towards

this conclusion, even if practical results are not against it. For it is a question whether in actual play the defence is not really the more successful. What may be called the stimulus of difficulty appears to so work in its favour that every attack is well met; and the hope of ultimate reward or compensation has a sustaining effect upon the player in his early tribulations. These, as will be seen, spring from the menace implied in 3 B—Kt 5, rather than from the fact of its execution; which, indeed, would be no hardship, supposing the defence carried on correctly. The Lopez is an irksome game, and generally means very serious Chess.

1.

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	P—Q R 3!

Opinion is pretty fairly divided between the system of defence indicated by this move and that based upon 3 . . . . Kt—B 3. Probably the latter is slightly inferior.

4 B—R 4!	Kt—B 3!

It is easy to see White can do no good by 4 B×Kt, Q P×B; 5 Kt×P, Q—Q 5! And Black best plays out his Knight; though, of late, usage has rather inclined to 4 . . . . P—Q 3. But this falls away from the main idea of advancing the Queen Pawn two squares at once, after driving the Bishop by . . . . P—Q Kt 4 on occasion—not too soon, of course. If 4 . . . . P—Q Kt 4; 5 B—Kt 3, B—Kt 2; 6 P—Q 4!, P×P; 7 Castles, B—B 4; 8 P—B 3, with (if . . . . P×P); 9 B×P+ &c., White will have a fine game.

5 Castles	Kt×P

There are several other good moves for White besides 5 Castles. He may continue 5 Kt—B 3, 5 P—Q 3, 5 P—Q 4, or 5 Q—K 2. If

Black moves 5 . . . . B—K 2, instead of taking the Pawn, then 6 Kt—B 3 or 6 R—K sq induces the reply 6 . . . . P—Q 3 or 6 . . . . P—Q Kt 4; with what is considered strategic weakness, telling at some later stage of the proceedings. A great object of the attack is to force an unfavourable advance or dislocation of the Black Queen side Pawns, and this, of course, the defence avoids where possible.

6 P—Q 4 P—Q Kt 4

The advance of the Pawn is justifiable now to free the Knight, and because White has given up his King Pawn. It would be hardly safe to play 6 . . . . P×P, or 6 . . . . Kt×Q P, because of subsequent R—K sq, with some trouble as to Knight or King—or both.

7 B—Kt 3 P—Q 4
8 P×P B—K 3
9 P—B 3 B—Q B 4

Or 9 . . . . B—K 2! Then, perhaps, 10 P—Q R 4, P—Kt 5; &c.

10 B—B 2 Castles

Again, 10 P—Q R 4, P—Kt 5; 11 B—B 2, Castles; 12 Q Kt—Q 2, (if) P—B 4; Black may be less safe than in case of 9 . . . . B—K 2 as mentioned above.

11 Q—K 2 B—B 4

About even.

Variations at White's fifth move in the foregoing. First he plays out his Knight, inducing the strategic weakness already mentioned,—

5 Kt—B 3 P—Q Kt 4

If 5 . . . . B—K 2; 6 Castles! P—Q Kt 4; 7 B—Kt 3, P—Q 3; 8 P—Q R 4! R—Q Kt sq; 9 P×P, P×P; 10 Q—K 2, White will

have an appreciable advantage. The clearing of the file may, of course, be avoided by pushing on, 8 . . . . P—Kt 5, a move in many respects preferable to that of the Rook. Other continuations are: 5 . . . . B—Kt 5; 6 Kt—Q 5! Kt × Kt; 7 P × Kt, Kt—K 2; 8 P—B 3, B—R 4; 9 Kt × P, &c.; 5 . . . . B—B 4; 6 × Kt P! Kt × Kt; 7 P—Q 4, B—Q 3; 8 Castles, &c.; White in each soon securing the preferable position.

6 B—Kt 3	B—K 2
7 P—Q 3	P—Q 3

Or 7 Castles, with a view to play as in first of foregoing note.

8 P—Q R 4	P—Kt 5
9 Kt—Q 5	B—K 3
10 B—Q 2	P—Q R 4

Black has a fairly good prospect. This move 5 Kt—B 3 is liable to occasion the second player much trouble, in the main line of defence springing from 3 . . . . P—Q R 3, and requires to be opposed with great care and judgment.

Secondly,

5 P—Q 3	B—B 4
6 Castles	P—Q Kt 4
7 B—Kt 3	P—Q 3

8 B—K 3! forcing an exchange unfavourable to the adversary, with slightly the better game. Hence, 5 P—Q 3 is supposed to be better turned somewhat as follows:—

5	P—Q 3
6 P—B 3	B—K 2
7 P—K R 3	Castles

Or,

6	B × Kt+	P × B
7	P—K R 3	P—Kt 3
8	Kt—B 3	B—K Kt 2
9	B—K 3	R—Q Kt sq
10	P—Q Kt 3	P—B 4

Or,

6	Kt—B 3	P—K Kt 3
7	P—K R 3	B—Kt 2
8	B—K 3	P—K R 3
9	Q—Q 2	B—Q 2, &c., with about

equality. Generally speaking, however, this . . . . P—Kt 3 and . . . . B—Kt 2 formation should be avoided. But to return to White's fifth move, or

Thirdly,

5	P—Q 4	P × P

If 5 . . . . Kt × K P; 6 Q—K 2, P—B 4; 7 P—Q 5, Kt—K 2; 8 Kt × P, Kt—B 4; 9 B—Kt 3, Kt × B; 10 R P × Kt, P—Q 3; 11 Kt—K B 3, P—K Kt 3; 12 Castles, B—Kt 2; 13 R—K sq, with advantage to White. Evidently in this Black cannot play 6 . . . . P—Q 4, because of 7 Kt × P, with subsequent P—K B 3, &c.

6	Castles	B—K 2
7	P—K 5	Kt—K 5
8	Kt × P	Kt—B 4
9	B × Kt	Q P × B
10	B—K 3	Castles, and there is

not much to choose either way. But, instead of taking the Knight, White may continue 9 Kt—B 5, a formidable move. Black can defend by 9 . . . . Castles, or 9 . . . . Kt—K 3, but he will have a hard game of it, at least for

a time. Or he may risk something like this: 9 . . . . Kt × B; 10 Kt × P +, K—B sq; 11 B—R 6, K—Kt sq; 12 Q—Kt 4, Kt × K P; 13 Q × Kt, P—Q 3, &c., which does not look very inviting at first sight. Or he may exchange 8 . . . . Kt × Kt, and then play . . . . Kt—B 4; but this gives White very great command of the board. Finally, in reply to 5 P—Q 4, Black may attack the Bishop, 5 . . . . P—Q Kt 4, and come off eventually with a fair working position.

Fourthly,

5 Q—K 2	P—Q Kt 4
6 B—Kt 3	B—Kt 2
7 P—Q 3	B—B 4

To attack the Bishop Pawn would be worse than useless for White: 7 Kt—Kt 5, Kt—Q 5!; 8 B × P +, K—K 2; 9 Q—Q sq, P—R 3, &c., or 8 Kt × B P, Q—K 2, winning a Piece.

8 P—B 3	Castles
9 B—Kt 5	P—R 3
10 B—K R 4	B—K 2

Equal game, or very nearly so. The foregoing are a few of the probabilities when the main line of defence arising from 3 . . . . P—Q R 3 is employed.

The other great line of play in the Lopez, drawn from 3 . . . . Kt—B 3, proceeds on the principle that the Pawns should be disturbed as little as possible; that there is loss of time, with a general weakening effect upon the resources of the defence, in advancing upon the Bishop. Nevertheless, both in practice and theory, the two lines are often confused, and run, if not identically, at least with differences so small that they may be quite safely neglected. And this is of course a strong argument in support of

. . . . P—Q R 3, as against . . . . Kt—B 3, for Black's third move. The advance of Rook Pawn does no harm; or, if it does any, the resulting power of counter attack is an equivalent.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	Kt—B 3

White has four strong moves to select from in continuation—Castles, P—Q 4, P—Q 3, and Kt—B 3. Let us take them in order.

4 Castles	Kt × P

Or, 4 . . . . B—B4 may be ventured. Then there is 4 . . . . P—Q 3; still more venturesome. For instance, 4 . . . . P—Q 3; 5 P—Q 4, P × P; 6 Kt × P, B—Q 2; 7 Kt—Q B 3, B—K 2; and defence will be cramped—perchance seriously; White continuing 8 P—Q Kt 3, and soon B—Kt 2 (or R 3), with strong effect.

5 P—Q 4	B—K 2

It would be bad to take the Pawn on account of danger to the Knight. But 5 . . . . P—Q R 3, or 5 . . . . Kt—Q 3, is fairly good; the latter making a game very similar to the one now being considered. Or, *e.g.*, 5 . . . . Kt—Q 3; 6 B × Kt, Q P × B; 7 P × P, Kt—B 4; 8 Q × Q +, K × Q; 9 R—Q sq +, K—K sq; with no very interesting sequel. Whatever advantage there is, nothing should come of it, in absence of the Queens.

6 Q—K 2	Kt—Q 3
7 B × Kt	Kt P × B

To retreat the Knight, which would be awkwardly situated at K B 4; and, besides, with Queen file open, the pressure from inevitable R—Q sq would be much increased. As, 7 . . . . Q P × B; 8 P × P, Kt—B 4; 9 R—Q sq, B—Q 2; 10 P—K Kt 4, Kt—R 5; 11 Kt × Kt, B × Kt; 12 P—Kt 5, B × P; 13 P—K 6! and otherwise Black Bishop will be lost for a couple of Pawns; or if, in this, 10 . . . . Kt—R 3; then 11 P—Kt 5, with probably 12 P—K 6 and 13 Kt—K 5,

threatening the other Bishop, or 14 Q—R 5+, &c., with attack that might well prove decisive.

8 P×P	Kt—Kt 2
9 Kt—B 3	Castles

Or, 9 P—Q Kt 3, Castles; 10 B—Kt 2, P—Q 4; 11 P×P, P×P; 12 Q Kt—Q 2, B—B 3; 13 B×B, Q×B, &c., and the defence is not so arduous.

10 Kt—Q 4	Kt—B 4
11 R—Q sq	Q—K sq
12 Kt—B 5	P—B 3
13 Q—Kt 4	Kt—K 3
14 B—R 6	R—B 2
15 B—K 3	K—R sq
16 Kt×B	Q×Kt
17 P×P	Q×P

18 Q—Q R 4, and, it is said, White is to be preferred. Still, Black has resources, and, having survived so fierce an onslaught, ought not now to lose the game. As for White's answer to 5 . . . . B—K 2, the play of the Queen seems best; other likely looking moves, such as 6 P—Q 5 and 6 R—K sq, leading more easily to equality. But the defence may advantageously substitute 5 . . . . P—Q R 3, for 5 . . . . B—K 2. Then, if 6 B—R 4, the play will be the same as if the Pawn had been advanced as in I. preceding. Or,

5	P—Q R 3
6 B—Q 3	P—Q 4
7 P—B 4	B—K Kt 5
8 P×Q P	Q×P
9 R—K sq	Kt—B 3
10 Kt—B 3	Q—Q sq !
11 P×P	Kt—Q 4, and there is

not much difference. White, however, may play 6 B × Kt +, instead of retreating, and then follow with 7 Q—K 2, with a slight superiority. So, if the second player does not like the kind of game ensuing on 5 . . . . B—K 2 in this line of defence, he had better exclude it by 3 . . . . P—Q R 3.

Secondly,

4 P—Q 4	P × P
5 P—K 5	Kt—K 5
6 Castles	B—K 2
7 R—K sq	Kt—B 4
8 Kt × P	Kt × Kt, &c., with a

fair position. If 4 . . . . Kt × K P, White can Castle, bringing about the variation just noticed.

Thirdly,

4 P—Q 3	P—Q 3

This makes a very solid sort of game. Black may also play 4 . . . . B—B 4. Then, the following would be likely: 5 P—B 3, Castles; 6 B × Kt, Kt P × B; 7 Kt × P, P—Q 4; 8 Castles, P × P; 9 P—Q 4, B—Q 3; 10 P—K B 4, with equality. White does well not to take the momentarily unsupported Pawn, either at move 8 or later. For example: 10 Kt × Q B P, Q—K sq; 11 Kt—R 5 (trying to hold the Pawn), Q—Kt 4; 12 Kt—Kt 3, B—K Kt 5; 13 Q—Q 2, B × P +; 14 K × B, Q × R, &c. Also, if 4 . . . . Kt—K 2, White should not be tempted. For (if) 5 Kt × P, P—B 3!; 6 Kt—B 4 (to mate—if Bishop moves the Piece is lost forthwith—6 . . . . Q—R 4 +, &c.), Kt—Kt 3; 7 B—R 4, P—Q Kt 4, &c., with advantage.

5 P—B 3	P—K Kt 3

Or 5 Kt—B 3, B—Q 2; 6 B—K 3, B—K 2; 7 Castles, &c. These "slow" formations may, of course, be varied almost indefinitely, nd neither party be any the worse.

6 P—Q 4	B—Q 2
7 Q Kt—Q 2	B—Kt 2
8 P × P	Q Kt × P, even game.

Fourthly,

4 Kt—B 3	B—Kt 5

The "double Lopez" version of the formidable "Four Knights' Game." This reply of Black's is the simplest; but it is not so good after he has driven the Bishop by 3 . . . . P—Q R 3.

5 Kt—Q 5	Kt × Kt
6 P × Kt	Kt—Q 5

Because now, if the White Bishop stood at R 4, this would have less force; and the best move open to Black would be . . . . P—K 5.

7 Kt × Kt	P × Kt
8 Q—Kt 4	Q—B 3, and there is

not much in it. White can retreat his Bishop at move 7, but in no way does he secure any appreciable advantage.

Or,

5 Castles	Castles
6 P—Q 3	B × Kt
7 P × B	P—Q 3
8 B × Kt	P × B

Equal game.

Other lines of defence originating at the third move are considered less favourable. Among these are the defences starting from 3 . . . . P—Q 3, 3 . . . . P—K Kt 3, 3 . . . . Kt—Q 5, and 3 . . . . P—B 4. Concerning these moves, the first appears to be a needless anticipation, depriving Black of the option of playing the Pawn two squares at once, a matter of importance in some cases.

For the rest, it does not seem to possess any advantage over 3 . . . . P—Q R 3, and leads to a very similar game. The second, 3 . . . . P—K Kt 3, is open to the objection that it creates unnecessary Pawn weakness, and at best it gives White too much command of the board. There may be occasion for . . . . P—K Kt 3 later on, in view of certain phases of attack; but, at the outset, it is a manœuvre having little in its favour. The latter two, 3 . . . . Kt—Q 5 and 3 . . . . P—B 4, are considered as compromising, on general principles, or in the long run, though certainly, for a time, they appear to enable the defence to evade the bulk of its difficulties. For this reason, probably, they are often resorted to by very good players; and then very good play is of course necessary, if their insufficiency is to be proved. They are, in reality, strong bids for counter attack, and require to be treated judgmatically and respectfully, else the principles may very likely refuse to declare against them. Moreover, there are 3 . . . . K Kt—K 2 and 3 . . . . B—B 4; but these are almost demonstrably inferior and very rarely used.

Giuoco Piano.—Less immediately aggressive than the Lopez, the Giuoco lends itself to more extensive development prior to any specific attack, and is, therefore, during its earlier stages, a comparatively easier game. There is, as it were, a preliminary contest for position, a struggle for strategic advantage before any definite advance is made upon the enemy's works. Masterly inactivity is a characteristic of play in the Giuoco when proceeding on its normal lines. Who combines last combines best, the party first compelled to make a decisive movement having the balance of chances against him. Hence Castling is usually a most

important manœuvre. It is not seldom a great object to reduce the adversary to a declaration of intentions on this point. When he Castles, or when he foregoes the privilege, well—there he is; and the general policy of attack or defence, the main direction of future play in the game, may be ordered accordingly.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4

Black may play 3 . . . . B—K 2—*Hungarian Defence.* Then 4 P—Q 4, P—Q 3; 5 Castles, Kt—B 3; 6 P—Q 5, Kt—Q Kt sq; 7 Kt—B 3, Castles, &c., with a safe game. A snare into which a beginner might fall—3 . . . . Kt—Q 5; 4 Kt × P? (he should Castle, or exchange, or play 4 P—Q 3), Q—Kt 4! and Black's least gain will be a Piece for a couple of Pawns.

4 Castles	Kt—B 3

Other moves for White are 4 P—Q 3 and 4 P—B 3, to say nothing of 4 Kt—B 3, 4 P—Q 4, and 4 P—Q Kt 4 (Evans). In the present instance he Castles forthwith, having already determined upon his plan of action, in which Castling holds a necessary place. Black's reply, 4 . . . . Kt—B 3, is considered his best.

5 P—Q 4	B × P

This 5 P—Q 4 was first prominently advocated by Dr. Max Lange, hence the *Max Lange Attack.* The like may occur in the Scotch Gambit, Two Knights' Defence, &c. It yields a strong though passing attack, with probable settling into an even game, as nearly as possible—when met as above. Perhaps better 5 . . . . P × P (instead of 5 . . . . B × P above). Then 6 P—K 5, P—Q 4!; 7 P × Kt, P × B; 8 R—K sq +, B—K 3; 9 Kt—Kt 5, Q—Q 4!; 10 Kt—Q B 3,

Q—B 4; 11 Q Kt—K 4, B—Kt 3; 12 P—K Kt 4, Q—Kt 3; 13 P—B 4, Castles Q R; 14 P—B 5, &c., and it is a question who has the upper hand. Probably the Pawns, together with prospects of attack on the White King, are of more worth than the Piece, and Black should win.—(See also under *Scotch Gambit.*)

6	Kt × B	Kt × Kt
7	P—B 4	P—Q 3
8	P × P	P × P
9	B—K Kt 5	Q—K 2
10	K—R sq	B—K 3
11	B—Q 3	Castles Q R
12	Q—K sq	P—K R 3

About even. Black cannot hold the Pawn.

Reverting to White's fourth move. If 4 P—Q 3, the reply may be 4 . . . . Kt—B 3. Then 5 Kt—B 3, P—Q 3; and the positions are similar. In effect, White has still to begin the game. He may keep to his own ground, continuing 6 B—K 3 (to which the reply may be 6 . . . . B—Kt 3); or he may play 6 B—Kt 5, which is perhaps not so advisable. But if he Castles before his opponent does so, as a mere move to go on with, he may soon find himself defending. His King will be "located," so to say, and the adversary can advance his Pawns in attack against him, with many chances of success — himself Castling, if necessary, on the contrary side.

II.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	B—B 4	B—B 4
4	P—Q 3	P—Q 3
5	B—K 3	B—Kt 3

White proposes exchange of Bishops, so that, if accepted, he may benefit later through the open file, the doubling of his Pawn toward the centre being no drawback. Black declines for like reasons, loss of time in retreat being more apparent than real. He does not want his Queen Pawn drawn off from the centre (for this the open Queen file would hardly compensate); and he would open his own Rook file, with strengthening of his centre, should his friend the enemy be kind enough to oblige.

6 Q—K 2 B—K 3

Or 6 Kt—B 3, or 6 Q Kt—Q 2; and 6 . . . . Kt—B 3 (instead of 6 . . . . B—K 3) in reply to any of them. But 6 . . . . B—K Kt 5 would scarcely be favourable. Because, then, 7 P—K R 3 would drive back the Bishop, or compel him to take the Knight, bringing the White Queen into powerful action. It is, as a rule, inadvisable to "pin" any Knight, just to keep moving; or when it cannot be, without disadvantage, taken forthwith. An exception is when your opponent has Castled, and you thus attack a Knight, threatening, perchance, to disorganise his King's protecting Pawns, or inducing their weakening advance.

7 B—Kt 3 Q—K 2
8 Kt—B 3 Kt—B 3, &c.

A position as symmetrical as the original, before any move was made. In these and similar circumstances, the general object of each party should be to persuade the other to declare his policy, if any; to get him to begin the game again, as it were, but by some positive step, disturbing the equilibrium of his *non possumus* attitude. To wait well at this game (*inter alia*) is to do well—patience, and yet patience. Opportunity of doing better will most likely occur in due season.

III.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	B—B 4	B—B 4
4	P—B 3	Kt—B 3

Here 4 B × P + (*Jerome Gambit*) may be just mentioned as quite unsound.

5	P—Q 4	P × P

If 5 . . . . B—Kt 3; 6 P × P, Kt × K P; 7 Q × Q 5! a Piece is lost.

6	P × P	B—Kt 5 +
7	B—Q 2	B × B +

Or, Black may continue 7 . . . . Kt × K P, causing affairs to take this turn—8 B × B, Kt × B; 9 B × P +, K × B; 10 Q—Kt 3 +, P—Q 4; 11 Q × Kt, R—K sq; 12 Castles, P—B 3, &c. White may check, 11 Kt—K 5 +, before taking the Knight. Black then replies 11 . . . . K—K 3, or 11 . . . . K—B 3, with subsequent . . . . P—B 4, without any inferiority.

8	Q Kt × B	P—Q 4
9	P × P	K Kt × P
10	Q—Kt 3	Q Kt—K 2
11	Castles	Castles
12	K R—K sq	P—Q B 3

Equal game.

IV.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	B—B 4	B—B 4
4	P—B 3	Q—K 2

If 4 . . . . Q—B 3; 5 P—Q 4, B—Kt 3 (not 5 . . . . P × P; 6 P—K 5, whereby White obtains greater command of the position; for if 6 . . . . Kt × P; 7 Q—K 2, and the Knight is lost); 6 Castles, P—K R 3;

7 P—Q R 4, &c., Black will be inferior. Or 5 4 . . . . Q—B 3; P—Q 4, B—Kt 3; 6 . . . . P—Q 3; 7 B—K Kt 5, Q—Kt 3; 8 P×P, P×P; 9 Kt×P! Q×B; 10 Kt×P, Q—Q B 4; 11 B—Q 5, Kt—B 3; 12 Kt × R, and White should win.

5 Castles	P—Q 3

There appears to be little against 5 . . . , Kt—B 3. Though the usual, it is doubtful whether 5 . . . . P—Q 3 is the stronger move.

6 P—Q 4	B—Kt 3
7 P—Q R 4	P—Q R 4

As a rule this Pawn should go one square only, to open a retreat for the Bishop. But here 7 . . . . P—Q R 3; 8 P—Q Kt 4, Kt—B 3; 9 P—R 5, B—R 2; 10 P—Kt 5, P × Kt P; 11 B × P, with perhaps 12 P—R 6, would be very dangerous.

8 B—K 3	B—Kt 5

It would be scarcely wise to push on, 8 P—Q 5, leaving the King Pawn as a point for Black to work upon, by subsequent . . . . P—K B 4, a kind of error frequently made in positions of this character. If 8 . . . . Kt—B 3 (instead of pinning as above); 9 P × P, and White still carries out his design of forcing a favourable exchange of Bishops. Also, note the incidental trap,—8 . . . . P × P; 9 P × P, Q × P?; 10 B × P +, or 10 Kt—Kt 5, &c.

9 P×P	Kt×P

Neither does anything like 9 . . . . B × B; 10 P × P, Q × K P; 11 P—Q 7 +, &c., seem good for Black.

10 B—Kt 5+	K—B sq

If he interposes in reply to the check—why, 11 B × B, just the same,

11 B×B	P×B

And the doubled Pawn, with loss of Castling privilege, is against Black. He could hardly better himself through

11 . . . . Kt×Kt+ ; 12 P×Kt, B—R 6, &c. There would be no gain in the way of exchange; and the threatened 13 . . . . Q—Kt 4 + could be easily prevented, with, upon the whole, advantage to White.

Returning. This 4 . . . . Q—K 2 was formerly in vogue; but latterly it has been much neglected. It has just become "classical." But it is not *bad*. The idea of keeping the adverse Pawn fixed at B 3, thus obstructing the Queen Knight, is distinctly good; only, as we have seen, while this is being done, other things are happening. That the defender should defend in the simplest manner is one of the first principles of Chess.

Although, taken all in all, the move 4 . . . . Kt—B 3 is considered best in reply to 4 P—B 3, Black may play 4 . . . . P—Q 3 without incurring any appreciable disadvantage. The fact appears to be that this form of the Giuoco, in which White plays 4 P—B 3, is not the strongest, and that 4 P—Q 3 or 4 Kt—B 3 gives him, if a duller, a more reliable game. This, of course, aside from tricks, and traps, and catches, in which the opening abounds when deprived of its Piano character, and which may easily surprise the unwary or unready player.

By playing P—B 3 at the third move, instead of B—B 4, White scarcely betters his prospects; because then, also, ... Kt—B 3 is an effective reply, and some of the strongest attacks in the regular Giuoco are wanting. In fact, if enterprising enough, Black may himself bid for attack by means of the Counter Gambit, 3 . . . . P—B 4, advocated by Ponziani as far back as 1782. But this is not strictly advisable, at least according to present theory; nor does the best practice of the day afford it much countenance.

I.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	P—B 3	Kt—B 3

Ponziani. This 3 P—B 3 makes the *Ponziani* or *Staunton Attack.* For the *Counter Gambit* see p. 362; Black best brings out his Knight.

If 3 . . . . B—B 4, then 4 B—Kt 5—a kind of Lopez, good for White; or, 4 P—Q Kt 4, with 5 P—Kt 5, and 6 Kt × P, &c., also good for White.

4	P—Q 4	Kt × K P
5	P—Q 5	Kt—Kt sq

If 5 P × P, B—B 4; 6 Q—Q 5, B × P +; 7 K—K 2, P—B 4; 8 Q Kt—Q 2, Kt × Kt; 9 B × Kt, and with R—K sq, K—Q sq, &c., White will have a good attacking position, though a Pawn short. A safer reply to 5 P × P would be 5 . . . . P—Q 4; first of all attending to development.

6	B—Q 3	Kt—B 4
7	Kt × P	Kt × B +
8	Kt × Kt	P—Q 3
9	Castles	B—K 2
10	Q—B 3	Castles
11	Kt—Q 2	Kt—Q 2
12	R—K sq	Kt—B 3

About even.

On the whole, however, White seems to have the preferable game.

II.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	P—B 3	P—Q 4

Less simple than 3 . . . . Kt—B 3, this 3 . . . . P—Q 4 is now

the favoured move. It makes a more dangerous game for both parties than 3 . . . . Kt—B 3.

4 Q—R 4	P—B 3

If 4 . . . . P × P ; 5 Kt × P, Q—Q 4 ; 6 Kt × Kt, P × Kt ; 7 B—B 4, &c., the chances rather favour White. 4 . . . . P—B 3, &c., is by Steinitz, and seems a sound though involved system of defence.

5 B—Kt 5	Kt—K 2
6 P × P	Q × P
7 Castles	B—Q 2
8 P—Q 4	P × P

It is bad to push on, attacking Knight ; the Pawn can hardly be maintained afterwards.

9 P × P	Kt—K 4

This 9 . . . . Kt—K 4, introduced some years since by the Russian player Tchigorin, is to force exchanges—the right line of action.

10 B × B +	Q × B

If 10 Kt—B 3 ? Kt × Kt + ; 11 P × Kt, Q—K B 4, &c., White can make no real impression, and the ending will be against him on account of his broken Pawns. A likely continuation (by Dr. J. W. Hunt, London)—12 P—Q 5, P—Q R 3 ; 13 B—K B 4, P × B ! ; 14 Q × R + , K—B 2 ; 15 Kt—K 2 (if B moves, then . . . . Q × B P, and . . . . B—R 6), Kt—Kt 3, &c., winning. If 16 B moves, Black will first take the Bishop Pawn, forcing Kt—Q 4. Then will follow . . . . Q × Q P, ... B—R 6, and . . . . B—Q B 4, and White is altogether lost.

11 Q—Kt 3	Kt × Kt +
12 Q × Kt	Kt—Q 4

Even game.

III.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	P—B 3	P—B 4

This 3 . . . . P—B 4 is the *Ponziani Counter Gambit;* a risky game, as above suggested. *Cf. ante*, p. 360.

4	P×P	P—Q 3

It is best for White to accept the Gambit. If 4 P—Q 4, P—Q 3; 5 P × K P, B P × P; 6 Kt—Kt 5, Kt × P, &c., the game is even.

5	B—Kt 5	B×P
6	Castles	Kt—B 3
7	P—Q 4	P×P
8	B×Kt+	P×B
9	Kt×P	B—Q 2
10	R—K sq+	B—K 2
11	Q—K 2, &c.	

White has the advantage. His Pawn position is superior, and something may come of attack incident to his opponent's difficulty as to Castling.

Evans' Gambit.—1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 *P—Q Kt 4, B × P.* Though far behind the Lopez in serious popularity, this beautiful Gambit, amazing in its variety of ingenious and persistent attack, is even yet a favourite with the vast majority of Chess players. Theoretically, as in all true Gambits, the defence *ought* to win. Practically, however, this is apt to prove a duty difficult of performance, a debt frequently if not duly unpaid. Perhaps 75 per cent. of the printed games at this opening are won by the first player. But this is of course no criterion. The success of the

attack in every Gambit is far more likely to present salient, pleasing features—"pictures," and what not—than is its failure; this latter being usually brought on slowly, laboriously, even stupidly (according to the "picture" artist), by the prevalence of the "odd Pawn" in the ending. Games won by the attack are shorter, simpler, more interesting to the generality of players; and by all this are so much more worthy of type and consequent public attention. One thing, however, must be admitted with regard to the Evans—the defence is extremely difficult. Another thing, which may be admitted without much fear of error, is, a player, desiring to win, not fairly familiar with its intricacies, had better decline it altogether, by 4 . . . . B—Kt 3. A perfectly safe way to meet the attack is by means of this simple evasion.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×P

This is the Gambit. White opens attacking lines for Queen and Bishop while his opponent is engaged in securing the Pawn.

5 P—B 3	B—R 4

The move 5 . . . . B—B 4 leads to quite a different kind of game, unless the Bishop is presently retreated from R 4 to Kt 3. The retreat to R 4 affords greater liberty of action in defence by avoiding the attack upon the Bishop from P—Q 4 later on, and is therefore preferred. 5 . . . . B—Q 3, advocated by Kieseritzky in the early days of the Evans, is comparatively unfavourable. For this, and also 5 . . . . B—K 2, see note under II. next following.

6 P—Q 4	P×P

Many good players continue 6 Castles, or 6 P—Q 4 indifferently. But, changing the terms, the argument for 6 P—Q 4 is exactly similar to that for 5 . . . . B—R 4, and equally convincing. It affords greater scope for attack. Castling loses none of its efficacy in being for a time deferred; but when P—Q 4 (a necessary move) is delayed, its force is much diminished. Then, to a certain extent, the adversary may ignore it, having meanwhile made a developing move, thereby greatly increasing the resources of his defence. As for the reply, Black may play 6 . . . . P—Q 3 and hold his own. But only that, for he will have no Gambit Pawn. *E.g.*, 6 . . . . P—Q 3; 7 P × P, Q—K 2; 8 B—Q Kt 5, B—Q 2; 9 Q—R 4, B—Kt 3; 10 P × P, P × P; 11 B—R 3, Kt—B 3; 12 Q Kt—Q 2, Castles; &c., with equality.

7 Castles P × P

Known as the "Compromised Defence," perhaps because Black is supposed to commit himself, somehow, in capturing the third Pawn. Another move at this point is . . . . P—Q 6, but with that White gets the best of it. 7 . . . . P—Q 3 is also considered unfavourable; for then 8 Q—Kt 3, Q—B 3; 9 P—K 5, P × K P; 10 R—K sq, Kt—R 3; 11 B—K Kt 5, Q—B 4; 12 Q—R 3, with an exceedingly strong attack. Yet another move is 7 . . . . Kt—B 3. This also invites complications which may easily take an unfortunate turn, or result directly in the forced surrender of the Pawn. *E.g.*, 7 . . . . Kt—B 3; 8 B—R 3, P—Q 3; 9 P—K 5, Kt—K Kt 5; 10 K P × Q P, B P × P; 11 Kt × P, Castles; 12 Kt × Kt, P × Kt; 13 Q B × P, R—K sq; 14 Q—B 3, &c., good for White.

8 Q—Kt 3 Q—B 3

If 8 . . . . Q—K 2; 9 Kt × P, B × Kt; 10 Q × B, Kt—B 3; 11 B—R 3, P—Q 3; 12 P—K 5, Kt—K 5; 13 Q—Kt 2, &c., White will have a strong game. Nor, in this, is 9 . . . . Q—Kt 5, forcing the exchange of Queens, any better. 9 . . . . Q—Kt 5; 10 B × P +, K—Q sq; 11 B—Kt 5 +, K Kt—K 2; 12 Q R—B sq, Q × Q; 13 B × Q, and, though still a Pawn ahead, Black will have all he can do to draw, the chances even for that being against him. This follows from the difficulty he must necessarily experience in getting his unmoved Pieces into play, in face of the powerful action of the opposing Rooks

and Bishops. White's general command of the field is more than compensation for the Pawn, and whether Black further exchanges, 13 . . . . B × Kt, or not, his defence must be very precarious.

9 P—K 5	Q—Kt 3
10 Kt × P	K Kt—K 2

The Bishop is best at R 4 during the early stages of the contest. Exchanging, 10 . . . . B × Kt, with 11 Q × B, K Kt—K 2; 12 Kt—Kt 5, Kt—Q sq; 13 R—K sq, does not lessen the force of the attack.

11 B—R 3	Castles
12 Q R—Q sq	P—Q Kt 4

If 12 Kt—Q 5, Black takes, offering the exchange, for the sake of counter attack, through 13 . . . . Kt—B 5, &c. The Pawn is given up, 12 . . . . P—Q Kt 4, by way of compromise, in order to gain time in development; and to provide for the safety of the Queen, seriously endangered from B—Q 3, &c.; *i.e.*, to allow . . . . Q—K 3 without other loss—of the King Rook Pawn, for instance—in some similar situation.

13 Kt × P	R—Kt sq
14 B—Q 3	Q—R 4 !

15 Q—R 4, and White has a fine position. Or, he may play 14 Q—R 4 or 14 Q—K 3, instead of attacking the Queen, with every prospect of advantage. The right opinion seems to be that the Pawn is not worth anything like all this trouble; and that the best defence to the Evans is to decline it—or return the Pawn, betimes, in consideration of peace and quietness—with at least an even game.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B × P

In lieu of at once accepting the proffered Pawn, Black may counter,

4 . . . . P—Q 4; but, taken all in all, this is hardly commendable. *E.g.*, 4 . . . . P—Q 4; 5 P × P, Kt × P; 6 Kt × P, Kt × Q P; 7 B—Kt 5+, K—B sq (or 7 . . . . P—B 3; 8 Kt × Q B P! Q—Kt 3; 9 Q—K 2+, &c.); with something of advantage to White.

5 P—B 3 B—R 4

If 5 . . . . B—Q 3; 6 P—Q 4, Kt—B 3; 7 Castles, P—K R 3 (to prevent pinning. 7 . . . . Kt × K P; 8 P × P, with eventual Q—Q 5, would win for White); 8 Kt × P, B × Kt; 9 P × B, Q Kt × P; 10 B—Kt 3, P—Q 3; 11 P—K B 4, &c., Black will be very uncomfortable; or, 8 . . . . Kt × Kt; 9 P × Kt, B × P; 10 P—B 4, B—Q 3; 11 P—K 5, B—B 4+; 12 K—R sq, and the same observation applies.

5 . . . . B—K 2 is more playable, not being so obstructive to the natural development of the position. *E.g.*, 5 . . . . B—K 2; 6 P—Q 4, Kt—R 4 (6 . . . . P × P?; 7 Q—Kt 3!); 7 Kt × P, Kt × B; 8 Kt × Kt, &c., practically level. Or, 5 . . . . B—K 2; 6 Q—Kt 3, Kt—R 3; 7 P—Q 4, Kt—R 4; 8 Q—R 4, Kt × B; 9 Q × Kt, P × P; 10 B × Kt, &c., may possibly be better for White.

6 Castles P—Q 3

Here, it may be remarked, White halts for the moment in his attack, giving his opponent time to widen and strengthen his defence. Besides 6 . . . . P—Q 3, Black may play 6 . . . . Kt—B 3; neither of which moves is so good against the more energetic 6 P—Q 4. For example: 6 Castles, Kt—B 3; 7 P—Q 4, Castles; 8 P × P, K Kt × P; 9 B—Q 5, Kt—B 4; 10 Kt—Kt 5, P—K R 3; 11 Kt × P, R × Kt; 12 B × R+, K × B; 13 Q—Q 5+, Kt—K 3; 14 P—K B 4, Q—B sq; 15 B—R 3, B—Kt 3+; 16 K—R sq, B—B 4; and proof is wanting as to which, if either party, has the upper hand. Of course there is much attack to be got over, and on the whole the game is no easy one to play. Black's 9 . . . . Kt—B 4 is best. He cannot take the Pawn with either Bishop or Knight without being worsted; as the attack on his King will succeed, or the Piece be lost in course of defending. For example—9 . . . . Kt × Q B P; 10 Kt × Kt, B × Kt; 11 Kt—Kt 5, Kt × P; 12 Q—B 2, Kt—Kt 3; 13 Q × B, &c. If, in this, 11 . . . . B × R? then, 12 Q—R 5, P—K R 3; 13 Kt × P, R × K; 14 B × R+, K—B sq (else 15 B × P wins); 15 B—R 3+, P—Q 3; 16 P × P, with an overwhelming attack. Similarly, 9 . . . . B × P; 10

B × K Kt, B × R; 11 B × P +, K × B; 12 Kt—Kt 5 +, K—Kt 3; 13 Q—Kt 4, and Black's difficulties will be intolerable.

If White plays 8 Kt × P (*Richardson Attack*), a somewhat similar game ensues: 6 Castles, Kt—B 3; 7 P—Q 4, Castles; 8 Kt × P, Kt × K P; 9 Kt × B P, R × Kt; 10 B × R +, K × B; 11 P—Q 5, Kt—K 2, &c. Or 11 . . . . Kt—K 4; 12 Q—Q 4, Q—R 5; 13 R—K sq (13 Q × Q Kt, P—Q 3; 14 Q—B 4 +, Q × Q, &c., good for Black), Kt—Kt 5; 14 Q × Kt (14 R × Kt), Q × R P +, with advantage to the second player. Or 12 Q—R 4 (in lieu of 12 Q—Q 4), B × P; 13 Kt × B, Kt × Kt; 14 Q—B 2, Kt × Q P; 15 Q—K 4, P—B 3; 16 Q × Q Kt, P—Q 3, and Black's strength in Pawns will easily compensate the exchange. Again, varying the attack after the sacrifice, 11 Q—R 5 +, K—B sq; 12 Q × P, Kt—B 3; 13 Q—Q 3, and, what with strength of adverse King side Pawns, the exchange, &c., discount on the Piece, Black must be careful, and well know what he is about, to win the game. But White need not sacrifice. His best course is probably as follows :—9 B—R 3, P—Q 3; 10 Kt × Kt, P × Kt; 11 Q—R 4, B × P; 12 Kt × B, Kt × Kt; 13 Q × B P, B—Q 2; 14 B × P +, &c., recovering the Pawn—or 14 Q—B 3, keeping up his attack for what it may be worth.

Safe variation in defence is difficult. For instance, exchanging 8 . . . . Kt × Kt? Then 9 P × Kt, Kt × P; 10 Q—Q 5, B × P; 11 Kt × B, Kt × Kt; 12 Q—B 3, Kt—R 5; 13 Q—K Kt 3, P—Q 4 (best); 14 B—K R 6, P—K Kt 3; 15 B × R, with advantage. The following has occurred: (13 . . . . P—Q 4 being omitted), 13 . . . . K—R sq; 14 B—K Kt 5, Q—K sq; 15 K R—K sq, Kt—Kt 3; 16 B—B 6, R—K Kt sq; 17 B—Q 3, P × B; 18 P × P, R × Q; 19 R × Q +, R—Kt sq; 20 Q R—K sq —and mate in two moves.

7 P—Q 4 B—K Kt 5

Or 7 . . . . B—Q 2, known as *Sanders' Defence*, but the text move seems stronger. It stood the test of experience in the Tchigorin-Steinitz Match, 1892. On that occasion the Russian player invariably Castled at move 6, and Steinitz more than once defended in the manner here shown—with success as far as the opening was concerned.

If 7 . . . . B—Q 2, the following seems comparatively favourable

to White: 8 Q—Kt 3, Q—K 2 (or 8 . . . . Q—B 3; 9 P × P, P × P; 10 R—Q sq, menacing 11 B—K Kt 5, also 11 B × P +, &c.); 9 P × P, P × P; 10 R—Q sq, and Black must mind how he goes—he has plenty of room to go wrong.

8 Q—R 4	P × P

If 8 B—Q Kt 5, then 8 . . . . P × P; 9 P × P, B—Q 2, &c.

9 P × P	P—Q R 3
10 B—Q 5	B—Kt 3
11 B × Kt +	P × B
12 Q × P +	B—Q 2

Black has a safe and good position. The advantage of 7 . . . . B—K Kt 5 over 7 . . . . B—Q 2 is that it compels White to pursue his attack to exhaustion on one of a few narrow lines; on each of which, as far as at present known, he can be satisfactorily met and fought to equality—at the very least.

III.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B × P

If Black wants to decline the Gambit he may best do so by 4 . . . . B—Kt 3. Then with 5 P—Q R 4, P—Q R 3; 6 Castles, P—Q 3, &c., we have a kind of Giuoco—about even. Or, if 5 P—Kt 5, Kt—R 4; 6 Kt × P, Q—Kt 4; 7 B × P +, K—K 2; 8 B × Kt, Q × Kt; 9 B—Q 5, P—B 3, &c., the complications are so manifold and dangerous, for both sides, that it may be considered "anybody's game."

5 P—B 3	B—B 4
6 Castles	P—Q 3
7 P—Q 4	P × P

Black need not exchange. He can retreat, 7 . . . . B—Kt 3

allowing White to take his Pawn, 8 P×P, P×P; 9 Q×Q+, Kt×Q; 10 Kt×P, B—K 3, with at least an even game.

8 P×P	B—Kt 3

The so-called "normal" position, the moves on each side being for a long time looked upon as best for each party respectively. For many years, however, this system of defence has been practically obsolete; the defence based upon 5 . . . . B—R 4 having gained and maintained the respect of all classes of players. A question at this point is, What is the best move for White? Two stand out prominently, viz., 9 P—Q 5 and 9 Kt—B 3. Of these two the latter is probably the stronger, as bringing a Piece into play, and keeping the diagonal open to the Bishop as long as possible. On the other hand, 9 P—Q 5 is more immediately pressing, and has often been preferred by some of the greatest masters of attack in the Evans. First, as to this latter.

9 P—Q 5	Kt—R 4
10 B—Kt 2	Kt—K 2
11 B—Q 3	Castles

White cannot play 11 B×P, opening the file on his King, without losing.

12 Kt—B 3	Kt—Kt 3

Best, as commanding K 4, and also Kt 4; and providing against P—K 5, often the prelude to a winning attack.

13 Kt—K 2	P—Q B 4

Black's hopes are bound up in the advance of his Queen side Pawns, as they must ultimately turn the tide in his favour; always provided he can hold his ground on the other side as regards the safety of his King.

14 Q—Q 2	P—B 3
15 K—R sq	B—B 2

14 . . . . P—B 3 provides against Kt—Kt 3, B×P, and (if . . . . K×B) Kt—R 5+, with Q—R 6, &c.—a winning combination which may occur if the Bishop is not shut off as in the text. White moves his King in order to advance P—B 4, on occasion, without fear of the

adverse Bishop; and Black moves the latter, since it no longer bears upon the King, and to make way for his Pawn. If, for example, 15 . . . . Kt—K 4, then 16 Kt × Kt, B P × Kt; 17 P—B 4, and the utility of 15 K—R sq is at once apparent.

16 Q R—B sq	R—Kt sq
17 Kt—Kt 3	P—Kt 4

And it is a fair game. White has his attack, but if it fails, *i.e.*, does not win, he is almost certainly lost, owing to the great strength of the adverse Queen side Pawns.

Secondly,

9 Kt—B 3	Kt—R 4

Black can venture out with King Knight only at the risk of complications in the main unfavourable. For instance, 9 . . . . Kt—B 3; 10 P—K 5, P × P; 11 B—R 3, B × P; 12 Q—Kt 3, &c.

10 B—K Kt 5	P—K B 3

If 10 . . . . Kt—K 2; 11 Kt—Q 5, &c., the defence would be at least equally difficult. Black is naturally anxious to Castle, so his next move seems a matter of course, getting rid of the powerful Bishop. Yet, 11 . . . . . Kt—K 2; 12 B—Q 3, &c., might be ventured.

11 B—K B 4	Kt × B
12 Q—R 4+	Q—Q 2
13 Q × Kt	Q—B 2
14 Kt—Q 5	B—K 3
15 Q—R 4+	B—Q 2

16 Q—R 3, and Black is in difficulty as to Castling—whence the attack should win.

Or,

9 Kt—B 3	B—Kt 5
10 B—Q Kt 5	B—Q 2

The alternative is 10 . . . . K—B sq, but it is hardly any better.

11	P—K 5	P×P
12	R—K sq	K Kt—K 2
13	P—Q 5	Kt—Q 5
14	B×B+	Q×B
15	Kt×P	Q—B 4

16 Kt—Q 3, and again Black has difficulty as to Castling and the inferior game.

The weak point in the Evans' attack is that it can be declined by 4 . . . . B—Kt 3; when White will have to be content to proceed on regular Giuoco Piano lines—and those not the most favourable to him. Not that he necessarily gets the worst of it, but that the advance of the Pawn goes for nothing as an attacking move, and is apt to prove a source of weakness in the end.

Scotch Game.—The attack in the Scotch is strong while it lasts, but it is not persistent, and in every case of it there is a valid defence. Interesting, even brilliant, complications easily arise, only to pass away without creating any lasting impression, and the reaction is not unlikely to prove injurious to White. There appears to be at least a tacit agreement of the best opinion that more should be made out of "the move" than is possible in the Scotch; so that in important contests of late years games at this opening have been comparatively few and far between.

I.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	P—Q 4	P×P

It is better for Black to take so. 3 . . . . Kt×P; 4 Kt×Kt, &c., runs into the variation given in next note. Or 3 . . . . Kt×P;

4 Kt × P, Kt—K 3; 5 B—B 4, P—Q B 3; 6 Castles, &c., yields White a free and good position.

4 Kt × P	B—B 4

4 . . . . Kt × Kt; 5 Q × Kt, Kt—K 2; 6 B—Q B 4, Kt—B 3; 7 Q—Q 5, &c., is favourable to the first player, his command of the board being so great. But 4 . . . . Kt—B 3 is a safe and sound move. 4 . . . . Q—R 5 risks too much for the sake of a Pawn, and is now hardly ever played.

5 B—K 3	Q—B 3
6 P—Q B 3	K Kt—K 2

White is willing to have his Knight taken at Q 4, to form a centre; wherefore Black declines to take, and tries to preserve the *status quo* —at least until he can advance his Queen Pawn effectively.

7 Q—Q 2	P—Q 4

Other probable continuations—7 B—K 2, P—Q 4; 8 B—B 3, B × Kt; 9 P × B, P × P; 10 B × P, Castles—White having an isolated Pawn. 7 B—Q Kt 5, Castles; 8 Castles, P—Q 3; 9 Kt × Kt, P × Kt; 10 B × B, P × B, &c., with equality. 7 P—B 4, Q—Kt 3; 8 Q—B 3, Kt × Kt; 9 P × Kt, B—Kt 5 +; 10 Kt—B 3, P—Q 4, &c., with advantage to Black. 7 B—B 4 loses time, because of . . . . Kt—K 4 somewhat later; and if 7 Kt—B 2, B × B; 8 Kt × B, Q—K 4, &c., Black will stand well. If 7 Kt—Q 2 (often played by Blackburne), Kt × Kt; 8 P—K 5, Q × K P; 9 P × Kt, B × P; 10 Kt—B 4, Black may continue 10 . . . . B—B 6 +, coming out with three Pawns for the Piece; or, better perhaps, he may avoid this deal by 8 . . . . Kt—B 7 +; 9 Q × Kt, Q × K P, &c., with probable advantage.

8 Kt—Kt 5	B × B
9 Q × B	Castles
10 Kt × B P	R—Kt sq

Better 10 Kt—Q 2. It is dangerous to take the Pawn.

11 Kt × P	Kt × Kt
12 P × Kt	Kt—Kt 5!

If, now, 13 P×Kt, Q×Kt P; 14 Q—Q B 3, R—K sq+; 15 K—Q sq, Q×B P; and White will have hard work to escape. Or, 13 Kt—R 3, B—Kt 5; 14 B—Kt 5, Kt×Q P; 15 Q—K 4, Kt×P; 16 Q×B, Kt×B, &c.; or, 13 Q—Q 2, Kt×Q P; 14 Q×Kt, R—K sq+; 15 B—K 2, B—Kt 5; 16 P—B 3, Q R—Q sq, &c., and again White's defence is difficult. However, these latter variations are more useful in showing the resources of Black's game than otherwise. To demonstrate a certain win for him would transcend the limits of opening analyses.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 Kt×P	Kt—B 3

A safe and simple defence springs from this move. If 4 . . . . Q—R 5, White would preferably not defend by 5 Q—B 3, but continue his attack by 5 Kt—Kt 5, with ample compensation for the Pawn.

5 Kt×Kt	Kt P×Kt
6 B—Q 3	P—Q 4

There is nothing gained by attacking the Knight,—6 P—K 5, Q—K 2; 7 Q—K 2; Kt—Q 4; 8 P—Q B 4, Kt—Kt 3, &c.

7 Q—K 2	P×P

Again,—7 P—K 5, Kt—Kt 5; 8 B—K B 4, B—Q B 4; 9 Castles, P—Kt 4; 10 B—Kt 3, P—K R 4, &c., White being on the defence.

8 B×P	Kt×B
9 Q×Kt+	Q—K 2

Even game; the freedom of Black's Bishops compensating for the disarrangement of his Pawns.

As said, the defence beginning 4 . . . . Q—R 5 is considered too hazardous, and is therefore little favoured in practice. Black wins a Pawn at the outset, it is true; but on the other hand he foregoes the privilege of Castling; and is for a long time restricted to purely defensive tactics. The following is perhaps one of the best continuations, —4 . . . . Q—R 5; 5 Kt—Kt 5, Q×P+; 6 B—K 2, B—Kt 5+; 7 B—Q 2, K—Q sq; 8 Castles, B×B; 9 Kt×B, Q—K B 5; 10 P—Q B 4, &c., and the attack seems worth the Pawn. White may also play 5 Kt—K B 3, but this is scarcely so strong as 5 Kt—Kt 5, given above.

III.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 B—B 4	B—B 4

Letting the Pawn stay—the *Scotch Gambit*. Other moves for Black, such as 4 . . . . Q—B 3 and 4 . . . . B—Kt 5+, are less satisfactory.

5 Castles	Kt—B 3

If 5 P—B 3, then 5 . . . . Kt—B 3, or 5 . . . . P—Q 3—a Giuoco Piano; of course, if 5 . . . . P×P; 6 B×P+, K×B; 7 Q—Q 5+, &c., White would get on very well. But this would be good for Black: 5 Kt—Kt 5, Kt—R 3!; 6 Q—R 5, Q—K 2 (if 6 . . . . Kt—K 4?; 7 Kt—K 6!, the defence will fail); 7 Castles, P—Q 3; 8 P—K R 3, B—Q 2,—and Black will be able to safely Castle Q R, with advantage. Again, varying at the sixth move: 5 Kt—Kt 5, Kt—R 3!; 6 Kt×B P, Kt×Kt; 7 B×Kt+, K×B; 8 Q—R 5+, P—Kt 3; 9 Q×B, P—Q 4, &c, and Black will have a fine game. For 10 P×P, R—K sq+ (or 10 Q×P (Q 5) Q×Q; 11 P×Q, Kt—Kt 5); as well as 10 Castles, P×P (or even 10 . . . . B—K 3), would be in his favour.

White neglects his general development for the sake of a partial attack which comes to nothing.

6 P—K 5 P—Q 4

A position in the Max Lange Attack, common to the Giuoco Piano, Two Knights' Defence, King's Bishop's Opening, &c. If not agreeable, it may be avoided by 5 . . . . P—Q 3, in place of 5 . . . . Kt—B 3 above. See IV. next following.

7 P×Kt P×B

Another, and perhaps on the whole a better line of play for White, 7 B—Q Kt 5, Kt—K 5; 8 Kt×P, B—Q 2; 9 B×Kt, &c. But the attack as here carried on (*i.e.*, by 7 P×Kt, &c.), is plausible and usual, and needs to be considered.

8 R—K sq + B—K 3

Or, 8 . . . . K—B sq; 9 P×P+, K×P; 10 Kt—K 5, &c.; or, White may leave the Pawn, in favour of 9 B—Kt 5, and attack will be troublesome.

9 Kt—Kt 5 Q—Q 4

If 9 . . . . Q×P? (*or* Q—Q 2?) a Piece is lost,—10 Kt×B, P×Kt; 11 Q—R 5+, &c.

10 Kt—Q B 3 Q—B 4
11 Q Kt—K 4 B—Kt 3

If 11 P—K Kt 4, the reply should be 11 . . . . Q—Kt 3. For if 11 . . . . Q×P (B 3), then 12 Kt—Q 5, Q—Q sq; 13 R×B+, P×R; 14 Kt×K P, and Black is in great difficulties. (See under Giuoco Piano, p. 355.)

12 Kt—Kt 3 Q—Kt 3

But if now 12 . . . . Q×P; 13 Kt—R 5! there would be trouble in the camp. For instance: 13 . . . . Q—Kt 3; 14 Kt×B, P×Kt; 15 R×P+, &c., with advantage to White.

13 Kt×B	P×Kt
14 R×P+	K—Q 2
15 Kt—R 5	Q R—K sq
16 Kt—B 4	Q—B 2

If 16 P×P, then 16 . . . . Q×R, threatening mate. As it is, Black has the better game. His King will be in safety on the Queen side, with strong counter attack in prospect. White, in fact, has no good way of going on from this point. Whether he exchanges Pawns or Rooks, willingly or not, the turn will be against him. His attack is exhausted, with development in favour of his adversary.

IV.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 B—B 4	B—B 4

Göring Gambit.—Offers another Pawn, 4 P—B 3, P × P; 5 B—Q B 4, Kt—B 3!; 6 Kt × P, B—Kt 5, &c. Black holds the Pawn safely enough. But if he takes the third Pawn, instead of playing the Knight, he risks somewhat unnecessarily. Compare *Danish Gambit*, Sec. II. Other moves are 4 . . . . P—Q 4 and 4 . . . . P—Q 6, declining the Gambit; but it is best to make sure of one Pawn and resume development as above.

5 Castles	P—Q 3

As previously suggested, 5 P—B 3, turning into a safe Giuoco Piano, is probably better for White. Compare III. last preceding.

6 P—B 3	B—K Kt 5

Stronger than 6 . . . . P × P, or 6 . . . . Kt—B 3; giving White attack from 7 Q—Kt 3, or from 7 P × P, with a powerful centre.

7	Q—Kt 3	B × Kt

Playing for counter attack; 7 . . . . Kt—R 4 would be more defensive.

8	B × P +	K—B sq
9	B × Kt	R × B
10	P × B	P—K Kt 4, and Black

has the advantage. White will have great difficulty in putting his Queen's Pieces to work; and, at the same time, in properly defending his King—whose situation is really dangerous. Of course White may defer B × Kt (as at 9), or otherwise vary his play after 7 Q—Kt 3; but his attack with Queen and Bishop is feeble, and in every case the tie up on his Queen side should prove unfavourable. The following are probable continuations: (*a*) 11 K—R sq, Q—B 3; 12 P—K B 4, Kt P × P; 13 Q × P, Q—Kt 4; 14 Q × R +, Kt—Q sq; 15 P—K 5, P—B 3, and wins; (*b*) 11 Q—Q sq, Q—Q 2; 12 P—Kt 4, B—Kt 3; 13 B—Kt 2, P—Q 6; 14 Q × P, Kt—K 4; 15 Q—K 2, Q—R 6; 16 Kt—Q 2, P—Kt 5, and should win speedily. Or, if 11 Q × Kt P, Kt—K 4, &c., or 11 Q—K 6, R—Kt 3, &c., Black's attacking force would probably prove irresistible.

Two Knights' Defence.—1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, *Kt—B* 3. White may treat this as a form of the Giuoco Piano, by continuing 4 P—Q 3, or he may compel Black to a Gambit, by 4 Kt—Kt 5, but this last is rather dubious policy. Because, in nine cases out of ten, this is just what the second player wants; to have the attack, a durable attack, even at the cost of a Pawn. In fact, it is a question whether White's manœuvres to gain the Pawn should not be considered premature. In return he is at once called upon to face a

dangerous assault in a position so poorly developed that error may easily occur, and may easily prove fatal.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	Kt—B 3
4 Kt—Kt 5	P—Q 4

It may be remarked, 4 P—Q 3 is a safe and strong move. But 4 Kt—B 3 is hardly so good. To that the reply may be 4 . . . . Kt × P. Then whether Kt × Kt immediately, or 5 B × P +, the timely advance . . . . P—Q 4 will give Black a fair game. A similar thing may happen in the Petroff or Russian Defence. But, as a reply to 4 Kt—Kt 5, it may be observed that 4 . . . . Kt × P is inferior. White can then take the Pawn, checking, and follow with 6 P—Q 4, with advantage.

5 P × P Kt—Q R 4

Here Black enters on the Gambit, his best course. If 5 . . . . Kt × P, then 6 Kt × B P, K × Kt; 7 Q—B 3 +, K—K 3; 8 Kt—B 3, Kt—K 2; 9 P—Q 4, P—B 3; 10 B—K Kt 5, P—K R 3; 11 B × Kt, B × B; 12 Castles Q R, and the chances are decidedly with White. Or 8 . . . . Kt—Kt 5; 9 Q—K 4, P—Q Kt 4 (if 9 . . . . P—B 3; 10 P—Q R 3, Q—R 4; 11 P × Kt, Q × R; 12 Castles, &c., Black will probably lose, the difference of a Rook in his favour notwithstanding); 10 B—Kt 3, P—B 4; 11 Kt × P, B—R 3; 12 P—Q R 4, R—B sq; 13 P—Q 3, P—B 5; 14 P × P, Kt—B 3; 15 P—B 5 +, Q Kt—Q 4; 16 Q—K 2, B × P; 17 Castles, and White has the advantage. Countless attempts have been made to prove that the superior force should win (after 6 Kt × B P); but, up to the present, they have all come to nothing. The position of Black's King seems to be too much against him. Even if he manages to survive the direct attack, there is a drain of force (in the shape of Pawns) which almost does away with the advantage of the Piece, reducing him to practical equality in that respect, with *position* still persisting in favour of his opponent.

6 B—Kt 5 + P—B 3

Or, 6 P—Q 3, P—K R 3; 7 Kt—K B 3, P—K 5; 8 Q—K 2, Kt × B;

9 P × Kt, B—Q B 4; 10 P—K R 3, Castles; 11 Kt—R 2, P—Q Kt 4; 12 Kt—Q B 3, &c. In the result White cannot hold the Pawn.

7 P×P	P×P
8 B—K 2	P—K R 3

It is best to retreat the Bishop as above. Both 8 B—R 4 and 8 Q—B 3 are inferior, because the comparative insecurity of the Bishop or Queen adds to the dangers of the attack which has now to be met in return for the Pawn.

9 Kt—K B 3	P—K 5
10 Kt—K 5	Q—B 2

Or, 10 . . . . B—Q 3. But 10 . . . . Q—Q 5, though more formidable in appearance, is not really so strong—time being lost subsequently in forced movement of the Queen.

11 P—K B 4	B—Q 3
12 P—Q 4	Castles
13 P—Q B 3	P—B 4
14 Kt—R 3	P—R 3

If there is advantage, either way, White has it. The chances are that by giving up the Pawn at the proper time he can either reverse the attack or come out with the better ending. This is the *theory* of the matter; *practically* White has a hard road to travel.

Other lines of play, varying at move 4, are: 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4 Kt—B 3; 4 P—Q 4, P × P; 5 P—K 5 [or 5 Castles, B—B 4; 6 P—K 5, P—Q 4, &c.; Max Lange Attack. Or 5 Kt—Kt 5, Kt—K 4; 6 Q × P, Q—K 2; 7 Castles, P—K R 3, &c., as in Blackburne *v.* Pillsbury, Anglo-American Cable Match, 1897. Practically even game.], P—Q 4; 6 B—Q Kt 5, Kt—K 5; 7 Kt × P, B—Q 2; 8 B × Kt, &c., even game. 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B

3; 3 B—B 4, Kt—B 3; 4 Castles, Kt × P; 5 P—Q 4 (or 5 B—Q 5, at once recovering the Pawn), P—Q 4; 6 Q—K 2, B—K Kt 5; 7 P × P, Kt × K P; 8 Kt—B 3, &c., with slight advantage to White.

Russian (Petroff) Defence.—Black defends his Pawn indirectly by attacking that of his opponent. The Petroff makes a hard game, in which White, at best, can do little more than hold his original advantage of the move. In many respects it closely resembles the French. But it is easier to play, and does not afford so good a future, when the defence is established. If White gains nothing by his initial attack, he need have little fear in the ending; his Pawn position not being in the least compromised, if that attack is prudently conducted.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—K B 3
3 Kt × P	P—Q 3

It is bad for Black to take the Pawn immediately. 3 . . . . Kt × P; 4 Q—K 2, Q—K 2; 5 Q × Kt, P—Q 3; 6 P—Q 4, P—K B 3; 7 P—K B 4, Kt—Q 2; 8 Kt—Q B 3, B P × Kt; 9 B P × P, P × P; 10 Kt—Q 5, Kt—B 3; 11 B—Kt 5+, P—B 3; 12 Kt × Kt+, &c., with advantage; White continuing 13 P × P or 13 B × P+, as Knight may or may not be taken by Queen.

4 Kt—K B 3	Kt × P

The sacrifice, 4 Kt × B P is unsound. Though White gets three Pawns for the Piece, the resulting position is such that they are not sufficient.

5 P—Q 4	P—Q 4

If 5 P—Q 3, Kt—K B 3, &c., the game runs into a French—and equality.

6	B—Q 3	B—K 2

Superior to 6 . . . . B—Q 3. But 6 . . . . Kt—Q B 3 is a very good move.

7	Castles	Castles
8	R—K sq	Kt—K B 3

If 8 P—B 4, then likewise 8 . . . . Kt—K B 3, and in the result the White Queen Pawn may be isolated. Black cannot well back up the Knight by . . . . P—K B 4; for then important control over K 4 would be lost.

9	B—K B 4	Kt—B 3
10	Q Kt—Q 2, and White has a good position.	

II.

1	P—K 4	P—K 4
2	Kt—K B 3	Kt—K B 3
3	P—Q 4	P×P

Here 3 Kt—B 3 would give us the *Three Knights' Game;* and this with reply 3 . . . . Kt—B 3 the *Four Knights' Game.* If then 4 B—Kt 5, B—Kt 5, there would be the "double Lopez" in the Four Knights'—an alarming compound of sterling solidity, the very sheet-anchor of safety. Continued 5 Castles, Castles; 6 P—Q 3, P—Q 3, &c., it produces a sort of Giuoco-Lopez, of a dreary character, strongly tending to a draw. (Compare version of Ruy Lopez, p. 343.) For 3 B—B 4, Kt × P; 4 Kt—B 3, &c. (Boden-Kieseritzky) see King's Bishop's Game, Sec. II.

4	P—K 5	Kt—K 5
5	Q×P	P—Q 4

Concerning 5 Q—K 2, see III. next following. This 5 Q × P is simpler and perhaps better for White.

6 P×P *e.p.*	Kt×Q P
7 Kt—B 3	Kt—B 3
8 Q—K B 4	B—B 4

If 8 . . . . B—K 2; 9 B—Q 3, Castles; 10 Castles, B—K 3; 11 B—Q 2, Black finds difficulty in going on well. The location of his King Knight is noticeably unfavourable.

9 B—Kt 5	B—K 2

Of course 9 . . . . Kt × B would be bad,—would lose the exchange, at least; and if 9 . . . . B × P; 10 B × Kt +, P × B; 11 Kt—Q 4, the attack would be troublesome.

10 Kt—Q 4	B—Q 2
11 B×Kt	B×B
12 Kt×B	P×Kt
13 Castles	Castles

White is to be preferred.

III.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—K B 3
3 P—Q 4	P×P

If 3 . . . . Kt × P; 4 B—Q 3, P—Q 4; 5 Kt × P, B—K 3; 6 Q—K 2, &c., Black will be at some slight disadvantage; as "the move" really tells against him, where the King is involved, especially before Castling.

4 P—K 5	Kt—K 5
5 Q—K 2	B—Kt 5+

There is clear violation of principle in 5 Q—K 2—blocking of Bishop and Queen on file with King. But it is fairly expedient in the circumstances, giving Black business of his own; for his Knight and Bishop (after check) must be looked to, being in no small danger. If

5 . . . . Kt—B 4; 6 Kt × P, B—K 2; 7 Kt—Q B 3; Castles; 8 B—K 3, with perhaps Castles Q R, White would have a commanding position.

6 K—Q sq	P—Q 4

Of course he does not retreat. For if 6 . . . . Kt—B 4, then either 7 B—Kt 5, or 7 P—Q R 3, &c., would be virtually decisive.

7 P × P *e.p.*	P—K B 4
8 P × P	Q × P

If 8 Kt—Kt 5, Castles; 9 Kt × Kt, P × Kt (or 9 Q—B 4+, K—R sq; 10 Q × B, P—B 4; or 10 Kt—B 7+, R × Kt; 11 Q × R, B × P, &c.); 10 Q—B 4+, K—R sq; 11 Q × B, R × P, &c., White incurs grave danger. His King will be called upon to sustain a formidable attack from the mass of force which may be directed against him,—practically a fearsome ordeal, for which his material gain has been found scant compensation. At least this is the present view of the matter.

9 Kt × P	Kt—Q B 3

Or 9 . . . . Castles; 10 P—K B 3, R—Q sq; 11 P—B 3, and White should wriggle out safely, with benefit of a Pawn.

10 Kt × Kt	P × Kt
11 P—K B 3	B—R 3
12 P—Q B 4	Castles (Q R) +

If 12 Q × B, Kt—B 7+; 13 K—K 2, Q—K 4+; 14 B—K 3, P—B 5; 15 Q × P+, K—K 2; 16 Q—Kt 7+, K—B 3; 17 Q—B 6+, B—Q 3; 18 Q—B 3, Kt × R, &c., though White would have a couple of Pawns for the exchange, the position would not be in his favour.

13 K—B 2, and, again, White should hardly fail in holding the Pawn, with prospects of a winning ending. The foregoing are fair indications of the general tendencies of this fighting defence.

Greco Counter Gambit.—Differing in many respects

from the Russian Defence, the bottom notion of this (2 . . . . P—K B 4) is the same. It is a bold attempt to usurp the prerogative of attack, ordinarily and as of right conceded to the first player. As in other similar cases, White should exercise himself in all due patience. It is easy for him to expect too much, and the danger of trying for it is not small. Advantage in position, naturally accruing from his opponent's rashness, should be the first thing sought, not any immediate gain of material, which, indeed, is no proper outcome of this adventurous game.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	P—K B 4
3 B—B 4	P—Q 3

In all probability, White best plays his Bishop thus. If he accepts the Gambit, 3 P × P, he cannot well maintain the Pawn, as if defending in the King's Gambit, because his Knight is in the way. *E.g.*, 3 P × P, P—Q 3; 4 P—K Kt 4, P—K R 4, &c., and Black will have none the worst of it. Again, 3 Kt × P leads to no appreciable difference, but may give rise to play so complicated that anything may happen. Of a multitude of plausibilities this may be cited: 3 Kt × P, Q—B 3; 4 P—Q 4, P—Q 3; 5 Kt—B 4, P × P; 6 Kt—B 3, Q—Kt 3; 7 P—B 3 (7 Q—K 2, Kt—K B 3, and White blocks his Bishop, while Black will still be able to hold the menaced Pawn), P × P; 8 Q × P, Kt—Q B 3; 9 Kt—Kt 5, B—Kt 5! Now if White takes Pawn checking, he will lose a Piece; if he plays 10 Q—K 3+, then 10 . . . . K—Q 2; and, otherwise, Black can Castle with good prospects.

4 P—Q 4	P × Q P

If 4 . . . . P × K P; 5 Kt × P, P × Kt (or 5 . . . . P—Q 4); 6 Q—R 5+, &c., White will have the advantage. His attack will be stronger than it is in the Damiano Gambit (*q.v.*); because of the less

favourable situation of Black King Bishop Pawn for defence. But 4 . . . . Kt—Q B 3 is feasible, and should occasion no greater inferiority than 4 . . . . P × Q P given above; it would, in fact, give us a form of the Philidor, which, though unfavourable, is not the most unfavourable to Black.

5 Kt—Kt 5	Kt—K R 3
6 Q×P	Kt—B 3

and Black's difficulty as to Castling will very likely prove troublesome.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	P—K B 4
3 B—B 4	P×P
4 Kt×P	Q—Kt 4

If 4 . . . . P—Q 4; 5 Q—R 5+, P—Kt 3; 6 Kt×P, P×Kt; 7 Q×R, K—B 2; 8 B—K 2, White must be careful. Being so, however, he should keep the upper hand, by means of the exchange.

5 Kt—B 7	Q×P
6 R—B sq	P—Q 4
7 Kt×R	P×B
8 Q—R 5+	P—Kt 3

9 Q×R P, and again the exchange should tell in White's favour.

The Queen's Pawn Counter Gambit is about equal to the Greco, though perhaps not quite so hazardous a game. Objections against it are, that if Black makes it a real Gambit, he has nothing to show for his Pawn; and, if otherwise, while he recovers the Pawn, the drift of development favours his opponent.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 4
3 P×P	P—K 5

If 3 Kt×P, P×P; 4 P—Q 4, B—K 3, &c., White will have little or no advantage. And if 3 Kt×P, P×P; 4 B—B 4, Q—Kt 4; 5 B×P+, K—K 2; 6 P—Q 4, Q×P; 7 R—B sq, B—R 6; 8 B—Q B 4, Kt—K B 3 (not 8 . . . . Q×R P; 9 Q—R 5! with winning complications for White); 9 B—B 4, and it is anybody's game. But (in this), 5 Kt×B P? Q×Kt P; 6 Kt×R (if 6 R—B sq, then 6 . . . . B—K Kt 5! wins more easily for Black), Q×R+ (not 6 . . . . B—K Kt 5, because of 7 B—B sq!); 7 B—B sq, Kt—K B 3; 8 P—Q 3, B—R 6; 9 Q—K 2, and Black will win by exchanging Queens and Bishops, the imprisoned White Knight having no escape. Compare Greco Counter Gambit. There Black Queen Bishop is not so soon free, which makes all the difference.

4 Q—K 2	B—K 2

Or 4 . . . . Q—K 2; 5 Kt—Q 4, Kt—K B 3; 6 Kt—Q B 3, White holds the Pawn easily. Other defence, from Bishop, Knight, or Pawn, is also unfavourable; and, in the result, Black must come out a Pawn behind.

5 Q×P	Kt—K B 3
6 B—Kt 5+	B—Q 2

If 6 . . . . P—B 3, then 7 P×P! The discovered check would be too much for Black were he to capture Queen.

7 Q—K 2	Kt×P
8 B×B+	Q×B
9 P—Q 4	Castles
10 Castles	Kt—Q B 3

11 P—B 4, with the better game.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 4

The one admissible fundamental variation of the King's Knight's Game, 2 Kt—K 2, known as *Alapin's Attack*, is not generally good for White. As a variation, however, it is playable:—1 P—K 4, P—K 4; 2 Kt—K 2, Kt—Q B 3; 3 Q Kt—B 3, B—B 4; 4 P—B 4, P—Q 3; 5 Kt—R 4, B—Kt 3; 6 Kt × B, R P × Kt; 7 P—Q 4, Kt—B 3, &c., with equality at least. The idea is to play a sort of Gambit, with no real risk of a Pawn. But K B 3 is the natural post for the King Knight; both in attack and defence. An amusing instance of 2 Kt—K 2 coming to grief (for which of course this move is only remotely to blame):—1 P—K 4, P—K 4; 2 Kt—K 2, Kt—Q B 3; 3 Q Kt—B 3, B—B 4; 4 Kt—Kt 3, P—Q 3; 5 P—Q 3, Kt—B 3; 6 B—Kt 5, B—K 3; 7 Kt—K R 5, Castles; 8 Kt—Q 5 ?, Kt × P!; 9 B × Q, B × P +; 10 K—K 2, B—Kt 5 (*or* Kt—Q 5), mate!

3 P × P	Q × P

This is doubtless Black's best move here. As already shown, 3 . . . . P—K 5 proves unsatisfactory; and if otherwise a Gambit be ventured, 3 . . . . . B—Q 3, then 4 P—Q 4, P—K 5; 5 Kt—K 5, Kt—K B 3; 6 B—Q B 4, Castles; 7 Castles, &c., White will have the superiority.

4 Kt—B 3	Q—K 3

Or 4 . . . . Q—R 4; 5 B—B 4, and the game is less favourable for Black than is the Centre Counter Gambit, because of danger to his King Pawn.

5 B—Kt 5 +	B—Q 2

If 5 . . . . P—B 3; 6 B—R 4, and afterwards B—Kt 3, with advantage. Black's inferiority is owing to early and frequent movement of his Queen.

6 Castles	P—Q R 3
7 B×B+	Kt×B
8 P—Q 4	Castles

9 R—K sq, with a slight advantage to White. Something of this kind is about the best Black can expect from 2 . . . . P—Q 4 in the King's Knight's Game. (See the Centre Counter Game, in which the defence is 1 . . . . P—Q 4.) The comparatively simple character of the Opening should commend both of these games to the inexperienced player. In order that surprising losses, and, perhaps, crushing defeats, may neither dismay nor unnerve him at the outset, he will be well advised to risk little in complex development, especially while feeling his way to confident strategy in defence. From this standpoint, 1 . . . . P—Q 4 may be looked upon as a *universally* good move. It at once precludes a number of hazardous positions otherwise arising, thus enabling the weaker player to make a stronger resistance, carrying him beyond the bounds of development into what should be the more assured regions of the middle game.

Philidor's Defence.—1 P—K 4, P—K 4; 2 Kt—K B 3, *P—Q 3.* M. Arnous de Rivière, in his *Traité-Manuel du Jeu des Échecs*, Paris, 1892, says (p. 87): "M. Mason a écrit ici la note suivante: 'Cette défense, durant un temps populaire, et la favorite du grand Philidor, est maintenant presque délaissée. Manquant de hardiesse elle présente peu de ressources pour la contre-attaque et elle impose certaines autres prescriptions dont les effets se font sentir bien après que les coups du début sont achevés et passés.'

"Cette appréciation est juste, mais avec un peu trop de sévérité; nous croyons que la défense Philidor est au moins égale à la Sicilienne et aux défenses irrégulières,

mais nous lui préférons assurément les défenses classiques."

The note quoted was written some years ago, and it is satisfactory to find that, in substance, it meets with the approbation of such an eminent authority as M. de Rivière. The specific objection to the defence associated with the memory of his great compatriot is that it obstructs the action of the King Bishop; with the consequence that Black's command of the board is inferior during the early part of the game. It is true, in the French Defence there is similar obstruction as regards the Queen Bishop, but this is not so serious a matter; that Piece being naturally much less concerned in all King Pawn Openings than is its companion, especially as an attacking force. This goes far to account for neglect of the Philidor in contests between strong and equally matched players. The following are fair specimens of this defence: (*a*) 1 P—K 4, P—K 4; 2 Kt—K B 3, P—Q 3; 3 P—Q 4, P×P; 4 Q×P, B—Q 2; 5 B—K 3, Kt—Q B 3; 6 Q—Q 2, Kt—B 3; 7 Kt—B 3, B—K 2; 8 Castles, Castles; 9 Kt—K sq, Kt—K 4; 10 P—B 3, or 10 P—B 4, and if anything White is to be preferred.

If, in the above, 4 . . . . Kt—Q B 3, White pins, 5 B—Q Kt 5, with advantage; but 4 . . . . Kt—K B 3 is safe enough—about equivalent to 4 . . . . B—Q 2.

(*b*) 1 P—K 4, P—K 4; 2 Kt—K B 3, P—Q 3; 3 P—Q 4, P×P; 4 Kt×P, Kt—K B 3; 5 Kt—Q B 3, B—K 2; 6 B—Q 3, Castles; 7 Castles, B—Q 2; 8 B—K B 4, Kt—B 3; 9 Kt×Kt, B×Kt; 10 Q—K 2, Kt—Q 2; 11 Kt—Q sq, Kt—K 4; 12 Kt—K 3, and the game may be considered even.

For his third move, White may play B—B 4 or Kt—B 3, but 3 P—Q 4 is generally allowed to be more forcible. At his fourth move, Q × P is usually preferred to Kt × P. The Knight is just as well at B 3, while the Queen goes into fairly good play, expediting Castles Q R, should that manœuvre be deemed advisable.

(*c*) 1 P—K 4, P—K 4; 2 Kt—K B 3, P—Q 3; 3 P—Q 4, P—K B 4; 4 P × K P (4 B—B 4, Kt—Q B 3, making a position in the Greco Counter Gambit, is hardly so good for White), B P × P; 5 Kt—Kt 5, P—Q 4; 6 P—K 6, Kt—K R 3; 7 Kt—Q B 3, P—B 3; 8 Kt × R P, B × P (or 8 . . . . R × Kt; 9 Q—R 5+, &c.); 9 Kt × B, K × Kt; 10 Kt × K P, &c., with advantage to White. Or, in this, 6 . . . . B—B 4; 7 Kt—Q B 3, Q—B 3; 8 K Kt × K P, P × Kt; 9 Q—R 5+, &c., with advantage to White. And similarly in other variations. This Counter Gambit, formerly thought fairly practicable, is almost demonstrably unsound.

SECTION II.

SUMMARY OF PRINCIPAL FORMS.

KING'S BISHOP'S GAME.

1 P—K 4, P—K 4; 2 B—B 4.

CENTRE GAME.

THE KING'S BISHOP'S GAME.

Practically, and at its best from the first player's point of view, this transposes into the King's Knight's Game—a Giuoco Piano in which the parties should soon come upon level terms. The older theory favoured 2 B—B 4, partly because it directly attacks the weak spot K B 2 in the adverse lines, and partly because it reserves power over the Gambit; does not preclude early P—K B 4, a manœuvre to which undue importance was formerly assigned. A similar idea, with regard to the Gambit, is evident in the Queen's Knight's Game; and indeed it seems to be more feasible there than in sequence to the play of the Bishop. But the Gambit becomes no stronger by delay; and otherwise the defence is more easily equal to the occasion.

I.

1 P—K 4	P—K 4
2 B—B 4	Kt—K B 3

The *Berlin Defence.* Perhaps the best at Black's command; yet many consider 2 . . . . Kt—Q B 3 equally reliable.

The *Calabrese Counter Gambit.* 2 . . . . P—K B 4 is inferior, as might be readily supposed; for then 3 P—Q 3, Kt—K B 3; 4 P—B 4, &c.; or, simply, 3 Kt—K B 3, transposing into the Greco Counter Gambit (p. 384), with excellent prospects for White. Doubtful, 3 B × Kt, R × B; 4 Q—R 5+, P—Kt 3; 5 Q × R P, R—Kt 2, &c. —Black's development being superior, fully compensating for the missing Pawn. But the following, in which too much is attempted, is bad: 3 B × Kt, R × B; 4 P × P, P—Q 4; 5 Q—R 5+, P—Kt 3; 6 P × P, R × P; 7 P—Q 3, B—K Kt 5; 8 Q × R P, Q—B 3; 9 Q × P, Kt—B 3; 10 Q × Kt P, R—Q Kt sq; 11 Q—R 6, B—B sq; 12 Q—R 4, R—Q Kt 5; 13 Q—R 3, R × K Kt P, and Black should win.

This is an example of the sort of thing liable to occur when the Queen ventures far afield.

3 P—Q 3 B—B 4

Of course the Gambit, 3 P—B 4, may be proposed. But this Black well meets, say by 3 . . . . P—Q 4, soon obtaining a very good position. If 3 Kt—Q B 3, the reply may be 3 . . . . B—B 4, or 3 . . . . Kt × P, as in the Vienna Game. Then there is 3 P—Q 4, dealt with further on. Also 3 Kt—K B 3, producing a form of the Russian Defence, perchance the Boden-Kieseritzky (p. 394), in which White should have no advantage.

4 Kt—K B 3 P—Q 3

Clearly enough, from this point affairs may take almost any turn in the Giuoco Piano, 5 B—K 3, 5 Kt—B 3, 5 P—B 3, 5 Castles, and so on, with a fairly level game.

Or,

3 P—Q 4 P × P

Better than 3 . . . . Kt × P. Black wants to play his Queen Pawn, supported by the Knight, on occasion; as, for instance, in the variation next below.

4 Q × P Kt—B 3

If 4 P—K 5, P—Q 4; 5 B—Kt 3, Kt—K 5; 6 Kt—K 2, P—Q B 4 &c.; or 4 P—K 5, P—Q 4; 5 B—Kt 5+, B—Q 2; 6 B × B+, K Kt × B; 7 Q × P, Kt—Q B 3; 8 Q × Q P, K Kt × P, &c., all goes well with the defence. Or if White will not stir his Bishop at 5, but takes the Knight instead, it will be at the net expense of a Pawn.

5 Q—K 3 B—K 2

The Bishop is probably better in the neighbourhood of his King; but 5 . . . . B—Kt 5+, to exchange or eventually retire to Kt 3, is frequently played. Either way,

we have a version of the Centre Game, with practical equality.

Or,

3 Kt—K B 3	Kt × P

For 3 . . . . Kt—B 3 see Two Knights' Defence (p. 372). And compare Boden-Kieseritzky below.

4 P—Q 3	Kt—B 4

To 4 Kt × P and 4 Q—K 2 the one reply, viz., 4 . . . . P—Q 4 is alike effective. White should do no more than recover his Pawn, with an even game.

5 Kt × P	P—Q 4
6 B—Kt 3	Kt × B
7 R P × Kt	B—Q 3
8 P—Q 4	Castles

Black stands well.

The *Boden-Kieseritzky Gambit*, in which the Pawn is set against the attack, is as follows: 1 P—K 4, P—K 4; 2 B—B 4, Kt—K B 3; 3 Kt—K B 3, Kt × P; 4 Kt—B 3, Kt × Kt; 5 Q P × Kt, P—K B 3 (5 . . . . P—Q B 3, to shut out the Bishop by 6 . . . . P—Q 4, is quite safe, but only equalises. The defence must beware of 6 Kt—Kt 5, &c.); 6 Castles, Q—K 2; 7 Kt—R 4, P—B 3; 8 Kt—B 5, Q—B 4; 9 Q—R 5+, K—Q sq (it is better not to interpose, because of 10 Q—R 4, &c.); 10 Q—B 7, P—Q 4, and, with due care, Black should be well able to hold his ground. If White plays 7 R—K sq, then 7 . . . . P Q 3 or 7 . . . . Kt—B 3 may be preferred. Black must look well to his King Pawn when thus attacked by Rook—not to allow any sacrifice complicating the position. So, previously, 5 . . . . P—Q 3?; 6 Kt × P!, with

advantage; hence the support, 5 . . . . P—K B 3, also guarding K Kt 4, a matter of importance—as above suggested. In every form of the attack, which naturally admits of great variety, there appears to be something wanting, and in the result the defence should prevail.

But the Gambit may be well avoided by the player not familiar with its intricacies. This can be done by 4 . . . . Kt—Q B 3, transposing into a Four Knights', or Vienna Game, or Russian Defence; for in each of these the same identical situation is of frequent occurrence. For instance, 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—K B 3; 3 B—B 4, Kt × P; 4 Kt—B 3, Kt—Q B 3; 5 B × P+, K × B; 6 Kt × Kt, P—Q 4; 7 Q Kt—Kt 5+ [if 7 K Kt—Kt 5+, K—K sq; 8 Q—B 3, Q—K 2, &c., Black wins], K—Kt sq; 8 P—Q 3, P—K R 3, &c., with probable advantage to the defence. His King is fairly safe, and, with Rook and Bishop soon coming into good play, the position is not at all unlikely to turn in his favour. Or, varying at White's fifth move, 5 Kt × Kt, P—Q 4; 6 B—Kt 5, P × Kt; 7 Kt × P, Q—Kt 4; 8 Kt × Kt, Q × B; 9 Kt—Q 4, Q—K Kt 4, and White is at some disadvantage. Then, again, if 5 Castles, Black replies 5 . . . . Kt × Kt, following with 6 . . . . Q—K 2, maintaining the Pawn. Or, he may continue 5 . . . . B—K 2, intending the kind of play ensuing upon 6 B × P+, or 6 Kt × Kt, already noticed.

II.

1 P—K 4	P—K 4
2 B—B 4	B—B 4

The *Classical Defence*, allowing full scope to the attack; meeting it as it were upon its own terms. Black does well not to attempt to

establish a centre, after the manner of Philidor—2 . . . . P—Q B 3; 3 Q—K 2, Kt—K B 3; 4 P—B 4, &c. In this way White will probably obtain some advantage in a good form of the Gambit; or otherwise in having the Bishop file cleared for his Rook after he has Castled.

3 P—Q B 3 Q—K 2

The Gambit move is hardly good here. *E.g.*, 3 P—B 4, B × Kt; 4 Q—R 5, Q—K 2; 5 R × Kt, Kt—Q B 3; 6 P—Q 3, Kt—B 3; and now if 7 Q—K 2, Kt—Q 5; or, 7 Q—Q sq, P—Q 4, &c.; White must defend. If 3 Kt—K B 3, of course 3 . . . . Kt—Q B 3, &c.,—Giuoco Piano. Also, if 3 Q—R 5, Q—B 3; 4 Kt—K B 3, P—Q 3; 5 Kt—B 3, P—B 3, &c., the defence should prove adequate.

White's object (in 3 P—Q B 3) is to establish a centre; and this the counter move of the Queen is well calculated to frustrate. The *Lewis Counter Gambit*, 3 . . . . P—Q 4, is scarcely advisable. The Pawn is not easily recovered. Thus, 3 P—Q B 3, P—Q 4; 4 B × P (if 4 P × P, of course 4 . . . . B × P +; with eventual 5 . . . . Q—R 5 +, &c.), Kt—K B 3; 5 Q—B 3, Kt × B; 6 P × Kt, Castles; 7 Kt—K 2, P—B 4; 8 P—Q 4, P × P; 9 Kt × P, and Black must strive for material equality, which he may perchance fail to attain. This Counter Gambit, attributed to William Lewis, the leading player and Chess writer of his time—early nineteenth century—can be easily and almost indefinitely varied. But 5 Q—B 3 is best to hold the Pawn; otherwise it naturally and quickly comes to an even game, a lively game, equally hazardous for both parties.

4 Kt—B 3 P—Q 3

The continuation 4 . . . . B × P +; 5 K × B, Q—B 4 +; 6 P—Q 4, Q × B; 7 Kt × P, &c., is not good for Black. Neither is 4 . . . . Kt—Q B 3, leading to a Giuoco Piano (p. 353), quite commendable.

If 4 . . . . Kt—K B 3, then, at the expense of a Pawn, White can get up a troublesome attack by 5 P—Q 4, with P—K 5 in due course, *i.e.*, after he Castles; or else, if this attack be evaded, he can organise a strong centre, which may work to his ultimate advantage. Nevertheless, 4 . . . . Kt—K B 3 may be considered equal to 4 . . . .

P—Q 3; possibly its superior, in the hands of a bold and experienced player.

5 Castles	Kt—K B 3

The attack from 5 P—Q 4, P × P; 6 Kt—Kt 5, Kt—K R 3; 7 Q—R 5, &c., would be premature. Black plays his Knight now in comparative safety, because he can retreat his Bishop, keeping the King file closed, and White Pawn fixed at Q B 3, thus realising two of the main ideas involved in 3 . . . . Q—K 2. Owing to the situation of the Queen there, the second player should, in mere prudence, be chary of engaging in open combination early in the game.

6 P—Q 4	B—Kt 3 !

Now all depends upon how White proposes to go on; but in no way should he arrive at any appreciable superiority.

III.

1 P—K 4	P—K 4
2 B—B 4	B—B 4
3 Q—K 2	P—Q 3

M'Donnell's Double Gambit, 3 P—Q Kt 4, B × Kt P; 4 P—B 4, P × P; 5 Kt—K B 3, P—Q 4, &c., makes about an even game. It is simpler for Black to decline it—to refuse the second Pawn by 4 . . . . P—Q 4. Then 5 P × Q P (if 5 B × P, of course 5 . . . . P—Q B 3; and, probably, 6 . . . . Q—Q 5, &c.), P—K 5; 6 P—Q B 3, B—Q B 4, &c., with Black for choice.

4 P—B 4	Kt—K B 3

This 4 P—B 4, which may also come in after 3 P—Q 3 and 3 P—Q B 3, is the *Lopez Gambit*. Black declines it, because, if 4 . . . . P × P; 5 Kt—K B 3, &c., he would hardly do well in backing up the Gambit Pawn, having moved out his Bishop; so that White could soon gain time by P—Q 4, with strong attack in prospect. Neither would the following be expedient, 4 . . . . B × Kt; 5 R × B, P × P; 6 P—Q 4, Q—R 5 + ; 7 P—Kt 3, P × P; 8 R × P, &c. White's

superior command of the field would probably more than compensate for the Pawn.

5 P—Q 3	B—K Kt 5
6 Kt—K B 3	Q—K 2
7 P × P	P × P
8 B—K 3	Q Kt—Q 2

Even game.

THE CENTRE GAME.

I.

1 P—K 4	P—K 4
2 P—Q 4	P × P
3 Q × P	Kt—Q B 3
4 Q—K 3	Kt—B 3

The Queen is best posted at K 3, for the moment; 4 Q—R 4, 4 Q—B 4, and 4 Q—Q 3 or Q sq are inferior. Black may well play 4 . . . . B—K 2, but other moves seem less good.

5 B—Q 2	P—K Kt 3

The idea is to get out the Queen's Pieces quickly, so that by Castles Q R something may soon be made of the open file.

6 Kt—Q B 3	B—Kt 2
7 Castles	P—Q 3
8 Kt—Q 5	B—K 3

Even game. It is a question, however, whether Black's wing development, 5 . . . . P—K Kt 3, &c., is best. Returning to the fourth move,

4	B—K 2
5 B—Q 3	Kt—B 3

If 5 Q—K Kt 3, Kt—B 3; 6 Q × Kt P? R—K Kt sq; 7 Q—R 6, R—Kt 3; 8 Q—K 3, Kt × P! and Black will stand well.

6	Q—Kt 3	Castles
7	B—Q 2	P—Q 3, with an ade-

quate defence. White should be careful how he plays his King Knight or King Bishop Pawn, so as not to imperil his Queen.

II.

1	P—K 4	P—K 4
2	P—Q 4	P×P
3	Q×P	Kt—Q B 3

Time gained; a genuine example. An inferior force (exceptionally a Pawn) taking the field, as of course; compelling a superior force of the enemy to take other and no better ground.

4	Q—K 3	Kt—B 3

But, now, 4 . . . . P—Q Kt 3, to attack the Queen, would be a spurious gain of time. As, 4 . . . . P—Q Kt 3; 5 B—Q 2, B—Kt 2; 6 Kt—Q B 3, B—B 4; 7 Q—Kt 3, Kt—B 3; 8 Castles (not 8 Q× Kt P, R—K Kt sq; 9 Q—R 6, B × P +, &c.), and, though Black has more Pieces out, his Bishops aim the wrong way; and what with the open Queen file, together with his readiness to attack in the centre or on the wings, the future of the position rests with White.

5	P—K 5	Kt—K Kt 5

If 5 B—K 2, Black may interpose 5 . . . . Q—K 2, threatening 6 . . . . P—Q 4, &c., in counter attack; obstruction of the Bishop being only an apparent violation of principle, if the possibilities and disabilities of the situation be fairly brought into account. For instance, 5 B—K 2, Q—K 2; 6 Kt—Q B 3, P—Q 4; 7 P × P, Kt— Q Kt 5, &c., with for Black an easy game.

6	Q—K 4	P—Q 4
7	P×P+	B—K 3
8	B—K 2	Kt—B 3

Or, 8 P × P, Q—Q 8 +; 9 K × Q, Kt × P +; 10 K—K sq, Kt × Q, &c., good for Black, the Pawn in excess against him signifying nothing.—*Prof. Berger.*

9	P×P	Q×P
10	Q—Q R 4	B—Q B 4

And Black's superior development seems ample compensation for the missing Pawn.

The attack in the Centre Game is not of an enduring character. It is sometimes varied into what is called the *Danish* (or *Northern*) *Gambit*, running thus:—

1	P—K 4	P—K 4
2	P—Q 4	P × P
3	P—Q B 3	P × P
4	B—Q B 4	Kt—K B 3

There is much hazard in taking the third Pawn, but it may be done. The defence may also be shaped differently by 4 . . . . P—B 7, a good move.

5	P—K 5	P—Q 4
6	B—Kt 5 +	B—Q 2
7	B×B +	K Kt × B
8	Q × P	Kt—Q B 3, and if there

is advantage either way, Black has it.

Versions of the Centre Game turning on 3 B—Q B 4 and 3 Kt—K B 3 are closely allied to certain forms of the Giuoco Piano, the King's Bishop's, and the Scotch Game, not the strongest for White. For example, 3 B—Q B 4, B—B 4. [Or, of course, 3 . . . . Kt—Q B 3, or 3 . . . . Kt—K B 3, &c., running on good lines already examined.] 4 B×P+, K×B; 5 Q—R 5+, P—Kt 3; 6 Q×B, Kt—Q B 3, and, as in other cases of this sort of attack, want of Castling is small hardship for Black, being fully compensated by more forward development.

SECTION III.

SUMMARY OF PRINCIPAL FORMS.

THE KING'S GAMBITS.

1 P—K 4, P—K 4; 2 P—K B 4.

THE KING'S GAMBITS.

Aside from other Pawn moves—2 P—Q 3, 2 P—Q B 3, 2 P—K Kt 3, &c., all safe enough for the first player, there is 2 P—K B 4, origin of the various King's Gambits, which may be briefly dealt with here. In the main, these Gambits are regarded as unsound, and in consequence they occupy no very conspicuous place in present day play. In what is probably the strongest of them, the Bishop's Gambit, there are many defences speedily establishing equality; and there is always the danger of counter attack upon the Gambit player's King, weakened in position by the sacrifice of one of his naturally protecting Pawns.

King's Bishop's Gambit.—1 P—K 4, P—K 4; 2 P—K B 4, P × P; *3 B—B 4.* First we take the old *Classical Defence*, which is hardly sufficient.

I.

3	Q—R 5+
4 K—B sq	P—K Kt 4
5 Kt—Q B 3	B—Kt 2

The following is not so favourable to White:—5 Kt—K B 3, Q—R 4; 6 P—Q 4, B—Kt 2; 7 Kt—B 3, P—Q 3; 8 P—K 5, P × P; 9 P—K R 4, P—K R 3; 10 Kt—Q 5, K—Q sq; 11 K—Kt sq, Q—Kt 3; 12 Kt × K P, Q—B 4; 13 Q—R 5, B × Kt, &c., known as *Grimm's Attack* and now set aside as unsound.

6 P—Q 4	Kt—K 2

Here the Knight is brought out so as not to obstruct Bishop or King Bishop Pawn, the counter attacking advance of latter being a prospectively good manœuvre; also, with a view to later . . . . Kt—K Kt 3, in support of the Gambit Pawn, as well as to avoid disturbance from P—K 5, &c. Otherwise, in defending, say with Queen at home, in this opening, as in most others, K B 5, is the natural post for this Knight.

7	P—K Kt 3!	P×P
8	K—Kt 2	P—Kt 5

Or, 8 . . . . P—Q 4; 9 R P×P, Q—Kt 5; 10 Q×Q, B×Q; 11 B×Q P, P—Q B 3, &c. Neither 8 . . . . P—Q 3, nor 8 . . . . Q—R 3 is good for Black.

9	P×P	Q—B 3
10	Q×P	P—Q 4

If 10 . . . . Q×P, then probably 11 B×P+, &c., with a formidable attack. *E.g.*, 11 . . . . K×B; 12 Q—R 5+, Kt—Kt 3 (12 . . . . K—B sq; 13 K Kt—K 2); 13 Kt—B 3; and the mass of White's forces will come into play, with every prospect of winning.

11	P—K 5	B×Q
12	P×Q	B×P
13	Kt×P	Kt×Kt
14	B×Kt	P—B 3
15	B—B 3	B—B 4

16 P—B 3, and White is to be preferred.

His seventh and eighth moves directly and indirectly threatening the Queen are attributed to Dr. Max Lange, and are very probably best met as above.

The next is a fair working defence:—

II.

3	. . . .	Kt—K B 3
4	P—Q 3!	P—Q 4
5	P × P	Kt × P
6	Q—K 2 +	B—K 3
7	B × Kt	Q × B
8	B × P	B—B 4
9	Kt—K B 3	P—Q B 3

If 9 B × P? then 9 . . . . B × Kt; 10 B × Kt, B—Q 5; 11 P—B 3, R × B; 12 P × B, Q × Q P, &c.

10 Kt—B 3, and perhaps White has a slight advantage.

Or,

3	Kt—K B 3
4 Kt—Q B 3	Kt—B 3 !
5 Kt—B 3	B—Kt 5
6 P—K 5	P—Q 4
7 B—Kt 5	Kt—K 5
8 Castles	Castles
9 Kt—K 2	B—Kt 5
10 P—Q 3	B—Q B 4 +
11 P—Q 4	B—Kt 3
12 B × P	P—B 3
13 P—B 3	P × P
14 B × Kt	Kt P × B
15 Kt × P	B × Kt
16 Q × B	P—B 4

Fairly even. But the following, in which the Pawn is surrendered, has of late years come to be regarded as a still more forcible line of play for Black. Its immediate effect is to reverse the attack, though with what certain result (if any) yet remains to be proved.

III.

1 P—K 4	P—K 4
2 P—K B 4	P × P
3 B—B 4	P—Q 4

If 3 P—Q 4 (*Polerio Gambit*), Q—R 5 + ; 4 K—K 2, &c. White will be inferior.—(*cf.* Steinitz Gambit, p. 443.) Sometimes, in reply to 3 B—B 4, the Pawn is returned by 3 . . . . P—Q Kt 4; but, on principle (and in fact), this opening out in the centre is stronger.

4 B×P	Q—R 5+

If 4 P×P, Q—R 5+; 5 K—B sq, B—Q 3; 6 P—Q 4, Kt—K 2; 7 B—Kt 3, P—K Kt 4; 8 P—B 4, P—Kt 3; 9 Kt—Q B 3, B—K B 4, &c., Black generally gets the best of it. The latter may play 4 . . . . Kt—K B 3, instead of checking, also a good defence.

5 K—B sq	P—K Kt 4
6 Kt—Q B 3	B—Kt 2

It is better to reserve the attack on the Queen by Kt—K B 3. But here Q—B 3 is often played. *E.g.*, 6 Q—B 3, P—Q B 3; 7 Q—B 3, P—B 3; 8 P—Q 4, Kt—K 2, &c., with about equal game. However, if 6 Kt—K B 3, Black should beware of the following: 6 . . . . Q—R 4; 7 P—K R 4, P—K R 3?; 8 B×P+! Q×B; 9 Kt—K 5! Q—B 3; 10 Q—R 5+, K moves; 11 Kt checks, &c., good for White.

7 P—Q 4	Kt—K 2!
8 Kt—B 3	Q—R 4

The attack P—K Kt 3 (see I., p. 403) anywhere here is not good. Black having moved his Queen Pawn, his Queen Bishop is available for counter attack, rendering the position of White King too insecure.

9 P—K R 4	P—K R 3
10 P—K 5	Castles

Formerly, 10 Q—Q 3, or 10 K—Kt sq, would be preferred. Either gives occasion for play of extraordinary complexity; but it has been found that neither quite enables White to recover his own, *i.e.*, material and positional equality.

11 B—K 4	P—Q B 4
12 Kt—K 2	Q Kt—B 3

Equal game.

Another line of defence which may be adopted with no disadvantage starts from 3 . . . . P—K B 4. In fact, the second player's choice of good defences is pretty wide. But that he has any *one* which may in every case be relied upon for a probably winning game has not yet been

shown. As for White, his range of attack is, of course, correspondingly great. In most cases its dual nature must be carefully considered; for he has attack upon King *and* Queen, when the game is fairly under way, after . . . . Q—R 5+; as appears from the foregoing, and examples here following.

IV.

1	P—K 4	P—K 4
2	P—K B 4	P×P
3	B—B 4	P—K B 4
4	Kt—Q B 3	Q—R 5+

Or 4 . . . . Kt—K B 3; 5 P—K 5, Kt—K 5; 6 Kt—K B 3, P—Q 3; 7 P × P, Kt × P (Q 3); with perhaps Queen exchange and practical equality.

5	K—B sq	P×P
6	Kt×P	P—B 3
7	Kt—K B 3	Q—R 4
8	Q—K sq!	K—Q sq!
9	Kt (K 4)—Kt 5	P—Q 4

Now supposing 10 Q—K 5, Kt—B 3!; 11 B—K 2, P—K R 3; Black should fear little. Thus, going on, 12 Kt—R 3, B×Kt; 13 Q×Q, Kt×Q!; 14 P×B, Kt—Q 2; 15 P—Q 3, B—Q 3; White has still to recover the Pawn, and his prospect is not otherwise very encouraging. Note, in this, if 13 . . . . B×P+?; 14 K×B, Kt×Q; 15 Kt—K 5!, there would be trouble for defence —the second Pawn being no good gain.

V.

4	Q—K 2	Q—R 5+

A hazardous continuation; 4 . . . . P × P?; 5 Q—R 5+, P—Kt 3;

6 Q—K 5+, Q—K 2; 7 Q×R, Kt—K B 3; 8 P—Q Kt 3! &c. White has to be very careful as to his Queen (and King); but a Rook is a Rook—he should somehow get through with the superior game.

5 K—Q sq! P×P

Moving the King thus gives his Rook better action—as soon follows.

6 Q×P+ B—K 2
7 Kt—K B 3 Q—R 4

Or, 7 P—Q 4, Kt—K B 3; 8 Q×B P, &c., in process of equal simplification—dispensing with Queens.

8 R—K sq! Kt—Q B 3!
9 B×Kt R×B

A prudent exchange. If Black were allowed to safely Castle K R, as he otherwise probably would, he might easily come to advantage.

10 Kt—B 3 K—Q sq

White stands very well.

What is known as the *Bishop's Gambit* (*Limited*), in which 3 B—K 2 is substituted for 3 B—B 4, calls for no extended notice. It is, however, more resourceful in defence than the open Gambit, and Black does well not to counter-attack too freely, especially by . . . . Q—R 5+, &c. Otherwise the defence is easy, 3 . . . . P—Q 4; 4 (if) P×P, Kt—K B 3, &c., being, perhaps, simplest and best.

King's Knight's Gambit.—In this Black may well content himself with purely defensive measures at the outset, or he may go in for counter attack if an early forward policy be deemed expedient. By playing his Knight at the third move, White allows the Pawn to be effectually supported, 3 . . . . P—K Kt 4; a proceeding not admissible in the Bishop's Gambit, on account of 4 P—K R 4, if Black is

to secure the superior game. Then (3 Kt—B 3) he may either confine himself to properly maintaining the Pawn, or he may push on . . . . P—Kt 5; leading to variations called the Muzio, Allgaier, Kieseritzky, Salvio, &c., Gambits, according to the resultant tendency of the play on both sides.

I.

1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4

Of course the defence may proceed on other lines from this point. *E.g.*, 3 . . . . B—K 2; 4 B—B 4, Kt—K B 3; 5 P—K 5, Kt—Kt 5; 6 Castles, P—Q 4, &c.—and see IV. next following. But the *Cunningham Gambit*, or, rather, *Defence*, 3 . . . . B—K 2; 4 B—B 4, B—R 5+; 5 K—B sq, &c., is not good for Black. The eccentric manœuvre of his Bishop will be against him. Yet if, instead of moving his King, the first player deviates into the *Three Pawns Gambit*, 5 P—K Kt 3, P×P; 6 Castles, P×P+; 7 K—R sq, P—Q 4!; 8 B×P, Kt—K B 3, &c.—however varied the attack, the balance of advantage should incline to his opponent.

4 B—B 4	B—Kt 2

The simplest form of the King's Gambit. This 4 . . . . B—Kt 2, with soon . . . . P—K R 3, is the "classical" defence, relying upon the superiority of Pawns on the King side for a winning ending.

5 Castles	P—Q 3

Or, 5 P—K R 4, P—K R 3; 6 P—Q 4, P—Q 3; 7 Q—Q 3, P—Kt 5; 8 Kt—Kt sq, Q—B 3 (7 Kt—B 3, P—Q B 3; 8 P×P, P×P; 9 R×R, B×R). Black holds the Pawn. Attack through further sacrifice should not succeed.

6 P—Q 4	P—K R 3
7 P—B 3	Q—K 2!

Better than 7 . . . . Kt—K B 3; with probable 8 P—K 5! P×P;

9 Q—Kt 3, Castles; 10 Kt×K P, Q—K sq; 11 Kt—Kt 6!, and Black can hardly escape some loss—perhaps a Pawn.

8	Kt—R 3	P—R 3

Or, 8 P—K 5, P×P; 9 Kt×K P, B×Kt; 10 R—K sq, B—K 3; defence easy.

9	Kt—B 2	B—K 3
10	B—Q 3	K Kt—B 3
11	P—Q Kt 3	Q Kt—Q 2
12	P—K R 3	Kt—Kt 3

Black should easily maintain the Pawn. White, it seems, can make little out of this form of the game, whatever his procedure. For instance, 8 P—K Kt 3, P—Kt 5; 9 B×P, P×Kt; 10 Q×P, Kt—Q B 3; 11 Kt—Q 2, B—Q 2; 12 Q R—K sq, Castles, &c., and he has nothing to show for his missing Piece. Usually, however, he tries to break up the chain of Pawns by P—K R 4, and this gives rise to complications. Or Black may himself take the initiative, by 4 . . . . P—Kt 5, forcing the Muzio, or some other of the variations above mentioned. Each of these is also complicated, but all are considered more or less unfavourable to White.

II.

1	P—K 4	P—K 4
2	P—K B 4	P×P
3	Kt—K B 3	P—K Kt 4

If 3 Kt—Q B 3, Q—R 5+; 4 K—K 2, P—Q 4 (or 3), &c., Black takes the lead, as in the Polerio, mentioned in connection with the Bishop's Gambit (III.) foregoing.

4	B—B 4	P—Kt 5
5	Castles	P×Kt

This is called the *Muzio Gambit*; but it has been traced back to

Polerio (1590), or thereabouts. White may give up the Bishop instead of the Knight, 5 B×P+, K×B; 6 Kt—K 5+, K—K sq; 7 Q×P, Kt—K B 3; 8 Q×B P, P—Q 3; 9 Kt—K B 3, R—Kt sq; 10 Castles, R—Kt 5; 11 Q—K 3, R×P; 12 Q—Kt 5, B—K 3, &c., Black winning. If he refuses to part with Bishop or Knight, then the latter must go to K 5, as best (?); but this is not much better for him than the sacrifice by 5 Castles—playing for attack at all costs. The query is, Should not White rather retire 5 Kt—Kt sq, seeing that the advance of Black Knight Pawn does not add to the effect of 5 . . . . Q—R 5+? It would then be a Bishop's Gambit, Black being two moves to the good. But whether these would be good moves—that is the question.

6 Q×P Q—B 3

If 6 . . . . Q—K 2; 7 Q×P, Q—B 4+; 8 P—Q 4, Q×Q P+; 9 B—K 3, Q×K B; 10 Q—K 5+, Kt—K 2; 11 Q×R, &c., with probable advantage to White; the exchange and a Pawn, or move for the Piece, being no bad bargain in the circumstances.

7 P—Q 3 P—Q 4

Or, 7 P—K 5, Q×P; 8 P—Q 3, B—R 3; 9 Kt—B 3, Kt—K 2; 10 B—Q 2, Q Kt—B 3; 11 Q R—K sq, Q—K B 4, &c. Black wins. The following are fair examples of the *sort* of game to be expected from 11 . . . . Q—K B 4: *First*, 12 R—K 4, Castles; 13 B×P, B—Kt 2 [the Bishop is wanted for defence of the King]; 14 Q—K 2, P—Q 4; 15 B×B P, Q—Kt 4; 16 P—K R 4, Q—Kt 3; 17 Kt×P, Kt×Kt; 18 B×Kt, B—B 4; 19 Q R—K B 4, B—K 3; 20 B×B, P×B; 21 R—K 4, R×R+; 22 K×R, R—B sq+; 23 K—Kt sq, Kt—Q 5, &c., and Black is to be preferred. *Secondly*, 12 Kt—Q 5, K—Q sq; 13 B—B 3, R—K sq; 14 Kt—B 6, R—B sq; 15 P—K Kt 4, Q—Kt 3; 16 P—K R 4, P—Q 4; 17 B×P, B×P; 18 Q×B, Q×Q; 19 Kt×Q, R—K Kt sq; 20 B—B 3, P—K B 4, and should win.

8 B×P P—B 3
9 B—Kt 3 B—K 3

And Black will be able to get away on the Queen side with a winning superiority.

III.

1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt

What is called the *King's Rook's Pawn's Gambit* is not good for White—3 P—K R 4, B—K 2; 4 Kt—K B 3, Kt—K B 3; 5 P—Q 3, P—Q 4, &c., the advanced Rook Pawn proving a source of weakness. This, or something very similar, may occur in the Cunningham Gambit, mentioned in I. preceding.

4 B—B 4	P—Kt 5

If 4 P—Q 4, *Rosentreter Gambit*, Black may continue 4 . . . . B—Kt 2, &c. There is not much to be got from 4 . . . . P—Kt 5; 5 Kt—K 5, Q—R 5+; 6 P—Kt 3, P×P; 7 Q×P, Q×Q (if 7 . . . . P—Kt 7+, &c., the new Queen is rather out of good play); 8 Kt×Q, P—Q 4; 9 Kt—K 3, P×K P; 10 P×P, and White will probably be able to equalise by recovery of the Pawn.

5 P—Q 4	P×Kt

The *Koch* or *Ghulam Kassim* variation of the Muzio; the idea being to press on without Castling.

6 Q×P	P—Q 4

Timely . . . . P—Q 4 is the key to the defence against a multitude of attacks upon the King, and, as a rule, should be used at the very first opportunity.

7 B×Q P	Kt—K B 3
8 Castles	P—B 3
9 B×P+	K×B

A desperate sacrifice; but retreat would evidently be little improvement.

10 Q×P	B—Kt 2
11 P—K 5	R—B sq
12 P×Kt	K—Kt sq

And the attack is really over.

IV.

1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4

For variety's sake, Black may omit 3 . . . . P—K Kt 4, in favour of 3 . . . . P—Q 4, or 3 . . . . Kt—K B 3. But from neither of these moves should he derive any advantage to be compared with that accruing from the direct support of the Pawn. Thus if 3 . . . . P—Q 4; 4 P×P, B—Q 3; 5 P—Q 4, P—K Kt 4; 6 P—B 4, P—Kt 3; 7 B—Q 3, &c.; or, 3 . . . . Kt—K B 3; 4 Kt—B 3, P—Q 4; 5 P×P, Kt×P; 6 Kt×Kt, Q×Kt; 7 P—Q 4, B—Q 8; 8 P—B 4, Q—K 3+; 9 K—B 2, &c.; or 3 . . . . P—K B 4; 4 P×P, P—Q 4; 5 P—Q 4, B×P; 6 B×P, &c.—with any reasonable number of playable variations—the game may be considered as good for either party; *i.e.*, White does better than he *ought*, supposing the theory of Gambit unsoundness to be admitted.

4 B—B 4	P—Kt 5
5 Kt—B 3	P×Kt

The *M'Donnell Attack* in the Muzio. Ingenious, but also insufficient.

6 Q×P	P—Q 4

Or, 6 . . . . P—Q 3; 7 P—Q 4, B—K 3; and the defence should survive.

7 B×P	P—Q B 3

If 7 Kt×P, then also 7 . . . . B—K 3. All Black has to do at first (and he *should* do no more) is to bring the attack to a stand; at the same time preserving *some* material superiority. His turn comes in the ending.

8 B×P+	K×B
9 P—Q 4	Kt—K B 3
10 P—K 5	B—Kt 2
11 B×P	R—K sq

Again, by timely . . . . P—Q 4, and the return of one of the Pieces, Black comes out with the better game.

Because of its recognised unsoundness, this opening is rarely adopted in important contests, for, in such, winning play and not brilliant play is the first object proposed. The insufficiency of the *Muzio* is prejudicial to all the *King's Gambits*, as restricting the attack, consequent upon the sacrifice of the Pawn at the second move, within far narrower limits than would be the case if the Knight could be safely abandoned. The moral effect of the defeat of this brilliant onset is more or less against all Gambits, and goes far to account for the neglect of the old-time ingenious and dashing style in modern or present-day Chess.

If White does not sacrifice, in defiance of 4 . . . . P—Kt 5, but goes forward with his Knight, the attack passes to Black as a matter of course; or, better put, there is attack and counter attack for a time, until the latter prevails. The following are examples:—

Salvio Gambit.—1 P—K 4, P—K 4; 2 P—K B 4, P×P; 3 Kt—K B 3, P—K Kt 4; 4 B—B 4, P—Kt 5; 5 Kt—K 5, *Q—R* 5+.

I.

6 K—B sq P—B 6

Other moves for Black are 6 . . . . Kt—Q B 3 (a very good one), 6 . . . . Kt—K R 3 (also good), and 6 . . . . Kt—K B 3, this latter leading only to equality.

7 P—K Kt 3 Q—R 6+

Or, 7 P×P, Kt—K B 3; 8 B×P+, K—K 2; 9 B—B 4, P—Q 3; 10 Kt—Q 3, P×P; 11 Kt—B 2, B—R 6+; 12 K—K sq, B—Kt 7, &c.

8 K—B 2	Kt—K B 3
9 B×P+	K—K 2

In such situations there is nearly always scarce time to attempt the Rook by taking Pawn with Knight.

10 B—Kt 3	Q—Kt 7+
11 K—K 3	B—R 3+
12 K—Q 3	R—B sq

With advantage to Black.

II.

5 Kt—K 5	Q—R 5+
6 K—B sq	Kt—K R 3
7 P—Q 4	P—B 6

Or 7 . . . . Kt—B 3; or 7 . . . . P—Q 3. But the text (7 . . . . P—B 6) seems more forcible. To that, if 8 P—K Kt 3, then it may run, 8 . . . . Q—R 6+; 9 K—B 2, Q—Kt 7+; 10 K—K 3, P—K B 4; 11 Kt—Q 3, P×P; 12 Kt—B 4, Kt—B 4+; and Black should win. The point for him, after checking at Kt 7, is not to advance Queen Pawn; allowing B—B sq (forcing him to take Rook, as best), with subsequent B—Kt 5+, when his Queen would be lost.

8 Kt—Q B 3	P—Q 3

White's move of the Knight here is considered best, both 8 B—B 4 and 8 P—K Kt 3 more decidedly favouring the adversary. Thus if 8 B—B 4, P×P+; 9 K×P, P—Q 3; 10 B×Kt, B×B; 11 Kt—Q 3, Q—R 6+; Black would have it all his own way evidently.

9 Kt—Q 3	P×P+
10 K×P	B—Kt 2
11 Kt—B 4	Kt—B 3
12 B—K 3	Castles

Black for choice.

III.

5 Kt—K 5	Q—R 5+
6 K—B sq	Kt—K B 3

Better 6 . . . . Kt—Q B 3!. Then if 7 B×P+, K—K 2; 8 Kt×Kt+, Q P×Kt; 9 B—Kt 3, P—Kt 6, &c., or the like, Black does well. The same, if 7 Kt×B P, B—B 4!; 8 Q—K sq, P—Kt 6; 9 Kt×R, B—B 7; and the White position is hardly tenable.

7 Q—K sq!	Q×Q+
8 K×Q	P—Q 3

If 8 . . . . Kt×P; 9 B×P+, K—K 2; 10 B—R 5, P—Kt 6; 11 P—K R 3, &c., Black will be worse off.

9 Kt×B P	P—Q 4
10 B×P	Kt×B
11 Kt×R	Kt—K B 3
12 P—Q 3	B—Kt 2

White will have a couple of Pawns and the exchange for his lost Piece—which seems ample compensation.

As a consequence of the conclusion generally implied in the foregoing results, representative of numberless others, the Gambit player now usually avoids any further sacrifice, as well as its alternative . . . . Q—R 5 +, &c., by an immediate and as it were subordinate attack upon the Gambit Pawn, through 4 P—K R 4. It is quite obvious that this essentially changes the whole business. Black cannot maintain his line of Pawns (as in I., p. 408). Neither can he take, nor allow his adversary to take, without opening the file to the hostile Rook. Therefore he must

push on, as best. But he can have no such easy game as in the Muzio, nor any Salvio, though the general resemblance to this latter is pretty well preserved :—

I.

1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4
4 P—K R 4	P—Kt 5

The assumption is that this compels the advance of White Knight. (See III. next following.)

5 Kt—K 5	B—Kt 2

In what is known as the *Kieseritzky Gambit* the Knight goes to K 5 ; in the Allgaier, not considered so strong, he goes to Kt 5. This involves his sacrifice ; as, when attacked, he has no escape. The reply 5 . . . . B—Kt 2 in the Kieseritzky is Black's simplest and strongest ; though 5 . . . . Kt—B 3 very often comes to the same thing. Others are 5 . . . . Q—K 2, 5 . . . . P—Q 3, 5 . . . . P—Q 4. But neither 5 . . . . Kt—Q B 3, nor 5 . . . . P—K R 4 (formerly in vogue) is now looked upon as adequate.

6 P—Q 4	Kt—K B 3

If 6 Kt × Kt P, P—Q 4 ! ; 7 Kt—B 2, Kt—K 2, &c., Black soon gets the best of it. In this, if 7 P × P ? then 7 . . . . Q—K 2+, with 8 . . . . B—Q 5+, &c., wins off hand. For defence, the given 6 . . . . Kt—K B 3 seems best. If the Queen Pawn moves, 6 . . . P—Q 3 ; 7 Kt × B P, K × Kt ; 8 B—B 4+, K—K sq ; 9 B × P, &c., there is dangerous attack, as in the Allgaier—something similar, and just as well avoided.

7 Kt—Q B 3	P—Q 3

Or, 7 Kt × Kt P, Kt × P ; 8 B—Q 3, P—Q 4 ; 9 B × Kt, P × B ; 10 B × P, Q × Q P ; 11 Q × Q, B × Q ; 12 P—B 3, B × Kt, &c. Black

eventually Castles on the Queen side with good effect. Also, 7 B—B 4, P—Q 4; 8 P×P, Kt—R 4; 9 Kt×Kt P, Kt—Kt 6, &c., is unfavourable to White.

8	Kt—Q 3	Kt—R 4
9	Kt×P	Kt—Kt 6
10	R—R 2	Castles

Intending 11 . . . . Kt×B, and 12 . . . . P—K B 4.

11	B—B 4	Kt×P!
12	Kt×Kt	R—K sq

Black has the better game.

The foregoing, turning on 5 . . . . B—Kt 2, is known as the *Paulsen Defence*. Its idea is to return the Pawn, in consideration of counter attack; or to compel White to further sacrifice—for *temporary* control of the position.

II.

5	Kt—K 5	Kt—K B 3

In some respects this lacks the force of Paulsen's move 5 . . . B—Kt 2 but, for all that, it is quite sufficient. The *Berlin Defence*.

6	B—B 4	P—Q 4

Or, 6 Kt×Kt P, Kt×P; 7 P—Q 3, Kt—Kt 6; 8 B×P, Kt×R; 9 Q—K 2+, Q—K 2; 10 Kt—B 6+, K—Q sq; 11 B×P+, K×B; 12 Kt—Q 5+, K—Q sq; 13 Kt×Q, B×Kt; 14 Q—Kt 4, P—Q 3; 15 Q—K B 4, R—Kt sq, &c., Black having enough for his Queen. Or (in this) 9 B—Kt 5, B—K 2; 10 Q—K 2, P—K R 4; 11 Kt—B 6+, K—B sq; 12 Q—K 5, Kt—B 3, and the attack is broken.

7	P×P	B—Kt 2

If 7 B×P? then 7 . . . . Kt×B; 8 P×Kt, B—K 2; 9 Kt×Kt P, R—Kt sq; 10 Kt—B 2, Q×Q P, &c. On the other hand (7 P×P), B—Q 3; 8 P—Q 4, Castles; 9 Castles, &c., comparatively good for White. But, 7 P×P, B—Q 3; 8 Castles, B×Kt; 9 R—K sq,

Q—K 2; (the *Rice Gambit*) is not so good for him; the strain of *two* Pieces less being too great.

8	B—Kt 5+	P—B 3

Or, 8 P—Q 6, P × P; 9 Kt × B P, Q—K 2+; 10 Q—K 2, Q × Q+; 11 K × Q, P—Q 4; 12 Kt—Q 6+, K—Q 2; 13 Kt—B 5, P × B; 14 Kt × B, K—K 2; 15 P—R 5, P—K R 3, and wins.

Or, 8 Castles, Castles; 9 Kt—Q B 3, Kt—R 4; 10 Kt × Kt P, B—Q 5+; 11 Kt—B 2, Q × R P; 12 Kt—K 2, B—Kt 5, &c.

9	P × P	Castles
10	P × P	B × P
11	P—Q 4	B × P
12	R—Kt sq	P—B 6

Advantage to Black.

Other defences are not considered so trustworthy, including that based upon 5 . . . . P—K R 4. The idea of the latter was to maintain the Pawns unbroken. But it fails to otherwise properly deal with the attack upon the King, and so has been found practically unfavourable.

III.

1	P—K 4	P—K 4
2	P—K B 4	P × P
3	Kt—K B 3	P—K Kt 4
4	P—K R 4	P—Kt 5

For 4 B—B 4 see King's Knight's Gambit. Black best pushes on to avoid opening of Rook file and other difficulty in support of his attacked Pawn.

5	Kt—Kt 5	P—K R 3

This gives us the *Allgaier Gambit*, in which White plays for attack at the expense of his Knight. Black may go on 5 . . . Kt—K B 3.

Then 6 P—Q 4, Q—K 2; 7 P—K 5, P—K R 3, &c.; or 7 Kt—Q B 3, P—K R 3; 8 B × P, P × Kt; 9 B × P, B—R 3; and White should lose.

6 Kt × B P	K × Kt
7 P—Q 4	P—Q 4!

White may continue 7 Q × P, or 7 B—B 4+, but the above, constituting the *Thorold-Allgaier*, is his strongest. If Black varies, 7 . . . . P—B 6; 8 B—B4+, P—Q 4; 9 B × P+, K—K sq!; his game is not so easy—yet, *theoretically*, he should win.

8 B × P	Kt—K B 3

Of course, 8 . . . . P × P is playable, as are various other moves along here, but it is well to keep the adverse King Bishop out of active play for some little time.

9 Kt—B 3	B—Kt 2

There is not much occasion to fear 9 . . . . B—Kt 5. The Bishop being so necessary a Piece for the defence of the King, it must in general be kept near home. However, if 9 . . . . B—Kt 5, the answer might be 10 B—Q 3, with soon Castles and a fair game. For White, doubtful (at least) would be 9 P—K 5, excluding many likely variations of attack from his Bishops. Thus, 9 P—K 5, Kt—R 4; 10 B—Q 3, K—Kt 2; and defence is not so difficult.

10 Q—Q 2	Kt—B 3
11 Castles	Kt × K P
12 Kt × Kt	P × Kt
13 B—B 4+	K—Kt 3

Black will have to be wary, but the Piece should win. Going back to White's seventh move:—

7 Q × P	Kt—K B 3
8 B—B 4+	P—Q 4

Or, 8 Q × B P, B—Q 3; 9 B—B 4+, K—Kt 2; 10 Q—B 5, B—Kt 6+; 11 K—B sq, R—B sq &c., winning.

9	Q×P	B—Q 3
10	B×P+	K—Kt 2
11	Q—B 3	Kt×B
12	P×Kt	Q—K sq+

Black wins.

Or,

7	B—B 4+	P—Q 4
8	B×P+	K—Kt 2!
9	P—Q 4	Kt—K B 3
10	B×B P	Kt×B
11	P×Kt	B—Q 3
12	B×B	Q×B

Black wins.

In playing these Gambits, much depends upon the readiness of the player—his easy familiarity with the various proved lines of attack and defence. The King being so directly concerned, a single ill-timed move may ruin all, and the game be lost before fairly begun, or before the greater part of the forces on either side can be brought into action.

KING'S GAMBIT DECLINED.

Counter Gambit.—A bold way of declining the King's Gambit is by 2 . . . . P—Q 4. Then if 3 P×Q P, P×P; 4 Kt—K B 3, B—Q 3; the second player will have a fairly attacking position, as a set-off to his opponent's strength in Pawns on the Queen side for the ending. [If 3 Kt—K B 3, P×K P; 4 Kt×P, B—Q 3; 5 Kt—Q B 3, Kt—K B 3; 6 B—B 4, B×Kt; 7 P×B, Kt—

Kt 5; 8 Kt×P, Kt×P; the game will be tolerably even.] Or, he may himself indulge in a Gambit, the Falkbeer, by following on 3 . . . . P—K 5; with an attack strongly resembling that obtained in the Two Knights' Defence, if White is too anxious to hold the Pawn.

I.

1	P—K 4	P—K 4
2	P—K B 4	P—Q 4
3	P×Q P	P—K 5

The *Falkbeer Counter Gambit*, a favourite with enterprising players.

4	B—Kt 5+	P—B 3

White of course need not check. 4 P—Q 3 and 4 Kt—Q B 3 are safer moves. For instance, 4 P—Q 3, Kt—K B 3; 5 Q—K 2 (if) B—Q B 4; 6 Kt—Q B 3, Castles; 7 P×P, &c., with probable advantage to White. In this, 5 . . . . Q×P might be stronger, though even then Black should have difficulty in equalising. Perhaps the better way of dealing with the Counter Gambit Accepted, if not so usual as that given prominence in the text.

5	P×P	Kt×P

Better than 5 . . . . P×P, to which the answer might be 6 B—B 4, with advantage, the reply 6 . . . . B—Q B 4 not being admissible, on account of 7 B×P+, &c.

6	B×Kt+	P×B
7	P—Q 4	B—R 3
8	Kt—Q B 3	B—Kt 5
9	K Kt—K 2	Kt—B 3
10	Castles	Castles

White has a very uncomfortable position, and will probably be forced to give up the Pawn.

II.

1 P—K 4	P—K 4
2 P—K B 4	P—Q 4
3 Kt—K B 3	P × K P
4 Kt × P	B—Q 3

Here 3 . . . . B—K 3 has some points in its favour. A drawback is that it may be questioned later by P—B 5.

5 B—B 4	B × Kt

Or 5 Kt—Q B 3, Kt—K B 3; 6 B—B 4, B × Kt; 7 P × B, Kt—Kt 5; 8 Kt × P, Kt × K P—equal game. Naturally, Black takes, instead of defending with the doubtful 5 . . . . Kt—K R 3.

6 Q—R 5	Q—K 2

If 6 P × B, then 6 . . . . Q—Q 5, &c. White captures with Queen, as otherwise his Pawn at K 5 would not be easy to hold.

7 Q × B	Q × Q
8 P × Q	Kt—Q B 3
9 B—Kt 5	B—Q 2

Even game.

Another refusal of the Gambit may be as under:—

III.

1 P—K 4	P—K 4
2 P—K B 4	Kt—K B 3
3 P × P	Kt × P

If 3 Kt—Q B 3, then 3 . . . P—Q 4, running into a form of the Vienna Game.

4 Kt—K B 3	Kt—Kt 4
5 P—Q 4	Kt × Kt +
6 Q × Kt	Q—R 5 +
7 Q—B 2	Q × Q +
8 K × Q	P—Q 3

About even.

Both the foregoing methods of evasion are less favoured in practice than the following; probably because, of the three, this leads to by far the richer or more complex game.

IV.

1 P—K 4	P—K 4
2 P—K B 4	B—B 4
3 Kt—K B 3	P—Q 3

If 3 . . . . P—Q 4; 4 Kt × P, P × P; 5 Q—R 5, Q K 2; 6 Kt × P, P—K Kt 3; 7 Q—K 5, &c., Black will be at a disadvantage. In this White cannot, of course, play 5 Kt × P, because of the reply 5 . . . . Q—Q 5; nor can Black attack the Queen, 6 . . . . Kt—K B 3, because of 7 Kt—Q 6, &c.

4 P—B 3	Kt—K B 3

Or 4 . . . . B—K Kt 5; 5 B—K 2, B × Kt; 6 B × B, Kt—Q B 3, &c. 4 . . . . Kt—Q B 3 is also often played.

5 P—Q 4	P × Q P
6 P × P	B—Kt 3

If 6 . . . . B—Kt 5 +, then, naturally 7 B—Q 2, and White maintains his centre.

7 Kt—B 3	Castles
8 B—Q 3	Kt—B 3

9 B—K 3, with what certainly looks a very fine game. The following continuation is given in *Lehrbuch*

des Schachspiels as resulting in equality—9 . . . . Kt—K Kt 5; 10 B—K Kt sq, P—B 4; 11 P—K 5, P×P; 12 B—B 4+, K—R sq; 13 Q P×P, Q×Q+; 14 Kt×Q, B×B; 15 R×B, B—Q 2. Strictly, however, White must be conceded the preference, owing to his passed Pawn.

White may well vary his fourth move by playing the Bishop:—

V.

1 P—K 4	P—K 4
2 P—K B 4	B—B 4
3 Kt—K B 3	P—Q 3

White may convert into the Vienna or Queen's Knight's Game by 3 Kt—Q B 3 (V.—VI., p. 441 *et seq.*).

4 B—B 4	Kt—Q B 3

Or 4 . . . . Kt—K B 3. But 4 . . . . B—K Kt 5 would be bad on account of 5 P×P and (if 5 . . . . P×P) 6 B×P+, &c. As to White, he may play 4 Kt—B 3, or 4 P—B 3, the Knight's move for choice—even when compared with that of the Bishop as given above.

5 P—Q 3	B—K Kt 5
6 P—B 3	Kt—B 3

6 Kt—B 3, Kt—B 3; 7 P—K R 3, B×Kt; 8 Q×B, Kt—Q 5; 9 Q—Q sq, or 9 Q—Kt 3, works rather for Black.

7 P—K R 3	B×Kt
8 Q×B	Q—K 2

About even.

What the defence has to fear in this method of declining the Gambit is that his adversary may be able to establish a strong centre; or, failing in this, that he will be able to

secure the benefit of the open file, seasonably, in consequence of his Gambit move. Moreover, there is the binding effect of P—B 5 to be considered. In certain contingencies it may be the prelude to dangerous attack from advance of Knight and Rook Pawns against the Castled King.

[The Gambit is a surrender or proffer of force in the Opening, with a view to subsequent advantage. In idea, it is probably derived from the phrase *dare il gambetto*, used by Italian wrestlers, much as "lead off" is used by pugilists; or meaning a feint by which the adversary's attention is diverted, while the real "trip up" or "knock out" takes him unawares. A *possible* derivation, however, may be from *darla a gambe*, signifying to run away; but, the diversion having failed in its intended effect, successful flight is not always a feasible feat of discretion.]

SECTION IV.

SUMMARY OF PRINCIPAL FORMS.

1 P—K 4, various replies.

THE FRENCH DEFENCE.

The French Defence is often adopted in anticipation of the eternal Lopez, and may be considered one of the best methods of eluding that wearisome game. But it has its own difficulties, which are neither few nor small. The first player's control of the board is predominant in the earlier stages of the contest, and decisive attacks upon the King's position are constant possibilities in his plan of campaign. On the other hand, as the struggle wears on, the second player's prospects improve, and the probabilities of a fortunate finish are apt to declare in his favour.

I.

1 P—K 4	P—K 3
2 P—Q 4	P—Q 4

Or 2 P—K B 4, P—Q 4; 3 P—K 5, P—Q B 4; 4 Kt—K B 3, Kt—Q B 3, &c. In the French (as in the Sicilian), this early advance of the Bishop Pawn hinders rather than helps more effective attacking measures. A clear point against it in this view is that it obstructs the action of the Queen Bishop. Then there is 2 P—K 5, also somewhat premature. The reply may be 2 . . . . P—Q Kt 3, 2 . . . . P—Q 4, or 2 . . . . P—Q 3, with probable advantage to Black. But he should beware. The opening of the Bishop file, in general so favourable a manœuvre, and in this case directly invited by the forward Pawn, should not be hastily assumed. Thus if 1 P—K 4, P—K 3; 2 P—K 5, P—K B 3; 3 P—Q 4, P—Q B 4; 4 B—Q 3, the defence will be more difficult, and in fact may easily fail.

3 Kt—Q B 3	Kt—K B 3

If 3 P × P, P × P; 4 Kt—K B 3, Kt—K B 3; 5 B—Q 3, B—Q 3; 6 Castles, Castles; 7 Kt—B 3, Kt—B 3, or 7 . . . . P—B 3, &c., White retains the advantage of the move, but gains nothing by his opening, *per se*. If in reply to 3 Kt—Q B 3 Black plays 3 . . . . B—Kt 5. White can exchange Pawns and continue his development,

5 Kt—B 3, &c. Black cannot favourably exchange Bishop for Knight, and eventually will have to retire the Bishop from the exposed post Kt 5, with loss of time, which may prove serious or not, as it happens.

4	B—K Kt 5	B—K 2

Or simplifying, as advised by Lasker—4 . . . . P × P; 5 Kt × P, B—K 2; 6 (if) B × Kt, P × B, &c. But White need not exchange; though, even so, this simplification should not greatly trouble him. Also, if 4 . . . . P × P; 5 Kt × P, Q Kt—Q 2; 6 Kt—K B 3, B—K 2; 7 Kt × Kt +, Kt × Kt; 8 B—Q 3, &c., as brought forward by Mr. Burn, Berlin Tournament, 1897, White will have the better prospects.

5	B × Kt	B × B
6	P—K 5	B—K 2

Example of danger Black should be on his guard against after Castling: 6 Kt—B 3, Castles; 7 B—Q 3, P—Q Kt 3 (7 . . . . P—B 4 would be better); 8 P—K R 4! B—Kt 2 (better 8 . . . . B—R 3); 9 P—K 5, B—K 2; 10 B × P +, K × B; 11 Kt—Kt 5 +, with 12 Q—Kt 4, or 12 Q—R 5, and White must win.

7	Q—Kt 4	Castles
8	B—Q 3	P—K B 4
9	Q—R 3	P—Q Kt 3
10	P—B 4	P—B 4

About even. White may get up a dangerous attack in course of time, but it will be dangerous for himself as well as for his adversary; because, if brought to a halt, there will be counter attack on the Queen side, where Black is in the ascendant.

Or,

6	Kt—B 3	Castles
7	Q—Q 2	P—B 4
8	P × Q P	B P × P
9	Kt × P	P × P
10	Castles	Kt—B 3

Even game.

Or,

5 P—K 5	K Kt—Q 2
6 B×B	Q×B
7 Kt—Kt 5	Q—Q sq, or 7 . . . .

Kt—B sq, and there is not very much difference. If, however, 7 . . . . Kt—Kt 3, instead of to B sq or moving the Queen, White pushes on the Queen Rook Pawn with probable advantage.

II.

1 P—K 4	P—K 3
2 P—Q 4	P—Q 4

Doubtless 2 P—Q 4 is the best all-round move. But, if White likes to shun the more beaten tracks, he may play 2 Kt—K B 3, or 2 Kt—Q B 3, or almost anything that might be played against 1 . . . . P—K 4, with a safe and interesting game.

3 Kt—Q B 3	Kt—K B 3
4 P—K 5	K Kt—Q 2

While 3 P—K 5 is generally condemned as premature, this advance upon the Knight is much favoured, and makes a most difficult game. 4 B—Q 3, P—B 4; 5 P×Q P, Kt×P, &c., hardly goes so well for White.

5 P—B 4	P—Q B 4
6 P×P	Kt—Q B 3

Rightly continuing in necessary development. The Pawn cannot be well maintained, so may be taken later with Bishop or Knight, according to further disclosure of White's plan of campaign.

7 Kt—B 3	B×P

Now 7 Q—Kt 4, a formidable demonstration in case of 6 . . . . B×P, is not so effective. Also, if 7 B—Q 3, Kt×B P, White must lose time or part with his most active Bishop. Again, if 7 P—Q R 3, B×P; 8 Q—Kt 4, Castles, there is gain of time in defence, owing to the somewhat irrelevant advance of the Pawn. For instance, if 9

B—Q 3, or 9 Kt—B 3, Black may well reply 9 . . . . P—B 4; or, as against the Knight's move, he may set up a counter attack—9 Kt—B 3, P—B 3; 10 (if) Q × K P +, K—R sq; 11 Q × Q P, P × P, &c., with good prospects, considering White's lesser development, and the dangerous situation of his King.

8	B—Q 3	P—Q R 3
9	P—Q R 3	P—Q Kt 4
10	P—Q Kt 4	B—R 2

White's attack on the King side will be strong, but Black should survive it, if in no hurry to Castle. The latter may take the Pawn at once, but with the Knight:—

6	. . . .	Kt × P
7	B—K 3	Kt—B 3
8	B—Kt 5	P—Q R 3
9	B × Kt +	P × B, &c., and there

will be no great harm done. However, as already observed, this game is very difficult, and requires great knowledge of mid game position to play it well.

Another line of attack runs as follows:—

III.

1	P—K 4	P—K 3
2	P—Q 4	P—Q 4
3	B—K 3	P × P

Or he may play 3 . . . . Kt—K B 3 without inconvenience. But if 3 B—Q 3, then 3 . . . . P—Q B 4 should be the reply.

4	Q Kt—Q 2	Kt—K B 3

If now P—Q B 3, to attack Pawn by Q—B 2, there seems to be no objection to . . . . P—Q Kt 3, intending . . . . B—Kt 2, in further defence. In the result White

would no doubt recover the Pawn but Black would have an easier time of it than usual. And there is little to urge against . . . . P—K B 4, holding on to the Pawn Gambitwise, except that that would not be a very safe line of play; but Pawns are not to be got for nothing. This 3 B—K 3, like 3 Q Kt—Q 2, adopted on recent occasions in public play, does not appear to add anything to the force of the attack in the French, but rather the contrary. They are both comparative novelties. Whether much more can be said for either of them future experience must decide.

Apropos of innovation, Tchigorin has lately introduced 2 Q—K 2 in attack; playing it successfully in a match with Dr. Tarrasch, in the Hastings Tournament, and on other important occasions. This delays the advance of the adverse Queen Pawn, theoretically at all events, and has the merit of otherwise breaking new ground. *The British Chess Magazine* describes it as a "harmless violation of principle," indulged in aforethought; with the object of modifying the development, so as to exclude its better known forms. The Bishop is naturally brought out at Kt 2 in due course, and the game may run somewhat as follows:—1 P—K 4, P—K 3; 2 Q—K 2, P—Q B 4; 3 P—K Kt 3, Kt—Q B 3; 4 Kt—K B 3, B—K 2; 5 B—Kt 2, P—Q 4; 6 P—Q 3, Kt—B 3; 7 Castles, Castles, &c., Black having a very good working position. But the worth of innovation is mostly in its novelty. This does not last long.

CENTRE COUNTER GAME.

Avoiding all the dangers of the Gambits, the King's Knight's Game, the Vienna, the French, &c., yet strangely enough the Centre Counter Game finds scant encouragement in practice, even among the strongest players. This may be at least in part accounted for by its comparative poverty in winning resources for the defence. There is a certain dryness about it forbidding complication, so that the second player has a difficulty in naturally taking up the attack, when declined by his adversary. In this respect it is a game without a future. When the defence is established, it can do no more, and the very probable result is a draw. The evident objection is that the Queen is brought into play too soon, causing some loss of time; but against this is to be set the open file, and the general safety of the position, so far as decisive attack is concerned.

1 P—K 4	P—Q 4
2 P×P	Q×P

Or 2 . . . . Kt—K B 3; 3 P—Q 4, Kt × P; 4 P—Q B 4, &c. But defence is no stronger in this way, even if attack does not get the better of it. On the other hand, if 2 P—K 5, then 2 . . . . P—Q B 4, or 2 . . . . P—K 3, &c., something like a good *French Defence*—*cf.* note p. 429.

3 Kt—Q B 3	Q—Q sq

Or 3 . . . . Q—Q B 4, or 3 . . . . Q—K 4+. But the retreat of the Queen keeping command of the file is probably best.

4 P—Q 4	P—Q B 3
5 Kt—K B 3	B—B 4

An important point in the defence is to get this Bishop out before advancing the King Pawn.

6 B—Q 3	B—Kt 3
7 B—K B 4	Kt—B 3, or P—K 3, &c.

White has the advantage, but it is not very impressive.

Or,

3	Q—Q R 4
4 P—Q 4	P—Q B 3
5 Kt—B 3	B—B 4, or P—K Kt 3, &c.

Again White's advantage in development is not available, and should gradually pass away.

Or,

3	Q—K 4+
4 B—K 2	P—Q B 3

Here 4 . . . . B—Kt 5 is also a good move.

5 Kt—B 3	Q—B 2
6 P—Q 4	P—K 3

Black is not so well off, considering the lock in of his Bishop. If, in this case, 6 . . . . B—B 4, then 7 P—Q 5 would be rather forcible, giving White the probably better game.

SICILIAN DEFENCE.

Fairly tried and found wanting, the Sicilian has now scarcely any standing as a first-class defence. In this respect its fate much resembles that of the Philidor; though, of the two, the advantage is greatly with the latter. The Sicilian is too defensive. There are too many holes created in the Pawn line. Command of the field, especially in the centre, is too readily given over to

the invading force. These are theoretical objections; but then they have been amply borne out by experience. Therefore, until something more can be shown in its favour, the Sicilian must take secondary rank. It has, however, even of late been employed in important contests with fair success, and is yet fairly well thought of by some very fine players.

The strongest form of the defence is that in which the King Pawn is left unmoved for some time, and is really a King's Fianchetto—1 P—K 4, P—Q B 4; 2 Kt—Q B 3, P—K Kt 3; 3 Kt—B 3, B—Kt 2; 4 P—Q 4, P×P; 5 Kt×P, Kt—Q B 3; 6 B—K 3, Kt—B 3; 7 B—K 2, Castles; 8 Q—Q 2, P—Q 3; 9 P—K R 3, B—Q 2; 10 Castles, with the better development.

1 P—K 4, P—Q B 4; 2 Kt—Q B 3, Kt—Q B 3; 3 Kt—B 3, P—K 3; 4 P—Q 4, P×P; 5 Kt×P, Kt—B 3; 6 P—Q R 3, P—Q R 3; 7 B—Q B 4, P—Q 4; 8 P×P, P×P; 9 B—Kt 3, B—K 2; 10 Castles, and Black's isolated Pawn places him at a disadvantage. Or, 5 . . . . P—Q R 3; 6 B—K 2, Kt—B 3; 7 Castles, B—Kt 5; 8 Kt×Kt, Kt P×Kt; 9 P—K 5, B×Kt; 10 P×B, Kt—Q 4; 11 Q—Q 4, Castles; 12 B—R 3, R—K sq, and White has the superior position.

White may himself play a Fianchetto, and secure a good game—1 P—K 4, P—Q B 4; 2 Kt—Q B 3, Kt—Q B 3; 3 P—K Kt 3, Kt—B 3; 4 B—Kt 2, P—K 3; 5 K Kt—K 2, P—Q R 3; 6 P—Q 4, P×P; 7 Kt×P, P—Q 3; 8 Castles, B—K 2; 9 K—R sq, &c. Or, Black varying, 3 . . . . P—K Kt 3; 4 B—Kt 2, B—Kt 2; 5 K Kt—K 2, P—K 3; 6 P—Q 3, K Kt—K 2; 7 B—K 3, Kt—Q 5; 8 Castles, Castles; 9 R—Kt sq, K Kt—B 3; 10 Q—Q 2, P—Q R 3; 11 Kt—B 4, P—Q 3; 12 Kt—Q sq, &c.

Often White plays 2 Kt—K B 3, instead of 2 Kt—Q B 3, and goes on 3 P—Q 4. This is also a good method of attack. All he has to do is to not over do it. Because, after all, the Sicilian is a game of resources, if its initial drawbacks are not fairly brought into account.

THE FIANCHETTO, &c.

Other replies to 1 P—K 4 are 1 . . . . P—K Kt 3 (*King's Fianchetto*), 1 . . . . P—Q Kt 3 (*Queen's Fianchetto*), 1 . . . . P—Q 3, and 1 . . . . P—Q B 3. Even 1 . . . . P—K B 3 has not been quite neglected. The Fianchetto, whether King's or Queen's, gives away too much ground at the outset; while the others also have this fault, with a tendency to run into inferior lines of the Philidor, French, Sicilian, &c., all of which is of course no great recommendation.

I.

1 P—K 4	P—K Kt 3
2 P—K B 4	B—Kt 2
3 Kt—K B 3	P—Kt 3
4 P—Q 4	B—Kt 2

As may be noticed, the Bishops are at cross purposes, and can only with difficulty be got to act in union for defence; or in attack upon the King, should opportunity of attack arise.

5 B—Q 3	P—Q 3
6 P—B 3	Kt—Q 2
7 Castles	P—K 3
8 Kt—R 3	Kt—K 2
9 Q—K sq	Castles

The foregoing is an example of the Double Fianchetto,

Blackburne *v.* Paulsen, in which White is to be preferred. He is strong in the centre, with greater freedom; and can direct the mass of his forces readily, as circumstances may warrant. On the other hand, Black's formation is eccentric; there are weak points in his lines, viz., those over which Pawn control has been abandoned, concerted action in mass is difficult, &c. In the absence of anything more specific, these are the sort of considerations on which the judgment rests in all such cases. Otherwise there is nothing to determine it—nothing to choose on any tangible grounds. The defence is perfectly good for the time being, and, with fortune or stronger play in its favour, it would probably continue so to the end. It results from this view that the Double Fianchetto is less reliable than if one wing only is developed in this manner, as, for example, in the following:—

II.

1	P—K 4	P—K Kt 3
2	P—Q 4	B—Kt 2
3	P—Q B 3	P—K 4
4	P×P	B×P
5	P—K B 4	B—Kt 2
6	Kt—B 3	P—Q 3
7	B—Q 3	Kt—K 2
8	Castles	Castles
9	B—K 3	Q Kt—B 3
10	B—B 2	B—Kt 5
11	B—Kt 3	K—R sq

Black has a good game, as . . . . P—K B 4 should soon prove an effective move.

III.

1 P—K 4	P—Q Kt 3
2 P—Q 4	B—Kt 2
3 B—Q 3	P—K 3

A move often good is P—Q 5, when the Pawn can be maintained. Here . . . . P—K B 4 would be bad; 3 . . . . P—K B 4; 4 P × P! B × P; 5 Q—R 5+, P—Kt 3; 6 P × P, B—K Kt 2; 7 P × P+, K—B sq; 8 P × Kt=Q+, K × Q; 9 Q—Kt 4, B × R; 10 P—K R 4, &c., with advantage.

4 Kt—K 2	P—Q B 4

White plays Knight thus to be able to advance his King Bishop Pawn, according to circumstances. As, if 4 . . . . Kt—K B 3, then 5 P—K B 3, &c.

5 P—Q B 3	Kt—K 2
6 B—K 3	Kt—Kt 3
7 Castles	B—K 2
8 P—K B 4, &c.	

Good for White.

IV.

1 P—K 4	P—Q 3

Indian Defence. It may easily pass into a Philidor or Fianchetto.

2 P—Q 4	Kt—K B 3
3 Kt—Q B 3	P—K Kt 3
4 Kt—B 3	B—Kt 2
5 B—K 2	Castles
6 Castles	Q Kt—Q 2
7 B—K B 4	P—B 4, &c.

About equal.

This is an instance of open play on White's part, as regards his Knights. It will be generally found better to so handle those Pieces that the Bishops' Pawns may be free to move in support of the centre (in view of the Fianchetto); or, otherwise, that they may be available to move on attackingly, during the early stages of the game.

V.

1 P—K 4	P—Q B 3

Caro-Kann Defence. It may turn in various ways, but not to Black's advantage in any. 1 . . . . P—K B 3 is *playable*, but that is all; at least, all to be said of it here.

2 P—Q 4	P—Q 4
3 Kt—Q B 3	P×P

White may advance, 3 P—K 5, with a likely turning into a French in which he will be a move to the good, as . . . . P—K 3 can hardly be delayed.

4 Kt×P	B—B 4
5 Kt—Kt 3	B—Kt 3
6 P—K R 4	P—K R 3
7 Kt—B 3	P—K 3
8 B—Q 3	B×B

9 Q×B, with the better position.

And so for other unusual first moves on the part of the second player. Whether any . . . . P—R 3 (or 4), or any . . . . Kt—B 3 (or R 3), ground is likely to be lost which may never be regained. As stated in *Principles of Chess*: "A thoroughly practical defence must not be *too* defensive. Force must oppose force, directly or

indirectly. Ability to exchange or counter-attack is always a valid test." Tried by this rule, the defences just noticed are insufficient. Hence they are not often adopted, save by way of variety, or against a supposed weaker opponent; or from some occult or ulterior motive, whim, or fancy, present in the mind of the player at the time.

Of course the first player may begin with the Fianchetto, or anyway he likes for that matter, the worst that should happen to him then being that he should derive no, or the smallest possible, advantage from the move. Anything except, perhaps, 1 Kt—R 3 will serve his turn—a Knight posted thus may be soon obliged to return home, with loss of *two* moves, to avoid greater inconvenience. But, until the student has acquired familiarity with the beaten track—familiarity even bordering upon weariness—*the beaten track is surely the best.* Desire for novelty—*bizarrerie*—should be curbed, the work of invention postponed; while yet the reason of things, as they commonly are, presents any serious aspect of mystery. All the various methods of attack in everyday use are results or survivals of numberless experiments by the greatest players of past and present times. They are all more or less founded upon principles of operation which cannot be ignored or set aside with impunity; that is, if attack, *quâ* attack, is to be effectively advanced in the opening of the game. These methods are not perfect, at all events they can be varied indefinitely; and their entire soundness, or the reverse, practically as well as theoretically determined. Here is ample scope for exercise of imagination and work of invention, proving these methods—the shortest and best that wit of man has yet been able to devise.

SECTION V.

SUMMARY OF PRINCIPAL FORMS.

QUEEN'S KNIGHT'S GAME.

The Queen's Knight's or *Vienna Game* may be solid or brilliant, a Gambit or not, as it may be continued in one of two widely different ways. In playing his Queen Knight at the second move, White shuts himself out from many variations of the Giuoco Piano, including the Evans; but many others are still open, and, by way of compensation, his power over the King's Gambit, to a considerable extent, remains.

I.

1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—K B 3

This is the simplest defence. Others in order of effectiveness are 2 . . . . Kt—Q B 3, 2 . . . . B—B 4, and 2 . . . . B—Kt 5. Black wants to play . . . . P—Q 4 very soon.

3 P—B 4	P—Q 4

If 3 Kt—B 3, then a Giuoco development, Three Knights, Four Knights, Double Lopez, or what not, may be agreed upon. Or, 3 P—K Kt 3, P—Q 4; 4 P × P, Kt × P; 5 K Kt—K 2, B—Q B 4; 6 B—Kt 2, P—Q B 3; 7 Castles, Castles; 8 P—Q 3, &c., with equality. Then there is 3 B—B 4, Kt × P; 4 Q—R 5 (better than 4 B × P +), Kt—Q 3; 5 Q × K P +, Q—K 2, &c., also with equality.

4 B P × P	Kt × P

Or, 4 P—Q 3, P—Q 5; 5 Q Kt—K 2, P × P; 6 B × P, B—K 2; 7 Kt—K B 3, P—B 4; 8 Kt—Kt 3, Castles, &c., with slight advantage to Black. Or, 4 P—Q 4, P × Q P; 5 Q × P, P × P; 6 B—K 3, B—K 2; 7 Castles, Q × Q; 8 B × Q, B—K B 4, &c. But 4 P × Q P, P × P; 5 Kt—B 3, Kt × P, &c., makes equal game.

5	Q—B 3	P—K B 4

The following is probably better for White: 5 Kt—B 3, B—Q Kt 5; 6 Q—K 2, B × Kt; 7 Q P × B, Castles; 8 B—K 3, &c., with slight, if any, inferiority. As for Black, he backs up his Knight and plays for counter attack, in preference to acting strictly on the defensive.

6	K Kt—K 2	Kt—Q B 3
7	P—Q 4	Kt—Kt 5
8	K—Q sq	P—B 4
9	P—Q R 3	Kt—Q B 3
10	B—K 3	P—K Kt 3

Black has the advantage. Timely . . . . B—Kt 2 and . . . . Castles will give him a fine game.

II.

1	P—K 4	P—K 4
2	Kt—Q B 3	Kt—K B 3
3	B—B 4	Kt—B 3
4	P—Q 3	B—Kt 5

If 4 . . . . B—B 4; 5 P—B 4, P—Q 3; 6 P—B 5, the defence will be dangerously constrained. Adverse P—K Kt 4, maintaining the Pawn at B 5, on occasion, with strong action of Queen, Knight, &c., perhaps advancing King Rook Pawn, would be very probable.

5	Kt—B 3	P—Q 4

Or if 5 P—B 4? then the same 5 . . . . P—Q 4! In this case White would have no such advantage as above suggested, owing to his opponent's freer position. The play of Black Queen Pawn makes much of the difference; whether it goes one square or two, at first, being nearly always highly important.

6	P × P	Kt × P
7	B—Q 2	B × Kt
8	P × P	Castles

A sort of inverted *Lopez*—even game.

III.

1	P—K 4	P—K 4
2	Kt—Q B 3	Kt—Q B 3
3	P—B 4	P×P
4	P—Q 4	Q—R 5+

This 4 P—Q 4 makes the *Steinitz Gambit*. Black should be careful not to be too hasty. His Queen is not very well placed after checking, nor is White King in any real danger, however it may appear.

5	K—K 2	P—K Kt 4

The line of action introduced by Zukertort nearly thirty years ago, involving the sacrifice of a Piece, is doubtful, to say the least: 5 . . . . P—Q 4; 6 P × P, B—Kt 5+; 7 Kt—B 3, Castles; 8 P × Kt, B—Q B 4; 9 Q—K sq! Obviously, Black can do no good by exchanging Queens. Then 9 . . . . R—K sq+; 10 K—Q 2, Q—Q sq; 11 P × P+, with 12 Q—B 2, and B—Q 3 soon, should win eventually for White. Or 9 . . . . B × Kt+; 10 P × B, R—K sq+; 11 Kt—K 4, &c., with a like result. And so in various other ways. The counter attack seems to just fall short in every case.

6	Kt—Q 5	K—Q sq
7	Kt—K B 3	Q—R 4
8	P—K R 4	B—R 3
9	K—B 2	P—Kt 5
10	Kt—Kt sq.	P—Kt 6+
11	K—K sq	Q × Q+
12	K × Q	Kt × P
13	B × P	B × B
14	Kt × B	P—Q 3

White may recover his Pawn, but Black will still deserve the preference.

IV.

1	P—K 4	P—K 4
2	Kt—Q B 3	Kt—Q B 3
3	P—B 4	P × P

If 3 B—B 4, B—B 4?; 4 Q—Kt 4!, and Black must inconveniently defend his Knight Pawn. To 3 B—B 4, doubtless 3 . . . . Kt—B 3 is the best reply.

4	Kt—B 3	P—K Kt 4

If 4 . . . . B—B 4; 5 P—Q 4, Kt × P; 6 Kt × Kt, Q—R 5+; 7 K—K 2, P—Q 4; 8 Kt × P, B—Kt 5+; 9 Kt—B 3, &c., the attack is hardly worth the Piece, and White comes off somewhat best.

5	P—Q 4	P—Kt 5

Pierce Gambit.—5 P—Q 4. [If 5 B—B 4, B—Kt 2; 6 Castles, P—Q 3, &c., we merge into the ordinary *King's Gambit*, with some advantage to Black.] The reply 5 . . . . P—Kt 5 is better than 5 . . . . P—Q 3, or 5 . . . . B—Kt 2. Black having moved his Queen Knight cannot so conveniently defend the Gambit Pawn as in the ordinary King's Gambit. White must give up the attacked Knight, as in the Muzio. He cannot stand 6 . . . . Q—R 5+.

6	B—B 4	P × Kt
7	Castles	P—Q 4
8	P × Q P	B—K Kt 5

Or, 8 Kt × P, B—K Kt 5; 9 P × P, B—K R 6; 9 B × P, R—B sq &c., and Black should win.

9	R—K sq+	K Kt—K 2
10	Kt—K 4!	B—Kt 2
11	P × P	Kt—R 4

White can hardly do better than take the Pawn. The object of 8 . . . . B—K Kt 5 was to force him to do this, closing the file to the

Rook. The same thing happens in the Muzio, brought about by a different series of moves.

12	B—B sq	B—R 4
13	P—B 4	R—K Kt sq

If 13 P—Kt 4, of course 13 . . . . Q×P, threatening the Rook. As it is the attack passes away from White, and he should lose.

V.

1	P—K 4	P—K 4
2	Kt—Q B 3	Kt—Q B 3
3	P—B 4	P×P

If 3 P—Q 4, the *Fyfe Gambit*, Black best replies 3 . . . . Kt × P, with an easy game.

4	Kt—B 3	P—K Kt 4
5	P—K R 4	P—Kt 5
6	Kt—Kt 5	P—K R 3
7	Kt×P	K×Kt
8	P—Q 4	P—Q 4

If 8 B—B 4+ then also 8 . . . . P—Q 4, &c. If 8 Q×P, then 8 . . . . Kt—K B 3; 9 Q × B P, B—Q 3, &c.

See ordinary Allgaier, from which this is distinguished as the *Hammpe-Allgaier;* the difference being that the Gambit is a move later, each party having played his Queen Knight. Black should win.

VI.

1	P—K 4	P—K 4
2	Kt—Q B 3	B—B 4

This is scarcely so good for Black as either Kt—B 3. It makes a

Gambit Declined, at best; as it is not good to accept the Pawn after playing out the Bishop.

3 P—B 4	P—Q 3

If 3 . . . . B × Kt; 4 R × B, P × P; 5 P—Q 4, Q—R 5+; 6 P—Kt 3, P × P; 7 P × P, Q—R 7; 8 R—Kt 2, Q—R 8; 9 Kt—Q 5, Kt—Q R 3; 10 B—B 4, P—Q 3; 11 K—B 2 (threatening to win the Queen), White will have the advantage. Or, 7 R × P, Q × P; 8 Q—Kt 4, probably winning. For instance (a possibility)—8 . . . . Kt—K B 3; 9 Q × Kt P, R—Kt sq; 10 Q × R+, Kt × Q; 11 R × Kt+, K—K 2; 12 Kt—Q 5+, &c., coming out about a Rook ahead.

4 Kt—B 3	B—K Kt 5

If 4 . . . . Kt—K B 3; 5 P × P, P × P; 6 Kt × P, Q—Q 5; 7 Kt—Q 3, and Black cannot easily recover the Pawn.

5 Kt—Q R 4	B—Kt 3
6 Kt × B	R P × Kt
7 B—B 4	P × P
8 P—Q 3	K Kt—B 3

9 B × P, and White has a good game

VII.

1 P—K 4	P—K 4
2 Kt—Q B 3	B—B 4

If 2 . . . . B—Kt 5, White may resort to the Gambit, 3 P—B 4, or he may play out his Knight, as if defending in the Lopez, with a move to spare.

3 B—B 4	Kt—K B 3

If 3 Kt—R 4, then 3 . . . . B—K 2, leaving the Knight aiming at nothing and hitting it, is safest and best.

4 P—Q 3	Kt—B 3
5 B—K 3	B—Kt 3
6 Kt—B 3	P—Q 3, and we are

playing a Giuoco Piano, or something of the sort, in which neither party should secure any tangible opening advantage.

QUEEN PAWN GAME, &c.

When the game begins with any move other than 1 P—K 4, it is apt to be what is called "close"; and, of the close game, that proceeding from 1 P—Q 4 may be conveniently taken as the type. With it, however, must be linked the English Opening (1 P—Q B 4), the game from 1 P—K 3 and 1 Kt—K B 3; that from 1 P—K B 4 (in certain of its phases), together with sundry others, such as the Centre Counter Gambit, the Fianchetto, &c. The characteristic of the close game is that neither King is in any way but remotely concerned during the period of development; with the consequence that during this period it presents none of the capital hazards of the open game, particularly as regards the Gambit forms of the latter. There are few or no very salient points about the close game, and the differences of position upon which analytical verdicts rest are obscure even to the verge of practical non-existence.

I.

1 P—Q 4	P—Q 4
2 P—Q B 4	P—K 3

For what is called the Queen's Gambit, see VI. next following; this is the *Queen's Gambit Declined.* It is thought best not to

immediately take the Pawn; leaving the adversary to take, or in some uncertainty as to the disposition of his King Bishop.

3	Kt—Q B 3	Kt—K B 3

This 3 . . . . Kt—K B 3 is doubtless best. If, say, 3 . . . . P—Q Kt 3, White may well continue 4 P—K 4, converting into a good open game.

4	Kt—B 3	Q Kt—Q 2
5	B—B 4	P—B 3

The move P—Q B 3, on either side, is doubtful, as a rule, in this sort of game. At all events, it is liable to sooner or later afford a good point of attack to the enemy, and it hinders effective action of the Bishop from Q Kt 2, should such be desired. But see II., next following.

6	P—K 3	B—K 2
7	P—K R 3	P×P
8	B×P	Kt—Kt 3

The gain of a move in this way is of no consequence. If Q 4 were a permanent post for the Knight it might be otherwise. But here it is evident that in due course he may be driven off by the Pawn.

9	B—Q 3	Q Kt—Q 4
10	B—R 2	Q—R 4
11	Q—Kt 3!	Castles
12	Castles	Kt×Kt
13	P×Kt	Q—R 4

White has the better position. The open Knight file and the superior range of his Bishops are in his favour.

II.

1	P—Q 4	P—Q 4

If 1 . . . . P—Q B 4, White may well continue 2 P—Q 5.

2 P—Q B 4 P—K 3

Or 2 . . . . P—K 4; 3 Q P×P, P—Q 5; 4 Kt—K B 3, Kt—Q B 3; 5 P—Q R 3, B—K Kt 5; 6 P—R 3, B×Kt; 7 Kt P×B, Kt×P, &c., as between Lasker and Albin, New York, 1893. But any such display of enterprise, especially on Black's part, is not to be generally commended. If 2 . . . . Kt—K B 3; 3 P×P, Q×P; 4 Kt—Q B 3, and 5 P—K 4, White manifestly gains ground.

3 Kt—Q B 3 P—Q B 3

Or 3 . . . . Kt—K B 3; 4 B—Kt 5, B—K 2; 5 P—K 3, Q Kt—Q 2 (if 5 . . . . Castles; 6 Q—Kt 3, Q Kt—Q 2—or 6 . . . . P—B 4; or 6 . . . . P—B 3—or 6 . . . . K Kt—K 2, &c., there should be equality); 6 Kt—B 3, Castles; 7 R—B sq, P×P; 8 B×P, P—B 4; 9 Castles, P×P; 10 P×P, P—Q Kt 3; 11 Q—K 2, B—Kt 2, &c. White omits P—K 3 before playing out his Queen Bishop, and has little or nothing to fear from the isolation of his Pawn. Black's 3 . . . . P—Q B 3 is part of his plan of development, and less open to objection, theoretical or practical, than if in any degree a compulsory feature in his defence.

4 P—K 3 Kt—K B 3
5 B—Q 3 Q Kt—Q 2
6 Kt—B 3 B—Q 3

Now 6 P—B 4 would be advisable, to defeat Black's pretty evident intention of relieving himself by opportune . . . . P—K 4.

7 Castles Castles
8 P—K 4 P×B P
9 B×P P—K 4

Black rightly plays 8 . . . . P×B P, and 9 . . . . P—K 4, with the consequence of freeing his Queen Bishop, whereby a strong objection to 3 . . . . P—B 3 disappears.

10 B—K Kt 5 Q—K 2

About an even game.

III.

1 P—Q 4	P—Q 4
2 P—K 3	Kt—K B 3

Naturally, either 2 Kt—K B 3 or 2 B—B 4 is also good for White. Then there are others, 2 P—K B 4 (facetiously termed the *Stonewall*, from its strength as a mere defence), 2 P—Q B 3, 2 P—K Kt 3, &c.; in fact, anything *primâ facie* unobjectionable may here be safely adopted by the first player. But, as an example of the inadmissible under this head, may be instanced what is known as the *Blackmar Gambit*, *2 P—K 4*, P × P; 3 P—K B 3, P × P; 4 Kt × P, &c.; in which the Pawn is given up for quick development, with expectations from the open file. But these considerations are no equivalent, provided Black but properly applies himself in defence. As, 4 . . . . P—K 3; 5 B—Q 3, Kt—K B 3; 6 P—B 3, P—Q Kt 3, with following . . . . B—Kt 2, ... Q Kt—Q 2, &c., constructing a reasonably unassailable position.

3 P—Q B 4	P—K 3
4 Kt—K B 3	B—K 2
5 B—K 2	Castles

Or 5 . . . . P—Q Kt 3, with sometime . . . . B—Kt 2, &c., perhaps less commendable, on the score of safety, pure and simple.

6 Castles	P—B 4
7 Kt—B 3	Kt—B 3
8 B P × P	K P × P
9 P × P	B × P
10 P—Q R 3	B—K 3
11 P—Q Kt 4	B—K 2
12 B—Kt 2	R—B sq

White Queen Bishop is very well posted. Black's isolated Pawn may be a weakness, but this might have been easily avoided.

IV.

1 P—Q 4	P—Q 4
2 Kt—K B 3	P—K 3

Inverting White's first two moves will give us the *Zukertort Opening*, so called because the winner of the great International Chess Tournaments, Paris, 1878, and London, 1883, often began 1 Kt—K B 3. To this Black may reply almost anything in reason, 1 . . . . Kt—K B 3, 1 . . . . Kt—Q B 3, 1 . . . . P—Q 4, 1 . . . . P—K 3, &c., with a speedy junction on some common line.

3 P—Q Kt 3	Kt—K B 3
4 B—Kt 2	B—K 2

The object of the Fianchetto, as here, is either to have the Bishop in powerful action on the long diagonal, if the Queen Pawn can be got out of the way, or to support later Kt—K 5, with a view to direct attack upon the Castled King. The same, *mutatis mutandis*, applies when the Fianchetto is made use of in defence.

5 P—K 3	Castles
6 B—Q 3	P—B 4
7 Castles	Kt—B 3
8 Q Kt—Q 2	Kt—Q Kt 5

Perhaps 8 P × P would be stronger. Black loses no time by this excursion, as the Knight is driven back only by a move of no value in his adversary's development. White wants his Bishop for work on the King side, hence the temporary retreat following.

9 B—K 2	P—Q Kt 3
10 P—Q R 3	Kt—B 3

11 B—Q 3, and, chiefly owing to the superior range of his Bishops, the situation is in favour of White.

V.

1	P—Q 4	P—Q 4
2	P—K 3	Kt—K B 3
3	B—Q 3	P—K 3

White intends the main play on the King side.

4	Kt—Q 2	P—B 4
5	P—Q B 3	Kt—B 3
6	P—K B 4	B—Q 2

But his scheme is rather elaborate. He wants to prevent any . . . . P—K 4; and does so in the most effective manner.

7	Q—B 3	Q—Kt 3
8	Kt—R 3	B—K 2
9	Castles	P—K R 3
10	Kt—B 2	Castles (Q R)

By Castling thus, Black in a great measure defeats his adversary's plan; and at the same time puts himself in a position to counter attack, with some effect.

11	P × P	P × P
12	Kt—Kt 3	P—K 4

Fairly even game.

VI.

1	P—Q 4	P—Q 4
2	P—Q B 4	P × P

Queen's Gambit Accepted.—Generally considered inferior to the Gambit Declined, for the defence.

3	Kt—K B 3	P—Q B 4

There would be danger in supporting the Pawn by 3 . . . . P—Q Kt 4. Still, it might be ventured, though, of course, in reply to

3 P—K 3 or 3 P—K 4 it would be bad, on account of 4 P—Q R 4, (if) P—Q B 3; 5 P × P,—and 6 Q—B 3 wins a Piece if Black now takes again. The object of 3 Kt—K B 3 is to prevent 3 . . . . P—K 4; which may be the reply to 3 P—K 3, looking to equality.

4 P—K 3	P × P
5 B × P!	P—K 3

Of course 5 . . . . P × P would lose directly, 6 B × P +!, &c.

6 P × P	Kt—K B 3
7 Castles	B—K 2
8 Kt—B 3	Castles
9 B—B 4	Kt—B 3
10 R—B sq, &c.	

White's freer position compensates for the isolation of his Pawn. He can hardly be prevented from getting rid of this weakness by P—Q 5; but then there will be exchanges, with every probability of an equal game.

Formerly it was customary to accept the Gambit; the great British player, Alexander McDonnell, always did so in his matches with Labourdonnais. Their games often opened thus,—1 P—Q 4, P—Q 4; 2 P—Q B 4, P × P; 3 P—K 3, P—K 4; 4 B × P, P × P; 5 P × P, Kt—K B 3; 6 Kt—Q B 3, B—Q 3; 7 Kt—B 3, Castles, &c. Since then, however, custom has veered in the opposite direction.

To 1 P—Q 4 the reply may be 1 . . . . P—K B 4. This was a favourite with Morphy. *E.g.*, 1 P—Q 4, P—K B 4; 2 P—Q B 4, P—K 3; 3 Kt—Q B 3, Kt—K B 3; 4 B—B 4, P—B 3; 5 P—K 3, P—Q 4; 6 Kt—B 3, B—Q 3; 7 B—Kt 3, Castles; 8 B—Q 3, &c., White being slightly preferable. In Germany this is known as the *Hollandish Game*. Continuing 1 P—Q 4, P—K B 4; Staunton sometimes played 2 P—K 4—a bold conception.

The following is a probable sequence,—2 . . . . P×P; 3 Kt—Q B 3, Kt—K B 3 (if 3 . . . . P—Q 4, then 4 Q—R 5+); 4 B—Kt 5, P—B 3; 5 B×Kt, K P×B; 6 Kt×P, P—Q 4; 7 Kt—Kt 3, B—Q 3; 8 B—Q 3, Castles, and everything seems all right—no positive danger.

But more modern theory is averse to moving the King Bishop Pawn early in the opening, whether for Black or for White. For example, if the latter begins 1 P—K B 4 (sometimes called *Bird's Opening*, it being largely adopted in serious practice, during many years past, by the distinguished English player, H. E. Bird), he may be forced into accepting a Gambit (*From's*), or into himself offering one of the King's Gambits by continuing 2 P—K 4. The following is a specimen of the *From Gambit*, from which it will be seen the first player derives no particular advantage: 1 P—K B 4, P—K 4; 2 P×P, P—Q 3; 3 P×P, B×P; 4 Kt—K B 3, P—K Kt 4!; 5 P—Q 4, P—Kt 5; 6 Kt—K 5, B×Kt; 7 P×B, Q×Q+; 8 K×Q, Kt—Q B 3, &c. In this of course White might return the Pawn—3 Kt—K B 3, P×P; 4 P—K 4, B—Q B 4; 5 B—B 4, Kt—K B 3; 6 P—Q 3, P—K R 3, &c.; but even then he would have no cheerful prospect. The alternative would be 2 P—K 4, leaving Black to accept the Gambit or not, thus keeping the lead in the matter of early attack; or 2 P—Q 3, a good move in the circumstances, safely awaiting further disclosure of defence. But here is an ordinary specimen of this game:—

1 P—K B 4	P—Q 4
2 P—K 3	P—K 3
3 Kt—K B 3	Kt—K B 3
4 P—Q Kt 3	P—B 4

Black may well play 4 . . . . P—K Kt 3, and so on . . . . B—Kt 2, to nullify the attack intended by his opponent.

5	B—Kt 2	B—K 2
6	B—Q 3	Kt—B 3
7	Castles	Castles
8	Kt—B 3	B—Q 2
9	P—Q R 3	P—Q R 3
10	Q—K sq	P—Q Kt 4
11	Q—Kt 3	P—B 5

This Q—Kt 3 is full of danger to Black, in conjunction with the action of White's Bishops.

12	B—K 2	Kt—K sq

Even game.

When White begins 1 P—K 3 (called *Van't Kruyz' Opening*), or 1 Kt—K B 3 (elsewhere mentioned), in most cases P—Q 4 soon follows; and sometimes P—K B 4 is worked in later, making a heavy, difficult kind of game. In short, the play may be varied greatly within the first four moves, with no immediate ill results if there is no loss of force. The safety of the Kings being only remotely in question, defective strategy may pass unvisited until the late middle game or ending. But, *then*, it is extremely likely to be brought into account with decisive effect.

English Opening.—A perfectly safe and sound commencement, this ordinarily leads to a game similar to that consequent upon 1 P—Q 4. It is apt, however, to be—if anything—a little "closer," as exchanges may be more

naturally deferred to a later stage. Possessed of no striking characteristics, a high level of skill is requisite to its due appreciation; and it is seldom resorted to unless a determined and protracted struggle is expected. The best replies are probably 1 . . . . P—K 3 and 1 . . . . P—Q B 4. The move 1 . . . P—K B 4 is hardly so good, and 1 . . . . P—K 4 is condemned as yielding only a sort of reversed Sicilian, in which the second player assumes the responsibilities of attack with the move against him.

I.

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

And Black stands very well. The Fianchetto brought in by his opponent at moves 8 and 9 might be dispensed with, the Knight lessening the effect of it by obstructing the long diagonal action of the Bishop. Advantage is often gained by the early posting of a Knight at K 5, and for that the Bishop should have free action from Kt 2, as with Black in this instance.

II.

1	P—Q B 4	P—Q B 4
2	P—K 3	P—K 3
3	Kt—K B 3	P—Q 4
4	P—Q 4	Kt—K B 3
5	Kt—B 3	Kt—B 3
6	P×Q P	K Kt×P
7	B—Kt 5	Kt×Kt
8	P×Kt	B—Q 2
9	Castles	B—K 2
10	B—Q 2	Castles
11	Q—K 2	Q—B 2
12	B—Q 3	P—Q R 3

White is weaker on the Queen side, but has some compensation in prospective attack upon the King.

III.

1	P—Q B 4	P—K B 4
2	P—K 3	P—K 3
3	Kt—Q B 3	Kt—K B 3
4	P—Q 4	P—Q Kt 3
5	Kt—B 3	B—Kt 2

Or 5 B—Q 3, B—Kt 2; 6 P—B 3, with subsequent Kt—R 3, &c. Something like IV. following; Black, however, presenting a bolder front.

6	P—K Kt 3	B—Kt 5
7	B—Kt 2	Castles
8	Castles	B×Q Kt
9	P×B	P—Q 4
10	Kt—K 5	Q Kt—Q 2
11	P—B 4	P—B 4
12	P×Q P	Kt×P

White is to be preferred. Both Bishops will be in good play, and the Knight cannot be taken without letting in a troublesome Pawn at K 5.

IV.

1	P—Q B 4	P—K B 4
2	P—K 3	Kt—K B 3
3	Kt—Q B 3	P—K 3
4	P—Q 4	B—K 2
5	B—Q 3	P—Q Kt 3
6	Kt—R 3	B—Kt 2
7	Castles	Castles
8	P—B 3	Kt—B 3
9	P—R 3	K—R sq
10	P—Q Kt 4	Q—K sq
11	R—R 2	P—Q R 4
12	P—Kt 5	Kt—Q sq

13 P—K 4, with the better game. Black formation defective and especially regarding the centre; too much on the home base, even for mere defence. As to effective counter attack, that important resource seems scarcely within expectation. On the White side all such injurious conditions are absent. Instead, there is well-managed forwardness with freedom; a sound array, consistently looking to progressive advantage. An extreme case or type showing good development and bad in remarkable contrast. The first player has it much his own way owing to the timorous conduct of his opponent; or, perhaps, to the latter's failure in some wide-reaching plan—for want of room on the board!

And so on, indefinitely. It may be observed, in conclusion, that the Opening has often small part or lot in

the final issue between very skilful players. Each endeavours to deploy his forces in his own way, but keeping parallel with his adversary, and in equal readiness for decisive action. Compromise results, in which the mental attitudes or styles of the players are prime factors; whence proceeds play by each which neither would think of adopting in other circumstances, or against a different opponent. — *Principles.* Moreover, Position, salient, tangible position, does not exist previous to the Opening, and of a dozen skilful players not any two may agree as to the first two moves in the game. They may everyone differ from every other, and each be right—for all the proof possible to adduce to the contrary. Thus, though first in point of time, logically the Opening comes last. It is evidently and necessarily the most indeterminate and speculative part of Chess. In the beginning, with all the forces present, even the keenest vision often fails of a definite aim; wanders in search of a guiding object or principle of action, which is there indeed somewhere, but yet baffles perception. And so, it often happens "masterly inactivity" is the sum of all good strategy. Implying a counsel of perfection.

INDEX.