

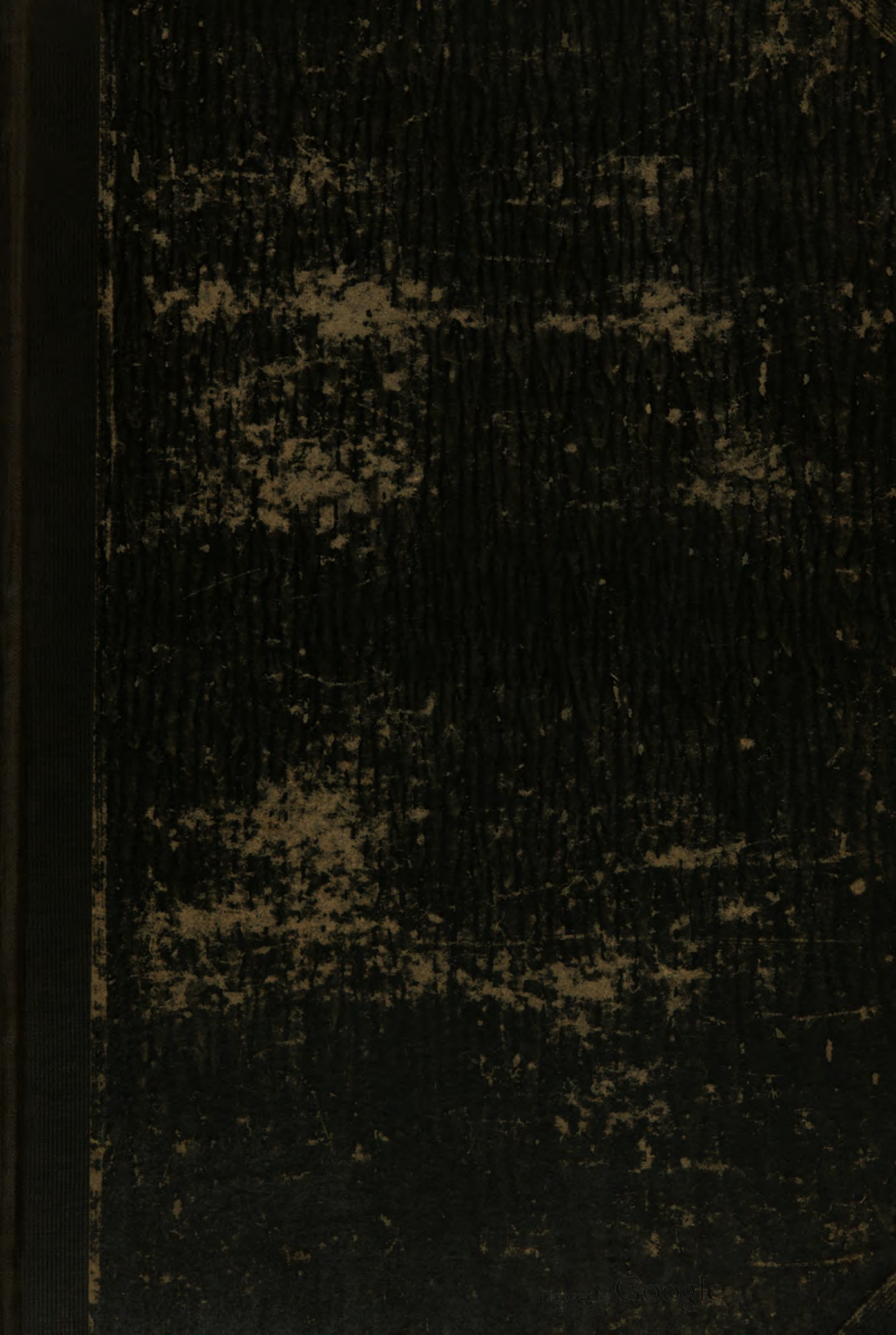
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THE  
CHESS PLAYER'S  
MAGAZINE.

EDITED BY  
J. LOWENTHAL.

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\*\* Extra sheet after page 32—Tabular notation.



THE  
**Chess Player's Magazine.**

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THE TWO KNIGHTS' DEFENCE.

*(Concluded from our December number.)*

GAME VIII.

In this game we shall examine the various probable moves which White may adopt, in lieu of playing 4. Kt. to K. Kt. fifth. These are P. to Q. third, Kt. to Q. B. third, Castles, and P. to Q. fourth.

In the first place—

- |                   |                       |
|-------------------|-----------------------|
| 4. P. to Q. third | 4. B. to Q. B. fourth |
| 5. Castles        | 5. P. to Q. third     |

and the game is reduced into an ordinary Giuoco Piano.

In the second place—

- |                                       |                       |
|---------------------------------------|-----------------------|
| 4. Kt. to Q. B. third                 | 4. B. to Q. Kt. fifth |
| 5. Castles                            | 5. Castles            |
| 6. Kt. to Q. fifth, with a good game. |                       |

In the third place—

- |                   |                       |
|-------------------|-----------------------|
| 4. Castles        | 4. B. to Q. B. fourth |
| 5. P. to Q. third | 5. P. to Q. third.    |

Equal game.

In the fourth place—

- |                    |                |
|--------------------|----------------|
| 4. P. to Q. fourth | 4. P. takes P. |
|--------------------|----------------|

The game is now converted into a variation of the Scotch Gambit, of which we have not room to give all the results. The following, however, are some of the most important:—

- |                       |                        |
|-----------------------|------------------------|
| 5. Castles (or A.)    | 5. Kt. takes P. (best) |
| 6. R. to K. square    | 6. P. to Q. fourth.    |
| 7. B. takes P.        | 7. Q. takes B.         |
| 8. Kt. to Q. B. third | 8. Q. to K. R. fourth  |

- |                            |                          |
|----------------------------|--------------------------|
| 9. Kt. takes Kt.           | 9. B. to K. third (best) |
| 10. B. to K. Kt. fifth     | 10. B. to Q. Kt. fifth   |
| 11. P. to Q. B. third      | 11. P. takes P.          |
| 12. P. takes P.            | 12. B. to K. second      |
| 13. B. takes B.            | 13. Kt. takes B.         |
| 14. Q. Kt. to K. Kt. fifth | 14. Castles (K. R.)      |

and the game is about even. These moves are from a game between Mayet and Der Laza. If Black had played 9. B. to K. second, the reply is 10. B. to K. Kt. fifth.

(A)

- |                           |                       |
|---------------------------|-----------------------|
| 5. P. to K. fifth, or (B) | 5. P. to Q. fourth.   |
| 6. B. to Q. Kt. fifth     | 6. Kt. to K. fifth    |
| 7. Kt. takes P.           | 7. B. to Q. B. fourth |
| 8. P. to Q. B. third      | 8. Castles            |
| 9. B. takes Kt.           | 9. P. takes B.        |
| 10. Castles               |                       |

and again the game is reduced into the Giuoco Piano.

(B)

- |                               |  |
|-------------------------------|--|
| 5. Kt. to K. Kt. fifth        | 5. P. to Q. fourth (best)                            |
| 6. P. takes P.                | 6. Kt. to Q. R. fourth                               |
| 7. B. to Q. Kt. fifth (check) | 7. P. to Q. B. third                                 |
| 8. P. takes P.                | 8. P. takes P.                                       |
| 9. Q. to K. B. third          | 9. Q. to Q. Kt. third, with a<br>manifest advantage. |

We must here close our examination of this interesting opening. It has been shown that the defence, if properly conducted, is, in our opinion, satisfactory against every mode of attack. We do not, however, pretend to have made an exhaustive analysis of the variations, and it is quite possible that some amateur, with more leisure than we can command, may be able to invalidate our conclusions.

---

## CHESS IN INDIA.

### LETTER II.

TO THE EDITOR OF THE "CHESS PLAYER'S MAGAZINE."

SIR, — As India is now generally held to have the best claim to be considered the birthplace of Chess, a brief account of the particulars in which the Hindoo game, as played at the present day, differs from our own, may not be without interest. I must premise, however, that considerable diversities of practice appear

L. 1855/22.

to exist in various parts of Hindostan. The following rules are those which I found in force among the players of the Deccan:—

1. The King is always placed on the right of the Queen. Hence, of course, the King of one player is always stationed opposite to the Queen of the other.

2. The board is placed with a white or black square to the right hand indifferently.

3. The two royal Pawns and the Rooks' Pawns may advance two squares on their first move, provided the pieces (in front of which they are respectively stationed) have not been moved. But if any of the said pieces has moved, the Pawn in front of it may only advance one square. The four remaining Pawns may only advance one square on their first move.

4. Taking Pawn with Pawn *en passant* is altogether unknown.

5. Castling is not allowed. Once in the game, however, the King has the privilege of moving like a Knight, provided he has not been checked.

6. When a Pawn arrives at its eighth square it can only be exchanged for the piece on whose file it has been marching, or a piece of the same denomination. Thus, a Bishop's Pawn becomes a Bishop, a Knight's Pawn becomes a Knight, &c. But if a Bishop's Pawn, for example, becomes transferred to the Knight's file, and reaches the eighth square, it then becomes a Knight, and *vice versa*. This rule cannot, of course, apply to the King's Pawn, which on reaching the eighth square may be exchanged for any piece which the player chooses to demand.

7. If, at the end of the game, either player is left with only one piece, with or without Pawns, the game is drawn; or if only Pawns are left the game is drawn. This rule, however, admits of various modifications. In some cases, if one piece only is left, it becomes endowed with new powers, and renders it difficult for the adversary to escape. But this, I presume, is rather a mode of giving odds than a distinct variety of the game.

8. At the commencement of the game White makes four moves first, of course without crossing his own half of the board. Black, then, under the same limitation, makes four moves in his turn. After that they move alternately, as in the European game. It may be remarked that Mr. Lewis found the same custom (which is probably very ancient) still in force among the villagers of Stroebeck.

The above are the rules commonly followed in the Bombay Presidency, so far as I was able to ascertain them. I must observe, however, that some of the native players, through their intercourse with Europeans, have introduced the practice of castling. Hence I have seen them practice castling in a great variety of strange fashions, and I once observed a player move his King to Bishop's

Chassis  
L. 1.  
L. 1855

W. L. P.  
L. 8.  
L. 1855

Shaffer  
L. 7.

R. J. P.  
L. 5.

Y. L. P.  
L. 2.

L. 9.

L. 1855, 22.

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second square, then leap the Rook to King's square over the heads of Bishop and Knight, and finally place his King in the corner, all these evolutions being considered as one move. Most Hindoos, however, seem to maintain the ancient laws of the game, to which castling is unknown.

In the North-west Provinces, where Chess exists more nearly in its primitive form than in the Deccan, none of the Pawns are allowed to advance more than one square for their first move. I believe that I also observed some other points of difference, but my memory will not now serve me with the particulars.

The pieces commonly used in India are of a very rude and ancient type, resembling rather draughts than chessmen. The King and Queen are not much larger than the Pawns, and it is hard to distinguish one piece from another. The Rook is termed the Camel, the Knight is the Horse, and the Bishop is the Elephant. The Queen is called the Wuzeer—i. e., Vizier, or Prime Minister, while the Pawn is the Peon, or Foot Soldier.

One very singular variety of the game should be mentioned as still extant in Western India. In this mode of play, no piece can be taken as long as it is supported by any other piece, but in other respects the rules are similar to those of ordinary Chess. This description of game forms a connecting link between Chess and draughts, to which last it bears in principle a strong resemblance.

I remain, Sir, yours, &c.,

INDUS.

---

### THE NEW SCHEME OF TABULAR CHESS NOTATION.

We are glad to find from numerous communications lately received that the ingenious method of notation brought forward by our esteemed correspondent Mr. Thomas Long meets with very general approval. The specimen of it which we printed last month sufficiently exhibits its advantage over our cumbrous system of ordinary notation, and we quite hope to see it adopted in future works on the theory of the openings.

We have much pleasure in extracting the following eulogium from our popular contemporary, *Bell's Life in London* :—

“In the January number of Lowenthal's *Chess Player's Magazine* we have an interesting article contributed by Thomas Long, Esq., of the Dublin Chess Club, being a variation of the Evans's Gambit, displayed in a huge broadside, with the best moves taken from the chief writers and players on both sides. We only wish Mr. Long had given instead one of the more brilliant variations of our favourite *débat*, since declining the Gambit by simply retreating Bishop to Q. Kt. third will rarely be countenanced by those who wish to elicit interesting positions to play.”

In justice to Mr. Long we ought to say that he had originally

selected the Allgaier Gambit as a specimen of his plan. Finding that, however, too lengthy for our pages, he chose the Evans's Gambit Declined as an opening sufficiently distinct in itself, and admitting of compression into a more moderate compass.

---

## G A M E S .

---

### GAME 118.

Game the fourth in the match between Mr. De Vere and Herr Steinitz.

(*Remove Black's K. B. Pawn.*)

*White.* (MR. DE VERE.)

1. P. to Q. fourth
2. Q. Kt. to B. third
3. P. to K. fourth
4. Q. B. to Kt. fifth
5. B. takes Kt.
6. P. to K. fifth
7. K. B. to Q. third
8. K. Kt. to B. third
9. Castles
10. Kt. to K. fourth
11. P. to B. third
12. B. to B. second
13. Q. to Q. third
14. Q. R. to K. square
15. Kt. to Kt. third
16. Kt. to R. fifth (check)
17. Kt. to B. sixth
18. P. to K. Kt. fourth
19. P. takes Kt. (*d*)
20. P. takes B.
21. K. to R. square
22. B. to Q. square
23. R. to K. Kt. square
24. P. to B. fourth
25. Q. to K. third
26. Q. takes B. (*g*)
27. Kt. takes R.
28. R. takes R.
29. P. to B. seventh

*Black.* (HERR STEINITZ.)

1. K. Kt. to B. third
2. P. to K. third
3. K. B. to Kt. fifth
4. P. to K. R. third
5. Q. takes B.
6. Q. to B. second
7. Castles
8. Q. Kt. to B. third
9. K. B. to K. second (*a*)
10. P. to Q. Kt. third
11. B. to Kt. second
12. B. to Q. square
13. P. to Kt. third
14. K. to Kt. second
15. Kt. to K. second (*b*)
16. K. to R. square
17. Kt. to B. fourth (*c*)
18. B. takes Kt.
19. Kt. P. takes P. (*e*)
20. R. to Kt. square (check)
21. Q. to K. R. fourth
22. R. to Kt. fifth
23. Q. R. to K. Kt. square
24. B. to K. fifth
25. Q. R. to Kt. fourth (*f*)
26. P. takes Q.
27. R. takes R. (check)
28. Q. to Kt. third
29. Q. to K. B. third

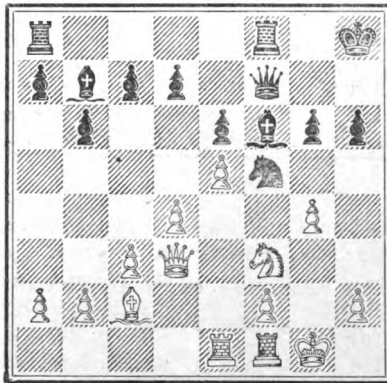
- |                               |                              |
|-------------------------------|------------------------------|
| 30. B. to R. fifth            | 30. P. takes Kt.             |
| 31. R. takes P.               | 31. Q. takes R. ( <i>h</i> ) |
| 32. P. Queens (check)         | 32. K. to R. second          |
| 33. Q. to B. seventh (check)  | 33. K. to R. third           |
| 34. B. to Q. square           | 34. Q. to Q. seventh         |
| 35. Q. to R. fifth (check)    | 35. K. to Kt. second         |
| 36. Q. to Kt. fourth (check)  | 36. K. to B. square          |
| 37. K. to Kt. second          | 37. Q. takes Q. P.           |
| 38. P. to K. R. fourth        | 38. Q. takes Q. B. P.        |
| 39. P. to K. R. fifth         | 39. Q. takes Q. R. P.        |
| 40. Q. to B. fourth (check)   | 40. K. to Kt. square         |
| 41. Q. to Kt. fifth (check)   | 41. K. to B. second          |
| 42. Q. to Kt. sixth (check)   | 42. K. to K. second          |
| 43. Q. to Kt. seventh (check) | 43. Resigns                  |

NOTES.

- (a) Apprehensive, no doubt, of Kt. to K. R. fourth.  
 (b) Although this masks the King's Bishop, it seems to be the best move.  
 (c) Evidently the best resource.

Position after Black's 18th move.

BLACK.



WHITE.

(d) If at this point White had taken the Bishop, the following is the probable result:—

P. takes B.

Kt. to Q. third, or (A)

Kt. to K. R. fourth, with a manifest advantage.

(A)

P. takes Kt.

R. to K. Kt. square (best)

K. to R. square

Kt. P. takes P. (dis. check)

B. to Q. square

Q. to K. R. fourth

R. to K. Kt. square

R. to K. Kt. fifth

Q. R. to K. Kt. square

And the position is the same as in the actual game.

(e) If Black had retreated the Bishop to Queen's square, he would have been involved in almost hopeless difficulties. By the move adopted he obtained a fine attack.

(f) The position here is one of unusual interest, and both attack and defence are conducted with great skill. Black now threatens mate thus:—

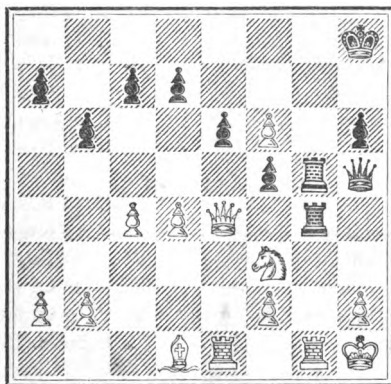
- |                         |                               |
|-------------------------|-------------------------------|
| 27. K. takes Q.         | 26. Q. takes R. P. (check)    |
| 28. Kt. to K. R. fourth | 27. R. to R. fourth (check)   |
| 29. K. to Kt. third     | 28. K. R. takes Kt. (check)   |
| 30. Q. takes P.         | 29. P. to K. B. fifth (check) |
| 31. K. to Kt. fourth    | 30. R. to K. R. sixth (check) |
|                         | 31. Q. R. to R. fifth, mate.  |

(g) This is very finely played, and is as sound as it is brilliant.

(h) There was nothing better to do.

Position after White's 26th move.

BLACK.



WHITE.

### GAME 119

Game the fifth in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)

*White.* (MR. DE VERE.)

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

*Black.* (HERR STEINITZ.)

1. P. to Q. Kt. third
2. B. to Kt. second
3. Kt. to Q. B. third
4. Kt. to K. fourth
5. Kt. takes B. (check)
6. P. to K. Kt. third
7. K. B. to Kt. second
8. Kt. to B. third
9. Castles

- |                                |  |
|--------------------------------|--|
| 10. B. takes Kt. ( <i>a</i> )  | 10. B. takes B.                          |
| 11. P. to K. fifth             | 11. B. to Kt. second                     |
| 12. K. Kt. to K. second        | 12. P. to Q. third                       |
| 13. P. to K. sixth             | 13. P. to Q. B. third                    |
| 14. Castles (K. R.)            | 14. P. takes P.                          |
| 15. Kt. takes P.               | 15. B. takes Kt. P.                      |
| 16. Q. R. to Kt. square        | 16. B. to Kt. second                     |
| 17. Kt. to K. Kt. third        | 17. B. takes Kt.                         |
| 18. Q. takes B.                | 18. Q. to B. second                      |
| 19. P. to Q. B. fourth         | 19. Q. R. to Q. B. square                |
| 20. Q. R. to Q. B. square      | 20. Q. to B. fourth (check) ( <i>b</i> ) |
| 21. K. to R. square            | 21. Q. takes Q.                          |
| 22. P. takes Q.                | 22. R. takes R.                          |
| 23. R. takes R.                | 23. R. takes P.                          |
| 24. R. to Q. B. eighth (check) | 24. B. to B. square                      |
| 25. P. to K. R. third          | 25. R. to Q. fifth                       |
| 26. R. to Q. R. eighth         | 26. R. takes Q. P.                       |
| 27. R. takes Q. R. P.          | 27. R. to K. fourth                      |
| 28. R. to R. sixth             | 28. R. takes P.                          |
| 29. R. takes P.                | 29. R. to K. eighth (check)              |
| 30. K. to R. second            | 30. B. to Kt. second                     |
| 31. R. to Q. Kt. third         | 31. B. to K. fourth                      |
| 32. P. to K. R. fourth         | 32. R. to Q. R. eighth                   |
| 33. P. to Q. R. third          | 33. P. to Q. fourth                      |
| 34. K. to R. third             | 34. P. to K. R. fourth, and wins         |

## NOTES.

(*a*) Having parted already with one Bishop we should have preferred retaining the other. K. Kt to K. second seems a good move.

(*b*) Black has now recovered the Pawn given, and, as he is enabled to exchange Queens, the superior position of his Pawns gives him the victory.

## GAME 120.

Game the sixth in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)-

- |                                    |                                |
|------------------------------------|--------------------------------|
| <i>White.</i> (Mr. DE VERE.)       | <i>Black.</i> (Herr STEINITZ.) |
| 1. P. to K. fourth                 | 1. P. to Q. Kt. third          |
| 2. P. to Q. fourth                 | 2. B. to Q. Kt. second         |
| 3. B. to Q. third                  | 3. Kt. to Q. B. third          |
| 4. Kt. to K. B. third ( <i>a</i> ) | 4. P. to K. third              |
| 5. Castles                         | 5. K. Kt. to K. second         |
| 6. B. to K. Kt. fifth              | 6. P. to K. R. third           |
| 7. B. to K. third                  | 7. P. to K. Kt. third          |

8. P. to Q. B. third
9. Kt. to R. fourth
10. P. to K. fifth
11. Kt. to K. B. third
12. Q. Kt. to Q. second
13. Kt. to K. square
14. B. to K. fourth
15. B. takes Kt.
16. P. to K. B. fourth
17. P. to K. Kt. third
18. R. to K. B. second
19. Kt. to K. Kt. second
20. Kt. to K. R. fourth
21. P. to K. R. third
22. Kt. takes Kt.
23. P. to K. R. fourth
24. Q. to Q. B. second
25. P. to Q. R. fourth
26. R. to K. square
27. Kt. to K. B. square
28. K. R. to Q. second
29. B. to K. B. second
30. P. to Q. Kt. third
31. Q. takes Q. Kt. P.
32. R. to Q. B. square
33. Q. to Q. square (c)
34. Kt. to K. third
35. R. from Q. B. sq. to Q. B. 2
36. Q. to her R. square
37. Q. to R. second
38. Q. to Q. Kt. third
39. R. to Q. square
40. K. R. to Q. B. square
41. Q. to Q. Kt. fifth
42. Q. to Q. third
43. B. to K. square
44. Q. to Q. Kt. fifth
45. R. to Q. R. square
46. P. takes Q.
47. R. from B. 2nd to Q. R. 2nd
48. K. to Kt. second
49. B. to K. B. second
50. P. to Q. B. fourth (f)

8. B. to K. Kt. second
9. Castles
10. P. to K. Kt. fourth
11. Kt. K. B. fourth
12. P. to K. Kt. fifth
13. Q. to R. fifth
14. P. to Q. fourth
15. R. takes B.
16. Q. B. to R. third (b)
17. Q. to her square
18. P. to K. R. fourth
19. Kt. to K. second
20. R. to B. second
21. Kt. to K. B. fourth
22. P. takes Kt.
23. B. to K. B. square
24. Q. to Q. second
25. P. to Q. B. fourth
26. Q. to her B. third
27. Q. B. to B. square
28. B. to K. third
29. P. to Q. B. fifth
30. Q. B. P. takes P.
31. R. to Q. B. square
32. Q. to Q. B. fifth
33. B. to Q. R. sixth
34. Q. to R. third
35. R. to Q. second (d)
36. B. to K. B. square
37. Q. to Q. Kt. second
38. K. R. to Q. B. second
39. Q. to B. third
40. Q. to Q. Kt. second
41. K. to B. second (e)
42. K. to Kt. third
43. Q. to Q. B. third
44. B. to Q. R. sixth
45. Q. takes Q.
46. B. to K. second
47. R. to Q. R. square
48. R. to Q. second
49. K. to B. second
50. P. takes P.

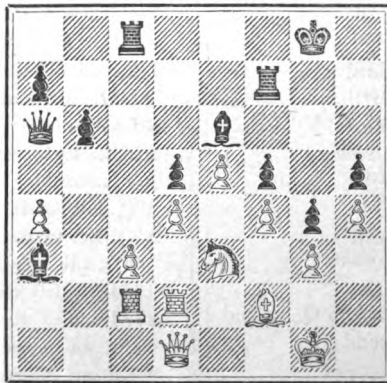
- |                                  |                                       |
|----------------------------------|---------------------------------------|
| 51. P. to Q. fifth               | 51. B. takes P. (check)               |
| 52. Kt. takes B.                 | 52. R. takes Kt.                      |
| 53. R. takes P.                  | 53. R. takes R.                       |
| 54. R. takes R.                  | 54. R. takes Kt. P.                   |
| 55. R. to Q. B. seventh          | 55. R. to Q. Kt. fifth ( <i>g</i> )   |
| 56. R. to Q. B. sixth            | 56. R. to Q. Kt. seventh ( <i>h</i> ) |
| 57. K. to B. square ( <i>i</i> ) | 57. P. to Q. Kt. fourth               |
| 58. P. to K. sixth (check)       | 58. K. to Kt. third                   |
| 59. B. to Q. fourth              | 59. R. to Q. seventh                  |
| 60. B. to K. fifth               | 60. R. to Q. square                   |
| 61. K. to K. second              | 61. R. to Q. R. square                |
| 62. R. to Q. B. seventh          | 62. B. to K. B. third                 |
| 63. R. to Q. Kt. seventh         | 63. R. to Q. R. seventh (check)       |
| 64. K. to Q. square              | 64. B. takes B.                       |
| 65. P. takes B.                  | 65. R. to R. third                    |
| 66. P. to K. seventh             | 66. R. to K. third ( <i>k</i> )       |
| 67. R. to Kt. sixth              | 67. K. to B. second                   |
| 68. R. takes R.                  | 68. And Black resigns.                |

## NOTES.

- (a) We like this better than pushing the Queen's Pawn, as in the previous game
- (b) R. to R. fourth would have been bad play; let us suppose  
 16. R. to R. fourth  
 17. P. to K. R. third  
 18. B. to B. second, winning without difficulty.
- (c) To exchange Queens would have been imprudent, as the Pawns on Queen's side would soon have been indefensible.

Position after White's 35th move,

## BLACK.



## WHITE.

(d) Taking the proffered Pawn would have involved the loss of a piece—*e. g.*,

36. P. to Q. B. fourth

37. P. takes P.

38. R. takes R.

39. Q. takes R.

40. Kt. takes Q., and wins.

35. Q. takes R. P.

36. K. R. to Q. B. second

37. R. takes R.

38. R. takes R.

39. Q. takes Q.

(e) This was very well conceived. Had Black made the apparently obvious move, B. to R. sixth, White would have speedily obtained an easy victory, thus:—

42. R. to R. square

43. R. takes R.

44. Q. to K. eighth (check), winning a piece.

41. B. to R. sixth

42. R. takes P.

43. R. takes R.

(f) Premature; White should first have played 50. R. to R. sixth, compelling Black to move R. to Kt. second, and by then playing 51. P. to Q. B. fourth, White's attack becomes irresistible.

(g) Very well played, if

56. K. to B. square.

57. B. to B. fifth, winning a piece.

(h) Black again selected the best move.

(i) It is obvious that taking the P. with R. would lose White the exchange, at least, by Black's reply B. to B. fourth.

(k) What a mistake to occur in a match game! Throwing away a won game.

55. R. to Kt. seventh

56. P. to Kt. fourth

#### GAME 121.

Game the seventh in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)

*White.* (MR. DE VERE.)

1. P. to K. fourth
2. P. to Q. fourth
3. B. to Q. third
4. Kt. to K. B. third
5. Castles
6. Kt. to Q. B. third
7. B. to K. B. fourth
8. B. to K. Kt. third
9. P. to Q. R. third
10. P. to Q. fifth
11. P. takes P.
12. Q. Kt. to Kt. fifth
13. Kt. takes R. P.
14. Kt. to Q. Kt. fifth
15. P. to Q. B. third
16. B. to B. second
17. P. to Q. Kt. fourth
18. Q. to Q. third

*Black.* (HERR STEINITZ.)

1. P. to Q. Kt. third
2. B. to Q. Kt. second
3. Kt. to Q. B. third
4. P. to K. third
5. Kt. to K. R. third
6. Kt. to B. second
7. B. to K. second
8. Castles
9. R. to Q. B. square
10. P. takes P. (a)
11. Q. Kt. to Kt. square
12. Q. Kt. to R. third
13. R. to R. square
14. K. B. to B. third
15. K. to R. square
16. Q. to K. second
17. P. to Q. third
18. P. to K. Kt. third

19. Q. R. to K. square
20. P. to Q. B. fourth
21. R. to K. sixth
22. R. takes B.
23. Q. to B. third
24. B. to K. R. fourth
25. Kt. to Kt. fifth
26. Kt. takes B. P.
27. Kt. takes R.
28. Kt. takes R. P.

19. Q. to Q. second
20. Kt. to Kt. square
21. Kt. to Q. square
22. R. takes R.
23. K. to Kt. second
24. Q. to B. second
25. Q. to B. square
26. K. to Kt. square (*b*)
27. B. takes Kt.
28. And Black surrenders.

## NOTES.

(*a*) It would, perhaps, have been better to retreat the Kt. at once to Kt. square.

(*b*) In order to save the Queen Black is now compelled to submit to the loss of the exchange. His game, however, is past redemption.

## GAME 122.

Game the eighth in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)

*White.* (MR. DE VERE.)

1. P. to K. fourth
2. P. to Q. fourth
3. Kt. to Q. B. third
4. B. to K. Kt. fifth
5. Kt. to K. B. third
6. B. takes Kt.
7. B. to Q. third
8. P. to Q. R. third
9. Kt. takes Kt.
10. Q. to R. fifth (check)
11. Castles (K. R.)
12. Q. R. to Q. square
13. Q. to K. second
14. B. to B. fourth
15. R. to Q. second
16. P. to Q. Kt. fourth
17. Q. to K. third
18. B. to K. second
19. R. to Kt. square
20. P. to Q. Kt. fifth
21. P. to Kt. sixth
22. P. to Q. R. fourth (*d*)

*Black.* (HERR STEINITZ.)

1. P. to Q. third
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. P. to K. third
5. P. to K. R. third
6. Q. takes B.
7. B. to Q. second
8. Kt. takes P. (*a*)
9. Q. takes Kt.
10. K. to Q. square
11. B. to K. second
12. P. to B. third
13. K. to B. second
14. Q. to B. fourth
15. Q. R. to Q. square
16. Q. to K. fourth (*b*)
17. P. to K. Kt. fourth
18. K. to Kt. square
19. P. to K. R. fourth
20. P. to Q. B. fourth (*c*)
21. P. to R. third
22. Q. B. to Q. B. third

- |                            |                                  |
|----------------------------|----------------------------------|
| 23. K. B. to Q. B. fourth  | 23. P. to K. R. fifth            |
| 24. P. to K. R. third      | 24. P. to K. Kt. fifth (e)       |
| 25. Q. to Q. third         | 25. P. to Q. fourth              |
| 26. P. takes P.            | 26. P. takes P.                  |
| 27. R. to K. second        | 27. Q. to K. Kt. fourth          |
| 28. B. takes Q. P.         | 28. B. takes B.                  |
| 29. Kt. takes B.           | 29. R. takes Kt.                 |
| 30. Q. to K. fourth        | 30. B. to Q. square              |
| 31. P. takes P.            | 31. R. to Q. fifth               |
| 32. Q. to K. sixth         | 32. R. takes P. at K. Kt. fourth |
| 33. Q. to Q. sixth (check) | 33. K. to R. square              |
| 34. P. to K. B. third      | 34. R. to Q. fifth, and wins.    |

## NOTES.

(a) White gives up a Pawn designedly, in order to displace Black's King. The sacrifice, however, was hardly judicious.

(b) Black's forces are now well developed. He has recovered his Pawn, and his position is certainly superior to that of White.

(c) Taking the Pawn would evidently be imprudent.

(d) If,

22. B. takes R. P.

23. Q. to K. second

24. P. to Kt. seventh

25. Q. takes Q. R. P.

22. P. takes B.

23. Q. B. to B. square

24. B. takes P.

25. R. to Q. second

With a safe game.

(e) Threatening to win the exchange, and also having an eye to the advance of the Queen's Pawn.

## GAME 123.

Game the ninth in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)

*White.* (Mr. DE VERE.)

1. P. to K. fourth
2. P. to Q. fourth
3. Kt. to Q. B. third
4. B. to K. Kt. fifth (a)
5. Kt. to K. B. third
6. B. to R. fourth
7. B. to Kt. third
8. K. B. to Kt. fifth
9. Castles
10. P. to K. R. third
11. B. takes Kt.
12. P. to K. fifth
13. Q. Kt. to K. fourth
14. Q. to K. second

*Black.* (Herr STEINITZ.)

1. P. to Q. third
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. P. to K. third
5. P. to K. R. third
6. P. to K. Kt. fourth
7. B. to Kt. second
8. Castles
9. K. Kt. to R. second
10. K. to R. square
11. P. takes B.
12. Q. to K. second (b)
13. R. to Q. square
14. P. to Q. R. fourth

- |                                     |                                  |
|-------------------------------------|----------------------------------|
| 15. Q. to K. third                  | 15. Kt. to B. square             |
| 16. Q. to Q. R. third ( <i>c</i> )  | 16. P. to B. fourth              |
| 17. P. takes Q. P.                  | 17. B. P. takes P.               |
| 18. P. takes B. P.                  | 18. P. takes P.                  |
| 19. K. Kt. to K. fifth ( <i>d</i> ) | 19. R. to Q. fourth              |
| 20. Kt. to Q. third ( <i>e</i> )    | 20. B. to Q. R. third            |
| 21. K. R. to K. square              | 21. B. takes Kt.                 |
| 22. P. takes B.                     | 22. Q. to Q. Kt. second          |
| 23. Q. R. to Kt. square             | 23. Q. to Kt. fifth              |
| 24. K. R. to K. third ( <i>f</i> )  | 24. Kt. to Q. second             |
| 25. Kt. to Q. sixth                 | 25. Q. takes Q.                  |
| 26. P. takes Q.                     | 26. P. to K. fourth              |
| 27. Kt. to B. fourth                | 27. P. to R. fifth ( <i>g</i> )  |
| 28. Kt. to Kt. sixth                | 28. R. to Q. Kt. square          |
| 29. Kt. takes R.                    | 29. R. takes R. (check)          |
| 30. K. to R. second                 | 30. R. to Q. eighth ( <i>h</i> ) |
| 31. Kt. to K. seventh               | 31. R. to Q. seventh             |
| 32. Kt. to Kt. sixth (check)        | 32. K. to R. second              |
| 33. Kt. takes P.                    | 33. Kt. takes Kt.                |
| 34. B. takes Kt.                    | 34. R. takes R. P.               |
| 35. B. takes B.                     | 35. K. takes B.                  |
| 36. R. to K. fifth                  | 36. R. takes R. P.               |
| 37. R. takes P.                     | 37. R. takes P.                  |
| 38. R. to Q. B. sixth               | 38. P. to R. sixth ( <i>i</i> )  |
| 39. R. to R. sixth                  | 39. P. to R. fourth              |
| 40. P. to Kt. third                 | 40. K. to B. second              |
| 41. K. to Kt. second                | 41. K. to K. second              |
| 42. P. to R. fourth                 | 42. P. takes P.                  |
| 43. P. takes P.                     | 43. K. to B. second              |
| 44. P. to B. third                  | 44. R. to Q. seventh (check)     |
| 45. K. to Kt. third                 | 45. P. to R. seventh             |
| 46. K. to B. fourth                 | 46. R. to K. Kt. seventh         |
| 47. K. to B. fifth                  | 47. R. to Q. Kt. seventh         |
| 48. R. to R. seventh (check)        | 48. K. to B. square              |
| 49. P. to B. fourth                 | 49. R. to K. Kt. seventh         |
| 50. K. to B. sixth                  | 50. K. to Kt. square             |
| 51. P. to B. fifth                  | 51. K. to R. square              |
| 52. R. to R. eighth (check)         | 52. K. to R. second              |
| 53. R. to R. seventh (check)        | 53. K. to R. square              |
| 54. K. to K. sixth                  | 54. K. to Kt. square             |
| 55. P. to B. sixth                  | 55. R. to K. seventh (check)     |
| 56. K. to B. fifth                  | 56. R. to K. Kt. seventh         |

Drawn game.

## NOTES.

(a) P. to Q. fifth is usually played here, but the move made (to which Mr. De Vere seems partial) is not without its merits.

(b) Taking the Pawn would leave Black's Pawns very much broken.

(c) At first sight this appears to win a Pawn, but Black's reply prevents any loss.

(d) Taking Pawn with either Queen or Knight would be very unwise.

(e) Kt. to Q. B. sixth would be very imprudent.

(f) This is much better than changing Queens.

(g) Correctly played, since White will gain nothing by Kt. to Kt. sixth.

(h) R. to Q. Kt. seventh seems a good move.

(i) The game, which has been remarkably well contested throughout, now becomes drawn by its nature.

## GAME 124.

Game the tenth in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)

<i>White.</i> MR. DE VERE.)	<i>Black.</i> (HERR STEINITZ.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Kt. to K. B. third
3. Kt. to Q. B. third	3. Kt. to Q. B. third (a)
4. P. to Q. fifth	4. Q. Kt. to K. fourth
5. P. to K. B. fourth	5. Kt. to K. B. second
6. Kt. to K. B. third	6. P. to K. fourth
7. Q. P. takes P. ( <i>en passant</i> )	7. B. takes P.
8. P. to K. B. fifth (b)	8. B. to Q. second
9. B. to Q. B. fourth	9. Q. to K. second (c)
10. Castles	10. Castles
11. B. to K. Kt. fifth	11. P. to Q. B. third
12. Q. to Q. fourth	12. P. to Q. Kt. third
13. P. to Q. R. fourth (d)	13. K. to Kt. square
14. K. B. takes Kt. (e)	14. Q. takes B.
15. P. to Q. R. fifth	15. P. to Q. Kt. fourth
16. P. to K. fifth	16. P. takes P.
17. K. Kt. takes P.	17. Q. to K. second
18. B. to K. third	18. B. to K. square
19. Q. to K. B. fourth	19. Q. to Q. B. second
20. K. R. to K. square (f)	20. B. to Q. third
21. B. to K. B. second	21. Q. B. to K. R. fourth
22. Q. to K. third	22. B. takes Kt.
23. Q. takes B.	23. Q. takes Q.
24. R. takes Q.	24. Kt. to Kt. fifth (g)

Game drawn.

## NOTES.

- (a) P. to K. fourth is preferred by some players at this point.  
 (b) This gives White an excellent attack.  
 (c) Up to this move the opening is identical with that of a game between Popert and MacDonnell.  
 (d) White has now an overwhelming superiority of position.  
 (e) P. to Q. R. fifth would, perhaps, have been equally effective.  
 (f) Sacrificing the Bishop, though very tempting, is not sound.  
 (g) We cannot understand why White consented to draw the game, since to us he appears to have obtained an easy winning situation.

---

 GAME 125

Consultation Game played in the St. James's Chess Club: Herr Lowenthal and Mr. Stewart against Messrs. Ranken and Wayte.

(*Evans's Gambit.*)

- | <i>White.</i> (Messrs. L. & S.)     | <i>Black.</i> (Messrs. R. & W.)     |
|-------------------------------------|-------------------------------------|
| 1. P. to K. fourth                  | 1. P. to K. fourth                  |
| 2. K. Kt. to B. third               | 2. Q. Kt. to B. third               |
| 3. K. B. to Q. B. fourth            | 3. K. B. to Q. B. fourth            |
| 4. P. to Q. Kt. fourth              | 4. B. takes Q. Kt. P.               |
| 5. P. to Q. B. third                | 5. B. to Q. B. fourth               |
| 6. P. to Q. fourth                  | 6. P. takes P.                      |
| 7. Castles                          | 7. P. to Q. third                   |
| 8. P. takes P.                      | 8. B. to Q. Kt. third               |
| 9. Q. Kt. to B. third               | 9. Kt. to Q. R. fourth              |
| 10. B. to Q. third                  | 10. Kt. to K. second                |
| 11. P. to Q. fifth                  | 11. Castles                         |
| 12. B. to Q. Kt. second             | 12. Kt. to K. Kt. third             |
| 13. Q. to Q. second                 | 13. P. to Q. B. fourth              |
| 14. Q. Kt. to K. second             | 14. P. to K. B. third               |
| 15. Q. R. to B. square              | 15. B. to Q. second                 |
| 16. K. to R. square                 | 16. P. to Q. R. third               |
| 17. K. Kt. to K. square             | 17. B. to Q. Kt. fourth             |
| 18. B. takes B. ( <i>a</i> )        | 18. P. takes B.                     |
| 19. P. to K. B. fourth              | 19. Kt. to Q. B. fifth              |
| 20. R. takes Kt. ( <i>b</i> )       | 20. P. takes R.                     |
| 21. P. to Q. R. third               | 21. B. to Q. R. fourth              |
| 22. Q. to K. third                  | 22. P. to Q. Kt. fourth             |
| 23. Q. to Q. B. square ( <i>c</i> ) | 23. P. to K. B. fourth ( <i>d</i> ) |
| 24. Kt. to K. Kt. third             | 24. P. takes P.                     |
| 25. Kt. takes P.                    | 25. R. to K. B. fourth              |
| 26. P. to K. Kt. fourth             | 26. R. takes Q. P.                  |

27. P. to K. B. fifth  
 28. P. to K. B. sixth (e) •  
 29. Q. to K. Kt. fifth  
 30. R. takes B.  
 31. Q. to K. B. fifth  
 32. P. takes K. Kt. P. (h)  
 33. Q. to K. sixth

27. Kt. to K. fourth  
 28. B. takes Kt. (f)  
 29. Q. to K. B. square  
 30. Q. R. to R. second  
 31. Q. to Q. R. square (g)  
 32. Q. R. to K. B. second  
 33. R. to Q. eighth

And White resigns.

#### NOTES.

(a) The same situation occurs, with some transpositions, after the 17th move in a game between Messrs. Kolisch and Paulsen. It is difficult to suggest a good move for White at this point; the move in the text is obviously not the best, as it opens a good square for the adverse Knight on Q. B. fifth. The game just referred to was continued thus:—

18. P. to K. B. fourth

18. P. to Q. B. fifth

19. B. to Q. Kt. square

19. P. to Q. B. sixth.

By sacrificing this Pawn Mr. Paulsen obtained a winning attack. (See the "Games of the Congress," p. 357, where it is remarked that White should rather have played Q. B. to his third, instead of Q. R. to Q. B. square). If White now played 18. Q. B. to B. third, the correct reply is K. Kt. to K. fourth, with the advantage.

(b) White's only chance lies in sacrificing the exchange, and trying to get up an attack. If the Queen is moved, R. takes Q. R. P., with a winning game.

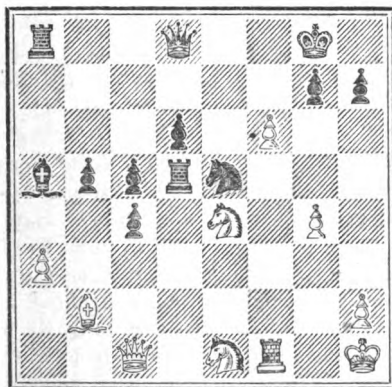
(c) To check the further advance of Black's Pawn.

(d) Hazardous again on the other side. By leaving the position on the King's side undisturbed, and preparing to advance on the Queen's wing, Black must have won without much trouble.

(e) White has now a threatening position, demanding the greatest exactitude in the defence.

Position after White's 28th move.

BLACK.



WHITE.

(f) Gaining time, since White must take with Rook, and the K. B. file is relieved from the attack.

(g) The winning move.

(h) K. to Kt. square would not have led to any better result.

## GAME 126.

*(Allgaier Gambit.)* •

- White.* (Mr. WATYÉ.)
1. P. to K. fourth
  2. P. to K. B. fourth
  3. K. Kt. to B. third
  4. P. to K. R. fourth
  5. Kt. to K. fifth
  6. B. to Q. B. fourth
  7. P. takes P.
  8. P. to Q. fourth
  9. Q. B. takes P.
  10. P. to K. Kt. third
  11. Q. to K. second
  12. P. takes P.
  13. P. takes Kt.
  14. Kt. to Q. second
  15. Castles (Q. R.)
  16. P. to K. sixth
  17. B. to Q. Kt. fifth (check)
  18. Q. to K. fifth (*d*)
  19. Kt. to K. fourth
  20. K. to Kt. square
  21. P. to Q. sixth (*e*)
  22. R. takes P. (check)
  23. B. to Q. seventh (check)
  24. R. takes Kt.
  25. K. takes B.
  26. Q. takes Q.
  27. R. takes K. R. P.
  28. P. to K. seventh
  29. K. R. to K. square
  30. Q. R. to K. Kt. seventh
  31. K. to Q. third
  32. R. takes P.
  33. R. to K. Kt. fourth
  34. K. to K. second
  35. K. R. to Q. Kt. square
  36. K. to B. square
  37. P. to Q. R. third
  38. Q. R. to K. Kt. second
  39. Q. R. to Q. B. second
  40. K. R. to Q. B. square

- Black.* (Mr. LOWENTHAL.)
1. P. to K. fourth
  2. P. takes P.
  3. P. to K. Kt. fourth
  4. P. to K. Kt. fifth
  5. K. Kt. to B. third
  6. P. to Q. fourth
  7. B. to Q. third
  8. Q. to K. second
  9. K. Kt. to R. fourth
  10. P. to K. B. third
  11. P. takes Kt.
  12. Kt. takes B.
  13. B. to Q. B. fourth
  14. B. to K. B. fourth (*a*)
  15. Kt. to Q. second
  16. Kt. to Q. Kt. third (*b*)
  17. K. to Q. square (*c*)
  18. R. to K. B. square
  19. B. to K. sixth (check)
  20. B. takes Kt.
  21. P. takes P.
  22. K. to B. square
  23. Kt. takes B.
  24. B. takes Q. B. P. (check)
  25. Q. to Q. B. fourth (check)
  26. B. takes Q.
  27. P. to Q. R. fourth
  28. K. R. to K. square
  29. Q. R. to R. third
  30. R. to Q. B. third
  31. P. to K. Kt. sixth
  32. B. takes P. (*f*)
  33. K. R. to Q. square (check)
  34. B. to Q. Kt. fifth
  35. Q. R. to K. third (check)
  36. K. R. to Q. seventh
  37. B. to Q. B. fourth
  38. R. to Q. sixth
  39. R. to Q. B. third
  40. R. to Q. fourth

- 41. P. to Q. Kt. fourth
- 42. P. takes P.
- 43. R. takes R. (check)
- 44. R. takes P. (check)
- 45. R. to K. Kt. sixth

- 41. P. takes P.
- 42. B. takes P.
- 43. P. takes R.
- 44. K. to Q. second

And the game was ultimately drawn.

NOTES.

(a) The opening moves are the best on both sides in this branch of the Allgaier Compare pp. 11, 373 of our last volume.

(b) Kt. to K. B. third is, perhaps, better.

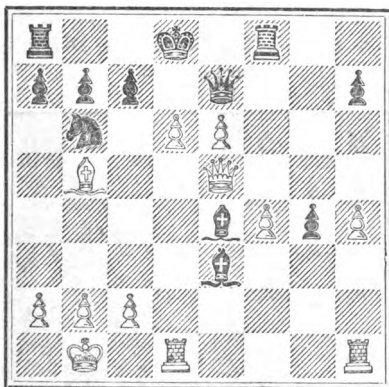
(c) If K. to B. square, White would win a piece by playing Q. to K. fifth.

(d) This move is now useless. White should have played at once Kt. to K. fourth.

(e) The only resource to avoid the loss of a Pawn.

Position after White's 21st move.

BLACK.



WHITE.

(f) Had he played B. to K. B. seventh, as he must have intended when he advanced the P. to K. Kt. sixth, White would have replied with R. to K. Kt. eighth, and have escaped without loss.

GAME 127.

One of five games played a short time since between Mr. Robey and Herr Steinitz, of which Herr S. won four, and lost the one which we produce to our readers.

(*Evans's Gambit.*)

*White.* (Mr. ROBEY.)

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

*Black.* (Herr STEINITZ.)

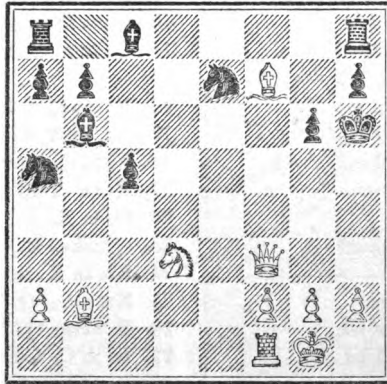
- 1. P. to K. fourth
- 2. Q. Kt. to B. third
- 3. B. to Q. B. fourth

- |                                  |                         |
|----------------------------------|-------------------------|
| 4. P. to Q. Kt. fourth           | 4. B. takes Kt. P.      |
| 5. P. to Q. B. third             | 5. B. to B. fourth      |
| 6. Castles                       | 6. P. to Q. third       |
| 7. P. to Q. fourth               | 7. P. takes P.          |
| 8. P. takes P.                   | 8. B. to Q. Kt. third   |
| 9. Q. Kt. to B. third            | 9. Q. Kt. to R. fourth  |
| 10. P. to K. fifth               | 10. P. takes P.         |
| 11. B. takes P. (check)          | 11. K. to B. square (a) |
| 12. B. to Q. R. third (check)    | 12. Kt. to K. second    |
| 13. Kt. takes K. P.              | 13. Q. takes P.         |
| 14. Q. to K. R. fifth            | 14. Q. takes Q. Kt.     |
| 15. Q. R. to Q. square           | 15. P. to Q. B. fourth  |
| 16. R. to Q. third (b)           | 16. Q. takes R. (c)     |
| 17. Kt. takes Q.                 | 17. P. to K. Kt. third  |
| 18. Q. to B. third               | 18. K. to Kt. second    |
| 19. B. to Kt. second (check) (d) | 19. K. to R. third      |

White mates in four moves (see Diagram).

Final position.

BLACK.



*1. P. to Q. Kt. 4.*  
*2. P. to Q. B. 3.*  
*3. Castles*  
*4. P. to Q. 4.*  
*5. P. takes P.*  
*6. B. to Q. Kt. 3.*  
*7. Q. Kt. to R. 4.*  
*8. P. to K. 5.*  
*9. B. takes P. (ch.)*  
*10. B. to Q. R. 3. (ch.)*  
*11. Kt. takes K. P.*  
*12. Q. to K. R. 5.*  
*13. Q. R. to Q. sq.*  
*14. R. to Q. 3. (b)*  
*15. Kt. takes Q.*  
*16. Q. to B. 3.*  
*17. B. to Kt. 2. (ch.) (d)*

WHITE.

White to play, and mate in four moves.

NOTES.

- |   |                            |
|---|----------------------------|
| (a) If,   | 11. K. takes B.            |
| 12. Kt. takes K. P., with a fine attacking game.                                |                            |
| (b) B. to Q. Kt. third could have been played with equal effect— <i>e. g.</i> , |                            |
| 16. B. to Q. Kt. third, threatening mate  | 16. P. to K. Kt. third (A) |
| 17. Q. to B. sixth (check)  | 17. K. to K. square        |
| 18. B. to B. seventh (mate)   |                            |

(A)

- |  |                      |
|--|----------------------|
| 17. Kt. takes Kt. (check)  | 16. Kt. to Kt. third |
| 18. Q. takes R. (check), followed by K. R. to K. square (ch.), winning easily. | 17. P. takes Kt.     |
| (c) Compulsory; for if 16. Q. to Q. B. seventh, 18. B. to Q. Kt. third, &c.    |                      |
| (d) Mr. Robey conducted the game throughout with great dash and spirit.        |                      |

## GAME 128.

We extract the following instructive Game from the *Neue Berliner Schachzeitung*:—

(*Ruy Lopez Knight's Game*).

- | <i>White.</i> (HERR NEUMANN.)        | <i>Black.</i> (HERR ANDERSSSEN.) |
|--------------------------------------|----------------------------------|
| 1. P. to K. fourth                   | 1. P. to K. fourth               |
| 2. Kt. to K. B. third                | 2. Kt. to Q. B. third            |
| 3. B. to Q. Kt. fifth                | 3. P. to Q. third                |
| 4. B. takes Kt. (check) ( <i>a</i> ) | 4. P. takes B.                   |
| 5. P. to Q. fourth                   | 5. P. takes P.                   |
| 6. Kt. takes P.                      | 6. P. to Q. B. fourth            |
| 7. Kt. to K. B. third                | 7. P. to K. Kt. third            |
| 8. Castles                           | 8. B. to K. Kt. second           |
| 9. Kt. to Q. B. third                | 9. Kt. to K. second              |
| 10. P. to K. fifth                   | 10. Castles ( <i>b</i> )         |
| 11. B. to K. Kt. fifth               | 11. P. to K. B. third            |
| 12. P. takes K. B. P.                | 12. B. takes P.                  |
| 13. B. takes B.                      | 13. R. takes B.                  |
| 14. R. to K. square                  | 14. B. to Q. Kt. second          |
| 15. Kt. to K. Kt. fifth              | 15. Q. to Q. second              |
| 16. Q. Kt. to K. fourth              | 16. R. to K. B. fourth           |
| 17. Q. to Q. third                   | 17. Q. R. to K. B. square        |
| 18. Q. R. to Q. square               | 18. Kt. to Q. fourth             |
| 19. Q. to K. R. third ( <i>c</i> )   | 19. Kt. to K. B. fifth           |
| 20. Q. to Q. Kt. third (check)       | 20. B. to Q. fourth              |
| 21. P. to Q. B. fourth               | 21. R. takes Kt. ( <i>d</i> )    |
| 22. Kt. takes R.                     | 22. Q. to K. Kt. fifth           |
| 23. Q. to K. Kt. third               | 23. Q. takes R.                  |
| 24. R. takes Q.                      | 24. Kt. to K. seventh (check)    |
| 25. K. to R. square                  | 25. Kt. takes Q. (check)         |
| 26. K. B. P. takes Kt.               | 26. B. takes Q. B. P.            |
| 27. P. to Q. Kt. third               | 27. B. to Q. fourth              |
| 28. Kt. to K. R. third               | 28. B. to K. fifth               |
| 29. R. to K. square                  | 29. P. to Q. fourth              |
| 30. K. to Kt. square                 | 30. R. to K. B. third            |
| 31. R. to Q. B. square               | 31. R. to Q. B. third            |
| 32. Kt. to K. Kt. fifth              | 32. B. to Q. sixth               |
| 33. K. to B. second                  | 33. P. to Q. B. fifth            |
| 34. K. to K. third                   | 34. P. takes P.                  |

And White resigns.

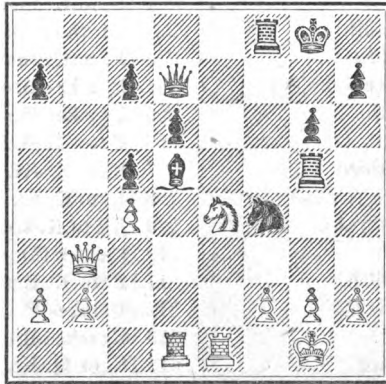
## NOTES.

(*a*) P. to Q. B. third leads to a far more powerful attack. In general it is wrong to take off the Knight early in this opening.

- (b) This is much better than taking Pawn with Pawn.  
 (c) This is mere loss of time, and enables Black to form an attack too powerful to be long resisted.  
 (d) A fine combination, which leads to a speedy victory.

Position after Black's 21st move.

BLACK.



WHITE.

GAME 129.

The following two Games were played in Tournament No. 2 at the late Dublin meeting:—

(*Philidor's Defence.*)

*White.* (Mr. BOLT.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Q. takes P.
5. B. to Q. Kt. fifth
6. B. takes Kt.
7. B. to Kt. fifth
8. B. to R. fourth (*b*)
9. P. to K. R. third
10. Kt. to B. third
11. Castles (Q. R.)
12. Q. to B. fourth (*d*)
13. Q. to Kt. third
14. Kt. to Q. fourth
15. P. to B. fourth

*Black.* (Mr. G. F. BARRY.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Kt. to Q. B. third (*a*)
5. B. to Q. second
6. B. takes B.
7. P. to K. B. third
8. Kt. to R. third (*c*)
9. B. to K. second
10. Kt. to B. second
11. Castles
12. K. to R. square
13. Kt. to K. fourth
14. Q. to B. square (*e*)
15. Kt. to Kt. third

- |                                      |                                  |
|--------------------------------------|----------------------------------|
| 16. B. to Kt. third                  | 16. B. to Q. second              |
| 17. P. to B. fifth                   | 17. Kt. to K. fourth             |
| 18. Kt. to Q. fifth                  | 18. B. to Q. square              |
| 19. Kt. to B. fourth                 | 19. P. to Q. R. fourth           |
| 20. P. to K. R. fourth ( <i>f</i> )  | 20. P. to R. fifth ( <i>g</i> )  |
| 21. Q. to Q. B. third                | 21. P. to B. fourth ( <i>h</i> ) |
| 22. K. Kt. to K. sixth               | 22. B. to R. fourth              |
| 23. Q. to K. third                   | 23. R. to B. second              |
| 24. Q. to K. second                  | 24. R. to R. third               |
| 25. B. to B. second                  | 25. R. to Kt. third              |
| 26. Q. to K. R. fifth                | 26. B. to K. square              |
| 27. Q. R. to Kt. square ( <i>i</i> ) | 27. Q. to Q. second              |
| 28. Kt. to Kt. sixth (check)         | 28. K. to Kt. square             |
| 29. Kt. takes Kt.                    | 29. Q. P. takes Kt.              |
| 30. R. to Q. square                  | 30. Q. to Q. Kt. fourth          |
| 31. P. to Q. Kt. third               | 31. R. to Q. B. third            |
| 32. B. to K. square ( <i>k</i> )     | 32. P. takes P.                  |
| 33. R. P. takes P.                   | 33. R. to R. third               |
| 34. K. to Kt. second                 | 34. R. to K. second              |
| 35. Q. to B. third                   | 35. R. to Q. second              |
| 36. Q. to Kt. fourth                 | 36. B. to Q. Kt. third           |
| 37. R. to Q. sixth                   | 37. P. to B. fifth               |
| 38. B. to B. third                   | 38. P. takes P.                  |
| 39. P. takes P.                      | 39. P. to K. R. fourth           |
| 40. Q. to Q. square                  | 40. R. takes R.                  |
| 41. Q. takes R.                      | 41. Q. to K. seventh (check)     |
| 42. Q. to Q. second                  | 42. Q. takes K. P.               |
| 43. R. to K. B. square               | 43. B. to Q. B. third            |
| 44. R. to K. B. third                | 44. Q. takes R. P.               |
| 45. Q. to Q. sixth                   | 45. Q. to Kt. fifth              |
| 46. Q. to B. eighth (check)          | 46. K. to R. second              |
| 47. R. to Q. third                   | 47. Q. takes P. (check)          |
| 48. R. to Q. second                  | 48. Q. to Kt. eighth             |
| 49. Q. to B. seventh                 | 49. Q. to R. eighth (check)      |

And mates in four moves.

NOTES.

- (a) B. to Q. second is now generally preferred.  
 (b) B. to K. third is by some considered better.  
 (c) The correct move here is Kt. to K. second.  
 (d) Mr. Bolt is evidently well versed in the theory of this opening; he conducted the attack most correctly, thereby maintaining the advantage of the first move.  
 (e) Feebly played. Black should have boldly sacrificed a pawn, moving B. to Q. second; for if, in reply, White takes Pawn with Queen, Black retorts with Q. R. to Kt. square, with an attacking position.

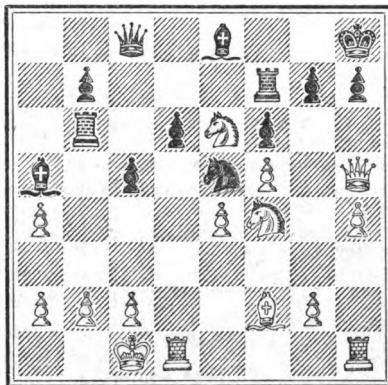
(*f*) To the tyro this move would seem insignificant, nay, a loss of time; a close scrutiny, however, will show how cleverly it was designed. White intended to advance this Pawn still further, having in view Kt. to Kt. sixth (check), &c.

(*g*) Well played, at once frustrating the design with which Black was menaced.

(*h*) From this point to the end the game is conducted by Mr. Barry with considerable ability.

Position after Black's 26th move.

BLACK.



WHITE.

(*i*) A lost move, by which Black is enabled to improve his position considerably.

(*k*) For the purpose of playing the Rook afterwards to Q. eighth should Black exchange Bishops?

### GAME 130.

(*Sicilian Opening.*)

*White.* (Mr. JONES).

1. P. to K. fourth
2. B. to Q. B. fourth
3. Kt. to K. second (*a*)
4. B. to Kt. fifth (check)
5. B. takes B. (check)
6. P. to K. fifth
7. P. to K. B. fourth
8. P. takes P.
9. P. to Q. fourth
10. Kt. takes P.
11. Kt. to K. B. third
12. P. to Q. R. third
13. P. to Q. Kt. fourth

*Black.* (Mr. CRONHELM.)

1. P. to Q. B. fourth
2. P. to K. third
3. P. to Q. fourth
4. B. to Q. second
5. Q. takes B.
6. Kt. to Q. B. third (*b*)
7. P. to K. B. third (*c*)
8. Kt. takes P.
9. P. takes P.
10. B. to Q. B. fourth
11. Castles (*d*)
12. Q. R. to K. square
13. B. to Q. Kt. third

- |                         |                              |
|-------------------------|------------------------------|
| 14. B. to Q. Kt. second | 14. Kt. to K. Kt. fifth      |
| 15. R. to K. B. square  | 15. Kt. to K. sixth          |
| 16. Q. to Q. third      | 16. Kt. takes Kt. P. (check) |
| 17. K. to Q. square     | 17. Kt. to K. sixth (check)  |
| 18. K. to Q. B. square  | 18. Kt. takes R.             |
| 19. Kt. to K. Kt. fifth | 19. B. to K. sixth (check)   |
| 20. K. to Q. square     | 20. R. to K. B. fourth       |
| 21. Q. takes Kt.        | 21. B. takes K. B. P.        |
| 22. Kt. to K. R. third  | 22. B. to K. fourth          |

And White resigns.

NOTES.

(a) A bad move, which enables Black to develop his game rapidly. Kt. to Q. B. third is here the correct play.

(b) Black has thus early obtained a superior game.

(c) Very well played; it not only breaks up White's Pawns, but also brings an important auxiliary into the field.

(d) Black's forces are so well disposed, and his position so very superior, as to render victory an easy matter.

GAME 131.

(French Opening.)

- | <i>White.</i> (Mr. FALKBEER.) | <i>Black.</i> (Mr. LOWENTHAL). |
|-------------------------------|--------------------------------|
| 1. P. to K. fourth            | 1. P. to K. third              |
| 2. Kt. to K. B. third         | 2. P. to Q. fourth             |
| 3. P. takes P.                | 3. P. takes P.                 |
| 4. P. to Q. fourth            | 4. Kt. to K. B. third          |
| 5. B. to Q. third             | 5. B. to Q. third              |
| 6. B. to K. third             | 6. Castles.                    |
| 7. P. to K. R. third          | 7. Kt. to Q. B. third          |
| 8. P. to Q. B. third          | 8. P. to K. R. third           |
| 9. Q. Kt. to Q. second        | 9. B. to K. third              |
| 10. P. to K. Kt. fourth       | 10. Q. to Q. second            |
| 11. Q. to Q. B. second        | 11. Kt. to K. square.          |
| 12. Kt. to K. R. fourth       | 12. Q. Kt. to K. second        |
| 13. Kt. to K. B. fifth        | 13. B. takes Kt.               |
| 14. P. takes B.               | 14. Kt. to K. B. third         |
| 15. Castles (Q. R.)           | 15. P. to Q. Kt. third         |
| 16. Q. R. to K. Kt. square.   | 16. K. to R. square            |
| 17. Kt. to K. B. third        | 17. P. to Q. B. fourth         |
| 18. Kt. to K. fifth           | 18. Q. to B. second            |
| 19. Kt. to K. Kt. fourth      | 19. Q. Kt. to K. Kt. square    |
| 20. Kt. takes Kt. (a)         | 20. Kt. takes Kt.              |

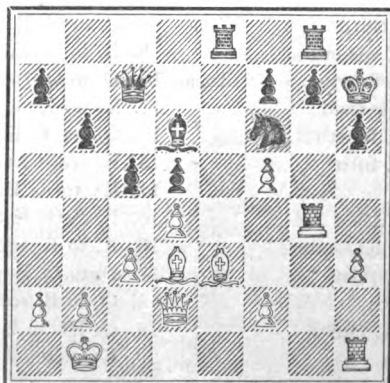
21. Q. to Q. second
22. K. to Q. Kt. square (*b*)
23. R. to Kt. fourth
24. R. to K. R. fourth
25. Q. B. to K. B. fourth
26. P. to K. B. third (*d*)
27. B. to Q. B. second
28. Q. takes Q. (*f*)
29. R. to K. Kt. square
30. B. to K. fifth
31. P. to Q. R. fourth
32. P. to Q. Kt. third
33. P. takes B. P.
34. B. takes Kt.
35. R. to K. fourth
36. P. takes P.
37. R. takes R.
38. B. to K. fourth
39. K. to B. second
40. R. to Q. R. square
41. R. to Q. R. eighth
42. B. takes R.
43. K. takes P.
44. K. takes P.
45. K. to Kt. fifth
46. K. to B. sixth.

21. R. to K. Kt. square
22. K. to R. second
23. Q. R. to K. square (*c*)
24. B. to K. B. square
25. Q. to K. second
26. P. to Q. B. fifth (*e*)
27. Q. to K. seventh
28. R. takes Q.
29. R. to K. square
30. B. to K. second
31. B. to Q. square
32. P. to Q. R. third (*g*)
33. P. takes P.
34. B. takes B.
35. P. to Q. Kt. fourth.
36. P. takes P.
37. R. takes R.
38. K. to Kt. square
39. R. to Q. Kt. square (*h*)
40. P. to Q. Kt. fifth
41. R. takes R.
42. P. takes P.
43. K. to B. square
44. B. to K. second
45. B. to R. sixth
46. K. to K. second

Drawn game.

Position after Black's 23rd move.

BLACK.



WHITE.

NOTES.

(a) White has conducted the opening with great judgment, and has now obtained a most formidable attack. Q. to Q. second would perhaps, however, have been still stronger here.

(b) Threatening to take R. P. with Bishop.

(c) Winning the exchange would have been very dangerous.

(d) B. to K. fifth seems to us stronger.

(e) If Kt. to K. fifth White wins easily by P. to K. B. sixth.

(f) Q. to Q. B. square seems also promising.

(g) If

33. P. to K. B. sixth

34. R. takes R.

35. B. to K. B. fourth, and wins.

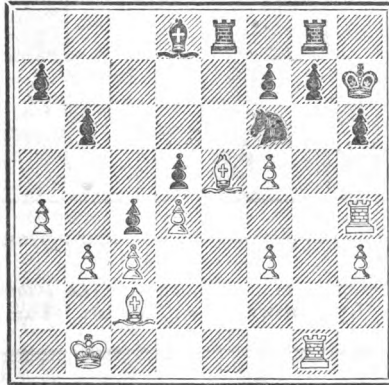
32. Kt to K. fifth

33. P. takes B. P.

34. R. takes R., or (a).

Position after White's 32nd move.

BLACK.



WHITE.

(a)

35. P. takes Kt.

36. R. to K. Kt. fourth (check)

37. P. takes Q. P., with the advantage.

34. K. takes R.

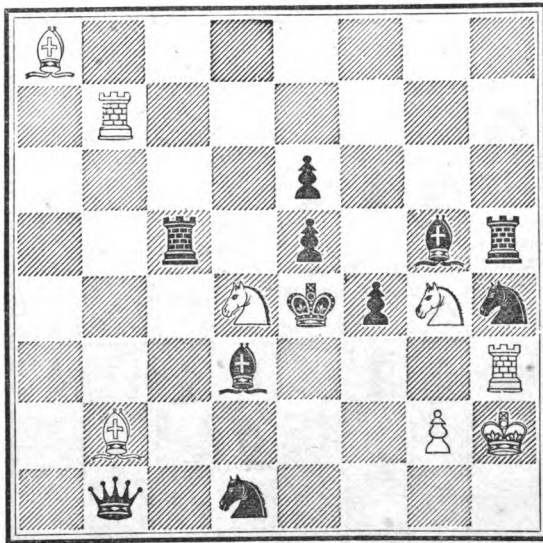
35. P. takes B.

36. K. moves.

(h) Black has a most arduous task to defend himself throughout this game, and his difficulties are not over even yet.

TERMINATION OF THE MATCH BETWEEN Mr. DE VERE AND HERR STEINITZ.—This interesting contest was brought to a conclusion on Wednesday, the 10th inst., by the English player winning his seventh game. The final score: Mr. De V., 7; Herr S., 3; drawn, 3. The skill and brilliancy displayed on so many occasions could not prevail against so excellent a player as Mr. De Vere, fortified as he was by receiving the odds of a Pawn and move. We congratulate Mr. De Vere; he has clearly demonstrated that no player can hereafter yield him these odds, and he may fairly claim henceforth a place in the rank of first-class Chess-players.

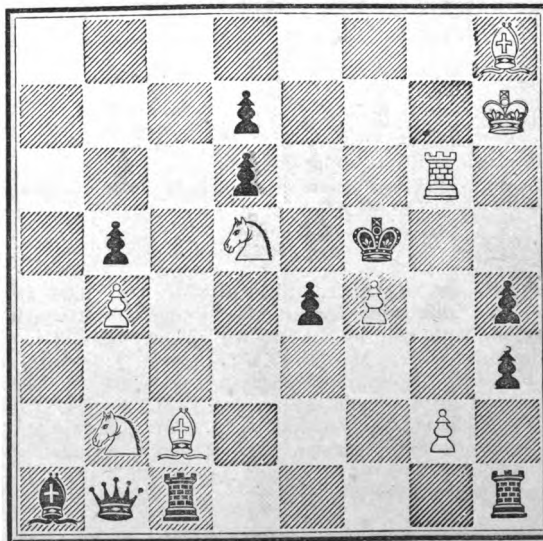
Problem No. 66. By the late E. S. BREWSTER, Esq., of Pittsfield, U.S.  
BLACK.



WHITE.

White to play, and mate in four moves.

A competing Problem in the Tourney of *Le Palamède Francais*.  
No. 67. By T. SMITH, Esq. Motto: "I am here."  
BLACK.

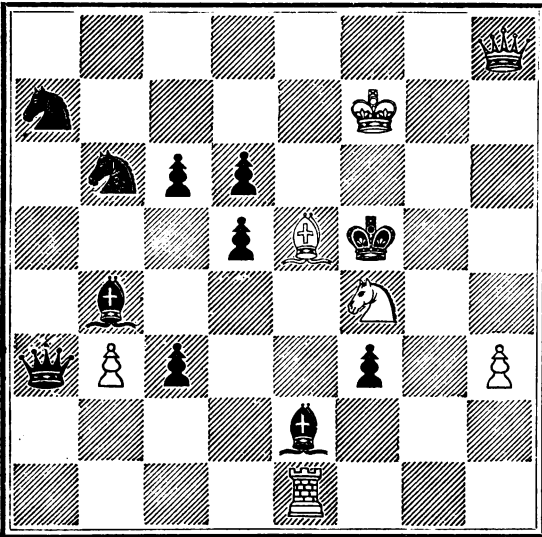


WHITE.

White to play, and mate in five moves.

A competing Problem in the late French Tourney.  
No. 68. By C. W., of Sunbury.

BLACK.

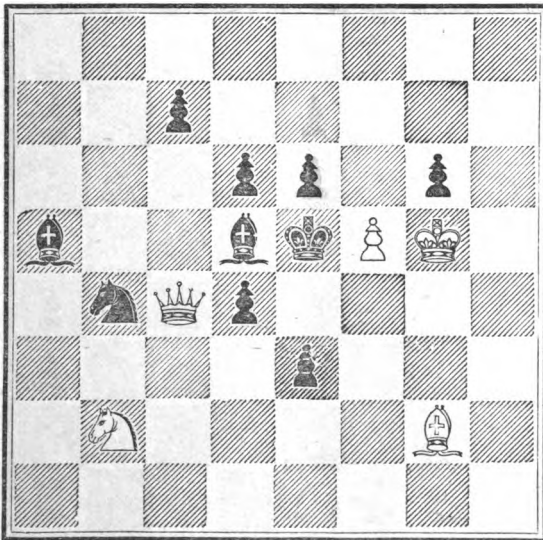


WHITE.

White to play, and mate in four moves.

A competing Problem in the late French Tourney.  
No. 69. By C. W., of Sunbury.

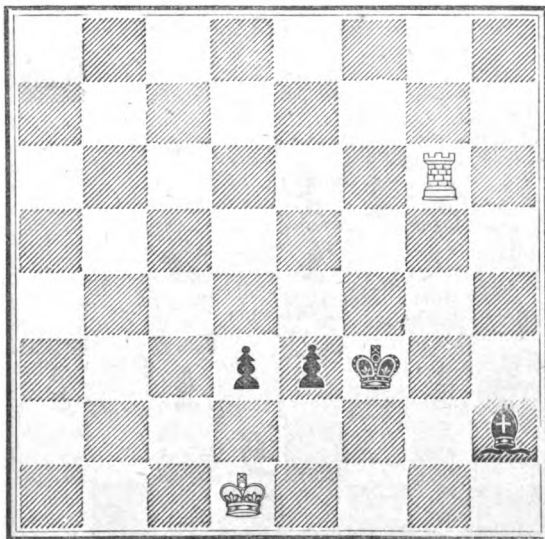
BLACK.



WHITE.

White to play, and mate in three moves.

Chess Study No. 12. By G. F. RAINGER, Esq., of Norwich.  
BLACK.



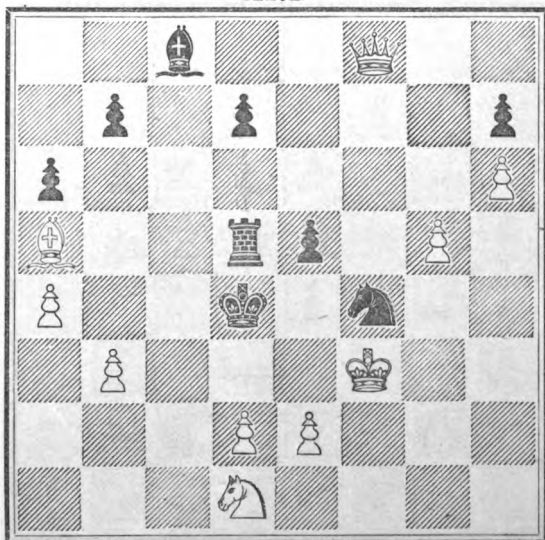
WHITE.

Black, even without the move, wins.

Suicidal Problem No. 8. By the Rev. W. WAYTE.

[This Problem has been previously published in an incorrect form.  
The author has favoured us with a corrected version.]

BLACK.



WHITE.

White to play, compels Black to mate him in six moves.

**CHESS INTELLIGENCE.**

(From the Era.)

**BIRMINGHAM AND EDGBASTON CHESS CLUB.**

For some years past the members of this Club have been in the habit of holding a Tournament amongst themselves, to decide who was to be the holder of the Champion's Board and Ivory Men. Any player who could keep the lists for a *second year* against all the members of the Club was to retain this prize as his own property. In this manner this much-coveted reward had passed through the hands of nearly all the leading members of the Club, and no Knight of the chequered Board had been able to make it his own. Under these circumstances the Committee determined that two Tournaments should take place this year; the winner in the first to be entitled to the first prize, together with possession for twelve months of the Champion's Board and Men; and the second prize to be given to the victor in the second Tournay, the combatants in the latter affair being only those gentlemen who should be so unfortunate as to be vanquished in the first and second rounds of the chief Tournament. In both contests eight weeks were allowed for each round, and the Committee decided that four games in each round should be played, exclusive of drawn ones. The players were all paired by lot. The following is the score in the chief Tournament, just concluded:—

**FIRST ROUND, COMMENCED 6TH APRIL, 1865.**

			Wins	Draws				Wins	Draws
Mr. Balden .....	3	0	Mr. Fry (President)...	4	0	Mr. Stone .....	1	0	
Mr. Haselden .....	4	0	Mr. Halford (ex-Chm.)	0	0	Mr. F. Hill .....	4	0	
Mr. Best (Secretary)...	4	1	Mr. Kempson .....	4	0	Mr. Smith .....	2	0	
Mr. H. Hill .....	2	0	Dr. Lloyd .....	0	0	Mr. Saunders resigned	0	0	
Mr. Buncher .....	0	1							
Mr. Warren .....	4	0							
Rev. S. W. Earnshaw.	1	0							
Mr. Sutton resigned...	0	0							

**SECOND ROUND, COMMENCED 5TH JUNE, 1865.**

Mr. Fry .....	3	0	Mr. F. Hill .....	4	1
Mr. Best .....	4	0	Mr. Warren .....	2	0
Rev. S. W. Earnshaw	4	1	Mr. Kempson .....	3	0
Mr. Haselden .....	1	0	Dr. Lloyd .....	4	0

**THIRD ROUND, COMMENCED 7TH AUGUST, 1865.**

Rev. S. W. Earnshaw	4	0	Dr. Lloyd .....	2	0
Mr. F. Hill .....	0	0	Mr. Best .....	4	0

**FOURTH ROUND, COMMENCED 5TH OCTOBER, 1865.**

Rev. S. W. Earnshaw	1	2	
Mr. Best .....	0	0	and Mr. Best resigned the match.

---

ERRATA.—In Problem No. 62 a Black Rook should be placed at Black's K. B. eighth. In Problem No. 65 a Black Knight should be substituted for a White Knight.

## SOLUTIONS TO PROBLEMS.

No. 61.—By the late E. S. BREWSTER, Esq.

*White.*

1. Q. to Kt. eighth (check)
2. Kt. to B. third (check)
3. B. to K. sixth
4. Q. takes R.
5. Mates

*Black.*

1. K. takes P. (best)
2. K. to K. fifth
3. B. to Kt. third (a)
4. Anything

(a) Black has a variety of moves equally good, but none that can defer the mate more than two moves.

No. 62.—By Herr KOCKELKORN.

*White.*

1. Kt. from Q. fourth to K. B. third (ch.)
2. Kt. to Q. third (check)
3. R. to K. fourth (check)
4. mates accordingly.

*Black.*

1. R. takes Kt.
2. B. takes Kt.
3. B. takes R., or K. moves

No. 63.—By T. SMITH, Esq.

*White.*

1. Q. to Q. Kt. eighth
2. Q. to K. Kt. eighth
3. B. to K. B. fifth
4. R. mates.

*Black.*

1. P. to Q. third (A)
2. B. to K. square
3. any move

(A)

1. Q. Kt. to Q. third
2. Q. to Q. Kt. square, and mates in two moves.

## ANSWERS TO CORRESPONDENTS.

\* \* We have to apologise for the delay which has taken place in replying to some of our correspondents; it has been caused by a more than usual demand upon our space for other contributions.

T. SMITH, Esq.—In response to a request made to us by the Chess editor of the *New York Clipper*, we beg "to forward his compliments for your very interesting stratagem (suicidal Problem), which he has repeated for the gratification of American amateurs; and he would be very proud to receive some original contributions from your fertile and ingenious laboratory."

T. M. B.—We have sent the number containing your position. Further contributions will be esteemed a favour.

S. R.—If you will let us know by what channel we can send you the missing numbers we will duly forward them.

S. H. (Nottingham).—The position shall be published shortly.

G. F. R.—We have examined your position, and found it so interesting as to publish it in this number.

I. O. T.—Many thanks for your polite communication.

J. W. (Huddersfield).—After re-examination the position has been found correct. It shall be published as an Enigma.

Dr. C. B., Herr H. (Prussia), W. W., T. S., I. T. W., J. J. W., Herr K., H. A. k. (Bath), C. W. (of Sunbury), Ch. T., P. J. (Paris), J. P. (Paris).—Accept our best thanks for your continued favours.

B. R.—An analysis of the variation you refer to was given in the "Book of the Congress," p. 117.

C. R. H.—You omitted to notice one variation—viz., Kt. to B. sixth. The result accruing from this move will entirely change the aspect of the game.

# DIE NEUESTE THEORY UND PRAXIS DES SCHACHSPIELS,

Seit dem Schachcongresse zu New York, i. j. 1857,

Übersichtlich dargestellt in 829 auserlesen, gründlich analysirten Partien von Anderssen, Barnes, Blackburne, Boden, Deacon, Dubois, Franz v. Gurctzki, Cornitz, Harrwitz, Hirschfeld, Horwitz, Journoud, Kolisch, Lange, v. d. Lasa, Leppe, Lowenthal, MacDonnell, Mayet, Morphy, Neumann, Owen, Paulsen, Petroff, Pflaum, De Riviere, Schmorl, Schnitzler, Schulten, Staunton, Steinitz, Suble, &c.

AUS DEN JAHREN 1857 BIS 1864.

Ein Vollständiger Cursus der neuesten Spieleröffnungskunst.

Von **BERTHOLD SUHLE** and **G. R. NEUMANN**.

BERLIN: JULIUS SPRINGER; LONDON: WILLIAMS AND NORGATE.

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HENRY D. DAVENPORT, SECRETARY.

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**J. MARKWELL, MANAGER.**

THE

# Chess Player's Magazine.

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## THEORY AND PRACTICE.

WHETHER the unknown but immortal composer of the Indian problem acquired his early knowledge of the game from a handbook of the period, or whether he had nothing to enlighten him as to the theory of Chess but the oral communications of other learned pundits, it may perhaps be bootless to inquire; but how far the immensely voluminous and carefully elaborated treatises of more modern Chessplayers have influenced the progress of the noble game may be a question not unworthy of consideration at the present moment. The end of the fifteenth and the commencement of the sixteenth century witnessed the earliest attempts of the Western nations to construct a literature devoted exclusively to Chess. Vicenza, Lucena, and Damiano in their treatises, however, attempted little beyond giving certain interesting positions, accompanied by a few outlines, or mere skeletons of openings. To Ruy Lopez the honour is due of being the first author who attempted to introduce philosophy into Chess, and deduce from certain given moves in the early part of the game certain inevitable conclusions, but, in spite of the value of his well-known contributions to the science of the game, he can hardly be said to have founded a school, nor did his mantle fall upon shoulders capable of wearing the magnificent garment with proper dignity.

It was in 1572 that the first great Chess match on record took place, in the presence of Philip the Second. Encompassed by the atmosphere of punctilious etiquette which so eminently characterised the Spanish Court, his soul enchained by vast projects for the restoration of the supremacy of the Roman Catholic Church, the shrieks of the victims of the fatal eve of St. Bartholomew yet ringing in his ears, the ruler of Spain and the Indies yet found time and attention to preside at the great trial of skill between Ruy Lopez and "Il Puttino," an Italian player of at least equal prowess over the board, although his pen has left no record of his

solitary studies. Not till the year 1625 do we hear any more of Chess matches. In that year the celebrated Greco, with whose sparkling and beautiful games all Chessplayers are or should be familiar, distinguished himself greatly in Paris, playing several matches and winning the round sum of five hundred scudi, a sum which—to the shame of the Chess world be it said—it would be extremely difficult for any player, however talented, to amass during one season in the present day.

About the middle of the next century we find the theory of the game once more seriously taken in hand by Ercole del Rio and the other great masters of the Italian School in the south, and in France by Philidor, the great representative of the north. The different, and, indeed, in many respects utterly opposite systems advocated by these great authorities, caused rapid strides to be made towards evolving a more complete theory of the game than had yet been dreamt of.

The attempt of Philidor, relying on his favourite theory of centre Pawns, to supersede the established Italian defence to the attack of the King's Knight, has occasioned a controversy lasting even unto this day, when in the opinion of many of our best players the question still remains undecided. There is nothing like controversy for introducing vigour into any subject, and of all others Chess has the most to gain by the differences of its doctors. Not only is public attention drawn to the matter, but dormant energies are aroused; those who have let their knowledge of the game become rusty for want of use and all the army of pococuranti have some symptoms of life infused into them. Better still, the rival systems can be brought into actual collision, and the rival professors matched together, to the great and incalculable advancement of Chess science. In Chess, as in most other things, theory is silvern, but practice is golden.

Without for one moment attempting to depreciate the labours of the patient and skilful analysts, whose painfully elaborated works almost persuade the tyro that if he can only master *them* he will be difficult to beat, who will attempt to compare the progress effected by all previous analysts with that effected by the great matches between La Bourdonnais and Macdonnell? These great masters brought the disputed moves and the vexed questions to issue in their wonderful series of matches, and over the board itself stamped their genius upon openings and variations now treasured as classical.

The immense success of the tournaments of 1851 and 1862, in bringing together the brightest luminaries of the Chess universe, has won for their projectors the gratitude of every man who owes to the absorbing influence of Caissa an hour's release from the ordinary everyday soul-wearing cares of life. But one solitary objection could be urged against

these two grand gatherings. They were too far apart. Like every other sport under the sun, Chess is very subject to severe attacks of languor, and is especially apt to die of inanition unless the game be kept alive. The British Chess Association is, therefore, most anxious to carry out the scheme of a Chess Congress. It has been suggested that every alternate year a great Chess meeting be held in London, and that a variety of prizes should be presented as rewards of proficiency in the various departments of Chess.

The addition of challenge cups, to be held till "our next merry meeting," has also been hinted at; and we need scarcely add that no portion of the scheme enlists our sympathies more heartily than this. A grand challenge cup, investing its holder with the same distinction in the realms of Chess that the diamond sculls confer in the rowing world, would afford indeed a glorious stimulus to every aspirant for honours in the chequered field. This would be, indeed, a glorious prize for the gradually improving player to strive for, something to cheer his spirits and lighten his heart while ascending each successive step of the Chess-ladder, while wrestling his way from the odds of Rook to Knight, and even while wandering in the desert of the Pawn and two! At present there is no such incentive to exertion, and every Chessplayer who loves the game should do his best to forward so admirable a project. But it must not be forgotten that London alone is unequal to this effort, and, while doing her best, cannot dispense with the aid of the provinces, who send her the players she delights to honour. Nothing but a spirited effort on the part of the whole country will suffice to bring about so great a result as a biennial Congress, and to such an effort we trust that Chess players will not be found unequal.

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### TELEGRAPH MATCH BETWEEN DUBLIN AND LONDON.

DUBLIN CHESS CLUB,  
Athenæum, 33, Anglesea-street,

January 1, 1866.

*To the Editor of the "Chess Players' Magazine."*

Dear Sir,—In consequence of the statement in the annual report of the "St. James's Chess Club," published in your valuable journal, that the advantage in the recent match by telegraph with this club is claimed for the St. James's Club, there has been a meeting of our committee, under the presidency of the Rev. G. A. Macdonnell, president of our club, for the purpose of examining the unfinished positions; and, taking same into careful

examination, and in connection with the games actually finished by wire, this club claims the decided advantage in the match, as per particulars at foot.

Your kindly publishing this letter will be esteemed a favour.

Yours faithfully,

PETER JONES, *Hon. Sec.*

*Claimed for Dublin.*

Mr. Buckley's Game .....	1		Mr. Hunt's Game.....	1
Mr. Collins' Game .....	1		Mr. Jones' Game.....	1

*Adjudged to London.*

Mr. Dick's Game.....	1		Mr. Stewart's Game .....	1
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*Drawn Games.*

The Consultation.....	1		Messrs. Barry & Goodwin.	1
			Mr. Macdonnell .....	1

Annulled by mutual consent ..... 3

[\* \* We have been specially requested to publish the foregoing letter, and we do so with pleasure, as an act of justice. Our Dublin friends must, however, perceive that as only two games were played out, each side winning one, opinions may very naturally be divided as to the probable result of the ten unfinished games. The St. James's Club adhere, we understand, to their belief that the issue of the contest would have been in their favour.]

### BRITISH CHESS ASSOCIATION.

At a meeting of the Committee of Management, held at the St. George's Chess Club, on Saturday, January 27th, the scheme for placing the Association on a more permanent basis was fully discussed, and after careful deliberation the report, which we proceed to publish, was approved by the Committee, and it was then decided to lay it before a General Meeting of the Association. There were present at the meeting of the Committee Lord Cremorne (in the chair), Lord Walden, Mr. Strode, Mr. H. Waite, Mr. Mongredien, Captain H. A. Kennedy, Mr. Hampton, Mr. Medley, and Mr. Lowenthal.

*Report of the Managing Committee to be laid before a General Meeting to be held at the St. George's Chess Club, 20, King Street, St. James's, London, on Tuesday, March 6th, 1866, at eight p.m.*

TO THE MEMBERS OF THE BRITISH CHESS ASSOCIATION.

In accordance with resolutions passed at general meetings held in Bristol and in London, the Managing Committee have consulted

as to the steps to be taken to place the Association on a permanent basis.

But, before entering into the detail of the propositions which they are prepared to make, they deem it useful to touch lightly on a few points connected with its formation and history. It will be recollected that the Yorkshire Chess Association originally sprang from a local gathering held a quarter of a century ago. Fourteen years after its first meeting in Leeds it expanded into the Northern and Midland Counties Association, which, subsequently dropping its local prefix, and holding meetings in places outside these limits, styled itself the British Chess Association, and now counts among its members players from all parts of the kingdom. The object of the promoters of the early meetings was to enable the members of the Yorkshire clubs to enjoy a day's play, but as time rolled on, and the cultivation of the game extended, increasing interest was excited, and so short a period was found insufficient for play and for the discussion of matters connected with the laws and other important points. The meetings, therefore, soon began to occupy several days, and in 1862, the year of the London Congress, the proceedings absorbed several months. Until then the gatherings had all been held in the provinces, and so long as the proceedings were confined to one day, their organisation involved but little exertion on the part of the local committees, but, as the business increased in amount and importance, there was a corresponding increase in the labour, and it has of late become a matter of great difficulty to put the machinery in motion. It was with the view of obviating this difficulty that the managing committee of 1862 have been retained in office.

With the foregoing preliminary remarks the Committee proceed to give a sketch of their plan.

In the various discussions which have taken place all parties have recognised the necessity of establishing head quarters, and of constituting a permanent and efficient staff; they therefore propose—

First. That London be the head-quarters of the association.

Second. That the staff be constituted as follows :—

A President, and six or more Vice-Presidents, who shall hold office permanently. A Treasurer, an Honorary Secretary, a Manager, and an Auditor; to hold their offices for two years, but to be re-eligible. A General Committee, to consist of not less than thirty, nor more than fifty members, one-third to go out of office in rotation every two years, but to be re-eligible. A Managing Committee, to consist of the President, Vice-Presidents, the Treasurer, the Honorary Secretary, the Manager, and ten other members chosen from the General Committee; four to form quorum, and the Chairman to have the casting vote.

In addition to these officers, all of whom shall be elected by general meetings, the committee propose that all secretaries of provincial clubs who may be willing to act in the capacity be constituted local secretaries to the association.

Passing on to the plan of action which in their opinion should be followed, they recommend—

First. That a Meeting or Congress be held every alternate year in London, during which various contests shall take place, prizes being given to successful competitors in tournaments, problem tournaments, and to authors of discoveries in openings and end games, and of meritorious additions to chess literature. With regard to the form in which the prizes should be given, the committee recommend that they should not always be in money, but should sometimes take other shapes, especially that of challenge or presentation cups, which, judging from the interest which their introduction into other pursuits has excited, would contribute greatly to promote emulation, and to extend the scientific cultivation of the game.

Second. That in those years in which no congress is held in London the managing committee be empowered to assist, by funds for prizes or otherwise, any provincial meetings with which they may deem it desirable to co-operate.

Third. That a "Book of Transactions" be issued to the members on such terms and at such intervals of time as may appear advisable, and that an alphabetical list of the names and addresses of clubs and players be opened and kept up, with a view, when sufficiently complete, to be published as a "Chess Directory."

To raise funds for these purposes the committee recommend—  
First That each member shall pay to the general fund an annual minimum subscription of five shillings. Second. That the treasurer be empowered to receive any additional voluntary subscriptions to the said fund. Third. That members shall be at liberty to contribute special subscriptions towards any of the objects mentioned in the preceding paragraph, all sums thus subscribed to be applied in accordance with the wishes of the donors.

Such, briefly stated, is the plan which the committee recommend for adoption. If carried out, the association, without supplanting or competing with Chess clubs, will be a representative of them all, and be an organisation ready when occasion arises for the general body of players to act in common. But if, as it is hoped, it is to form one of our permanent institutions, it must be remembered that this position will involve duties and responsibilities. Its members must not be content with merely watching with complacency the struggles of contending players, and of rewarding the victors, as if there were nothing of loftier aim connected with Chess. Bearing in mind that for the most part social

improvement works from the higher to the lower classes, and that Chess has something of a refining and elevating power, they should endeavour to carry it into regions which it has not hitherto penetrated—into the working man's club, into the barrack, and into the man-of-war. The association would then occupy higher ground than has yet been taken, and thus, it is to be hoped, contribute something, if but a little, to our advancing civilisation.

GEO. W. MEDLEY, Hon. Sec.

London, 14th February, 1866.

## GAMES.

### GAME 182.

Game the eleventh in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)

<i>White.</i> (MR. DE VERE.)	<i>Black.</i> (HERR STEINITZ.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Kt. to K. B. third
3. Q. Kt. to B. third	3. P. to K. third ( <i>a</i> )
4. B. to Q. third	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. B. to K. second
6. Q. Kt. to K. second	6. Castles
7. P. to Q. B. third	7. Q. to K. square
8. Q. Kt. to Kt. third	8. P. to K. fourth
9. P. to Q. fifth	9. Q. Kt. to Q. square
10. P. to K. R. third	10. Q. Kt. to B. second
11. B. to K. third	11. Q. Kt. to K. R. square
12. Q. to Q. Kt. third	12. Q. Kt. to Kt. third
13. Castles (Q. R.)	13. P. to Q. R. fourth
14. Kt. to B. fifth	14. B. to Q. square ( <i>b</i> )
15. P. to K. Kt. fourth	15. Q. Kt. to K. second ( <i>c</i> )
16. Q. R. to Kt. square	16. K. to R. square
17. Kt. to K. Kt. fifth	17. P. to K. Kt. third ( <i>d</i> )
18. Kt. to R. sixth	18. K. Kt. to Kt. square
19. B. to Q. Kt. fifth ( <i>e</i> )	19. P. to Q. B. third
20. P. takes P.	20. P. takes P.
21. Q. Kt. to B. seventh ( <i>ch.</i> )	21. K. to Kt. second
22. Q. Kt. takes P.	22. Q. to Q. second
23. Kt. takes B.	23. Q. takes Kt.
24. Kt. to K. sixth (check)	24. K. to B. second
25. Kt. takes B. (dis. check)	25. K. to K. square
26. Kt. to K. sixth	

And Black resigns.

## NOTES.

(a) P. to K. fourth is here generally considered preferable; for if then—  
 4. P. takes P. 4. P. takes P.  
 and if White exchanges Queens he has no advantage in position, while Black has an open game; and if 4. P. to Q. fifth, Black can at once break up the centre Pawns by 4. P. to Q. B. third.

(b) Black's situation, owing mainly to his third move, is much cramped; but the move made is not calculated to improve it. We should much have preferred P. to Q. R. fifth.

(c) In the first fifteen moves this Knight has already changed his quarters six times, and these useless manoeuvres involve of necessity a serious loss of time.

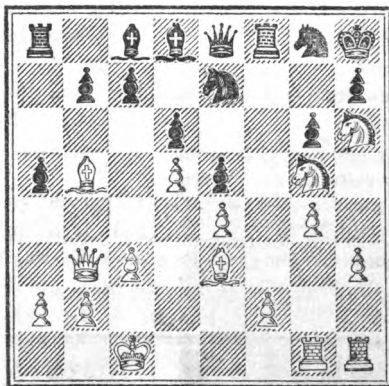
(d) Very injudicious, driving the Knight into a still stronger position.

(e) This is very well played, and leaves Black no good reply; for if—

- |   |                              |
|---|------------------------------|
| 20. B. takes B.                                   | 19. B. to Q. second          |
| 21. Q. Kt. to K. B. seventh (check)               | 20. Q. takes B.              |
| 22. Kt. takes B.                                  | 21. K. to Kt. second         |
| 23. Kt. to K. sixth (check) winning the exchange. | 22. K. R. or Q. R. takes Kt. |

Position after White's 19th move.

BLACK.



WHITE.

### GAME 133.

Game the twelfth in the match between Mr. De Vere and Herr Steinitz.

(Remove Black's K. B. Pawn.)

White. (MR. DE VERE.)

1. P. to K. fourth
2. P. to Q. fourth
3. Kt. to Q. B. third
4. Kt. to K. B. third

Black. (HERR STEINITZ.)

1. P. to Q. third
2. Kt. to K. B. third
3. P. to K. third
4. Kt. to Q. B. third

5. B. to Q. Kt. fifth
6. B. takes Kt. (check)
7. Castles
8. Q. to Q. third
9. Q. Kt. to K. second
10. Kt. to K. Kt. third
11. P. to Q. B. fourth
12. P. to Q. Kt. third
13. K. P. takes P. (a)
14. Q. to K. third
15. Kt. to K. B. fifth (b)
16. R. to K. square
17. Q. to K. sixth
18. Kt. to K. fifth
19. R. takes B.
20. Kt. to K. R. sixth (check)
21. B. takes P.
22. R. to K. Kt. fifth (check)
23. B. takes Q.

5. P. to Q. R. third
6. P. takes B.
7. B. to K. second
8. Castles
9. P. to Q. R. fourth
10. B. to R. third
11. P. to Q. fourth
12. P. to Q. B. fourth
13. K. P. takes P.
14. Q. P. takes P.
15. R. to K. B. second
16. Kt. to Q. fourth
17. B. to B. third
18. B. takes Kt.
19. Kt. to Q. Kt. fifth
20. P. takes Kt.
21. Q. to K. B. third
22. Q. takes R.

And after a few more moves Black resigned the game and the match.

NOTES.

(a) Kt. to K. Kt. fifth leads to some interesting variations.

(b) The key move of a fine combination.

(c) This brief game is admirably played by Mr. De Vere, and forms a fitting termination to a very interesting contest. In looking over these games we have been especially struck with the originality and inventive power displayed by the winner, and we predict for him a high place among the very best English players.

Position after Black's 19th move.

BLACK.



WHITE.

## GAME 134.

For the following game we are indebted to our distinguished friend M. Arnous de Riviere. It is one of the series, played some years ago by him against Mr. Paul Morphy during the sojourn of the latter gentleman in the French capital, and will well repay close examination. For another game of the series, vide our last volume, p. 165.

(*King's Knight's Gambit.*)

*White.* (Mr. P. MORPHY.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. Castles
6. P. to Q. B. third
7. P. to Q. fourth
- 8. P. to K. R. fourth (*a*)
9. P. to R. fifth
10. P. to K. Kt. third
11. P. takes P.
12. P. takes P.
13. Kt. to K. fifth
- 14. Q. to Q. third (*b*)
15. Kt. takes Q.
16. Q. Kt. to R. third
- 17. Q. B. takes P.
18. P. takes B.
19. R. to B. sixth
- 20. K. to B. second
21. R. takes Q. P.
22. Q. R. to K. Kt. sq.
23. K. takes R.
24. R. to R. sixth
- 25. Kt. to K. B. fourth (*e*)
26. B. takes K. B. P.
27. B. to K. sixth
28. P. to Q. fifth
29. Kt. takes Kt. (*ch.*)
30. P. takes B.
31. K. to B. second
32. K. to B. third
33. Kt. to Kt. sq.
34. Kt. to B. third
35. K. to B. fourth

*Black.* (M. A. de RIVIERE.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
- 4. B. to Kt. second
5. P. to K. R. third
6. K. Kt. to K. second
7. P. to Q. third
8. K. Kt. to Kt. third
9. Kt. to K. second
10. B. to K. Kt. fifth
11. B. takes R. P.
12. Q. to Q. second
13. Q. to R. sixth
14. Q. takes Q.
15. P. takes P.
16. P. to Q. B. third
17. B. takes Q. P. (*ch.*) (*c*)
18. R. to K. Kt. sq.
19. R. takes B. (*ch.*)
20. Q. Kt. to Q. second (*d*)
21. Castles
22. R. takes R.
23. K. to B. second
24. B. to Kt. third
25. B. takes P.
26. B. to K. B. fourth
27. Kt. to K. B. sq.
28. Kt. takes B.
29. B. takes Kt.
30. R. to Q. fifth
31. P. to Kt. fourth
32. R. to Q. seventh
33. R. takes P.
34. K. to Q. third
35. Kt. to Q. fourth (*check*)

- |                                     |                                 |
|-------------------------------------|---------------------------------|
| 36. Kt. takes Kt.                   | 36. P. takes Kt.                |
| 37. P. to K. seventh (dis. ch.)     | 37. K. takes P.                 |
| 38. R. to Q. R. sixth               | 38. R. to K. seventh            |
| 39. P. to R. third                  | 39. K. to Q. second             |
| 40. R. takes P. (ch.)               | 40. K. to B. third              |
| 41. K. to B. third                  | 41. R. to K. fifth              |
| 42. R. to R. eighth                 | 42. R. to Q. R. fifth           |
| 43. R. to Q. B. eighth (ch.)        | 43. K. to Q. third              |
| 44. R. to Q. B. third               | 44. P. to Q. fifth ( <i>f</i> ) |
| 45. R. to Q. Kt. third              | 45. K. to B. fourth             |
| 46. K. to K. fourth                 | 46. R. to R. sq.                |
| 47. K. to Q. third                  | 47. R. to K. R. sq.             |
| 48. K. to Q. second                 | 48. R. to R. seventh (ch.)      |
| 49. K. to B. sq.                    | 49. K. to B. fifth              |
| 50. R. to K. Kt. third ( <i>g</i> ) | 50. P. to Q. sixth              |
| 51. R. to K. Kt. eighth             | 51. R. to Q. R. seventh         |
| 52. R. to Q. B. eighth (ch.)        | 52. K. to Kt. sixth             |
| 53. R. to Q. Kt. eighth             | 53. R. to Q. B. seventh (ch.)   |
| 54. K. to Q. sq.                    | 54. R. to Q. B. fourth          |
| 55. K. to Q. second                 | 55. K. takes P.                 |
| 56. K. takes P.                     | 56. P. to Kt. fifth             |

And Black won the game.

NOTES.

(a) Some suggest here P. to K. Kt. third, to which Black's best reply would be probably Kt. to K. Kt. third.

Position after White's 14th move.

BLACK.



WHITE.

(b) At the first glance it would seem as if Mr. Morphy would have done better by taking B. with Q., but the following variation will show that the move would have been disadvantageous:—

14. Q. takes B.

15. K. moves.

14. Q. to K. Kt. sixth (check)

15. P. takes P., winning the Queen.

(c) This is very well conceived.

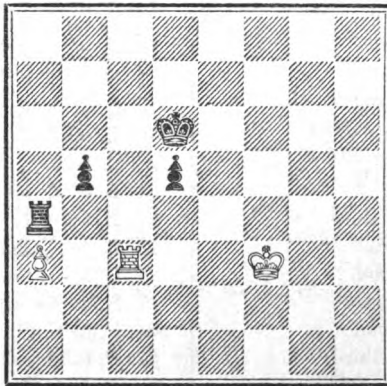
(d) Black prefers giving up the Q. P. to submitting to the dangerous attack which White would acquire if he were to play P. to Q. fourth.

(e) This is decidedly better than defending the K. P.

(f) We commend this instructive ending to the careful study of our readers' M. de Riviere's play is unexceptionable from this point to the conclusion.

Position after White's 44th move.

BLACK.



WHITE.

(g) R. to Q. Kt. fourth (check) is at once fatal—*e. g.*,

51. R. to Kt. fourth (check)

52. K. to Q. square, or (A)

51. K. to Q. B. 6th, threatening mate

52. P. to Q. sixth, winning easily

(A)

52. K. to Kt. square

53. R. takes P.

54. R. to Q. fifth

52. P. to Q. sixth

53. P. to Q. seventh

54. R. to R. eighth (ch.), and wins.

### GAME 135.

Another of the match games played in the Tournament at Birmingham in 1858.

(*Ruy Lopez Knight's Game.*)

White. (MR. LOWENTHAL).

1. P. to K. fourth

2. Kt. to K. B. third

3. B. to Q. Kt. fifth.

Black. (MR. FALKBERG.)

1. P. to K. fourth

2. Kt. to Q. B. third

3. P. to K. B. fourth

- |                                      |                                      |
|--------------------------------------|--------------------------------------|
| 4. Q. to K. second                   | 4. P. takes P.                       |
| 5. B. takes Kt.                      | 5. Q. P. takes B.                    |
| 6. Q. takes P.                       | 6. B. to Q. third                    |
| 7. Kt. takes P.                      | 7. Kt. to K. B. third                |
| 8. Q. to K. second                   | 8. Castles                           |
| 9. P. to Q. fourth                   | 9. K. to R. square                   |
| 10. Castles                          | 10. P. to Q. B. fourth               |
| 11. P. to Q. B. third                | 11. P. takes P.                      |
| 12. P. takes P.                      | 12. B. to K. B. fourth ( <i>a</i> )  |
| 13. Kt. to Q. B. fourth ( <i>b</i> ) | 13. Kt. to K. Kt. fifth ( <i>c</i> ) |
| 14. P. to K. B. fourth               | 14. B. to K. square                  |
| 15. Kt. to K. fifth                  | 15. B. takes Kt.                     |
| 16. Q. P. takes B.                   | 16. Q. to Q. fifth ( <i>ch</i> )     |
| 17. K. to R. square                  | 17. B. to Q. sixth                   |
| 18. Q. to Q. second                  | 18. Q. R. to Q. square               |
| 19. P. to K. R. third ( <i>d</i> )   | 19. B. takes R.                      |
| 20. Q. takes Q.                      | 20. R. takes Q.                      |
| 21. P. takes Kt.                     | 21. B. to K. seventh ( <i>e</i> )    |
| 22. Kt. to Q. B. third               | 22. B. takes P.                      |
| 23. B. to K. third                   | 23. R. to Q. sixth                   |
| 24. R. to K. square                  | 24. B. to B. fourth                  |
| 25. K. to Kt. square                 | 25. K. to Kt. square                 |
| 26. K. to B. second                  | 26. P. to K. R. fourth               |
| 27. P. to K. Kt. third               | 27. P. to Q. Kt. third ( <i>f</i> )  |
| 28. Kt. to Q. Kt. fifth              | 28. P. to Q. B. fourth               |
| 29. Kt. to Q. sixth                  | 29. R. to K. B. square               |
| 30. K. to B. third ( <i>g</i> )      | 30. P. to K. Kt. third               |
| 31. R. to Q. B. square               | 31. B. to Kt. fifth ( <i>check</i> ) |
| 32. K. to K. fourth                  | 32. R. to Q. eighth                  |
| 33. B. takes R.                      | 33. B. takes R.                      |
| 34. P. to K. sixth ( <i>h</i> )      | 34. B. to Q. R. fifth                |
| 35. P. to K. seventh                 | 35. R. to Q. R. square               |
| 36. K. to K. fifth                   | 36. K. to Kt. second                 |
| 37. K. to K. sixth ( <i>i</i> )      | 37. B. to K. square                  |
| 38. B. to Q. second                  | 38. P. to Q. Kt. fourth              |
| 39. B. to B. third ( <i>check</i> )  | 39. K. to Kt. square                 |
| 40. Kt. to K. fourth                 | 40. B. to B. second ( <i>check</i> ) |
| 41. K. to Q. seventh ( <i>k</i> )    | 41. B. to K. square ( <i>check</i> ) |
| 42. K. to K. sixth                   | 42. B. to B. second ( <i>check</i> ) |

Drawn game.

#### NOTES.

(*a*) Black has obtained a promising attack in return for the Pawn which he sacrificed.

(b) An error, which ought to have lost White the game. He should have played Kt. to Q. B. third.

(c) Black would have gained a fine attack by sacrificing his Bishop at this point, but the move made is probably sounder play.

(d) He has no better resource.

(e) R. to Q. eighth seems to us stronger.

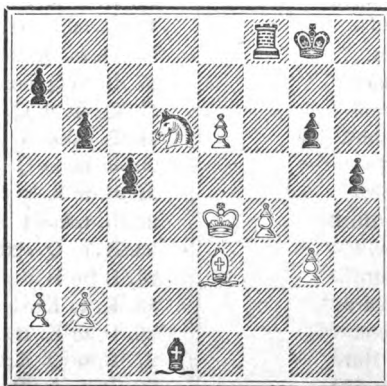
(f) By this move Black has thrown away a won game. He should have played P. to Q. R. third.

(g) Threatening to take B. with Kt., and then advance K. to K. fourth.

(h) The only move to draw the game.

Position after White's 34th move,

BLACK.



WHITE.

(i) The advance of the King renders it impossible for Black to win.

(k) K. to Q. sixth would be very hazardous. White must rest satisfied with a drawn game.

### GAME 136.

The following game occurred in a pool at Chess, played some years ago at the Philidorian Chess Rooms :—

(*Ruy Lopez Knight's Game.*)

*White.* (Mr. CAMPBELL.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. Kt. fifth
4. P. to Q. third
5. Kt. to Q. B. third
6. Castles
7. Kt. takes P. (b)

*Black.* (Herr FALKBEER.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to K. B. fourth (a)
4. B. to Q. B. fourth
5. Kt. to K. B. third
6. P. takes P.
7. Kt. takes Kt.

8. P. takes Kt.
9. Q. to Q. fifth
10. B. to K. third
11. Q. R. to Q. square
12. P. to K. R. third
13. B. to Q. R. fourth
14. B. to Q. Kt. third
15. Q. to Q. second
16. Q. to Q. third
17. B. to Q. fifth
18. Q. takes B.
19. Kt. to Q. second
20. B. takes Kt.
21. P. to Q. B. fourth (c)
22. Kt. takes P.
23. Q. R. to Q. third
24. P. to K. Kt. third (d)
25. K. to Kt. second
26. K. R. to Q. square
27. P. to K. Kt. fourth
28. K. to R. square (f)
29. Kt. to K. third (g)
30. Kt. to B. fifth (check)
31. R. to Q. Kt. third (h)
32. Q. to K. B. seventh
33. Kt. takes B.

8. Q. to K. B. third
9. B. to Q. third
10. P. to K. R. third
11. P. to K. Kt. fourth
12. P. to Q. B. third
13. P. to Q. Kt. fourth
14. B. to Q. Kt. second
15. Kt. to K. second
16. Kt. to K. Kt. third
17. B. takes B.
18. K. to K. second
19. Kt. to K. B. fifth
20. Kt. P. takes B.
21. P. takes P.
22. Q. R. to K. Kt. square
23. Q. R. to K. Kt. third
24. K. R. to K. Kt. square
25. P. to K. R. fourth (e)
26. P. to K. R. fifth
27. P. to B. sixth (check)
28. Q. to K. B. fifth
29. R. to Q. Kt. square
30. K. to Q. square
31. R. to Q. B. square
32. Q. to K. Kt. fourth

And Black resigns.

#### NOTES.

- (a) A very unsound defence.
- (b) P. takes P. would also give White a fine game.
- (c) The advance of this Pawn is well timed.
- (d) This we think was imprudent, as exposing the King to attack.
- (e) Black should have played as follows:—
- |             |                     |
|-------------|---------------------|
| P. takes P. | P. takes P.         |
| R. takes R. | R. takes P. (check) |
| K. takes R. | R. takes R. (check) |
|             | Q. takes R.         |
- and Black has gained a Pawn.
- (f) If
- |                            |                         |
|----------------------------|-------------------------|
| 28. R. takes P.            | 28. R. takes P. (check) |
| 29. P. takes R.            | 29. R. takes P. (check) |
| 30. R. to Kt. third (best) | 30. P. takes R., &c.    |
- (g) The winning move.
- (h) A remarkably elegant termination.

## GAME 187.

We give two more games of the match between Herr Lowe and the late Mr. Hannah.

(*Sicilian Opening.*)

<i>White.</i> (Mr. HANNAH.)	<i>Black.</i> (Herr LOWE.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Kt. to K. B. third
5. Kt. to Q. B. third	5. P. to K. fourth
6. K. Kt. to Q. Kt. fifth	6. P. to Q. R. third (a)
7. Kt. to Q. sixth (check)	7. B. takes Kt.
8. Q. takes B.	8. P. to K. R. third
9. B. to K. third	9. Q. to K. second
10. B. to Q. B. fifth	10. P. to Q. Kt. fourth
11. Kt. to Q. fifth	11. Kt. takes Kt.
12. P. takes Kt.	12. Q. takes Q.
13. B. takes Q.	13. Kt. to Q. fifth
14. Castles	14. P. to K. B. third
15. P. to K. B. fourth	15. Kt. to K. B. fourth (b)
16. P. takes P.	16. B. to Q. Kt. second
17. B. to Q. third	17. Kt. takes B.
18. P. takes Kt.	18. Castles (Q. R.)
19. B. to K. Kt. sixth	19. P. to K. R. fourth
20. K. R. to K. square	20. R. to K. R. third
21. B. to K. B. fifth	21. P. to K. Kt. third
22. B. to Q. third	22. P. to K. B. fourth
23. P. to K. R. fourth	23. K. R. to R. square
24. R. to K. fifth	24. Q. R. to K. square
25. Q. R. to K. square	25. K. to Q. square
26. K. to Q. second	26. R. takes R.
27. R. takes R.	27. R. to K. B. square
28. P. to Q. Kt. third	28. P. to Q. Kt. fifth
29. K. to K. third	29. R. to K. B. third
30. K. to Q. fourth	30. R. takes P.
31. K. to Q. B. fifth	31. K. to Q. B. second
32. B. to Q. B. fourth	32. R. to K. B. third
33. K. takes P.	33. K. to Q. third
34. R. to K. second	34. P. to K. B. fifth (c)
35. K. to Q. B. third	35. P. to Q. R. fourth
36. P. to Q. Kt. fourth	36. P. takes P. (check)
37. K. takes P.	37. R. to K. B. fourth

- 38. B. to Q. third
- 39. P. takes P.
- 40. B. takes P.
- 41. R. to Q. second
- 42. K. to Kt. fifth
- 43. B. takes P. (*d*)

- 38. P. to K. B. sixth
- 39. R. takes B. P.
- 40. B. takes P.
- 41. R. to K. B. fifth (check)
- 42. K. to K. fourth
- 43. R. takes P.

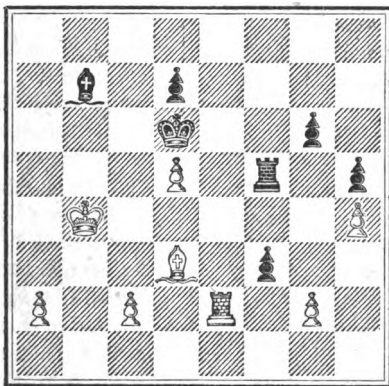
The game was prolonged for some time, and finally drawn.

NOTES.

- (*a*) An inferior move. P. to Q. third is much better.
- (*b*) Although this loses a Pawn we do not see any better line of play for Black.
- (*c*) All this part of the contest is ably conducted on both sides.
- (*d*) From this point we think that Black, with the best play, could always draw the game.

Position after Black's 38th move.

BLACK.



WHITE.

GAME 138.

(*French Opening.*)

*White.* (Herr LOWE.)

- 1. P. to K. fourth
- 2. P. to Q. fourth
- 3. P. takes P.
- 4. Kt. to K. B. third
- 5. B. to K. third
- 6. Q. Kt. to Q. second
- 7. B. to Q. third

*Black.* (Mr. HANNAH.)

- 1. P. to K. third
- 2. P. to Q. fourth
- 3. P. takes P.
- 4. Kt. to K. B. third
- 5. B. to K. third
- 6. B. to Q. third
- 7. Castles

- |                            |                            |
|----------------------------|----------------------------|
| 8. Castles                 | 8. P. to K. R. third       |
| 9. P. to Q. B. third       | 9. Kt. to Q. B. third      |
| 10. Q. to Q. B. second     | 10. Kt. to K. square       |
| 11. B. to K. B. fifth (a)  | 11. Q. to K. B. third      |
| 12. B. to Q. third         | 12. Kt. to K. second       |
| 13. K. R. to K. square     | 13. B. to K. Kt. fifth     |
| 14. P. to K. R. third      | 14. B. to K. R. fourth     |
| 15. Kt. to K. fifth        | 15. B. takes Kt.           |
| 16. P. takes B.            | 16. Q. to K. third         |
| 17. P. to K. B. fourth     | 17. P. to K. B. fourth     |
| 18. P. to Q. B. fourth (b) | 18. P. to Q. Kt. third     |
| 19. Q. B. P. takes P.      | 19. Kt. takes P.           |
| 20. B. to Q. B. fourth     | 20. P. to Q. B. fourth     |
| 21. Kt. to Q. Kt. third    | 21. K. Kt. to Q. B. second |
| 22. K. to R. second        | 22. K. to R. square        |
| 23. Q. to K. B. second     | 23. Q. to Q. B. third      |
| 24. B. to Q. second        | 24. Q. R. to Q. square     |
| 25. B. to K. second (c)    | 25. B. to K. B. second     |
| 26. K. R. to Q. B. square  | 26. Kt. to K. third        |
| 27. Kt. to Q. fourth       | 27. Kt. takes Kt.          |
| 28. Q. takes Kt.           | 28. Kt. to Q. B. second    |
| 29. Q. to Q. B. third      | 29. B. to Q. fourth        |
| 30. R. to K. Kt. square    | 30. Kt. to K. third        |
| 31. B. to K. third         | 31. B. to K. fifth (d)     |
| 32. Q. R. to Q. square     | 32. R. takes R.            |
| 33. B. takes R.            | 33. R. to Q. square        |
| 34. B. to Q. Kt. third     | 34. Kt. to Q. B. second    |
| 35. Q. to Q. B. fourth     | 35. Kt. to Q. fourth       |
| 36. B. to Q. second        | 36. P. to Q. Kt. fourth    |
| 37. Q. to Q. B. square     | 37. P. to Q. B. fifth      |
| 38. B. to Q. B. second     | 38. Kt. to K. second       |
| 39. B. to K. third         | 39. P. to Q. R. third      |
| 40. Q. to Q. Kt. square    | 40. B. takes B.            |
| 41. Q. takes B.            | 41. R. to Q. sixth         |
| 42. B. to Q. second        | 42. Q. to K. fifth         |
| 43. Q. to Q. B. square     | 43. Q. to K. seventh (e)   |
| 44. B. to Q. B. third      |                            |

Black mates in three moves.

#### NOTES.

(a) Lost time. White should rather have brought one of the Rooks to K. square.

(b) P. takes P. *en passant* would have been stronger.

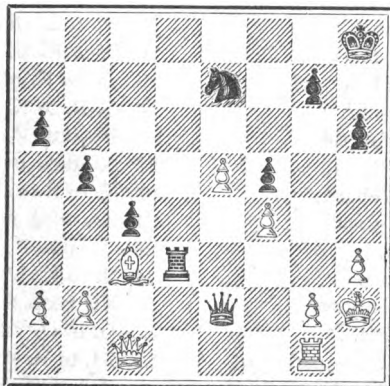
(c) We should have preferred R. to K. Kt. square.

(d) From this point the game, which has been extremely well contested, turns in favour of Black.

(e) The *coup de grace*, play as White may.

Position after White's 44th move.

BLACK.



WHITE.

Black to play, and mate in three moves.

### GAME 139.

We have much pleasure in laying before our readers a couple of games recently played by correspondence between the clubs of Cambridge University and Dublin. They show that such skilful amateurs as Messrs. Wayte, Skipworth, and Bower have left at their university no unworthy successors.

(*Petroff's Defence.*)

*White.* (CAMBRIDGE.)

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. takes P.
4. Kt. to K. B. third
5. P. to Q. fourth
6. B. to Q. third
7. Castles
8. R. to K. square
9. P. to Q. B. third
10. B. to K. B. fourth
11. Q. Kt. to Q. second

*Black.* (DUBLIN.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. third
4. Kt. takes P.
5. P. to Q. fourth
6. B. to K. second
7. Kt. to Q. B. third
8. Kt. to Q. third (a)
9. Castles
10. B. to K. B. third
11. Kt. to K. second

12. B. to K. fifth
13. Q. to Q. B. second
14. P. to Q. Kt. fourth
15. Kt. to K. B. square
16. K. Kt. to Q. second
17. Kt. to K. third
18. P. to K. Kt. third
19. Kt. to K. B. third (c)
20. P. to Q. Kt. fifth
21. P. to Q. B. fourth
22. K. B. takes P.
23. Q. takes B. (check)
24. Q. to Q. B. sixth
25. Kt. takes Kt.
26. Kt. to Q. seventh
27. R. to K. B. square
28. Kt. takes K. B. P.
29. Q. R. to Q. Kt. square
30. K. to R. square
31. Kt. to K. fifth
32. Q. R. to K. square (e)
33. Kt. takes B.
34. R. takes R.
35. Q. to Q. seventh
36. Kt. from K. fifth to Q. B. sixth
37. Kt. to K. B. fifth
38. Kt. to K. R. sixth

12. Kt. to Kt. third
13. P. to Q. Kt. third
14. B. to K. second (b)
15. B. to K. Kt. fifth
16. Q. to Q. second
17. B. to K. third
18. P. to K. B. fourth
19. Kt. to K. fifth
20. Q. R. to K. square
21. P. takes P.
22. B. takes B.
23. K. to R. square
24. Kt. takes B.
25. Q. takes P. (d)
26. R. to K. Kt. square
27. Kt. takes K. B. P.
28. Q. to Q. Kt. seventh
29. Kt. to R. sixth (check)
30. Q. to Q. seventh
31. Kt. to Kt. fourth
32. K. R. to B. square
33. R. takes R. (check)
34. Q. to Q. square
35. Q. to Q. R. square (check)
36. Kt. to K. fifth
37. R. to K. Kt. square

And Black resigns.

#### NOTES.

(a) Thus far the defence has been conducted in accordance with the best authorities. White, however, always obtains the better opening.

(b) This looks to us like loss of time.

(c) White play throughout with great judgment, never allowing their adversaries to escape from their confined position.

(d) The capture of this Pawn loses Black the game.

(e) White's attack is now quite irresistible.

#### GAME 140.

(Philidor's Defence.)

*White.* (DUBLIN.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth

*Black.* (CAMBRIDGE.)

1. P. to K. fourth
2. P. to Q. third
3. P. to K. B. fourth

- |  |   |
|--|---|
| <p>4. B. to Q. B. fourth (a)<br/>         5. Kt. to K. Kt. fifth<br/>         6. B. to Q. Kt. fifth<br/>         7. B. takes Kt. (check)<br/>         8. Q. takes P.<br/>         9. Q. takes P. (check)<br/>         10. Castles<br/>         11. Kt. takes Q.<br/>         12. R. to K. square<br/>         13. B. to Kt. fifth<br/>         14. B. takes B.<br/>         15. Kt. to Kt. third (dis. check)<br/>         16. Kt. takes Kt.<br/>         17. Kt. to Q. second<br/>         18. P. to Q. B. third<br/>         19. P. to K. B. fourth<br/>         20. R. takes R.<br/>         21. R. to K. third<br/>         22. P. to Q. Kt. third<br/>         23. P. takes P.<br/>         24. K. to K. B. second<br/>         25. K. to K. second<br/>         26. K. to K. square<br/>         27. K. to B. second<br/>         28. K. to K. square<br/>         29. K. to B. second</p> | <p>4. Kt. to Q. B. third<br/>         5. Kt. to K. R. third<br/>         6. P. takes Q. P.<br/>         7. P. takes B.<br/>         8. P. takes P.<br/>         9. Q. to K. second<br/>         10. Q. takes Q.<br/>         11. Kt. to K. B. fourth<br/>         12. B. to K. second<br/>         13. P. to K. R. third<br/>         14. K. takes B.<br/>         15. K. to B. second<br/>         16. B. takes Kt.<br/>         17. K. R. to K. square<br/>         18. P. to Q. R. fourth<br/>         19. R. takes R.<br/>         20. P. to Q. R. fifth (b)<br/>         21. R. to Q. Kt. square<br/>         22. P. takes P.<br/>         23. R. to Q. R. square<br/>         24. R. to Q. R. seventh<br/>         25. B. to Kt. fifth (check)<br/>         26. R. to Q. R. eighth (check)<br/>         27. R. to Q. R. seventh (c)<br/>         28. R. to Q. R. eighth (check)</p> |
|--|---|

And the Game was relinquished as drawn.

#### NOTES.

- (a) Q. P. takes P. is the correct move.  
 (b) The contest already begins to assume the appearance of a drawn battle.  
 (c) Having won the first game, Cambridge, of course, is satisfied to draw this one.

#### GAME 141.

We have been favoured by Mr. Charles Tomlinson, the popular writer on Chess, with the following game, recently played by him against a young amateur of considerable promise. It is gratifying to us to find that our esteemed correspondent has not altogether abandoned the practice of Chess :—

(Hampe's Opening.)

- |   |   |
|---|---|
| <p><i>White.</i> (Mr. E. S.)<br/>         1. P. to K. fourth<br/>         2. Kt. to Q. B. third</p> | <p><i>Black.</i> (Mr. C. TOMLINSON.)<br/>         1. P. to K. fourth<br/>         2. P. to Q. third (a)</p> |
|---|---|

- |  |  |
|--|--|
| <p>3. P. to Q. fourth<br/>         4. Q. takes P.<br/>         5. B. to Q. Kt. fifth<br/>         6. B. takes Kt.<br/>         7. P. to K. B. fourth<br/>         8. Kt. to R. third<br/>         9. B. to K. third<br/>         10. Castles (K R.)<br/>         11. P. to K. B. fifth<br/>         12. Q. to Q. third<br/>         13. P. takes B.<br/>         14. Q. takes Kt.<br/>         15. P. to B. sixth<br/>         16. Q. to R. sixth<br/>         17. R. takes P.<br/>         18. Q. R. to K. B. square<br/>         19. R. takes R.<br/>         20. Kt. to B. fourth<br/>         21. R. to B. third<br/>         22. Q. to Kt. fifth<br/>         23. Q. to K. seventh<br/>         24. K. to R. square<br/>         25. Q. takes P. (check) (c)<br/>         26. Kt. takes R.<br/>         27. R. takes Q.<br/>         28. Kt. takes Q. B. P.<br/>         29. Kt. to Kt. fifth<br/>         30. Kt. takes R. P., and wins.</p> | <p>3. P. takes P.<br/>         4. Kt. to Q. B. third<br/>         5. B. to Q. second<br/>         6. B. takes B.<br/>         7. Kt. to K. B. third<br/>         8. B. to K. second<br/>         9. Castles<br/>         10. Kt. to K. Kt. fifth<br/>         11. B. to K. B. third<br/>         12. B. takes Kt.<br/>         13. Kt. takes B.<br/>         14. R. to K. square<br/>         15. P. takes P.<br/>         16. B. takes P. (b)<br/>         17. B. to Kt. third<br/>         18. R. to K. third<br/>         19. P. takes R.<br/>         20. Q. to K. square<br/>         21. Q. to B. second<br/>         22. Q. to B. fourth<br/>         23. Q. to Q. B. fourth (check)<br/>         24. R. to K. square<br/>         25. R. takes Q.<br/>         26. Q. to K. B. fourth<br/>         27. B. takes R.<br/>         28. B. takes Q. B. P.<br/>         29. P. to Q. fourth</p> |
|--|--|

## NOTES.

- (a) The correct move here is K. Kt. to B. third.  
 (b) R. takes P. seems stronger.  
 (c) An unexpected and very ingenious combination.

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**GAME 142.**

Consultation Game played at the Glasgow Chess Club by Messrs. Moffatt and Williams against Messrs. Weaver and E——N. :—

(*French Opening.*)

- |   |   |
|---|---|
| <p><i>White.</i> (Messrs. MOFFATT<br/>and WILLIAMS.)</p> <p>1. P. to K. fourth<br/>         2. K. Kt. to B. third</p> | <p><i>Black.</i> (Messrs. WEAVER,<br/>and E——N.)</p> <p>1. P. to K. third<br/>         2. P. to Q. fourth</p> |
|---|---|

3. P. takes P.
4. P. to Q. fourth
5. B. to Q. third
6. Castles
7. B. to K. Kt. fifth
8. Q. Kt. to Q. second
9. P. to Q. B. third
10. Q. to Q. B. second
11. B. takes Kt. (a)
12. Q. R. to K. square
13. P. to K. R. third
14. K. Kt. to K. fifth
15. R. to K. third
16. Q. to Q. square
17. P. takes B.
18. R. to Kt. third
19. K. R. to K. square
20. B. to Q. Kt. square
21. K. to B. square
22. K. R. to K. third
23. Q. to Q. B. second
24. Kt. to K. B. third
25. Q. R. to K. Kt. fifth
26. R. takes Kt.
27. Q. takes P.
28. R. to K. R. fifth (c)
29. R. takes B.
30. Q. takes Q.
31. B. takes P.

3. P. takes P.
4. K. B. to Q. third
5. K. Kt. to B. third
6. Castles
7. B. to K. Kt. fifth
8. Q. Kt. to Q. second
9. P. to Q. B. third
10. P. to K. R. third
11. Kt. takes B.
12. Kt. to K. R. fourth
13. B. to K. third
14. Kt. to B. fifth
15. P. to Q. B. fourth (b)
16. B. takes Kt.
17. Q. to K. Kt. fourth
18. Q. takes P.
19. Q. to K. B. third
20. Q. R. to K. square
21. P. to Q. B. fifth
22. P. to K. R. fourth
23. Kt. to Q. sixth
24. P. to K. R. fifth
25. P. to K. Kt. third
26. P. takes R.
27. R. to K. second
28. B. to K. B. fourth
29. Q. takes R.
30. P. takes Q.
31. K. R. to K. sq. (d) and wins

## NOTES.

- (a) Better to have retreated the Bishop.  
 (b) A good move, giving Black the attack.  
 (c) Q. to Q. second gives White more resource.  
 (d) Black plays very well throughout this game.

## GAME 143.

The two games which follow were played some time since between Signor Dubois and Mr. A. Kempe, the former giving Pawn and move.

(Remove Black's K. B. P. from the board.)

*White.* (Mr. KEMPE.)

1. P. to K. fourth
2. P. to Q. fourth

*Black.* (Sig. DUBOIS.)

1. Kt. to Q. B. third
2. P. to Q. fourth

- |   |  |
|---|--|
| 3. P. to K. fifth<br>4. Kt. to K. B. third<br>5. B. to Q. third<br>6. Castles (a)<br>7. B. takes K. R. P.<br>8. P. takes Kt.<br>9. P. takes B.<br>10. B. to K. B. fourth<br>11. P. to K. B. third<br>12. K. to R. square<br>13. B. to K. Kt. third<br>14. P. takes Q. | 3. B. to K. B. fourth<br>4. P. to K. third<br>5. B. to K. Kt. fifth<br>6. Kt. takes Q. P.<br>7. Kt. takes Kt. (check)<br>8. R. takes B.<br>9. Q. to K. R. fifth<br>10. Kt. to K. R. third<br>11. B. to Q. B. fourth (check)<br>12. P. to K. Kt. fourth<br>13. Q. takes B. (b)<br>14. Black mates in two moves. |
|---|--|

## NOTES.

- (a) Badly played. It was necessary to defend the Q. P.  
 (b) Both this skirmish and its companion are cleverly played by Sig. Dubois.

## GAME 144

(Remove Black's K. B. P. from the board.)

- |  |  |
|--|--|
| <i>White.</i> (Mr. KEMPE.)<br>1. P. to K. fourth<br>2. P. to Q. fourth<br>3. P. to K. B. fourth<br>4. P. to K. fifth<br>5. B. to Q. Kt. fifth (ch.) (a)<br>6. Kt. to K. B. third<br>7. Q. takes P.<br>8. Castles<br>9. Q. to Q. R. fourth<br>10. K. to R. square<br>11. P. to Q. B. fourth<br>12. Kt. to K. Kt. fifth<br>13. P. takes Q. P.<br>14. P. to K. sixth<br>15. P. takes Kt.<br>16. Kt. to K. R. third<br>17. P. to K. B. fifth<br>18. R. to K. square (check)<br>19. B. to K. third<br>20. Q. to Q. Kt. third<br>21. K. to Kt. square<br>22. P. takes R. | <i>Black.</i> (Sig. DUBOIS.)<br>1. P. to K. third<br>2. P. to K. Kt. third<br>3. P. to Q. fourth<br>4. P. to Q. B. fourth<br>5. Kt. to Q. B. third<br>6. P. takes P.<br>7. Kt. to K. second<br>8. Kt. to K. B. fourth<br>9. Q. to Q. Kt. third (check)<br>10. P. to K. R. fourth<br>11. P. to K. R. fifth<br>12. B. to Q. second<br>13. P. takes P.<br>14. Kt. to Kt. sixth (ch.) (b)<br>15. P. takes P. (dis. check)<br>16. Q. B. takes P.<br>17. B. takes K. B. P.<br>18. K. to B. second<br>19. B. to Q. B. fourth<br>20. B. to K. fifth<br>21. R. takes Kt.<br>22. Kt. to Q. fifth |
|--|--|

- |                                |                               |
|--------------------------------|-------------------------------|
| 23. R. to K. B. square (check) | 23. K. to Kt. square          |
| 24. Q. to Q. square            | 24. Kt. to K. seventh (check) |
| 25. Q. takes Kt.               | 25. B. takes B. (check)       |
| 26. R. to K. B. second         | 26. B. takes R. (check)       |
| 27. K. to B. square            | 27. P. mates.                 |

## NOTES.

(a) This only weakens White's game.

(b) The sacrifice here is quite sound, and leads to a speedy termination of the contest.

## GAME 145.

(Ruy Lopez Knight's Game.)

- |                               |                                |
|-------------------------------|--------------------------------|
| <i>White.</i> (HERR NEUMANN.) | <i>Black.</i> (HERR ANDERSEN.) |
| 1. P. to K. fourth            | 1. P. to K. fourth             |
| 2. Kt. to K. B. third         | 2. Kt. to Q. B. third          |
| 3. B. to Q. Kt. fifth         | 3. Kt. to K. B. third          |
| 4. Castles                    | 4. Kt. takes P.                |
| 5. P. to Q. fourth            | 5. B. to K. second             |
| 6. Q. to K. second            | 6. Kt. to Q. third             |
| 7. B. takes Kt.               | 7. Q. Kt. P. takes B.          |
| 8. P. takes P.                | 8. Kt. to Q. Kt. second        |
| 9. B. to K. third             | 9. Castles                     |
| 10. R. to Q. square           | 10. Q. to K. square            |
| 11. Kt. to Q. B. third        | 11. Kt. to Q. square           |
| 12. Kt. to Q. fourth          | 12. P. to K. B. fourth         |
| 13. P. to K. B. fourth        | 13. Q. to K. Kt. third         |
| 14. Kt. to K. B. third        | 14. Kt. to K. third            |
| 15. Q. to K. B. second        | 15. P. to K. R. third          |
| 16. Kt. to Q. R. fourth       | 16. P. to Q. R. fourth         |
| 17. P. to Q. B. fourth        | 17. P. to Q. third             |
| 18. Q. R. to Q. B. square (a) | 18. P. to Q. B. fourth         |
| 19. Kt. to Q. B. third        | 19. R. to K. B. second         |
| 20. Kt. to Q. fifth           | 20. B. to K. B. square         |
| 21. R. to Q. second           | 21. R. to Q. Kt. square        |
| 22. P. to Q. Kt. third        | 22. P. to Q. R. fifth          |
| 23. P. takes R. P. (b)        | 23. Q. to K. R. fourth         |
| 24. Kt. to Q. B. third        | 24. R. to Q. Kt. fifth         |
| 25. Kt. to K. second          | 25. P. to K. Kt. fourth (c)    |
| 26. P. to Q. R. fifth         | 26. B. to Q. R. third          |
| 27. K. R. to Q. B. second     | 27. P. takes K. B. P.          |
| 28. B. takes P.               | 28. P. to Q. fourth (d)        |

And Black won the game.

## NOTES.

(a) Up to this point the moves are almost identical with those of a game between the same players, published at p. 304 of our October number. In that game, however, Mr. Neumann advanced the Pawn to Queen's Bishop's fifth before moving his Queen's Rook. This we think was the preferable course, as Black is now enabled to stop the advance of the Pawn.

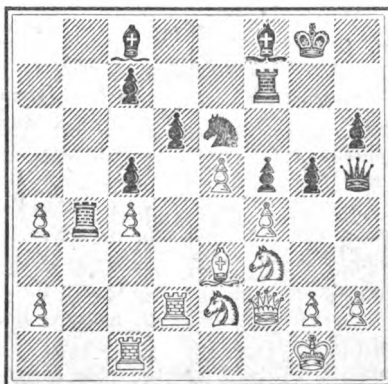
(b) R. to Q. Kt. second seems preferable.

(c) Bringing forward this Pawn for the attack was a fine stroke of Chess generalship.

(d) The advance of this Pawn leaves White without resource.

Position after Black's 25th move.

BLACK.



WHITE.

---

**GAME 146.**

We place before our readers an unpublished game played several years ago, in which Mr. Staunton gave the odds of the Pawn and two moves to "Gamma," well known in Chess circles as one of the leading Scotch amateurs.

(Remove Black's K. B. Pawn.)

*White.* ("GAMMA.")

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

*Black.* (MR. STAUNTON.)

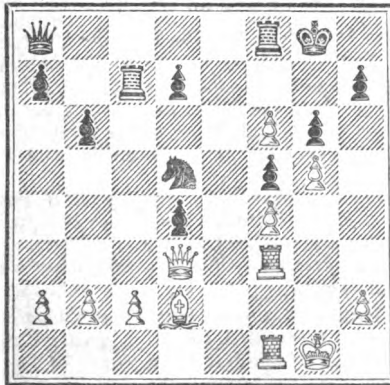
- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. K. Kt. to K. second ♘
5. P. takes P.
6. Q. Kt. to B. third
7. P. to K. Kt. third
8. B. to K. Kt second
9. Castles

10. Q. Kt. to Q. sixth
11. K. Kt. to Kt. fifth (a)
12. R. to K. B. third
13. Q. to Q. second
14. P. to K. Kt. third
15. K. Kt. to K. fourth
16. B. to Q. second
17. Q. R. to K. B. sq.
18. P. to K. Kt. fourth
19. Kt. takes B.
20. P. to K. Kt. fifth (d)
21. Kt. to B. sixth (check)
22. K. P. takes B.
23. B. takes Kt.
24. Q. to Q. third
25. K. to Kt. second (e)
26. R. to Q. B. sq.
27. K. to B. second
28. P. to Q. R. third
29. Q. to Q. Kt. third
30. P. to Q. B. fourth
31. B. takes Kt.
32. K. to Kt. third
33. R. to Q. sq.
34. R. takes Q.

10. K. Kt. to Q. fourth
11. Q. Kt. to K. second
12. K. Kt. to K. sixth (b)
13. Q. Kt. to Q. fourth
14. K. Kt. to K. B. fourth (c)
15. K. Kt. to K. second
16. P. to Q. Kt. third
17. Q. R. to Q. Kt. square
18. B. to Q. Kt. second
19. R. takes Kt.
20. K. Kt. to K. B. fourth
21. B. takes Kt.
22. R. to Q. B. second
23. K. P. takes B.
24. Q. to Q. R. sq.
25. K. R. to Q. B. sq.
26. R. to K. sq.
27. R. to K. fifth
28. Q. to Q. B. third
29. K. to K. B. sq.
30. Kt. to K. sixth
31. P. takes B. (check)
32. Q. to Q. third
33. P. to K. seventh
34. P. Queens (ch.) & wins (f).

Position after Black's 24th move.

BLACK.



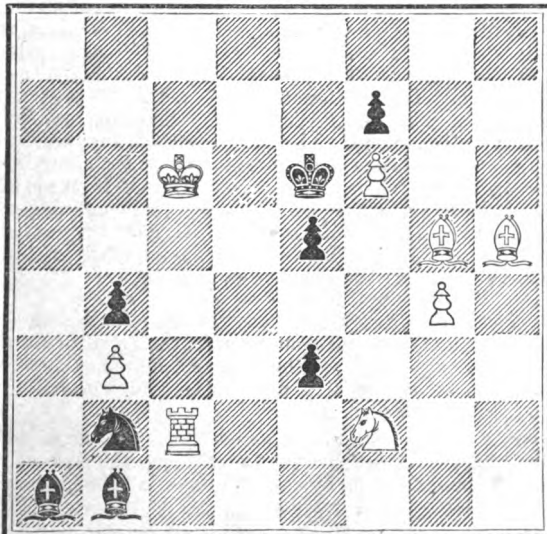
WHITE.



to be held at Bristol on Monday, March 10th, when it is expected that many of the Bath amateurs will be present. A telegraphic match between these clubs and the St. George's Club, London, will take place on Wednesday, March 14th, commencing early in the afternoon, so as to allow, if possible, of the conclusion of the games the same evening. On Thursday, March 15th, a meeting will commence at Bath, when many members of the Bristol Club will, it is hoped, return the friendly visit of their neighbours. A *soiree* at the Assembly Rooms, on Saturday, will wind up the proceedings. Mr. Lowenthal has been invited to be present during the week, and will superintend the arrangements of the telegraphic match.

**NEW YORK CHESS CLUB.**—A tourney has been commenced at this club on a somewhat novel plan, in which eighteen players have entered the lists. They were divided into three classes, according to their strength, the antagonists for the first round in each class being determined by lot. One game decides the fate of each pair, and lots are again drawn, until only one player in each class remains. A system of odds is then agreed upon between the different classes, and the contest proceeds to its conclusion. The following were the entries:—First class: Capt. Mackenzie *v.* C. H. Stanley, Dr. Burnett *v.* H. T. Worrall, Thompson *v.* Zerega, Johnson *v.* Belcher. Second class: De Trovriand *v.* Dill, Graves *v.* Martinez, Graham *v.* Ward. Third class: Arietta *v.* Gilbert, Schultz *v.* Young. Since writing the above we learn that Messrs. Mackenzie, Thompson, Belcher, Dill, Ward, and Arietta have respectively defeated their opponents.

No. 70. By T. SMITH, Esq.  
BLACK.

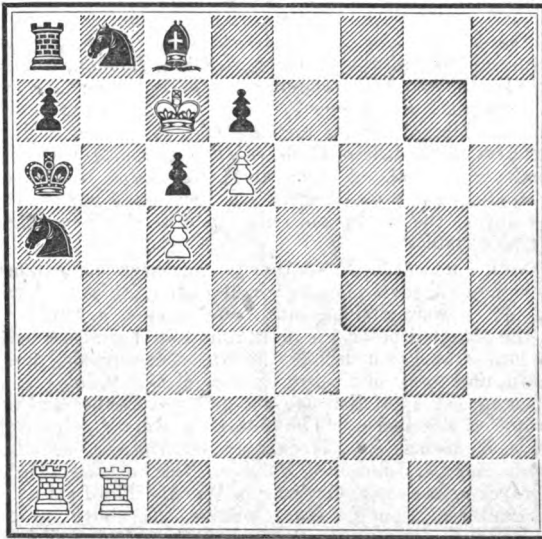


WHITE.

White to play, and mate in five moves.

No. 71. By Dr. CONRAD BAYER.

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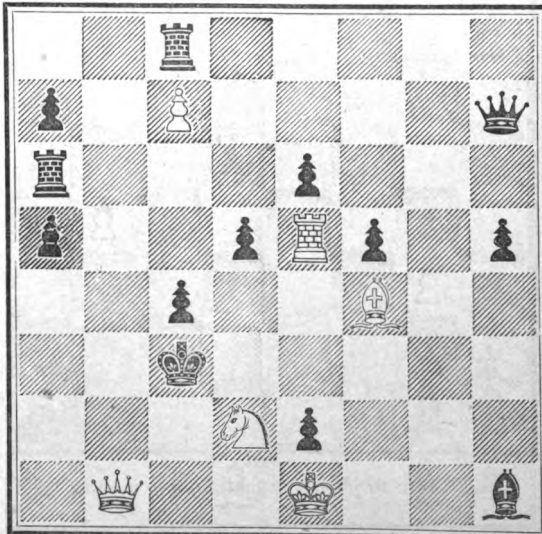


WHITE.

White to play, and mate in eight moves.

No. 72. By Dr. CONRAD BAYER.

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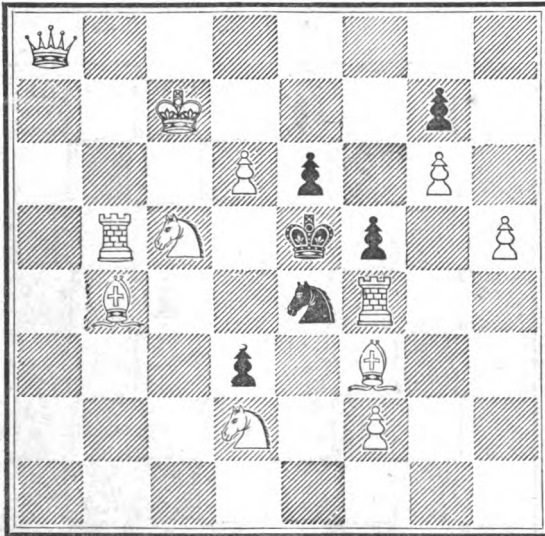


WHITE.

White to play, and mate in five moves.

No. 73. By Mr. J. A. GRAVES, of Brooklyn.

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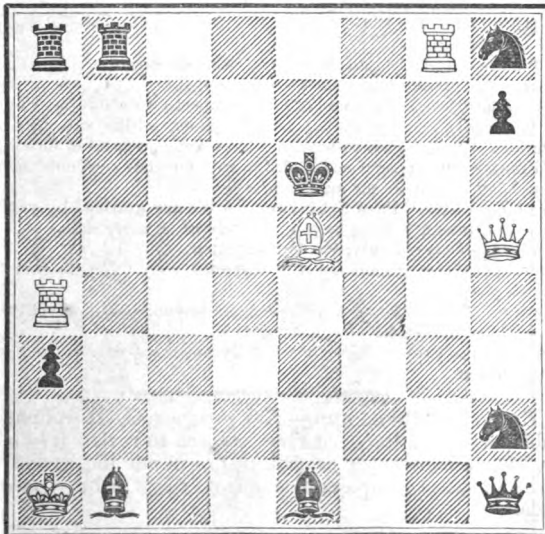


WHITE.

White to play, and mate in two moves.

Chess Study No. 13, "The Whirligig." By W. T. PIERCE. Esq.

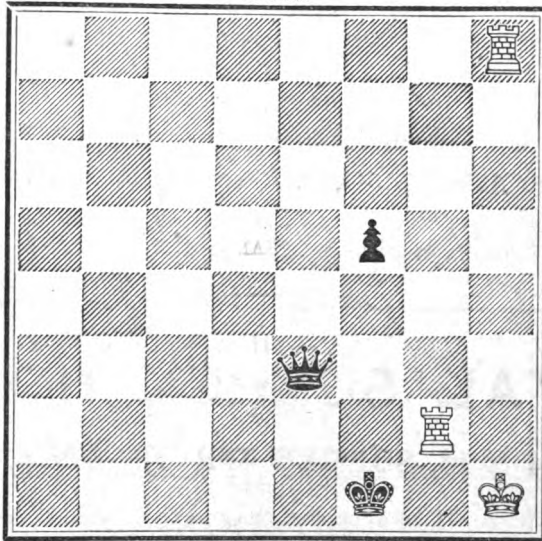
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WHITE.

White to move, and draw.

Chess Study No. 14. By Herr KLING.  
BLACK.



WHITE.

White, playing first, can draw.

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ANSWERS TO CORRESPONDENTS.

- J. W. (Huddersfield).—Your communication has been received, and the enclosed letter forwarded to its destination.
- J. J. W. (City of London Chess Club).—We feel ourselves perfectly satisfied with your explanation.
- Dr. F.—We are extremely grateful for your kind promise.
- J. P. (Paris).—A private letter has been forwarded.
- C. W. (of Sunbury).—A few more of your compositions would be acceptable.
- F. R. D. (Malvern).—Many thanks for the game, which will receive our best attention. We are glad to hear you have some prospect of forming a club.
- W. W. (Eton).—Our grateful acknowledgments for your continued favours. The games shall appear in our next impression.
- F. T. (Secretary of the "Pesti Sakk-kor").—We are gratified by your communication, and intend writing to you privately at an early date.
- T. L. (Dublin).—Delayed only, but not forgotten.
- G. (Sheffield).—Many thanks for the corrected copy. As to your query—five minutes per move.
- E. T. (Bath).—We look forward with pleasure to your promised contributions.
- W. C. G.—Many thanks for your contribution.
- F. W. (Howard College).—We have severally answered your various questions by private letter.

---

MR. HEALEY'S PROBLEMS.—This long-expected volume has just been published. We have not time or space to review it in our present number, but we hope to do it full justice in our impression for April. The genius of such a composer demands no slight or hasty recognition at our hands.

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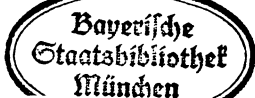
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THE  
Chess Player's Magazine.

---

“BLACKWOOD” ON CHESS.

CHESS labours under a greater disadvantage than any other pastime—the disadvantage of not being generally understood. Even that brilliant creature, the novelist of modern days, who is supposed to comprehend all things from Divinity to the Derby, seems incapable of grasping the mystery of the chequered field. Worse still, when the novelist philosophises, and delivers himself of his opinions on that great and comprehensive subject, “Things in General,” his incisive wit and keen powers of observation avail him but little when levelled against the Game of Games.

The brilliant essayist of *Blackwood's Magazine*, who once revelled in what may most fitly be designated the “rollicking” school of fiction—who told a good story, and told it well; whose hero comes down to morning parade with the soot of last night's Othello still adhering to his manly countenance; whose bright exemplar's brightest deeds consist in riding wild Irish steeple-chasers over impossible stone walls or equally impracticable water jumps—has lately taken it into his head to make a horse, foot, and artillery attack on Chess and Chess players.

With an amount of modesty marvellously rare—and therefore most highly to be commended in an Irishman—the essayist admits that he does not “even seek to make converts,” and in almost the next sentence concedes that the “false idols” he “bowls over” are very likely to be set up again. All this is very kind and good humoured of the essayist, but it does not say much for his bowling. After denouncing, as merely possessing a

“mock air of intellectuality,” all players of games, he proceeds to make a most wonderful exception.

We are informed, to our utter amazement, that “Whist is a speciality, and it would be as impossible for a first-rate whister not to be a man of more than average ability, as for a first-rate swimmer not to be endowed with strength and symmetry.

“Next to whist comes picquet, but after a long interval. As for Chess, I hold skill in it very cheaply. Much has been said of the superiority Chess possesses in the absence of all element of chance. It is a trial of skill on such perfectly equal grounds. No question of luck, no disturbing incident of fortune interferes.

“Now, it is exactly in this very positiveness I declare Chess to be inferior to whist. It is the ‘possible,’ the unknown something of whist that imparts the highest interest to the game, and exercises the most subtle powers of the player.”

Verily this is a new doctrine. Henceforth bid adieu ye abject exact sciences to the proud position ye hold in the minds of men. It is the lucky guesser, the man who succeeds by a “fluke,” who should be honoured in his generation. The clear and accurate reasoner, he who deduces certain positive results from certain given facts, shall henceforth hide his diminished head.

The “unknown something,” the “possible,” may be an attraction from a sensational and gambling point of view, but can scarcely be considered as a desirable addition to an intellectual pastime. Moreover, our experience of whist teaches us that its votaries cling quite as closely to tradition as Chess players, and that the troublesome addition of a partner prevents any of those brilliant outbreaks of originality which so frequently illumine the world of Chess. Again — “There are dealers who have all their wares in the shop-windows; such are the players of games. Whatever they possess of readiness, memory, or address, is at hand, and they display their gifts to the world with all the alacrity and all the insistence of the pedlar. Test any of these people, however, by the rude stern proof of success in some career, and what a sorry figure they cut!

“Who ever met a great Chess player great in any other relationship in life? They are as insignificant as the pianists, if there be anything can vie with these creatures of chords and pedals. Your Chess player is rarely a conversationalist; he is either

morosely silent and repelling, or he is of a mulish obstinacy of temperament, self-opinionated, and reliant on the miserable pre-eminence his skill in his game has bestowed upon him."

It is really wonderful what conclusions the most highly-cultivated men can arrive at when dealing with subjects of which they know nothing!

Innumerable great men have played Chess from Tamerlane to Napoleon. The conquerors and rulers of the earth have revelled in the mimic war. Franklin, the old man of Ferney, and Jean Jacques Rousseau have shown the attraction Chess possesses for minds of the highest order.

But a very short time has elapsed since the world of letters and the world of Chess wept the loss of one subtle brain, merciless in logic, indefatigable in application, calm, studious, patient, and bold—Henry Buckle. Who wrote the *Handbuch*? The acknowledged Chess king of Europe, Heydebrand von der Lasa, the Prussian ambassador at the Court of Denmark. Who beat the best players of Europe at the two great tournaments held in London but Anderssen, Professor of Mathematics at the University of Breslau.

It is not difficult to comprehend why those men who have filled a large space in the world's history have almost invariably played Chess indifferently. It is not that the game is in itself dull, plodding, and humdrum, but that, from the very variety and beauty of its combinations, it requires more time and more single-ness of thought than great soldiers can afford to bestow upon it.

If Napoleon I. had been occupied in mastering the difficulties of Chess he would not have had time to conquer Europe, nor could Frederick the Great have seized Silesia by the help of the Muzio Gambit. All this does not in anywise invalidate the claim of Chess to be considered the queen of all games.

The essayist, to the contrary notwithstanding, it is the very elimination of what he is pleased to designate the "grand element of chance," which constitutes the great attraction of Chess for many minds of the highest order. But it is not enough to denounce the game; its wretched and deluded followers are also held up to derision. They are either "morosely silent and repelling" or "mulishly obstinate." The essayist has been truly unfortunate in not meeting any of the many *good* Chess players who are not

only men of far more than average intellectual attainments, but right cheerful and joyous companions.

But all his ill-humour is easily explained. He cannot play. He has tried to learn; and has found himself stopped, like another famous person, by the elements. He has found himself beaten hollow by persons immeasurably his inferiors in wit, imagination, and conversational brilliancy, and pours forth his vial of wrath upon them accordingly, entirely omitting to do justice to the positive mathematical order of mind necessary to make a good Chess player.

This is grossly unfair, and it is too much to expect Chess players to listen tamely to a scolding from a clever and amusing novelist, who is angry with Chess because he has never been able to get over the odds of the Rook.

---

## CHESS IN INDIA.

### LETTER III.

TO THE EDITOR OF THE "CHESS PLAYER'S MAGAZINE."

Sir,—I remarked in a former letter, which you did me the honour to publish in your periodical, that I was not fortunate enough, during a residence of some years in India, to meet with more than two Chessplayers of first-rate ability. Of the Bareilly champion, Lek Raj, I have already given a brief notice; permit me to follow it with a short account of Hurri Ramchunder, the best player of Poona.

Hurri Ramchunder is employed at a small salary under Government as teacher in a school. Though a Brahmin by caste, he is almost wholly ignorant of English—a fatal disqualification in the present day for rising in the world to any native servant of Government. He has, nevertheless, a very high reputation as a mathematician, and I have heard him rated by an excellent judge as one of the best astronomers in the Bombay Presidency. That a close relation of some sort exists between mathematics and Chess is indeed well known, and probably no player ever contested a game with a Cambridge wrangler without being convinced that his opponent was at least possessed of great natural aptitude for Chess.

For some time past Hurri Ramchunder, now about forty-five years of age, has been generally esteemed the most skilful Chess-player of Western India. This distinction he owes in some degree to his having defeated a famous player of Baroda; but his excel-

lence in the game he himself ascribes mainly to his teacher, a venerable Brahmin of Poonah, recently deceased at an advanced age.

I had the pleasure of contesting a long series of games with Hurri Ramchunder, both at odds and upon even terms. When giving me the heavy odds of Pawn and two moves he made about even games. Giving me Pawn and move, he won about four to one, and he gained (as might be expected) a still larger majority upon even terms. I cannot better conclude this letter than by subjoining the following specimens of his skill :—

Remove Black's K. B. P. from the board.

<i>White.</i> (INDUS.)	<i>Black.</i> (HURRI RAMCHUNDER.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. B. fourth
3. B. to Q. B. fourth	3. P. takes P.
4. Kt. to K. B. third	4. B. checks
5. P. to Q. B. third	5. P. takes P.
6. Kt. takes P.	6. B. takes Kt. (check)
7. P. takes B.	7. Q. to Q. B. second
8. Q. to Q. third	8. Kt. to Q. B. third
9. Castles	9. K. Kt. to K. second
10. B. to Q. R. third	10. Castles
11. Q. R. to Q. square	11. R. to K. square
12. B. to Q. Kt. third	12. Q. to K. B. fifth
13. B. to Q. B. second	13. Kt. to K. Kt. third
14. Q. B. to his square	14. Q. to K. Kt. fifth
15. P. to K. R. third	15. Q. to K. R. fourth
16. Kt. to K. R. second	16. Q. Kt. to K. second
17. P. to K. B. fourth	17. P. to Q. fourth
18. P. to K. fifth (a)	18. Kt. to K. B. square
19. P. to K. Kt. fourth	19. Q. to K. B. second
20. Kt. to K. B. third	20. P. to K. R. third
21. Kt. to K. R. fourth	21. P. to Q. R. fourth (b)
22. P. to K. B. fifth	22. P. takes P.
23. P. takes P.	23. Kt. to Q. B. third
24. P. to K. sixth	24. Q. to K. R. fourth
25. P. to K. B. sixth (c)	25. P. takes P.
26. R. takes P.	26. R. takes P.
27. R. takes Kt. (check)	27. K. takes R.
28. R. to K. B. square (check)	28. K. to his square
29. Q. to K. R. seventh	29. Kt. to K. second
30. B. to Q. R. fourth (check)	30. K. moves
31. Q. to K. R. eighth (ch.) (d)	31. K. moves
32. B. to K. B. fourth (check)	32. K. to Kt. third
33. R. to Q. Kt. square (check)	33. K. to R. second

- |                                     |   |
|-------------------------------------|---|
| 34. Q. to Q. fourth (check)         | 34. P. to Q. Kt. third                    |
| 35. B. to Q. B. seventh             | 35. R. to Q. Kt. square ( <i>e</i> )      |
| 36. B. takes R. (check)             | 36. K. takes B.                           |
| 37. R. takes P. (check)             | 37. K. to R. square                       |
| 38. R. to Q. Kt. fifth ( <i>f</i> ) | 38. R. to K. eighth (check)               |
| 39. K. to R. second                 | 39. Q. to K. fourth (check)               |
| 40. Q. takes Q.                     | 40. R. takes Q.                           |
| 41. R. takes P. (check)             | 41. K. to Kt. square                      |
| 42. Kt. to K. B. third              | 42. R. to K. seventh (check) ( <i>g</i> ) |
| 43. K. to Kt. third                 | 43. R. takes P.                           |
| 44. R. to Q. Kt. fifth (check)      | 44. K. to B. second                       |
| 45. B. to Q. Kt. third              | 45. R. to Q. Kt. seventh                  |
| 46. Kt. to Q. fourth                | 46. R. to Q. seventh                      |
| 47. B. takes P.                     | 47. Kt. takes B.                          |
| 48. R. takes Kt.                    | 48. R. to Q. sixth (check)                |
| 49. K. to B. fourth                 | 49. R. takes K. R. P.                     |

Drawn game.

NOTES.

- (*a*) Q. to Q. Kt. fifth is also a good move.  
 (*b*) The best move on the board, opening a square for the Q. R.  
 (*c*) This is perhaps premature, yet it certainly looks like a winning line of play.  
 (*d*) This is much better than checking with Rook.  
 (*e*) Checking with Queen would be inferior.  
 (*f*) Better than exchanging Rooks.  
 (*g*) This game abounds throughout with critical and perplexing situations for either player.

Remove Black's K. B. P. from the board.

*White.* (INDUS.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. P. to Q. fourth
4. P. to K. fifth
5. P. to K. B. fourth
6. Kt. to K. B. third
7. P. takes B.
8. B. to Q. third
9. P. to Q. B. fourth
10. B. to K. fourth
11. Castles
12. P. to Q. fifth (*b*)
13. B. to Q. R. third
14. Q. B. takes Kt.
15. B. takes R.
16. B. to K. R. fourth
17. B. to K. Kt. third

*Black.* (HURRI RAMCHUNDER.)

1. P. to K. third
2. Kt. to Q. B. third
3. Q. to K. B. third (*a*)
4. Q. to K. B. second
5. B. to Q. Kt. fifth
6. B. takes Kt. (check)
7. P. to K. R. third
8. K. Kt. to K. second
9. P. to Q. Kt. third
10. B. to Q. Kt. second
11. Castles (Q. R.)
12. Q. Kt. to his square
13. P. takes P.
14. P. takes B.
15. P. takes Kt.
16. Q. takes K. B. P.
17. Q. to K. sixth (check)

- |   |  |
|---|--|
| 18. R. to K. B. second                  | 18. P. takes P.                            |
| 19. Q. to Q. third                      | 19. Q. to Q. B. fourth                     |
| 20. R. to Q. square ( <i>c</i> )        | 20. R. to K. square                        |
| 21. Q. to K. Kt. sixth                  | 21. R. to K. second                        |
| 22. B. to K. R. fourth                  | 22. R. takes P.                            |
| 23. Q. takes K. Kt. P.                  | 23. B. to Q. B. third                      |
| 24. Q. takes R. P.                      | 24. K. to Kt. second                       |
| 25. B. to K. B. sixth.                  | 25. R. to K. seventh                       |
| 26. Q. to K. B. fourth                  | 26. R. to K. fifth                         |
| 27. Q. to Q. second                     | 27. R. takes P.                            |
| 28. P. to Q. B. third                   | 28. P. to Q. third                         |
| 29. B. to Q. fourth                     | 29. Q. to K. R. fourth                     |
| 30. Q. to Q. third                      | 30. R. to Q. R. fifth                      |
| 31. R. to K. square                     | 31. Kt. to Q. second                       |
| 32. Q. to K. second                     | 32. Q. to K. R. fifth                      |
| 33. Q. to K. seventh                    | 33. R. takes B. ( <i>d</i> )               |
| 34. P. takes R.                         | 34. Q. takes Q. P.                         |
| 35. Q. to K. third                      | 35. Q. to K. R. fifth                      |
| 36. Q. to K. B. fourth                  | 36. Q. to K. R. fourth                     |
| 37. Q. to K. B. fifth                   | 37. Q. to K. R. fifth                      |
| 38. Q. to K. B. fourth                  | 38. Q. to K. R. sixth                      |
| 39. Q. to K. third                      | 39. Q. to K. R. fourth                     |
| 40. Q. to K. second                     | 40. Q. to K. R. fifth                      |
| 41. Q. to K. seventh                    | 41. Q. to Q. Kt. fifth                     |
| 42. P. to K. R. fourth                  | 42. Q. to K. Kt. fifth                     |
| 43. Q. to K. Kt. fifth                  | 43. Q. to K. R. sixth                      |
| 44. R. takes P.                         | 44. Kt. to K. fourth                       |
| 45. R. takes Kt.                        | 45. P. takes R.                            |
| 46. Q. to K. Kt. third                  | 46. Q. to K. B. fourth                     |
| 47. Q. to K. Kt. fifth                  | 47. Q. to Q. Kt. eighth (check)            |
| 48. K. to R. second                     | 48. B. takes R.                            |
| 49. Q. takes B. (check)                 | 49. P. to K. fifth                         |
| 50. P. to K. R. fifth                   | 50. P. to Q. B. third                      |
| 51. P. to K. R. sixth                   | 51. P. to K. sixth                         |
| 52. Q. to K. Kt. seventh ( <i>ch.</i> ) | 52. K. to R. third                         |
| 53. P. to K. R. seventh                 | 53. P. to K. seventh                       |
| 54. P. Queens                           | 54. P. Queens                              |
| 55. Q. to Q. B. eighth (check)          | 55. K. to Kt. fourth                       |
| 56. Q. to K. Kt. fifth (check)          | 56. P. to Q. B. fourth                     |
| 57. Q. to Q. seventh (check)            | 57. K. to R. third                         |
| 58. Q. to Q. B. eighth (check)          | 58. K. to R. fourth                        |
| 59. Q. to K. Kt. second ( <i>f</i> )    | 59. Q. to K. R. fifth (check)              |
| 60. Second Q. covers                    | 60. Q. takes Q. (check)                    |
| 61. K. takes Q.                         | 61. Q. to K. R. 2nd ( <i>ch.</i> ) & wins. |

## NOTES.

(*u*) Though rarely adopted at these odds, this move affords the defence considerable resource.

(b) This combination wins the exchange, but at the expense of two valuable Pawns.

(c) This confines the Knight, and is much stronger than R. to K. square.

(d) An excellent stroke of play. By giving up a second exchange Black is enabled to win the game.

(e) From this point Black seems to have a forced won game.

(f) It very seldom occurs in actual play that there are four Queens (as here) on the board at the same time.

I remain, Sir, yours, &c.,

London, March 22, 1866.

INDUS.

#### HUDDERSFIELD CHESS CLUB,

March 6th, 1866.

TO THE EDITOR OF "THE CHESS PLAYER'S MAGAZINE."

Dear Sir,—It is with some reluctance that I trespass on your valuable space, but as the statement put forward in your last number by the Sheffield Athenæum Chess Club respecting the Huddersfield Club is not altogether correct, perhaps you will allow me briefly to lay the facts of the case before your readers.

In the winter of 1864 the Huddersfield Chess Club received a challenge from the Sheffield Club to contest a friendly home-and-home match. The distance between the two towns—some thirty miles—and the corresponding expense, in addition to the inability of the Sheffield Club to play the match on a Saturday, which day is in this neighbourhood a half-holiday, were all felt to be serious obstacles in the way, but we waived them all, played the match, and won by a large majority.

Some few months ago we received another challenge to play a return match on similar conditions to the former. We replied that we should be very glad to play them again, with some modification of the terms. In the first match we were enabled to enter the field with as many as twelve players. Owing to losses which the club had sustained, and other causes, we were now unable to muster so strongly, but we offered to play the *same number of games* as in the previous match, by the six best players of each club, meeting at both towns, the total number of games to be added together.

The Sheffield Club, as they had a perfect right to do, refused to accept this modification of the terms, and so the match fell to the ground; and I leave it to your readers to decide whether the Sheffield Club is justified in now saying unreservedly, and without any explanation, that "the Huddersfield Club had declined to accept their challenge."

The rule we have always acted upon in club matches has been for the club of the smaller town to fix the number of players,

and, I ask, is it reasonable to expect the club of a small town like Huddersfield to be able at all times to rival in point of numbers the club of a town four or five times its size.

Since 1856 the Huddersfield Chess Club has contested no less than twelve matches with the clubs of Bradford, Holmfirth, Leeds, Sheffield, and Wakefield, and has been successful in winning eight and drawing one. I believe I am correct when I further state that during this time none of these clubs have ever entered the lists against each other, or in other words, whenever any of these clubs have been engaged in a match, Huddersfield has been one of the contending parties. The now flourishing West Yorkshire Chess Association, too, was originated at a meeting of the Huddersfield Club in 1856. From these facts, and others I might name, I think it will appear that we have done our share at Huddersfield in keeping up the "sacred fire" of Chess; and, although we have recently lost several of our experienced players, we have the satisfaction of knowing that they have allied themselves with other clubs, and are doing good service to the cause of Chess in other parts of the country.

We have lately had accessions of young and very promising players to our ranks, and I trust, Mr. Editor, you have not yet heard the last of the Huddersfield Chess Club.

I remain, dear Sir, yours very truly,

JOHN WATKINSON.

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### THE CHESS CONGRESS OF 1866.

OUR readers will learn with satisfaction from the account of the meeting of the British Chess Association, which we publish at p. 107, that a congress of Chess players will be held in London on the 18th of June next. It remains for all amateurs throughout the kingdom, and especially the secretaries of provincial clubs, to do their part in rendering the meeting of the present year as successful as that of 1862.

After what we have urged in former pages it will not be needful for us to say much on the importance of placing the Association on a more permanent basis. This is indeed generally conceded. The organisation, originally designed for a local gathering, was felt in 1862 to be inadequate to the enlarged requirements of a national association. The four years which have since elapsed, while bringing with them a considerable addition to the Chess community, bear manifest witness to the need which exists for an institution which, without supplanting or competing with Chess clubs, will be a representative of them all, a sort of parliament wherein the general body of players can, when occasion arises, act

in concert, and carry out their designs for the common benefit. This point was well handled by Lord Lyttelton, in his address to the recent meeting. "The time," he said, "seemed to have arrived when the meetings of the Association, hitherto only held at uncertain intervals, should be definitively fixed to take place at stated periods. The plan," he went on to say, "which he submitted to the meeting, would manifestly tend not only to render the Association a permanent centre of Chess, but also to diffuse the influence of the game more widely throughout the country, in every class of the community." It may indeed be hoped that the Association will in time become a truly national institution.

Nothing, we believe, could contribute more to ensure the stability of the Association than the resolution passed by the late meeting, that a congress should be held in London every alternate year, and that a general meeting for the transaction of business should be held in London every year. The first enactment secures a contest of skill between some of our finest proficient at least once in two years, while the second provides for the due representation of public opinion, and makes it imperative that the business of the society be transacted with method and regularity. The next resolution places beyond all doubt the anxious wish of the meeting to give all possible consideration to the country players. It declares that in each year in which no congress is held in London a congress shall be held in some provincial town where there is a local Chess club, if in the opinion of the managing committee for the year the state of the finances and condition of the Association render it desirable. To have resolved absolutely on holding a meeting every other year in the provinces would clearly have been imprudent, as so much must depend on the funds at the disposal of the committee. But we are certain that whenever circumstances enable them to do so they will gladly avail themselves of the opportunity. The impartiality, moreover, of the managing committee is guaranteed by the fact that more than half the gentlemen composing it are influential members of provincial clubs.

A noteworthy feature in the approaching congress is the intended presentation of challenge cups. Those who reflect how much similar honorary distinctions have done for nearly all our national amusements must agree with the committee that they will greatly tend to promote the cultivation and enlarge the popularity of the game.

We may be pardoned if we remember with pleasure that we were the first to call public attention to this mode of giving a new interest to our friendly contests. In addition to the cups, the committee intend, we believe, to offer handsome prizes in money to the successful players.

Nor have our ingenious friends, the problematists, been for-

gotten. A problem tournament, with liberal prizes, forms part of the programme. The great merit of the positions sent in for competition in 1862 has been universally acknowledged. May the present season be equally auspicious.

It has also been agreed that a "Book of Transactions" shall be published, under the sanction of the committee. It will include a full account of the proceedings of all the meetings of the Association, together with all games played and problems sent in at the same. It will further contain a "Chess Directory," whereby the address of any player, English or foreign, who will kindly forward it to the committee, may be at once ascertained.

We cannot refrain from expressing our satisfaction that the "Book of the Congress" (containing as it does that code of laws and that report of the proceedings of the congress which have been so bitterly and unfairly attacked by some of our contemporaries) has received at length the emphatic approval and sanction of the British Chess Association.

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## BRITISH CHESS ASSOCIATION.

### GENERAL MEETING.

A most influential and important meeting of the members of the British Chess Association took place at the rooms of the St. George's Club, on Tuesday, the 6th March. There were present Lord Lyttelton (in the chair), Lord Cremorne, Lord Walden, Sir John Trelawney, Bart., Sir Theophilus Metcalfe; the Revs. G. A. MacDonnell, W. Wayte, Salter, and Skipworth; Messrs. Baker, Barber, Bourne, Chinnery, Coffey; Captain Cunningham, S. J. Green, Gover, Greenaway, T. J. Hampton, H. S. Kennedy, Harris, A. Jones, Jackson, Lowenthal, Mongredien, H. Mann, Medley, Mongredien, jun., Sich, Slous, Stewart, N. Strode, Taylor, Young, &c. A letter was received from Captain H. A. Kennedy, expressing his regret at being unable to attend.

Lord Lyttelton opened the proceedings by reading the minutes of the last General Meeting, which were then confirmed. He then made some remarks on the important objects which had led to the propositions which he was about to lay before the meeting, in doing which, he said, he could not help observing that the proceedings of the Association had been commented on in some quarters, and by writers sometimes giving their names, sometimes not, with a degree of bitterness and personality which he was wholly unable to account for. The time, he said, seemed to have arrived when the meetings of the Association, hitherto only held at uncertain intervals, should be definitively fixed to take place at stated periods. Frequent meetings had been held by the Managing Committee, and a scheme had been carefully prepared by them

with a view to placing the Association on a more permanent basis. It might, perhaps, have been desirable to hold a meeting of the Association between their last meeting in 1862 and the present date, but circumstances had, no doubt, rendered it inconvenient. He had himself been requested to take part in a meeting proposed to be held at Redcar during the ensuing summer. It appeared to him, however, that the proposed meeting at Redcar would be likely (though, of course, undesignedly) to interfere with the organisation of the Chess Association, and he had, therefore, declined. The Redcar amateurs, when they drew up their programme, were doubtless ignorant of the intended meeting of the Association. He was about to submit to the meeting a plan which, if they should approve it, would manifestly tend not only to render the Association a permanent centre of Chess, but also to diffuse the influence of the game more widely throughout the country in every class of the community. Before, however, he laid this before them, he would ask them to give their sanction to "The Book of the Chess Congress of 1862." In that work were embodied not only all the Games and Problems resulting from that Congress, but also a full report of all the proceedings of the Congress, together with the code of laws adopted at the last general meeting of the Association.

It was then unanimously resolved that "The Book of the Chess Congress of 1862" is fully sanctioned and approved by the meeting.

The Chairman then read the proposals of the Managing Committee for the reorganisation of the Association as follows:—

(1) "That London be the head-quarters of the Association."—Carried unanimously.

(2) "That the staff be constituted as follows:—A President, and six or more Vice-Presidents, who shall hold office permanently. A Treasurer, an Honorary Secretary, a Manager, and an Auditor; to hold their offices for two years, but to be re-eligible. A General Committee, to consist of not less than thirty, nor more than fifty members, one-third to go out of office in rotation every two years, but to be re-eligible. A Managing Committee, to consist of the President, Vice-Presidents, the Treasurer, the Honorary Secretary, the Manager, and ten other members chosen from the General Committee; four to be a quorum, and the Chairman to have a casting vote."

Upon the resolution respecting the Vice-Presidents,

Mr. Young moved as an amendment—"That the word 'six' be struck out, and the word 'three' substituted."—Carried.

Mr. Young then proposed, and Mr. Harris seconded—"That all the officers of the Association should be appointed for two years only, but shall be re-eligible."—This amendment was also carried.

Lord Cremorne proposed, and Mr. Mongredien seconded, a re-

solution—"That a General Meeting (for the transaction of business) should be held every year in London, and that a Congress should be held in London every alternate year."—This was agreed to.

A long conversation then took place as to the advisability of holding a meeting of the Association in the provinces (for the purpose of play) in those years when no Congress would take place in London.

Mr. Skipworth took the opportunity of explaining a misapprehension which had arisen in regard to the intended meeting at Redcar. It had at first, he said, been contemplated to invite the members of the Association to Redcar, but when it was found that this might interfere with the arrangements of the Association, the Redcar committee, of course, abandoned their design, confining their plan to a provincial gathering. Ultimately, on the suggestion of Lord Lyttelton, the following resolution was passed:—

"That in each year in which no Congress is held in London a Congress be held in some provincial town, where there is a local Chess Club, if, in the opinion of the Managing Committee for the year, the state of the finances and condition of the Association render it desirable."

The other resolutions embodied in the report of the Managing Committee were passed without opposition.

Lord Cremorne then moved that Lord Lyttelton be chosen President of the Association. He paid a high tribute of respect to the ability and energy previously manifested by Lord Lyttelton in that capacity, and the great interest he had ever taken in the welfare of the Society. The proposal was seconded by Lord Walden, and carried by acclamation.

Lord Lyttelton briefly returned thanks, and expressed his intention to do all in his power to promote the benefit of the Society.

The following gentlemen were then elected Vice-Presidents;—Lord Cremorne, Lord Walden, Sir John Blunden, Bart., Capt. H. A. Kennedy, Mr. A. Mongredien; and the following were chosen as officers:—Hon. Secretary, Mr. G. W. Medley; Hon. Treasurer, Mr. T. J. Hampton; Auditor, Mr. H. C. Stewart; Manager, Mr. J. Lowenthal.

The following gentlemen were then elected to serve on the General Committee:—Sir A. H. Elton, Bart., Sir J. Trelawny, Bart., Sir C. Rowley, Bart., Sir C. Marshall, J. M. Gaskell, Esq., M.P., M. Wyvill, jun., Esq., M.P., Revs. J. Donaldson, T. Gordon, G. A. McDonnell, J. Owen, C. E. Ranken, D. Salter, G. Salmon, W. Wayte, Capt. J. Hamilton, Dr. J. Freeman, Messrs. T. Avery, T. W. Barnes, S. S. Boden, H. G. Cattley, D. B. Chapman, J. Duncan, M.A., W. J. Evelyn, A. Fonblanque, R. T.

Forster, G. B. Fraser, J. F. Gillam, W. S. Gover, F. E. Greenaway, J. W. Hampton, J. M. Heathcote, A. Jones, S. Newham, H. T. Prinsep, A. G. Puller, J. Rhodes, G. Samuel, M. Sparke, H. Staunton, H. C. Sturt, F. L. Slous, N. W. I. Strode, C. R. M. Talbot, E. Thorold, W. G. Ward, H. Waite, G. Walker, J. W. R. Wilson, T. H. Worrall, and H. T. Young.

The following gentlemen were then chosen to serve on the Managing Com mittee (in addition, of course, to the *ex officio* members :—Rev. W. Wayte, Rev. G. A. M'Donnell, Messrs. N. Strode, H. Waite, Rimington Wilson, A. G. Puller, R. T. Forster, J. W. Hampton, John Baker, and S. Boden.

It was then unanimously agreed that a Congress be held in London, to commence on June 18th, 1866.

Mr. Medley explained that, so far as the matter had been considered by the late Committee, it would be desirable to give a Challenge Cup on that occasion, to be played for by English players only, as the prize of British championship. The cup, of the value of from £30 to £50, in which will be placed the entrance fees of the combatants, in addition to a money prize from the Association. The winner in 1866 to receive the cash, but the cup not to become his property except it be won by him for the second time at the Congress to be held in London in 1868, he, in the meantime, to hold the cup as a trophy, on giving the usual securities. Players intending to compete, to signify the same to the Managing Committee on or before Friday, 1st June, and to pay an entrance fee of £3 3s. The number of games to be played will be fixed by the Committee when they shall have ascertained the number of the combatants.\*

Mr. Mongredien then moved a vote of thanks to Mr. Medley and Mr. Lowenthal for their labours in editing "The Book of the Congress of 1862." He highly eulogised the judgment, tact, and impartiality which they had shown in their difficult and laborious task.

Lord Cremorne, in seconding the motion, said that while he fully endorsed Mr. Mongredien's remarks, he could not but add his own warm appreciation of the patience and industry manifested by the gentlemen referred to.

Lord Lyttelton, in supporting the motion, which was carried unanimously, said he himself intended to propose a vote of thanks to the editors of "The Book of the Congress," if he had not been

\* The Committee will be happy to receive from members special subscriptions towards the cup. Subscriptions received by T. I. Hampton, Esq., Treasurer, St. George's Club, 20, King Street, St. James's; and G. W. Medley, Esq., Hon. Secretary, London Chess Club, Fursell's, Cornhill. Cheques to be crossed London and Westminster Bank. Letters containing remittances to be sent to T. I. Hampton, Esq., as above; all other communications to be addressed to the British Chess Association, Fursell's, Cornhill, London, E.C.

anticipated by Mr. Mongredien. It gave him very great pleasure to support the motion.

A vote of thanks to the noble chairman was then proposed by Mr. Hampton, and carried by acclamation. After which the meeting separated.

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## GAMES.

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### GAME 146.

(*Queen's Bishop's Pawn Opening.*)

*White.* (Mr. RANKEN.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. B. third
4. P. to Q. fourth
5. P. to Q. fifth
6. P. takes Kt.
7. K. to K. second
8. P. takes P.
9. Q. to Q. R. fourth (check)
10. Q. Kt. to Q. second
11. Kt. takes Kt.
12. K. takes B.
13. Q. B. to K. third
14. P. to K. Kt. third
15. Q. R. to Q. square
16. K. B. to Q. third
17. K. B. to Q. B. fourth (*c*)
18. Q. to Q. R. third (*d*)
19. Q. B. takes P.
20. B. takes R.
21. B. takes P. (check)
22. Q. R. to K. Kt. square
23. Q. to K. seventh (*f*)
24. K. to K. square
25. K. to Q. square
26. Q. to K. B. eighth (ch.) (*g*)
27. B. takes Q.
28. Q. R. to K. square
29. K. R. to B. square
30. P. to Q. R. third

*Black.* (Mr. WAYTE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. Kt. to B. third
4. Kt. takes K. P.
5. K. B. to Q. B. fourth
6. K. B. takes P. (check)
7. P. to Q. fourth
8. Q. B. takes P.
9. P. to Q. B. third
10. P. to K. B. fourth
11. K. B. P. takes Kt.
12. Castles (*a*)
13. P. takes Kt.
14. P. to Q. R. fourth
15. Q. to Q. third
16. P. to Q. B. fourth (*b*)
17. K. to R. square
18. Q. to K. third (*e*)
19. P. takes K. B.
20. Q. to K. R. sixth
21. K. to Kt. square
22. R. to Q. square
23. R. to Q. seventh (check)
24. R. to K. seventh (check)
25. Q. to K. B. fourth
26. Q. takes Q.
27. K. takes B.
28. R. takes Q. Kt. P.
29. P. to K. fifth
30. K. to Kt. second

- |                              |                                |
|------------------------------|--------------------------------|
| 31. P. to K. R. third        | 31. R. to Q. R. seventh        |
| 32. K. to Q. B. square       | 32. P. to K. B. seventh        |
| 33. Q. R. to Q. square       | 33. P. to K. sixth             |
| 34. R. to Q. seventh (check) | 34. K. to Kt. third            |
| 35. R. takes B. (h)          | 35. R. to Q. R. eighth (check) |

And White resigns.

#### NOTES.

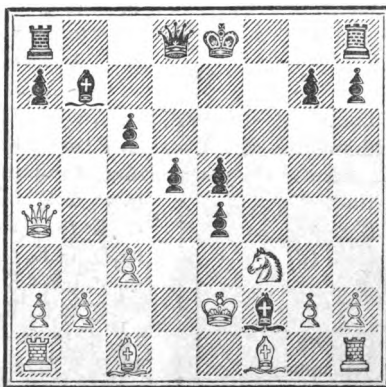
(a) The German *Handbuch* and Staunton's *Praxis* here dismiss the game as favourable for Black. (See, however, some remarks on this point at p. 326 of our last volume.) At his last move White could also, perhaps more advantageously, play 12. Kt. takes P. The following moves, which occurred lately in a game between Mr. Wayte and an eminent player, throw some light on this variation:—

- |  |                          |
|--|--------------------------|
| <i>White.</i> (Mr. —.)                           | <i>Black.</i> (Mr. W.)   |
| 12. Kt. takes K. P.                              | 12. Q. to Q. Kt. third   |
| 13. Kt. to K. Kt. fourth                         | 13. Castles              |
| 14. Q. to Q. Kt. third                           | 14. Q. B. to R. square   |
| (The only move to avoid the exchange of Queens.) | 15. B. takes Kt. (check) |
| 15. P. to K. R. third                            | 16. Q. to Q. B. fourth   |
| 16. P. takes B.                                  |                          |
| 17. R. to K. R. third                            |                          |
| (Fatal. K. to Q. square was the proper play.)    | 17. Q. R. to Kt. square  |
|  | 18. B. to K. Kt. eighth  |
| 18. Q. to Q. R. fourth                           |                          |

and White cannot save the game.

Position after Black's 11th move.

BLACK.



WHITE.

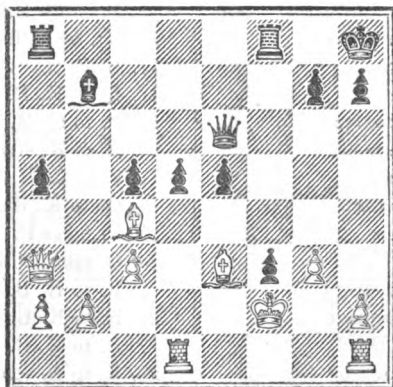
(b) This looks somewhat hazardous, as it exposes the Queen's Pawn to attack.

(c) Before making this move White should have played Q. to K. R. fourth, threatening mate. The Bishop could then be played to Q. B. fourth with greater effect.

(d) By this move White gains a Pawn, but at the same time puts his Queen out of play, and affords his opponent an opportunity of attack, of which he is not slow to avail himself. Had he played instead 18. B. takes Q. P. and 19. P. to Q. B. fourth, Black could have escaped by 19. Q. to Q. B. third, challenging an exchange of Queens.

Position after Black's 18th move.

BLACK.



WHITE.

(e) The key-move of an interesting combination.

(f) The only move to prevent Black checking with Queen at move 25, which would have forced the mate.

(g) This also was compulsory. Black is now *minus* the exchanges, but he has a won game, through the strength of his advanced Pawns and the confinement of his adversary's pieces.

(h) R. to Q. sixth (check) would evidently have been useless.

## GAME 147.

Game played recently at the Brighton Chess Club, by Mr. H. C. Stewart, of the St. James's Club, against one of the leading members.

*(Evans's Gambit.)*

White. (Mr. STEWART.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. P. takes P.
8. Castles
9. B. to Q. third
10. B. to Q. Kt. second
11. P. to Q. fifth
12. P. to K. R. third (c)

Black. (Mr. ———.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. B. fourth
6. P. takes P.
7. B. to Q. Kt. third
8. Kt. to Q. R. fourth (a)
9. P. to Q. third
10. B. to Q. second
11. P. to K. B. third (b)
12. Kt. to K. second

- |   |  |
|---|--|
| <p>13. Kt. to Q. B. third<br/> 14. Kt. to K. second<br/> 15. P. to K. Kt. fourth<br/> 16. R. to Q. B. square<br/> 17. Kt. takes Kt.<br/> 18. K. to Kt. second<br/> 19. P. to K. B. fourth<br/> 20. B. to Q. B. second<br/> 21. P. to K. B. fifth<br/> 22. Q. to K. square<br/> 23. Q. takes Kt.<br/> 24. P. takes P.<br/> 25. Kt. to K. Kt. third<br/> 26. Q. R. to K. square<br/> 27. Q. to Q. B. third<br/> 28. R. to K. R. square (e)<br/> 29. R. takes R.<br/> 30. B. to Q. square<br/> 31. B. to K. R. fifth (check)<br/> 32. B. to Q. B. square<br/> 33. B. takes B.<br/> 34. Q. to K. B. third<br/> 35. K. to B. second<br/> 36. B. to K. Kt. sixth<br/> 37. Kt. to K. second<br/> 38. Q. to Q. B. third<br/> 39. Q. to Q. B. seventh<br/> 40. K. takes R.</p> | <p>13. Kt. to K. Kt. third<br/> 14. Castles<br/> 15. P. to Q. B. fourth<br/> 16. Kt. to K. fourth<br/> 17. B. P. takes Kt.<br/> 18. Q. to K. R. fifth<br/> 19. P. to Q. B. fifth<br/> 20. B. to K. sixth<br/> 21. P. to K. R. fourth<br/> 22. Q. to K. Kt. fourth (d)<br/> 23. P. takes P.<br/> 24. Q. takes P. (check)<br/> 25. R. to K. B. third<br/> 26. B. to K. B. fifth<br/> 27. R. to K. R. third<br/> 28. K. to B. second<br/> 29. P. takes R.<br/> 30. Q. to K. Kt. fourth<br/> 31. K. to B. third<br/> 32. R. to K. Kt. square<br/> 33. Q. takes B.<br/> 34. R. to K. Kt. fourth<br/> 35. P. to Q. B. sixth<br/> 36. Q. to Q. seventh (check)<br/> 37. P. to Q. B. seventh<br/> 38. Q. to Q. eighth<br/> 39. R. to K. Kt. seventh (ch.)<br/> 40. Q. takes R.</p> |
|---|--|

White mates in four moves.

#### NOTES.

- (a) We prefer P. to Q. third at this point.  
(b) This defence is tame, and cannot be pronounced satisfactory.  
(c) This is not sufficiently attacking; Kt. to K. R. fourth would be stronger.  
(d) An unsound sacrifice; by exchanging Queens Black would have had the better game.  
(e) White plays the remainder of the game extremely well.

A match by correspondence is now in progress between the Chess Clubs of New York and Kingston. The games have proceeded far enough to determine the character of each opening, four moves having been played on each side. In the first two games Kingston opened with the Giuoco Piano and the King's Gambit, and the players of New York adopted the Queen's Knight's opening.

## GAME 148.

The following game has been forwarded to us as a contribution to the theory of the Two Knights' Defence :—

(*Two Knights' Defence.*)

*White.* (Mr. RANKEN.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Kt. to K. Kt. fifth
5. P. takes P.
6. B. to Q. Kt. fifth (check)
7. P. takes P.
8. B. to K. second
9. Kt. to K. B. third
10. Kt. to K. fifth
11. Kt. to K. Kt. fourth
12. B. takes B.
13. B. to K. B. third
14. K. to B. square
15. Q. to K. second
16. P. to Q. B. third
17. Q. takes Q. (*b*)
18. P. to Q. Kt. fourth
19. B. to K. second
20. P. takes B. (*c*)
21. B. to Q. R. sixth (check)
22. K. takes P.
23. K. to Kt. square
24. B. to K. B. square
25. Kt. to Q. R. third (*d*)
26. B. to Q. Kt. second (*e*)
27. R. takes R.
28. K. to B. second (*f*)
29. Kt. to Q. B. second
30. B. to K. second

*Black.* (Mr. WAYTE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. Kt. to B. third
4. P. to Q. fourth
5. Kt. to Q. R. fourth
6. P. to Q. B. third
7. P. takes P.
8. P. to K. R. third
9. P. to K. fifth
10. Q. to Q. fifth
11. B. takes Kt.
12. P. to K. sixth
13. P. takes P. (check)
14. Castles
15. B. to Q. B. fourth
16. Q. to Q. sixth (*a*)
17. R. takes Q.
18. K. R. to K. square
19. Q. R. to Q. third
20. Q. R. to K. third
21. K. to B. second
22. Kt. to K. fifth (check)
23. Kt. takes P. at B. fourth
24. Q. R. to K. eighth
25. Kt. to Q. sixth
26. Kt. takes B.
27. R. takes R.
28. R. to Q. R. eighth
29. R. takes P.
30. Kt. from Kt. 7th to B. fifth

And White resigns.

## NOTES.

(*a*) The usual move at this point has been Q. to Q. R. fifth (see p. 16 of our January number, and the notes there). In that case, however, White by playing 17. Q. to Q. R. sixth (check), and 18. P. to Q. fourth, can maintain the advantage of a Pawn, with scarcely any inferiority of position. The counter move in the text has probably hitherto been rejected by analysts, as for the moment it loses a piece; but we believe that Black is sure of recovering more than an equivalent

both in force and position, and that the first player's game is already irretrievably compromised.

(b) This is obviously compelled, in the face of Black's threatened move, K. R. to K. square.

Position after Black's 18th move.

BLACK.



WHITE.

(c) P. to Q. fourth, an apparently good move, would not be so in reality; Black would reply with Q. R. to K. third, with a winning game.

(d) At this point he may also play 25. B. to Q. R. third, with the following result:—

25. B. to Q. R. third

25. Kt. to Q. sixth

26. P. to K. Kt. third

26. K. R. to K. seventh, and wins

(e) Kt. to Q. B. second would have been preferable—*a. g.*,

26. Kt. to Q. B. second

26. R. takes B.

27. R. takes R.

27. Kt. takes R.

28. K. to B. second

28. Kt. takes R. P.

29. B. to K. second

29. R. to Q. third

30. Kt. to Q. fourth, and Black will have great difficulty in extricating his Kt

(f) If Kt. to Q. B. second, Black plays 28. R. to Q. eighth, &c., White's game is lost in its nature—his pieces are so helpless that the Pawns must be cut off in detail.

#### GAME 149.

An Evans' Gambit between the same players. This game is remarkable for the energy and correctness of the defence:—

(Evans' Gambit.)

White. (Mr. WAYTE.)

Black. (Mr. RANKEN.)

1. P. to K. fourth

1. P. to K. fourth

2. K. Kt. to B. third

2. Q. Kt. to B. third

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

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

4. P. to Q. Kt. fourth

4. B. takes Q. Kt. P.

- |                               |                            |
|-------------------------------|----------------------------|
| 5. P. to Q. B. third          | 5. B. to Q. B. fourth      |
| 6. Castles                    | 6. P. to Q. third          |
| 7. P. to Q. fourth            | 7. P. takes P.             |
| 8. P. takes P.                | 8. B. to Q. Kt. third      |
| 9. P. to Q. fifth             | 9. Kt. to Q. R. fourth     |
| 10. B. to Q. Kt. second       | 10. Kt. to K. second       |
| 11. B. to Q. third            | 11. Castles                |
| 12. Q. Kt. to B. third        | 12. Kt. to K. Kt. third    |
| 13. Q. Kt. to K. second       | 13. P. to Q. B. fourth     |
| 14. Q. to Q. second           | 14. P. to K. B. third      |
| 15. K. to R. square           | 15. B. to Q. second        |
| 16. K. Kt. to K. square       | 16. Kt. to K. fourth (a)   |
| 17. Q. R. to Q. B. square (b) | 17. P. to Q. R. third      |
| 18. P. to K. B. fourth        | 18. Kt. takes B.           |
| 19. Kt. takes Kt.             | 19. Q. B. to Q. Kt. fourth |
| 20. P. to K. B. fifth         | 20. Kt. to Q. B. fifth (c) |
| 21. Q. to K. square           | 21. Kt. takes B.           |
| 22. Kt. takes Kt.             | 22. K. B. to Q. R. fourth  |
| 23. Q. to K. B. second        | 23. R. to K. square        |
| 24. Q. to K. B. third         | 24. Q. to K. second        |
| 25. Kt. to Q. B. fourth       | 25. B. takes Kt.           |
| 26. R. takes B.               | 26. P. to Q. Kt. fourth    |

And White resigns.

#### NOTES.

(a) This is a critical moment of the defence, and Black selected, in our opinion, the best move, though P. to Q. R. third might also have been played without danger. Compare p. 271 of our last volume, where the following moves occurred between Professor Anderssen (White) and Herr Neumann (Black):—

- |                           |                            |
|---------------------------|----------------------------|
| 17. P. to K. B. fourth    | 16. P. to Q. R. third      |
| 18. Q. R. to Q. B. square | 17. Q. B. to Kt. fourth    |
|                           | 17. Q. R. to Q. B. square. |

This last move of Herr Neumann's involved an error which, slight as it seems, ultimately lost him the game. His correct play was 18. P. to Q. B. fifth, and 19. P. to Q. B. sixth, the position being the same as in p. 45 of our February number, note (a).

(b) If 17. P. to K. B. fourth, Black equally succeeds in the two main objects of the defence in this and similar positions, viz., bringing the Q. Kt. into play and preventing his opponent from establishing a Kt. at K. sixth. The following moves occurred in another game between the same players:—

- |                              |                         |
|------------------------------|-------------------------|
| 17. P. to K. B. fourth       | 17. Q. Kt. to B. fifth  |
| 18. Q. to Q. B. square       | 18. Q. Kt. takes B.     |
| 19. Q. takes Kt.             | 19. Kt. takes B.        |
| 20. Kt. takes Kt.            | 20. Q. to K. square     |
| 21. Kt. to K. Kt. third      | 21. B. to Q. Kt. fourth |
| 22. R. to K. B. third (best) |                         |

and Black maintains his Pawn, with a good position.

(c) All this series of moves is admirably timed, and exactly in the right order. White is now unable to avert the loss of a second Pawn, and his attack is exhausted.

## CHESS INTELLIGENCE.

## MEETING OF THE BRISTOL AND BATH CHESS CLUBS.

An important meeting of the above societies was held at Bristol on Monday, March 12th. Mr. Lowenthal was present by special invitation, and there was a numerous attendance of amateurs from the surrounding district, besides nearly all the principal players of Bath and Bristol. Many ladies also graced the meeting with their presence. Capt. H. A. Kennedy, the President of the Bristol Chess Club, was prevented by a severe cold, much to the regret of all who knew him, from being present on the occasion. Play was carried on in the large lecture-hall of the Athenæum till a late hour on Monday evening. On Tuesday twenty games were contested simultaneously by Mr. Lowenthal, who was fortunate enough to win eighteen, drawing one, and losing one. The chief interest, however, of the meeting centred on Wednesday, that being the date fixed for a telegraphic match with the St. George's Club, London. Play commenced about half-past four, Mr. Medley acting as umpire in London, and Mr. Lowenthal at Bristol. The adversaries were arranged thus:—

<i>St. George's.</i>		<i>Bristol.</i>	
1. Mr. De Vere		1. Mr Thorold	
2. Mr. Chinnery		2. Mr. Isaacs, jun.	
3. Sir J. T. Metcalfe		3. Mr. Fedden	
4. Mr. Sich		4. Mr. Holloway	
5. Mr. Baker		5. Mr. Franklin	
6. Mr. Salter		6. Mr. Fenton	
7. Mr. Young		7. Mr. Meeker	
8. Mr. Shaw		8. Mr. Gamman	
9. Mr. Hampton	} consulting against }	9. Rev. Mr. Rowley	
Mr. Medley		Mr. Vines	
Mr. Stewart		Mr. Phillips	

Two games only were decided, when it became necessary to break off the contest, Mr. Franklin and Mr. Fedden having won their games, while the rest were given up at midnight as drawn. So far, therefore, the match was in favour of the Bristol representatives, whom we must congratulate on their success against such formidable opponents.

We hope to publish next month some of the games. There was a full attendance at the rooms of the St. George's Club, and there were present, among others, Lord Cremorne, Sir Charles Marshall, Sir Theophilus Metcalfe, Mr. Wyvill, M.P., Mr. Strode, Mr. Fonblanque, Capt. Hamilton, Mr. Forster, Mr. Turner, and Mr. Young. The telegraphic communication was very skilfully managed, and no interruption occurred throughout. We ought to add, that the general success of the arrangements was mainly due to the exertions of Mr. Stewart, in London, and Mr. Berry, at Bristol.

On Saturday evening, the 17th ult., a *soirée* of the Bath Chess Association was held at the assembly rooms, and was attended by a large and selected number of ladies and gentlemen. On Thursday and Friday, the 15th and 16th ult., Mr. Lowenthal played a number of games at the Literary Institution and at the Bath Chess Club against the members. On the Saturday Mr. Lowenthal conducted twenty-eight games simultaneously against as many amateurs, and succeeded in

winning twenty-four, losing only two. On the same evening three gentlemen of Bath, Messrs. Biggs, Cooper, and Fenton, engaged three members of the Bristol club, Messrs. Berry, Meeker, and Selkirk, in a consultation game. The Bristolians adopted the Evans' gambit attack, but were defeated after an interesting contest.

We take this opportunity of stating that the first meeting of the West of England Chess Association will be held next year in Bristol. Owing to the zealous aid of the amateurs of Bath and Bristol, headed by that staunch patron of Chess, Capt. Kennedy, the association promises to become a highly successful institution. With regard to the meeting just held, we will merely add that, as the meeting at Bristol in 1861 was the precursor, and, indeed, in a large degree the author, of the congress 1862, so we hope and believe the recent most agreeable *réunion* in the West is the herald of an equally successful assemblage of Chess players in London in the ensuing summer.

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BRITISH CHESS ASSOCIATION.—MEETING OF THE MANAGING COMMITTEE.—On Saturday, the 17th inst., a Committee Meeting of this Association took place at the rooms of the St. George's Chess Club, 20, King Street, St. James's. Present: Lord Cremorne (in the chair), Messrs. Forster, Hampton, Medley, Mongredien, Waite, and the Revs. Messrs. MacDonnell and Wayte. The minutes of the last meeting having been read and confirmed, Mr. Medley, the Hon. Sec., laid before the meeting the preliminary address and programme for the coming Congress in June. After some discussion both of these were agreed to, and ordered to be printed and circulated amongst the members. The manager of the Association was requested to commence the compilation of a Chess Directory. The meeting was then adjourned to Saturday, the 7th of April next. When the above-named papers shall have been distributed amongst, and perused by, Chess amateurs, they will be enabled to judge of the energy, impartiality, and candour with which the members of this Committee have been actuated in their endeavours to promote the interests of the British Chess Association, which we feel certain they will now be of opinion has been rendered a permanent institution. We are glad to perceive in the programme that a suggestion which we made last year, that a Challenge Cup be offered for competition by British amateurs, has been adopted by the Committee. Biennial meetings of Chess players in the provinces will be encouraged and supported by this Association. We hope, therefore, that our provincial friends will heartily co-operate, and support the London meeting in June.

NORFOLK CHESS ASSOCIATION.—The first annual meeting of this Association will take place, we understand, in May next, in Norwich. The Committee are making great exertions to render their first *réunion* a pleasant and interesting one.

CITY OF LONDON CHESS CLUB.—The annual soiree of this well-conducted club was held at their new room, in Mouffet's Hotel, Newgate Street, on Tuesday, the 6th ult. About forty members and their friends were present. H. F. Down, Esq., President of the club, in the chair. Various toasts having been proposed and responded to, in the course of which the chairman spoke at some length of the advance of the club, and impressed upon the meeting the desirability of continuing in

active operation for the still further developing its influence. A handicapped tournament was arranged. A handsome cup was presented to Mr. Comber, the proprietor of the tavern in which the club used to assemble, as an acknowledgement of the courtesy and attention the members had received from him. The City of London Chess Club is now in the eighth year of its existence, and, from what we learn of the zeal and activity displayed by its members, we are disposed to believe that it will continue to be an agreeable metropolitan *r union*.

A problem tourney, open to all competitors, is in contemplation, which shall be arranged to take place at the approaching London Chess Congress. Problem composers will, therefore, do well to be prepared with their productions, so that they may be able to compete for the prizes which will then be offered.

From New York we learn that the Chess Club tournament has been brought to a close; Capt. Mackenzie, of London, was the victor. The following is the score: First section, Mackenzie won three, Stanley one, drawn two. Second section, Mackenzie won three, Bennett none, drawn one. Third section, Mackenzie won three, Thompson none.

**MATCH FOR THE CHAMPIONSHIP OF THE UNITED STATES.**—It is with great pleasure that we announce to our readers that a match has been definitely arranged by the New York and Philadelphia Chess Clubs, between their respective champions, Mr. G. H. Mackenzie and Mr. G. Reichelm. A proposition to that effect was received here last week, but we refrained from mentioning it, as it was the desire of the parties concerned that no publicity should be given to the affair until its consummation. The proposal of the Philadelphia Club was received with great favour, and the contest being once determined upon, but little trouble was experienced in arranging the preliminaries. It has been agreed that the victory shall consist in the winning of seven games; that neither player is to consume more than an hour upon twelve moves, and that there shall be two sittings each day until the conclusion of the match. This contest promises to be of itself the most interesting that has taken place in this country for years, and will derive additional importance from the fact that it may be looked upon as a trial of arms for the championship of the United States. The proposed match is one in which New Yorkers find themselves possessed, like the unhappy Desdemona, of "a divided duty." Mr. Mackenzie is an Englishman, and, by virtue of a two years' residence, a New Yorker, while Mr. Reichelm is the champion of a city which has often measured swords with our own, but is an American. The contest is, therefore, in some sort, an international affair, Mr. Mackenzie being one of the best of English players, and Mr. Reichelm occupying the first place among American practitioners of the game.—*New York Leader*.

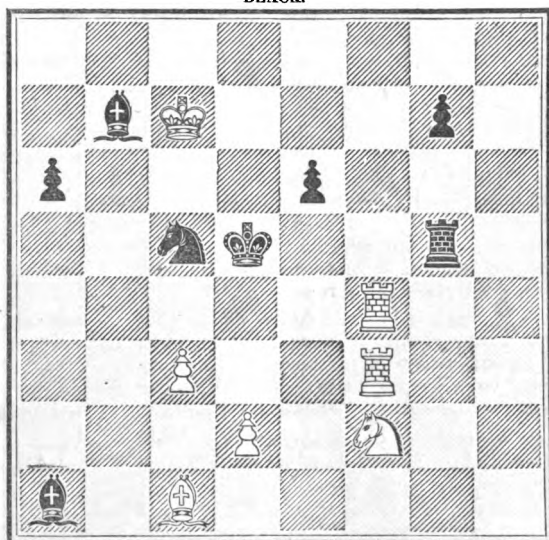
**CHESS IN HUNGARY.**—We have received the gratifying intelligence that a Chess Club has been re-established in Pesth, the metropolis of Hungary, the city whose amateurs distinguished themselves many years back in a match by correspondence against Paris.

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**ERRATA.**—In the last number, page 68, read Mr. Sich's game instead of Mr. Dick's game.

Problem No. 74. By T. SMITH, Esq.

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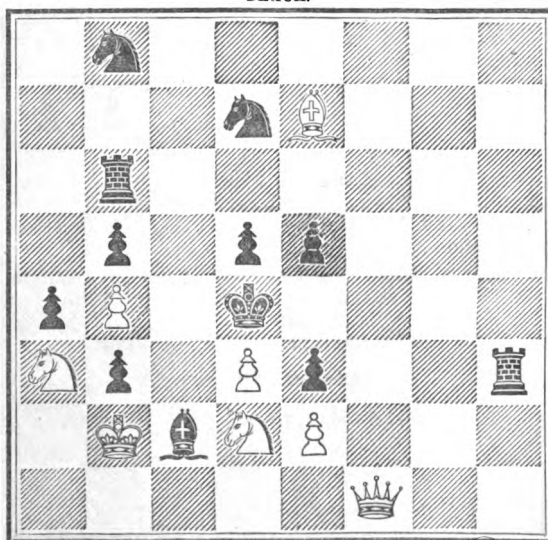


WHITE.

White to play, and mate in five moves.

Problem No. 75. By Dr. ALEXANDER.

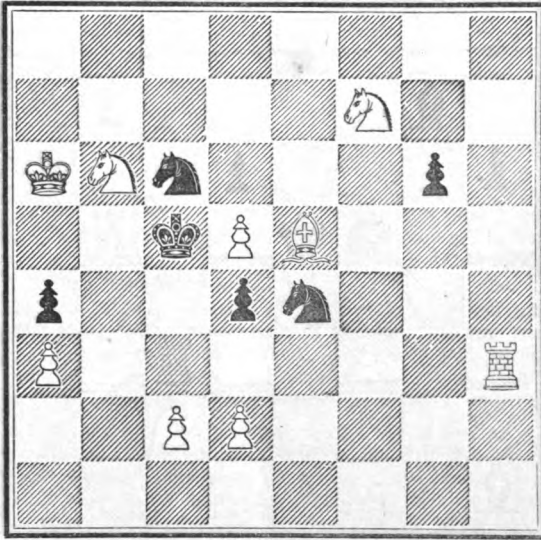
BLACK.



WHITE.

White to play, and mate in four moves.

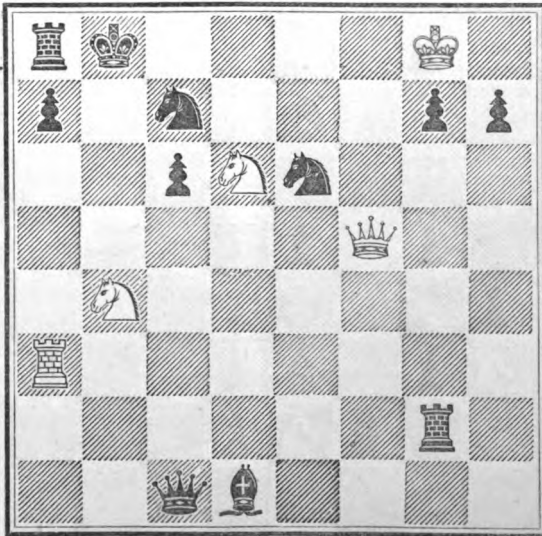
Problem No. 76. By J. J. WATTS, Esq.  
BLACK.



WHITE.

White to play, and mate in five moves.

Problem No. 77. By Herr KOCKELKORN, of Cologne.  
BLACK.



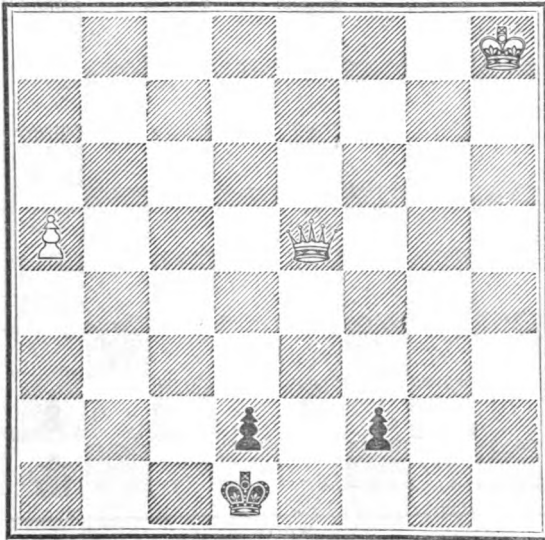
WHITE.

White to play, and mate in three moves.

Chess Study No. 15.

The following interesting position occurred in a game between Mr. W. G. WARD and Mr. LOWENTHAL.

BLACK.

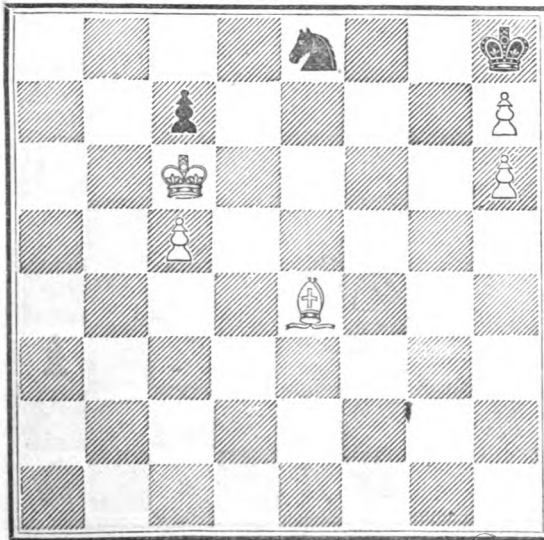


WHITE.

White, having the move, wins.

Chess Study No. 16. By W. T. PIERCE, Esq.

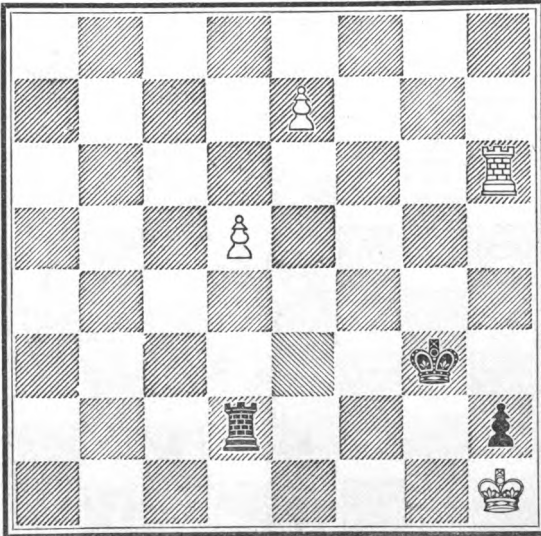
BLACK.



WHITE.

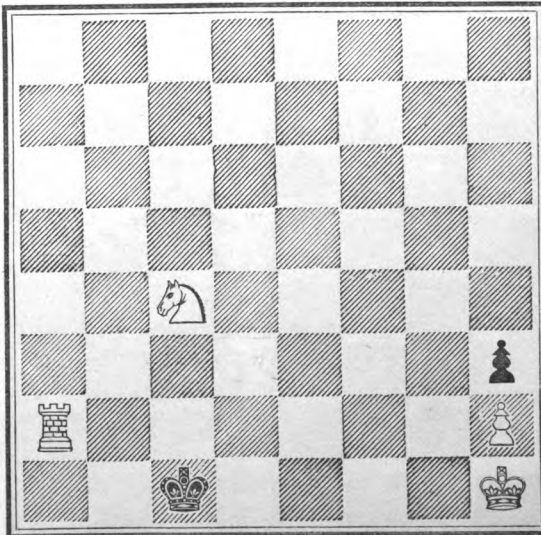
White to move, and win.

Chess Study No. 17.  
Position occurring in play to Mr. WATKINSON.  
BLACK.



WHITE.  
White to move, and win.

Suicidal Problem No. 9. By the Rev. W. WAYTE.  
BLACK.



WHITE.  
White to play, compels Black to checkmate him in six moves.

SOLUTIONS TO PROBLEMS.

No. 64.—By T. SMITH, Esq.

- |                            |                         |
|----------------------------|-------------------------|
| <i>White.</i>              | <i>Black.</i>           |
| 1. R. to Q. B. square      | 1. P. to B. seventh (A) |
| 2. P. to Q. fourth (check) | 2. Kt. takes P.         |
| 3. P. takes Kt. (check)    | 3. K. takes P.          |
| 4. Kt. mates.              |                         |
- (A)
- |                            |                      |
|----------------------------|----------------------|
| 2. P. to Q. fourth (check) | 1. Kt. to Kt. sixth  |
| 3. R. to K. square (check) | 2. K. takes Kt.      |
| 4. R. takes Kt., mate      | 3. Kt. to K. seventh |

No. 65.—By C. W. (of Sunbury).

- |                           |                    |
|---------------------------|--------------------|
| <i>White.</i>             | <i>Black.</i>      |
| 1. R. to K. R. third      | 1. K. takes B. (A) |
| 2. Q. to K. fifth (check) | 2. any move        |
| 3. Q. or R. mates.        |                    |
- (A)
1. P. to K. B. sixth
2. K. to K. sixth, and mates next move.

No. 66.—By the late E. S. BREWSTER, Esq.

- |                                 |                           |
|---------------------------------|---------------------------|
| <i>White.</i>                   | <i>Black.</i>             |
| 1. R. to K. Kt. seventh (check) | 1. R. to Q. fourth (best) |
| 2. R. to K. third (check)       | 2. P. takes R.            |
| 3. Kt. to K. B. sixth (check)   | 3. B. takes Kt. (A)       |
| 4. R. to K. Kt. fourth mate     |                           |
- (A)
3. K. to B. fifth
4. P. to Kt. third mate

No. 67.—By T. SMITH, Esq.

- |                        |                              |
|------------------------|------------------------------|
| <i>White.</i>          | <i>Black.</i>                |
| 1. B. to Q. fourth     | 1. Q. R. to K. eighth (best) |
| 2. B. to K. third      | 2. R. takes B.               |
| 3. Kt. to Q. B. fourth | 3. P. takes Kt.              |
| 4. B. to Q. R. fourth  | 4. Any move                  |
| 5. B. mates.           |                              |

No. 68.—By C. W., of Sunbury.

- |                                |                          |
|--------------------------------|--------------------------|
| <i>White.</i>                  | <i>Black.</i>            |
| 1. B. to Q. fourth             | 1. K. to K. fifth (best) |
| 2. Q. to K. R. seventh (check) | 2. K. takes B. (best)    |
| 3. Q. to Q. third (check)      | 3. Any move              |
| 4. Mates.                      |                          |

No. 69.—By C. W., of Sunbury.

- |                       |                    |
|-----------------------|--------------------|
| <i>White.</i>         | <i>Black.</i>      |
| 1. Q. to Q. B. sixth  | 1. Kt. P. takes P. |
| 2. Q. to Q. R. eighth | 2. Any move        |
| 3. Mates.             |                    |

No. 70.—By T. SMITH, Esq.

*White.*

1. Kt. to K. fourth
2. R. to K. R. second
3. B. to K. Kt. sixth
4. R. to K. R. seventh, and mates next move.

*Black.*

1. Kt. to Q. sixth (A)
2. B. to Q. B. sixth, or any move
3. P. takes B.

(A)

2. P. takes Kt.
3. Kt. to Q. sixth
4. B. takes P. (check)
5. Kt. mates.

1. Kt. to Q. R. fifth
2. B. to Q. fifth
3. P. to K. fifth
4. K. moves

No. 71.—By Dr. C. BAYER.

*White.*

1. K. to Q. eighth
2. K. to K. seventh
3. K. to B. sixth
4. K. to K. fifth
5. K. to Q. fourth
6. K. to B. third
7. K. to Kt. fourth
8. K. takes Kt. or R. takes Kt. (mate).

*Black.*

1. B. to Kt. second
2. B. to B. square
3. B. to Kt. second
4. B. to B. square
5. B. to Kt. second
6. B. to B. square
7. K. or B. moves

No. 72.—By Dr. C. BAYER.

*White.*

1. R. to K. third (check)
2. Kt. to Kt. third (check)
3. B. to K. fifth (check)
4. Q. to Kt. second
5. Q. takes P. or to Q. fourth (mate)

*Black.*

1. K. to Q. fifth
2. P. takes Kt.
3. K. takes R. (A)
4. Any move

(A)

4. R. to B. third (check)
5. Q. takes P. (mate)

3. K. to B. fourth
4. K. anywhere

No. 73.—By Mr. J. A. GRAVES, of Brooklyn.

*White.*

1. Q. to Q. R. fourth
2. Mates accordingly.

*Black.*

1. Any move

## CHESS STUDY.

No. 11.—By HERR KLING.

*White.*

1. K. to Kt. fourth
2. B. to Kt. third
3. K. to B. third
4. B. to B. seventh
5. K. to Q. fourth
6. K. to K. fourth
7. K. to K. B. fourth
8. B. to R. second, and wins.

*Black.*

1. K. to Kt. seventh
2. K. to B. eighth
3. K. to Kt. eighth
4. K. to R. eighth
5. K. to Kt. seventh
6. K. to K. B. sixth
7. K. to Q. fifth (A)

(A)

8. K. to Kt. fifth
9. K. takes P.
10. K. to Kt. fifth, and wins.

7. K. to Kt. fifth
8. K. to B. fourth
9. K. to Q. third

No. 12.—By G. F. RAINGER, Esq., of Norwich.

*White.*

1. R. to K. sixth
2. K. to K. square (best)
3. R. to B. sixth (check)
4. R. to K. sixth, or (A)
5. K. moves
6. R. to K. eighth
7. R. to K. sixth
8. R. to K. B. sixth (check)
9. R. to K. sixth (check)

*Black.*

1. B. to K. B. fifth
  2. B. to Q. B. second
  3. K. to Kt. fifth
  4. B. to Q. R. fourth (check)
  5. K. to K. B. fifth
  6. B. to Q. Kt. fifth
  7. K. to B. sixth
  8. K. to K. fifth
  9. K. to B. fifth, and wins.
- For if R. checks at B. sixth, K. to K. fourth, and, if R. to K. eighth, K. to B. sixth, &c.

(A)

4. R. to K. Kt. sixth (check)
5. R. to K. Kt. second
6. K. to K. B. square (B)
7. R. to R. second
8. R. to Kt. second (check)
9. R. to B. second (check)
10. R. to R. second
11. R. to R. fourth (check)
12. R. to R. second
13. R. to Kt. second

4. K. to K. B. fourth
5. B. to Q. R. fourth (check)
6. B. to Q. seventh
7. K. to Kt. fifth
8. K. to B. sixth
9. K. to K. fifth
10. K. to Q. fifth
11. K. to B. sixth
12. K. to B. seventh
13. K. to Q. eighth, and wins

(B)

6. K. to Q. square
7. R. to K. R. second
8. R. to R. third (check)
9. R. to R. second (check)
10. R. to R. square (check)

6. K. to K. fifth
7. K. to B. sixth
8. K. to B. seventh
9. K. to B. eighth
10. K. to Kt. seventh, and wins.

No. 13, "The Whirligig."—By W. T. PIERCE, Esq.

*White.*

1. R. to K. eighth (check)
2. R. to R. sixth (check)
3. Q. takes R. (check), and draws by perpetually checking on Q. Kt. fifth,

*Black.*

1. R. takes R. (best)
2. R. takes R., or (A.)

K. second, K. R. fifth, and K. eighth.

(A)

3. B. to Q. sixth (dis. check)  
(If 3. K. to K. third, White plays B. to K. fifth, as before),
4. Q. to K. second (check)  
(If 4. K. to to Q. fourth, White checks again at K. R. fifth),
5. Q. to R. fifth (check)
6. B. to K. fifth (dis. check), and the position is the same as at the 2nd move.

2. K. to Q. fourth
3. K. to K. fifth (best)
4. K. to B. fourth
5. K. to K. third

No. 14.—By Herr KLING.

- |  |                         |
|--|-------------------------|
| <i>White.</i>                                      | <i>Black.</i>           |
| 1. R. to K. R. fourth                              | 1. Q. to Q. B sixth (A) |
| 2. R. to K. B. fourth                              | 2. Q. takes R.          |
| 3. R. to K. B. second (check) and draws            |                         |
| (A) If K. play, then R. to Q. R. fourth and draws. |                         |

## SUICIDAL PROBLEM.

No. 8.—By the Rev. W. WATTE.

- |                               |                           |
|-------------------------------|---------------------------|
| <i>White.</i>                 | <i>Black.</i>             |
| 1. B. to Q. Kt. sixth (check) | 1. R. to Q. B. fourth     |
| 2. Q. to Q. sixth (check)     | 2. Kt. to Q. fourth       |
| 3. P. to Q. R. fifth          | 3. P. to K. fifth (check) |
| 4. K. to Kt. fourth           | 4. P. to K. sixth         |
| 5. K. to B. fifth             | 5. P. takes Q. P.         |
| 6. Q. takes Q. P.             | 6. B. takes Q. (mate)     |

## ANSWERS TO CORRESPONDENTS.

- D. F.—The game has come to hand. Many thanks.
- W. G. (Halifax).—Your version of Problem No. 72 is quite correct. We shall communicate with the author. The position you forwarded is excellent, and shall be used.
- G. B. C.—The game was published in the *Era* of the 25th ult.
- DE R.—Many thanks for your courteous consideration.
- C. R. D.—You cannot do better than procure the "Book of the Chess Congress," published by Bohn. It contains the code of laws, as revised by the committee of the British Chess Association, and adopted at a general meeting of the members in 1862.
- C. R.—The Chess library for sale by an American amateur has, we hear, been purchased by an English gentleman for £120. It contained, among other valuable works, a complete file of the *Era* Chess column since its commencement.
- A. M.—The American Congress picture is, we regret to say, out of print, and cannot be procured.
- C. R. (Sheffield).—The move you mention occurred in a game between Boden and Morphy (see "Morphy's Games," Bohn's edition, page 292).
- T. S.—Our grateful acknowledgments.
- J. W.—We shall with pleasure accede to your request.
- W. T. P.—They shall all appear in due course.
- S. D.—You shall hear from us privately.
- BARON R.—Your budget has come to hand. We shall give you our opinion in a private letter.
- NEUE BERLINER SCHACHZEITUNG.—Die Angabe in der *Era*, sich auf Herren Neumann und L. Paulsen bezichend (*Era*, Jan. 7th, 1866), haben wir aus authentischen Quellen—so glaubten wir wenigstens zur zeit—geschöpft. Sollte diese Angabe irgend einer Berichtigung bedürfen, so bitten wir uns selbe einzusenden.
- W. P. (Colchester).—Your solutions of Nos. 71 and 73 are both correct.

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**I**N der general Versammlung der brittischen Schach Association, vom 6<sup>ten</sup> März, 1866, abgehalten im Saint George's Club, London, wurde unter andern Beschlüssen auch dieser gefasst, einen Schach Almanach oder Adressbuch für Schachspieler herauszugeben. Dieses Buch sollte nicht allein auf England und englische Spieler beschränkt sein, sondern die Spieler der ganzen bekannten Welt einschliessen, und in jeder neuen Auflage über die Schach Zustände in den verschiedenen Ländern wo dieses edle spiel cultivirt wird ein Bericht gemacht werden, vorzüglich aber soll dieser Bericht umständlich die ganze Thätlichkeit der Brittischen Schach Association in sich fassen, wie auch die jedesmalige finanzielle Lage dieser Gesellschaft dem Publicum vorlegen. Die Herren Präsidenten und Secretäre der verschiedenen Clubs und Schach gessellschaften sind daher gebeten, Berichte an die brittisch Schach Association sobald als möglich einzusenden. Die Berichte müssen enthalten; den Namen und die Adresse des Clubs oder der Gesellschaft; das datum der Gründung; die Tage der Zusammenkunft; die Namen und Adressen der Officire und des Comites; das datum der jährlichen Versammlung; die Auzahl der Mitglieder; ihre Namen und Adressen, die Namen und Adressen aller bekannten Schachspieler die in den benachbarten Städten oder Dörfern wohnen und die zu keinen Schach gesellschaft gehören. Die Einsendungen müssen adressirt sein "To J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

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## L'ALMANAC DES ÉCHECS.

(THE CHESS DIRECTORY.)

**D**ANS l'assemblée générale de l'Association britannique des joueurs d'échec, qui a eu lieu le 6 Mars, 1866, dans le club de St. George à Londres, il a été décidé de la part du Comité de direction de publier un Almanac ou livre d'Adresses pour les joueurs d'échecs. Ce livre ne sera pas limité dans son contenu aux joueurs d'échecs anglais, mais contiendra autant que possible les noms des joueurs dans toutes les parties du monde, et dans chaque nouvelle édition un rapport, aussi étendu que possible, sera donné sur l'état des échecs dans tous les pays ou l'on cultive ce noble jeu. Un rapport special et complet sera surtout publié, de toutes les transactions de l'Association britannique des joueurs d'échecs. Messieurs les Presidents et Secretaires des cercles d'échecs sont donc priés de vouloir bien envoyer des rapports à l'Association britannique aussi tôt que possible. Ces rapports doivent contenir: Les noms et les adresses des clubs, cercles ou sociétés; la date de leur fondation; les noms et les adresses des officiers et des membres du Comité; les jours de l'anniversaire ou de l'Assemblée générale; le nombre de membres, leurs noms et adresses; les noms et adresses de tous les joueurs d'échecs qui demeurent dans les villes ou villages avoisinants et qui n'appartiennent à aucun cercle d'échecs. Les lettres doivent être adressés à "J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

# L'ASSOCIATION BRITANNIQUE DES ÉCHECS,

## CONCOURS DES PROBLÈMES

EN CONNEXION AVEC

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THE

# Chess Player's Magazine.

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## THE LIMITATION OF TIME.

ECONOMY in the use of time has ever been regarded as a great and indispensable virtue, and, moreover, a valuable element in the achievement of all success. This maxim, we opine, holds equally true with respect to a pastime as well as any other object upon which it is exercised. And, taking that view of the value of time, we will endeavour to show that it bears a direct and important relation to the game of Chess, to its more extensive cultivation, and to a wider interest being taken in its development and success.

Chess may be defined as a game which, more than any other calls forth into exercise the analytical power of the mind. The forethought, deliberation, and study which it involves render it an invaluable agent in developing and maturing the mental faculties; and this duty it discharges by exhibiting the difference of time which two individuals occupy at the same operations, technically termed *moves*. We will simply content ourselves with showing that this is clearly demonstrated in a contest in which genius and talent are opposed in friendly rivalry. Many persons regard genius and talent as mere synonyms, and assert that no real distinction characterises the two terms. However, there does exist a very wide difference, and the true definition, as we believe, consists in regarding genius as innate, while talent is acquired. A poet is a genius: *poeta nascitur non fit*. Study, plodding habit, and determination to succeed, on the other hand, develop talent, but can never result in producing poetry out of an unpoetic nature. Each person, the one a man of genius, the other possessed of

talent, may show an equal aptitude for the game of Chess, but there cannot be a shadow of doubt that there is an essential and an important difference in their method of conducting its operations. The man of genius will master the key of his position with facility, rapidly adopt his line of attack or defence, and abide by his decision, be it right or wrong. The man of talent, however will waste considerable time in study and contemplation; suspecting dangers where none exist, and speculating on hazardous means of improving his ground; and he in his conclusions more often proves erroneous than correct. Nay, we will go farther, and say that a profound thinker, as a rule, is a worse player than he who after a casual but penetrative survey of the battle-field, at the critical moment, resolves on his policy in the engagement.

But to give our remarks a closer application we maintain that, in the interest of Chess players in general, it is highly desirable that no unnecessary delays should take place in a game; and when a player has no choice or alternative, and only a single move left, it is an absolute want of courtesy to his adversary to speculate about future combinations, when he is fully aware that an unavoidable move is his only resource.

It is alleged, and very erroneously, that some minds require more time for making their calculations, but this is refuted by the fact that slow thinking in the game of Chess, from the results arrived at, generally ends in the defeat of those who resort to the practice. After all, what is slow thinking but a mere habit; and if the mind is only tutored to a course of training, enabling it to concentrate its ideas at any given moment, without allowing the imagination to wander at random, the whole evil could easily be obviated. This can be brought into operation without much difficulty or discussion, inasmuch as of late years, in the various Chess clubs in England, the playing of simultaneous games has become a fashion, and the player has, in several instances, some twenty boards or more to go over, without having even a quarter of a minute to determine on his move. And yet, under these circumstances, he is naturally compelled to make his combinations of attack and defence as rapidly, and with almost the same perfection, as if he were sitting over a single board.

It is highly important that our remarks should be clearly understood, and in no way misconstrued. A simple desire to promote

the development of Chess has actuated us in making them, and we believe that our observations bear most materially on the interests of a game which we all so cherish and admire. It is the want of some uniform and universally binding rule, deciding a limit as to the duration of time in the consideration of moves and of games, which has materially tended to diminish and retard its cultivation among the masses. And this seems to us a very opportune moment for reviving the discussion on the subject, as the British Chess Congress will hold its meeting in the metropolis next month, when it can be thoroughly ventilated and finally decided. It is not an innovation, but simply a reform, likely to be more beneficial to the cause than other measures which have lately agitated the Chess-playing world. A rule of a similar nature has been in operation since 1862 in the London Chess Club, dating from the International Chess Congress held in that year, and, in the private matches played under its auspices, it has been found to work admirably. The games possessed more features of interest to the bystanders, many of whom were tyros in the theory of the pastime; and the contests themselves were of a far higher character than the former matches, in which long and indefinite deliberation was allowed.

Those who have pondered well over this question cannot fail to have been surprised at the slow progress which this queenly and philosophical recreation has made in winning its way to general approval in literary, scientific, and mechanic institutions. In this practical age time is regarded of equal value as money; and it cannot, if impartially viewed, seem strange that, as has often been the case, when more than an hour has been expended on a single move, a learner or a mere bystander, uninitiated in its mysteries, lost all interest in the game, and was inspired with a feeling bordering on disgust at the tediousness and unnecessary protraction of a contest. It is generally admitted that a happy medium should exist in all things; and we are at a loss to know why the same observation does not hold good with regard to the limit assigned to deliberation in a game of Chess.

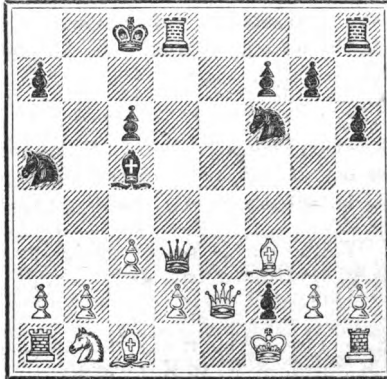
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THE NORFOLK CHESS ASSOCIATION.—The first annual general meeting of this Association will be held in Norwich, on Tuesday and Wednesday, the 8th and 9th of May, 1866. We shall give a detailed report of the proceedings in our June number.

NEW VARIATION IN THE TWO KNIGHTS' DEFENCE.

An interesting novelty has lately been discovered in this opening by the Rev. W. Wayte, to which we desire to call our readers' attention. By the sacrifice of a piece Black appears to obtain the advantage against the best play on the part of White. We give a diagram of the position after Black's 16th move.

BLACK.



WHITE.

White to move.

The previous moves will be found in a game played by Mr. Wayte, given at p. 115 of our last number. Black's 16th move, Q. to Q.'s 6th, on which the variation turns, is the invention of Mr. Wayte, and does great credit to his ingenuity. The game now proceeds as follows:—

- |                         |                        |
|-------------------------|------------------------|
| 17. Q. takes Q.         | 17. R. takes Q.        |
| 18. P. to Q. Kt. fourth | 18. K. R. to K. square |
| 19. B. to K. second     | 19. R. to Q. third.    |

The above are certainly the best moves on either side. White's 18th and 19th moves may, however, be transposed without affecting the result.

20. P. to Q. fourth.

This, we think, is better than 20. P. takes B., which was adopted in the game referred to.

- |   |                              |
|---|------------------------------|
|   | 20. Q. R. to K. third (best) |
| [If, instead, Black take Q. P. with R., the following is the result:— | 20. R. takes Q. P.           |
| 21. P. takes R. (best)  | 21. B. takes Q. P.           |
| 22. P. takes Kt.  | 22. B. takes R.              |
| 23. K. takes P.   | 23. B. to Q. fifth (check)   |
| 24. K. to B. third, and wins]   |                              |

- |   |   |
|---|---|
| 21. B. to Q. R. sixth (check)                         | 21. K. to Q. second (best)  |
| 22. K. takes P. (best)                                | 22. Kt. to K. fifth (ch.) (best)                                  |
| For if he take either piece                           | If he check at Kt. fifth,   |
| Kt. to K. Kt. fifth wins.                             | K. goes to Kt. third, &c.   |
| 23. K. to Kt. square (best), or (A.)                  | 23. B. to Q. Kt. 3rd (best)                                       |
| 24. P. takes Kt.                                      | 24. B. takes P., and Black  |
| has more than an equivalent in position for the piece | given up. Instead of taking the Knight on his last                |
| move White might do better, perhaps, to bring out a   | piece, but Black's game would still be superior:— <i>ex. gra.</i> |
| 24. B. to K. B. fourth                                | 24. P. to K. Kt. fourth   |
| 25. B. to K. Kt. third                                | 25. Kt. takes B.  |
| 26. P. takes Kt.                                      | 26. R. to K. eighth (ch.)   |
| 27. K. to R. second (best)                            | 27. R. takes R. (check)   |
| 28. K. takes R.                                       | 28. R. to K. eighth (check)                                       |
| 29. K. to R. second                                   | 29. B. to Q. B. second  |
| 30. P. takes Kt.                                      | 30. P. to K. R. fourth, and                                       |
| wins. White's moves in this variation are not forced  | but Black, we believe, can always obtain the advantage            |

## A.

- |   |                                  |
|---|----------------------------------|
| 23. K. to K. square. The result is similar, if White play |                                  |
| K. to K. third, or K. to K. second.                       |                                  |
| 24. K. to Q. second                                       | 23. Kt. to K. Kt. 6th (dis. ch.) |
| 25. Q. P. takes B. (or B.)                                | 24. Kt. takes R.                 |
| 26. B. takes Kt.  | 25. Kt. to Q. Kt. second         |
| 27. K. to Q. third  | 26. Q. R. to K. seventh (ch.)    |
| 28. B. to K. third (to save                               | 27. K. R. to K. fifth            |
| mate)   | 28. Q. R. takes B. (check,       |
|   | and wins).                       |

## B.

- |                        |                                 |
|------------------------|---------------------------------|
| 25. P. takes Kt.       | 25. B. to Q. third              |
| 26. P. to K. Kt. third | 26. R. to K. B. third, with the |
|                        | advantage.                      |

The above variations certainly tend to show the soundness of Mr. Wayte's clever move. If, however, we have overlooked any line of play by which White may escape from his difficulties, practice will doubtless soon supply the omission.

---

### CHESS LITERATURE.

*A Collection of Two Hundred Chess Problems.* Composed by F. HEALEY, Esq. Longman and Co., Paternoster Row.

Mr. Healey, long known to the Chess world as one of the most skilful living problematists, has at length complied with a very

general desire that his best compositions should appear in a collected form. This handsome volume includes the Problems to which the prizes were awarded by the committees of *The Era*, the Manchester, the Birmingham, and the Bristol Problem Tournaments. It is appropriately dedicated to Mr. Henry Waite, a gentleman well known for the interest he takes in this important branch of Chess, in which he is himself eminently proficient. It is unnecessary for us to dwell on the conspicuous merits of Mr. Healey's compositions; they are familiar to all who study this interesting department of our art. Nor is it too much to say that they combine the subtilty of D'Orville with the depth of Bolton, while they possess a grace of their own scarcely to be found in either of those eminent artists' productions. Great judgment, we think, has been shown by Mr. Healey in not including in this collection any Problem of more than five moves; it has therefore the especial value of being useful to the practical player as well as to the student of reconдите checkmates. The book is introduced by a well-written preface, from which we extract the following passage:—"Turning for a brief moment to the history of Problems, it cannot but strike the student with some surprise to discover how few names, comparatively speaking, are inscribed on the honourable roll of inventors. From the illustrious Damiano downwards the following brief register includes I believe most of the celebrities to our own day:—Lolli, Ponziani, Stamma, D'Orville, Kuper, Mendheim, Kieseritzky, and Silberschmidt. In our own time we have indeed a brilliant constellation of genius, in which Anderssen, Kling, Bayer, Horwitz, and Grosdemange, among our continental brethren, Angas, Bolton, Bone, R. A. Browne, J. B. of Bridport, Campbell, MacArthur, Grimshaw, T. Smith, C. W. of Sunbury, and Turton, among ourselves, with Theodore Brown, S. Lloyd, and E. B. Cook, in America, shine pre-eminent.

"Coming now to compare the ancient with the modern school of Problems, I feel much diffidence in attempting so delicate a task. It has been justly observed by a clever Spanish writer that there is as much difference between the styles of two skilful Problem composers as between the paintings of Raphael and Titian, the one excelling in expression, the other in colour. Similarly, one Problematist is known for his originality and brilliancy of conception, while another excels in giving that artistic finish which really constitutes the perfect problem. In truth, the beauty of Problems does not consist so much in the intricacy of the theme as in the manner in which the idea is treated or wovon in by the composer. The finest end games have often a very simple solution, but it is so hidden among numerous other modes of play, which mislead the solver, that it is very difficult to discover."

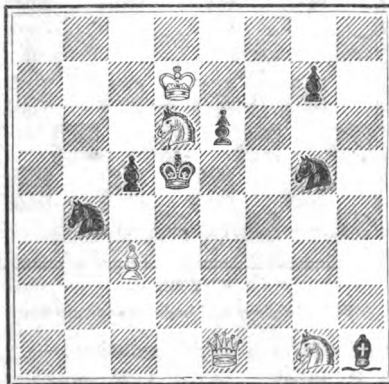
We proceed to notice in detail some of the most ingenious of these Problems. The leading idea in No. 1 is the succession of two *coups de repos*, by which mate is effected in three moves. The position is extremely elegant. No. 2, though a conception of remarkable talent, is marred by an unfortunate flaw, since mate cannot be given under five moves. The author, however, has utilized the same idea with better success in No. 178, a very fine composition. No. 3 is very difficult, as the *coup* with the Rook, on which it turns, is especially hard to discover. No. 4 is a clever conception, happily worked out, the black King being forced to move to the square on which he is finally mated by discovery. No. 6 is one of the best in the collection, every move is a separate enigma, and the manner in which Black is compelled, by a series of forced captures, to block up all the squares open to his King is eminently skilful. No. 8 is constructed on a similar principle, though free from any too great similarity. No. 7 was one of the successful Problems at the Manchester tourney. Here the Queen is brought unexpectedly to a square from which she is enabled to pin the adverse Bishop, and thus execute the design.

Notwithstanding the care which has evidently been taken in the preparation of the work, we regret to see that some few errors have crept in, which we think it right to notice, with a view to their being corrected in a second edition. The fault in No. 2 we have already stated.

No. 14 admits of a second solution, viz. :—

1. Q. to Q. second (check)      1. Kt. covers
  2. P. to Q. B. fourth (check)    2. K. moves
- and White mates in two moves accordingly.

BLACK.



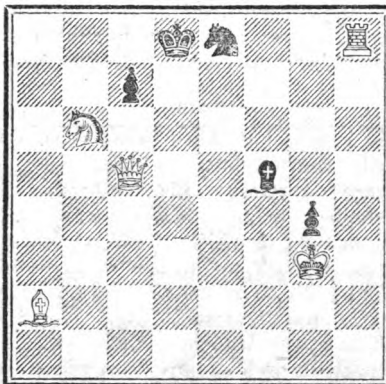
WHITE.

White to play, and mate in four moves.

No. 30 may be solved thus :—

1. Q. to Q. B. sixth and mates next move.

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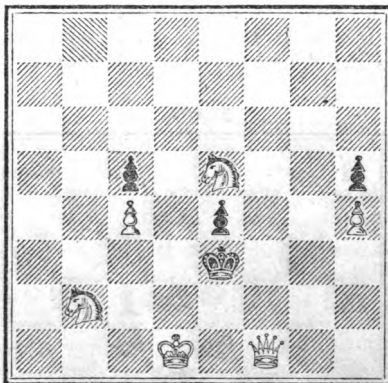
WHITE.

White to play, and mate in two moves.

No. 31 may be solved thus :—

1. Q. to Kt. square (check)
1. K. moves
2. Q. to K. Kt. fifth (mate).

BLACK.



WHITE.

White to play, and mate in two moves.

No. 180 also admits of a double solution :—

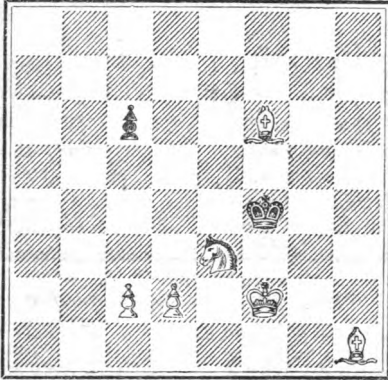
1. B. to K. B. third
1. P. moves
2. B. to Q. fifth
2. P. moves

- |                              |                    |
|------------------------------|--------------------|
| 3. B. to K. sixth            | 3. P. moves (or a) |
| 4. Kt. to Kt. second (check) | 4. K. moves        |
| 5. P. mates.                 |                    |

(a)

- |                      |             |
|----------------------|-------------|
| 4. Kt. to Kt. second | 3. K. moves |
| 5. P. mates.         | 4. P. moves |

BLACK.

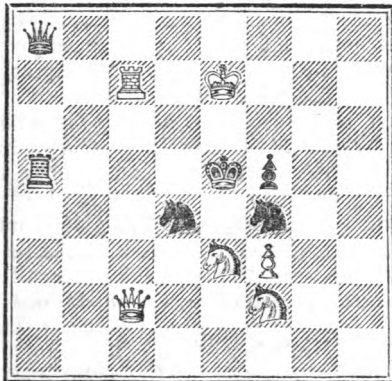


WHITE.

White to move, and mate in five moves.

- No. 185 may be solved in three moves :—
- |                                   |                 |
|-----------------------------------|-----------------|
| 1. Kt. from B. 2 to Kt. 4th (ch.) | 1. P. takes Kt. |
| 2. Kt. takes P. (check)           | 2. K. moves     |
| 3. R. mates.                      |                 |

BLACK.



WHITE.

White to play, and mate in three moves.

We are glad to observe that Mr. George Walker, who as an authority on every department of Chess is second to no living Englishman, has expressed a decided opinion that this is the best English collection of Problems which has yet appeared. We shall return to the subject, if our space permits, in a future number. Here we will only add that we cordially endorse Mr. Walker's judgment.

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### PROBLEM TOURNAMENT OF THE BRITISH CHESS ASSOCIATION.

A meeting of the managing committee of the Association was held at the St. George's Club on Saturday, the 7th ult., Mr. A. Mongredien in the chair. The Hon. Secretary reported that the subscriptions already received, since the prospectus of the Congress was issued, gave every promise of a successful meeting. The committee then proceeded to make arrangements for holding a problem tournament on a handsome scale, when Mr. Mongredien and Mr. Henry Waite liberally volunteered their assistance to make the prizes equal to those given in 1861. It was accordingly resolved that prizes should be awarded in a problem tournament open to the world: The first of £20, the others of £10, £5, and £2 10s. respectively. In addition to these a separate prize of £10 will be given to English composers only. The following gentlemen were nominated as a committee of award for the adjudication of the prizes:—Rev. W. Wayte, Rev. C. E. Ranken, Messrs. Slous, Medley, H. Waite, Alfred Jones, Young, and Lowenthal. We trust that our problematists will set to work without delay, and that the handsome prizes offered may educe as fine a collection of positions as those sent in at the Congress of 1862. We feel sure that the spirit evinced by the managing committee cannot fail to meet with cordial acceptance and support from chessplayers throughout the country. We are pleased to state that several gentlemen have already promised to enter their names in the contest for the Challenge Cup. To all young and ambitious players this trophy must surely offer a strong inducement to enter the lists.

The competition for prizes will take place on the following conditions:—

The Tournay to be open to the world.

Each competitor to send in a set of six ordinary Problems, neither more nor less; each Problem to be free from conditions and to require for its solution not less than three, nor more than five moves, and to be an original composition not previously published: The Problems to become the property of the Associa-

tion, and not to be published or given for publication without the consent of the managing committee.

The problems to be sent in on or before the 1st January, 1867.

Each competitor to send in two sealed enclosures, one containing his Problems, each position to be printed or written plainly on a diagram, to be accompanied by its solution, and to be marked by a distinguishing motto. The other enclosure to be marked on the outside by a corresponding distinguishing motto, and to contain within the name and address of the competitor.

All letters to be post-paid and to be addressed "British Chess Association, Purcell's, Cornhill, London."

Non-compliance with the foregoing conditions will entail on competitors a forfeiture of their chances.

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## GAMES.

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### GAMES 150 & 151.

The two following slight skirmishes are offered in support of the thesis that there exists a perfectly satisfactory defence to the Ruy Lopez Knight's Game:—

<i>White.</i> (Mr. SKIPWORTH.)	<b>I.</b>	<i>Black.</i> (Mr. WAYTE.)
1. P. to K. fourth		1. P. to K. fourth
2. K. Kt. to B. third		2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth		3. P. to Q. R. third
4. B. to Q. R. fourth		4. K. Kt. to B. third
5. Castles		5. B. to K. second
6. P. to Q. third ( <i>a</i> )		6. P. to Q. Kt. fourth
7. B. to Q. Kt. third		7. P. to Q. third
8. B. to K. Kt. fifth ( <i>b</i> )		8. Kt. to Q. R. fourth ( <i>c</i> )
9. B. takes Kt.		9. B. takes B.
10. P. to Q. B. third		10. Kt. takes B.
11. P. takes Kt.		11. Castles
12. Q. Kt. to Q. second		12. B. to K. second
13. K. Kt. to K. square		13. P. to K. B. fourth ( <i>d</i> )
14. P. to K. B. third ( <i>e</i> )		14. P. to K. B. fifth
15. Q. to K. second		15. R. to B. third
16. K. to R. square ( <i>f</i> )		16. R. to K. R. third
17. K. Kt. to Q. B. second		17. B. to K. R. fifth
18. K. to Kt. square		18. B. to K. Kt. sixth ( <i>g</i> )
19. P. to K. R. third		19. Q. B. takes K. R. P.
20. P. takes B.		20. R. takes P.
21. Q. to K. Kt. second		21. Q. to K. R. fifth

And White resigns.

## NOTES.

(a) P. to Q. fourth, or Q. Kt. to B. third, is usually recommended; but the move in the text (a favourite one of Mr. Paulsen's in this opening), is perhaps equally good.

(b) We doubt the policy of this move and of the subsequent capture of the K. Kt.

(c) In this opening Black should always endeavour to get rid of the adverse K. B. If this move were not made now the Bishop would be played to Q. fifth, and Black would be compelled to lose time.

(d) At this point we already prefer Black's game. He has two Bishops against two Knights, and his K. B. P. will get first into the field.

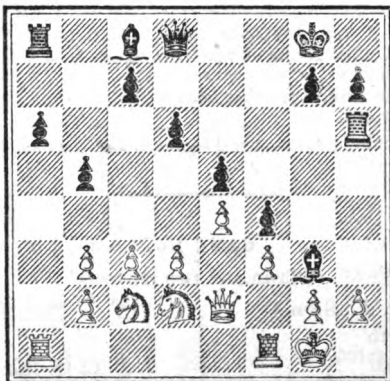
(e) This Pawn should have been advanced two steps. White's game now becomes completely locked, and his opponent has ample time to mature his attack.

(f) White appears to have anticipated 16. P. to Q. fourth, followed by a check at Q. B. fourth. This loss of time, however, mattered little, as White has no good move on the board.

(g) If this Bishop is taken Black simply retakes with Pawn, and mate is inevitable.

Position after Black's 18th move.

BLACK.



WHITE.

## II.

(Ruy Lopez Knight's Game).

White. (Mr. SKIPWORTH.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. B. to Q. R. fourth
5. Castles
6. P. to Q. fourth
7. P. to K. fifth
8. R. to K. square
9. B. to Q. Kt. third (a)

Black. (Mr. WAYTE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. R. third
4. K. Kt. to B. third
5. B. to K. second
6. P. takes P.
7. Kt. to K. fifth
8. Kt. to Q. B. fourth
9. Kt. takes B. (b)

- |                         |                           |
|-------------------------|---------------------------|
| 10. R. P. takes Kt.     | 10. Castles               |
| 11. Kt. takes P.        | 11. Kt. takes Kt.         |
| 12. Q. takes Kt.        | 12. P. to Q. fourth       |
| 13. Kt. to Q. B. third  | 13. B. to K. third        |
| 14. P. to Q. Kt. fourth | 14. Q. to Q. second       |
| 15. Kt. to K. second    | 15. P. to Q. B. third     |
| 16. P. to Q. B. third   | 16. P. to K. B. third (c) |
| 17. Kt. to K. B. fourth | 17. Q. R. to K. square    |
| 18. Kt. takes B. (d)    | 18. Q. takes Kt.          |
| 19. B. to K. B. fourth  | 19. B. to Q. third        |
| 20. R. to K. third (e)  | 20. P. takes P.           |

Winning a piece and the game.

## NOTES.

- (a) The "Handbuch" gives  
 9. B. takes Kt.  
 10. Kt. takes P.  
 with an even game. The move in the text is also noticed, but is inferior.
- (b) By 9. Kt. to K. third, followed by B. to Q. B. fourth, Black might have retained the Pawn. By giving it up, however, he obtains a free well-opened game, every way equal to his opponent's.
- (c) Ensuring a fine opening for his Rooks.
- (d) This loses a Pawn.
- (e) This was, of course, an error, but the game was already much in Black's favour

## GAME 152.

(Pawn and two moves.)

- |                              |                                |
|------------------------------|--------------------------------|
| <i>White.</i> (Mr. A. SICH.) | <i>Black.</i> (Mr. LOWENTHAL). |
| 1. P. to K. fourth           | 2. P. to Q. third              |
| 2. P. to Q. fourth           | 3. B. to K. Kt. fifth          |
| 3. Kt. to K. B. third        | 4. P. to K. third              |
| 4. K. B. to B. fourth        | 5. P. to Q. B. third           |
| 5. Kt. to B. third           | 6. B. takes Kt.                |
| 6. Kt. to K. second          | 7. P. to Q. fourth             |
| 7. P. takes B.               | 8. B. to Q. third              |
| 8. B. to Q. third            | 9. B. to B. second             |
| 9. P. to K. fifth            | 10. Kt. to Q. second           |
| 10. B. to K. third           | 11. Kt. to K. B. square (a)    |
| 11. Q. to Q. second          | 12. P. to K. Kt. third         |
| 12. P. to K. B. fourth       | 13. Kt. to R. third            |
| 13. P. to K. R. fourth       | 14. Kt. takes P.               |
| 14. P. to B. fifth           | 15. Q. to Q. second            |
| 15. B. to K. Kt. fifth       | 16. Q. to K. B. second         |
| 16. Kt. to K. B. fourth      |                                |

17. Q. to Q. Kt. fourth
18. P. to Q. B. third
19. B. takes Kt.
20. P. to R. fifth
21. P. takes P.
22. Castles (Q. R.)
23. P. to K. sixth (*b*)
24. R. takes Kt.
25. Kt. takes Q. P. (*c*)
26. Q. to Kt. fifth (check)
27. P. to K. seventh (check)
28. Q. takes Q. P.
29. B. to K. B. fourth
30. B. to K. fifth (check)
31. R. to R. square
32. R. takes Q. (check)
33. Q. to R. square (check)

17. B. to Q. Kt. third
18. Q. to Q. B. second
19. K. P. takes B.
20. R. to K. Kt. square
21. P. takes P.
22. Q. to K. Kt. second
23. Kt. to R. second
24. Q. takes R.
25. P. takes Kt.
26. K. to B. square
27. K. to Kt. second
28. Q. to K. R. fourth
29. K. R. to K. square
30. K. to R. third
31. R. takes P.
32. K. takes R.

And Black resigns.

#### NOTES.

- (a) This cramps Black's game, and gives his adversary too much time.
- (b) Well-conceived and admirably followed up.
- (c) The termination is very cleverly played by Mr. Sich.

#### GAME 153.

Played at Houghton-le-Spring, March 31st, 1866, Mr. John Watkinson giving the odds of the Q. Kt. to Mr. G. H. Taylor.

Remove White's Queen's Knight.

(*Petroff's Defence.*)

*White.* (Mr. WATKINSON.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. B. to Q. third
6. Castles
7. P. to Q. B. third
8. P. to K. B. fourth
9. P. to K. B. fifth
10. Kt. to K. Kt. fourth
11. B. to K. third
12. P. to Q. R. third

*Black.* (Mr. TAYLOR.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. Kt. to K. B. third
6. B. to K. second
7. Castles
8. Kt. to K. fifth
9. P. to K. B. third
10. P. to Q. B. fourth
11. Kt. to Q. B. third
12. P. to Q. B. fifth (*a*)

- |                                   |                            |
|-----------------------------------|----------------------------|
| 13. B. to Q. B. second            | 13. Q. to K. square        |
| 14. K. to R. square               | 14. P. to K. R. fourth (b) |
| 15. B. takes Kt.                  | 15. P. takes B.            |
| 16. P. to Q. fifth (c)            | 16. P. takes Kt. (d)       |
| 17. P. takes Kt.                  | 17. P. takes P.            |
| 18. Q. takes P.                   | 18. B. to Q. third         |
| 19. Q. R. to Q. square            | 19. Q. to K. second        |
| 20. B. to K. R. sixth             | 20. R. to K. B. second     |
| 21. Q. R. to Q. fourth            | 21. Q. to Q. B. second     |
| 22. Q. R. takes K. P.             | 22. B. to Q. Kt. second    |
| 23. Q. to K. Kt. sixth            | 23. P. to Q. B. fourth     |
| 24. Q. R. to K. R. fourth         | 24. B. to K. fourth        |
| 25. B. to K. B. fourth            | 25. B. takes B.            |
| 26. K. R. takes B.                | 26. Q. R. to Q. square     |
| 27. R. to K. B. square            | 27. R. to Q. seventh       |
| 28. Q. to K. R. seventh (ch.) (e) | 28. K. to B. square        |
| 29. Q. to K. R. eighth (check)    | 29. K. to K. second        |
| 30. R. to K. square (check)       | 30. K. to Q. third         |
| 31. R. to K. sixth (check)        | 31. K. to Q. fourth        |
| 32. Q. to K. R. fifth             | 32. R. to Q. sixth         |
| 33. Q. to K. second (f)           | 33. Q. to K. fourth        |
| 34. Q. takes R. (check)           | 34. P. takes Q.            |
| 35. P. to Q. B. fourth (mate).    |                            |

## NOTES.

(a) P. takes P. is better in this position.

(b) Black plays throughout in a style much superior to that of an ordinary Knight player.

(c) Well conceived, as leading to a very tenacious attack.

(d) If Kt. to K. fourth, White may exchange Knights, and then advance the Q. P.

(e) Mr. Watkinson has now a forced won game. His play is admirable throughout.

(f) If Q. to K. Kt. fourth, Black replies with Q. to K. B. fifth.

## GAME 154.

Game at Board C. in the late Telegraphic Match between London and Bristol, played March 14, 1866.

(King's Bishop's Opening.)

BRISTOL.

White. (Mr. N. FEDDEN.)

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

LONDON.

Black. (Sir T. METCALFE.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. B. to Q. Kt. third

- |                                     |                                    |
|-------------------------------------|------------------------------------|
| 4. K. Kt. to B. third               | 4. P. to Q. third                  |
| 5. P. to K. R. third                | 5. P. to K. R. third               |
| 6. P. to Q. B. third                | 6. Q. B. to K. third               |
| 7. Q. to Q. Kt. third               | 7. B. takes B.                     |
| 8. Q. takes B.                      | 8. K. Kt. to B. third              |
| 9. P. to Q. third                   | 9. Q. Kt. to B. third ( <i>a</i> ) |
| 10. Castles                         | 10. Castles                        |
| 11. P. to Q. R. fourth              | 11. P. to Q. R. third              |
| 12. Q. Kt. to R. third              | 12. K. to K. R. square             |
| 13. Q. Kt. to B. second             | 13. P. to Q. fourth                |
| 14. P. takes P.                     | 14. Kt. takes P.                   |
| 15. Q. Kt. to K. third              | 15. Kt. to K. B. fifth             |
| 16. P. to Q. fourth                 | 16. P. to K. fifth                 |
| 17. K. Kt. to K. fifth              | 17. Kt. takes Kt.                  |
| 18. P. takes Kt.                    | 18. Q. to Q. sixth ( <i>b</i> )    |
| 19. Q. takes Q.                     | 19. P. takes Q.                    |
| 20. K. to R. second                 | 20. Q. R. to Q. square             |
| 21. Kt. to Q. B. fourth             | 21. Kt. to K. seventh              |
| 22. B. to Q. second                 | 22. B. to R. second                |
| 23. P. to K. B. fourth              | 23. B. to Kt. square               |
| 24. R. to B. third                  | 24. P. to Q. Kt. fourth            |
| 25. Kt. to Kt. second               | 25. R. to Q. second                |
| 26. P. takes P.                     | 26. P. takes P.                    |
| 27. Q. R. to R. eighth ( <i>c</i> ) | 27. Kt. to Q. B. eight             |
| 28. B. takes Kt.                    | 28. P. to Q. seventh               |
| 29. B. takes P.                     | 29. R. takes B.                    |
| 30. Kt. to Q. third                 | 30. P. to Q. B. third              |
| 31. Kt. to Q. B. fifth              | 31. B. to Q. third                 |
| 32. R. takes R. (check)             | 32. B. takes R.                    |
| 33. R. to Q. third                  |                                    |

And White scored the game, Sir T. Metcalfe being obliged to leave.

#### NOTES.

(*a*) The opening is now resolved into an ordinary Giuoco Piano, neither party having any advantage.

(*b*) This is too hazardous, as the advanced Pawn will be very hard to defend.

(*c*) White plays the termination very skilfully.

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WEST YORKSHIRE CHESS ASSOCIATION, President, John Rhodes, Esq.; Vice-President, Robert Cadman, Esq.—The eleventh annual meeting of the West Yorkshire Chess Association will be held at the Victoria Hotel, Leeds, on Saturday, the 26th May, 1866. The usual arrangements will be made on the day of play for the formation of matches, and one-game Tournays.

## GAME 155.

Consultation game played at the late meeting at Bath, between Messrs. Meeker, Berry, and Selkirk, against Messrs. Fenton, Briggs, and Cooper.

*Bristol*—MEEKER, BERRY, and SELKIRK.

*Bath*—FENTON, BRIGGS, and COOPER.

(*Evans' Gambit.*)

*White.* (Bristol.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. to K. fifth (*b*)
9. P. takes Kt.
10. R. to K. square (check)
11. P. takes K. Kt. P.
12. Kt. takes K. Kt. fifth
13. Kt. takes B.
14. Q. to K. R. fifth (check)
15. B. to K. Kt. fifth (check)
16. B. to K. B. sixth (*c*)
17. Q. takes K. R. P.
18. Q. to K. fourth
19. P. to K. Kt. fourth
20. P. to K. R. fourth
21. P. to K. R. fifth
22. Q. to K. B. fifth
23. P. to K. Kt. fifth
24. K. to K. B. square
25. Q. takes R.
26. R. to K. second
27. P. takes P.

*Black.* (Bath.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to K. R. fourth
6. P. takes P.
7. Kt. to K. B. third (*a*)
8. P. to Q. fourth
9. P. takes B.
10. B. to K. third
11. R. to K. Kt. square
12. Q. to Q. second
13. P. takes Kt.
14. K. to Q. square
15. K. to Q. B. square
16. P. to Q. Kt. third
17. K. to Q. Kt. second
18. P. to K. fourth
19. Q. R. to K. square
20. K. to Q. Kt. square
21. Q. to K. B. second
22. R. to K. third
23. R. takes Kt. P.
24. R. takes Kt. P.
25. R. takes B.
26. P. to K. fifth (*d*)
27. Kt. takes P.

And White resigned.

## NOTES.

(*a*) This move ought to lose the game. P. to Q. third should be played instead.

(*b*) B. to Q. R. third is the correct play, and leaves Black almost helpless. See Morphy's Games.

(*c*) The Bristol amateurs were afterwards of opinion, and we believe rightly, that they would have done better by taking R. P. with Queen at once.

(*d*) Black deserve great commendation for the care and steadiness of their defence.

## GAME 156.

*(Remove Black's K. B. Pawn.)**White.* (Mr. SICH.)

1. P. to K. fourth
2. P. to Q. fourth
3. Kt. to K. B. third
4. Kt. to B. third
5. B. to Q. third
6. Castles
7. P. to K. fifth
8. Kt. to K. Kt. fifth (*a*)
9. Q. to R. fifth
10. B. takes B.
11. Q. takes P.
12. Kt. to K. fourth
13. Q. to R. fourth
14. Kt. to Kt. fifth (*c*)
15. Kt. to K. fourth
16. Kt. to B. sixth (check)
17. Q. takes Q. Kt.
18. P. to K. B. fourth
19. R. to B. third
20. Q. to Q. B. fourth
21. Q. to Q. B. fifth
22. Q. R. to K. B. square
23. Q. to Q. fourth
24. K. R. to B. second
25. Q. to K. third (*e*)
26. Q. to Q. B. fifth
27. R. to K. square
28. Q. takes Q.
29. B. takes K. P.
30. R. takes B.
31. R. to B. square
32. K. takes R.
33. R. to K. fifth
34. R. to K. seventh
35. R. to K. fifth
36. P. to Q. R. fourth
37. P. takes P.
38. P. to Q. Kt. third
39. R. to Q. B. fifth

*Black.* (Mr. LOWENTHAL.)

2. P. to Q. third
3. Kt. to K. B. third
4. P. to K. third
5. B. to K. second
6. Castles
7. Kt. to K. square
8. B. takes Kt.
9. B. to R. third (*b*)
10. P. takes B.
11. Q. to K. second
12. Q. to Kt. second
13. Q. Kt. to B. third
14. P. to K. R. third
15. Kt. takes Q. P.
16. Kt. takes Kt.
17. Kt. to K. square
18. B. to Q. second
19. P. takes P.
20. P. to Q. Kt. fourth (*d*)
21. P. takes P.
22. Q. to K. Kt. fourth
23. B. to Q. B. third
24. Q. R. to Q. square
25. P. to K. fourth
26. R. to Q. third
27. P. to K. fifth
28. P. takes Q.
29. B. takes B.
30. R. to Q. eighth (check)
31. R. takes R. (check)
32. Kt. to Q. third
33. R. to B. fourth
34. R. to B. second
35. R. to K. Kt. second
36. P. to Q. R. third
37. P. takes P.
38. K. to B. second
39. K. to K. third

40. P. to Q. B. fourth
41. P. takes P.
42. R. to Q. B. sixth
43. R. to B. fifth (check)
44. R. takes K. Kt. P.
45. P. to K. R. fourth
46. R. to R. fifth
47. R. to R. eighth
48. P. to R. fifth
49. P. to Kt. fourth
50. K. to Kt. square

40. P. takes P.
41. R. to K. second
42. K. to K. fourth
43. K. to Q. fifth
44. Kt. takes P.
45. P. to Q. B. fourth
46. K. to K. sixth
47. Kt. to K. fourth
48. R. to Q. R. second
49. P. to B. sixth
50. R. to R. eighth (check)

And Black wins.

#### NOTES.

(a) An over-bold venture, to which the ultimate loss of the game may be ascribed.

(b) P. to K, R. third would be dangerous. White would reply P. to K. B. fourth, and then play Q. to K. Kt. sixth, with an irresistible attack.

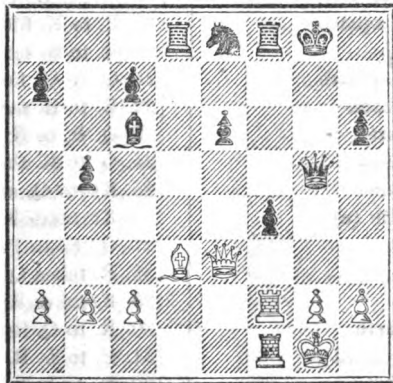
(c) This loses an important Pawn. P. to Q. B. third should have been played.

(d) To enable Black to capture the K. B. P. advantageously, and still further improve his position.

(e) Ingenious, but of no avail. Of course, if Black had taken the Queen in reply, he would have been mated in two moves.

Position after White's 25th move.

BLACK.



WHITE.

## CHESS IN NEW YORK.

We give two games in the match between Capt. Mackenzie and Mr. Reichhelm, which terminated in favour of the former. Final score: Capt. M., 5; Mr. R., 0; drawn, 1.

## GAME 157.

(*Ruy Lopez Knight's Game.*)

*White.* (Capt. MACKENZIE.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Kt. fifth
4. B. to R. fourth
5. Castles
6. Kt. to Q. B. third
7. B. to Kt. third
8. P. to Q. third
9. Kt. to Q. fifth
10. P. to K. R. third
11. Kt. takes B. (check)
12. Kt. to R. second
13. R. P. takes Kt.
14. P. to K. B. fourth
15. P. takes K. P.
16. P. takes P.
17. B. to K. third
18. Q. to Q. second
19. Q. R. to K. square
20. B. to B. fifth
21. P. to Q. Kt. fourth
22. Q. to B. second
23. P. to Q. fourth
24. Q. to Kt. third
25. Kt. to B. third
26. Kt. to K. fifth (c)
27. P. takes Kt.
28. Q. takes Q.
29. R. takes R.
30. B. to Q. fourth
31. P. to Q. B. third
32. R. to Q. third
33. R. to Kt. third
34. R. to K. third
35. R. to K. square
36. R. to Q. R. square

*Black.* (Mr. REICHHHELM.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. R. third
4. K. Kt. to B. third
5. B. to K. second
6. P. to Q. Kt. fourth
7. Castles
8. P. to K. R. third
9. P. to Q. third
10. Kt. to Q. R. fourth
11. Q. takes Kt.
12. Kt. takes B.
13. Kt. to R. second
14. P. to K. B. fourth
15. Q. P. takes P.
16. B. takes P.
17. Q. to K. third
18. Kt. to B. third
19. P. to K. fifth (a)
20. R. to B. second
21. Q. to Q. fourth
22. B. to R. second
23. Q. R. to K. square
24. Q. to K. third
25. Kt. to Q. second (b)
26. Kt. takes Kt.
27. Q. takes P.
28. R. takes Q.
29. K. takes R.
30. R. to Q. fourth
31. P. to K. R. fourth (d)
32. B. to B. fourth
33. P. to K. Kt. third
34. R. to Q. square
35. R. to Q. R. square
36. K. to K. third

37. K. to B. second
38. K. to K. third
39. R. to Q. R. third
40. P. to Kt. third
41. R. to R. second
42. K. to K. second
43. K. to K. third
44. R. to Q. second
45. K. takes P.
46. K. to Q. third

37. K. to Q. fourth
38. B. to Q. second
39. K. to Q. second
40. B. to B. fourth
41. R. to K. B. square
42. B. to Q. B. square
43. K. to K. third
44. R. to B. eighth
45. B. to Kt. second (check)
46. K. to Q. second

And the game was drawn by mutual consent.

NOTES.

- (a) This is well timed, and tends to improve Black's position.
- (b) Black plays throughout with care and judgment.
- (c) Although this loses a Pawn, White can reckon confidently on drawing the game, as the Bishops are on different colours.
- (d) The game is now drawn by its nature.

GAME 158.

(*Evans' Gambit.*)

*White.* (REICHELHM.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to B. fourth
4. P. to Q. Kt. fourth
5. P. to B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. B. to Kt. second
10. B. to Q. third
11. Kt. to Kt. fifth (a)
12. Q. to R. fifth
13. P. to K. fifth
14. B. takes B.
15. Kt. to K. B. third
16. Q. Kt. to Q. second
17. P. to K. Kt. fourth
18. P. to K. sixth (b)
19. P. takes Q.
20. Kt. to K. fifth
21. B. takes B.

*Black.* (MACKENZIE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to B. fourth
4. B. takes P.
5. B. to B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Kt. third
9. Kt. to R. fourth
10. Kt. to K. second
11. P. to R. third
12. Castles
13. B. to B. fourth
14. Kt. takes B.
15. Q. to Q. second
16. P. to Q. fourth
17. P. to K. Kt. third
18. P. takes Q.
19. P. takes P.
20. B. takes Q. P.
21. Kt. takes B.

22. Kt. takes Kt. P.
23. K. to R. square
24. R. to K. Kt. square
25. R. to Kt. second
26. R. to Kt. third
27. P. to K. B. fourth (c)
28. R. to K. B. square
29. Kt. to B. sixth
30. P. to K. R. fourth
31. Q. R. to K. Kt. square
32. R. to Kt. fifth
33. R. takes P. (check)
34. Kt. to K. eighth (check)
35. P. takes R. (Queens)
36. R. to B. fifth
37. P. to R. fifth
38. R. takes Q. Kt. (d)
39. R. takes Kt. (check)

22. K. to Kt. second
23. Q. R. to Q. square
24. Kt. to K. seventh
25. Kt. to K. B. fifth
26. Kt. to Kt. third
27. Kt. takes P.
28. Kt. to Kt. third
29. Kt. to B. third
30. K. to R. square
31. P. to K. R. fourth
32. Q. Kt. to K. fourth
33. K. to Kt. second
34. K. R. takes Kt.
35. R. takes Q.
36. R. to K. R. square
37. P. to K. B. third
38. P. takes R.
39. K. to B. second, and wins.

## NOTES.

- (a) This leads to a fine attack, requiring very careful play from the defence.
- (b) We would rather have played thus:—  
 18. Q. to K. R. third  
 19. P. to K. sixth, with a fine game.
- (c) An ingenious combination, but Black has too great a superiority of Pawns to be successfully resisted.
- (d) There is nothing better. Black's Pawns must now advance to victory.

## GAME 159.

*(Bishop's Gambit).**White.* (Mr. LOWENTHAL).

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. Q. Kt. to B. third
5. K. Kt. to B. third
6. Castles
7. Q. Kt. to Q. fifth
8. P. to Q. B. third
9. Kt. takes Kt. (check)
10. P. to Q. fourth
11. Q. to Q. third

*Black.* (Mr. WAYTE.)

1. P. to K. fourth
2. P. takes P.
3. K. Kt. to B. third (a)
4. Q. Kt. to B. third
5. B. to Q. Kt. fifth
6. P. to Q. third
7. Castles (b)
8. B. to Q. R. fourth
9. Q. takes Kt.
10. B. to K. Kt. fifth
11. B. to Q. Kt. third

- |                          |                                |
|--------------------------|--------------------------------|
| 12. K. to R. square      | 12. Kt. to K. second           |
| 13. Kt. to K. Kt. square | 13. Kt. to K. Kt. third        |
| 14. P. to K. Kt. third   | 14. Q. R. to K. square         |
| 15. Q. B. takes P.       | 15. Q. to K. second            |
| 16. Q. R. to K. square   | 16. Q. to Q. second            |
| 17. B. to Q. second      | 17. K. to R. square            |
| 18. B. to Q. Kt. third   | 18. P. to K. B. fourth (c)     |
| 19. P. takes P.          | 19. R. takes R.                |
| 20. B. takes R. (d)      | 20. Q. B. takes P.             |
| 21. Q. to K. second      | 21. B. to K. fifth (check)     |
| 22. Kt. to K. B. third   | 22. Q. to K. B. fourth         |
| 23. K. to Kt. second (e) | 23. B. to Q. sixth             |
| 24. Q. to K. B. second   | 24. B. takes R. (check)        |
| 25. Q. takes B.          | 25. Q. to K. Kt. fifth (f)     |
| 26. B. to Q. square      | 26. R. takes Kt.               |
| 27. Q. to Q. B. fourth   | 27. Kt. to K. R. fifth (check) |
| 28. K. to Kt. square     | 28. Q. to K. fifth             |

And White resigns.

#### NOTES.

(a) A favourite move of Mr. Morphy's in defending the Bishop's Gambit. See "Morphy's Games," pp.

(b) The opening moves are the best on both sides. See the "Games of the Congress," p. 99.

(c) The advance of this Pawn is well-timed. White, however, ought still to have made an even game.

(d) This loses the exchange. R. takes R. was the proper play.

(e) B. to Q. square would have been better.

(f) Black must now gain, at the least, two pieces for his Rook.

### CHess DIRECTORY.

We wish to call the attention of Chess players to the new publication which the managing committee of the British Chess Association purpose issuing under the above title. Its object is to register the address of every Chess player, whether English or foreign. Such a Directory would prove we think of real value to the public. It would greatly tend to facilitate friendly intercourse between players of distant countries, to which in these days of steam packets and electric telegraphs ignorance of the precise address of an individual is often the principal hindrance. Mr. Lowenthal has special advantages for editing such a work, from his intimate acquaintance with the leading players both of Europe and America. It is hoped that the secretaries of provincial and foreign clubs will kindly co-operate with the managing committee, by forwarding the address of the chief players of their respective societies.

## CHESS INTELLIGENCE.

## MATCH BETWEEN THE BIRMINGHAM AND WORCESTER CHESS CLUBS.

On Easter Monday last, on the invitation of the Worcester players, several members of the Birmingham Chess Club, visited Worcester to contest a short match with the champions of that ancient city. The antagonists were arranged by lot, and only three games were to be played at each board. Play commenced at 3.30 P.M., and was carried on, with only a short interval for refreshment, until 9 P.M.

The following was the result of the contest:—

Wins.	Birmingham Players.	Worcester Players.	Wins	Draws
2	Mr. Warren..... v.	Lord Lyttelton .....	1	0
2	Dr. Freeman .....	Rev. Sir G. F. Lewis, Bart.	1	0
1	Mr. J. Halford..... v.	Mr. Zachary .....	2	0
0	Mr. Kempson .....	Mr. Parrott .....	2	0
2	Mr. S. H. Hill..... v.	Rev. F. G. Eld.....	0	0
0	Rev. S. W. Ershaw v.	Mr. Hooper .....	2	1
2	Mr. Th. Avery ... v.	Mr. Wood.....	0	0
9			8	1

Majority for Birmingham..... 1 game.

We hear that the return match will be played in Birmingham next Whit Monday.

## SHEFFIELD ATHENÆUM CHESS CLUB.

Having last month printed a letter from the Hon. Secretary of the Huddersfield Chess Club, we think it right to comply with the request of the Hon. Sec. of the Sheffield Club in publishing the following letter. We cannot, however, publish any further correspondence on the subject, and we hope that both clubs will contrive to settle in a friendly manner any little differences which may have arisen between them.

April 11, 1866.

TO THE EDITOR OF THE "CHESS PLAYER'S MAGAZINE."

Sir,—I trust you will be kind enough to insert these few lines in reply to the letter of the Secretary of the Huddersfield Chess Club, which appeared in your last number. I should not have troubled you with this communication had not the letter above referred to contained, by implication, a charge that the report of the meeting of the Sheffield Athenæum Chess Club, which was inserted in your number for March, in stating that "the Huddersfield Club had declined the Sheffield challenge"—was incorrect. I feel compelled to assert that inasmuch as we challenged that club to play a *return* match on the same terms and conditions as regulated the match which was played between the two clubs, which challenge the Huddersfield Club declined, the report in question was strictly correct. As to the modifications mentioned in Mr. Watkin-

son's letter, I consider that as of the six players Mr. Watkinson would be one, and would in all probability win his six games, we were indeed justified in rejecting them: we wished to play a *return* match.

Respecting his assumption that, because his club is in a town of only 40,000 inhabitants, and the Sheffield Club is in one containing 200,000, his club should choose the number of players, I can only repeat that which has been previously explained to him—viz., that in consequence of persons being unable to join our Chess club except they are members of an expensive institution (the Athenæum), our club does not get that proportion of the towns population which one on the footing of the Huddersfield club receives; and I am sure that the Huddersfield club could at the time the match was played, and can now, boast of a larger number of members than can the Sheffield club—consequently, I cannot admit the justness of his assumption.

The club I represent is quite prepared to give full credit to Mr. Watkinson and the Huddersfield club for their exertions in the cause of Chess.

I am, Sir, yours faithfully,

J. J. CHAMPION, *Hon. Sec.*

#### BLACKHEATH CHESS CLUB.

The annual general meeting of the Blackheath Chess Club was held at the Club Rooms, Blackheath, on Tuesday evening, April 10th.

The following members were present:—Messrs. W. Sutton Gover (president), in the chair, George Barber (treasurer), W. Moresby (secretary), E. Middleton, C. D. Philpot, J. B. Spencer, W. Symons, W. C. Taylor, J. Terry, and R. Theobald.

The minutes of the last general meeting (Feb., 1865) having been read and confirmed, the honorary secretary read the report of the committee as follows:—"In presenting their annual report with the accounts for 1865, the committee have much pleasure in again announcing that after the payment of all expenses, there remains a balance in hand, which, although not large, shews the affairs of the club to be in a healthy condition.

The most important event in connection with the club which occurred during the past year was the *soirée* held in April last at the Alexandra Rooms. Mr. Mongredeen, president of the London Chess Club, kindly presided, and nearly all the leading Chess players of the metropolis were present. The proceedings included a highly entertaining and instructive lecture on Chess, which was delivered by Mr. Lowenthal, and an exhibition by Mr. Blackburne of his extraordinary power of blind-fold Chess-play. Several consultation games were played during the evening between the celebrities present. On the whole, the meeting may be considered as most successful, although the club did not gain as many new members from it, as were desired and anticipated.

The ordinary meetings have been well attended throughout the year by the members and their friends, and the club has been occasionally visited by members of the London and St. James's Chess Clubs, and also by several players of distinction. The hon. secretary having read the accounts for the past year, it was resolved that the report and accounts, now read, be and are hereby adopted, and they shall be printed for circulation.

The officers and the committee were re-elected, namely, W. Sutton Gover, Esq., president; George Barber, Esq., treasurer; W. Moresby Chinery, Esq., hon. secretary. Messrs. W. J. Franklin, R. Hewetson, W. G. Lemon, C. Dawson Philpot, J. B. Spencer and W. Colledge Taylor, committee.

Votes of thanks were passed to the president, treasurer, and the hon. secretary, for their management of the affairs of the club.

It was resolved, that the committee be and are hereby requested to make the necessary arrangements for a *soirée* to be held at Blackheath, similar to that of 1865, and to which all leading Chess players are to be invited.

It was resolved, that this club approves most thoroughly the British Chess Association as at present constituted, and will assist its operations as much as possible. (COMMUNICATED).

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### X RETIREMENT OF MR. LOWENTHAL FROM THE "ERA" NEWSPAPER.

After a connection of twelve consecutive years with the *Era* newspaper, Mr. Lowenthal has been obliged by a concurrence of circumstances, with which we need not trouble our readers, to discontinue the editorship of the Chess column in that journal. He takes this opportunity of tendering his grateful acknowledgments for the kind consideration and support which during that period have always been evinced towards him by the Chess public, both individually and collectively. From the Chess societies of this country, as well as from those of foreign nations, he has ever received cordial encouragement. Mr. Lowenthal feels that his thanks are also due to Mr. F. Ledger, the proprietor and editor of the *Era*, for the space which he has so long kindly accorded to Chess in the columns of that newspaper.

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### MEETING OF THE NORTH YORKSHIRE AND DURHAM CHESS ASSOCIATION.

We have received the programme of this meeting, which is to take place on Monday, August 6th, under the presidency of the Earl of Zetland. It contains the names of so many highly influential gentlemen as vice-presidents and members of its general committee, that the meeting can scarcely fail to be a great success. The following arrangements are the chief items:—

Prizes will be offered for competition in four classes.

*Class 1.*—Open to all British amateurs. The first prize of the value of £10 at least.

*Class 2.*—Open to North Yorkshire and Durham specially; but other amateurs may be admitted (on application) into this class, by consent of the members of the executive committee. The first prize of the value of £10 at least.

*Class 3.* Open to amateurs who have never made a study of the game, or who have not frequently played with strong players.

*Class 4.*—Open to ladies only.

A.—As Mr. Staunton and Mr. Lowenthal, and many distinguished provincial players have promised, all being well, to be present, and as Herr Anderssen and Herr Steinitz have been invited, an appeal is made to Chess players generally to aid this Association to offer a prize for competition, in consultation games, English *versus* Foreign Players.

B.—It is intended there shall be an exhibition of blindfold play. Amateurs making special donations for prizes in these games may have an opportunity of playing against the blindfold player.

It is intended that the prizes shall not be given in money; but in books, plate, or anything that a winner may select.

For any further information, application may be made to

J. H. BENNETT, M.D.,	} Hon. Secs.
G. F. BODINGTON,	
W. GRIMSHAW, Whitby, or	
A. B. SKIPWORTH, B.A.,	Bilsdale, Northallerton.

Redcar, Yorkshire, April 16th, 1866.

**Huddersfield Chess Club.**—The concluding meeting for the season of the Huddersfield Chess Club was held on Saturday last, at the rooms of the Literary and Scientific Society, Queen Street. The club room was opened for chess play at four o'clock in the afternoon, and among the company present were David Marsden, Esq. (the president of the club), Mr. John Watkinson (the honorary secretary), and Messrs. J. R. Robinson, D. A. Cooper, J. H. Finlinson, T. Ruddock, G. Tindall, W. Senior, E. Dyson, F. Curzon, &c. Holmfirth was represented by Mr. Thomas Arkwright (the secretary of the club) and Mr. J. Moorhouse. At six o'clock a cessation of hostilities took place, and an excellent knife-and-fork tea, provided at the rooms by Mr. Cardno, New-street, was partaken of, after which Mr. Watkinson gratified the members by contesting six games simultaneously against Messrs. D. A. Cooper, J. H. Finlinson, J. Moorhouse, W. Senior, E. Dyson, and T. Ruddock. The result of this compound contest was that Mr. Watkinson won all the six games in less than an hour. Other games were engaged in between the members present, and the gathering broke up at a late hour.—From the *Huddersfield Examiner*, March 31st, 1866.

**THE CHESS MEETING AT REDCAR.**—There will be a problem tournament in connection with this meeting (which is to be held in August next), open to all British amateurs. Prizes will be awarded to the best sets of two original and hitherto unpublished problems, with unconditional mates of two, three, or four moves. Competitors, who are non-members, or who are subscribing members of less than £1 1s. of the North Yorkshire and Durham Chess Association, must pay 10s. to the prize fund. The problems may be sent in at any time until June 2, 1866, addressed, *The Secretary, Chess Association, Redcar, Yorkshire*. Before the award of the prizes, the correctness of the problems will be tested by publication. All problems sent for this tournament must be considered the property of the association. The number and value of the prizes must necessarily depend upon the number of competitors and the amount of the funds at the disposal of

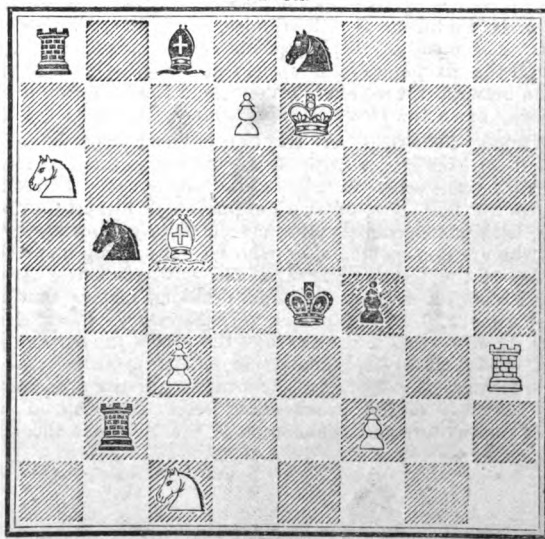
the committee. J. H. BENNETT, M.D., G. F. BODINGTON, Hon. secretaries.—Post-office orders may be made payable at the Redcar post-office, to the Rev. B. N. R. Batty, Redcar, the treasurer of the association.

**CARDIFF CHESS CLUB.** The annual soirée in connexion with the Cardiff Chess Club was held on Tuesday, April 12, at the commodious rooms at Winstone's Hotel. Play commenced at 4 p.m., and was continued with much spirit during the whole evening. Shortly after nine o'clock there was a suspension of operations, and the party sat down to an excellent supper, the chair being occupied by Mr. Langley and the vice-chair by Mr. Fedden. Amongst the visitors were Mr. Thorold and Mr. Fenton, from Bath; Mr. Berry and Mr. Gamman, from Bristol; and some others from the more immediate neighbourhood. A variety of animated encounters came off during the evening, and the gentlemen of the Cardiff Club have every reason to be satisfied with the way in which their réunion was celebrated. There was an unusual display of good chessmen and boards, and no pains had been spared to ensure the comfort and enjoyment of the visitors. Mr. Fedden, the honorary secretary, besides being a strong player himself, is well known as one of the most enthusiastic promoters of the game; and to this fact much of the success of the recent gathering is undoubtedly due. Although Chess cannot be considered to thrive particularly amongst the Welsh, yet it is pleasing to find, as here, exceptional districts in which a genuine devotion to the game is very plainly visible.

**MATCH BETWEEN ANDERSSSEN AND STEINITZ.** Our readers will learn with satisfaction that all the preliminaries for the match between those gentlemen, which is to take place in London, have been definitively settled. Mr. Anderssen is expected to arrive here in June, and the match will then immediately commence.

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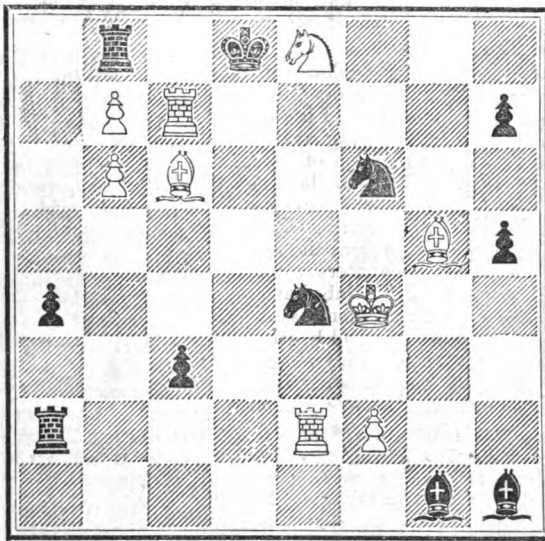
Problem No. 78. By DR. CONRAD BAYER.  
BLACK.



WHITE.

White to play, and mate in four moves.

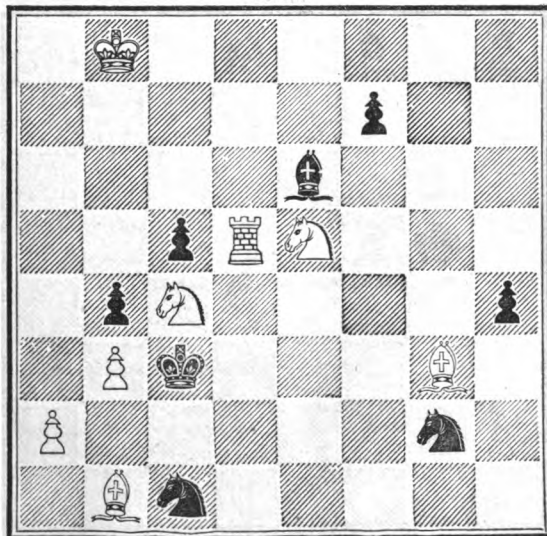
Problem No. 79. By T. SMITH, Esq.  
BLACK.



WHITE.

White to play, and mate in five moves.

Problem No. 80. By T. SMITH, Esq.  
BLACK.

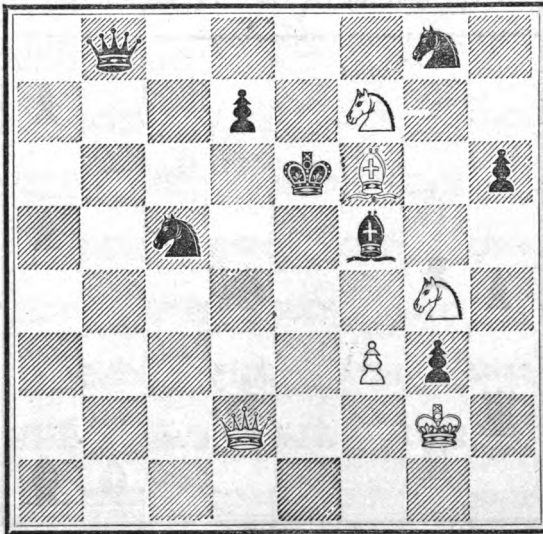


WHITE.

White to play, and mate in three moves.

Problem No. 81. By J. J. WATTS, Esq.

BLACK.

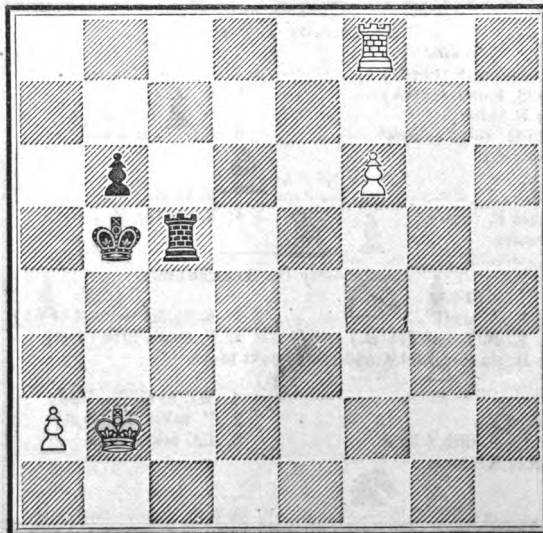


WHITE.

White to play, and mate in three moves.

Chess Study No. 18. By Herr KLING.

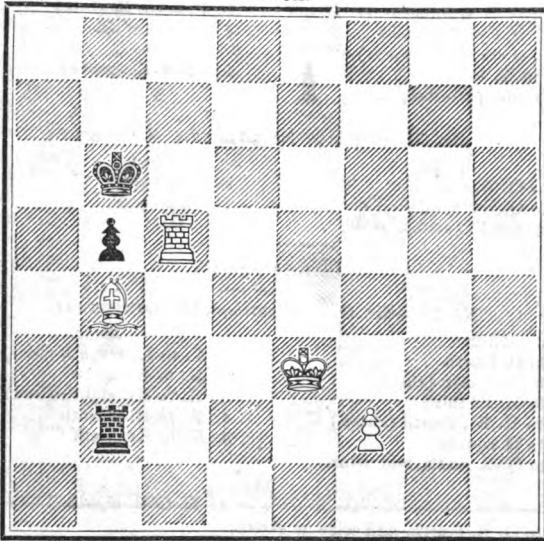
BLACK.



WHITE.

White, to move, and win.

Chess Study No. 19. By W. T. PIERCE, Esq.  
BLACK.



WHITE.

White to move, and win.

SOLUTIONS TO PROBLEMS.

No. 74.—By T. SMITH, Esq.

*White.*

1. P. to B. fourth (check)
2. P. to Q. fourth (check)
3. B. to K. third
4. Kt. to Q. third (check)
5. B. mates.

*Black.*

1. K. to K. fourth
2. B. takes P.
3. B. takes R. or (A)
4. Kt. takes Kt.

(A)

4. R. takes B. (check)
5. Kt. mates.

3. B. to K. fifth
4. Kt. takes R.

No. 75.—By Dr. ALEXANDER).

*White.*

1. Q. to K. B. sixth
2. Q. to K. R. fourth (check)
3. Q. to B. sixth (check), and mates next move.

*Black.*

1. R. to Kt. second or (A)
2. P. to K. fifth (best)

(A)

2. Q. takes Kt.
3. Q. to Q. B. fifth (check)
4. B. takes Kt. mate.

1. Kt. to Q. B. third
2. P. takes Kt. (best)
3. Kt. takes Q.

No. 76.—By J. J. WATTS, Esq.

- |                              |                       |
|------------------------------|-----------------------|
| <i>White.</i>                | <i>Black.</i>         |
| 1. R. to Q. B. third (check) | 1. P. takes R. (best) |
| 2. P. to Q. fourth (check)   | 2. Kt. takes P.       |
| 3. Q. to Q. B. sixth (check) | 3. Kr. takes Q.       |
| 4. Kt. to K. Kt. fifth       | 4. either Kt. moves   |
| 5. Kt. mates accordingly.    |                       |

No. 77.—By Herr KOCKELKORN, of Cologne.

- |                         |                |
|-------------------------|----------------|
| <i>White.</i>           | <i>Black.</i>  |
| 1. Q. to Q. B. second   | 1. Q. takes Q. |
| 2. R. to Q. Kt. third   | 2. Q. takes R. |
| 3. Kt. takes P. (mate). |                |

## CHESS STUDY.

No. 15.—Mr. G. G. WARD and Mr. LOWENTHAL.

- |                                 |                                   |
|---------------------------------|-----------------------------------|
| <i>White.</i>                   | <i>Black.</i>                     |
| 1. Q. to B. fourth              | 1. K. to K. seventh (best) or (A) |
| 2. Q. to K. fourth (check)      | 2. K. to B. eighth                |
| 3. Q. to K. B. third            | 3. K. to Kt. eighth (best)        |
| 4. Q. to K. Kt. fourth (check)  | 4. K. to R. seventh               |
| 5. Q. to Q. square              | 5. K. to Kt. sixth                |
| 6. P. to Q. R. sixth, and wins. |                                   |

(A)

1. K. to B. eighth
2. Q. to Q. B. fourth, and wins as above.

No. 16.—By W. T. PIERCE, Esq.

- |  |                                     |
|--|-------------------------------------|
| <i>White.</i>  | <i>Black.</i>                       |
| 1. B. to K. B. third.  |                                     |
| (The only move, excepting B. to Kt. second and R. square, to prevent Black succeeding in giving up his Kt. for White's Q. B. P., and so ensuring a drawn game) |                                     |
| 2. K. takes P.   | 1. Kt. to Q. third (best)           |
| 3. K. to Kt. sixth   | 2. Kt. to Kt. fourth (check) or (A) |
| 4. B. to K. fourth   | 3. Kt. to Q. fifth                  |
| 5. P. to B. sixth  | 4. Kt. to K. third, or Kt. fourth   |
| 6. B. to B. third  | 5. Kt. to B. second                 |
| 7. B. to Kt. fourth  | 6. Kt. to K. third                  |
| 8. K. to B. fifth (the only move)  | 7. Kt. to B. fifth (best)           |
|  | 8. Kt. to Q. sixth (check)          |
|  | (8. Kt. to Kt. third is no better)  |
| 9. K. to Q. sixth, and wins.   |                                     |

(A)

- |  |  |
|--|--|
| <p>3. K. to Q. seventh</p> <p>4. B. to K. fourth</p> <p>5. P. to B. sixth</p> <p>6. B. to B. third</p> <p>7. B. to K. second</p> <p>8. P. to B. seventh</p> <p>9. B. to R. sixth</p> <p>10. K. to Q. sixth</p> <p>11. K. to B. fifth</p> <p>12. K. to Kt. sixth, and wins.</p> | <p>2. Kt. to K. B. fourth</p> <p>3. Kt. to Q. fifth</p> <p>4. Kt. to Kt. fourth</p> <p>5. Kt. to B. second</p> <p>6. Kt. to Kt. fourth</p> <p>7. Kt. to R. second</p> <p>8. K. takes P.</p> <p>9. K. takes P.</p> <p>10. K. to Kt. second</p> <p>11. K. to B. second</p> |
|--|--|

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# CHESS DIRECTORY.

We wish to call the attention of Chess players to the new publication which the managing committee of the British Chess Association purpose issuing under the above title. Its object is to register the address of every Chess player, whether English or foreign. Such a Directory would prove we think of real value to the public. It would greatly tend to facilitate friendly intercourse between players of distant countries, to which in these days of steam packets and electric telegraphs ignorance of the precise address of an individual is often the principal hindrance. Mr. Lowenthal has special advantages for editing such a work, from his intimate acquaintance with the leading players both of Europe and America. It is hoped that the secretaries of provincial and foreign clubs will kindly co-operate with the managing committee, by forwarding the address of the chief players of their respective societies

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# DAS ADRESSBUCH FÜR SCHACHSPIELER.

(THE CHESS DIRECTORY).

IN der general Versammlung der brittischen Schach Association, vom 6<sup>ten</sup> März, 1866, abgehalten im Saint George's Club, London, wurde unter andern Beschlüssen auch dieser gefasst, einen Schach Almanach oder Adressbuch für Schachspieler herauszugeben. Dieses Buch sollte nicht allein auf England und englische Spieler beschränkt sein, sondern die Spieler der ganzen bekannten Welt einschliessen, und in jeder neuen Auflage über die Schach Zustände in den verschiedenen Ländern wo dieses edle spiel-cultivirt wird ein Bericht gemacht werden, vorzüglich aber soll dieser Bericht umständlich die ganze Thätigkeit der Brittischen Schach Association in sich fassen, wie auch die jedesmalige finanzielle Lage dieser Gesellschaft dem Publicum vorlegen. Die Herren Präsidenten und Secretäre der verschiedenen Clubs und Schach Gessellschaftensind daher gebeten, Berichte an die Brittisch Schach Association sobald als möglich einzusenden. Die Berichte müssen enthalten; den Namen und die Adresse des Clubs oder der Gesellschaft; das datum der Gründung; die Tage der Zusammenkunft; die Namen und Adressen der Officire und des Comites; das Datum der jährlichen Versammlung; die Auzahl der Mitglieder; ihre Namen und Adressen, die Namen und Adressen aller bekannten Schachspieler die in den benachbarten Städten oder Dörfern wohnen und die zu keiner Schach gesellschaft gehören. Die Einsendungen müssen adressirt sein "To J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

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## L'ALMANAC DES ÉCHECS.

(THE CHESS DIRECTORY.)

DANS l'assemblée générale de l'Association britannique des joueurs d'échec, qui a eu lieu le 6 Mars, 1866, dans le club de St. George à Londres, il a été décidé de la part du Comité de direction de publier un Almanac ou livre d'Adresses pour les joueurs d'échecs. Ce livre ne sera pas limité dans son contenu aux joueurs d'échecs anglais, mais contiendra autant que possible les noms des joueurs dans toutes les parties du monde, et dans chaque nouvelle édition un rapport, aussi étendu que possible, sera donné sur l'état des échecs dans tous les pays ou l'on cultive ce noble jeu. Un rapport special et complet sera surtout publié, de toutes les transactions de l'Association britannique des joueurs d'échecs. Messieurs les Presidents et Secretaires des cercles d'échecs sont donc priés de vouloir bien envoyer des rapports à l'Association britannique aussi tôt que possible. Ces rapports doivent contenir: Les noms et les adresses des clubs, cercles ou sociétés; la date de leur fondation; les noms et les adresses des officiers et des membres du Comité; les jours de l'anniversaire ou de l'Assemblée générale; le nombre de membres, leurs noms et adresses; les noms et adresses de tous les joueurs d'échecs qui demeurent dans les villes ou villages avoisinants et qui n'appartiennent à aucun cercle d'échecs. Les lettres doivent être adressés à "J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W,"

# L'ASSOCIATION BRITANNIQUE DES ÉCHECS,

## CONCOURS DES PROBLÈMES

EN CONNEXION AVEC

## LE CONGRÈS DE 1866.

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Les problèmes deviendront la propriété de l'Association, et ne doivent être publiés ni donnés pour publication sans la permission du Comité de direction.

Les problèmes doivent être envoyés avant le 1<sup>er</sup> Janvier, 1867.

Chaque compétiteur doit envoyer deux paquets cachetés, l'un contenant ses problèmes, qui doivent être imprimés ou écrits séparément et distinctement sur un diagram, accompagnés de leurs solutions, et marqués de Mottos pour les distinguer. L'autre paquet doit être marqué au dehors avec le Motto qui le distingue, et doit contenir en dedans le nom et l'adresse du compétiteur.

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Ceux qui ne rempliront pas les conditions stipulées ci-dessus, s'exposent à perdre leurs chances de succès.

THE

# Chess Player's Magazine.

---

## THE BRITISH CHESS ASSOCIATION.

FEW associations, taking into consideration the short time it has been in existence, have proved more successful than the British Chess Association. When first started it stood alone. Those enthusiastic lovers of the art who inaugurated the idea of such an institution could scarcely have anticipated the prosperous issue which has rewarded their maiden efforts. The most valuable aid has been rendered towards the development of the game by its establishment, inasmuch as by the means used, direct and indirect, under its auspices the association has disseminated far and wide the knowledge and practice of its details, by giving the strongest encouragement to the formation of kindred organizations in the provinces. The recent foundation of the society upon a permanent basis will still more enlarge its opportunities of promoting the culture and development of a pastime which in every respect has the highest claim to public support, not only on account of its intrinsic value, but also the genial recreation which it affords. We trust that the future of the British Chess Association may prove as brilliant as its antecedents lead us to anticipate, and as bright as its most sanguine supporters can desire. It is by such means that the theory of the game of Chess and interest in it can be satisfactorily diffused among the various classes of society; and we sincerely hope that at the forthcoming Congress some initiatory steps may be taken for the general formation of branch associations of a similar character. And in throwing out this suggestion we cannot but impress on every Chess amateur the

absolute necessity of cordial co-operation with the managing committee, who are straining every nerve to effect the object. The names and reputation of its members guarantee the sincerity of their motives in advocating the interests of the British Chess Association; and we have no hesitation in predicting that at not a very distant period every individual who lays claim to the title of a Chess player in Great Britain will feel proud to be enrolled in its ranks. We will go even further, and assert that every player is in duty bound to belong to the Association. The real importance and value of the movement can hardly at present be duly or fully appreciated. But they who have carefully examined the prospectus, and observed the objects which are aimed at, cannot fail to have seen what valuable assistance it is calculated to confer on Chess in every respect. Amongst the many advantages which it affords, the following may be adduced as a proof of its utility:—The encouragement of native talent, the organization of clubs and Associations, and the completion of the necessary arrangements for provincial meetings.

The British Chess Association, as we have before said, was the first institution formed of its kind, but from the success which has crowned the labours of its founders, some foreign countries have been led to adopt the plan, and have been equally rewarded. This additional bond which unites the Chess playing world will prove greatly instrumental in bringing together players from various parts. And to carry this out in a satisfactory manner, we are glad that it has been determined to publish a Chess directory which will embrace in itself a perfect guide to Chess associations, and be of great advantage to any amateur visiting the provinces or the Continent, inasmuch as at a glance he will be able to discover who are the resident Chess players; and the bond of freemasonry which exists among the brotherhood requires no further passport or introduction. We hope that all provincial secretaries and others who are lovers of the art will, without delay, afford the editor (Mr. Lowenthal) the amplest information at their command, and render the work as full and complete as possible. Its want is much felt, and every one who cares about the development of Chess should support it.

The managing committee of the British Chess Association have

great schemes in contemplation. They propose to take prompt action in endeavouring to introduce the game in every possible way. And very wisely they have resolved to initiate the rising generation in its mysteries, by asking the co-operation of the principals and masters of educational institutions and schools. They intend also making an effort in the direction of popularizing the game as much as possible in mechanic's institutes and working men's clubs. They desire, also, that Chess should become familiar in the Army and Navy, and we fervently trust that in this latter point they may be successful. Barrack life is at the best wearisome and monotonous, and the introduction of this excellent and noble recreation into soldier's quarters and into our fleets would eradicate much vice and dissipation, and give a healthy moral tone to a state of existence which is naturally surrounded with temptation.

And if these are some of the features which distinguish the objects of the British Association every one should feel proud to have any share in the good work which it has in hand. The terms of the annual subscription are by no means extravagant. The payment of five shillings per annum constitutes the title to membership; and this trifling subscription assuredly places it within the reach of all amateur players. The Congress which will be held on the 18th inst. will doubtless draw together the *elite* of the Chess playing world, and as considerable interest attaches to it from the various subjects which will then be discussed, the exciting contests which are anticipated, and the meeting of competitors to contest the Grand Challenge Cup, we hope that the occasion will tend to swell the number of members in a large proportion.

The Book of the Congress, which recorded the remarkable proceedings of the meeting of 1862, contains a full and faithful report of its deliberations, and will be handed down to posterity as a lasting memento of the glorious and untiring efforts which the British Chess Association made to render its success complete. Future generations will admire the ingenuity and perseverance by which this triumphant result accrued, and it will attribute the glorious victory which was achieved to the fact that the Congress was held under the auspices of the Association. That magnificent result, we venture to believe, will tend to make the forthcoming

Congress more interesting than its predecessor, and will inaugurate a new era in the annals of the game.

---

### MATCH BETWEEN ANDERSSSEN AND STEINITZ.

“Coming events cast their shadows before.”

In the Congress of 1862 last but not least in the list of conquerors was the name of Herr Steinitz. The difficulties which that gentleman surmounted were of a varied and formidable character. An entire stranger to the metropolis and London Chess circles, unacquainted with the different players and their respective styles, and not even speaking the English language, the success which he achieved proved a greater triumph than the Chess playing public had been led to anticipate under the peculiar circumstances of the case. The subsequent success of the youthful Vienna champion has, however, raised him to the foremost rank, he having contended with players of European renown, such as Signor Seraphino Dubois, and Mr. Blackburn, the well-known blind-fold amateur; and lastly, at Dublin, the victory which he achieved over the redoubtable Rev. G. A. McDonnell has entitled him to the highest honours in the Chess world. In fact, he is the coming man of the day; for at present there is no other competitor in the field to dispute the laurel crown with him. Under these circumstances it will be highly interesting to witness the contest between Herr Steinitz and the veteran Professor Anderssen. It seems almost a struggle between two different generations; for there is, we believe, a difference of nearly a quarter of a century between their respective ages. When the professor first entered the field there existed the well-known constellation of “The Seven Stars” in the Berlin Chess heaven, most of whom have since shone on different horizons. We are well acquainted with the glorious play of the Breslau “hermit; and although Herr Steinitz has never yet engaged first-rate players in any series of matches, his brilliant style, intuitive power, dash, and spirit exhibited in the contests in which he has engaged entitle him to be ranked as one of the chiefest players. He had not arrived in London when the brilliant American meteor passed through our clouded heavens, and it is, moreover, true, that he once came in contact with his present opponent Professor Anderssen, and with the widely celebrated L. Paulsen, but on these occasions he suffered defeat for the reasons above stated. The progress which he has, however, since made, his youth and untiring, energy render the issue of the forthcoming struggle very uncertain, and preclude our pronouncing judgment in favour of our veteran opponent, or presuming to foretell what victories may be in store for Mr. Steinitz in the future.

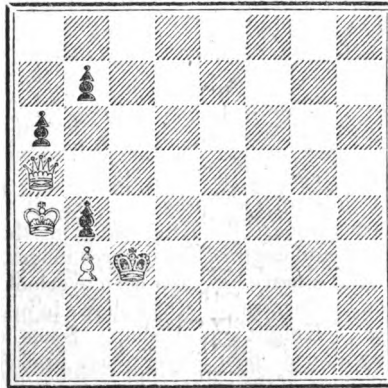
## THE RELATIVE VALUE OF THE CHESS PIECES.

We have abridged the following article from our valued contemporary the *Berliner Schachzeitung*:—

As the King is not, like the other pieces, liable to capture, no comparison can properly be drawn between him and them. We may, however, state his aggressive power, which is generally considered greater than that of the Knight or Bishop, and less than that of the Rook. The King commands or attacks eight squares, except when placed on the eighth line, when he commands only five, or on a corner square, when he commands but three squares. He can attack all the pieces excepting the Queen, who remains always out of his reach.

The Queen, combining the action of the Rook and Bishop, commands no less than 27 squares when placed on one of the four central squares, 14 of them belonging to her action as a Rook, and 13 to her action as a Bishop; on the eighth line she commands 21, on the seventh 23, on the sixth 25 squares. The Rook commands 14 squares wherever he may be placed. The Bishop, when placed on one of the four central squares, commands 13, on the eighth line only 7, on the seventh 9, and on the sixth line 11 squares. The Knight commands 8 squares when placed in the centre, but only 2 in the corner of the board. The Pawn can at the most only threaten 2 squares; yet positions may arise when a Pawn is more valuable than even the Queen, as in the annexed example.

BLACK.



WHITE.

Black moves and wins; but if a Pawn is substituted for the Queen the game is drawn.

Having thus briefly stated the power and activity of the pieces, it will be easier for us to estimate their relative value. Taking, then, the Pawn as 1, let us see in what proportion he stands to the Knight. The Pawn commands only 2 squares, but the operation of the Knight extends from 2, only up to 3, 4, 6, and finally 8 squares. Upon the average, therefore, the Knight is in this respect hardly equal to three Pawns. It is true the Pawn cannot retrograde, but then he can become a Queen. Most writers, in estimating the value of the pieces by the standard of Pawns, have not paid due regard to practical play, from which it appears that in end-games three Pawns are more valuable than a Knight or even a Bishop, while three pawns with one minor piece will almost invariably win against two minor pieces. The Italian writers, Lolli, Ponziani, and others, greatly underrated the value of Pawns; but this may be accounted for, partly by the Italian mode of castling, which rendered the attack more fierce, and the Pawns less valuable at the beginning of the game, partly by the defective knowledge of openings and end-games at the time, which may be seen from the games that are left us, terminated as they almost invariably are by a brilliant combination. Most modern Chess writers have agreed to fix the value of a Knight at the rate of three Pawns. Certainly three Pawns may be given up for a Knight, and even with advantage, early in the game; but, as the value of Pawns rises as the number of pieces is diminished, it is doubtful whether it would be advisable to exchange three Pawns for a Knight towards the close of the game. The Bishop has greater scope in the command of squares than the Knight; he can move from one end of the board to the other, and can threaten at a distance; the only disadvantage he labours under is that he cannot change his colour, but once upon a white or black square, he must always remain upon the same. But the Knight also labours under a disability peculiar to himself, since he never can gain a move; hence it is that the two Knights alone cannot give checkmate. Another evil to which the Knight is exposed is that in certain positions he cannot escape like the other pieces, but falls an easy prey—*ex. gra.*, if the Knight has retreated to a corner square the King can from the middle of the board stop his egress, and capture him in three moves. The inability of the Knight to gain a move has even been overlooked in the well-known comparison by Carrera, where he shows in juxta-position the different qualities of Knight and Bishop. Since the end-games were more fully examined most players have preferred the Bishop to the Knight; and one of the greatest players of the day—Herr L. Paulsen—opines that the Bishop is decidedly the superior piece. If we, therefore, value the Knight at three Pawns we may safely estimate the Bishop at three-and-a-half. The exchange of a Bishop for a Knight is only advisable, therefore, to avert a loss or to

obtain some advantage, as, for example, not less than doubling a Pawn. It is admitted on all sides that two Bishops are stronger than two Knights, and even that a Bishop and Knight are stronger than two Knights. Two Bishops and a Knight are considered stronger than two Knights and a Bishop; the former are considered equivalent to two Rooks, while the latter are held to be inferior to two Rooks. We may fairly conclude that a Bishop is somewhat stronger than a Knight.

The Rook, commanding in every position 14 squares, is evidently superior both to the Knight and the Bishop, who in many positions do not even between them command that number of squares. It has been a matter of dispute at what the actual superiority of the Rook to the Bishop or Knight should be estimated, but the doctors greatly differ on this point. Some contend that a Rook is equal to two Pawns and a minor piece, while others consider one Pawn and a minor piece a fair equivalent. Most Chess writers, however, agree that two minor pieces are equal to a Rook and two Pawns. Major Jaenisch, while admitting this with regard to the two Bishops, believes that the two Knights are decidedly weaker than Rook and two Pawns. In practical play it will be found that a Knight and one Pawn are decidedly inferior to a Rook, to which Knight and two Pawns are a fair equivalent. A Bishop and one Pawn are sometimes equal to a Rook, but mostly inferior, while with a Bishop and two Pawns the contrary is the case. A Rook may, therefore, be rated as equal in number of Pawns to from four-and-a-quarter to four-and-a-half.

The Queen has been generally considered as equal to two Rooks, or three minor pieces, or nine Pawns; of course, in the last case, the exchange is impossible, there being only eight Pawns on the board; but, as a minor piece is considered equal to about three Pawns, the Queen may be exchanged for six Pawns and a minor piece, or for three Pawns and two minor pieces, or for a Rook and five Pawns, at least theoretically, since in practice such an exchange hardly ever occurs. Indeed, a player who at the beginning of a game would give up his Queen for a Rook and five Pawns, would probably succumb to the attack of his opponent's Queen, while towards the end a Rook and five Pawns would be more than a match for the Queen. Two Rooks will evidently draw against Queen, if there are no Pawns left; but, when there are several Pawns on each side, the Queen mostly has the advantage. The Queen in most cases draws against two Rooks and Pawn, but should lose against Rook and two Bishops. The Queen draws against Bishop and two Knights, and also against Rook and two Knights. The four minor pieces win against the Queen, as also two Rooks and a Knight. Major Jaenisch agrees

with the Italian writers that the Queen may be valued at two Rooks and a Pawn, or to three minor pieces and a Pawn.

The valuation of the pieces by a certain number of Pawns is very uncertain, as the worth of a Pawn varies with its position. Thus, with the progress of the game the value of the Pawns rises considerably. United Pawns are preferable to separated, the more advanced to the less advanced, and the central to the wing Pawns. Two isolated doubled Pawns are weaker than two isolated Pawns on different files. Then again, the fluctuations in the activity and power of the minor pieces render their valuation in Pawns still more difficult. Lolli thus estimates the value of the pieces in the opening and middle game:—

1. A Bishop equal to a Knight.
2. Two minor pieces equal to a Rook and two Pawns.
3. A Rook equal to a minor piece and two Pawns.
4. A Queen equal to two Rooks and a Pawn.

According to this\* a minor piece is equal to four Pawns, and a Rook to six Pawns, and a Queen therefore to thirteen Pawns. Lolli here (it is plain), greatly underrates the value of the Pawns.

Ponziani fixes the value of a Knight or Bishop at three-and-a-half Pawns. Major Jaenisch, however, holds that by Ponziani's scale a minor piece is overrated, as according to that a minor piece and two Pawns would outweigh the Rook, and three minor pieces would be stronger than the two Rooks. We on the other hand, are of opinion that a Bishop and two Pawns (but not a Knight and two Pawns) are stronger than a Rook, and that two Bishops and a Knight are stronger than two Rooks, though not two Knights and a Bishop.

Mr. Pratt, in his studies on Chess,† gives the following scale:— Pawn 1, Knight  $3\frac{1}{2}$ , Bishop  $3\frac{1}{2}$ , Rook  $5\frac{1}{2}$ , Queen 10. The Rook is here evidently overrated, though we rather agree with his relative estimation of the Knight and Bishop. "Bilguer's Handbuch" (4th Ed.) reckons the Knight or Bishop as equal to  $3\frac{1}{2}$  Pawns, the Rook to  $5\frac{1}{2}$ , the Queen 10. With this judgment we cannot agree at all, as in that case two Rooks would be preferable to a Queen, three minor pieces would be weaker than two Rooks, and two minor pieces would be inferior to a Rook and two Pawns. We think the following scale would come nearer the mark:—

Pawn ..... 1	Isolated corner Pawn... $8\frac{1}{2}$
Knight ... 3	Two Knights ..... $6\frac{1}{2}$
Bishop ... $3\frac{1}{2}$	Two Bishops ..... $6\frac{1}{2}$
Rook ..... $4\frac{1}{2}$	Two Rooks ..... $9\frac{1}{2}$
Queen ... $9\frac{1}{2}$	
King ..... 4 (aggressive value)	

[\* This statement is by no means clear. Surely Lolli did not value the Knight or Bishop at four Pawns. Ed. C. P. M.]

[† The writer probably alludes to an edition of Philidor, published by Mr. Pratt, an English amateur, about forty years ago. Ed. C. P. M.]

According to our scale two Bishops would be slightly stronger than a Rook and two Pawns, and two Knights slightly weaker. Again, two Bishops and a Knight would be a little better than two Rooks, and two Knights and a Bishop equal to two Rooks.

It must, however, be well understood that we have spoken only of the relative value of the pieces in general, and not of that value which depends on the position of the game, when a Knight, or Bishop, or even a Pawn may be more valuable than a Queen.

### NORFOLK CHESS ASSOCIATION.

We abridge the following from the *Norfolk News*, May 12, 1866 :—

“This association held its first annual meeting at the Royal Hotel, Norwich, on Tuesday and Wednesday, the 8th and 9th May. Nearly all the best players in the county were present, and took part in the proceedings.

“Play commenced on Tuesday at twelve o'clock, when a number of friendly games were contested between Norwich and Norfolk players.

“Mr. Blackburne, the celebrated blindfold player, who is unrivalled among Englishmen in this department of Chess, entered the room about two o'clock, and shortly engaged the Rev. W. D. Beard (one of the strongest players in the Norwich club) in a light skirmish, before commencing the arduous task which was the chief attraction of the programme. Mr. Blackburne defeated his antagonist after a gallant contest. A very excellent game was at the same time played by Mr. W. G. Crook (Norwich) and the Rev. G. R. Bell (Great Snoring), which resulted in a draw.

“The players then took up their posts for the grand encounter, Mr. Blackburne quietly seating himself by the fireside. Mr. Rainger announced the moves. The blindfold player began by (1) P. to K. fourth at every board, and in about two hours one of his antagonists succumbed. Other defeats rapidly followed. Mr. Blackburne, after four hours, offered Mr. Knight (who had played very steadily) a draw which was accepted gladly. Mr. Crook, who had lost a piece in the early part of the game, recovered himself, so that Mr. Blackburne agreed to draw. Mr. Blackburne defeated Mr. Howard Taylor after five hours and a half's play in magnificent style, sacrificing first the exchange and then his queen. The conclusion of this game excited the admiration of the members, and it would have done credit to any player over the board. Two opponents still remained, the Rev. W. D. Beard and Mr. W. T. Palmer. The first was shortly afterwards mated in very pretty style, and the latter, being a piece minus, after a gallant contest of nearly six hours, resigned. Mr. Blackburne won eight games and drew two, not having made a single miscalculation throughout.

“The following is the score with the openings :—

1. Mr. G. C. L. Knight, Wymondham (Philidor's defence) ...Drawn.
2. The Rev. W. D. Beard, Norwich (Scotch gambit) .....Lost.
3. Dr. Gardiner, Diss (Irregular) .....Lost.
4. Mr. W. T. Palmer, Norwich (Evan's gambit) .....Lost.
5. Mr. A. H. Thurgar, Norwich (Queen's gambit) .....Lost.

6. Rev. G. R. Bell, Great Snoring (Allgaier gambit) .....Lost.
7. Mr. E. Vince, Barton Bendish (Philidor's defence).....Lost.
8. Mr. Sallett, Norfolk (Damiano's gambit) .....Lost.
9. Mr. I. O. Howard Taylor, Norwich (Sicilian defence).....Lost.
10. Mr. W. G. Crook, Norwich (King's gambit declined).....Drawn.

"On the following day play again commenced at twelve, when some friendly games were contested.

"Mr. Lowenthal arrived about two o'clock. He engaged the Rev. W. D. Beard at the odds of Queen's knight, each party winning a game. He then played a brief game with Mr. I. O. Howard Taylor, to show the true defence of Evan's Gambit, which he won in half an hour.

"Mr. Lowenthal then delivered an address upon Chess, which we regret not being able to report.

"The simultaneous match then came off, Mr. Lowenthal playing against fourteen antagonists.

The following is the score with openings and results :—

1. Mr. G. Rainger, Norwich (Sicilian defence) .....Unfinished
2. Mr. T. Garwood, jun., Wells (French opening).....Lost.
3. Mr. J. A. Miles, Fakenham (Allgaier gambit) .....Lost.
4. Mr. A. H. Thurgar, Norwich (Ruy Lopez).....Lost.
5. Mr. Tillyard, Norwich (Scotch gambit) .....Lost.
6. Mr. R. H. Household, Lynn (Irregular).....Lost.
7. Mr. I. O. Howard Taylor, Norwich (Sicilian defence) ...Drawn.
8. Rev. W. D. Beard, Norwich (French opening) .....Lost.
9. Mr. G. Vince, Barton Bendish (Two knight's defence ...Lost.
10. Mr. Massey, Norwich (Irregular Queen's gambit) .....Lost.
11. Rev. G. R. Bell, Great Snoring (King's gambit declined)Lost.
12. Mr. W. G. Crook, Norwich (Centre gambit) .....Drawn.
13. Mr. G. C. L. Knight, Wymondham (Philidor's defence)...Won
14. Mr. Sallett, Norfolk (Queen's gambit).....Lost.

Thus it will be seen that out of thirteen games (one being left unfinished through Mr. Rainger being compelled to leave) Mr. Lowenthal won ten, lost one (through an oversight), and drew two.

"After the conclusion of this match (fatigue preventing players joining in a consultation against Mr. Lowenthal), he offered to play Mr. I. O. Howard Taylor, giving the odds of Queen's Rook in exchange for King's Knight. A game was accordingly played between them, and after a severe contest of two hours and a half, was won by the Norwich player.

"This concluded the meeting, which, as regards the play was very interesting. Among the visitors present during the contest were Canon Heaviside, W. L. Jex-Blake, F. E. Watson, and J. C. Copeman, Esqs., &c., &c.

"The success of the meeting was greatly due to the indefatigable exertions of Mr. Rainger, the secretary, who made all the arrangements."

**WEST YORKSHIRE CHESS ASSOCIATION.**—This excellent society held its eleventh annual meeting at the Victoria Hotel, Leeds, on Saturday, the 26th ult., under the presidency of John Rhodes, Esq., who has ever been a most liberal patron of this association. The programme consisted of club matches and one or more game tourneys.

## THE BRITISH CHESS ASSOCIATION.

The following letter, issued by the managing committee of the British Chess Association, has been distributed among the Chess clubs of Great Britain and Ireland. In laying it before our readers we believe that they will feel convinced that the Association is most willing and anxious to afford its aid to any provincial Chess society which feels disposed to make arrangements for a meeting to be held in its locality in 1867:—

“Purssell's, Cornhill, London.

“21 April, 1866.

“Dear Sir,—

“With reference to the following resolution passed at the general meeting held on the 6th March, ‘That in each year in which no Congress is held in London, a Congress be held in some provincial town where there is a local Chess club, if, in the opinion of the managing committee for the year, the state of the funds and condition of the Association make it advisable,’ I am directed by the Managing Committee to solicit your aid and advice to enable them efficiently to carry out this expressed desire of the Association. From a circular lately issued you have learned that a Congress will be held in London in June next; consequently no meeting will take place in the country this year. In 1867, however, it is the earnest wish of the Committee that a congress should be held in some provincial town which shall partake of the varied character of those meetings which have proved on many occasions so interesting and instructive. The question then arises, in what town shall the congress of 1867 be held? On this point the Committee cannot of themselves decide, but must look for guidance to the wishes of members, in the various districts—to the support to be locally given—and to other general considerations.

“The committee, therefore, request that you will be good enough to take such steps as may appear to you advisable to ascertain the views of Chessplayers as grouped in the clubs and other local associations of your neighbourhood, and to communicate the result to them.

“I am, dear Sir,

“Your obedient servant,

“GEO. W. MEDLEY, Hon. Sec.”

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 CHESS LITERATURE.

*A Collection of Two Hundred Chess Problems.* Composed by F. HEALEY, Esq. Longman and Co., Paternoster Row.

We resume this month the review of Mr. Healey's book of Problems, and in so doing cannot but pay a tribute of admiration

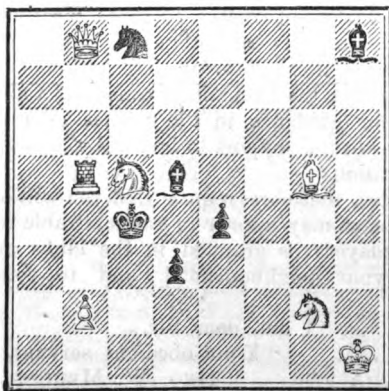
to the genius of the author, whose productions in this volume have elicited the applause of every problem connoisseur. Nothing, however, is perfect in this sublunary sphere—not even in the literary world; and we may, therefore, be permitted to point out that a few more defects, not to say errors, have been discovered in the work by that highly distinguished problem solver and supporter of Chess, Mr. H. Waite. In mentioning this we have no desire to detract from Mr. Healey's well-merited fame, and we only do so in order to draw the attention of the author to them, so that in future editions the mistakes may be corrected.

This unparalleled and splendid collection of problems has, we sincerely trust, a chance of being augmented by Mr. Healey co-operating with the Congress at the forthcoming problem Tourney, in which every English composer, in fact, should feel in duty bound to enter the lists. The shining talent of Mr. T. Smith, Mr. Grimshaw, Turton, Kidson, Pavitt, Watts and others will, we trust, prevent the prizes from passing out of the limits of Albion—a fact which we feel sure would afford great pleasure to the liberal patron of native genius, who has never failed to give a helping hand to develop rising talent.

The following are the problems referred to in our last number as being incorrect:—

No. 85.

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WHITE.

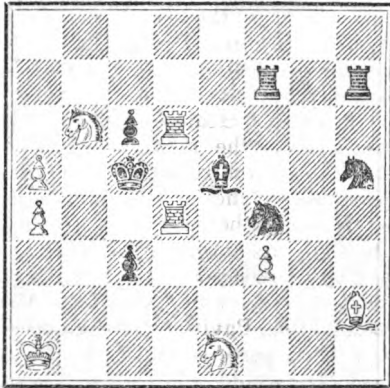
White to play, and mate in three moves.

This can be solved in a different way to that described by the author—viz.,

- |                             |                             |
|-----------------------------|-----------------------------|
| 1. R. to Kt. fourth (check) | 1. K. takes Kt.             |
| 2. B. to K. seventh (check) | 2. K. moves or Kt. takes B. |
| 3. Mates accordingly.       |                             |

No. 87.

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WHITE.

White to play, and mate in three moves.

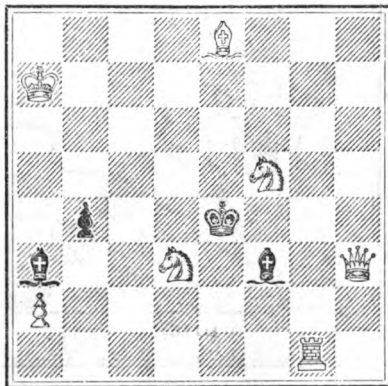
In this problem mate cannot be effected in the number of moves propounded by the author; for if

1. R. to K. sixth  
and mate is impossible.

1. P. to Q. B. seventh

No. 89.

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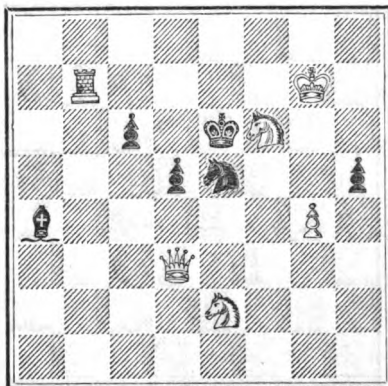
WHITE.

White to play, and mate in three moves.

This is also impossible to be solved. By Black's defence,  
1. to K. Kt. fifth.

No. 90

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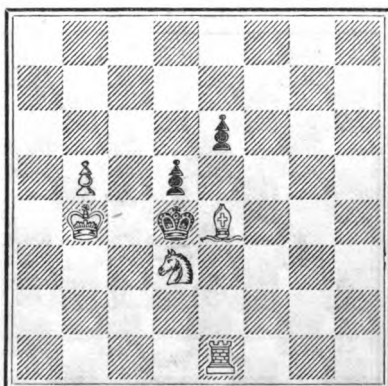
WHITE.

White to play, and mate in three moves.

Is capable of solution in two moves instead of three.

No. 116.

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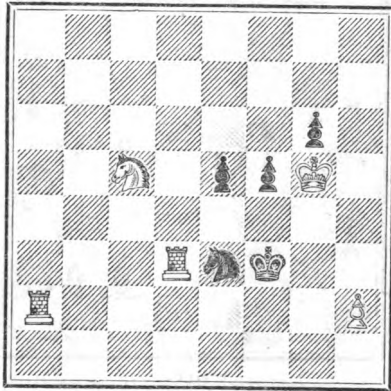
WHITE.

White to play, and mate in four moves.

Two first moves may be made leading to the same result—namely, 1. B. to Kt. sixth, or 1. B. to R. seventh.

No. 126

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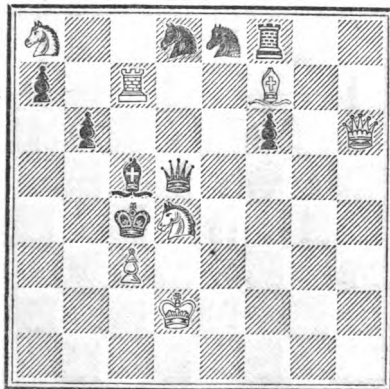
WHITE.

White to play, and mate in four moves.

Admits of a second solution—viz., 1. R. from Q. third to R. third, or 1. R. from R. second to Q. second.

No. 129

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WHITE.

White to play, and mate in four moves.

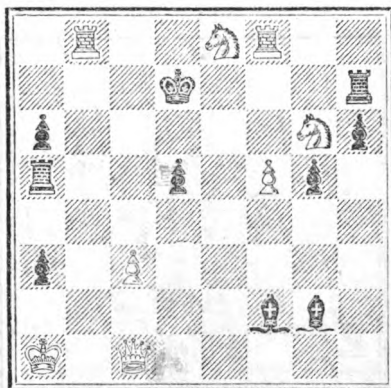
Has also a second solution :—

1. Kt. takes P. (check)
2. Q. to K. R. square, &c.

1. P. takes Kt.

No. 139.

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WHITE.

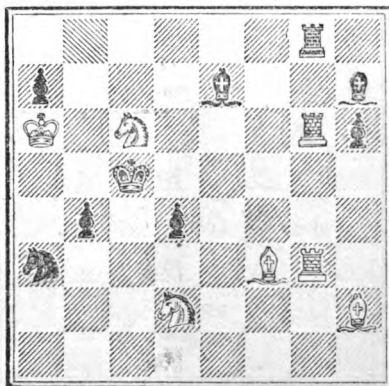
White to play, and mate in four moves.

There is to this also a second solution, in which the White Queen is not required :—

- |  |                    |
|--|--------------------|
| 1. Kt. to K. fifth (check)                                   | 1. K. to K. second |
| 2. R. to K. B. sixth   | 2. Any move        |
| 3. K. to Kt. 6th or B. 6th accordingly, and mates next move. |                    |

No. 142

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WHITE.

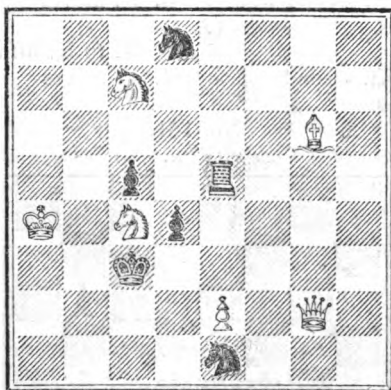
White to play, and mate in four moves.

Admits of a second solution, namely :—

- |   |                   |
|---|-------------------|
| 1. Kt. to Kt. (check)                   | 1. K. moves       |
| 2. B. to K. fourth                      | 2. P. to Q. sixth |
| 3. R. takes Q. P., and mates next move. |                   |

No. 151

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WHITE.

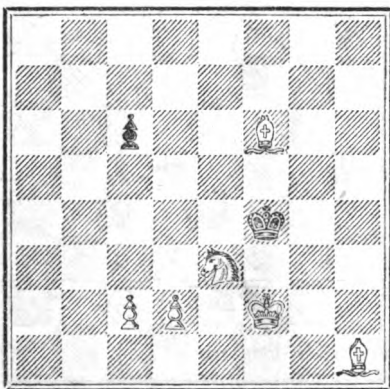
White to play, and mate in four moves.

Admits of a second solution, namely :—

- |                              |                        |
|------------------------------|------------------------|
| 1. Q. to Kt. third (check)   | 1. Kt. to B. sixth (A) |
| 2. Q. takes Kt. (check)      | 2. R. covers           |
| 3. B. to Q. third            | 3. Anything            |
| 4. Kt. or Q. mates.          | (A)                    |
|                              | 1. R. to K. sixth      |
| 2. Q. takes Kt. (check)      | 2. K. takes Kt.        |
| 3. Q. to Q. B. square (ch.)  | 3. R. covers           |
| 4. B. to Q. B. third (mate). |                        |

No. 180

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WHITE.

White to play, and mate in five moves.

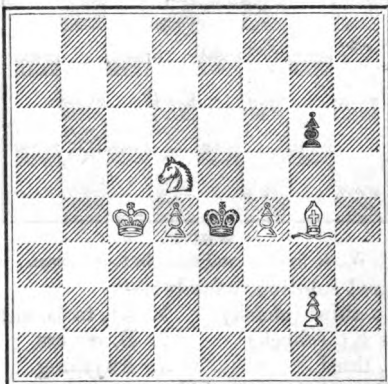
Admits of a second solution, namely :—

- |                   |                    |
|-------------------|--------------------|
| 1. B. to B. third | 1. P. to B. fourth |
| 2. B. to Q. fifth | 2. P. to B. fifth  |

- |                      |                   |
|----------------------|-------------------|
| 3. B. to K. sixth    | 3. P. moves (A)   |
| 4. Kt. to Kt. second | 4. K. moves       |
| 5. P. mates.         | (A)               |
|                      | 3. K. to K. fifth |
| 4. Kt. to Kt. second | 4. P. moves       |
| 5. P. mates.         |                   |

No. 181.

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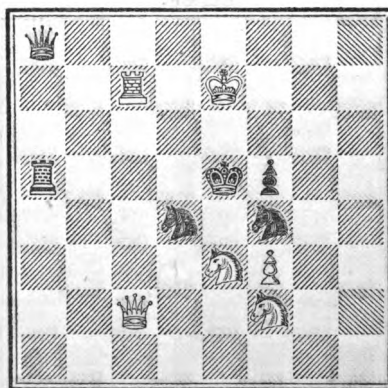
WHITE.

White to play, and mate in five moves.

In this problem the white Bishop can be moved to K. sixth, Q. seventh, B. eighth, or R. third, all leading to the same result.

No. 185.

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WHITE.

White to play, and mate in five moves.

Can be solved in three moves, namely :—

- |                                 |                 |
|---------------------------------|-----------------|
| 1. Kt. from B. 2 to Kt. 4 (ch.) | 1. P. takes Kt. |
| 2. Kt. takes P. (check)         | 2. K. moves     |
| 3. R. mates.                    |                 |

## GAMES.

THE REV. W. WAYTE AND CAPT. H. A. KENNEDY.—Several weeks since Mr. Wayte visited Bath, and attended the Bath Chess Club, where he played some highly interesting games with Capt. H. A. Kennedy and Mr. Thorold, which are here offered to our readers as being worthy of their close attention. The termination of the second game will specially repay examination.

## GAME 160.

(Queen's Gambit refused.)

*White.* (Capt. KENNEDY.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to K. third
5. K. Kt. to B. third
6. B. to K. second (a)
7. Castles
8. B. takes P.
9. B. to K. second
10. Kt. to Q. R. fourth (b)
11. P. takes P.
12. B. to K. third
13. Q. R. to B. square
14. P. to Q. Kt. third
15. K. Kt. to K. square
16. B. to K. B. third
17. P. to K. Kt. third
18. K. Kt. to Q. B. second
19. Q. Kt. to Q. B. fifth
20. Kt. takes B.
21. P. takes Kt.
22. Q. to Q. second
23. B. to K. fourth (d)
24. B. takes Kt.
25. P. to Q. fifth (e)
26. Kt. to Q. fourth
27. K. R. to Q. square (f)
28. Q. R. to Q. B. seventh (g)

*Black.* (Mr. WAYTE.)

1. P. to Q. fourth
2. P. to K. third
3. K. Kt. to B. third
4. P. to Q. B. fourth
5. Q. Kt. to B. third
6. P. to Q. R. third
7. Q. P. takes P.
8. P. to Q. Kt. fourth
9. P. to Q. Kt. fifth
10. P. takes P.
11. B. to Q. third
12. Castles
13. B. to Q. Kt. second
14. Q. R. to Q. B. square
15. B. to Q. Kt. square
16. Q. to her third
17. B. to Q. R. second
18. K. Kt. to Q. fourth (c)
19. Kt. takes B.
20. Q. to K. second
21. Q. takes Kt.
22. P. to Q. R. fourth
23. P. to K. B. fourth
24. R. takes B.
25. R. to Q. third
26. Q. takes Q. P.
27. P. to K. fourth
28. B. to Q. Kt. third

And Black wins.

## NOTES.

- (a) P. to Q. R. third is a better move.  
 (b) This Knight is not well placed; the error of White's sixth move is now apparent.  
 (c) Better than 18. K. R. to Q. square, to which the answer would equally have been 19. Kt. to Q. B. fifth.  
 (d) Thinking, perhaps, that Black's position would be weakened by P. to K. B. fourth.  
 (e) This is an error which costs a Pawn.  
 (f) In attempting to avert the loss of a second Pawn White loses a piece. The game, however, was not to be retrieved, play how he might.  
 (g) If Kt. to K. B. third, Black evidently wins a piece by exchanging Queens.

## GAME 161.

*(Queen's Gambit.)**White.* (Capt. H. A. KENNEDY.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. third
4. Kt. to K. B. third
5. Kt. to Q. B. third
6. P. to Q. R. third
7. P. takes Q. B. P. (b)
8. P. to Q. Kt. fourth
9. P. to Q. B. fifth
10. B. to Q. third
11. Castles
12. P. to K. fourth
13. Q. Kt. to K. second
14. P. to K. R. third
15. Q. to Q. Kt. third (check)
16. Q. Kt. to K. Kt. third
17. B. takes K. P.
18. P. takes Kt.
19. Q. B. to Q. second
20. Q. to Q. third
21. Kt. to K. R. fourth
22. B. takes K. R. P. (c)
23. R. to K. B. sixth
24. Q. R. to K. B. square
25. Q. to Q. second
26. R. takes K. R. P. (e)
27. Q. to K. Kt. fifth (check)
28. R. takes R.

*Black.* (Rev. W. WAYTE.)

1. P. to Q. fourth
2. P. to K. third
3. Kt. to K. B. third
4. P. to Q. B. fourth
5. Kt. to Q. B. third
6. P. to Q. R. third (a)
7. B. takes P.
8. B. to Q. Kt. third
9. B. to Q. B. second
10. Castles
11. P. to K. fourth
12. P. to Q. fifth
13. Kt. to K. R. fourth
14. P. to K. B. fourth
15. K. to R. square
16. P. takes P.
17. Kt. takes Kt.
18. Q. to K. square
19. Q. B. to K. third
20. P. to K. R. third
21. B. to K. B. second
22. P. takes B.
23. K. to Kt. second (d)
24. Kt. to K. second
25. Kt. to K. Kt. square
26. Kt. takes R. (f)
27. B. to Kt. third
28. K. takes R.

- |                                    |                     |
|------------------------------------|---------------------|
| 29. Q. takes Kt. (check)           | 29. K. to K. second |
| 30. Kt. takes B. (check)           | 30. K. to Q. second |
| 31. B. takes Q. Kt. P.             | 31. R. to R. second |
| 32. P. to Q. B. sixth (check)      | 32. K. to K. third  |
| 33. Kt. to K. B. fourth (dis. ch.) | 33. K. to K. second |
| 34. Kt. to Q. fifth (check)        |                     |

And Black resigns.

NOTES.

(a) In this instance it would have been more advantageous to exchange the Pawns.

(b) The correct move, by which White is enabled rapidly to develop his game.

(c) We invite the attention of our readers to this interesting position, and especially to the skilful manner in which the attack is carried on by White.

Position after White's 22nd move.

BLACK.



WHITE.

(d) Had Black played the King to Kt. square White would have won the Queen, at least, by taking Bishop with Kt.

(e) All this is finely conceived; the sacrifice is as ingenious as it is sound.

(f) The only move to save the mate.

THE REV. MR. WAYTE AND MR. THOROLD.—The following are two of a series of games played as above stated at the Bath Chess Club between these gentlemen.

GAME 162.

(Evans' Gambit.)

- |                            |                              |
|----------------------------|------------------------------|
| <i>White.</i> (MR. WAYTE.) | <i>Black.</i> (MR. THOROLD.) |
| 1. P. to K. fourth         | 1. P. to K. fourth           |
| 2. K. Kt. to B. third      | 2. Q. Kt. to B. third        |

3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to Q. fifth
10. B. to Kt. second
11. B. to Q. third
12. Q. Kt. to B. third
13. Q. Kt. to K. second
14. K. to R. square
15. Q. to Q. second
16. Kt. to K. square
17. P. to K. B. fourth
18. P. to K. B. fifth
19. B. to Q. B. second
20. Kt. to K. B. fourth
21. Kt. to K. sixth (a)
22. Q. P. takes B.
23. Q. to K. third
24. B. to Q. fourth
25. Kt. to K. B. third
26. Q. to Q. second
27. Q. takes Kt.
28. B. takes B.
29. Kt. to K. square
30. Q. to Q. second
31. P. to Q. R. third (c)
32. Q. takes Q. P.
33. Q. to K. B. fourth
34. P. takes P.
35. Kt. to K. B. third
36. Q. to Q. B. square
37. Kt. takes Kt.
38. R. to Q. Kt. square
39. R. to K. B. fourth
40. P. to K. R. third (e)
41. R. to K. B. third
42. Q. to K. square
43. Q. takes Q.

3. B. to Q. B. fourth
4. B. takes P.
5. B. to B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Kt. third
9. Kt. to Q. R. fourth
10. K. Kt. to K. second
11. Castles
12. P. to Q. B. fourth
13. P. to Q. R. third
14. B. to Q. B. second
15. P. to K. B. third
16. P. to Q. Kt. fourth
17. Kt. to Q. Kt. second
18. P. to Q. B. fifth
19. Kt. to Q. B. fourth
20. R. to Q. Kt. square
21. B. takes Kt.
22. B. to Q. R. fourth
23. B. to Q. Kt. third
24. K. Kt. to Q. B. third
25. Kt. to Kt. fifth (b)
26. Kt. takes B.
27. Kt. to Q. sixth
28. Q. takes B.
29. Kt. to Q. Kt. fifth
30. P. to Q. R. fourth
31. Kt. to B. third
32. K. R. to Q. square
33. P. to Q. Kt. fifth
34. P. takes P.
35. P. to Q. B. sixth
36. Kt. to Q. fifth (d)
37. Q. takes Kt.
38. Q. takes P.
39. Q. to Q. sixth
40. P. to Q. Kt. sixth
41. P. to Q. Kt. seventh
42. Q. takes Q. R.
43. P. to Q. B. seventh & wins.

## NOTES.

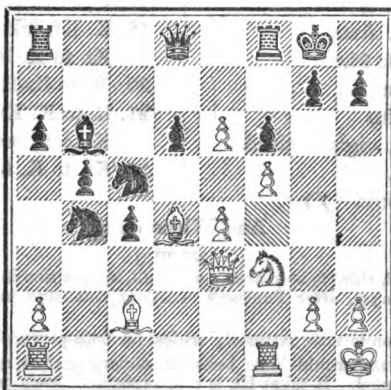
(a) This seems to us premature, as it not only loses time, but also enables Black to prepare the eventual advance of the Pawns on his right wing, which, as the

result of the game will show, becomes irresistible. B. to Q. B. third would have been the correct move.

(b) A good move, and far more effective than Kt. to K. fourth.

Position after Black's 25th move.

BLACK.



WHITE.

(c) It is questionable whether White should not have boldly advanced this Pawn to B. fourth, as it would have broken up the strength of Black's united Pawns. It is true that the move in the text secures the gain of a Pawn, but it affords Black the means of driving the Queen to a square where she seems completely out of play, and Black can then make an easy onward movement with his advanced Pawns.

(d) Well timed; White is now compelled to exchange Knights, and unable to check the progress of the Black Pawns.

(e) Under the circumstances R. to K. B. third would perhaps have been better.

GAME 163.

(Allgaier Gambit.)

White. (Mr. WAYTE.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. P. to Q. fourth
7. Kt. takes K. Kt. P.
8. Kt. to K. B. second
9. P. to Q. B. third
10. B. to K. second
11. K. Kt. to Q. third
12. Kt. takes K. B. P.

Black. (Mr. THOROLD.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. B. to K. Kt. second
6. P. to Q. third (a)
7. P. to K. R. fourth
8. Q. to K. B. third
9. Kt. to K. second
10. Kt. to K. Kt. third
11. Kt. takes K. B. P.
12. B. to K. R. third

- |                                |                            |
|--------------------------------|----------------------------|
| 13. Castles                    | 13. R. to K. Kt. square    |
| 14. B. takes K. R. P. (b)      | 14. Kt. to Q. B. third (c) |
| 15. Kt. to K. Kt. sixth (d)    | 15. Q. takes R. (check)    |
| 16. Q. takes Q.                | 16. P. takes Kt.           |
| 17. Q. B. takes B.             | 17. P. takes K. B.         |
| 18. Q. to K. B. sixth          | 18. K. Kt. takes P.        |
| 19. B. to K. Kt. fifth         | 19. Kt. to K. R. fifth     |
| 20. Kt. to Q. second           | 20. B. to K. R. sixth      |
| 21. P. to Q. fifth             | 21. R. to K. Kt. third (e) |
| 22. Q. to K. R. eighth (check) | 22. K. to B. second        |
| 23. Q. takes R.                | 23. Kt. to K. fourth       |
| 24. K. to R. second (f)        |                            |

And White wins.

#### NOTES.

(a) K. Kt. to B. third is here stranger. Still, the position is every way in favour of the second player, after Paulsen's excellent defensive move 5. B. to K. Kt. second.

(b) The situation is now extremely critical for both players.

(c) Ingenious, and would have been satisfactory against any other move than that actually adopted. B. takes Kt. is preferable, and leads to some highly interesting situations.

Position after Black's 14th move.

BLACK.



WHITE.

(d) The effect of this move was not foreseen by Black. He must now give up his Q. or lose a piece. Had White played instead Kt. to Q. fifth, then

16. K. to R. square  
Threatening mate in two moves, which White must provide against, and can neither take K. B. P. with R. nor Q. B. P. with Kt. (check).

(e) If  
22. Q. to K. Kt. seventh  
23. Q. to K. R. eighth (check)  
and Black must equally lose a piece.

(f) White plays the game throughout with his usual skill and ability.

THE REV. J. OWEN AND MR. LOWENTHAL.—The Rev. Mr. Owen recently visited London, and during his stay frequently attended at the St. George's Chess Club, where he engaged in play with some of the leading members. In the series played between him and Mr. Lowenthal the latter won three games; the others were drawn. The following is a game played some months ago between Mr. Owen and Mr. Lowenthal, in which the former was victorious, and which is here offered as a good specimen of Mr. Owen's skill.

## GAME 164.

(Fianchetto.)

White. (Mr. LOWENTHAL.)	Black. (Mr. OWEN.)
1. P. to K. fourth	1. P. to Q. Kt. third
2. P. to Q. fourth	2. B. to Q. Kt. second
3. B. to Q. third	3. P. to K. third
4. B. to K. third	4. Kt. to K. B. third
5. Kt. to Q. B. third (a)	5. B. to Q. Kt. fifth
6. P. to K. B. third	6. Castles
7. K. Kt. to K. second	7. P. to Q. B. fourth
8. P. takes P.	8. P. takes P.
9. Castles	9. B. takes Kt.
10. Kt. takes B.	10. Q. to Q. R. fourth
11. P. to K. fifth	11. Kt. to . . . fourth
12. B. to Q. second	12. Kt. takes Kt.
13. B. takes Kt.	13. Q. to Q. B. second
14. Q. to K. second	14. Kt. to Q. B. third
15. Q. R. to Q. square	15. P. to K. B. fourth
16. P. takes P. ( <i>en pass.</i> ) (b)	16. P. takes P.
17. Q. to K. third	17. Kt. to K. second
18. Q. to K. R. sixth	18. R. to K. B. second
19. Q. B. takes P.	19. P. to Q. B. fifth
20. Q. to Kt. fifth (ch.) (c)	20. K. to K. B. square
21. B. to K. second (d)	21. Kt. to K. B. fourth
22. B. to Q. B. third	22. P. to Q. R. fourth
23. P. to K. Kt. fourth	23. P. to K. fourth (e)
24. R. to K. B. second	24. R. to Q. R. third
25. Q. R. to K. B. square	25. R. to K. Kt. third
26. Q. to Q. second	26. Kt. to K. R. fifth
27. B. takes Q. R. P.	27. Q. to Q. B. third
28. P. to R. third	28. P. to R. fourth
29. B. to Q. B. third	29. P. takes P.
30. R. P. takes P.	30. R. takes P. (ch.) (f)

And White resigns.



- |                            |                             |
|----------------------------|-----------------------------|
| 4. P. to Q. Kt. fourth     | 4. B. takes P.              |
| 5. P. to Q. B. third       | 5. B. to B. fourth          |
| 6. P. to Q. fourth         | 6. P. takes P.              |
| 7. P. takes P.             | 7. B. to Q. Kt. third       |
| 8. B. to Q. Kt. second     | 8. Kt. to Q. R. fourth      |
| 9. B. to Q. third          | 9. P. to Q. third           |
| 10. P. to K. fifth         | 10. Kt. to K. second        |
| 11. Kt. to K. Kt. fifth.   | 11. P. to K. R. third       |
| 12. Kt. to K. fourth       | 12. P. to Q. fourth         |
| 13. Kt. to K. Kt. third    | 13. Q. B. to K. third (a)   |
| 14. P. to K. B. fourth     | 14. P. to K. Kt. third      |
| 15. Q. Kt. to Q. second    | 15. Q. to Q. second         |
| 16. Q. R. to Q. B. square  | 16. Castles (Q. R.)         |
| 17. Castles (b)            | 17. P. to K. R. fourth      |
| 18. P. to K. R. fourth     | 18. Kt. to K. B. fourth     |
| 19. B. takes Kt. (c)       | 19. B. takes B.             |
| 20. Kt. to K. B. third     | 20. Kt. to Q. B. fifth      |
| 21. Q. Q. Kt. third        | 21. B. to K. Kt. fifth      |
| 22. R. to Q. B. second     | 22. B. takes Kt.            |
| 23. R. takes. B.           | 23. Q. to K. Kt. fifth      |
| 24. P. to Q. R. fourth     | 24. Q. takes R. P.          |
| 25. B. to Q. B. third      | 25. P. to Q. R. fourth      |
| 26. Kt. to K. B. square    | 26. K. to Kt. square        |
| 27. B. to Q. Kt. second    | 27. K. R. to K. square      |
| 28. Kt. to K. third (d)    | 28. Q. to K. eighth (check) |
| 29. K. to R. second        | 29. Kt. to Q. seventh       |
| 30. R. takes Kt.           | 30. Q. takes R.             |
| 31. Kt. takes P.           | 31. B. takes P.             |
| 32. B. takes B.            | 32. Q. takes B.             |
| 33. R. to Q. third         | 33. Q. to Q. B. fourth      |
| 34. Kt. to K. B. sixth     | 34. R. takes R.             |
| 35. Q. takes R.            | 35. Q. to K. second         |
| 36. Q. to Q. Kt. fifth (e) | 36. R. to Q. square         |
| 37. Q. takes R. P.         | 37. R. to Q. fifth          |
| 38. Q. to Q. Kt. fifth     | 38. P. to Q. B. third       |

And Black must win the game.

#### NOTES.

(a) Black selected here the best move, adopting effectual means to prevent the eventual advance of the K. B. Pawn.

(b) We should rather have played Q. to Q. B. second at this point.

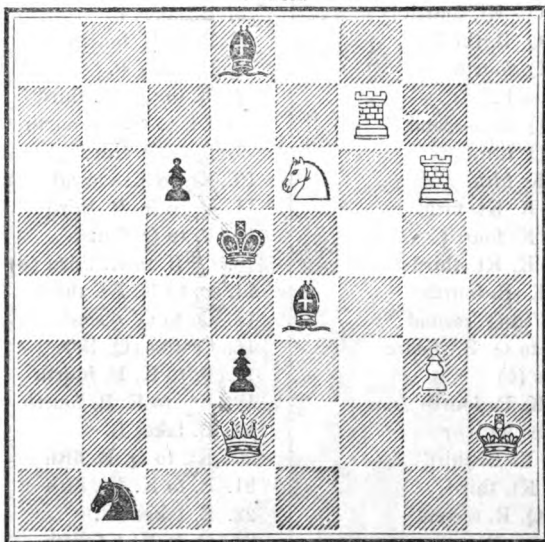
(c) Taking Kt. with Kt. would have been preferable.

(d) There was no sufficient reason for giving up the exchange. R. to K. second would have enabled White to play Kt. to K. third without loss.

(e) Taking the Rook would not lead to any better result, as Black's superiority of Pawns must prove decisive.

## Problem No. 82. By T. SMITH, Esq.

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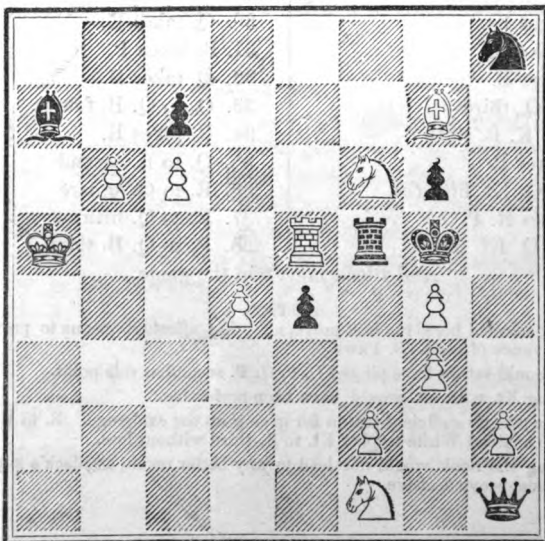


WHITE.

White to play, and mate in four moves.

## Problem No. 83. By S. LOYD, Esq., of New York.

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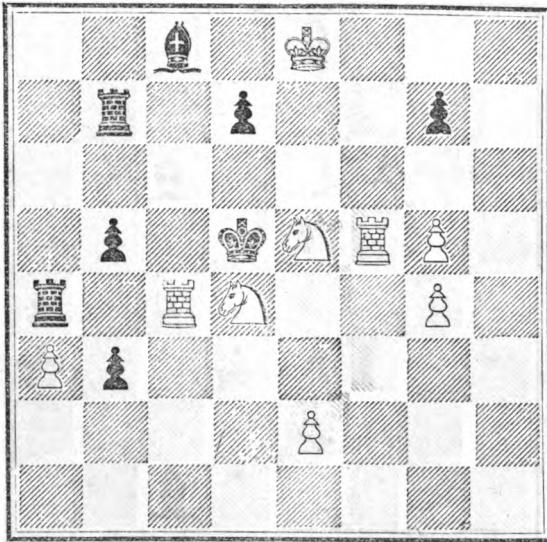


WHITE.

White to play, and mate in five moves.

Problem No. 84. By E. B. C., of Hoboken.

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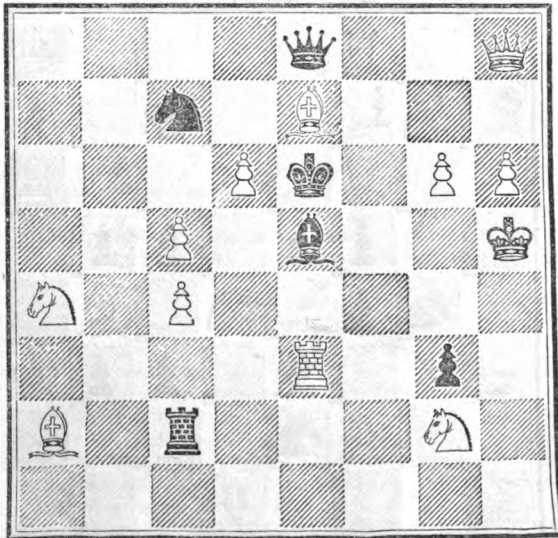


WHITE.

White to play, and mate in three moves.

Problem No. 85. By Herr LANDESMAN, of Vienna.

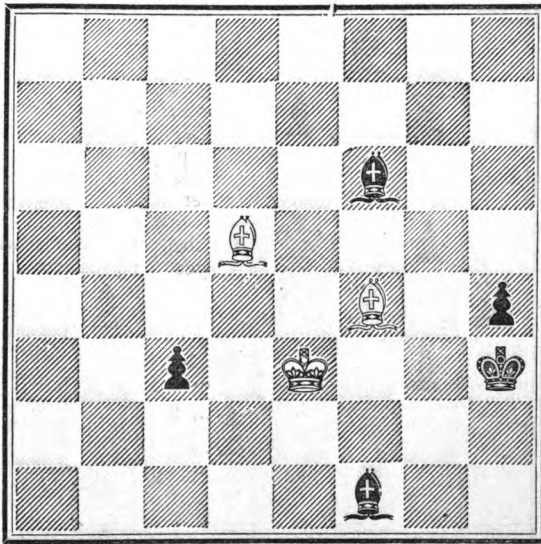
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WHITE.

White to play, and mate in three moves. Google

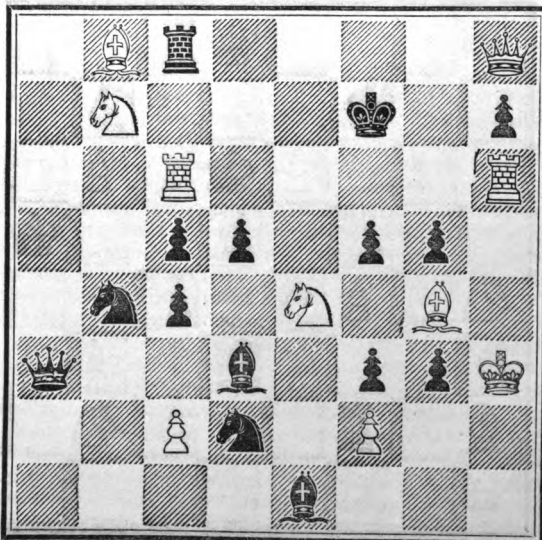
Chess Study No. 20. By W. T. PIERCE, Esq.  
BLACK.



WHITE.

White to play, and obtain a position in three moves clearly leading to a drawn game.

Chess Study No. 21. By T. SMITH, Esq.  
BLACK.



WHITE.

White to play, and mate with either Pawn in eleven moves.

**CHESS INTELLIGENCE.**

**MATCH BETWEEN THE GLASGOW AND DUNDEE CHESS CLUBS.**

On 25th April a match was played simultaneously in Dundee and Glasgow between these well known clubs, in which ten members on each side took part. Five of the Dundee players repaired to Glasgow to meet their opponents in that city; while the remainder fought out the contest at home, their Glasgow adversaries having come over to Dundee.

We subjoin the particulars of the match, from which it will be seen that in the whole number of games played the Glasgow Club proved victorious by a majority of four:—

**AT GLASGOW.**

	<i>Dundee Club.</i>			<i>Glasgow Club.</i>		
	Won	Lost	Dr.	Won	Lost	Drawn
1. G. B. Fraser...	2	0	0	0	2	0
2. P. Scott .....	2	1	0	1	2	0
3. D. Lindsay ...	0	2	1	2	0	1
4. P. Sandeman...	1	2	0	2	1	0
5. G. A. Pattullo.	1	2	0	2	1	0
	6	7	1	7	6	1

**AT DUNDEE.**

	<i>Dundee Club.</i>			<i>Glasgow Club.</i>		
	Won	Lost	Dr.	Won	Lost	Drawn
1. C. R. Baxter...	1	2	0	2	1	0
2. J. A. Gloag ...	2	1	0	1	2	0
3. D. Lyall.....	1	2	0	2	1	0
4. D. Sime.....	1	1	1	1	1	0
5. T. W. Thoms .	0	2	1	2	0	1
	5	8	2	8	5	2
Glasgow.....	15			11		3

Our readers may recollect that in the match which took place last year between these clubs at Edinburgh the Dundee club was fortunate enough to win every game, and its unfavourable position on the present occasion is partly attributable to the absence of several of their best players, who withdrew at the last moment from the contest, so that substitutes of far inferior calibre had to supply their places. Besides this, Glasgow, from its more extensive population admits of a wider range of selection when so many players are required.

Perhaps the best and most stubbornly contested games of the match were those between the Rev. John Donaldson, of Dumfries ("Delta") and Mr. G. B. Fraser. The first game is a very good specimen of the French opening, and Mr. Fraser won it after a struggle of four hours. The second, a Scotch Gambit, opened by Mr. Donaldson, was also scored by his opponent, but the third had to be abandoned for want of time. We hear, however, that at its close the position was much in favour of the Dundee amateur. It is to be hoped that these gentlemen will soon have another opportunity of encountering each other. No doubt dissatisfied with the result of their correspondence match, it is rumoured that the Edinburgh players intend once more to challenge the Dundee Club. With so many able players in Scotland, we are surprised that the supporters and lovers of Chess do not organise a Scottish Chess

Association, the meetings of which might be held annually in the principal towns. We trust that this idea may not be lost sight of, as it would, if carried out, give a very strong impetus to the development of Chess in Scotland.

A CHESS CLUB has recently been formed at Eastbourne, under the presidency of the Rev. T. Pitman, the vicar, which has already attracted to itself considerable support, and numbers a good many members.

**DISTINGUISHED VISITORS IN LONDON.**—Herr Hirschfeld and Chevalier de St. Bon, both well known in Chess circles, have arrived here, and have already paid several visits to the leading metropolitan clubs.

**THE FORTHCOMING MEETING AT REDCAR.**—There is every prospect of this meeting, which is to take place in August, being very successful. We hear that already many distinguished amateurs have signified their intention of being present, and that Professor Anderssen and Herr Steinitz have received special invitations. In the problem tourney the competitors should send in their contributions not later than the 2nd of July.

**BRITISH CHESS ASSOCIATION.**—By this time (June 1st) the names of the competitors for the Challenge Cup must have been sent in, and it is to be hoped in the interests of Chess that all the leading players will have come forward to compete for the first Challenge Cup given to decide the championship of the United Kingdom. We should like to see contending for this prize all the distinguished and well-known British and Irish celebrities, including Boden, Barnes, Bird, De Vere, MacDonnel, Capt. Kennedy, Owen, Staunton, Wyvill, &c. We hear that it has been decided that the Challenge Cup shall be of the value of fifty guineas, and that a prize in money will also be awarded to the fortunate victor.

#### ANSWERS TO CORRESPONDENTS.

- \* \* We are requested by Mr. Wayte to mention that the ingenious move which was analysed in pp. 132, 133, of our last number is the invention of Herr Steinitz. It was never Mr. Wayte's wish to claim the credit of inventing it.
- C. T.—The fourth edition of Heydebrandt's Handbuch is procurable through Messrs. Williams & Norgate.
- B. R.—Mr. Hampton is the hon. secretary to the St. George's Chess Club. He will, no doubt, with his usual courtesy, furnish you, upon application, with the information you require.
- B. W.—The problem tourney in connection with the British Chess Association is open to all comers. Programmes have been prepared and sent to all parts of the globe.
- A. M. S.—The playing of several games simultaneously is not so easy as some would imagine. Morphy, with his peculiar genius, was enabled to exhibit his usual skill and ingenuity even whilst playing simultaneously against five of the best European players. Games of this sort are only possible to quick-sighted players. Slow thinkers, who sometimes take half an hour over a move, are unable to engage in them.
- L. H.—A similar game to that you suggest was proposed in 1820 by Ciccolina. This game consisted of a Chess-board having a hundred squares. We need hardly say that his proposal was unfavourably received.
- W. W.—Among the crowned heads noted for their love of Chess were the Emperor Joseph II, who encouraged his officers to study the game. He himself played often. Frederick the Great frequently occupied his leisure hours with Chess. In Rheinsberg he played against General Fouquet successfully. Charles XII, whilst in self-banishment at Bender, amused himself with Chess. Prince Conde used to say that "One who studies for completeness in military tactics should acquire Chess as a preliminary accomplishment.
- W. G.—Problem No. 75 cannot be solved in the way you propose, for if the Knight is captured, Black simply replies with B. takes P. and mate is impossible.

**HONORARY SECRETARIES OF CHESS CLUBS.**—Abingdon, Birmingham, Cardiff, Dundee, Huddersfield, King's Lynn, Norfolk and Norwich, Penzance, Reading and Berkshire, Sheffield, Stamford, Glasgow, Worcester, Deamington, Cardiff. Our grateful acknowledgments.

# THE CHESS MEETING AT REDCAR.

TO BE HELD DURING THE WEEK COMMENCING MONDAY  
AUGUST 6, 1886.

President.

THE EARL OF ZETLAND.

Patroness.

LADY DE L'ISLE AND DUDLEY.

Vice-Presidents.

The LORD DE L'ISLE AND DUDLEY  
Hon. W. E. DUNCOMBE, M.P.  
The Ven. ARCHDEACON CHURTON  
F. A. MILBANK, Esq., M.P.  
Captain SURTEES, M.P.  
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Prizes will be offered for competition in four classes:—

CLASS I.—Open to all British amateurs, on becoming members of the Association, by a subscription of at least 10s. 6d. The first prize will be of the value of £12 12s. at least, and increased, if possible, to £15.

CLASS II.—Open to North Yorkshire and Durham specially, but other amateurs may be admitted (on application) by consent of the members of the Executive Committee. The first prize will be of the value of £10.

CLASS III.—Open to amateurs who have never made a study of the game, or who have not frequently played with strong players.

CLASS IV.—Open to ladies who are members of the Association by a subscription of 10s. 6d. each.

The number of prizes will be determined at the discretion of the Executive Committee, according to the number of entries and the funds at disposal; and where the entry is large, the class may be formed into divisions.

Intending competitors are requested to send in their names to Dr. BENNETT, Redcar, on or before Saturday, August 4th, 1866. Competitors in Classes I., II., and III. must be present at the Central Hall, Redcar (except under a special exemption, obtained from the Secretaries, to Tuesday morning), at six o'clock on Monday evening, August 6th, and competitors in Class IV. at ten o'clock on the Tuesday morning, to learn the regulations of play.

The prize in the Problem Tourney will be of the value of the subscriptions, with at least £3 added. The award will be made at the meeting, by a committee chosen from those who are present.

Since the attendance of Howard Staunton, Esq., Rev. J. Owen, Rev. W. Wayte, Dr. Wilson, Rev. C. E. Ranken, E. Thorold, Esq., and of many others, has been already promised, an interesting Consultation Match with the distinguished foreigners, Professor Anderssen and Herr Steinitz, may be safely announced.

Play will commence at seven o'clock on the Monday evening, and be continued each day during the week, from ten o'clock to three o'clock, and during the evenings, commencing at seven o'clock.

On Thursday, August 9th, a day under the special patronage of the Lady Patroness and the Vice-Presidents, there will be, in the morning, an exhibition of blindfold play, Herr Steinitz playing several games simultaneously, without sight of board or men; in the afternoon, an excursion to Saltburn and luncheon at the Saltburn Hotel.

The Committee will have pleasure in arranging Day Tournaments, Consultation Games, &c., and in facilitating play, as far as possible, among the visitors present.

Day tickets of admission to ladies and gentlemen who are non-members may be had at the doors, price 2s. 6d. each.

Persons intending to become members may forward their subscriptions by Post-office Order to the Rev. B. N. R. Batty, Redcar, who is the Treasurer.

Excursions will be made during the week to Upleatham (by permission), the seat of the Earl of Zetland, Kirkleatham, and other places of interest in the neighbourhood. A table d'hôte on Tuesday, Wednesday, and Friday, at five o'clock.

To secure beds during the Chess week, early application may be made to the Rev. W. Milburne, Redcar, who has undertaken to make the best and most comfortable arrangements possible. Bed and breakfast, including attendance, at the chief hotels, 4s. 6d.

Any further particulars may be obtained of

J. H. BENNETT, M.D. Redcar, }  
G. F. BODINGTON, Saltburn-by-the-Sea, } Hon. Secs.

W. GRIMSHAW, Whitby, or

A. B. SKIPWORTH, B.A., Bilsdale, Northallerton.

Redcar, June 25th, 1866.

THE  
Chess Player's Magazine.

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THE ENGLISH CHALLENGE CUP.

WHATEVER other results may spring from the meeting of the British Chess Association in 1866, it will ever be memorable for the establishment of the Challenge Cup, open to all English players. There have been ere now, we believe, cups competed for at the London Chess Club, the famous Cochrane having successfully fleshed his maiden sword on one or more of these occasions. These contests, however, unless we are mistaken, were strictly private, and emanated from the liberality of a single person; they were not of an open character, nor did they at any time receive the ratification of a public body. But now the Association steps forward and institutes what ought to be to British Chess that which the classic games were to the athletes of ancient Greece. There are few Chess-players perhaps who will be inclined to deny that the Association ought to do something for English Chess, apart from general encouragement of the game, if it can do so advantageously; the difficulty is to decide on the best course. We do not think that a central body could do better than it has done by the institution of this Cup. For, as the Queen's Prize at Wimbledon for Volunteers leads to a great number of local contests in order to determine who are the best shots in the respective corps, that they may take part in the grand meeting at head-quarters, so this Chess Cup, when it comes to be more bruited about, is likely to lead to similar enterprise in the provincial clubs. All cannot contend, that is clear; we hope, therefore, to see the day when every good club will be represented by at least one champion. It would be absurd to run away with the notion, that because there were but few entries upon this

the first occasion, therefore little interest is, or will be, taken in the matter. The Grand Challenge Cup at Henley Regatta sprang out of even smaller beginnings. Upon the whole, it is better that the contest should have been of a somewhat narrow character this time, as it enabled the committee to experimentalise on mere details without endangering the permanent success of the institution. It would have been a somewhat perilous honour for the winner to style himself the champion of English Chess,

" Assume the god,  
Affect to nod,  
And seem to shake the spheres,"

before all opposition to the undertaking was disarmed by showing its perfectly fair and impartial nature. The winner, whoever he may turn out to be, has, however, a right to demand that his success be not grudged or carped at by those who were absent. There are, of course, reasons in abundance—such as want of leisure, ill-health, and other casualties—why particular amateurs cannot play at a given time; this, therefore, is an excellent excuse for their non-appearance, but would be none at all for envying another's laurels. We must take the winner as the best in the field; true, a champion "rose would smell as sweet by any other name," but then many a flower of this description is what Horace would call "*sera rosa*," or a late rose.\* All honour, at the same time, to those flowers, if they really are roses, which either have too tardily come into bloom, or have suffered decay. None of us can expect to be always in full-blown perfection; let us then agree to clear ourselves off, and make room for the younger and more vigorous.

We will take it for granted that every generous spirit is prepared to do justice to the several winners of such cups; it is essential, therefore, to insure, as far as is possible, the best quality coming into competition. Matters of detail may, as a rule, be safely left in the hands of the managing committee which inaugurates and subsequently carries out such contests. The journalist has, how-

\* Moore, as some of our readers will remember, thus translates the passage from Horace—

" *Rosa quo locorum,  
Sera moretur.*"  
" At which of his places old Rose is delaying."

ever, his duty to perform in subjects of public interest. We will, consequently, mention one or two conditions which appear to be indispensable to give permanence to the praiseworthy scheme of the Association. It is, above all things, necessary that, whenever a contest for a cup take place, the series of matches be played off at once consecutively. The reason is obvious. Many an amateur would gladly give a certain definite time, say July or August, though the hottest months are scarcely the best that can be chosen for Chess—but this is comparatively immaterial—to such an engagement; but if, instead of being continuous, it is broken off by intervals, circumstances would place this completely out of his power. This would be especially the case with good country players. We may again borrow an illustration from the Queen's Prize for the rifle corps at Wimbledon. This has been gained by Volunteers from Shropshire and Scotland, the openness of the prize being its most prominent feature. It is clear that unless the shooting were to be continued from day to day, these valuable supporters of the meeting could never stop at headquarters until the matches were finished. *Mutatis mutandis*, it would be so with the Chess Cup. Under a railway system, country play is far too important an element in English Chess to be neglected. In other words, we want to see in the field the best play that can possibly be found in the British dominions, whether it be in the metropolis, in the provinces, or even in the colonies. The Challenge Cup cannot be put upon too broad a basis if it is to be a permanent institution, and if the country at large is to take an interest in the matter.

According to the present arrangements, the Cup is to be competed for biennially, and not to become the property of the winner unless gained twice consecutively. We cannot think this an improvement on the model of the Grand Challenge Cup at Henley Regatta. There the contest is annual, and the winner must gain the Cup three times in succession before he can call it absolutely his own. The experience of these practical Henley men is worth the consideration of the managing committee of the Association. We are aware of the difficulty which will be started. It is thought that the Association itself cannot meet to effect any good more frequently than once in two years, and that the Cup must therefore

apse with the interregnum. This does not, however, seem to be a forced conclusion, as a meeting might take place for the purpose of having the Cup played for, and not for any other object. Besides, is it wise to decide that the meetings of the Association shall be biennial, and not annual? We apprehend that a mistaken idea has taken hold of some of the most zealous and loyal promoters of such assemblages. They always keep in eye a great field-day, whereas there may be in addition meetings of minor importance, yet not devoid of considerable utility. And there is this danger—if the Association become biennial, its supporters may become biennial also. Now what is needed by a British Chess Association is a list of permanent annual subscribers, so that it may calculate to a nicety the strength on which it can rely in the hour of action. We will connect what we have just said with our more immediate subject. The Challenge Cup is a new feature in the proceedings of the Association, and will of itself, we venture to prophesy, if properly managed, make a meeting. It is not the particular regatta or meeting which causes the success of the cups, but the cups which cause the success of the regatta.

We would leave the question as we have placed it. After all, matters of detail are best tested, and can only be ascertained with safety, by actual experience. The committee which has so ably planned will no doubt carry out in a satisfactory manner the necessary arrangements, preserving the original design where it is apparently faultless, and improving where improvement seems to be necessary. One thing is certain. The highest praise ought to be bestowed upon the public-spirited body which has asserted a principle destined, unless our hopes deceive us, to exercise the most important influence on the future condition of English Chess.

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### WHY NOT?

Is it not quite time for some Chess D'Israeli to give us a hot-pressed volume on the "Quarrels of Chess-players?" It has been the fashion for ever so long to speak of our fraternity as an *irritable genus*, and under this decent Latin characterisation to convey the impression that not pure intellect alone is the god of the Chessboard,

but that the cultivation of the pensive game hath its mingling of asperities and clashings with the better things that belong to it in as good a proportion as will be found in the more turbulent pursuits of the active world around. In truth, it is clear enough to any one conversant with the subject that passion and feeling, which contribute so largely to make up the springs of human action in other things, find scope and play in the circumstances of a Chess party as readily as under the conditions of any situation besides that can be named. It can hardly be doubted that it is a necessary law of human nature that every player is in some degree elated by victory, and that defeat is in no single case without its pang. That the feeling is keener with some than with others, and that while some exhibit it most discreditably, others are able to hide it completely under an outward composure, is perfectly true; but the necessary existence of the trait, as here intimated, is as clearly ascertained as anything of the kind can be. Failure is depletion. Success is the wine of life. Triumph is glorious champagne, with power to make a man's eye sparkle, and, taken in a certain measure, to intoxicate the strongest. There are some happy constitutions that can take heart of grace after a fall, and rise with fresh determination: these, in Chess and in life, generally win at last. But most of us are disheartened and weakened by failure, and its sure result in any case is pain. Success, on the other hand, invigorates, prompts to higher efforts, leads on to grander achievements, and is ever sweet to the taste of him it inspires. So at Chess every one is immediately affected, pleasantly or unpleasantly, by the issue of his play. The Prussian who felt Mr. Morphy's pulse at the conclusion of a lost game in an important match, and expressed his surprise at its calmness, by no means threw away his admiration; for self-possession in a trying situation, being the peculiar attribute of good-breeding, is of far higher account than any degree of skill in manœuvring the Chess forces; but the hero who at the time referred to stirred the sympathies of the French capital does not wear his heart upon his sleeve, and what motions were swelling too far below the surface for the public probe of eye or finger to reach, none may declare. That he felt the passing disaster less than other men would, from the consciousness of power and assurance of victory within him, may easily be believed; yet, doubtless, he endured some pain; and

if he had been made of more penetrable stuff, friends and foes alike must have witnessed it.

It is one of the most noble triumphs of principle and will over the inferior part of human nature, so rampant in its perversions, when one has arrived at the ability to play Chess under any and all circumstances without ever forgetting to be a gentleman. As *he that ruleth his own temper is better than he that taketh a strong city*, so the ever-courteous and self-contained Chess-player hath a higher and rarer excellence than he that is a master in strategy and winner of games. This excellence is indeed difficult of attainment to a man of an irritable temperament; but not even to him is it impossible. If it were impossible, he ought to stop playing Chess, for then the game would be productive of more evil than good in his case. It is a serious mistake to suppose that study and the finest practice are incompatible with moral scrupulosity in this matter. Complete absorption in Chess studies is certainly unlawful; but not only would conscience and good manners suffer from this cause, but all the interests of life would be sacrificed with them. A due interest and diligence in the culture of the game will not only be found consistent with politeness and moral worth, but will even prove a special means for developing and strengthening both these important qualities. Our "divine philosophy . . . is not harsh and crabbed," to continue the quotation no further, but hath its chords and sympathies, and its healthful points of contact with our fellow-creatures' world, as to be a good and true philosophy it must. If our players—and especially our strong players—will bear this in mind, and make their moral as well as their intellectual preparation for every Chess match they engage in, the "Quarrels of Chess-players" will be happily but a record of the past, and our D'Israeli will find the "Amenities" and "Curiosities" of the game and its history so large and growing a pile of materials, that after the issue of more than one bulky volume he will needs revive the "Chess-player's Annual," that all the good things may be saved and enjoyed.

N. R. W.

## CHESS LITERATURE.

PONZIANI.—*Il Giuoco incomparabile degli Scacchi; per cura di M. Castelli.* Very large 8vo. Venezia, 1861.

The stream-tide of the "Incomparable Game of Chess" has been steadily flowing for many centuries from the east and south towards the west and north. Its circuitous route resembles that of the Gulf Stream from Mexico, only it begins in a contrary direction. From India, where the game had its undoubted origin, it flowed westwards through Persia, Arabia, and the north of Africa, whence it passed over into Spain more than a thousand years ago. About the end of our fifteenth and during the sixteenth centuries a few Peninsular authors favoured us with certain meagre treatises on the game, such as those of Lucena, Damiano, and Ruy Lopez. Before the time of these writers there existed not in Europe any work on the subject worth a moment's consideration on the part of the Chess student, with the exception of a few manuscript treatises in the languages of Persia and Arabia, which were to European readers at that early period so many sealed books.

In the seventeenth and eighteenth centuries Italy took the lead in the practice, theory, and literature of the noble game. Those were the days when there were Chess giants in that fair and sunny land! The 17th century produced Gianutio, Salvio, Carrera, and Greco; and in the latter half of the 18th, appeared Ercole dal Rio, Lolli, Cozio, and Ponziani. During this long period of three centuries, we *Tramontanes* contributed little or nothing towards the promotion or illustration of the *Giuoco incomparabile*. To be sure, Germany could boast of the ponderous work of Gustavus Silenus, and France that of Philidor—excellent works in their way, but by no means to be compared to those of the Italian masters.

The edition of Ponziani's valuable work now before us is the seventh. The first was printed at Modena in 1769, which was followed by a second and greatly improved one, at the same place, in 1782. Three very inferior editions were published at Venice between 1769 and 1812, being merely repetitions of the author's first. A sixth edition appeared at Rome in 1829, being a reprint of that of Modena, 1782; and lastly the work now before us, which far excels all its predecessors in every respect, being a careful reprint of the best Modenese edition—that of 1782. Ponziani's own games are given on a series of folding plates or tables, twenty-six in number. The notation adopted is that employed by Alexandre in his "Encyclopædia," Allgaier, Jaenisch, and other continental writers—a notation at once perspicuous and economical. The notes and observations occupy forty-four pages by themselves, enriched by numerous additional ones by the present editor. The

third section of this work, from p. 107 to p. 152, is devoted to end-games, concluding with fifty select problems or positions, most if not all of which have been appropriated by more recent writers, either in our own country or on the continent.

In addition to the whole text of Ponziani's best edition, the Venetian editor has given us an appendix, in eight folding tables, with notes corresponding, on the same plan as that described above. This additional portion is devoted to the following Gambits—viz., the Evans, the Bishop's Gambit, the Cochrane, Muzio, and Allgaier Gambits, and, lastly, what the compiler calls "Il Gambitto Grande." All these are selected from the best authorities, both English and continental, and form a valuable supplement to the work of the junior Modenese, to whom most of them were unknown.

The mere English reader may form some faint idea of the great merits of Ponziani's work by a perusal of a very meagre translation of it, published in 8vo, London, 1820, by some sapient wight who calls himself J. S. Bingham, Esq. This nomenclature is supposed to be fictitious. The translator seems to have taken for his text the very worst edition he could have selected—viz., that of Venice, 1812. He further labours under the hallucination that he is translating the work of Ercole dal Rio—not that of Ponziani. From the circumstance that both Dal Rio and Ponziani were citizens of the ancient town of Modera, and published each his work anonymously, the former is not unfrequently confounded with the latter, and *vice versa*.

In conclusion, we may mention one slight drawback, which applies not only to the work of Ponziani, but to those of the Italian masters in general, with the sole exception of Greco's Treatise. This drawback, however, affects merely the *openings*, which are somewhat modified by the pre-supposition that either party *may* Castle according to the mode adopted in Italy. The Castling, however, being once effected, we may safely apply to the work of Ponziani what Mr. Cochrane says with regard to that of Dal Rio—viz., "For my own part, I have little hesitation in saying that the brilliancy of play and accuracy in calculation which are apparent in the games of the [senior] Modenese have certainly never been excelled—perhaps never equalled."

D. F.

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#### BRITISH CHESS ASSOCIATION. CONGRESS 1866.

In continuation of our report last month of this important meeting we now describe the later part of the proceedings—namely, from Monday, the last day of the meeting at St. James's Hall. The matches and the tournaments were continued at

the London and St. George's Chess Clubs, attracting a large number of members and visitors, and the first round in the Handicap Tournament was concluded in favour of Herr Steinitz, Mr. V. Green,\* Mr. Chinnery, Mr. Minchin, Mr. Mocatta, Mr. Mongredien, jun., Mr. S. Green, and Mr. MacDonnell. The winners were then paired off as follows:—

Herr Steinitz .....	v.	Mr. MacDonnell.
Mr. Chinnery .....	v.	„ Mocatta.
„ Minchin .....	v.	„ S. J. Green.
„ Mongredien, jun.,	v.	„ V. Green.

In this round Herr Steinitz has won one game of his opponent, whilst the other matches terminated in favour of Messrs. Mocatta, S. J. Green, and Mongredien. The winners have thus been paired: Mr. S. J. Green against Mr. Mongredien, jun., and Mr. Mocatta against the remaining candidate.

**GRAND CHALLENGE CUP.**—There were several highly-interesting contests in this tourney, the combatants being naturally stimulated to exertion by the handsome and valuable trophy for which they contended; in one or two instances, however, the players failed to exhibit powers of which they have repeatedly given evidence. The prize was eventually won by Mr. De Vere, who played his various games in a manner which entitles him to our praise for his originality and power of combination, and which fully merited the reward. If Mr. De Vere would set himself to the task of acquiring a perfect knowledge of the “openings,” we would predict for him a brilliant career.

**THE FIRST ANNUAL DINNER** after the re-organisation of the British Chess Association took place at Willis's Rooms, King-street, St. James's, on Thursday, the 12th of July, under the presidency of Lord Lyttelton, Earl Dartrey being in the vice-chair. There was a good attendance of members, amongs whom were Sir T. Metcalfe, M. Wyvill, Esq., M.P., Colonel Ross, the Revs. MacDonnell and Salter, Herr Steinitz, and Messrs. Mongredien, De Vere, Strobe, Medley, Hampton, Hewitt, Barber, and Lowenthal, &c. &c. After the usual introductory toasts, the noble president proposed “Success to the British Chess Association,” and specially congratulated the members upon the satisfactory results of their first Congress after the re-organisation of their Society. The meeting, considered as the beginning of such efforts, had exceeded most of their expectations. His lordship then showed the great advantages accruing from such meetings to the Game of Chess, and hoped that the Managing Committee would never lose sight of the main object in view—namely, the diffusion of the game. As far

\* Scoring his games against Mr. Gover, who was obliged by other engagements to retire from the contest.

as his lordship himself was concerned he might be permitted to say that he was anxious to see a knowledge of the game spread as widely as possible, and to that end the establishment of the British Chess Association upon a permanent basis, which had just now been accomplished, was a most important step. Anything he (Lord Lyttelton) could do to assist the Committee of this Association he would willingly perform. Various other toasts were subsequently proposed and responded to by Earl Dartrey, Sir T. Metcalfe, Mr. Wyvill, Mr. Mongredien, Mr. MacDonnell, Mr. Medley, Herr Steinitz, Mr. Lowenthal, &c., &c.

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### CHESS INTELLIGENCE.

#### MATCH BETWEEN ANDERSSSEN AND STEINITZ.

This contest, which has been long looked forward to with interest by all Chess-players, commenced immediately after the arrival in London of the distinguished Professor Herr Anderssen about the third week in July. It will, perhaps, be remembered that we stated the match was for £100 a side; we may now add that the stakes are provided by Mr. Forster on the part of Herr Steinitz, and by some of the leading members of the Westminster Chess Club on the part of Herr Anderssen. The conditions are that the winner of the first eight games shall be declared the victor; that the games be played at the London, St. George's, and Westminster Chess Clubs alternately; and that these three Clubs give £20 to the loser. Up to the time of going to press seven games had been played, and the score stood as follows:—

Herr Anderssen.....	3
Herr Steinitz.....	4

We reserve our criticism of the play until the match shall have been concluded.

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**WESTMINSTER CHESS CLUB.**—A club under this title has just been formed at the Gordon Hotel, Covent Garden, by some of the leading Chess amateurs who used to meet at Simpson's Divan in the Strand, which has recently been converted into a dining-hall. A strong committee has been formed, consisting, as we understand, of Messrs. Staunton, MacDonnell, Cunningham, Hewitt, Barnes, Bird, Walsh, and several others, and Messrs. Boden, Duffy, and Burden have been appointed secretaries. We are glad to be able to report that the club has already a large number of members, and there can be little doubt that with so many eminent Chess-players and influential amateurs it must soon take rank among the most important of the metropolitan Chess institutions.

## NOTICES TO CORRESPONDENTS.

DR. B., COLCHESTER.—We are grateful to you for calling our attention to an error in our last Number, which we hereby rectify by stating that in the match between the Ipswich and Colchester Clubs Mr. Locke won two games of Mr. Gocher. We shall examine into Dr. B.'s other statement.

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**G A M E S .**


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## MATCH BETWEEN ANDERSSSEN AND STEINITZ.

## GAME 173.

First Game. (*Evans's Gambit.*)*White.* (MR. ANDERSSSEN.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. P. to Q. fifth
10. B. to Kt. second
11. B. to Q. third
12. Q. Kt. to B. third
13. Q. Kt. to K. second
14. Q. R. to B. square
15. K. B. takes P. \*
16. B. takes B.
17. P. takes P.
18. Q. Kt. to Q. fourth
19. Kt. takes P.
20. B. takes R.
21. R. takes Kt.
22. Q. to Q. fifth (check)
23. Q. takes Kt.
24. P. to Q. R. fourth
25. R. to Q. square
26. R. to Q. third

*Black.* (MR. STEINITZ.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to B. fourth
4. B. takes P.
5. B. to B. fourth
6. P. takes P.
7. P. to Q. third
8. B. to Kt. third
9. Kt. to R. fourth
10. K. Kt. to K. second (a)
11. Castles
12. P. to Q. B. third (b)
13. P. to K. B. fourth
14. K. B. P. takes P.
15. Q. B. to B. fourth
16. R. takes B.
17. P. takes P. (c)
18. R. to B. third
19. K. Kt. takes Kt.
20. Q. takes B.
21. Kt. takes R.
22. Q. to B. second
23. R. to Q. square
24. P. to Q. fourth
25. P. to Q. fifth
26. Q. to B. fourth (d)

- |   |                         |
|---|-------------------------|
| 27. Q. to B. fourth (check)               | 27. K. to R. square     |
| 28. P. to K. R. third                     | 28. R. to Q. B. square  |
| 29. Q. to Q. Kt. third                    | 29. P. to K. R. third   |
| 30. P. to K. Kt. fourth                   | 30. Q. to K. B. third   |
| 31. Q. to Q. fifth                        | 31. R. to B. sixth      |
| 32. Kt. to K. fifth                       | 32. R. to B. fourth (e) |
| 33. Q. to R. eighth (check)               | 33. K. to R. second     |
| 34. Q. to K. fourth (check)               | 34. K. to Kt. square    |
| 35. Kt. to Kt. sixth                      | 35. R. to B. sixth      |
| 36. Q. to K. eighth (check), and<br>wins. |                         |

## NOTES.

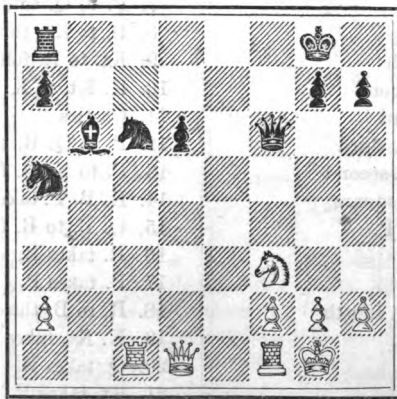
(a) This counter-stroke, as was demonstrated by Mr. Paulsen, is the best resource in the second player's power.

(b) An invention of Mr. Steinitz, but "P. to Q. B. fourth" as adopted by Mr. Paulsen in positions of an analogous character, from the little examination we have been able to give, appears to be stronger.

(c) Apparently this confers on Black the advantage of two passed Pawns, but had he made the capture with the Q. Kt., he would have brought a valuable officer into immediate co-operation with the rest of his forces. In reality, a Pawn is lost without any compensation by the mode of play adopted.

Position after Black's 20th move.

BLACK.



WHITE.

(d) "Q. to Q. R. seventh" would equally menace the hostile Rook, and have also the advantage of preserving the diagonal to Black's own King, confining the White Queen, and placing the Q. R. P. in ultimate danger.

(e) Had he simply exchanged Rooks, he would have sustained no disadvantage. The move made is fatal on account of the Queen's check.

## GAME 174.

Second Game. (*King's Knight's Gambit.*)*White.* (MR. STEINITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. B. to B. fourth
5. Kt. to K. fifth
6. K. to B. square
7. P. to Q. fourth
8. Kt. to Q. third
9. P. to Kt. third
10. K. to K. square
11. Kt. to Q. B. third (*c*)
12. B. to Q. second
13. Kt. to B. fourth
14. B. to K. third
15. K. to B. second
16. P. to K. fifth
17. P. to K. sixth
18. Kt. takes P.
19. B. to B. fourth
20. B. takes B.
21. R. to K. square
22. P. to Q. fifth
23. Kt. to Q. Kt. fifth
24. Q. to Q. second
25. Q. to R. fifth (*check*)
26. Q. to R. fourth
27. B. to K. Kt. fifth
28. B. to B. seventh
29. K. B. takes Q. Kt.
30. R. to K. sixth
31. Q. R. to K. square
32. Q. takes Q.
33. B. takes Kt.
34. R. takes P. (*check*)
35. K. R. to K. sixth
36. R. takes R. (*check*)
37. K. R. to K. sixth

*Black.* (MR. ANDERSEN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to Kt. fifth
5. Q. to R. fifth (*check*)
6. K. Kt. to R. third
7. P. to Q. third
8. P. to B. sixth
9. Q. to R. sixth (*check*) (*a*)
10. Q. to R. fourth (*b*)
11. P. to Q. B. third
12. Q. to Kt. third
13. Q. to B. third
14. Kt. to Q. second
15. K. Kt. to Kt. square
16. Q. to K. second (*d*)
17. P. takes P.
18. Q. Kt. to K. B. third
19. B. takes Kt.
20. K. to Q. square
21. Q. to Kt. second
22. P. to Q. B. fourth
23. Q. Kt. to K. square
24. K. Kt. to B. third
25. P. to Kt. third
26. Q. to Q. Kt. second
27. B. to K. second
28. Q. to Q. second
29. R. takes B.
30. P. to Q. R. third
31. Q. takes Kt.
32. P. takes Q.
33. R. to R. second
34. R. to Q. second
35. B. takes B.
36. K. to B. second
37. B. takes P.

38. R. to K. seventh
39. K. to B. square
40. R. takes R. (check)
41. R. takes R. P.
42. R. to R. fourth
43. R. takes P.
44. P. to R. fourth
45. P. to R. fifth
46. R. to B. fourth
47. P. to R. sixth
48. P. takes B.
49. P. to R. seventh
50. P. to R. eighth (Queens)
51. Q. to R. seventh
52. Q. to Kt. seventh (check)
53. Q. to B. sixth, and wins (e)

38. B. to Q. fifth (check)
39. R. takes R.
40. K. to Q. third
41. K. takes P.
42. K. to Q. B. fifth
43. K. to B. sixth
44. K. takes P.
45. B. to K. sixth
46. P. to B. fifth
47. B. takes R.
48. P. to B. sixth
49. K. to Kt. eighth
50. P. to B. seventh
51. K. to Kt. seventh
52. K. takes P.

## NOTES.

(a) It is scarcely conceivable that in a match of such importance so experienced a master should have made so obvious a slip—a result in this case clearly owing to carelessness. The blunder is the more unfortunate as it loses the game against a good player.

(b) There is no better resource to save the Queen. If she stops where she is, she is gained by “Kt. to K. B. fourth,” and if she advance to K. Kt. seventh, by “Kt. to K. B. second,” followed by “B. to K. B. square.”

(c) “K. Kt. to K. B. fourth” is more immediately attacking.

(d) If he had captured the Pawn, the following variation might have occurred:—

- |                     |  |
|---------------------|--|
| 17. P. takes P.     | 16. P. takes P.                          |
| 18. B. to Q. fourth | 17. Kt. takes P. (we see no better move) |

Winning without difficulty.

(e) Mr. Steinitz took full advantage of his opponent's unhappy mistake, and played the whole of the game with great skill and energy.

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### GAME 175.

Third Game. (*Evans's Gambit.*)

*White.* (MR. ANDERSEN.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to B. fourth
4. P. to Q. Kt. fourth

*Black.* (MR. STEINITZ.)

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

- |                                    |                                     |
|------------------------------------|-------------------------------------|
| 5. P. to Q. B. third               | 5. B. to B. fourth                  |
| 6. P. to Q. fourth                 | 6. P. takes P.                      |
| 7. Castles                         | 7. P. to Q. sixth ( <i>u</i> )      |
| 8. Q. takes P. ( <i>b</i> )        | 8. P. to Q. third                   |
| 9. Q. B. to Kt. fifth              | 9. K. Kt. to K. second              |
| 10. Q. Kt. to Q. second            | 10. P. to K. R. third               |
| 11. Q. B. to R. fourth             | 11. Castles                         |
| 12. Q. Kt. to Kt. third            | 12. B. to Kt. third                 |
| 13. P. to K. R. third              | 13. B. to K. third                  |
| 14. Q. R. to Q. square             | 14. Q. to Q. second                 |
| 15. B. to Q. fifth                 | 15. Kt. to Kt. third                |
| 16. B. to Kt. third                | 16. Q. R. to K. square              |
| 17. P. to Q. B. fourth             | 17. B. takes B.                     |
| 18. K. P. takes B.                 | 18. Q. Kt. to K. fourth             |
| 19. Kt. takes Kt.                  | 19. Kt. takes Kt.                   |
| 20. Q. to Q. B. third ( <i>c</i> ) | 20. Kt. to Kt. third                |
| 21. P. to B. fifth                 | 21. P. takes P.                     |
| 22. Kt. takes P.                   | 22. Q. to K. B. fourth              |
| 23. Kt. takes P.                   | 23. R. to K. seventh                |
| 24. P. to Q. sixth                 | 24. P. takes P.                     |
| 25. Kt. takes P.                   | 25. Q. to K. third                  |
| 26. P. to Q. R. fourth             | 26. B. to Q. square                 |
| 27. Q. to B. fifth ( <i>d</i> )    | 27. P. to K. B. fourth ( <i>e</i> ) |
| 28. Q. takes R. P. ( <i>f</i> )    | 28. P. to B. fifth                  |
| 29. B. to R. second                | 29. Kt. to R. fifth                 |
| 30. Q. to Kt. seventh              | 30. Q. to Kt. third                 |
| 31. R. to Q. fourth ( <i>g</i> )   | 31. B. to Kt. third                 |
| 32. Q. R. to Q. square             | 32. R. to K. third                  |
| 33. P. to Q. R. fifth              | 33. B. to B. fourth                 |
| 34. P. to Q. R. sixth              | 34. R. to K. second ( <i>h</i> )    |
| 35. Q. to Q. fifth (check)         | 35. K. to R. square                 |
| 36. P. to R. seventh ( <i>i</i> )  | 36. B. takes P.                     |
| 37. K. R. to K. square             | 37. R. takes R. (check)             |
| 38. R. takes R.                    | 38. K. to R. second                 |
| 39. Q. to K. fourth                | 39. R. to B. third                  |
| 40. Kt. to Kt. fifth               | 40. R. to K. third                  |
| 41. Q. takes Q. (check)            | 41. R. takes Q.                     |
| 42. Kt. takes B.                   | 42. R. takes P. (check)             |
| 43. K. to R. square                | 43. R. takes B. (check)             |
| 44. K. takes R.                    | 44. Kt. to B. sixth (check)         |
| 45. K. to Kt. second               | 45. Kt. takes R. (check)            |
| 46. K. to B. square                | 46. Kt. to K. sixth                 |

47. Kt. to B. sixth
48. K. to K. second
49. K. to B. third
50. Kt. to K. fifth (check)
51. Kt. to Q. third (k)
52. Kt. to K. square
53. K. to Kt. second
54. K. to B. square
55. K. to Kt. square
56. K. to R. second
57. K. to Kt. third
58. K. to R. second
59. P. takes P.
60. K. to Kt. square.
61. Kt. to B. second (check)
62. Kt. to R. third (l)
63. Kt. to Kt. fifth

47. K. to Kt. third
48. Kt. to B. fourth
49. Kt. to K. third
50. K. to B. fourth
51. P. to Kt. third
52. Kt. to Q. fifth (check)
53. K. to K. fifth
54. P. to B. sixth
55. P. to Kt. fourth
56. P. to R. fourth
57. Kt. to B. fourth (check)
58. P. to Kt. fifth
59. P. takes P.
60. K. to Q. fifth
61. K. to Q. sixth
62. P. to Kt. sixth
63. P. to Kt. seventh

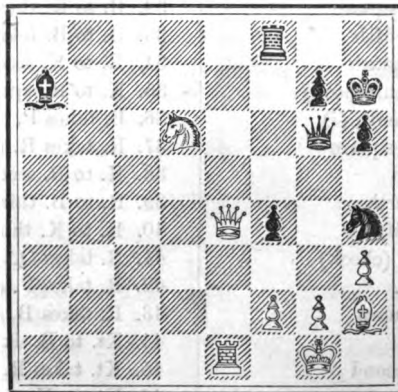
And wins.

#### NOTES.

- (a) This defence is decidedly inferior to that springing from "P. to Q. third."  
 (b) Not nearly so strong as "Q. to Q. Kt. third." Curiously enough, so far as our memory serves us, Mr. Andersen himself published in the *Berliner Schachzeitung* of 1851 an elaborate analysis demonstrating the inferiority of the move in the text.  
 (c) Threatening to win a piece by the advance of the Q. B. Pawn.

Position after White's 39th move.

BLACK.



WHITE.

(d) In manoeuvring to gain the Pawn on his extreme left, White loses valuable time and position. It must be admitted, however, that just at this point the game assumes an extremely critical form.

(e) The best and promptest way of meeting his opponent's false attack.

(f) It is evident that he could not have taken the K. B. Pawn with his Knight, on account of the simple reply, "B. to Q. Kt. third."

(g) "Q. to Q. fifth (check)" would have given White some resource. The move made only increases his difficulties.

(h) A much safer mode of prosecuting the attack than the capture of the Knight would be.

(i) To save the Knight. Had he played that piece to Q. Kt. seventh, Black might have replied with R. to Q. second, and the White Queen could not have been removed to any square on which she would have been safe herself, and the threatened mate also averted. The finest part of this game is Black's continually skilful attack on the Knight, coupled with his forbearance from taking it inopportunistly.

(k) It was afterwards suggested that Mr. Anderssen would have had a better chance of drawing the game if he had now moved his Knight to Q. B. fourth.

(l) This, of course, loses the game: Kt. to Kt. fourth (check) would have given him a chance to draw.

### GAME 176.

#### Fourth Game.

*White.* (MR. STEINITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. B. to B. fourth
5. Kt. to K. fifth
6. K. to B. square
7. P. to Q. fourth
8. Kt. to Q. third
9. P. to Kt. third
10. Kt. to B. second (a)
11. Q. Kt. to R. third
12. Kt. takes B.
13. P. to Q. fifth
14. P. to K. R. third
15. B. takes Kt.
16. P. takes P.
17. Q. Kt. to R. third
18. Kt. takes P.
19. Kt. to Q. fourth
20. Kt. takes P.
21. K. to Kt. second

*Black.* (MR. ANDERSEN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to Kt. fifth
5. Q. to R. fifth (check)
6. K. Kt. to R. third
7. P. to Q. third
8. P. to B. sixth
9. Q. to K. second
10. B. to K. third
11. B. takes B.
12. Q. to K. third
13. Q. to Kt. third
14. Q. Kt. to Q. second
15. B. takes B.
16. P. to Q. Kt. fourth
17. Kt. to K. fourth
18. Q. R. to Kt. square
19. B. to K. sixth (b)
20. Q. to K. B. third
21. B. takes Kt. (c)

- |   |   |
|---|---|
| 22. Kt. takes Kt.                       | 22. B. takes P. ( <i>d</i> )              |
| 23. Kt. to Q. third                     | 23. B. to R. fifth                        |
| 24. Q. to K. second                     | 24. Q. to K. second                       |
| 25. Q. R. to K. B. square               | 25. B. to Kt. fourth                      |
| 26. Q. R. to B. fifth                   | 26. P. to K. B. third                     |
| 27. K. R. to K. B. square               | 27. Castles ( <i>e</i> )                  |
| 28. P. to Q. Kt. third                  | 28. Q. R. to K. square                    |
| 29. K. R. to K. square                  | 29. K. to R. square                       |
| 30. Kt. to B. second                    | 30. B. to R. fifth                        |
| 31. R. to R. fifth                      | 31. B. takes Kt.                          |
| 32. Q. takes B.                         | 32. K. R. to Kt. square                   |
| 33. Q. to B. fifth                      | 33. K. R. to Kt. second                   |
| 34. Q. R. to R. sixth                   | 34. Q. R. to K. Kt. square ( <i>f</i> )   |
| 35. K. R. to K. R. square               | 35. K. R. takes P. (check)                |
| 36. K. to B. third                      | 36. K. R. to Kt. sixth (check)            |
| 37. K. to K. second                     | 37. K. R. to Kt. second                   |
| 38. R. takes K. B. P.                   | 38. K. R. to Kt. seventh (check)          |
| 39. K. to Q. third                      | 39. Q. R. to Kt. sixth (ch.) ( <i>g</i> ) |
| 40. K. to B. fourth                     | 40. R. to K. sixth ( <i>h</i> )           |
| 41. R. to B. eighth (check)             | 41. R. to Kt. square                      |
| 42. R. takes R. (check)                 | 42. K. takes R.                           |
| 43. R. to Kt. square (check), and wins. |   |

## NOTES.

(*a*) This is a novelty which certainly deserves analysis, as it not only defends White's own centre Pawn, but threatens, moreover, to break up the hostile Pawns by P. to K. R. third. The move usually recommended at this point is 'K. to K. B. second.'

(*b*) Good play, we believe, if correctly followed.

(*c*) Here Mr. Anderssen, we suspect, should have taken the other Knight, compelling the exchange of all the pieces except the Rooks. He could then have captured the Q. Kt. Pawn with his Rook, and his game would have been at least as good as that of his opponent.

(*d*) "Q. takes Kt." appears to be stronger.

(*e*) However hazardous this may seem, the menaced advance of the centre Pawn perhaps rendered it imperative.

(*f*) Although after this move White's K. Kt. Pawn can scarcely be maintained, unless he submit to a somewhat servile defence, it would, unless we are mistaken, have been sounder play to have defended his own K. B. Pawn by "R. to K. B. square."

(*g*) Mr. Anderssen subsequently admitted that this was a mistake, and thought that he would have obtained the advantage by first moving his Pawn to Q. R. fourth. We doubt his gaining any such result by the mode of play suggested, as White might simply have rejoined with P. to Q. B. third, as observed by Mr. Steinitz himself. It is likely that Mr. Anderssen based his suggestion on the idea that White would answer the sally of the Q. R. Pawn

with "R. to K. B. seventh," in which case he would inevitably have been mated, for

39. If R. to K. B. seventh

40. K. to B. fourth

41. K. to Kt. fifth

38. P. to Q. R. fourth

39. Then Q. R. to Kt. sixth (check)

40. K. R. takes P. (check)

41. Q. to K. square (check)

And mate follows directly.

(h) Black's attack is now over, and it is of no consequence whether he advance or withdraw the Rook.

## GAME 177.

Fifth Game. (*Evans's Gambit.*)

*White.* (MR. ANDERSEN.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. P. to Q. fifth
10. B. to Kt. second
11. B. to Q. third
12. Kt. to Q. B. third
13. Q. to Q. second
14. Q. R. to K. square
15. Kt. takes P.
16. Q. Kt. to Kt. fifth (a)
17. Kt. to K. sixth
18. R. takes B.
19. R. to K. Kt. sixth
20. R. takes Kt. P. (check)
21. B. takes Q.
22. Kt. to R. fourth (d)
23. Q. takes Kt.
24. Kt. to B. fifth (check)
25. Q. to K. R. third (e)
26. Q. to Kt. fourth
27. Q. to Kt. seventh (check)
28. P. to K. Kt. fourth
29. K. to Kt. second
30. Q. takes Q. Kt. P.

*Black.* (MR. STEINITZ.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to B. fourth
4. B. takes P.
5. B. to B. fourth
6. P. takes P.
7. P. to Q. third
8. B. to Kt. third
9. Kt. to R. fourth
10. K. Kt. to K. second
11. Castles
12. P. to Q. B. third
13. P. to K. B. fourth
14. B. P. takes K. P.
15. Kt. takes P.
16. P. to K. R. third
17. B. takes Kt.
18. Q. to Q. second (b)
19. Kt. to K. B. fifth (c)
20. Q. takes R.
21. K. takes B.
22. Kt. takes B.
23. R. to B. third
24. K. to B. square
25. Q. R. to K. square
26. Q. R. to K. third
27. K. to K. square
28. P. to Q. fourth
29. Kt. to B. fifth
30. R. to K. seventh

- |                                       |  |
|---------------------------------------|--|
| 31. Q. to K. Kt. seventh ( <i>f</i> ) | 31. K. R. to K. third                    |
| 32. P. to K. R. fourth                | 32. P. to Q. fifth                       |
| 33. Q. to Kt. eighth (check)          | 33. K. to Q. second                      |
| 34. Q. to B. seventh (check)          | 34. K. to B. square                      |
| 35. Kt. to Kt. seventh                | 35. Kt. to Q. sixth (check) ( <i>g</i> ) |
| 36. K. to Kt. square ( <i>h</i> )     | 36. R. to K. fifth                       |
| 37. P. to K. B. third ( <i>i</i> )    | 37. P. to Q. sixth                       |
| 38. P. takes R.                       | 38. Kt. takes P. (dis. check)            |
| 39. R. to B. second                   | 39. B. takes R. (check)                  |
| 40. K. to R. square ( <i>k</i> )      | 40. R. to K. eighth (check)              |
| 41. K. to Kt. second                  | 41. R. to Kt. eighth (check)             |
| 42. K. to B. third                    | 42. Kt. to K. fourth (check)             |
| 43. K. takes B.                       | 43. Kt. takes Q.                         |
| 44. K. takes R.                       | 44. P. to Q. seventh, and wins           |

## NOTES.

- (*a*) White has now a very attacking position.
- (*b*) Had he played the Knight at once to K. B. fifth, White could have rejoined with "R. takes Q. P." It must be confessed that at this point Black has so critical a game that it is difficult to suggest a good resource.
- (*c*) Observing the hopelessness of his situation, Mr. Steinitz sacrifices his Queen to avoid the more immediate pressure.
- (*d*) Having so great an advantage, Mr. Anderssen now plays very carelessly. He should never have allowed his attacking Bishop to be exchanged for the hostile Rook, but should have withdrawn him to Q. Kt. square.
- (*e*) White loses time with his Queen. He should have brought his Rook into co-operation at K. square.
- (*f*) "K to K. B. third" appears to be much stronger.
- (*g*) Though something highly ingenious comes out of this—shall we say desperate?—resource, it ought not to have availed him.
- (*h*) Again "K to K. B. third" is decisive.
- (*i*) If he had taken the Kt., Mr. Steinitz, whose conception in the strat in which he was in deserves great commendation, would obviously have drawn the game by "R. takes P.," and on the King moving, "R. takes R. P. (check)." The move in the text which is played to win the game effectually loses it.
- (*k*) Had he brought his King to Kt. second, Black's best mode of prosecuting the attack is "B. to K. eighth (dis. check)."

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**GAME 178.**

Handicap Tournament. First round between Mr. De Vere and Herr Steinitz. First Game.

(*Ruy Lopez Knight's Game.*)

- |  |   |
|--|---|
| <p><i>White.</i> (MR. DE VERE.)</p> <ol style="list-style-type: none"> <li>1. P. to K. fourth</li> <li>2. Kt. to K. B. third</li> <li>3. B. to Q. Kt. fifth</li> </ol> | <p><i>Black.</i> (MR. STEINITZ.)</p> <ol style="list-style-type: none"> <li>1. P. to K. fourth</li> <li>2. Kt. to Q. B. third</li> <li>3. Kt. to K. B. third</li> </ol> |
|--|---|

- |                            |                                 |
|----------------------------|---------------------------------|
| 4. Castles                 | 4. Kt. takes P.                 |
| 5. R. to K. square         | 5. Kt. to Q. third              |
| 6. B. takes Kt.            | 6. Q. P. takes B.               |
| 7. Kt. takes P.            | 7. B. to K. second              |
| 8. P. to Q. third          | 8. Castles                      |
| 9. Q. Kt. to B. third      | 9. Kt. to K. B. fourth          |
| 10. Kt. to K. B. third (a) | 10. B. to K. third              |
| 11. B. to B. fourth        | 11. B. to Q. third              |
| 12. Q. to Q. second        | 12. Q. to B. third (b)          |
| 13. B. takes B. (c)        | 13. P. takes B.                 |
| 14. Q. to B. fourth        | 14. P. to Q. fourth             |
| 15. P. to K. Kt. fourth    | 15. Kt. to R. third (d)         |
| 16. Q. takes Q.            | 16. P. takes Q.                 |
| 17. P. to K. R. third      | 17. K. R. to K. square          |
| 18. Kt. to K. second (e)   | 18. B. to Q. second             |
| 19. Kt. to B. fourth       | 19. K. to B. square             |
| 20. K. to B. square        | 20. Kt. to Kt. square           |
| 21. Kt. to R. fifth        | 21. R. to K. third              |
| 22. Kt. to Q. fourth       | 22. R. to Q. third              |
| 23. P. to K. B. fourth     | 23. P. to Q. B. fourth          |
| 24. Kt. to B. third (f)    | 24. P. to Q. R. fourth          |
| 25. Q. R. to Q. square     | 25. P. to Q. R. fifth           |
| 26. P. to K. B. fifth      | 26. P. to Q. R. sixth           |
| 27. P. to Q. Kt. third     | 27. Kt. to K. second            |
| 28. P. to Q. B. fourth     | 28. Kt. to Q. B. third (g)      |
| 29. Kt. to K. B. fourth    | 29. Kt. to Q. Kt. fifth         |
| 30. R. to Q. second        | 30. P. takes P.                 |
| 31. Kt. P. takes P.        | 31. B. to Q. B. third           |
| 32. K. to B. second        | 32. Q. R. to Q. square          |
| 33. K. R. to Q. square     | 33. B. to Q. R. fifth           |
| 34. R. to Q. B. square     | 34. Kt. takes Q. P. (check)     |
| 35. Kt. takes Kt.          | 35. R. takes Kt.                |
| 36. R. takes R.            | 36. R. takes R.                 |
| 37. K. to K. second        | 37. R. to Q. third              |
| 38. R. to Q. B. third      | 38. B. to Q. eighth (check) (h) |
| 39. K. to K. B. second     | 39. B. takes Kt.                |
| 40. K. takes B.            | 40. R. to Q. fifth              |
| 41. R. takes P.            | 41. R. takes B. P.              |
| 42. R. to Kt. third        | 42. R. to R. fifth              |
| 43. R. takes P.            | 43. R. takes P.                 |
| 44. R. to Q. B. seventh    | 44. R. to Q. B. seventh         |
| 45. K. to K. fourth        | 45. K. to Kt. second            |

46. K. to Q. fifth  
 47. R. takes P.  
 48. K. to K. fourth  
 49. P. takes P.  
 50. R. to Q. B. sixth

46. R. to Q. B. sixth  
 47. R. takes P.  
 48. P. to R. fourth  
 49. R. takes P.

Drawn game.

NOTES.

(a) Black's last and White's present move were made, the one to retard, the other to facilitate, the advance of the first player's centre Pawn.

(b) This move effectually prevents the immediate advance of White's Q. Pawn, but it is nevertheless open to objection, as will be seen presently.

(c) "Kt. to K. fourth" would not be nearly as effective in performance as it appears to be in promise. Black could, in answer, safely take the Q. Kt. P., for, suppose

13. Kt. to K. fourth

13. Q. takes Q. Kt. P.

14. Kt. takes B.

14. Kt. takes Kt.

15. B. takes Kt.

15. P. takes B.

16. K. R. to Q. Kt. square

16. Q. to K. B. third,

and will remain with a Pawn ahead. A transposition of these latter moves would not affect the position. We may also remark that the first player cannot advance his centre Pawn at this juncture without surrendering it to his antagonist, e.g. —

13. P. to Q. fourth

13. Kt. takes P.

14. B. to K. Kt. fifth.

It is needless to trace the result of Kt. takes Kt.

14. Kt. takes Kt. (check)

15. P. takes Kt.

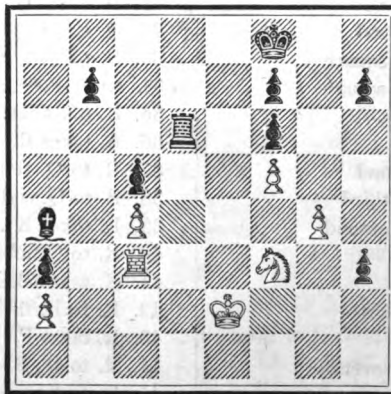
15. Q. to K. Kt. third

With a winning advantage.

(d) We believe that "Q. to K. Kt. third" would not have compromised Black's game to the same extent.

Position after White's 38th move.

BLACK.



WHITE.

(e) "K. Kt. to K. R. fourth" appears to be stronger, as it not only holds back the hostile Bishop's Pawn, but also threatens to advance White's own Pawns on the right wing.

(f) At this point the first player has an excellent game. By losing time, however, with his Queen's Rook at his next move, he throws away most of his advantage.

(g) By the series of moves, of which this is the most important, Black much improves his position.

(h) "R. to Q. R. third" would have enabled Black to maintain, at any rate temporarily, the numerical superiority which he had obtained.

### GAME 179.

HANDICAP. Second Game.

(French Opening.)

*White.* (MR. STEINITZ.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. Kt. to B. third
4. P. takes P.
5. K. Kt. to B. third
6. K. B. to Q. third
7. Castles
8. Q. Kt. to K. second
9. K. Kt. to K. fifth
10. P. to K. B. fourth
11. P. to Q. B. third
12. B. takes Kt.
13. Q. Kt. to Kt. third (b)
14. B. P. takes Kt.
15. B. to K. third (c)
16. P. takes P. (*en pas.*)
17. Q. to K. R. fifth (d)
18. Q. to K. R. sixth
19. B. to K. Kt. fifth
20. Q. to K. R. fourth
21. R. takes B. (e)
22. R. to B. square
23. R. takes P.
24. B. to K. B. sixth

*Black.* (MR. DE VERE.)

1. P. to K. third
2. P. to Q. fourth
3. K. B. to Kt. fifth
4. P. takes P.
5. K. Kt. to B. third
6. Q. Kt. to B. third
7. Castles
8. Q. Kt. to K. second
9. Q. Kt. to K. Kt. third (a)
10. K. Kt. to K. fifth
11. K. B. to Q. R. fourth
12. P. takes B.
13. Kt. takes Kt.
14. K. B. to Kt. third
15. P. to K. B. fourth
16. R. takes P.
17. P. to K. Kt. third
18. B. to K. B. fourth
19. Q. to K. B. square
20. R. to K. third
21. P. takes R.
22. P. to K. sixth
23. Q. to Q. third

And Black resigns.

#### NOTES.

(a) At this point, in all openings of this description, it is much better to post

the Q. B. at K. B. fourth square, as the first player's attack is thereby paralysed, and Black's game also properly developed.

(b) "Q. to Q. B. second" seems to be simpler and more immediately effective.

(c) "Kt. takes P." would have gained nothing, as Black could have rejoined with "Q. to Q. fourth," winning the K. P. directly.

(d) There is no means of saving the isolated Pawn.

(e) The opening player has now a won game, and finishes the *partie* with great skill and ability.

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### GAME 180.

#### Third Game. (*Ruy Lopez Knight's Game.*)

<i>White.</i> (MR. DE VERE.)	<i>Black.</i> (MR. STEINITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. K. Kt. to B. third
4. Castles	4. K. B. to K. second
5. Q. Kt. to B. third	5. P. to Q. third
6. P. to Q. fourth	6. P. takes P.
7. K. Kt. takes P.	7. Q. B. to Q. second
8. Kt. takes Kt.	8. P. takes Kt.
9. B. to Q. R. fourth (a)	9. Castles
10. P. to K. B. fourth	10. P. to Q. fourth
11. P. to K. fifth	11. B. to Q. B. fourth (check)
12. K. to R. square	12. Kt. to K. Kt. fifth
13. Q. to K. square	13. Kt. to K. R. third
14. Q. B. to K. third	14. B. to Q. Kt. third
15. Q. R. to Q. square (b)	15. Q. to K. second
16. B. takes B.	16. R. P. takes B.
17. B. to Q. Kt. third	17. Q. R. to K. square
18. Q. to Q. second	18. P. to K. B. third
19. P. takes P.	19. Q. takes P.
20. P. to K. Kt. third	20. B. to R. sixth
21. K. R. to K. square	21. Q. to Kt. third
22. R. takes R.	22. R. takes R.
23. R. to K. square	23. Kt. to K. Kt. fifth
24. R. takes R. (check)	24. Q. takes R.
25. Q. to K. second	25. Q. to K. Kt. third
26. K. to K. Kt. square (c)	26. K. to B. square
27. Kt. to Q. square	27. Q. to Q. third (d)
28. Kt. to B. second	28. Kt. takes Kt.

- |                             |                             |
|-----------------------------|-----------------------------|
| 29. K. takes Kt.            | 29. Q. to B. fourth (check) |
| 30. Q. to K. third          | 30. P. to Q. fifth          |
| 31. Q. to K. fifth          | 31. Q. takes Q.             |
| 32. P. takes Q.             | 32. K. to K. second         |
| 33. K. to B. third          | 33. P. to Q. B. fourth      |
| 34. P. to Q. R. fourth      | 34. B. to B. fourth         |
| 35. P. to Kt. fourth        | 35. B. to Kt. third         |
| 36. P. to K. R. fourth      | 36. P. to Q. B. fifth       |
| 37. B. takes P.             | 37. B. takes P.             |
| 38. P. to Q. Kt. third      | 38. P. to Q. B. fourth      |
| 39. B. to Q. fifth          | 39. B. to Q. eighth (check) |
| 40. K. to K. B. fourth      | 40. B. to B. seventh        |
| 41. P. to K. Kt. fifth      | 41. B. to K. Kt. third      |
| 42. B. to K. fourth         | 42. B. takes B.             |
| 43. K. takes B.             | 43. K. to Q. second         |
| 44. P. to Q. Kt. fourth (e) | 44. P. takes P.             |
| 45. K. takes P.             | 45. K. to K. third          |
| 46. K. to B. fourth         | 46. K. takes P.             |
| 47. K. takes P.             | 47. K. to Q. third          |
| 48. K. to Q. Kt. fifth      | 48. K. to Q. B. second      |
| 49. K. to Q. R. sixth       | 49. K. to Q. B. third       |
| 50. K. to Q. R. seventh (f) | 50. P. to Q. Kt. fourth     |

And the game was drawn.

#### NOTES.

(a) As will be seen presently, it would have been far better to have kept command of the centre by "B. to Q. B. fourth."

(b) Evidently threatening to take the Q. Pawn with his Knight.

(c) This is good play, as White now menaces to play "Kt. to K. fourth," a move which he could not have made previously with any advantage, on account of Black's having the resource of Kt. to K. B. seventh at the right moment.

(d) The second player posted his Queen on this square in all probability with the double motive of either checking with her at Q. B. fourth or of advancing his Q. B. Pawn, if the opportunity was offered him.

(e) The end-game now becomes singularly instructive, White's conception being throughout very ingenious.

(f) It was suggested that Mr. De Vere might here have won by advancing his Pawn to K. R. fifth. That resource, however, with the best play would only have led to a drawn game. Suppose—

50. P. to K. R. fifth

50. P. to K. Kt. third

The only move to draw, for if—50. K. to Q. B. second.

51. K. to Q. R. seventh

51. K. to B. third (best)

52. K. to Kt. eighth

52. K. to B. fourth (best)

53. K. to B. seventh, and wins

51. P. to R. sixth

51. P. to Q. Kt. fourth

52. P. takes P. (check)

52. K. takes P.

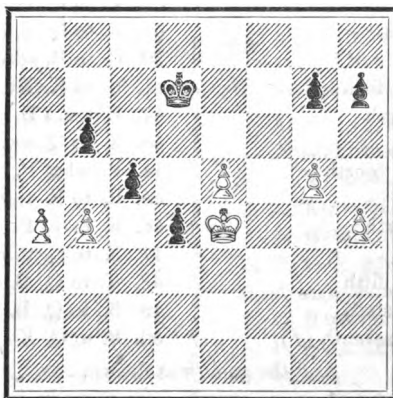
53. K. to Kt. seventh  
 54. K. to B. seventh  
 55. K. to Q. seventh  
 56. K. to K. seventh  
 57. K. to B. seventh  
 58. K. to Kt. seventh  
 59. K. takes P.

53. K. to B. fourth  
 54. K. to Q. fourth  
 55. K. to K. fourth  
 56. K. to Q. fourth  
 57. K. to Q. third  
 58. K. to K. second  
 59. K. to B. second

And the game is drawn.

Position after White's 44th move.

BLACK.



WHITE.

### GAME 181.

Fourth Game. (*Fianchetto di Rè.*)

*White.* MR. STEINITZ.

1. P. to K. fourth
2. P. to Q. fourth
3. Kt. to K. B. third
4. B. to Q. third
5. Kt. to Q. B. third
6. B. to K. third
7. Q. to Q. second
8. Castles (Q. R.)
9. P. to K. R. fourth
10. K. Kt. to Kt. fifth
11. K. B. to Q. B. fourth
12. P. to K. Kt. fourth

*Black.* MR. DE VÈRE.

1. P. to K. Kt. third
2. B. to Kt. second
3. P. to Q. Kt. third
4. P. to K. third
5. B. to Q. Kt. second
6. P. to Q. third
7. Kt. to Q. second
8. Kt. to K. second
9. P. to K. R. fourth (a)
10. P. to K. fourth
11. Castles
12. K. P. takes P.

- |                              |                             |
|------------------------------|-----------------------------|
| 13. Q. B. takes P.           | 13. B. takes B.             |
| 14. Q. takes B.              | 14. Q. Kt. to K. fourth (b) |
| 15. B. to K. second          | 15. P. takes P.             |
| 16. P. to R. fifth           | 16. Kt. to Q. fourth        |
| 17. P. takes Kt. (c)         | 17. Q. takes Kt. (check)    |
| 18. K. to Kt. square         | 18. Q. R. to K. square (d)  |
| 19. Q. R. to K. Kt. square   | 19. P. to Q. B. fourth      |
| 20. Q. to Q. R. fourth       | 20. Q. to K. B. fourth      |
| 21. Q. takes R. P.           | 21. B. takes P.             |
| 22. Kt. takes B.             | 22. Kt. to Q. B. third      |
| 23. Q. to Q. R. fourth       | 23. Q. takes Kt.            |
| 24. P. takes P.              | 24. R. to K. fifth (e)      |
| 25. P. takes P. (check)      | 25. K. takes P.             |
| 26. Q. to R. sixth           | 26. Kt. to Kt. fifth        |
| 27. Q. to R. seventh (check) | 27. K. to K. third          |
| 28. B. to Q. Kt. fifth (f)   | 28. R. to K. B. second      |
| 29. R. to R. sixth (check)   | 29. K. to K. fourth         |
| 30. R. to R. fifth (check)   | 30. K. to K. third          |
| 31. R. takes Q.              | 31. R. takes Q.             |
| 32. R. to Q. second          | 32. P. to Q. B. fifth       |
| 33. Q. R. to Q. square       | 33. P. to Q. fourth         |
| 34. P. to R. third           | 34. R. to R. fourth (g)     |
| 35. P. takes Kt.             | 35. R. takes B.             |
| 36. P. to Q. B. third        | 36. K. to K. fourth         |
| 37. K. to R. second          | 37. K. to B. fifth          |
| 38. R. to Q. fourth          | 38. K. to B. sixth          |
| 39. K. to R. third, and wins |                             |

## NOTES.

(a) This throws away an opportunity. By the nature of the opening Black has for a time a constrained game, but he might here have relieved himself by playing P. to Q. B. fourth, however hazardous that move may appear at a superficial glance.

(b) A good move, as it not only attacks the Knight's Pawn, which we believe to have been advanced prematurely, but also threatens to win the hostile Bishop unless due care is taken.

(c) He would have gained nothing by "Kt. takes K. B. P."

(d) This appears to be good on principle, as it brings the Rook into co-operation in the centre, but it is notwithstanding of doubtful expediency. Black's left wing is already weak, and he now materially enfeebles the extreme right of his position.

(e) Had he taken the offered Bishop, White would have won the game off-hand by "P. takes P. (check)."

(f) "R. to K. R. seventh" seems to be much more effective.

(g) Black has escaped the disasters with which he was menaced. By his manoeuvres from this point, however, he imprisons his Rook unnecessarily.

## GAME 182.

Challenge Cup. Between Mr. Bird and Mr. De Vere. First Game.

*(Ruy Lopez Knight's Game.)**White.* (MR. DE VERE.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. Kt. takes Kt.
5. Castles
6. P. to Q. third
7. Q. to K. R. fifth
8. Q. B. to K. Kt. fifth
9. K. B. to Q. B. fourth
10. P. to K. B. fourth
11. P. to K. fifth
12. B. takes Kt. (*a*)
13. Kt. to Q. second
14. P. takes P.
15. Q. R. to K. square
16. B. takes P.
17. R. to K. fifth
18. R. takes B.
19. Kt. to K. B. third
20. P. to K. B. fifth
21. R. to K. square
22. K. to R. square
23. P. to K. B. sixth
24. Q. to K. R. sixth
25. Q. takes B. P. (check)
26. P. to K. Kt. third (*e*)
27. R. takes Q. P.
28. K. R. to Q. square
29. P. to Q. Kt. fourth
30. Q. takes Q.
31. Q. R. to Q. seventh
32. P. to Q. R. fourth
33. Q. R. to Q. sixth
34. Kt. to K. R. fourth
35. Q. R. to Q. fifth
36. Kt. takes P.

*Black.* (MR. BIRD.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. Q. Kt. to Q. fifth
4. P. takes Kt.
5. K. B. to Q. B. fourth
6. Kt. to K. second
7. K. B. to Q. Kt. third
8. Castles
9. Q. to K. square
10. K. to R. square
11. P. to Q. third
12. Q. takes B.
13. B. to K. third
14. P. takes P.
15. P. to Q. fourth (*b*)
16. Q. to Q. B. fourth
17. B. takes B. (*c*)
18. Q. takes Q. B. P.
19. Q. takes Q. P.
20. Q. to K. seventh.
21. P. to Q. sixth (dis. check)
22. Q. to K. B. seventh (*d*)
23. P. takes P.
24. K. R. to Kt. square
25. R. to Kt. second
26. Q. R. to K. Kt. square
27. B. to Q. R. fourth
28. Q. R. to K. square
29. Q. to Q. Kt. third
30. B. takes Q.
31. P. to B. third
32. Q. R. to K. second
33. K. R. to B. second
34. P. to K. B. fourth
35. K. R. to B. square
36. Q. R. to K. fifth

- |                         |                            |
|-------------------------|----------------------------|
| 37. P. to R. fifth      | 37. B. to Q. B. second     |
| 38. Q. R. to Q. seventh | 38. Q. R. to Q. B. fifth   |
| 39. Kt. to K. third     | 39. Q. R. to Q. B. third   |
| 40. Kt. to Q. fifth     | 40. B. to Q. third         |
| 41. P. to Q. Kt. fifth  | 41. R. to Q. B. seventh    |
| 42. R. takes B.         | 42. K. R. to K. B. seventh |
| 43. Kt. to K. B. fourth | 43. And Black resigns      |

## NOTES.

(a) "Kt. to Q. second" seems stronger, as White's game would have been thereby developed most rapidly, and his Bishop have remained in his powerful position. As a rule, the player who has this kind of attack only relieves his opponent by the exchange of pieces.

(b) Black evidently sacrifices his Pawn with the view of playing his Queen to her B. fourth, thinking that by pinning the hostile Bishop for a time he must obtain an equivalent for his lost Pawn; but he appears to have forgotten the consequences flowing from White's reply of "R. to K. fifth."

(c) If "P. to K. Kt. third," the rejoinder should be "Q. to K. B. third."

(d) Black appears to have no better move. Had he played "Q. to Q. B. seventh," the following would have been a probable continuation:—

- |  |                            |
|--|----------------------------|
| 23. P. to K. B. sixth.                 | 22. Q. to Q. B. seventh.   |
|  | 23. P. takes P.            |
| There seems to be no other resource.   |                            |
| 24. Q. to K. R. sixth                  | 24. R. to K. Kt. square    |
| 25. Q. takes P. at K. B. sixth (check) | 25. R. to Kt. second       |
| 26. R. to K. Kt. fifth                 | 26. Q. R. to K. Kt. square |

White mates in three moves.

(e) This quiet-looking mode of play was essential, and is also, if rightly looked at, eminently attacking. If he had made the plausible move of "R. to K. Kt. fifth," Black would have at once gained the day by "B. to Q. fifth." Hence we see the importance of Black's twenty-second move, "Q. to K. B. seventh," bringing his own Queen into co-operation with his Bishop, and hampering every one of the hostile pieces.

## CORRESPONDENCE.

TO THE EDITOR OF "THE CHESS PLAYER'S MAGAZINE."

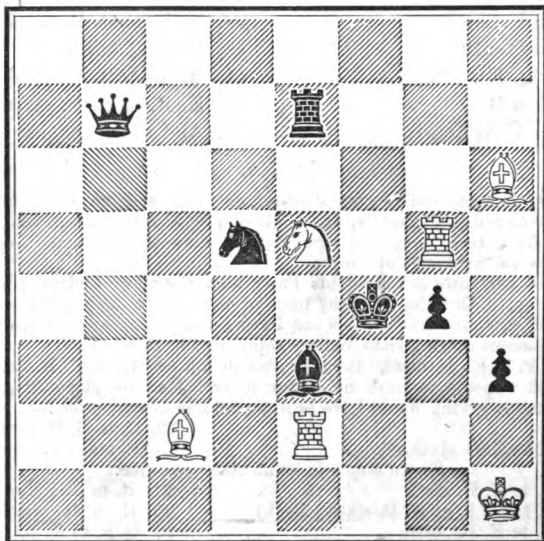
*Bilsdale Rectory, July 23rd, 1866.*

DEAR SIR,—As my visit to Huddersfield has merited notice in your columns, perhaps you will allow me to say with reference to the paragraph which appeared in your last Magazine, that *four* games were played at Huddersfield between Mr. Watkinson and myself. I won the two first, Mr. Watkinson the two last. The last game, which happened to be the first of a little match which we have arranged to play, was the only game alluded to in the paragraph under notice. In justice to myself I make public this remaining part, of which your correspondent failed to speak.

I am, dear Sir, faithfully yours,

A. B. SKIPWORTH.

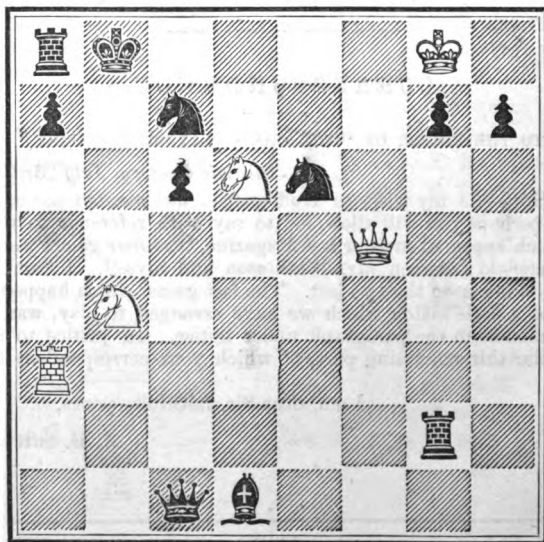
Problem No. 90. By Lieutenant PH. KLETT, in Stuttgart.  
BLACK.



WHITE.

White to move, and mate in five moves.

Problem No. 91. By Herr KOCKELKORN.  
BLACK.

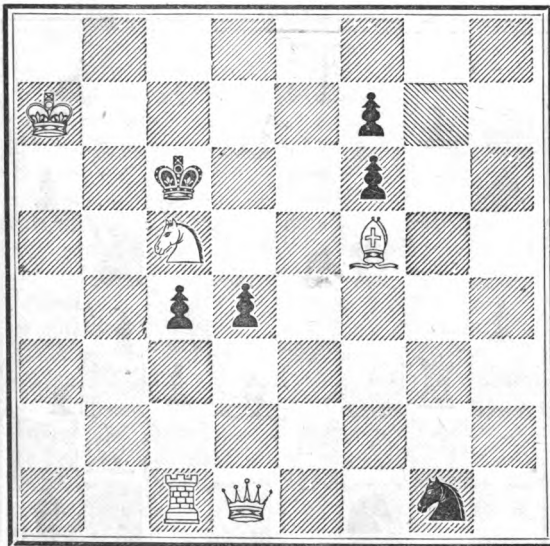


WHITE.

White to play, and mate in three moves.

Problem No. 92. By Herr GEORG MEHRTENS, of Hanover.

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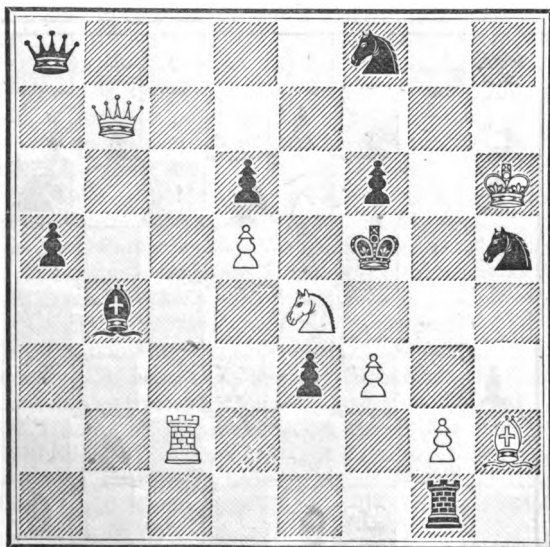


WHITE.

White to play, and mate in three moves.

Problem No. 93. By C. R. ALEXANDER.

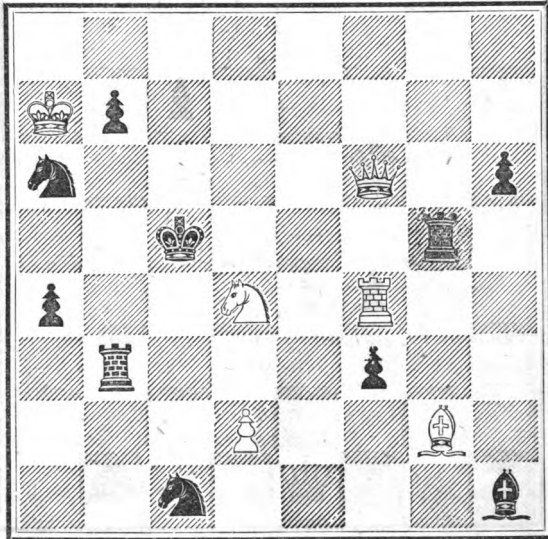
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WHITE.

White to play, and mate in four moves.

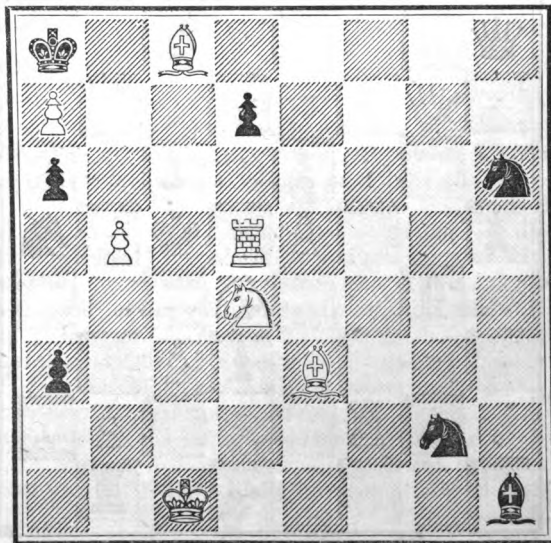
Problem No. 94. By Herr A. KELLER, of Elberfeld.  
BLACK.



WHITE.

White to play, and mate in four moves.

Problem No. 95. By Herr BROUNE, of Graz.  
BLACK.



WHITE.

White to play, and mate in five moves.

# DAS ADRESSBUCH FÜR SCHACHSPIELER.

(THE CHESS DIRECTORY).

IN der general Versammlung der brittischen Schach Association, vom 6<sup>ten</sup> März, 1866, abgehalten im Saint George's Club, London, wurde unter andern Beschlüssen auch dieser gefasst, einen Schach Almanach oder Adressbuch für Schachspieler herauszugeben. Dieses Buch sollte nicht allein auf England und englische Spieler beschränkt sein, sondern die Spieler der ganzen bekannten Welt einschliessen, und in jeder neuen Auflage über die Schach Zustände in den verschiedenen Ländern wo dieses edle spiel cultivirt wird ein Bericht gemacht werden, vorzüglich aber soll dieser Bericht umständlich die ganze Thätigkeit der Brittischen Schach Association in sich fassen, wie auch die jedesmalige finanzielle Lage dieser Gesellschaft dem Publicum vorlegen. Die Herren Präsidenten und Secretäre der verschiedenen Clubs und Schach Gessellschaftensind daher gebeten, Berichte an die Brittisch Schach Association sobald als möglich einzusenden. Die Berichte müssen enthalten; den Namen und die Adresse des Clubs oder der Gesellschaft; das datum der Gründung; die Tage der Zusammenkunft; die Namen und Adressen der Officire und des Comites; das Datum der jährlichen Versammlung; die Auzahl der Mitglieder; ihre Namen und Adressen, die Namen und Adressen aller bekannten Schachspieler die in den benachbarten Städten oder Dörfern wohnen und die zu keiner Schach gesellschaft gehören. Die Einsendungen müssen adressirt sein "To J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

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## L'ALMANAC DES ÉCHECS.

(THE CHESS DIRECTORY.)

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# L'ASSOCIATION BRITANNIQUE DES ÉCHECS,

## CONCOURS DES PROBLÈMES

EN CONNEXION AVEC

## LE CONGRÈS DE 1866.

### LE COMITÉ D'ADJUDICATION.

MESSIEURS

ALFRÈD JONES.  
J. LOWENTHAL.  
G. W. MEDLEY.  
F. L. SLOUS.

REV. E. C RANKEN.  
H. WAITE.  
REV. W. WAYTE.  
H. T. YOUNG.

Avec pouvoir d'ajouter à leur nombre.

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„ quatrième „	- - -	2	10	0

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# DAS ADRESSBUCH FÜR SCHACHSPIELER.

(THE CHESS DIRECTORY).

IN der General Versammlung der Britischen Schach Association, vom 6<sup>ten</sup> März, 1866, abgehalten im Saint George's Club, London, wurde unter andern Beschlüssen auch der gefasst, einen Schach Almanach oder ein Adressbuch für Schachspieler herauszugeben. Dieses Buch sollte nicht allein auf England und englische Spieler beschränkt sein, sondern die Spieler der ganzen bekannten Welt einschliessen, und in jeder neuen Auflage über die Schach Zustände in den verschiedenen Ländern, wo dieses edle Spiel cultivirt wird, ein Bericht gemacht werden, vorzüglich aber soll dieser Bericht umständlich die ganze Thätigkeit der Britischen Schach Association in sich fassen, wie auch die jedesmalige finanzielle Lage dieser Gesellschaft dem Publicum vorlegen. Die Herren Präsidenten und Secretäre der verschiedenen Clubs und Schach Gessellschaften sind daher gebeten, Berichte an die Britische Schach Association sobald als möglich einzusenden. Die Berichte müssen enthalten; den Namen und die Adressen der Clubs oder der Gesellschaften; das Datum der Gründung; die Tage der Zusammenkunfte; die Namen und Adressen der Officire und des Comites; das Datum der jährlichen Haupt Versammlung; die Anzahl der Mitglieder; ihre Namen und Adressen, die Namen und Adressen aller bekannten Schachspieler, die in den benachbarten Städten oder Dörfern wohnen und die zu keiner Schach gesellschaft gehören. Die Einsendungen müssen adressirt sein "To J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

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THE rapid sale of the latter numbers of the Magazine makes it impossible for us to issue as many volumes for 1865 as the demand renders desirable. We contemplate publishing at no distant period a second edition of the volume. Gentlemen desirous of obtaining a copy should apply to the Publishers, Messrs. KENT & Co., Paternoster Row. The price is fixed at one guinea.

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## TO ADVERTISERS.

ADVERTISERS desiring a medium for advertisements should apply to the Proprietor, J. LOWENTHAL (KENT & Co., Paternoster Row). Advertisements are received for publication up to the 26th of each month, addressed to Mr. T. F. A. DAY, 13, Carey Street, Lincoln's Inn, W.C.

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## TO CHESS AMATEURS.

ANY gentleman having a number of the "Chess Player's Magazine" for March, 1865, to dispose of, is requested to communicate with the Editor.

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## CHESS DIRECTORY.

THE Manager of the British Chess Association having been requested to commence the compilation of a Chess Directory under their auspices, the Secretaries of Chess Clubs and Amateurs generally are hereby invited to facilitate his labours by sending in names, addresses, and other particulars, addressed to the Manager of the British Chess Association, 28, Camden Road, N.W.

THE  
Chess Player's Magazine.

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CHESS AND GYMNASTICS.

"Is Chess indeed too serious an occupation for a game, and too much of a game to be a serious occupation?"

SINCE some celebrated person, whose name we do not remember, pronounced this *ipse dixit*, every one to whom this noble game seems too profitless a pursuit, or whose mental powers are below the necessary standard to follow it up, appeals to the above saying as an authority to condemn Chess. If this produced no worse results than to keep these persons from playing at Chess, the evil would not be very great; for he whose intellect is too clouded to allow of profound thinking, or they who believe that only such pursuits are worth cultivating which bring in an immediate cash return, may, without detriment, keep aloof from the chequered field.

Like all similar play upon words, however witty, the present one carries the same great germ of mischief within it, as it tends to mislead the general opinion prevalent on the subject. This somewhat accounts for the fact that this wonderful game, great as has been its development of late years, has still not received that acknowledgment of its intrinsic value to which it is justly entitled. Nor will it do so until the following axiom, in the truth of which all masters of Chess are convinced, receives general acceptance, and that axiom is, *that Chess is for the mind what gymnastics are for the body.*

To prove our statement, we shall endeavour, in a few light sketches, to show the evident analogy which exists between Chess and gymnastics. The purpose of the latter is not limited to hardening and training the body for some special service, but rather to generally strengthen and develop the human frame, and give it agility, power, and suppleness. As gymnastics bring all the

powers of the body into play and invigorate it, in like manner does Chess exercise the powers of the mind—memory and imagination, and, above all, the talent of combination, becomes improved. We place great emphasis on this latter effect produced by Chess, because combination, although of the greatest importance in the improvement of acquired knowledge, is scarcely ever called into action in the process of learning the science. There are many remarkable instances of individuals stored with all the wisdom of the ages, who, from their utter incapacity to make combinations in a proper manner, were unable to advance scientific interests in general by a single iota; and their failure may be attributable in great measure to the fact that they had not devoted themselves to the cultivation of Chess in their youthful days. A good Chess-player only can know how much depends upon combination, how useless theory is to him who cannot quickly and rightly combine, and the large extent to which the power of combination receives development and improvement by exercise.

Many who are incapable of emulating the celebrities of the Chess world generally console themselves with attributing an "ability" for games (*la bosse du jeu*) to a superior player. But this so-called ability is really nothing else but a general aptitude for anything, and, although discernible under all circumstances, it is nowhere so patent and so readily perceptible as in Chess.

It scarcely needs proof that all great Chess-players, not devoting themselves exclusively to the game, have been and are invariably eminent in their various callings and professions. Conspicuous among these were Charles XII., Gustavus Adolphus of Sweden, Deschappelles, Petrow the privy councillor, Anderssen, Janisch, Max Lange, Suhle, and last, but not least, the late lamented Henry Thomas Buckle.

To such as argue that superior intelligence is the cause rather than the effect, and that these great masters were such strong players because Nature had endowed them with superior powers, we simply reply that, in such instances, cause and effect are dependent upon each other. Nobody can become an athlete unless Nature has gifted him with muscular power, but without due exercise, muscular power by itself would not make an athlete.

If we trace the analogy which exists between gymnastics and

Chess still further, we find that the great advantage that gymnastics possess for the body is enabling it to perform great feats, and the trained gymnast to do with the greatest ease that which the neophyte can only perform, nay, attempt, with the utmost difficulty. It is the same with Chess. Precisely as the gymnast considers it ridiculous that a person shall return home fatigued from a short excursion, so the mind of a regular Chess-player does not easily tire, as can be demonstrated by the fact that most celebrated amateurs, after a day of heavy head-work, sit down in the evening to enjoy, as a recreation, a game of Chess, and by the depth of their combinations and the brilliancy of their conceptions, astonish the lookers-on.

The analogy remains unaltered as respects the charm or the pleasure of the game. Gymnastics would never have become popular unless it afforded considerable amusement to young men; nor would Chess have been widely diffused were it not for the intense interest which it excites, an interest which receives violent stimulus with increasing knowledge of the game.

We recommend to the serious consideration of all teachers of the young the necessity of their obtaining a keener perception of the favourable influence which the study of Chess must have upon the youthful mind in developing the mental powers. In most sciences, the gift of memory alone suffices to pass successfully, but in Chess, memory by itself will not much help the learner; but, even with regard to memory, Chess has a considerable advantage over other studies. There are, according to our idea, three distinct kinds of memory—that of the ear, of the eye, and, lastly, that which may be purely called logical. The first-named, because less durable, is least valuable, and is chiefly exercised by children, who cannot learn a task without repeating it aloud. The second, somewhat more preferable, is not either safe or sure. That memory only really to be relied upon, because indestructible, is the logical one by which we retain an idea or a fact, inasmuch as it enables us to remember the connection which it has with other facts and ideas. In Chess, the first kind of memory is thoroughly useless and inapplicable, the second only of limited use, while the third is in much requisition, and is widely and wonderfully improved by the cultivation of Chess. In conclusion, we will only make this remark,

that it is fortunate that, in the education of the young, Chess and gymnastics may be employed as reciprocal antidotes to the evil results consequent upon over-indulgence in either. Too much devotion to Chess may have a deleterious effect on the body, and gymnastics can remedy it; while Chess will do a similar service, if needed.—From the *Berliner Schachzeitung*.

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## CORRESPONDENCE.

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TO THE EDITOR OF "THE CHESS PLAYER'S MAGAZINE."

MY DEAR SIR,—I feel as if I should rest better in "the cradle of the rocky deep," to which I am about committing myself, if I seize this present spare moment, on the eve of my departure from England, to relieve my "stuffed bosom" of some of the Chess thoughts that have sprung up upon looking over the last two numbers of your Magazine. Perhaps the first of these lucubrations to be recorded is not, to speak precisely, a Chess thought, though excited by the perusal of a Chess paper. It relates to "Shakspeare's Silence about Chess," the theme on which the veteran player and ever-pleasant writer, Captain Kennedy, discourses to your readers in the July number. I bethink me how wonderful is this Shakspeare, who not only moves the world with his utterances, but whose very silence furnishes matter for disquisition among the curious and learned, sets antiquaries together by the ears, and makes thoughtful men seriously inquire if what he has not touched on could possibly have had existence in his day, or even if what he did not foresee can really be of any value. And then I find myself asking, is it indeed true that Shakspeare has nowhere noticed Chess? Are there not more passages than one in his writings in which terms and illustrations would seem to have been borrowed from the game? Does not *Taming of the Shrew*, in particular, contain a sharp and clear allusion to it? Not being able to speak by the book at the moment, however, I turn over all such questions to *Notes and Queries*, and Captain Kennedy, and Mr. Staunton in his next edition of the bard. Far be it from me, anyhow, to play the "venturous part" of one who would "tamper with such dangerous art" as that of the Shak-

spearean critics. I will only observe here, as something suggestive, that Shakspeare makes Hamlet admonish Horatio that there are more things, not only "in heaven," but on earth, than are dreamt of in our philosophy; acknowledging, at the same time, that I have not the slightest conception as to whether by "our philosophy" is to be understood Shakspeare's philosophy, or Hamlet's and Horatio's, or human philosophy in general—another knotty question which I hand over in like manner to the critics. Look to it, gentlemen.

*"Non nostrum inter vos tantas componere lites."*

I have no more to say on the subject, except to make the suggestion, if you will allow me, that Chess may be one of those things about which Shakspeare would have said more if he had known more. Chess was not as generally known and practised in the days of Elizabeth and James as it has since grown to be. Shakspeare probably knew something of it, but not much, along with the "little Latin and less Greek" which Ben Jonson gives him credit for. Why, with his many-sided mind, his deep insight, and royal imagination, he has not left a clearer recognition of it upon record, may well excite surprise and be a point for discussion.

My next reflection is a regular Chess thought, for it is directly upon the striking variation of Mr. Mortimer in the Frazer Attack of the Evans's Gambit. The conception of the brilliant Dundee player is certainly handsome and attractive; but, as it seemed to me long ago, it is demonstrably unsound as he follows it up, the sacrifice of the Bishop being succeeded by such moves with the Queen as to throw the first player himself upon the defensive, and enable his adversary, by the rapid development of the latter's game, to obtain a secure position, and one from which, considering the advantage of the piece, it may be reasonably said he ought to win. Seeing this, as I have intimated, and lacking, it would seem, the right kind of Chess brains for an inventor, I was minded to give up the Frazer Attack altogether; and, indeed, did abandon it in actual play with strong opponents, when, most unexpectedly, a countryman of mine came to the rescue, wiped off the reproach from this beautiful variation, and struck the right nail on the head so stoutly that the Chess welkin is yet ringing with the sound. The more one looks at Mr. Mortimer's move of 13. Q. to B. second, the more strongly, it

seems to me, he will be impressed with its correctness, and, consequently, of the soundness of Mr. Frazer's Attack by 9. Q. Kt. to B. third. It is true that you, Mr. Editor, to whose judgment I am accustomed to bow in all such matters, speak somewhat doubtfully of it in your second note to Game 168, but you only mention the result of the two games given as making an unfavourable show for the Attack, which, under the circumstances, can hardly be considered as more than a negative argument against it at best; while your subsequent analysis of the first game shows by several trains of play that White ought to have won; and the loss of the second may be attributed to the error which you point out in your fifth note. I am pleased to understand from Mr. Steinitz that he holds the view I have expressed concerning this form of the Attack.

There is another opening upon which, in the third place, I had designed to offer you a few remarks in this communication, but considerations of time and space oblige me to a postponement. I cannot conclude, however, without expressing the lively satisfaction with which I have witnessed the play of Messrs. Steinitz and Anderssen in the match now going on at the London and Westminster Clubs. It is not alone the skill they display—that is a matter of course with such champions—but the gallantry with which both choose those bold open games which are such true Chess, and which, unfortunately, are such a rare treat in great matches; this it is that will mark the Steinitz-Anderssen match as one deserving to be held in the highest honour among the recorded contests of the masters. Professor Anderssen has indeed long been distinguished for the knightly character of his play, and the accomplished adversary with whom he now joins issue seems resolved to couch as brave a lance as he. Neither can be dishonoured by losing a match in which each has set such a noble example before the Chess public in extending the science and upholding the loftier MORALS of the game.

With much respect and regard, dear Sir, yours,

NATHANIEL RAMSAY WATERS.

London, Aug. 10th, 1866.

## GAMES.

## GAME 183.

CHALLENGE CUP.—First Game.

*(King's Gambit Declined.)**White.* (MR. MINCHIN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to Q. B. third
5. B. to K. second
6. B. takes B.
7. P. to Q. fourth
8. P. takes P.
9. Kt. to Q. B. third (*b*)
10. Castles (*c*)
11. B. to K. third
12. P. takes B.
13. P. to K. fifth
14. K. B. P. takes P.
15. B. takes Kt. (*d*)
16. Q. to K. B. third
17. Q. to K. Kt. third
18. Q. B. P. takes P.
19. P. takes P.
20. B. to K. Kt. fifth
21. Q. to K. R. fourth
22. R. takes R. (*check*)
23. R. to Q. square
24. B. to Q. B. square
25. Q. to K. square
26. B. to Q. R. third
27. R. to Q. second
28. P. takes Kt.
29. R. to K. Kt. second
30. Q. to K. eighth (*check*)
31. Q. to K. sixth (*check*)

*Black.* (MR. MACDONNELL.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. third
4. B. to K. Kt. fifth
5. B. takes Kt.
6. Kt. to K. B. third
7. P. takes P.
8. B. to Q. Kt. fifth (*check*) (*a*)
9. Castles
10. Kt. to Q. B. third
11. B. takes Kt.
12. Q. to K. second
13. P. takes P.
14. K. Kt. to Q. second
15. P. takes B.
16. P. to Q. B. fourth
17. P. takes Q. P.
18. P. to K. B. third
19. Kt. takes P.
20. Q. to Q. second
21. Kt. to K. Kt. fifth
22. R. takes R.
23. P. to K. R. third
24. Q. to K. B. fourth
25. Kt. to K. B. seventh
26. R. to K. B. third
27. Kt. to K. R. sixth (*check*) (*e*)
28. Q. to K. B. sixth
29. Q. takes B.
30. R. to K. B. square
31. K. to R. square

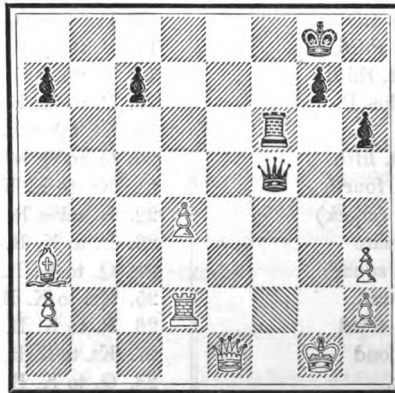
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|--|--------------------------------|
| 32. R. to K. B. second                     | 52. Q. to Q. B. eighth (check) |
| 33. K. to Kt. second                       | 53. R. takes R. (check)        |
| 34. K. takes R.                            | 54. Q. to K. B. fifth (check)  |
| 35. K. to Kt. second                       | 55. Q. takes Q. P.             |
| 36. Q. to Q. B. eighth (check)             | 56. K. to R. second            |
| 37. Q. to K. B. fifth (check) ( <i>f</i> ) | 57. P. to K. Kt. third         |
| 38. Q. to K. sixth                         | 58. P. to K. R. fourth         |
| 39. P. to K. R. fourth                     | 59. Q. to K. Kt. fifth (check) |
| 40. Q. takes Q.                            | 60. P. takes Q.                |
| 41. K. to Kt. third                        | 61. K. to R. third             |
| 42. K. takes P.                            | 62. P. to Q. B. fourth         |
| 43. K. to K. B. fourth                     | 63. K. to R. fourth, and wins. |

## NOTES.

- (a) The correct play is to bring the Bishop back to Kt. third.
- (b) "K. to B. square" would gain an immediate advantage.
- (c) "P. to K. fifth" would have been an excellent mode of continuing the attack.
- (d) White has two Bishops, and both well posted, against two Knights which are comparatively out of play. Consequently he errs in exchanging one of these formidable pieces for the hostile Knight, although he doubles the Pawns thereby. "B. to K. fourth" would have been much more to the purpose.
- (e) As the second player is sure to win the enemy's Bishop in return, he may safely sacrifice the Knight, cutting up White's Pawns.

Position after White's 28th move.

BLACK.



WHITE.

(*f*) Taking the Q. B. P. would have been stronger. White should not have permitted the subsequent exchange of Queens.

## GAME 184.

Second Game.

*(Ruy Lopez Knight's Game.)**White.* (MR. MACDONNELL.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. K. B. to Q. R. fourth
5. Castles
6. P. to Q. fourth
7. P. to Q. fifth
8. K. R. to K. square
9. P. to K. R. third
10. P. to Q. B. fourth
11. K. B. to Q. B. second
12. P. takes P.
13. Q. Kt. to B. third
14. Q. B. to K. third
15. Q. B. takes Kt.
16. K. B. takes B.
17. Q. Kt. to K. fourth
18. P. to Q. Kt. fourth
19. P. to Q. R. fourth
20. P. to Q. R. fifth
21. Q. R. to R. third
22. Q. Kt. to Q. second
23. P. to K. Kt. third
24. K. to K. R. second
25. K. R. to K. Kt. square
26. Kt. takes B.
27. R. to Kt. second
28. Kt. takes R.
29. Q. Kt. to K. fourth, and wins

*Black.* (MR. MINCHIN.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. R. third
4. K. Kt. to B. third
5. K. B. to K. second
6. Castles (*a*)
7. Q. Kt. to Kt. square
8. P. to Q. third
9. P. to K. R. third
10. Kt. to K. R. second
11. P. to K. B. fourth
12. B. takes P.
13. Q. Kt. to Q. second
14. K. Kt. to Kt. fourth
15. K. B. takes B.
16. R. takes B.
17. B. to K. R. fifth (*b*)
18. Q. to K. second
19. Q. R. to K. B. square
20. K. R. to K. B. fifth
21. Kt. to K. B. third
22. Q. to K. B. second (*c*)
23. Q. to K. Kt. third
24. Kt. to K. R. fourth
25. Q. to K. B. fourth
26. R. takes P. (check)
27. R. takes R. (check)
28. Q. to K. B. seventh

## NOTES.

(*a*) An exceptionable move, leading to a position which increases the difficulties of the defence.

(*b*) The retreat of the Bishop to K. second was probably better than his advance.

(*c*) This must lose a piece eventually.



## GAME 185.

The two following slight skirmishes are offered in support of the thesis that there arises a perfectly satisfactory defence to the Ruy Lopez Knight's Game.

First Game. (*Ruy Lopez Knight's Game.*)

<i>White.</i> (MR. SKIPWORTH.)	<i>Black.</i> (MR. WATTE.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. K. Kt. to B. third
5. Castles	5. B. to K. second
6. P. to Q. third ( <i>a</i> )	6. P. to Q. Kt. fourth
7. B. to Q. Kt. third	7. P. to Q. third
8. B. to K. Kt. fifth ( <i>b</i> )	8. Kt. to Q. R. fourth ( <i>c</i> )
9. B. takes Kt.	9. B. takes B.
10. P. to Q. B. third	10. Kt. takes B.
11. P. takes Kt.	11. Castles
12. Q. Kt. to Q. second	12. B. to K. second ( <i>d</i> )
13. K. Kt. to K. square	13. P. to K. B. fourth
14. P. to K. B. third ( <i>e</i> )	14. P. to K. B. fifth
15. Q. to K. second	15. R. to K. B. third
16. K. to R. square ( <i>f</i> )	16. R. to K. R. third
17. K. Kt. to Q. B. second	17. B. to K. R. fifth
18. K. to Kt. square	18. B. to K. Kt. sixth ( <i>g</i> )
19. P. to K. R. third	19. Q. B. takes K. R. P.
20. P. takes B.	20. R. takes P.
21. Q. to K. Kt. second	21. Q. to K. R. fifth

And White resigns.

## NOTES.

(*a*) P. to Q. fourth, or Q. Kt. to B. third, is usually recommended; but the move in the text (a favourite one of Mr. Paulsen's in this opening) is perhaps equally good.

(*b*) We doubt the policy of this move, and of the subsequent capture of the K. Kt.

(*c*) In this opening Black should always endeavour to get rid of the adverse K. B. If this move were not made now, the Bishop would be played to Q. fifth, and Black would be compelled to lose time.

(*d*) At this point we already prefer Black's game. He has two Bishops against two Knights, and his K. B. P. will get first into the field.

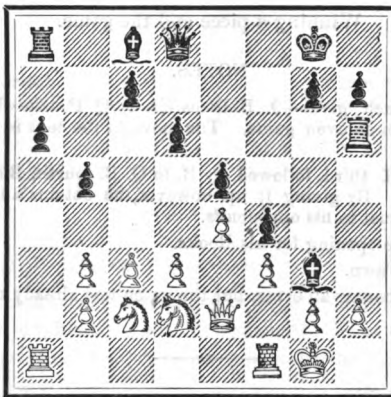
(*e*) This Pawn should have been advanced two steps. White's game now becomes completely locked, and his opponent has ample time to mature his attack.

(*f*) White appears to have anticipated 16 P. to Q. fourth. This loss of time, however, mattered little, as White has no good move on the board.

(g) If this Bishop be taken, Black simply retakes with Pawn, and mate is inevitable.

Position after Black's 18th move.

BLACK.



WHITE.

## GAME 186.

Second Game.

(Ruy Lopez Knight's Game.)

*White.* (MR. SKIPWORTH.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. B. to Q. R. fourth
5. Castles
6. P. to Q. fourth
7. P. to K. fifth
8. R. to K. square
9. B. to Q. Kt. third (a)
10. R. P. takes Kt.
11. Kt. takes P.
12. Q. takes Kt.
13. Kt. to Q. B. third
14. P. to Q. Kt. fourth
15. Kt. to K. second
16. P. to Q. B. third

*Black.* (MR. WAYTE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. R. third
4. K. Kt. to B. third
5. B. to K. second.
6. P. takes P.
7. Kt. to K. fifth
8. Kt. to Q. B. fourth
9. Kt. takes B. (b)
10. Castles
11. Kt. takes Kt.
12. P. to Q. fourth
13. B. to K. third
14. Q. to Q. second
15. P. to Q. B. third
16. P. to K. B. third (c)

- |                                 |                        |
|---------------------------------|------------------------|
| 17. Kt. to K. B. fourth         | 17. Q. R. to K. square |
| 18. Kt. takes B. ( <i>d</i> )   | 18. Q. takes Kt.       |
| 19. B. to K. B. fourth          | 19. B. to Q. third     |
| 20. R. to K. third ( <i>e</i> ) | 20. P. takes P.        |

Winning a piece and the game.

#### NOTES.

(*a*) The "Handbuch" gives—9. B. takes Kt. 9. Q. P. takes B. 10. Kt. takes P. 10. Castles, with an even game. The move in the text is also noticed, but is inferior.

(*b*) By 9 Kt. to K. third, followed by B. to Q. B. fourth, Black might have retained the Pawn. By giving it up, however, he obtains a free, well-opened game, every way equal to his opponent's.

(*c*) Insuring a fine opening for his Rooks.

(*d*) This loses a Pawn.

(*e*) This was of course an error, but the game was already much in Black's favour.

#### GAME 187.

The following is one of the Match Games played lately at the Bristol Chess Club between Mr. E. Thorold and Mr. Fedden:—

(*Allgaier Gambit.*)

- | <i>White.</i> (MR. FEDDEN.)         | <i>Black.</i> (MR. THOROLD.) |
|-------------------------------------|------------------------------|
| 1. P. to K. fourth                  | 1. P. to K. fourth           |
| 2. P. to K. B. fourth               | 2. P. takes P.               |
| 3. K. Kt. to B. third               | 3. P. to K. Kt. fourth       |
| 4. P. to K. R. fourth               | 4. P. to K. Kt. fifth        |
| 5. Kt. to K. fifth                  | 5. K. B. to Kt. second       |
| 6. Kt. takes Kt. P.                 | 6. P. to K. R. fourth        |
| 7. Kt. to K. B. second              | 7. K. Kt. to K. second       |
| 8. P. to Q. fourth                  | 8. Kt. to K. Kt. third       |
| 9. Q. Kt. to B. third               | 9. P. to Q. third            |
| 10. Kt. to Q. fifth                 | 10. Q. Kt. to B. third       |
| 11. P. to Q. B. third               | 11. Kt. takes K. R. P.       |
| 12. Q. B. takes P.                  | 12. Q. B. to K. third        |
| 13. Q. Kt. to K. third ( <i>a</i> ) | 13. Kt. to K. Kt. third      |
| 14. P. to K. Kt. third              | 14. P. to Q. fourth          |
| 15. P. takes P.                     | 15. Q. B. takes P.           |
| 16. R. takes P.                     | 16. Kt. takes B.             |
| 17. P. takes Kt.                    | 17. Q. to K. second          |
| 18. K. to Q. second                 | 18. B. to K. fifth           |

- |                            |                        |
|----------------------------|------------------------|
| 19. B. to K. R. third      | 19. Q. R. to Q. square |
| 20. R. takes R. (check)    | 20. B. takes R.        |
| 21. Q. to Q. R. fourth (b) | 21. B. takes P.        |
| 22. Kt. takes B.           | 22. Q. takes Kt.       |

And wins.

#### NOTES.

(a) At the conclusion of the game, a looker-on suggested that White might at this point have played—13. Kt. takes Q. B. P. (check), and this opinion appears to be well grounded.

(b) 21. Q. to K. Kt. fourth would appear to be a better move. Indeed the one in the text leads at once to fatal consequences.

### MATCH BETWEEN ANDERSSSEN AND STEINITZ.

This match has terminated in favour of Mr. Steinitz. Final score:—Mr. Anderssen, 6; Mr. Steinitz, 8; drawn, 0. In our next number we shall give an elaborate critique of the play exhibited on the occasion.

### GAME 188.

#### Sixth Game. (*Sicilian Opening.*)

- | <i>White.</i> (MR. STEINITZ.) | <i>Black.</i> (MR. ANDERSSSEN.) |
|-------------------------------|---------------------------------|
| 1. P. to K. fourth            | 1. P. to Q. B. fourth           |
| 2. P. to K. Kt. third         | 2. Q. Kt. to B. third           |
| 3. B. to K. Kt. second        | 3. P. to K. fourth              |
| 4. K. Kt. to K. second        | 4. Kt. to K. B. third           |
| 5. Q. Kt. to B. third         | 5. P. to Q. third               |
| 6. Castles                    | 6. B. to K. second              |
| 7. P. to K. B. fourth         | 7. P. to K. R. fourth           |
| 8. P. to K. R. third          | 8. B. to Q. second              |
| 9. Kt. to Q. fifth            | 9. Q. to Q. B. square           |
| 10. Kt. takes Kt. (check)     | 10. B. takes Kt.                |
| 11. P. to B. fifth            | 11. Kt. to K. second            |
| 12. P. to Q. B. fourth        | 12. Q. to Q. square             |
| 13. Kt. to Q. B. third        | 13. Q. B. to B. third           |
| 14. P. to Q. third            | 14. Q. to Q. second             |
| 15. P. to Q. R. third         | 15. P. to Q. R. fourth          |
| 16. P. to Q. Kt. third        | 16. P. to Q. Kt. fourth         |
| 17. B. to K. third            | 17. P. to Q. Kt. fifth          |
| 18. P. takes P.               | 18. B. P. takes P.              |
| 19. Kt. to Q. R. fourth       | 19. B. takes Kt.                |
| 20. R. takes B.               | 20. Kt. to Q. B. third          |
| 21. Q. to Q. second           | 21. B. to Q. square             |

- |                                |                                     |
|--------------------------------|-------------------------------------|
| 22. P. to Q. fourth            | 22. B. to Q. Kt. third              |
| 23. P. to Q. fifth             | 23. Q. to Q. R. second              |
| 24. B. takes B.                | 24. Q. takes B. (check)             |
| 25. K. to R. square            | 25. Kt. to Q. square (a)            |
| 26. Q. to K. Kt. fifth         | 26. K. to B. square                 |
| 27. P. to K. B. sixth          | 27. P. to K. Kt. third              |
| 28. P. to K. R. fourth         | 28. Kt. to Q. Kt. second            |
| 29. B. to K. R. third          | 29. Q. R. to Q. square (b)          |
| 30. Q. R. to Q. R. second      | 30. K. to K. square                 |
| 31. R. to Q. square            | 31. R. to Q. R. square              |
| 32. Q. to Q. second            | 32. Kt. to Q. B. fourth             |
| 33. Q. to K. third             | 33. K. to Q. square                 |
| 34. B. to K. sixth (c)         | 34. Q. to Q. Kt. second (d)         |
| 35. K. to Kt. square           | 35. P. to Q. R. fifth (e)           |
| 36. P. takes P.                | 36. P. to Kt. sixth                 |
| 37. Q. R. to Q. R. square      | 37. P. to Kt. seventh               |
| 38. Q. R. to Q. Kt. square     | 38. R. takes Q. R. P.               |
| 39. B. to K. R. third (f)      | 39. K. to Q. B. second (g)          |
| 40. B. to K. B. square         | 40. K. R. to Q. R. square           |
| 41. R. to Q. second            | 41. Q. R. to Q. Kt. fifth           |
| 42. K. to R. second            | 42. K. R. to Q. R. eighth           |
| 43. K. R. to Q. square         | 43. R. to Q. Kt. sixth              |
| 44. Q. to K. R. sixth          | 44. R. takes R.                     |
| 45. R. takes R.                | 45. Q. to Q. Kt. fifth              |
| 46. Q. to K. B. eighth (h)     | 46. Q. to Q. seventh (check)        |
| 47. B. to Kt. second           | 47. Q. to Q. sixth                  |
| 48. Q. takes K. B. P. (check)  | 48. Kt. to Q. second                |
| 49. P. to Q. B. fifth          | 49. Q. takes K. Kt. P. (check)      |
| 50. K. to Kt. square           | 50. R. to Q. B. sixth               |
| 51. P. takes P. (check)        | 51. K. to Kt. third                 |
| 52. R. takes P. (check)        | 52. K. to B. fourth                 |
| 53. R. to Q. Kt. square        | 53. R. to Q. B. seventh             |
| 54. R. to Q. Kt. fifth (check) | 54. K. to Q. B. fifth, and wins (i) |

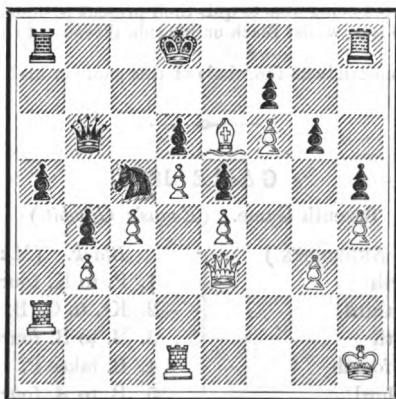
## NOTES.

(a) The plausible move of "Kt. to Q. fifth" would not be so effective. Black now threatens to occupy Q. B. fourth square at the right moment, attacking both the left wing and the centre of the enemy's position.

(b) We do not see valid objections against "Kt. to Q. B. fourth," as the replies of "B. to K. B. fifth" and "B. to K. sixth" do not appear to gain White any advantage.

(c) Ingeniously conceived, but not critically sound; for though the Bishop cannot be taken at once without danger to the second player, that piece will subsequently be in jeopardy, and also be unable to aid in the defence of his own King's beleaguered quarters until it is too late.

Position after White's 34th move.  
BLACK.



WHITE.

(d) Not only relieving his Queen, but threatening also to capture the hostile Bishop and then the King's Pawn with the Knight, having every way the best game.

(e) A careful examination will show that "P. takes B.," followed by "Q. or Kt. takes K. P.," would have been very dangerous, especially when it is remembered that Mr. Anderssen was several games behind his opponent at this important crisis in the match.

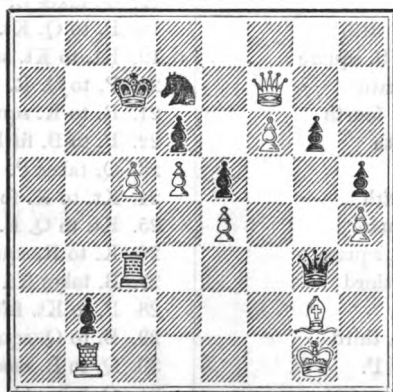
(f) The Bishop must retreat now to avoid a worse fate.

(g) Better, we believe, than the simple capture of the Q. B. Pawn. After this move Black is in no peril of losing his passed Pawn, and all his pieces are brought into co-operation at the point of attack.

(h) Under the circumstances Mr. Steinitz plays quite properly in persevering

Position after Black's 50th move.

BLACK.



WHITE.

in his counter-attack, as he has thereby a chance of saving or even winning the game, unless his opponent is watchful. He could not attempt to defend himself, none of his pieces being able to quit their present positions for that purpose without immediate loss, whilst Black on his side threatens to occupy Q. B. sixth with his Knight.

(i) Mr. Anderssen conducts the whole of this game in his best style.

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### GAME 189.

#### Seventh Game. (*Evans's Gambit.*)

<i>White.</i> (MR. ANDERSSEN.)	<i>Black.</i> (MR. STEINITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. P. to Q. fifth	9. Kt. to R. fourth
10. B. to Kt. second	10. K. Kt. to K. second
11. B. to Q. third	11. Kt. to Kt. third
12. Q. Kt. to B. third	12. Castles
13. Q. to Q. second	13. B. to Q. second
14. Kt. to K. second	14. P. to Q. B. fourth
15. Kt. to Kt. third	15. B. to B. second ( <i>a</i> )
16. B. takes Kt. P.	16. P. to B. third ( <i>b</i> )
17. B. takes R.	17. Q. takes B.
18. Kt. takes B. fifth	18. P. to Q. Kt. fourth
19. Q. R. to Q. B. square	19. Kt. to Kt. second
20. K. to R. square	20. P. to Q. R. fourth
21. P. to K. Kt. fourth	21. R. to K. square
22. P. to Kt. fifth	22. P. to B. fifth
23. P. takes P.	23. Q. takes P.
24. Kt. to Kt. fifth	24. Kt. to K. fourth
25. B. to Kt. square	25. Kt. to Q. B. fourth
26. R. to K. Kt. square	26. K. to R. square.
27. Q. to Q. B. third	27. B. takes Kt.
28. P. takes B.	28. P. to Kt. fifth
29. Q. to K. Kt. third	29. B. to Q. square
30. Kt. takes R. P.	30. Q. to B. second ( <i>c</i> )
31. P. to B. sixth	31. Q. takes Q. P. (check)

- |                               |  |                      |
|-------------------------------|--|----------------------|
| 32. R. to Kt. second          |  | 32. R. to Kt. square |
| 33. Kt. to Kt. fifth          |  | 33. B. takes P.      |
| 34. Kt. to B. seventh (check) |  |                      |

And Black surrenders.

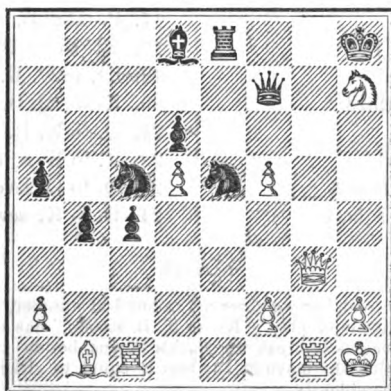
#### NOTES.

(a) Hastily played. "P. to K. B. third" would have rendered his game perfectly safe, whilst the move in the text subjects him to immediate disadvantage.

(b) If he had taken the Bishop he must have lost his Queen in order to avert the menaced mate.

Position after Black's 30th move.

BLACK.



WHITE.

(c) The capture of the Knight would have been directly fatal. Suppose

- |                                  |                                    |
|----------------------------------|------------------------------------|
| 31. Q. to K. R. third (check)    | 30. K. takes Kt.                   |
| 32. P. to K. B. sixth (dis. ch.) | 31. Q. to K. R. third              |
|                                  | 32. One of the Knights to Q. sixth |

White mates in two moves.

### GAME 190.

Eighth Game. (*King's Knight's Gambit.*)

- |                               |  |                               |
|-------------------------------|--|-------------------------------|
| <i>White.</i> (MR. STEINITZ.) |  | <i>Black.</i> (MR. ANDERSEN.) |
| 1. P. to K. fourth            |  | 1. P. to K. fourth            |
| 2. P. to K. B. fourth         |  | 2. P. takes P.                |
| 3. K. Kt. to K. B. third      |  | 3. P. to K. Kt. fourth        |
| 4. B. to Q. B. fourth         |  | 4. P. to K. Kt. fifth         |
| 5. Kt. to K. fifth            |  | 5. Q. to R. fifth (check)     |

- |                             |                                 |
|-----------------------------|---------------------------------|
| 6. K. to B. square          | 6. K. Kt. to R. third           |
| 7. P. to Q. fourth          | 7. P. to Q. third               |
| 8. K. Kt. to Q. third       | 8. P. to B. sixth               |
| 9. P. to K. Kt. third       | 9. Q. to K. second              |
| 10. Q. Kt. to B. third (a)  | 10. B. to K. third              |
| 11. P. to Q. fifth          | 11. Q. B. to B. square          |
| 12. P. to K. fifth (b)      | 12. P. takes P.                 |
| 13. Kt. takes P.            | 13. Q. takes Kt.                |
| 14. Q. B. to K. B. fourth   | 14. Q. to K. Kt. second (c)     |
| 15. Kt. to Q. Kt. fifth     | 15. B. to Q. third (d)          |
| 16. Q. to K. square (check) | 16. K. to Q. square             |
| 17. B. takes B.             | 17. P. takes B.                 |
| 18. Q. to Q. Kt. fourth     | 18. Kt. to K. B. fourth         |
| 19. B. to Q. third          | 19. Kt. to Q. R. third          |
| 20. Q. to Q. R. third       | 20. Kt. to Q. B. fourth         |
| 21. B. takes Kt.            | 21. Q. to K. R. third (e)       |
| 22. B. to Q. third          | 22. R. to K. square             |
| 23. P. to K. R. fourth      | 23. Q. to Q. seventh            |
| 24. R. to K. Kt. square     | 24. R. to K. seventh, and wins. |

## NOTES.

(a) "K. to B. second," as we observed in our last number, is the usual move. Mr. Steinitz's new mode of play, "Kt. to K. B. second," has certainly some advantages, as it threatens to break up Black's Pawns, besides protecting White's own centre. Whether the move in the text is equal to either we are not yet prepared to assert confidently.

(b) Although this move was hazardous in a match, as the result seems to demonstrate, it is clear that Mr. Steinitz did not make it without some deliberation. The sacrifice of the Knight which follows, is, of course, an essential portion of the first player's plan.

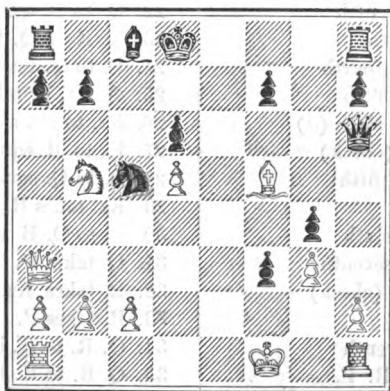
(c) "Q. to K. R. fourth" appears equally sound, and menaces also a dangerous attack on the enemy's quarters.

(d) A careful examination will show that Mr. Anderssen offered the exchange in all probability for two reasons. Firstly had he adopted the defensive move of Kt. to Q. R. third, Mr. Steinitz would have obtained an attack of more or less intensity. Secondly, if White had now taken the Bishop, and then proceeded to capture the Rook, Black, by the simple rejoinder of "Q. takes Q. Kt. P.," would have acquired a powerfully assailing position. It appears, indeed, that there are several answers which can be made to such a capture of the Knight's Pawn, but, after much consideration, we have found none of them satisfactory. In our previous note we suggested that Q. to K. R. fourth would have been good play for White at his 14th move; and so it would have been, but the reader will do justice to the genius of the master who preferred the more profound line of action hinted at in our present remarks.

(e) Black will not waste time by making useless captures when he sees his way to immediate victory.

Position after Black's 21st move.

WHITE.



BLACK.

---

**GAME 191.**
Ninth Game. (*Evans's Gambit.*)*White.* (MR. ANDERSEN.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to Q. fifth
10. B. to Q. third
11. B. to Kt. second
12. Q. Kt. to B. third
13. Q. Kt. to K. second
14. Q. to Q. second
15. Q. R. to Q. B. square
16. Kt. to K. Kt. third
17. Q. Kt. to K. B. fifth
18. K. to R. square
19. K. B. to K. Kt. square

*Black.* (MR. STEINITZ.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to B. fourth
4. B. takes Kt. P.
5. B. to B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Kt. third
9. Q. Kt. to R. fourth
10. K. Kt. to K. second
11. Castles.
12. Kt. to Kt. third
13. P. to Q. B. fourth
14. B. to Q. B. second
15. Q. R. to Q. Kt. square
16. P. to K. B. third (a)
17. P. to Q. Kt. fourth
18. P. to Q. Kt. fifth
19. B. takes Kt. (b)

20. P. takes B.
21. Q. B. takes Kt.
22. Kt. to K. Kt. fifth
23. Kt. to K. sixth
24. P. to K. Kt. fourth
25. P. to K. Kt. fifth
26. P. to K. Kt. sixth (*d*)
27. P. takes P. (check)
28. Q. to K. Kt. fifth
29. Kt. takes B.
30. P. to K. B. sixth
31. P. to K. B. seventh
32. Kt. takes Q. (check)
33. R. takes Kt.
34. Q. to K. seventh
35. Q. takes Q. R. P.
36. Q. to Q. Kt. eighth (check)
37. Q. takes Q. P.
38. B. takes P.
39. Q. to K. fifth
40. R. to K. Kt. square
41. Q. takes Q. B. P.
42. P. to Q. sixth

20. Kt. to K. fourth
21. K. B. P. takes B.
22. Q. to Q. second
23. K. R. to Q. B. square (*c*)
24. P. to Q. Kt. sixth
25. Q. Kt. P. takes P.
26. Kt. to Kt. sixth
27. K. to R. square
28. B. to Q. square (*e*)
29. Kt. takes R. (*f*)
30. R. to Q. B. second
31. Q. takes P.
32. R. takes Kt.
33. R. takes P.
34. Q. R. to K. B. square
35. Q. R. to K. B. second
36. R. to K. B. square
37. P. to K. fifth
38. P. to Q. B. fifth
39. P. to Q. B. sixth
40. K. R. to B. second
41. R. to K. B. third

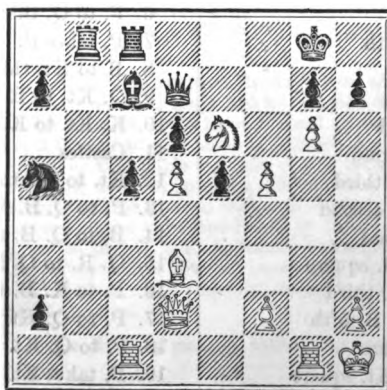
And Black resigns.

#### NOTES.

- (*a*) A precaution to avoid the disaster which occurred in the seventh game.
- (*b*) As the exchange of pieces serves to bring White's remaining Knight into

Position after White's 26th move.

BLACK.



WHITE.

a menacing position, from which he cannot be dislodged, Black should not have made this capture.

(c) "R. to K. B. third" would perhaps have been preferable.

(d) This virtually decides the battle.

(e) Any other move could have been answered by "P. to K. B. sixth."

(f) Had he taken the Rook with Knight, he would have been mated in a few moves, e.g. :—

29. P. to K. B. sixth

28. R. takes Kt.

29. R. to Q. Kt. second

There is nothing better. White mates in three moves.

### GAME 192.

Tenth Game. (*King's Knight's Gambit.*)

*White.* MR. STEINITZ.

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. B. to B. fourth
5. Kt. to K. fifth
6. K. to B. square
7. P. to Q. fourth
8. Kt. to Q. third
9. P. to K. Kt. third
10. Q. Kt. to B. third
11. B. to Q. Kt. third
12. B. to K. third
13. R. P. takes B.
14. Q. to Q. second
15. P. to K. fifth
16. B. to K. Kt. fifth
17. Q. Kt. to R. fourth
18. Q. Kt. to Q. B. fifth
19. Kt. takes Kt.
20. Kt. takes Q. Kt. P.
21. Kt. to Q. sixth (check)
22. P. to K. R. third
23. K. P. takes P.
24. Kt. to Q. Kt. seventh
25. B. to K. B. fourth
26. K. to K. B. second
27. B. to K. fifth
28. R. takes R. P. (c)
29. Kt. to B. fifth (check)

*Black.* (MR. ANDERSEN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to K. R. fifth (check) \*
6. K. Kt. to K. third
7. P. to Q. third
8. P. to B. sixth
9. Q. to K. second
10. B. to K. third
11. B. to K. Kt. second
12. B. takes B.
13. P. to Q. B. third
14. K. Kt. to Kt. square
15. P. to Q. fourth
16. Q. to K. third
17. Q. Kt. to R. third (a)
18. Kt. takes Kt.
19. Q. to Kt. third
20. K. Kt. to R. third
21. K. to Q. second
22. P. to K. B. third
23. B. to B. square (b)
24. Kt. to B. fourth
25. P. takes R. P.
26. Q. takes B. P.
27. Q. to Kt. third
28. B. to R. third
29. K. to K. square (d)

- |                                |                              |
|--------------------------------|------------------------------|
| 30. R. takes B.                | 30. Kt. takes R.             |
| 31. B. takes R.                | 31. K. to B. second          |
| 32. B. to K. fifth             | 32. Q. to R. fourth          |
| 33. Q. to K. B. fourth (check) | 33. K. to Kt. square (e)     |
| 34. R. to K. R. square         | 34. Kt. to Kt. fifth (check) |
| 35. K. to Kt. square           | (f)                          |

And, after a few more moves, White won the game.

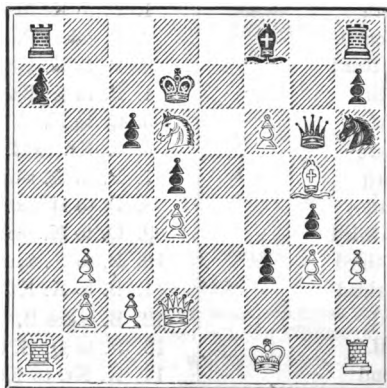
#### NOTES.

(a) "P. to K. R. third" would perhaps have saved the Pawn which Black sacrifices, though White would have gained in that case an attacking position.

(b) If he had captured the Pawn with his Bishop the first player might have taken his Knight, and, on his own Knight falling, have checked with the Queen at Q. Kt. fourth.

Position after Black's 23rd move.

BLACK.



WHITE.

(c) It is evident that he could not have taken the Rook at this point without loss.

(d) This move is exceedingly disastrous.

(e) Had he played "K. to K. second," White could have rejoined with "R. to K. R. square," as in the actual game.

(f) "Q. takes R." would involve mate in five moves.

(g) No real resource springs from "P. to K. B. seventh (check)," followed by "P. to K. B. eight," becoming a Q. (check).

### GAME 193.

Eleventh Game. (*Evans's Gambit.*)

*White.* (MR. ANDERSEN.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth

*Black.* (MR. STEINITZ.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth

- |                                      |                                    |
|--------------------------------------|------------------------------------|
| 4. P. to Q. Kt. fourth               | 4. B. takes P.                     |
| 5. P. to Q. B. third                 | 5. B. to B. fourth                 |
| 6. Castles                           | 6. P. to Q. third                  |
| 7. P. to Q. fourth                   | 7. P. takes P.                     |
| 8. P. takes P.                       | 8. B. to Kt. third                 |
| 9. P. to Q. fifth                    | 9. Kt. to Q. R. fourth             |
| 10. Q. B. to Kt. second              | 10. K. Kt. to K. second            |
| 11. K. B. to Q. third                | 11. Castles                        |
| 12. Q. Kt. to Q. B. third            | 12. P. to Q. B. third              |
| 13. Q. to Q. second                  | 13. P. takes P.                    |
| 14. Q. Kt. takes P.                  | 14. Kt. to K. Kt. third            |
| 15. Kt. takes B.                     | 15. Q. takes Kt.                   |
| 16. Q. R. to Kt. square              | 16. Q. to Q. square                |
| 17. Kt. to Q. fourth ( <i>a</i> )    | 17. K. Kt. to K. fourth            |
| 18. Q. B. to R. square               | 18. Kt. takes B.                   |
| 19. Q. takes K. Kt.                  | 19. Q. Kt. to Q. B. third          |
| 20. Kt. to Q. Kt. fifth ( <i>b</i> ) | 20. Q. to K. second                |
| 21. Kt. takes P.                     | 21. R. to Q. square                |
| 22. Q. to K. Kt. third               | 22. P. to K. B. third              |
| 23. Q. R. to Q. square ( <i>c</i> )  | 23. B. to K. third                 |
| 24. K. R. to K. square               | 24. B. takes P.                    |
| 25. Kt. to K. B. fifth               | 25. Q. to B. square                |
| 26. Kt. to Q. sixth ( <i>d</i> )     | 26. R. to Q. second                |
| 27. R. to Q. second                  | 27. Q. R. to Q. square             |
| 28. K. R. to Q. square               | 28. B. to K. third                 |
| 29. P. to K. R. fourth ( <i>e</i> )  | 29. P. to Q. R. fourth             |
| 30. B. to Q. B. third                | 30. P. to Q. R. fifth              |
| 31. R. to Q. third                   | 31. P. to Q. R. sixth              |
| 32. P. to K. R. fifth                | 32. P. to K. R. third              |
| 33. Q. R. to Q. second               | 33. P. to Q. R. seventh            |
| 34. B. to Q. Kt. second              | 34. Kt. to K. fourth               |
| 35. B. to Q. R. third ( <i>f</i> )   | 35. R. takes Kt.                   |
| 36. B. takes R.                      | 36. R. takes B.                    |
| 37. R. takes R.                      | 37. Q. takes R.                    |
| 38. R. to Q. B. square               | 38. Q. to Q. fifth                 |
| 39. Q. to Q. R. third                | 39. Kt. to K. Kt. fifth            |
| 40. R. to K. B. square               | 40. Kt. takes P.                   |
| 41. K. to R. second                  | 41. Kt. to K. Kt. fifth (check)    |
| 42. K. to R. square                  | 42. Q. to K. fourth                |
| 43. P. to Kt. third                  | 43. Q. takes R. P. (ch.) and wins. |

## NOTES.

(*a*) "B. to Q. B. third" might perhaps have led to a more enduring attack.

- (b) "Kt. takes Kt.," followed by "Q. to Q. B. third," seems to be stronger.
- (c) It would have been better to have captured the Bishop with the Knight than to have thus withdrawn the Rook from a good square.
- (d) Although there are some objections to be urged against "R. to Q. sixth," it would, we believe, have been preferable to the move in the text.
- (e) If this was done for the purpose of breaking up the hostile Pawns on the King's side, evidently it can have no effect, as when the Pawn reaches the fifth square Black will obviate all difficulty by "P. to K. R. third." "R. to Q. third," to tempt the enemy's Kt. on to Q. Kt. fifth, with the view of subsequently advancing the K. Pawn, might have given White more resource, but in any case, we imagine, the passed Pawns would have insured Black the victory.
- (f) This is worthless, but "Q. to Q. R. third" would also have been unavailing.

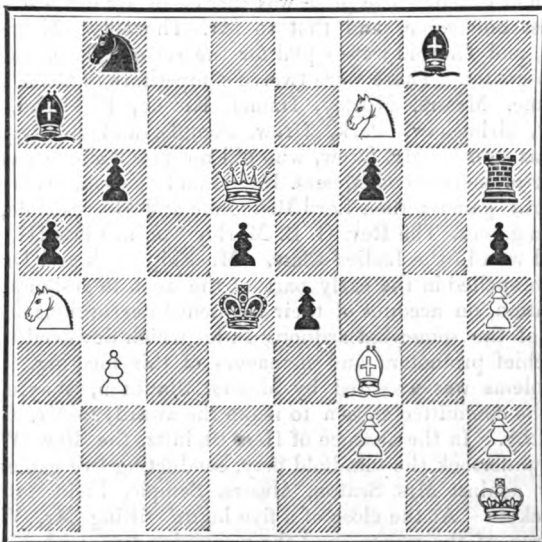
### THE NORTH OF ENGLAND CHESS MEETING.

The Chess Meeting held last week at Redcar has been a great success. Though we much regret the absence of several patrons of the Association, owing to a busy and attractive week in York, occasioned by the visit of the Prince and Princess of Wales, yet we rejoice in an assemblage of Chess talent. Among the company present we noticed: Lord Benholme, Rev. Canon and Mrs. Dixon, Mr. and Mrs. Staunton (London), Mr. and Mrs. Browne (Bournemouth), Rev. W. Beckett (Heighington), Rev. J. F. Newton, Rev. W. Wayte (Eton), Mr. Morley (Birkby Rectory), Rev. G. B. Morley, Fellow of St. Catherine's College, Cambridge, Rev. Chas. and Mrs. Bailey, Mr. and Mrs. Thorold (Bath), Miss Thorold (Sheffield), Rev. F. R. Drew (Malvern); Mr. and Miss Oxley (Redcar), Rev. Jno. and Mrs. Owen (Hootan, Chester), Dr. Wilson (Claycross), Rev. John and Mrs. Seaton, Mr. Fieldsend (Bradford), Mr. S. Tomkins (London), Rev. W. Milburne, Rev. D. Salter, Rev. B. N. R. and Mrs. Batty, Mr. Wisker (Hull), Dr. and Mrs. Bennett (Redcar), Rev. A. B. and Mrs. Skipworth (Bilsdale), Mr. G. F. Bodington, Mr. Hamel (Nottingham), Mr. De Vere (London), Mr. Rhodes, Mr. Cadman and Mr. Myers (Leeds), Mr. Grimshaw (Whitby), Mr. Kidson (Liverpool), Mr. Watson (Saltburn), Mr. Coates (Redcar), Mr. Semple (Stockton), Mr. Park (Hartlepool), and Mr. and Mrs. T. H. Cook. There were many other ladies and gentlemen whose names we were unable to ascertain. The continental war delayed Herr Anderssen's visit to England, in consequence of which his match with Herr Steinitz commenced at so late a period that it was not concluded at the time of the Redcar meeting. Neither, therefore, could be present. In the several classes the combatants played a single game with each other, and the prizes were awarded according to the gross score. In Class I. eight gentlemen competed—Messrs. De Vere, Thorold, Wayte, Wisker, Wilson, Skipworth,

Salter, and Owen. The prize was carried off by Mr. De Vere, who only lost one game, and that to Mr. Thorold. Messrs. Owen, Wisker, and Thorold were equal for the second place, each having lost two games. There were twelve competitors in Class II.—Lord Benholme, Messrs. Morley, Hamel, Kidson, Fieldsend, Bennett, Beckett, Grimshaw, Park, Drew, Semple, and Bodington. The prize was won by Mr. Drew, who did not lose a single game. Next in order of merit stood Messrs. Hamel and Kidson, each of whom won eight games; then Lord Benholme and Mr. Semple, winners of seven games. The Rev. G. B. Morley won in Class III., and Miss Thorold won in the Ladies' Class. Mr. Skipworth and Dr. Bennett were compelled in the early part of the week to resign all further competition, on account of their frequent interruptions in the discharge of the somewhat arduous duties which devolved upon them as the chief promoters and managers of this meeting. The prize for problems was awarded by Messrs. Staunton, Wayte, and De Vere (the committee chosen to make the award) to Mr. Grimshaw, of Whitby. In the absence of Herr Steinitz, the Rev. W. Wayte kindly undertook the blindfold play, conducting five games simultaneously against Mrs. Seaton, Messrs. Semple, Fieldsend, Morley, and Beckett. At the close of a five hours' sitting Mr. Wayte had won three of the games, and the remaining two, with Mr. Morley and Mr. Semple, were given up as drawn. About thirty ladies and gentlemen made the excursion to Saltburne, and luncheon was served at the Zetland Hotel. The Rev. Canon Dixon, in the absence of Lord Zetland, the president, presided, supported on his right by Lord Benholme. Mr. Skipworth occupied the vice-chair. After the usual loyal toasts, "The Army and Navy," "The Archbishop and Clergy," Lord Benholme proposed "Success to the North Yorkshire and Durham Chess Association," whose inaugural meeting was being held at Redcar. Mr. Skipworth, in returning thanks, stated the circumstances which led to the formation of the Association, and spoke briefly on the advantages of Chess, especially on its introduction into the homes of the working people, where it must tend to bring into active exercise their thinking powers, and so help to prepare their minds for useful and solemn teaching. The last but by no means the least interesting feature of this successful meeting was a Consultation Game—Mr. Staunton and the Rev. D. Salter against the Revs. J. Owen and A. B. Skipworth. After playing more than six hours the game was given up as drawn. Mr. Staunton during the week played several games, giving the odds of a rook, and won in every instance.

It is proposed to hold the next meeting of the Association in York, in August, 1867; and it was resolved to invite the Earl of Zetland to be again the President, and the Lady De L'Isle and Dudley to be again the Lady Patroness.

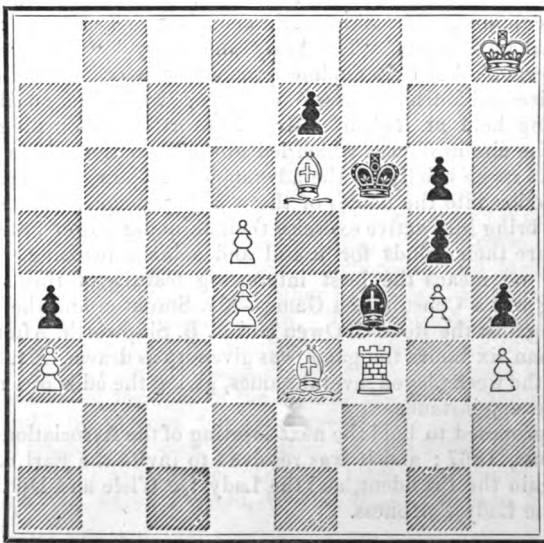
Problem No. 96. By Herr E. VORWERK, of Druse.  
BLACK.



WHITE.

White to move, and mate in three moves.

Problem No. 97. By J. J. WATTS, Esq.  
BLACK.



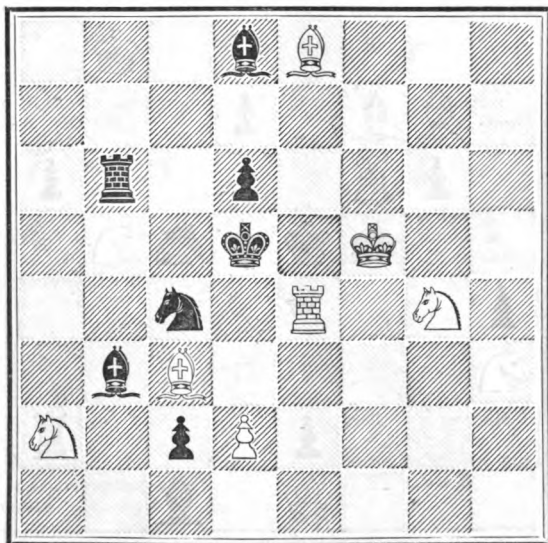
WHITE.

White to play, and mate in five moves.

If Black Pawn stood on Q. R. fourth, instead as in the above on Q. R. fifth, the mate can be effected in four moves.

Problem No. 98. By E. HEATH, Esq.

BLACK.

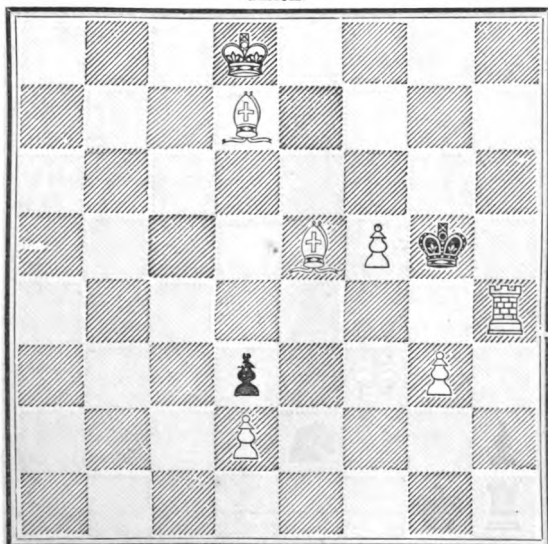


WHITE.

White to play, and mate in three moves.

Problem No. 99. By T. SMITH, Esq.

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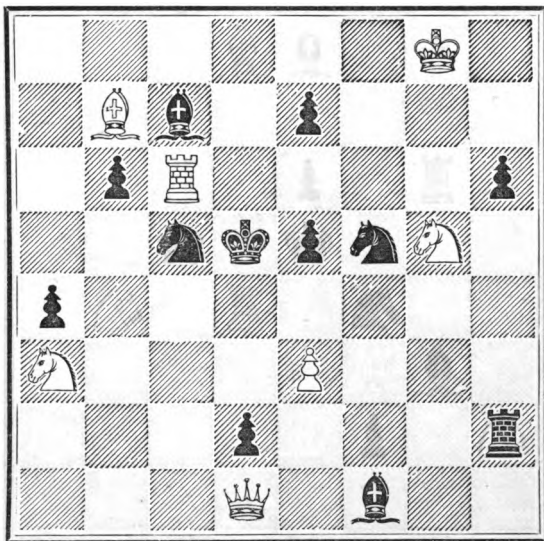


WHITE.

White to play, and mate in three moves.

Problem No. 100. By Herr MEYER, late of Hanover.

BLACK.

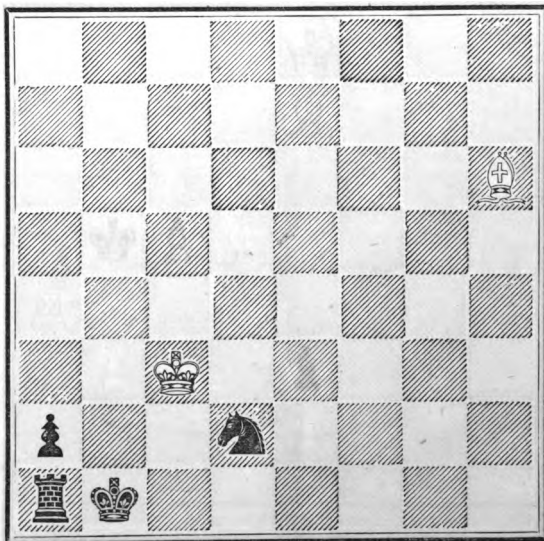


WHITE.

White to play, and mate in three moves.

Chess Study, No. 24. By Herr HORWITZ.

BLACK.



WHITE.

Black to move and win.

## SOLUTIONS TO PROBLEMS.

No. 78.—By Dr. CONRAD BAYER.

*White.*

1. P. to B. third (check)
2. R. to R. fifth (check)
3. B. to K. third
4. R. to Q. B. fifth (mate)

*Black.*

1. K. to Q. fourth (A)
2. K. to B. fifth (best)
3. any move

(A)

2. R. to R. fifth (check)
3. P. takes Kt. (Queens) (check)
4. Q. to B. seventh (mate)

1. K. to B. fourth
2. K. to Kt. third
3. K. to Kt. second

No. 79.—By T. SMITH, Esq.

*White.*

1. Kt. to Q. sixth
2. K. to B. fifth
3. Kt. takes Kt.
4. K. to Kt. seventh (check)
5. R. mates.

*Black.*

1. B. to R. seventh (check)
2. Kt. takes Kt. (check) (A)
3. Kt. to K. fifth (check)
4. Kt. takes B.

(A)

3. B. takes Kt. (check)
4. R. to K. eighth (check)
5. R. mates.

2. B. takes Kt.
3. Kt. takes B.
4. Kt. takes R.

No. 80.—By T. SMITH, Esq.

*White.*

1. K. Kt. takes P.
2. K. Kt. to Q. sixth
3. Kt. or R. mates.

*Black.*

1. P. takes B. (A)
2. any move

(A)

2. R. to Q. third (check)
3. Kt. mates.

1. Kt. takes Kt. P.
2. Kt. takes Kt.

No. 81.—By J. J. WATTS, Esq.

*White.*

1. Q. to Q. sixth (check)
2. Kt. to Q. eighth (check)
3. Kt. mates.

*Black.*

1. Q. takes Q. or (A)
2. K. moves.

(A)

2. Kt. to K. fifth (check)
3. Q. takes Q. (mate)

1. K. takes Kt.
2. K. moves

## No. 82.—By T. SMITH, Esq.

- |                              |                       |
|------------------------------|-----------------------|
| 1. Q. to Q. Kt. fourth       | 1. B. takes R. (best) |
| 2. R. to K. seventh          | 2. B. takes R. (A)    |
| 3. Kt. to B. seventh (check) | 3. K. moves.          |
| 4. Q. mates.                 |                       |

(A)

- |                            |                    |
|----------------------------|--------------------|
| 3. Q. takes P. (check)     | 2. P. to B. fourth |
| 4. Kt. to Kt. fifth (mate) | 3. K. to K. fifth  |

## No. 83.—By S. LOYD, Esq.

*White.*

1. Kt. to Q. second
2. K. to Kt. fourth
3. Kt. to B. fourth
4. Kt. takes Q.
5. P. to R. fourth (mate)

3. Kt. to Kt. third
4. K. takes Q.
5. P. to R. fourth (mate)

2. K. to Kt. fourth
3. K. takes R.
4. Kt. takes Q.
5. P. to R. fourth (mate)

*Black.*

1. Q. to Q. R. eighth (check) (A)
2. Q. takes P. (check) (a)
3. Q. takes Kt. P. (check)
4. any move

- (a) 2. Q. to Kt. seventh (check)
3. Q. takes Kt. (check)
4. any move

(A)

1. R. takes R. (check) (B)
2. R. to Kt. fourth (check)
3. Q. to Q. Kt. eighth (check)
4. any move

(B)

1. B. takes P. (check)
2. B. to R. fourth (check)
3. Q. to Q. Kt. eighth (check)
4. any move

## No. 84.—By E. B. C., of Hoboken.

*White.*

1. Kt. to K. sixth
2. Kt. takes R. or P. (check)
3. R. mates.

2. Kt. to K. B. seventh
3. R. mates.

2. P. to K. fourth (check)
3. R. to Q. B. sixth (mate)

2. Kt. to B. fourth (check)
3. Kt. to B. seventh (mate)

*Black.*

1. R. or P. takes R.
2. any move

1. K. moves
2. any move

1. P. takes Kt.
2. K. moves

1. P. to Kt. third
2. K. moves

## No. 85.—By HERR LANDESMAN.

*White.*

1. P. to Q. B. sixth
2. K. to K. Kt. fourth
3. Kt. to K. B. fourth (mate)

*Black.*

1. Q. takes Q. or (A)
2. R. takes K. B. P. (check)

(A)

2. Kt. to Q. B. fifth (check)
3. Q. to Q. B. eighth (mate)

1. Q. takes Q. B. P. or (B)
2. Q. takes Kt.

If 2. K. to K. B. fourth, 3. Q. takes B. (mate).

(B)

2. K. takes Q.
3. Mate.

1. Q. takes K. Kt. P. (check)
2. any move

## CHESS STUDIES.

No. 17.—By Mr. WATKINSON.

*White.*

1. R. to Kt. sixth (check)
2. R. to K. Kt. square
3. K. takes Q.
4. K. to B. square
5. P. to Q. sixth
6. P. to Q. seventh, and must win with a Q. against R.

*Black.*

1. K. to R. sixth (best)
2. P. takes R. (check)
3. R. to Kt. sixth
4. R. to K. sixth
5. R. to K. third

No. 18.—By Herr KLING.

*White.*

1. P. to B. seventh
2. P. to R. fourth (check)
3. P. to R. fifth, and wins.

*Black.*

1. R. to K. B. fourth or (A)
2. K. to Kt. fifth (best)

(A)

2. K. to Kt. second
3. P. to R. fourth
4. K. to Kt. fourth, and wins.

1. R. to Q. B. second.
2. K. to B. fourth or (B)
3. K. to B. third (best)

(B)

3. K. to Kt. fourth
4. P. to R. third, and wins.

2. K. to B. third
3. P. moves

No. 19.—By W. T. PIERCE, Esq.

*White.*

1. B. to Q. B. third
2. K. to Q. third
3. B. to Q. fourth
4. R. to R. fourth, and wins.

*Black.*

1. R. to Q. B. seventh (a)
2. R. takes P.
3. R. to B. sixth (check)

(a) If 1. R. takes P., White wins by playing 2. B. to Q. fourth, and if R. to Kt. third, then K. to Q. fourth, and wins also.

No. 20.—By W. T. PIERCE, Esq.

*White.*

1. K. to B. second
2. K. takes B.
3. B. to Kt. third (the only move to draw)

*Black.*

1. K. to Kt. fifth (best)
2. K. takes B.

The game is evidently drawn, as White will now give up his B. for Q. B. P.,

and play his K. into the corner square, and Black cannot queen his P. as his B. does not govern the queening square.

### SUICIDAL PROBLEM.

No. 9.—By the Rev. W. WAYTE.

#### *White.*

1. Kt. to Q. second
2. Kt. to Q. Kt. third
3. R. to Q. second
4. Kt. to Q. fourth
5. Kt. to K. B. third (check)
6. R. to K. Kt. second

#### *Black*

1. K. to Q. eighth
2. K. to K. eighth
3. K. to K. B. eighth
4. K. to K. eighth
5. K. to B. eighth
6. P. takes R. (mate)

### NOTICES TO CORRESPONDENTS.

ERRATUM.—In our last number, in game No. 180, pages 249 and 250, there occurs an error in the last variation. It should run thus:—

- |                          |                        |
|--------------------------|------------------------|
| 51. P. to R. sixth       | 51. K. to Q. B. fourth |
| 52. K. to Q. Kt. seventh | 52. P. to Kt. fourth   |
| 53. P. takes P.          | 53. K. takes P.        |
| 54. K. to B. seventh     | 54. K. to B. fourth    |
| 55. K. to Q. seventh     | 55. K. to Q. fourth    |
| 56. K. to K. seventh     | 56. K. to K. fourth    |
| 57. K. to B. seventh     | 57. K. to Q. third     |

And the rest as in the text.

The principle upon which the game should be drawn is obvious, so the mistake—though we regret it—is of less consequence.

T. L. (Dublin).—We have received your kind communication, and regret that we cannot give it in full. The defence to the Evans's Gambit of B. to Q. third is condemned by the best authorities, yet it must be admitted that it may be played, at least, for change of openings. It was adopted, as you are of course aware, by MacDonnell against so great a master as De La Bourdonnais, and by Kieseritzki against Anderssen. These examples are sufficient for your judgment.

C. R.—We have received your communication, and have conveyed the substance of your letter to the proper quarters.

N. F. (Cardiff).—With regard to Black's 36th move, in Game 147, your remarks are perfectly correct. It seems to have escaped our notice that had Black played R. takes Kt. he had a winning game.

W. W., Eton; A Cambridge Player; Hon. Secretary Sheffield Chess Club; Herrn Meyer, Hirschfeld, L. Paulsen; J. W., Huddersfield; Dr. Bree, Colchester; T. L., Lytham; A. B. S., Bilsdale; E. T., Bath; N.R.W., are thanked for their several kind contributions.

BERLINER SCHACHZEITUNG.—Wir sind Ihnen sehr verbunden für die gütige Aufnahme unserer Ankündigung des Adress-Buches und des Problem-Turniers, Bitten aber Sie darauf aufmerksam zu machen das unser Blatt nicht mehr Ch. Pl. Chron. sondern Ch. Pl. Magazine heisst.

LE SPHINX.—Merci pour l'insertion de nos annonces.

## THE ROYAL INSURANCE COMPANY.

THE intricate commercial machinery of this country goes on for the most part very smoothly, and does its work wonderfully well. Like all great engines it is complex, working wheel within wheel; but to the initiated it is not difficult to comprehend. The work it has to perform is a mighty one, fraught with many difficulties; and though a hitch sometimes occurs and creates widespread alarm, the wonder, after all, is that the even tenour of its way is so seldom broken. It is only at distant intervals that the tranquillity which is its normal state is in any way interrupted. Vast fortunes have been won and lost in the speculations which have brought it to its present high and efficient state; and, probably, the failures have been of more value to the nation than uninterrupted successes would have been. Individuals have suffered for the general good, and we have been enabled to build up a commercial fabric such as the world never before saw. Now and then the public is startled by a gigantic fraud in some particular branch of trade, by an enormous bank failure, or by the revealed rottenness of some public company, which has been preying upon the credulity of the unsuspecting poor; but, as we have observed, upon the whole the commerce of the country is conducted honestly and prosperously.

In our entire commercial system there is, as regards our internal welfare, no branch of greater importance than that which enables prudent men to secure themselves from being plunged by unforeseen, and, consequently, unavoidable calamities, from wealth and prosperity into indigence and need. The principle of life and fire insurance is now so thoroughly well understood and appreciated that it is unnecessary in these few remarks to expatiate upon its merits, or to point out its attendant advantages. That insurance is a boon is a truism that needs no enforcement. Every day it steps in to meet the wants of

those whom prudence and foresight have led to embrace it. Scarcely a family in the land, from the most aristocratic to the very lowliest, but has at some time or other had occasion to rejoice that so truly beneficent a scheme has come in to alleviate its sorrows at the very moment when they most required alleviation. Everybody must admit that commerce divested of insurance companies, or insurance in any form, would lose one of its brightest links, the very link, in fact, which holds the whole chain together.

These reflections have come somewhat forcibly upon us by a perusal of the annual report just issued of the business transacted by one of the foremost, if not indeed the very foremost, of our large insurance companies, viz., the "Royal Insurance Company" of Liverpool. This truly noble institution, which has been, from its very first establishment, founded upon principles which commend it to the support of the public, has now reached a status that may well be coveted by similar offices of less note. The "Royal," like all other institutions, necessarily began in a small way; but, owing to the able management which has from the outset characterised its affairs, it now takes a stand far ahead of its competitors; and judging from the last year's report, there seems no probable termination of the prosperous career which it has always had. In the settlement of all claims made upon it, whether life, fire, or guarantee, the policy of the "Royal" has always been one of great liberality and promptness; and in this respect it has obtained a name which it has never been the lot of any other insurance society to enjoy. Of course, in the settlement of fire losses, for instance, disputes sometimes arise as to the value of the property destroyed, and we know from experience that sooner than act with illiberality towards its insurants the "Royal" has generously met the entire amount of the claim and that without the least delay, except in so far as circum-

stances rendered absolutely necessary. To this readiness to meet its assurers may be attributed in a great measure the unparalleled success of this vast company. The talented actuary and manager, Mr. Percy M. Dove, a member of the council of the Institute of Actuaries, has done much by his unwearied exertions and extensive actuarial knowledge to bring the "Royal" to its present high position; and, indeed, but for his efficient services, there is no saying how far behind the general run of offices the "Royal" might not now be, instead of occupying the proud position it does at the present moment.

Let us, however, give a few figures to show that what we have said as to the status of the "Royal" is well substantiated, and no mere figure of speech. Truly do the directors, in their last report, say that the progress made in the life branch "has been marked by unchecked success." The new assurances granted in the past year amounted to upwards of three-quarters of a million sterling—namely, £886,663, which is nearly double the sum assured at the commencement of the last quinquennial period, the past year being the first of the next quinquennial period, at the termination of which another valuation will be made and the profits divided. Speaking of the profits, it may here be observed, parenthetically, that the "Royal" has paid the largest continuous bonus to its life-policy holders of any other office in existence, it having averaged 2 per cent. per annum on the sum assured. The sum assured in the period from 1860 to 1864 (five years) was no less than £3,439,215; and if the rate of progression which prevailed during the past year be continued through the next four years, the amount assured by the end of the current quinquennial period will be upwards of £6,000,000! That this is not an extravagant expectation is apparent from the fact stated in the report, that the sum assured for the six months of the present year, after deducting all guarantees thrown off, reaches

nearly half-a-million sterling, the actual sum being £499,124; so that, at any rate, the impetus of continued advance is not likely to slacken for one further year. The balance on the working of the past year to profit and loss account, after payment of dividend, was £62,078, and the reserve fund stood at £116,913. Having thus noticed the life branch, it is only just that some of the figures in the fire department should be quoted. The total net amount of fire premiums for the year, after deducting guarantees, reached the large sum of £414,733. Like all fire offices, the "Royal" has experienced some heavy fire losses in the past year; but, unlike some, it has been and is in a better condition to meet them, owing to its large reserves and almost boundless resources. The past few years have been extremely unfavourable to fire offices, and it has now become a question whether the time has not arrived when a new tariff should be formed that will render the business remunerative. The losses experienced by the "Royal" amount to 77 per cent. of the premiums received during the year; and large though this undoubtedly is, it should be mentioned that other offices have suffered considerably more, in one notable instance the percentage of losses to premiums having been upwards of 90 per cent. Taking this fact with others that might be instanced, the "Royal" may be congratulated on being able to hold its own so well, as compared with other offices; and though it has to deplore losses, its stability is by no means shaken, nor its credit weakened. It still stands as a tower of strength, and we have only to hope that so honourably-conducted an institution may continue to prosper and bestow its usefulness upon the hundreds and thousands who have put their trust in it as a stronghold in the hour of calamity.

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## TO THE CHESS PUBLIC.

THE rapid sale of the latter numbers of the Magazine makes it impossible for us to issue as many volumes for 1865 as the demand renders desirable. We contemplate publishing at no distant period a second edition of the volume. Gentlemen desirous of obtaining a copy should apply to the Publishers, Messrs. KENT & Co., Paternoster Row. The price is fixed at one guinea.

## TO OUR SUBSCRIBERS.

COVERS for binding this Magazine will be ready in December—price, with Index and Title-page, 1s. 6d.—and may then be obtained on application to the Proprietor.

## TO ADVERTISERS.

ADVERTISERS desiring a medium for advertisements should apply to the Proprietor, J. LOWENTHAL (KENT & Co., Paternoster Row). Advertisements are received for publication up to the 26th of each month, addressed to Mr. J. WADE, 18, Tavistock Street, Strand, W.C.

## TO CHESS AMATEURS.

ANY gentleman having a number of the "Chess Player's Magazine" for March, 1865, to dispose of, is requested to communicate with the Editor.

## CHESS DIRECTORY.

THE Manager of the British Chess Association having been requested to commence the compilation of a Chess Directory under their auspices, the Secretaries of Chess Clubs and Amateurs generally are hereby invited to facilitate his labours by sending in names, addresses, and other particulars, addressed to the Manager of the British Chess Association, 28, Camden Road, N.W. The Editor would also be glad to receive, as early as possible, particulars of the origin, principal matches, meetings, &c., of each Club or Society.

# DAS ADRESSBUCH FÜR SCHACHSPIELER.

(THE CHESS DIRECTORY).

IN der General Versammlung der Britischen Schach Association, vom 6<sup>ten</sup> März, 1866, abgehalten im Saint George's Club, London, wurde unter andern Beschlüssen auch der gefasst, einen Schach Almanach oder ein Adressbuch für Schachspieler herauszugeben. Dieses Buch sollte nicht allein auf England und englische Spieler beschränkt sein, sondern die Spieler der ganzen bekannten Welt einschliessen, und in jeder neuen Auflage über die Schach Zustände in den verschiedenen Ländern, wo dieses edle Spiel cultivirt wird, ein Bericht gemacht werden, vorzüglich aber soll dieser Bericht umständlich die ganze Thätigkeit der Britischen Schach Association in sich fassen, wie auch die jedesmalige finanzielle Lage dieser Gesellschaft dem Publicum vorlegen. Die Herren Präsidenten und Secretäre der verschiedenen Clubs und Schach Gessellschaften sind daher gebeten, Berichte an die Britische Schach Association sobald als möglich einzusenden. Die Berichte müssen enthalten; den Namen und die Adressen der Clubs oder der Gesellschaften; das Datum der Gründung; die Tage der Zusammenkunfte; die Namen und Adressen der Officire und des Comites; das Datum der jährlichen Haupt Versammlung; die Anzahl der Mitglieder; ihre Namen und Adressen, die Namen und Adressen aller bekannten Schachspieler, die in den benachbarten Städten oder Dörfern wohnen und die zu keiner Schach gesellschaft gehören. Die Einsendungen müssen adressirt sein "To J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

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## L'ALMANAC DES ÉCHECS.

(THE CHESS DIRECTORY.)

DANS l'assemblée générale de l'Association britannique des joueurs d'échec, qui a eu lieu le 6 Mars, 1866, dans le club de St. George a Londres, il a été décidé de la part du Comité de direction de publier un Almanac ou livre d'Adresses pour les joueurs d'échecs. Ce livre ne sera pas limité dans son contenu aux joueurs d'échecs anglais, mais contiendra autant que possible les noms des joueurs dans toutes les parties du monde, et dans chaque nouvelle édition un rapport, aussi étendu que possible, sera donné sur l'état des échecs dans tous les pays ou l'on cultive ce noble jeu. Un rapport special et complet sera surtout publié, de toutes les transactions de l'Association britannique des joueurs d'échecs. Messieurs les Presidents et Secretaires des cercles d'échecs sont donc priés de vouloir bien envoyer des rapports à l'Association britannique aussi tôt que possible. Ces rapports doivent contenir : Les noms et les adresses des clubs, cercles ou sociétés; la date de leur fondation; les noms et les adresses des officiers et des membres du Comité; les jours de l'anniversaire ou de l'Assemblée générale; le nombre de membres, leurs noms et adresses; les noms et adresses de tous les joueurs d'échecs qui demeurent dans les villes ou villages avoisinants et qui n'appartiennent à aucun cercle d'échecs. Les lettres doivent être adressés à "J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

THE

# Chess Player's Magazine.

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## THE MATCH BETWEEN ANDERSSSEN AND STEINITZ.

THE match between Herren Anderssen and Steinitz is, if we are not mistaken, the first set encounter of any duration which has ever taken place between masters representing the rival schools of Austria and Prussia. Just at the time at which the young levies of Prussia were proving their superiority over the old experienced armies of the Austrian Empire, a quiet, unassuming Austrian player was avenging, in his own way, the defeat of Sadowa, and gaining victory over Professor Anderssen, the famous Prussian champion, a veteran of a hundred successful battles in the mimic war of Chess. Germany was divided against herself in both instances; there the contest was physical, and the laurels of the conqueror not unstained with blood; here it was mental, and the crown could be worn without causing misery, whilst a great neutral but friendly country looked on as arbiter of the lists, and afforded the fairest field for action, for there was no fear lest she should turn either the defeat of the one or the aggrandisement of the other to her own peculiar advantage. There were strange vicissitudes in the match. The first blow was struck by Anderssen, who was afterwards overpowered in four successive encounters; then regaining something of his pristine strength the Prussian scored, in his turn, the next four games, but falling away by degrees, in the later stages of the match, he finally succumbed to the prowess and good fortune of his youthful opponent. Our duty as journalists requires us to say a word or two respecting the issue and also the character of the play exhibited, at the hazard of performing a somewhat ungrateful and invidious task. At the commencement Anderssen was doubtless held in the highest esteem by most competent judges, yet those who affected to look upon the match when first made as a hoax, and those who asserted that Steinitz could not

win a single game of such an adversary, never for one moment represented genuine public opinion. By a succession of victories, hardly tarnished by one defeat, when he was rendering odds to a skilful amateur who has since proved himself to be one of the best English players, Steinitz had gradually attained a distinguished place amongst the votaries of Chess. If it was doubted whether, under such circumstances, he could be put upon a par with Anderssen, it was because some of the previous victories of the latter were of the most brilliant character. It is impossible to exaggerate the services which the Breslau master has rendered to the cause of Chess. If he had been only a problematist and an analyst his fame would have been at the highest, but add to these considerable qualifications—the result of much study guided by seldom-erring instinct, an intuitive ingenuity—his practical skill, and who can fail to recognise that rare personage even amongst Chess masters—the *born* player? His spirit of chivalry has always been equal to his genius and ability. Ever ready to play, whether in his own country, or coming to gain and risk laurels in London, or courting defeat in Paris, he has, by example more than precept, laid down the golden rule that the true Chess-player is he who plays, not he who talks about the game. If we except consultation matches (in which, if our memory serves us right, he has also distinguished himself) his most remarkable performances during his career have been the triple victory in the tournaments of 1851 and 1862, and in the London Cup, the match with Harrwitz and that with Kolisch. Of these two last named, the first was one of the earliest and the last one of the latest of Anderssen's matches of which we have public record. When Anderssen played with Harrwitz the latter had returned for a while to Germany, fresh from the best English practice, and brimful of ingenuity. Consequently Harrwitz, at the commencement of the match, gained an advantage, but the earnest Anderssen, through the great qualities which he always possesses, though they are not invariably at his command, soon brought himself up to the level of his opponent, and in this unsatisfactory manner the match terminated, as it was never finished. It was at this period that Anderssen showed also his capacity for blindfold play, as he won a game from Harrwitz in the finest manner, both playing without sight of the board. With the Kolisch match we were less satisfied, for although Anderssen

just obtained the victory, we have ever thought the play exhibited far below the standard of both masters. We have forbore to mention Anderssen's match with Paulsen, since that, as the match with Harrwitz, was abandoned when both players stood upon an equality. The circumstances connected with the tournaments of 1851 and 1862, and his match with Morphy, we may presume to be known to the majority of our readers; we have not space to recapitulate them; sufficient be it to say that Anderssen's play upon most occasions was of the highest order. We believe that his skill really reached its zenith about 1851. It was on account, then, of these great exploits of Anderssen, and for no other reasons, that the friends of Steinitz had misgivings when their young champion entered the lists against the Prussian veteran. But they were soon agreeably disappointed when they perceived that, whatever might be the capacity of Anderssen, Steinitz possessed moral qualities which rendered him at least a match for his powerful antagonist. A critic must now ask, in no captious spirit, has Anderssen's skill suffered material deterioration, or is Steinitz superior to any foreign player whom we have lately seen in the field? We believe that the truth, as is frequently the case, lies between these extreme opinions. Steinitz is much better than he was originally thought, and Anderssen is not now in his best form. We have said that the latter's play was at its zenith in 1851. We mean by this that his genius being always the same, he had just at that date been in constant good practice, and was in the highest condition so far as health was concerned. Before he entered the lists for the tournament of 1851 he had been properly trained in a series of encounters with such players as Szén and Falkbeer, the former, it is true, a little *passée*, but the latter in full intellectual vigour, and perhaps better than we ever saw him in this country.

It was not necessary for Anderssen to be in quite the same condition to carry off the first prize in 1862. Then he had only to contend in one game against every individual player—a task, as experience will prove, by no means so wearying as a long set match with one opponent. There was not, however, any considerable fault to be found with his condition at that period. We cannot say the same of him upon the present occasion. It may be thought that we lay too much stress upon the possession of good condition as a necessary qualification for match-playing at Chess, but we

really believe it to be more than half the battle. What said the great Athenian orator when asked the chief and also the second qualification for any one to shine in the art which he himself carried to perfection? "Delivery," was his answer, in both cases, "not genius or ability, but delivery." So in Chess, talent of the highest order, combined with the most complete knowledge, will not insure success unless a player is in good health, and also practice enough to bring such qualities out on the day of action. We have further to add that we have noticed in Anderssen, as in other superior minds, a tendency to periodical break-downs. However excellent his play, he cannot command it at the moment that he wishes half as much as the world has generally been disposed to believe. This failing—after all a natural defect on the side of genius, let any one call to mind Cochrane, Kieseritzki, and Horwitz—by no means detracts from his general capacity. We think Anderssen just the man, immediately after a defeat, to enter upon another match and vanquish even a stronger player than the one by whom he himself has been defeated. Steinitz's victory is not at all disparaged by the remarks which we have made respecting his opponent. A player can but win when he has the opportunity, and Steinitz did not win his games clumsily, but finely. It may be reserved for the Austrian to occupy even a higher position in Chess than that which his late distinguished antagonist has filled; he has youth in his favour, and up to this time has been constantly improving. We trust that he, in common with every other good player, may continue to improve.

It is the less necessary to speak critically of the games, as our published notes, we hope, have been sufficiently suggestive to lead a well-informed reader to form his own opinion upon them. Always wishing to assist any one who may be inexperienced, we should be loath to deprive him of availing himself in some degree of his own originality and sagacity. An impartial judge will readily pitch upon the games in which Anderssen outplays Steinitz and those in which he is outplayed, and will separate these again from those—we regret that there are such—in which he breaks down. Once or twice, but not more frequently, a little over-refinement will be detected in the play of Steinitz, but this is more than counter-balanced by his general steadiness and by his promptness in seizing the right moment for action. Certainly the match cannot be ac-

cused of dullness, as the majority of the games were Evans's and and Salvio's gambits, Anderssen having the attack in the first and the defence in the second of these brilliant openings. Wherever any striking novelty occurred, we believe that we called attention to it in our notes. We may, perhaps, be permitted to make one remark respecting those notes. If any deficiency be detected in them it arose from the necessity of the case, as we were anxious to lay before our readers the games as soon as they were played, and were therefore, on some occasions, obliged to eschew more elaborate and exhaustive analysis. We trust, however, that no serious error will be found in them, and that with all their shortcomings they may serve in some measure to illustrate one of the most interesting matches that has been contested within the last few years.

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**WAR CHESS.**—We have received from the publisher, Mr. C. B. Richardson, 540, Broadway, New York, a new and interesting game, invented by Col. Charles Richardson, called "War Chess; or, the Game of Battle." The game, which is a very ingenious one, is played by two persons, with figures representing soldiers (cavalry, artillery, and infantry), forming two antagonistic armies, operating on a board, which represents a comparatively level country traversed by a river, passable at three points only—viz., a bridge and two fords. On one side of the river there is a figure representing a city, which is to be defended, and if captured, the player on that side loses the game. On the other side is a figure representing a waggon—"the supply train" of that army, which must be carefully guarded, as its loss is the defeat of the player of the side to which it belongs. A book of explanations accompanies each copy of the game, giving its composition, rules for playing, suggestions to players, remarks illustrating the power of the figures as compared with that of the troops represented; plates illustrating certain moves, &c., and indeed explicitly showing how the game is to be played. The game is beautifully gotten up, the pieces being of silvered and bronzed metal, and the board covered with handsomely embossed morocco. We have spent some time in studying out the peculiarities of the game, and can see that it will afford much amusement and give scope for considerable skill and strategy. It does not, of course, propose to supersede or rival Chess itself, but it is quite an addition to the catalogue of intellectual games, and we hope its capacities will be tested by our young players, whose ingenuity is always sharpened by every new exercise afforded to it.  
—*Evening Bulletin.*

## GAMES.

## MATCH BETWEEN ANDERSEN AND STEINITZ.

## GAME 194.

Twelfth Game. (*Sicilian Opening.*)*White.* (MR. STEINITZ.)

1. P. to K. fourth
2. P. to K. Kt. third
3. K. B. to Kt. second
4. K. Kt. to K. second
5. Castles
6. P. to Q. B. third
7. P. to Q. fourth
8. Q. Kt. to R. third
9. Q. Kt. to Q. B. second
10. Q. Kt. to K. third
11. Q. Kt. to Q. fifth
12. Q. P. takes Q. B. P.
13. B. to K. Kt. fifth
14. B. takes B.
15. Kt. takes Kt.
16. Q. to Q. sixth
17. Q. to Q. B. seventh
18. Kt. to Q. fifth
19. Q. takes Q. Kt. P.
20. Q. takes Q. R. P.
21. Q. to Q. B. fourth
22. K. R. to Q. B. square
23. Q. takes Q. B. P.
24. R. takes Q.
25. K. R. to Q. B. seventh
26. P. to Q. R. fourth
27. P. to K. R. third
28. Q. R. to R. third
29. Q. R. to R. square
30. Q. R. to R. third
31. Q. R. to R. square
32. Kt. to Q. B. third (c)
33. Q. R. to K. square.
34. Kt. takes R.

*Black.* (MR. ANDERSEN.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. to. K. fourth
4. P. to Q. third
5. K. Kt. to B. third
6. Q. to Q. B. second
7. Q. B. to Q. second
8. P. to Q. R. third
9. Q. to Q. B. square
10. K. B. to K. second
11. K. B. to Q. square
12. P. takes P.
13. Kt. takes Kt.
14. Kt. takes Q. B. P. (a)
15. Q. takes B.
16. Q. to K. second
17. Castles
18. Q. to Q. square
19. Q. R. to Q. Kt. square
20. Q. R. takes Q. Kt. P.
21. Q. to Q. R. fourth
22. K. R. to Q. R. square (b)
23. Q. takes Q.
24. Kt. to Q. fifth
25. B. to K. third
26. P. to K. R. third
27. Q. R. to R. fourth
28. K. to R. square
29. K. to R. second
30. P. to K. R. fourth
31. K. to R. third
32. Q. R. to Q. B. seventh
33. K. R. takes Q. R. P.
34. R. takes R.

- |                                 |                                    |
|---------------------------------|------------------------------------|
| 35. Kt. to Q. Kt. sixth         | 35. R. to Q. B. seventh-           |
| 36. Kt. to Q. fifth             | 36. R. to Q. seventh               |
| 37. Kt. to K. third             | 37. P. to K. Kt. third             |
| 38. R. to Q. R. square          | 38. B. to Q. R. seventh            |
| 39. B. to K. B. square          | 39. P. to K. B. third              |
| 40. Kt. to Q. B. fourth         | 40. B. takes Kt.                   |
| 41. B. takes B.                 | 41. P. to K. R. fifth ( <i>d</i> ) |
| 42. P. to Kt. fourth            | 42. Kt. to B. sixth (check)        |
| 43. K. to Kt. second            | 43. Kt. to Kt. fourth              |
| 44. B. to Q. fifth              | 44. R. to Q. sixth                 |
| 45. R. to R. sixth ( <i>e</i> ) | 45. Kt. takes R. P.                |
| 46. R. takes B. P.              | 46. K. to Kt. fourth               |
| 47. R. to Q. sixth              | 47. Kt. to B. fifth (check)        |
| 48. K. to R. second             | 48. R. to Q. seventh               |
| 49. K. to Kt. square            | 49. P. to R. sixth                 |
| 50. R. to R. sixth              | 50. K. to R. fifth                 |
| 51. B. to B. fourth             | 51. R. to Q. fifth                 |
| 52. B. to Kt. fifth             | 52. K. takes Kt. P.                |
| 53. R. to R. third              | 53. K. to R. fifth                 |
| 54. R. to R. eighth             | 54. P. to Kt. fourth               |
| 55. R. to K. eighth             | 55. R. to Q. eight (check)         |
| 56. K. to R. second             | 56. R. to Q. seventh               |
| 57. K. to Kt. square            | 57. P. to R. seventh (check)       |
| 58. K. takes P.                 | 58. R. takes P. (check)            |
| 59. K. to R. square             | 59. P. to Kt. fifth                |
| 60. R. takes P.                 | 60. P. to Kt. sixth                |
| 61. R. to K. eight              | 61. R. to R. seventh (check)       |

And White resigns.

#### NOTES.

(*a*) We suspect that some of Black's moves with his Queen at an earlier period lost a little time. At this point "Kt. to K. sixth" would perhaps have been a better resource, for although by the move in the text the second player wins a Pawn for the moment, he is placed immediately in difficulties.

(*b*) "Kt. to Q. fifth" looks promising, but careful examination will show that he is wanted to guard his own K. second.

(*c*) This appears to be the primary cause of the loss of White's passed Pawn; it is difficult, however, to suggest a really good move for him at this juncture.

(*d*) An excellent mode of putting White directly on the defensive.

(*e*) "R. to K. R. square" does not appear to be stronger.

## GAME 195.

Thirteenth Game. (*Ruy Lopez Knight's Game.*)*White.* (MR. ANDERSEN.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. P. to Q. third
5. B. takes Kt. (check)
6. P. to K. R. third
7. Q. Kt. to B. third
8. Castles
9. B. to K. Kt. fifth
10. B. to K. third
11. Q. R. to Q. Kt. square
12. P. to Q. Kt. fourth (*a*)
13. Q. R. takes P.
14. Q. R. to Q. R. fourth
15. R. to R. third (*b*)
16. Q. to Q. Kt. square
17. Q. to Q. Kt. seventh
18. K. R. to Q. Kt. square
19. Q. to Q. fifth
20. K. R. to Q. Kt. sixth
21. K. to R. second
22. B. to Q. second
23. Q. to B. fourth
24. K. R. to Kt. square
25. K. to Kt. square
26. K. to B. square
27. Kt. to K. Kt. square (*c*)
28. P. takes P.
29. P. to K. B. third
30. Kt. to. Q. square
31. B. to K. square
32. P. to Q. fourth
33. Kt. P. takes P.
34. B. to B. second
35. Q. P. takes B. P.
36. K. to K. square
37. R. takes Kt.
38. Kt. to Q. B. third
39. B. takes P.

*Black.* (MR. STEINITZ.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. Kt. to B. third
4. P. to Q. third
5. P. takes B.
6. P. to K. Kt. third
7. K. B. to Kt. second
8. Castles
9. P. to K. R. third
10. P. to Q. B. fourth
11. Kt. to K. square
12. P. takes P.
13. P. to Q. B. fourth
14. Q. B. to Q. second
15. P. to K. B. fourth
16. K. to R. square
17. P. to Q. R. fourth
18. P. to Q. R. fifth
19. Q. to Q. B. square
20. Q. R. to R. second
21. P. to K. B. fifth
22. P. to Kt. fourth
23. Q. to Q. square
24. Kt. to B. third
25. Kt. to R. second
26. P. to R. fourth
27. P. to Kt. fifth
28. P. takes P.
29. Q. to K. R. fifth
30. Kt. to Kt. fourth
31. Q. to K. R. seventh
32. Kt. P. takes K. B. P.
33. Kt. to K. R. sixth
34. Kt. takes Kt.
35. Q. to R. sixth (check)
36. Kt. takes P. (check)
37. Q. takes R.
38. P. takes P.
39. Q. R. to Q. B. second

- 40 Kt. to Q. fifth
41. Q. takes R.
42. K. to K. B. second
43. Kt. to B. seventh

40. R. takes B.
41. Q. takes P. (check)
42. R. to Q. B. square
43. Q. to K. sixth (check)

And White resigns.

#### NOTES.

(a) Had this move been played for the purpose of obtaining possession of an open file with his Rook, its principle would have been justifiable; but as Mr. Anderssen afterwards removes that piece to another file, it is certainly valueless.

(b) By this unaccountable loss of time, White enables his opponent to obtain an irresistible attack on the King's side. This unfortunate Rook, moreover, can never come to the assistance of his besieged sovereign.

(c) In the latter stages of this game, several moves may be suggested by way of improvement for White, but it would be worthless to dwell upon them in detail, so hopelessly is Mr. Anderssen lost through the imprisonment of his pieces on the left wing.

#### GAME 196.

Fourteenth and last Game in the Match. (*King's Gambit Declined.*)

*White.* MR. STEINITZ.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. P. to Q. third
6. Q. to K. second
7. P. takes P.
8. B. to K. third
9. Q. Kt. to Q. second
10. B. to Q. Kt. third
11. Castles K. R.
12. B. takes B.
13. K. to R. square
14. Q. to K. B. second
15. P. to Q. R. fourth
16. Kt. to K. R. fourth
17. B. takes P.
18. P. to Q. Kt. third
19. Q. to K. Kt. square
20. K. Kt. to K. B. third
21. Kt. to Q. B. fourth
22. R. takes Kt.

*Black.* (MR. ANDERSSEN.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. third
4. K. Kt. to B. third
5. Castles
6. B. to K. Kt. fifth
7. P. takes P.
8. Q. Kt. to Q. second
9. P. to Q. B. third
10. P. to Q. Kt. fourth
11. Q. to Q. Kt. third
12. Kt. takes B. (a)
13. Q. R. to K. square
14. P. to Q. R. fourth
15. P. to K. R. third
16. P. takes P.
17. B. to K. third
18. Kt. to K. Kt. 5th (b)
19. Q. to Q. Kt. fifth
20. B. to Q. second
21. Kt. takes B.
22. Q. to Q. B. sixth

23. P. to K. R. third
24. R. to Q. B. square
25. Q. to K. square (c)
26. R. takes Q.
27. R. takes P.
28. P. to Q. fourth
29. P. takes P.
30. Kt. to Q. fourth
31. R. to Q. B. fifth
32. Kt. to Q. sixth
33. Kt. takes B.
34. R. takes P.
35. R. takes R.
36. Kt. to K. B. third
37. Kt. takes P.
38. P. to Q. Kt. fourth
39. Kt. to Q. B. sixth
40. P. to K. fifth
41. R. to Q. R. square
42. R. to R. eighth (check)
43. R. to Q. Kt. eighth
44. R. takes R.
45. R. to Q. Kt. sixth
46. K. to R. second
47. K. to Kt. third
48. R. to Q. sixth
49. K. to K. B. fourth
50. P. to Kt. fourth
51. P. to R. fourth
52. K. to Kt. third
53. R. to K. sixth
54. P. to R. fifth
55. R. to K. seventh
56. K. to B. fourth
57. K. to B. fifth
58. R. to R. seventh
59. R. to B. seventh
60. K. to Kt. sixth
61. K. to B. eighth (check)
62. K. to B. fifth
63. R. to R. eighth
64. K. to K. fifth

23. Kt. to K. B. third
24. Kt. to K. R. fourth
25. Q. takes Q. (check)
26. P. to K. B. third
27. R. to K. third
28. R. to Q. Kt. square
29. B. to K. square
30. R. to K. second
31. R. to Q. B. second
32. P. takes P.
33. R. takes Kt.
34. R. from K. sq. to Q. B. sq.
35. R. takes R.
36. R. takes P.
37. R. to Q. B. sixth
38. R. to Q. Kt. sixth
39. Kt. to K. B. fifth
40. Kt. to Q. sixth
41. Kt. takes Kt. P.
42. K. to R. second
43. Kt. takes Kt. (d)
44. Kt. takes P.
45. Kt. to K. Kt. third
46. Kt. to K. fourth
47. Kt. to Q. second
48. Kt. to K. B. third
49. Kt. to Kt. square
50. Kt. to K. second
51. Kt. to Kt. third (check)
52. Kt. to K. second
53. Kt. to Kt. third (e)
54. Kt. to R. square
55. K. to Kt. square
56. Kt. to B. second
57. K. to B. square
58. K. to Kt. square
59. Kt. to Kt. fourth
60. Kt. to K. third
61. Kt. to B. square (check)
62. K. to B. second
63. K. to Kt. square
64. K. to B. second

65. R. to R. seventh (check)  
 66. K. to Q. sixth  
 67. K. to K. sixth  
 68. K. to B. fifth  
 69. R. to K. seventh  
 70. R. to K. sixth  
 71. R. to K. fifth  
 72. K. to K. sixth  
 73. K. to B. seventh  
 74. R. to K. eighth  
 75. K. to B. eighth  
 76. R. to K. fifth  
 77. K. to B. seventh  
 78. R. to K. third  
 79. K. to B. eighth  
 80. R. to K. seventh  
 81. K. to B. seventh  
 82. K. to Kt. sixth  
 83. R. takes P.  
 84. R. to Q. R. seventh  
 85. R. to R. seventh (mate)

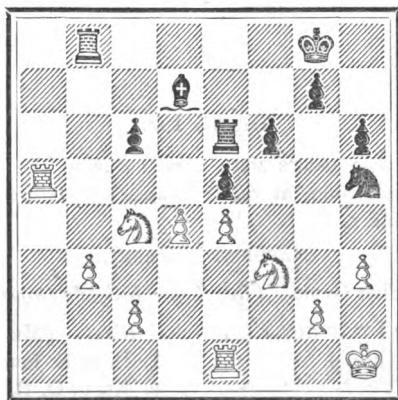
65. K. to Kt. square  
 66. Kt. to R. second  
 67. Kt. to B. third  
 68. K. to R. second  
 69. Kt. to Q. fourth  
 70. Kt. to B. second  
 71. Kt. to R. third  
 72. Kt. to Kt. fifth  
 73. Kt. to Q. sixth  
 74. Kt. to K. B. fifth  
 75. Kt. to Q. fourth  
 76. Kt. to K. B. fifth  
 77. Kt. to R. sixth  
 78. Kt. to Kt. fourth (check) (f)  
 79. K. to R. square  
 80. Kt. to R. second (check)  
 81. Kt. to B. third  
 82. Kt. to Kt. square  
 83. Kt. to B. third  
 84. Kt. to Kt. square

## NOTES.

(a) It would have been better, we think, to take with the Queen.

Position after Black's 28th move.

BLACK.



WHITE.

(b) Black doubtless plays this to drive the Queen for a moment to K. Kt. square, and thus gain an attack on the hostile Knight, but, as he will eventually

have to provide for the defence of his weak Pawns on the Queen's side, his manoeuvre is perfectly unavailing. We may observe that the whole of the play from the thirteenth move had a tendency to weaken his right wing.

(c) White could have taken the Q. R. P. at once with perfect safety.

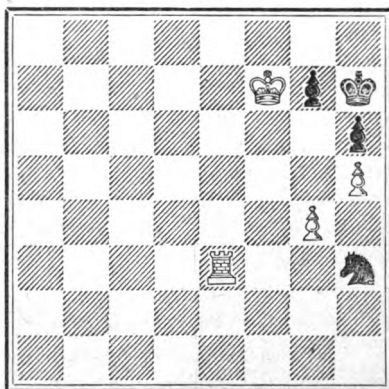
(d) Considering the hopeless character of the game, Mr. Anderssen judiciously sacrificed the exchange, with the view of getting rid of White's most immediately threatening Pawns.

(e) The Knight should have simply returned to K. Kt. square, always remaining near his own King.

(f) A distinguished player present suggested "Kt. to K. B. fifth" at this point. It is certainly a much better resource.

Position after White's 78th move.

BLACK.



WHITE.

### GAME 197.

The following two games were played during the meeting of the British Chess Association, at the St. James's Hall, by Lord Lyttelton against Mr. Chinnery.

#### HANDICAP TOURNEY.

First Game. (*Ruy Lopez Knight's Game.*)

*White.* (LORD LYTTELTON.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Kt. fifth
4. B. to R. fourth
5. Kt. to Q. B. third

*Black.* (MR. CHINNERY.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. P. to Q. R. third
4. Kt. to B. third
5. P. to Q. third

6. P. to K. R. third
7. Castles
8. P. to Q. third
9. B. to K. third
10. B. to Kt. third
11. B. takes B.
12. Kt. to R. second
13. Q. to Kt. fourth
14. P. to B. fourth
15. Q. to K. second
16. R. takes P.
17. R. to B. third
18. K. R. to B. square (a)
19. B. takes B.
20. K. to R. square
21. R. to B. fourth
22. Q. R. to K. B. square
23. R. to B. fifth
24. P. to K. R. fourth
25. Q. to B. second
26. P. to K. Kt. third
27. P. to K. Kt. fourth
28. Q. to B. third (b)
29. P. to R. fifth
30. R. takes R.
31. Q. to Kt. third
32. Kt. to B. third
33. Kt. to R. fourth
34. Kt. to Kt. sixth
35. Kt. to K. second
36. Q. takes Kt.
37. Kt. takes Kt.
38. R. to B. third
39. P. takes P. (check)
40. K. to R. second
41. R. to B. square
42. K. to Kt. square
43. Q. to Kt. second
44. Q. to B. second
45. R. takes Q.
46. R. to B. square
47. K. to B. second

6. B. to K. second
7. Castles
8. P. to K. R. third
9. Kt. to R. second
10. B. to K. third
11. P. takes B.
12. Q. to K. square
13. R. to B. third
14. R. to Kt. third
15. P. takes P.
16. B. to Kt. fourth
17. Kt. to K. fourth
18. Q. to K. second
19. Kt. takes B.
20. Kt. to Q. second
21. P. to Q. B. third
22. P. to K. fourth
23. Kt. to B. third
24. Kt. to K. third
25. Kt. to B. fifth
26. Kt. from B. third to R. fourth
27. Kt. to R. sixth
28. Kt. from R. fourth to B. fifth
29. R. to Kt. fourth
30. Q. takes R.
31. K. to R. second
32. Q. to K. second
33. R. to K. Kt. square
34. Q. to Kt. fourth
35. Kt. takes Q. Kt.
36. Kt. to B. fifth
37. P. takes Kt.
38. P. to K. Kt. third
39. R. takes P.
40. P. to R. fourth (c)
41. R. to R. third
42. P. takes P.
43. Q. to B. fourth (check)
44. Q. takes Q. (check)
45. P. to B. sixth
46. K. to Kt. third
47. K. to Kt. fourth

48. K. to K. third  
 49. R. to B. second  
 50. K. takes R.

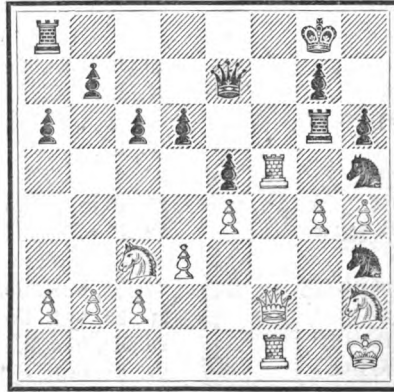
48. R. to R. seventh  
 49. R. takes R.  
 50. K. to B. fifth, and wins.

## NOTES.

(a) White loses a little time with this Rook; nevertheless his game is not a bad one.

Position after Black's 27th move.

BLACK.



WHITE.

(b) Some of the first player's previous moves look hazardous, but they are not so in reality. Had he now followed up his skilful conception by moving his Q. to K. third, Black's game would have been untenable. Suppose

28. Q. to K. third.

28. Kt. from R. fourth to K. B. fifth.

There is no better move to save a piece.

29. R. to K. B. third

29. Q. takes P.

The only feasible move.

30. R. to K. R. fifth

30. Q. takes R.

31. P. takes Q.

31. R. to Kt. eighth (check)

32. Q. takes R., winning a piece.

(c) The best mode of bringing the game to a speedy termination.

## GAME 198.

Second Game. (*Petroff's Defence.*)

*White.* (LORD LYTTLTON.)

1. P. to K. fourth  
 2. Kt. to K. B. third  
 3. Kt. to Q. B. third  
 4. B. to B. fourth

*Black.* (MR. CHINNERY.)

1. P. to K. fourth  
 2. Kt. to K. B. third  
 3. Kt. to Q. B. third  
 4. B. to B. fourth

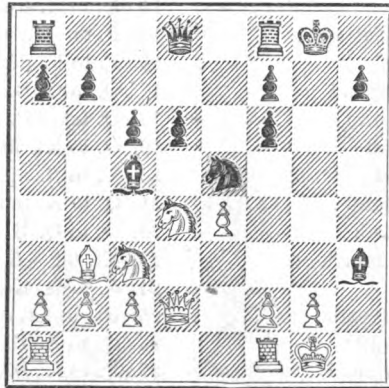
- |                            |                               |
|----------------------------|-------------------------------|
| 5. Castles                 | 5. P. to Q. third             |
| 6. P. to K. R. third       | 6. Castles                    |
| 7. P. to Q. third          | 7. Kt. to K. second           |
| 8. Q. B. to Kt. fifth      | 8. P. to Q. B. third          |
| 9. B. takes Kt.            | 9. P. takes B.                |
| 10. Q. to Q. second (a)    | 10. Kt. to Kt. third          |
| 11. P. to Q. fourth (b)    | 11. P. takes P.               |
| 12. Kt. takes P.           | 12. Kt. to K. fourth          |
| 13. B. to Kt. third        | 13. B. takes R. P.            |
| 14. P. to K. B. fourth (c) | 14. K. to R. square (d)       |
| 15. P. takes Kt. (e)       | 15. R. to K. Kt. square       |
| 16. R. to B. second        | 16. Q. P. takes P.            |
| 17. Q. to R. sixth         | 17. B. takes P.               |
| 18. R. takes B.            | 18. Q. takes Kt. (check)      |
| 19. K. to R. second        | 19. R. takes R. (check)       |
| 20. K. takes R.            | 20. Q. to B. seventh (check)  |
| 21. K. to R. third         | 21. R. to K. Kt. square       |
| 22. Kt. to K. second       | 22. Q. to Kt. seventh (check) |
| 23. K. to R. fourth        | 23. Q. to Kt. fifth (mate)    |

## NOTES.

- (a) Kt. to K. R. fourth is a stronger move.  
 (b) Evidently an unsound combination.

Position after Black's 13th move.

BLACK.



WHITE.

(c) White must lose a Pawn; for, had he taken the Bishop, Black would have captured the Knight with his remaining Bishop, and, if that piece were taken in turn, have won the Queen.

(d) Strange to say, Black here throws away his advantage, as the Bishop can be taken after this move. He should now have withdrawn that piece to a secure position.

(e) As we suggested in our previous note, it was the Bishop, not the Knight, which should now have been captured.

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### GAME 199.

(*Sicilian Opening.*)

*White.* (HERR H. MEYER.)

1. P. to K. fourth
2. K. B. to B. fourth
3. K. Kt. to B. third
4. P. to Q. fourth
5. Kt. takes P.
6. Castles.
7. P. to Q. B. third
8. B. to K. third
9. Q. Kt. to Q. second
10. P. to Q. Kt. fourth
11. Q. to K. B. third
12. Kt. to K. B. fifth
13. Q. to Kt. third
14. P. takes B.
15. P. to K. B. fourth (a)
16. B. to Q. third
17. K. B. to B. second
18. P. to Q. R. third
19. Kt. to B. third
20. Q. to B. second
21. P. to K. R. third
22. Kt. to Q. fourth
23. P. to K. Kt. fourth
24. B. takes Kt.
25. Q. to K. R. fourth
26. P. to K. Kt. fifth
27. K. R. to B. second
28. Kt. P. takes R. P.
29. R. to K. Kt. second
30. K. B. to Kt. third (c)
31. Q. R. to K. square (e)

*Black.* (A MEMBER OF THE ST. GEORGE'S CHESS CLUB.)

1. P. to Q. B. fourth
2. P. to K. third
3. P. to Q. third
4. P. takes P.
5. P. to Q. R. third
6. Q. Kt. to B. third
7. P. to K. R. third
8. K. Kt. to B. third
9. B. to K. second.
10. Castles
11. P. to K. fourth
12. B. to Q. second
13. B. takes Kt.
14. K. to R. second
15. P. to Q. fourth
16. P. to K. fifth
17. Q. to Q. B. square (b)
18. Q. takes P.
19. Q. to Kt. fifth
20. K. to R. square
21. Q. to K. third
22. Q. to Q. B. square
23. Kt. takes Kt.
24. P. to Q. Kt. fourth
25. Kt. to Kt. square
26. Q. to K. B. fourth
27. P. to K. B. third
28. Kt. takes P.
29. Q. R. to K. square
30. Q. R. to Q. square (d)
31. B. to Q. third

- |                            |                             |
|----------------------------|-----------------------------|
| 32. Q. R. to K. B. square  | 32. B. to K. second         |
| 33. K. to R. square        | 33. K. R. to K. B. second   |
| 34. Q. R. to K. Kt. square | 34. Q. to R. second         |
| 35. Q. to K. R. fifth      | 35. B. to K. B. square      |
| 36. K. R. to Kt. sixth     | 36. Kt. to Kt. square       |
| 37. Q. to Kt. fourth       | 37. Kt. to K. second        |
| 38. P. to K. B. fifth      | 38. Kt. to Kt. square       |
| 39. B. to K. third         | 39. K. R. to Q. B. second   |
| 40. B. to Q. fourth (f)    | 40. Kt. to K. second        |
| 41. Q. R. to Kt. third     | 41. Kt. takes R. (g)        |
| 42. P. takes Kt.           | 42. Q. to R. third          |
| 43. B. to K. third         | 43. P. to K. B. fourth      |
| 44. Q. takes B. P.         | 44. Q. to R. fifth          |
| 45. R. to Kt. fifth        | 45. Q. to K. eighth (check) |
| 46. B. to Kt. square       | 46. R. to K. second         |

White mates in four moves.

NOTES.

(a) Q. B. takes R. P. looks promising, but would not lead to any advantage, e.g.:-

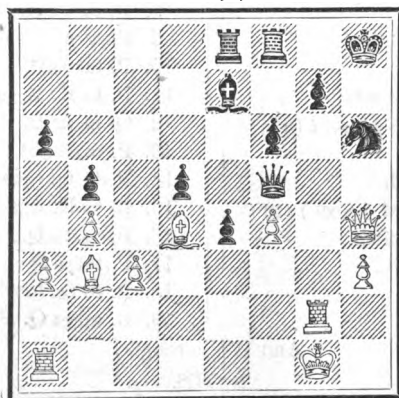
- |                                   |                         |
|-----------------------------------|-------------------------|
| 15. Q. B. takes R. P.             | 15. K. takes B.         |
| 16. B. takes B. P.                | 16. P. to K. Kt. fourth |
| 17. P. takes P. <i>en passant</i> | 17. K. to Kt. second    |

With a good game.

(b) This secures the gain of a Pawn, as Black threatens Kt. takes Kt. P., &c.

Position after White's 30th move.

BLACK.



WHITE.

- |                                       |                     |
|---------------------------------------|---------------------|
| (c) An excellent move, having in view | 31. P. takes R.     |
| 31. R. to Kt. fifth                   | 32. Q. to R. second |
| 32. Q. takes Kt. (check)              |                     |

33. B. takes P. (check)                      33. K. to Kt. square  
 34. B. takes P. (check)                      34. R. to B. second  
 35. B. takes R. (check), winning the Queen.

(d) This is undoubtedly Black's best reply.

(e) Losing time. White should at once have played 31. K. to R. square.

(f) Much better than B. to Q. Kt. sixth, as the following variation will show:—

40. B. to Q. Kt. sixth                      40. R. takes B. P.  
 41. B. takes R.                                  41. R. takes P. (check)  
 42. K. to Kt. second                      42. R. takes B.

And White's King is somewhat exposed.

(g) Fatal, as will presently be seen.

## GAME 200.

### GRAND CHALLENGE CUP TOURNEY.

The following game was played by the Rev. G. A. MacDonnell against Mr. De Vere.

(*Scotch Gambit.*)

<i>White.</i> (MR. MACDONNELL.)	<i>Black.</i> (MR. DE VERE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. P. to Q. B. third	5. Kt. to K. B. third
6. P. to K. fifth	6. P. to Q. fourth
7. B. to Q. Kt. fifth	7. K. Kt. to K. fifth
8. P. takes P.	8. B. to Q. Kt. third
9. Castles	9. Castles
10. B. takes Kt.	10. P. takes B.
11. Kt. to Q. B. third	11. P. to K. B. fourth
12. P. takes P. <i>en passant</i> (a)	12. Q. takes P.
13. Kt. takes Kt.	13. P. takes Kt.
14. Kt. to K. fifth	14. R. to Q. square
15. Q. to Kt. third (check) (b)	15. B. to K. third
16. B. to K. Kt. fifth	16. B. takes Q.
17. B. takes Q.	17. P. takes B.
18. Kt. takes P.	18. B. to Q. fourth
19. Kt. takes R.	19. B. takes Q. P.

And White resigns.

#### NOTES.

(a) The capture of the Pawn in passing is extremely hazardous, as it brings the hostile Queen into co-operation with the rest of her forces, and renders White's centre Pawn an object of immediate attack.

(b) The first player cannot be said to have any good move at his command, but the one adopted clearly makes matters worse.

**CHESS INTELLIGENCE.**

---

**HANDICAP TOURNAMENT OF THE BRITISH CHESS ASSOCIATION.**

In our last report of this interesting contest we reached only the pairing-off for the second round. The winners of that turned out to be Herr Steinitz, Messrs. S. J. Green, Mocatta, and Mongredien, jun. These gentlemen were paired off; Herr Steinitz to give the Pawn and move to Mr. Mocatta, and Mr. Green the Pawn and two moves to Mr. Mongredien. In each case the giver of the odds won. Herr Steinitz then contended successfully against Mr. Green, who received the Pawn and two moves. The first two prizes being thus disposed of, the third and fourth prizes were decided by Mr. Mocatta's winning against Mr. Mongredien, although he gave the large odds of the Pawn and two moves. This handicap was remarkable for the fact that several players, who had not up to this time obtained any considerable reputation, showed great aptitude for the game. It would be invidious to particularise names, and the more so as we suspect that some of the amateurs to whom we have alluded generally will soon force their way to a better recognised position.

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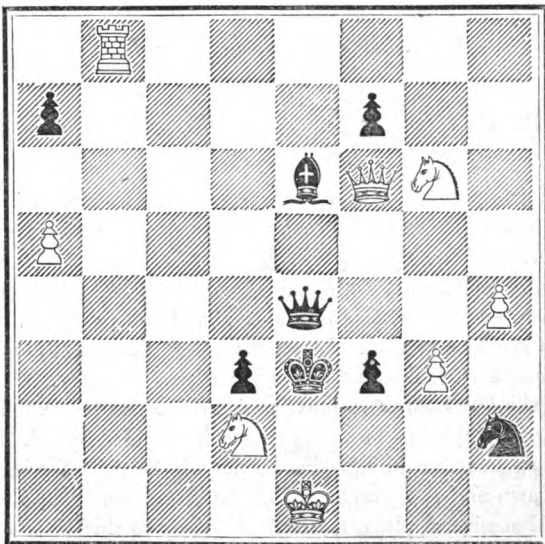
**WESTMINSTER CHESS CLUB.**—This club has removed to Haxel's Hotel in the Strand, where they occupy spacious apartments. An interesting match is now in progress there between Herr Steinitz (the victor in the late match with Anderssen) and Mr. Bird, well known for his brilliant style of play. This club being frequented by distinguished amateurs, such as Messrs. Bird, Barnes, Burden, Hewitt, Duffy, Browne, and by the veterans Staunton and Boden, and by Herr Steinitz, is a very attractive resort for Chess-players, and may be esteemed as ranking with the very first metropolitan Chess *cercles*.

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**OBITUARY.**—We extremely regret to announce that the son of Count Pongracz was slain in the battle of Königsgrätz. He was a lieutenant in the Austrian army. He had already shown aptitude in Chess-problem composing, a branch of the game in which his father enjoys a deservedly high reputation.

Problem No. 101. By Dr. CONRAD BAYER.

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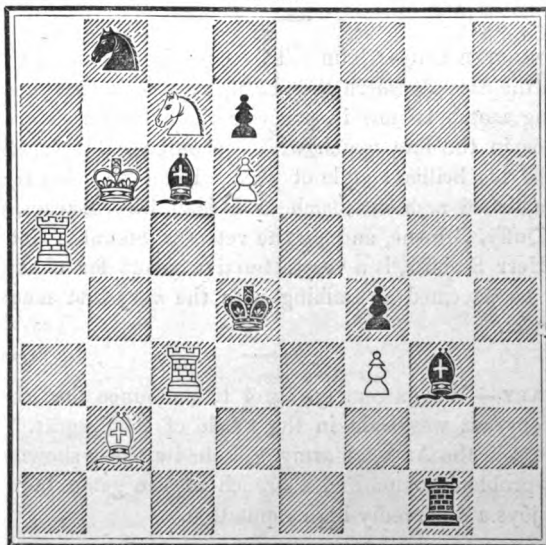


WHITE.

White to play, and mate in three moves.

Problem No. 102. By Herr Lieutenant PH. KLETT, of Stuttgart.

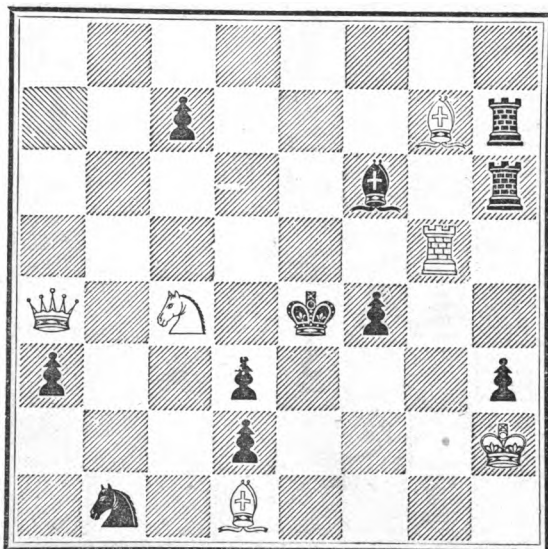
BLACK.



WHITE.

White to play, and mate in five moves.

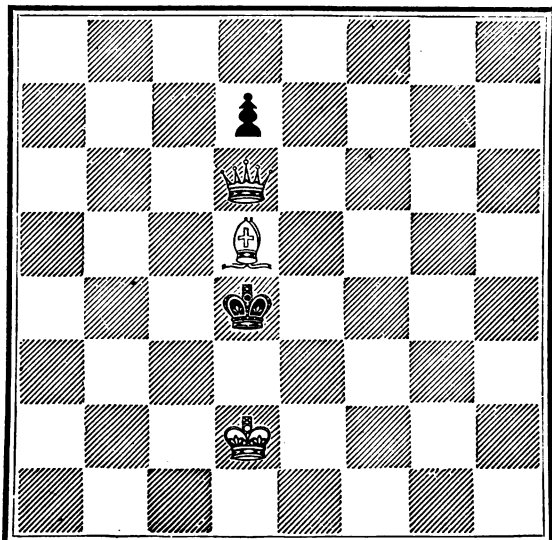
Problem No. 103. By Herr H. MEYER, late of Hanover.  
BLACK.



WHITE.

White to play, and mate in three moves.

Problem No. 104. By Herr CHARLES KOCKELKORN, of Cologne.  
BLACK.

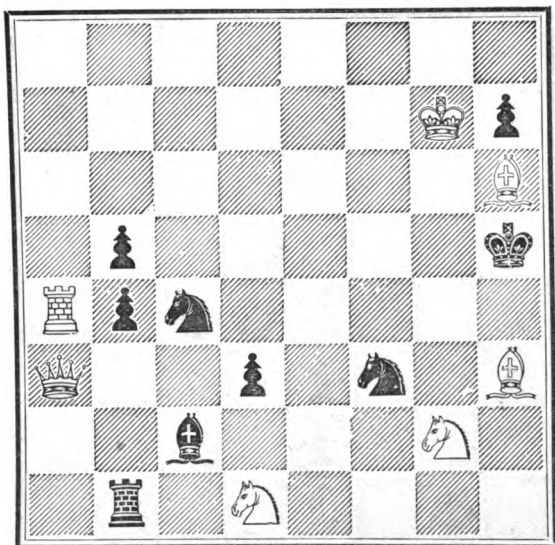


WHITE.

White to play, and mate in three moves.

Problem No. 105. By TH. SMITH, Esq.

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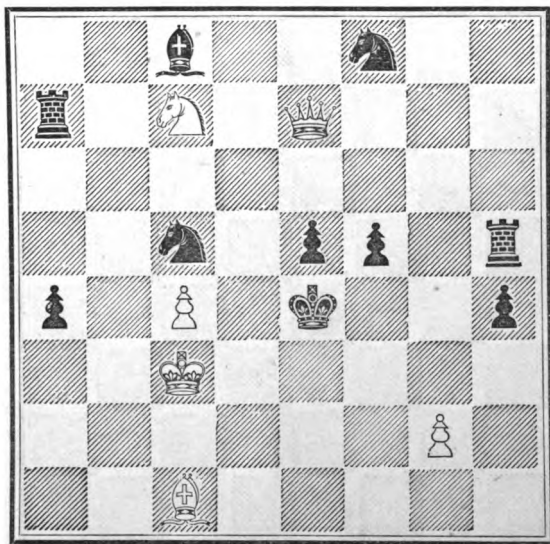


WHITE.

White to play, and mate in four moves.

Problem No. 106. By Herr KOHTZ. (From the *Schachzeitung*, Leipzig.)

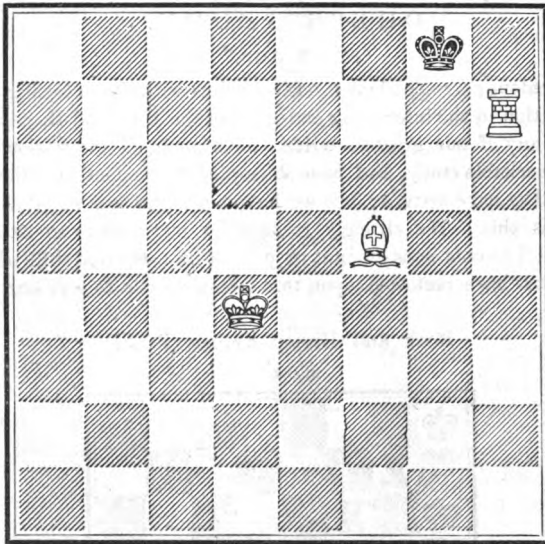
BLACK.



WHITE.

White to play, and mate in three moves.

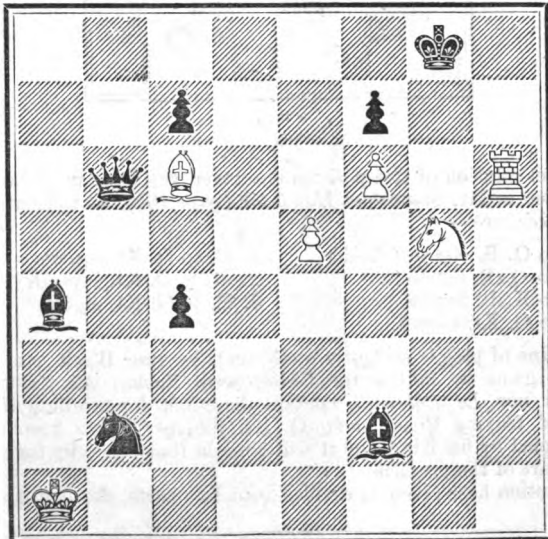
Chess Study No. 25. By W. T. PIERCE, Esq.  
BLACK.



WHITE.

White to play, and mate in ten moves, only moving his King once.

Chess Study No. 26. By Herr H. MEYER, late of Hanover.  
BLACK.



WHITE.

White to move and win.

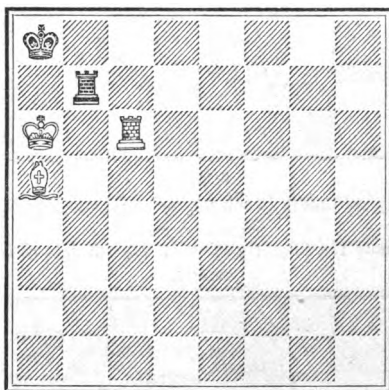
## CHESS STUDY.

BY "EUCLID."

An ingenious correspondent has favoured us with the following analysis of the position in the interesting end-game of the Rook and Bishop against Rook. Many of our greatest writers have analysed the various phases in this remarkable study, and have attempted to demonstrate the results to which they have arrived; but we have never yet seen so satisfactory a solution as this. We strongly recommend our readers to examine it carefully. The enormous amount of patient industry and skill which the author must have bestowed upon this labour entitle him to our highest praise.

## Rook and Bishop against Rook.

BLACK.



WHITE.

White to play and win.

A correct solution of this position has never yet been published. The moves given in Mr. Staunton's *Handbook* (page 464), as translated from *Le Palamède*, are—

- |                               |                         |
|-------------------------------|-------------------------|
| 1. R. to Q. B. eighth (check) | 1. R. to Q. Kt. square  |
| 2. R. to Q. B. fourth         | 2. R. to Q. Kt. seventh |
| 3. R. to K. R. fourth         | 3. R. to Q. Kt. eighth  |
| 4. B. to Q. Kt. fourth        |                         |

But this line of play is evidently ineffectual, because Black can at once draw the game by taking the Bishop with Rook. Also, neither the *Handbook* nor *Le Palamède* contain directions for winning if Black, instead of playing Rook along Q. Kt. file, persists in keeping it on that occupied by his King, and it will be seen that this is by far the most difficult part of the problem.

The solution here given is divided into two parts, the first containing

the variations which arise from Black playing his Rook along Q. Kt. file, and the second showing how the game is to be won when the Rook remains on his first line.

## PART I.

- |                               |  |
|-------------------------------|--|
| 1. R. to Q. B. eighth (check) | 1. R. to Q. Kt. square                       |
| 2. R. to Q. B. fourth         | 2. R. to Q. Kt. sixth, seventh,<br>or eighth |

If 2. R. to Q. Kt. second—

3. R. to K. fourth, as at move 4 below.

If R. to K., K. B., K. Kt., or K. R. squares, see Part II.

3. R. to K. fourth

From this point it is immaterial whether White's Rook occupies K., K. B., K. Kt., or K. R. files.

3. R. to Q. Kt. second

If 3. R. to Q. Kt. square, see Variation A.

If 3. R. to Q. Kt. sixth, seventh, or eighth—

4. R. to K. sixth, as at move 5 below.

White cannot now win either by 4. R. to K. sixth or 4. B. to Q. Kt. sixth, and the best plan is to make an indifferent move with Rook.

- |                       |  |
|-----------------------|--|
| 4. R. to K. R. fourth | 4. R. to Q. Kt. sixth, seventh,<br>or eighth |
|-----------------------|--|

If 4. R. to Q. R. second (ch.), see Variation B.

If 4. R. to Q. Kt. square—

5. B. to Q. B. seventh, as at move 4, Variation A.

- |                      |  |
|----------------------|--|
| 5. R. to K. R. sixth | 5. R. to Q. Kt. sixth, seventh,<br>or eighth |
|----------------------|--|

If 5. R. to Q. Kt. second, see Variation C.

If 5. R. to Q. Kt. square—

6. B. to Q. B. seventh wins, as in Variation A.

- |                       |   |
|-----------------------|---|
| 6. B. to Q. Kt. sixth | 6. R. to Q. R. sixth, seventh,<br>or eighth (check) |
|-----------------------|---|

- |                       |   |
|-----------------------|---|
| 7. K. to Q. Kt. fifth | 7. R. to Q. B. sixth, seventh,<br>or eighth |
|-----------------------|---|

If 7. K. to Q. Kt. second—

8. R. to K. R. seventh

8. K. to Q. B. square

9. K. to Q. B. sixth

9. R. to Q. B. seventh (check)

10. B. to Q. B. fifth makes the position as at move 10 below.

Or if 7. R. to Q. Kt. sixth (check)—

8. K. to Q. B. sixth

8. R. to Q. B. sixth (check)

9. B. to Q. B. fifth

9. R. to Q. Kt. sixth

10. R. to K. R. fourth, and mates in four moves.

Again, if 7. R. to K., K. B., K. Kt., or K. R. files—

8. K. to Q. B. sixth

8. R. to K., K. B., K. Kt., or  
K. R. squares

9. B. to Q. B. seventh, as at move 9, Variation C.

- |                      |                        |
|----------------------|------------------------|
| 8. B. to Q. B. fifth | 8. K. to Q. Kt. second |
|----------------------|------------------------|

If 8. R. to Q. Kt. sixth (check)—

9. K. to Q. B. sixth

9. R. to Q. Kt. second or Q.  
Kt. square

10. B. to Q. Kt. sixth and wins.

- Or if 8. R. to Q., K., K. Kt., or K. R. files—  
 9. R. to Q., K., K. Kt., or K. R. squares
9. K. to Q. B. sixth  
 10. B. to Q. sixth wins.
9. R. to K. R. seventh (check)      9. K. to Q. B. square  
 If 9. K. to Q. Kt. or Q. R. square—
10. K. to Q. B. sixth wins easily.
10. K. to Q. B. sixth      10. R. to Q. seventh  
 If 10. R. to Q. eighth—
11. R. to Q. R. seventh, as at move 12 below.  
 Or if 10 R. to Q. sixth—
11. R. to Q. R. seventh      11. R. to Q. Kt. sixth  
 12. R. to Q. B. seventh (check), as at move 16 below.
- It is now a variety of the celebrated "Philidor" position, solutions of which will be found on pages 449, 450, 451, and 465 of Mr. Staunton's *Handbook*, and the best mode of winning from here is given below.
11. R. to K. Kt. seventh      11. R. to Q. eighth  
 If 11. R. to Q. sixth—
12. R. to Q. R. seventh      12. R. to Q. Kt. sixth  
 13. R. to Q. B. seventh (check), as at move 16 below.  
 Or if 11. R. to Q. square—
12. B. to K. seventh      12. R. to K. R. square  
 13. R. to K. Kt. fourth, and then 14. R. to Q. R. fourth wins easily.
12. R. to Q. R. seventh      12. R. to Q. Kt. eighth  
 If 12. K. to Q. Kt. square—
13. R. to Q. R. fourth      13. R. to Q. B. eighth  
 14. R. to K. fourth wins.
13. B. to Q. R. third      13. R. to Q. Kt. sixth  
 If 13. K. to Q. Kt. square—
14. R. to K. R. seventh      14. K. to Q. R. square  
 15. R. to K. R. fourth      15. R. to Q. Kt. second  
 16. R. to K. Kt. fourth, and mates in four moves.
14. B. to Q. sixth      14. R. to Q. B. sixth (check)  
 15. B. to Q. B. fifth      15. R. to Q. Kt. sixth  
 16. R. to Q. B. seventh (check)      16. K. to Q. Kt. square  
 If K. to Q. square, 17. R. to K. B. seventh wins.
17. R. to K. R. seventh      17. K. to Q. R. square  
 18. R. to K. R. fourth, and mates in four moves.

## PART II.

The following analysis shows how White wins the game when Black Rook remains on the same row as his King. It becomes necessary to force Black's King out of the corner square into a position where White's Rook can get to attack him from both sides, and the mode of accomplishing this is by no means obvious, and will repay a careful examination:—

1. R. to Q. B. eighth (check)      1. R. to Q. Kt. square  
 2. R. to Q. B. fourth      2. R. to K., K. B., K. Kt., or K. R. squares  
 If 2. R. to Q. Kt. second, sixth, seventh, or eighth—  
 3. R. to K. fourth wins, as in Part I.

3. R. to Q. B. sixth                      3. R. to K. R., K. Kt., K. B.,  
or K. square  
If 3. K. to Q. Kt. square, see Variation D.  
If 3. R. to Q. Kt. square, see Variation E.
4. B. to Q. B. third                      4. R. to Q. Kt. square  
If 4. K. to Q. Kt. square—  
5. B. to Q. Kt. fourth, as at move 4, Variation D.  
Or if 4. R. to Q., K., K. Kt., or K. B. squares—  
5. B. to K. fifth wins easily.
5. R. to K. sixth                      5. R. to Q. B. square  
If 5. R. to K. Kt. square, see Variation F.  
Or if 5. R. to K. B. or Q. square, 6. B. to K. fifth wins soon.  
Again, if R. to Q. Kt. second—  
6. R. to K. eighth (check)                      6. R. to Q. Kt. square  
7. R. to K. second, as at move 9 below.  
And if R. to Q. Kt. sixth or eighth, 6. B. to Q. R. fifth makes the position at move 5, Part I.

White must now proceed to get this position with Black to play; the Bishop is therefore made to lose a move, but keeps on the diagonal, which prevents Black's Rook from going to any other square but Q. Kt. or Q. B. It is obvious that if White attempts to win at once by placing Bishop on K. fifth, either now or at moves 7 and 8, the game is drawn by R. to Q. Kt. third, or Q. B. third (check).

6. B. to Q. Kt. second                      6. R. to Q. Kt. square  
If 6. K. to Q. Kt. square—  
7. B. to K. fifth (check)                      7. K. to Q. R. square  
8. K. to Q. Kt. sixth wins easily.  
If R. to Q., K. B., or K. Kt. squares, 7. B. to K. fifth, as at move 6, Variation F.
7. B. to Q. fourth                      7. R. to Q. B. square  
If 7. R. to Q. Kt. second, sixth, or eighth—  
8. B. to Q. Kt. sixth, as at move 6, Part I.  
Or if 7. R. to Q. Kt. fifth—  
8. B. to Q. Kt. sixth                      8. R. to Q. R. fifth (check)  
9. B. to Q. R. fifth wins.  
Again, if 7. R. to Q., K. B., or K. Kt. squares—  
8. B. to K. fifth, as in Variation F.
8. B. to Q. B. third  
It is now the position after move 5 above, but Black has to play here—  
8. R. to Q. Kt. square  
If 8. R. to Q., K. B., or K. Kt. squares—  
9. B. to K. fifth (check), as at move 6, Variation F.  
Or if 8. K. to Q. Kt. square—  
9. B. to K. fifth (check) wins easily.

The pieces are now in the proper places for White to draw back his Rook, and Black will then be compelled either to lose, as in Part I., by playing Rook along Q. Kt. file, or at the following move to take his King away from the corner square.

9. R. to K. second                      9. R. to Q. square  
If R. to Q. B. square, see Variation G.

If R. to K. B. square, see Variation H.

If R. to K. Kt. square, see Variation J.

If R. to Q. Kt. second, sixth, or eighth—

10. B. to Q. R. fifth makes the position as at move 3, Part I.

10. K. to Q. Kt. sixth

10. K. to Q. Kt. square

If R. to Q. Kt. square (check)—

11. K. to Q. B. seventh

11. R. to Q. Kt. second (check)

12. K. to Q. B. sixth makes the position as at move 13, Variation G.

Or if 10. R. to K. Kt. square—

11. K. to Q. B. seventh, and mates in three moves.

Again, if 10. R. to K. B. square—

11. K. to Q. B. seventh, as at move 11, Variation G.

And if 10. R. to Q. third (check)—

11. K. to Q. B. seventh wins easily.

11. B. to Q. Kt. fourth

11. K. to Q. B. square

If 11. R. to K. Kt. or K. R. squares, see Variation K.

12. K. to Q. B. sixth

12. R. to Q. second

If 12. R. to Q. fifth—

13. B. to Q. sixth

13. R. to Q. B. fifth (check)

14. B. to Q. B. fifth

14. K. to Q. square

15. R. to Q. second (check)

15. K. to K. or Q. B. square

16. R. to K. B. second wins.

Or if 12. R. to Q. sixth—

13. B. to Q. R. fifth

13. K. to Q. Kt. square

14. R. to K. eighth (check), and mates in three moves.

Or if 12. R. to Q. eighth—

13. B. to Q. second, and mates in three moves.

Or if 12. R. to K. Kt. or K. R. square—

13. B. to Q. sixth makes the position as at move 13, Variation K.

Again, if 12. K. to Q. Kt. square—

13. B. to Q. sixth (check)

13. K. to Q. B. square

14. R. to Q. Kt. second wins.

13. R. to K. eighth (check)

13. R. to Q. square

14. R. to K. seventh

14. R. to K. Kt. square

If 14. R. to K. R. square—

15. B. to Q. sixth

15. K. to Q. square

16. R. to Q. R. seventh wins Rook.

Or if 14. R. to Q. eighth—

15. B. to Q. sixth

15. R. to Q. B. eighth (check)

16. B. to Q. B. fifth

16. R. to Q. eighth

17. R. to Q. R. seventh, as at move 12, Part I.

Or if 14. R. to Q. sixth—

15. B. to Q. R. fifth wins easily.

And again, if 14. R. to Q. fifth—

15. B. to Q. sixth

15. R. to Q. B. fifth (check)

16. B. to Q. B. fifth

16. K. to Q. square

17. R. to K. third

17. R. to Q. B. seventh or eighth

18. R. to Q. R. third

18. K. to K. square

19. R. to K. B. third wins.

15. B. to Q. sixth

15. K. to Q. square

If 15. R. to K. R. square—

16. R. to Q. R. seventh wins.



## No. 87.—By T. SMITH, Esq.

*White.*

1. Kt. to Q. Kt. fourth
2. Kt. to B. second (check)
3. Kt. to R. square (discovered check)
4. Kt. to Kt. third (mate)

(A)

2. R. takes Kt.
3. B. to Q. third (check)
4. Kt. (discovering check) mates.

(B)

3. Kt. to B. second (discovered check)
4. Kt. to K. third (mate)

*Black.*

1. B. takes R. (A)
2. K. to K. fifth
3. K. to Q. fifth

1. K. takes R.
2. K. to B. fifth (B)
3. K. to B. sixth

2. Any other move
3. K. moves

## No. 88.—By Herr KLETT.

*White.*

1. Kt. to Q. B. second
2. Kt. to K. fourth
3. Kt. to K. third
4. P. mates.

3. Q. to K. sixth (check)
4. Q. or Kt. mates.

3. Q. to K. eighth (check)
4. Kt. mates.

2. Q. to K. seventh (check)
3. Kt. to Q. fourth (check)
4. Q. to K. third (mate)

2. Q. to K. seventh (check)
3. Q. to K. eighth
4. Kt. to Q. fourth (mate).

*Black.*

1. R. to R. third (A)
2. B. takes Kt. (a) (b)
3. P. takes Kt.

- (a) 2. K. takes Kt.
3. Any move

- (b) 2. P. to K. Kt. fourth
3. K. moves

(A)

1. K. P. takes Kt. (B)
2. K. to K. B. fourth
3. K. to Kt. fourth

(B)

1. P. to K. Kt. fourth
2. K. to B. fourth
3. Any move.

## No. 89.—By Herr MEYER.

*White.*

1. Q. to Q. B. third
2. Q. takes B. (check), and mates next move.

*Black.*

1. Anything

## No. 90.—By Lieutenant PH. KLETT.

*White.*

1. R. to K. Kt. second
2. K. takes P.
3. Kt. to Q. B. sixth
4. R. to Q. fifth (check)
5. R. to Q. B. fifth (mate)

*Black.*

1. P. takes R. (check)
2. Kt. to Q. Kt. fifth (disc. check)
3. Q. takes Kt. (check)
4. Q. takes B.

## No. 91.—By HERR KOCKELKORN.

*White.*

1. Q. to Q. B. second
2. R. to Q. Kt. third
3. Kt. mates.

*Black.*

1. Q. takes Q.
2. Any move

## No. 92.—By HERR MEHRTENS.

*White.*

1. Kt. to Q. Kt. seventh
2. Q. to Q. third
3. R. to Q. B. fifth (mate).

*Black.*

1. K. to Q. fourth
2. P. takes Q.

## No. 93.—By C. R. ALEXANDER, Esq.

*White.*

1. R. to Q. B. fifth
2. Q. to Q. Kt. square
3. Kt. takes B. (discovered check)
4. Q. takes Q. (mate)

*Black.*

1. B. takes R. (best) (A)
2. Q. takes Q. P. (best)
3. Q. covers

(A)

2. Q. to K. seventh
3. Q. takes Kt. (check)
4. Kt. takes P. (mate)

1. Kt. to B. fifth
2. Kt. from B. square to K. third
3. Kt. takes Q.

## CHESS STUDY.

## No. 21.—By T. SMITH, Esq.

*White.*

1. B. to R. fifth (check)
2. K. R. to K. sixth (check)
3. B. to K. eighth (check)
4. R. to B. seventh (check)
5. Kt. to Q. eighth (check)
6. Q. to K. fifth (check)
7. R. to K. seventh (double check)
8. B. to K. fifth (check)
9. B. to Q. B. third (dis. check)
10. B. takes Kt. (check)
11. K. B. P. takes P. (mate)

*Black.*

1. K. to K. second
2. K. to Q. second
3. R. takes B.
4. K. takes R.
5. R. takes Kt.
6. K. takes Q.
7. K. to Q. fifth
8. K. takes Kt.
9. K. to K. B. fifth
10. B. takes B.

First three moves as before—

4. Q. Kt. takes P. (check)
5. Kt. to Kt. seventh (check)
6. R. to B. seventh (check)
7. Kt. to Q. eighth (check)
8. Q. to K. fifth (check)
9. R. to K. seventh (double check)
10. B. to R. seventh (check)
11. Q. B. P. mates.

4. K. to Q. square
5. K. to Q. second
6. K. takes R.
7. R. takes Kt.
8. K. takes Q.
9. K. to Q. fifth
10. Q. takes B.

## NOTICES TO CORRESPONDENTS.

\* \* VEIT AND CO., Leipsic.—At your request we here state with pleasure that your excellent Chess journal is now entitled *Schachzeitung* (Leipsic), and not, as frequently stated by us, *Berliner Schachzeitung*. The change which you made in your title escaped our notice.

\* \* The Editor of the "Chess Directory" tenders his best thanks for the contributions he has already received from officials in England, Europe, America, and the Colonies.

## ERRATA.

The solution of Mr. Watkins's Chess Study was, we regret to say, incorrectly printed. It should run thus:—

- White.*
1. R. to Kt. 6 (check)
  2. R. to K. Kt. square
  3. K. takes Q
  4. K. to B. square
  5. K. to Kt. square, &c.

- Black*
1. K. to K. R. 6
  2. P. takes R. (check)
  3. K. to Kt. 6
  4. K. to B. 6

A communication has been made to us by Herr Kling, to the effect that in Study No. 23 two Pawns were inadvertently omitted—viz., a Black Pawn at K. B. 2, and a White Pawn at K. B. 6.

Herr Meyer has pointed out to us that in Problem No. 89 the Black Pawn at K. R. 4 is superfluous.

S. W.—Not having been furnished till recently with the names of the seconds and umpire in the late match between Anderssen and Steinitz, we were unable to state that Messrs. Staunton and Hewitt acted as seconds for the former, and Messrs. Strode and Boden for the latter. Earl Dartry was the umpire.

C. R.—We quite agree with you that Herr Klett's problem (No. 88) is a masterpiece of strategy. White's second move is particularly ingenious, which, however, can only be properly appreciated by connoisseurs who, like yourself, are well versed in the subtleties of this branch of the game.

F. D.—Received with thanks. A private communication shall shortly be made to you.

W. H.—You are quite right. The Problem No. 4 is simply an imitation of Plachutta's competing problem which appeared in the book of the Chess Congress.

A. M.—True. It was suggested to us that a Black Pawn placed at K. 2 in Problem No. 87 would render the position correct; as it was printed, the author's intended solution is impracticable on account of Black's second move, B. to K. B. square.

C. W. H.—The observations in the publications to which you draw our attention cannot be meant to apply to Mr. Lowenthal. After a residence in this country of sixteen years, even if he were not, as he is, legally naturalised, he could not fairly be described as a "foreign professional."

J. W., Huddersfield.—Many thanks for your inclosure. Please acquaint J. H. T. that his position is incorrect: it admits of a second solution by 1. B. to R. 2, &c.

H. M.—A problem connoisseur sends us a second version of Chess Study No 21, in which mate is effected in ten moves instead of eleven, as intimated by the author. We shall give the second solution in a future number; we withhold it for the present to enable our readers to make the discovery for themselves.

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## TO THE CHESS PUBLIC.

THE rapid sale of the latter numbers of the Magazine makes it impossible for us to issue as many volumes for 1865 as the demand renders desirable. We contemplate publishing at no distant period a second edition of the volume. Gentlemen desirous of obtaining a copy should apply to the Publishers, Messrs. KENT & Co., Paternoster Row. The price is fixed at one guinea.

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## TO OUR SUBSCRIBERS.

COVERS for binding this Magazine will be ready in December—price, with Index and Title-page, 1s. 6d.—and may then be obtained on application to the Proprietor.

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## TO ADVERTISERS.

ADVERTISERS desiring a medium for advertisements should apply to the Proprietor, J. LOWENTHAL (KENT & Co., Paternoster Row). Advertisements are received for publication up to the 26th of each month, addressed to Mr. J. WADE, 18, Tavistock Street, Strand, W.C.

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## TO CHESS AMATEURS.

ANY gentleman having a number of the "Chess Player's Magazine" for March, 1865, to dispose of, is requested to communicate with the Editor.

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## CHESS DIRECTORY.

THE Manager of the British Chess Association having been requested to commence the compilation of a Chess Directory under their auspices, the Secretaries of Chess Clubs and Amateurs generally are hereby invited to facilitate his labours by sending in names, addresses, and other particulars, addressed to the Manager of the British Chess Association, 28, Camden Road, N.W. The Editor would also be glad to receive, as early as possible, particulars of the origin, principal matches, meetings, &c., of each Club or Society.

# DAS ADRESSBUCH FÜR SCHACHSPIELER.

(THE CHESS DIRECTORY).

IN der General Versammlung der Britischen Schach Association, vom 6<sup>ten</sup> März, 1866, abgehalten im Saint George's Club, London, wurde unter andern Beschlüssen auch der gefasst, einen Schach Almanach oder ein Adressbuch für Schachspieler herauszugeben. Dieses Buch sollte nicht allein auf England und englische Spieler beschränkt sein, sondern die Spieler der ganzen bekannten Welt einschliessen, und in jeder neuen Auflage über die Schach Zustände in den verschiedenen Ländern, wo dieses edle Spiel cultivirt wird, ein Bericht gemacht werden, vorzüglich aber soll dieser Bericht umständlich die ganze Thätigkeit der Britischen Schach Association in sich fassen, wie auch die jedesmalige finanzielle Lage dieser Gesellschaft dem Publicum vorlegen. Die Herren Präsidenten und Secretäre der verschiedenen Clubs und Schach Gessellschaften sind daher gebeten, Berichte an die Britische Schach Association sobald als möglich einzusenden. Die Berichte müssen enthalten; den Namen und die Adressen der Clubs oder der Gesellschaften; das Datum der Gründung; die Tage der Zusammenkunfte; die Namen und Adressen der Officire und des Comites; das Datum der jährlichen Haupt Versammlung; die Anzahl der Mitglieder; ihre Namen und Adressen, die Namen und Adressen aller bekannten Schachspieler, die in den benachbarten Städten oder Dörfern wohnen und die zu keiner Schach gesellschaft gehören. Die Einsendungen müssen adressirt sein "To J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

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## L'ALMANAC DES ÉCHECS.

(THE CHESS DIRECTORY).

DANS l'assemblée générale de l'Association britannique des joueurs d'échec, qui a eu lieu le 6 Mars, 1866, dans le club de St. George a Londres, il a été décidé de la part du Comité de direction de publier un Almanac ou livre d'Adresses pour les joueurs d'échecs. Ce livre ne sera pas limité dans son contenu aux joueurs d'échecs anglais, mais contiendra autant que possible les noms des joueurs dans toutes les parties du monde, et dans chaque nouvelle édition un rapport, aussi étendu que possible, sera donné sur l'état des échecs dans tous les pays ou l'on cultive ce noble jeu. Un rapport special et complet sera surtout publié, de toutes les transactions de l'Association britannique des joueurs d'échecs. Messieurs les Presidents et Secretaires des cercles d'échecs sont donc priés de vouloir bien envoyer des rapports à l'Association britannique aussi tôt que possible. Ces rapports doivent contenir: Les noms et les adresses des clubs, cercles ou sociétés; la date de leur fondation; les noms et les adresses des officiers et des membres du Comité; les jours de l'anniversaire ou de l'Assemblée générale; le nombre de membres, leurs noms et adresses; les noms et adresses de tous les joueurs d'échecs qui demeurent dans les villes ou villages avoisinants et qui n'appartiennent à aucun cercle d'échecs. Les lettres doivent être adressés à "J. Lowenthal, Esq., Manager of the British Chess Association, 28-Camden Road, London, N.W."

# L'ASSOCIATION BRITANNIQUE DES ÉCHECS,

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EN CONNEXION AVEC

## LE CONGRÈS DE 1866.

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## L'ALMANAC DES ÉCHECS.

(THE CHESS DIRECTORY.)

DANS l'assemblée générale de l'Association britannique des joueurs d'échec, qui a eu lieu le 6 Mars, 1866, dans le club de St. George a Londres, il a été décidé de la part du Comité de direction de publier un Almanac ou livre d'Adresses pour les joueurs d'échecs. Ce livre ne sera pas limité dans son contenu aux joueurs d'échecs anglais, mais contiendra autant que possible les noms des joueurs dans toutes les parties du monde, et dans chaque nouvelle édition un rapport, aussi étendu que possible, sera donné sur l'état des échecs dans tous les pays ou l'on cultive ce noble jeu. Un rapport special et complet sera surtout publié, de toutes les transactions de l'Association britannique des joueurs d'échecs. Messieurs les Presidents et Secretaires des cercles d'échecs sont donc priés de vouloir bien envoyer des rapports à l'Association britannique aussi tôt que possible. Ces rapports doivent contenir : Les noms et les adresses des clubs, cercles ou sociétés ; la date de leur fondation ; les noms et les adresses des officiers et des membres du Comité ; les jours de l'anniversaire ou de l'Assemblée générale ; le nombre de membres, leurs noms et adresses ; les noms et adresses de tous les joueurs d'échecs qui demeurent dans les villes ou villages avoisinants et qui n'appartiennent à aucun cercle d'échecs. Les lettres doivent être adressées à "J. Lowenthal, Esq., Manager of the British Chess Association, 28, Camden Road, London, N.W."

THE  
Chess Player's Magazine.

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ILLEGAL MOVES.

[The following article upon "illegal moves" was contributed originally by the eminent Chess author and practical player Von H. der Lasa to the columns of our contemporary the *Schachzeitung* (Leipzig). At the same time that it treats specially of the disputed questions respecting the King's compulsory move in case of the occurrence of certain irregularities, it contains also abundance of interesting matter throwing light upon the general discussion concerning the laws of Chess. In presenting it to our readers in an English dress we have not scrupled to make a few verbal alterations where they seemed to make the meaning clearer, but have never, we believe, willingly or wittingly departed from the sense of the distinguished writer's text. It would, indeed, be a task of more than ordinary difficulty to attempt to publish in a condensed form any of the articles derived from such a source, since Von H. der Lasa is so strictly logical and accurate that almost every expression of his is pregnant with force and reflection. We have ventured to embody many of the author's notes with his text for the double reason of avoiding too prolix a commentary and of interspersing with the discussion of a somewhat dry and intricate subject matter generally of a livelier character.]

The attention of a great number of Chess-players is at present directed to the necessity of revising the laws of Chess. The subject has been discussed by masters as well as novices and also in articles in the magazines. A solution of the different questions which have been thereby raised seems to us to be of less importance than it is generally considered, but with them, as with many other matters which might be allowed to drop altogether without any inconvenience, discussion once commenced is extended to every particular, however minute. Not long ago we were asked whether in the case of illegal, or so-called false, moves the punishment of compelling the King of the offending player to move was an ancient custom, or whether its origin was of a comparatively modern date.

The sources at our command allow us to compare the rules of Chess existing at different epochs in various countries, consequently we can answer the question addressed to us in the following manner:—Compelling the King to move in a certain case is a punishment of a very ancient date, but to the extent recognised in the present day, and according to our present regulations, it can be

traced back only to the year 1777, and originated in England. We shall take leave to enter into this question fully, and also examine the more ancient rules connected therewith.

The compulsory move of the King now arises when a piece is touched, moved, or captured which cannot be moved or captured without contravening the existing rules, such as leaving the King exposed to check, or if there be no square unoccupied where the piece could be placed, &c.\* These oversights presuppose considerable inattention, still they occur, as experience teaches, in hastily-played games and sometimes even in serious matches. If, however, the blunder is not immediately taken notice of, the false move stands good as if it had been a proper one.

The move of the King can, besides, be insisted on if any unlawful move whatever has been made—for instance, if the Bishop has been moved like a Knight, or the opponent's piece has been played by mistake, and the blunder has been immediately noticed. As these irregularities happen more rarely even than the former ones, there may be a disposition not to assign a punishment at all to what are really mistakes, but after replacing the piece on the square from which it was removed, to consider the move not to have been made. Upon closer inspection some difficulty may be found in the application of this principle, but for ourselves we should certainly not hesitate to play on these terms, even if the seemingly just condition was added to it that the touching of pieces which cannot be legally moved or taken should be of no further consequence. In practical play such a rule would always suffice, if both players were equally intent upon rectifying their own mistakes and those of their adversaries. It would, however, enjoy but a very limited recognition, as in France as well as in England players seem to adhere to the punishment of moving the King, and as a universal adoption of common rules should be the aim, it would not be advisable to propose it. We do not, however, intend to point out either the best possible rule or to explain why this or that proposition has no partisans, but simply to enumerate the different modes of punish-

\* A complete list of these irregularities may be seen in the work published by Von Jänisch in 1855, entitled, *Nouveau Règlement des Echecs adopté par les amateurs de ce jeu à St. Pétersbourg*. We must, however, observe that these rules have not been adopted anywhere out of Russia.

ment which have been in use in various countries since the beginning of modern Chess down to the predominant adoption of the King's penal move in regard to unlawful moves.

The first mention we find in Lucena, whose work was dedicated to a prince who died in 1497, and therefore still belongs to the mediæval period. He says in the preface (*Berliner Erinnerungen*, 1859, page 176), "Even if you play without a stake, you must play the piece you touched, except when it covers the King. In that case you must play the King."

From Lucena's rule, which is given rather as advice than as a law, it will be seen that the move of the King as a penalty is of very ancient date in certain cases, but its application was far more restricted. To come to its present extended use the reader will be obliged to follow us through three centuries of Chess regulations. If it be, however, supposed that the rules grew stricter and more severe in the course of time, we must at once observe that this is an error. It is true that they have become more severe in particular instances, but in general they have become only more logical or rational. In some respects the more modern practice, even as to false moves, has been less severe, as we shall perceive when speaking about the Modenese. But we can even give an example of mitigated penal laws from the very book of the old Spaniard quoted. Therein a piece when played ought to be left upon the square it had once touched. Lopez, Salvio, and with him Greco did not accept this "dictum," whilst Carrera and the Modenese authors accepted it, and thus the law still exists in Italy, but with the addition (Ponziani Ed. Venezia, 1861, p. 23) that the piece may be moved beyond the square it had touched, but could not be left on any of the intermediate squares. With us a piece may be played to any square whatever until the hand is taken off it. "Touch man and goe, out of hand and stand," is the rule in Saul's *Famous Game of Chesse-Play*, 1640. We are therefore less severe in this respect.

Damiano, in 1512, supplies no rules or regulations, but we find some in Lopez (1561), and very explicit ones as regards illegal moves, in Salvio and Carrera. It seems that it was then the general custom to play for stakes and to move quickly. Blunders may therefore have occurred, and, as they might have been intentional after all, ought to have been properly punished.

Lopez, in his fifth law, concurs with Lucena in thinking that the King, having been exposed to check, ought to move; and this opinion was formed quite independently of that of his predecessor, with whose work he was unacquainted. He says, "El Rey es obligado a satisfacer la pena. Questa es mi opinion en esto." "The King is obliged to undergo the penalty, and this is my opinion thereon." It appears from this that, at the time, the law was not altogether fixed. Gianutio and Salvio (Ed. 1723, p. 73) are in favour of the compulsory move; but these regulations disappeared afterwards in Italy, giving way to a fresh theory upon false moves in general. In the "Réglement" of the French Amateurs (1775, p. 403) we find the case again, with the penalty attached to it that the King must move if he can. We have had here in juxtaposition the most important notices of Lucena's example, and will now pass on to a more special examination of the several regulations.

The author who first employed the expression, so common afterwards, *false move*—which, however, would better be termed *illegal*—was Lopez. His laws begin with the rule, that, after a false move (*trecha falsa*), the adversary has the option, in order to punish the irregularity, of either allowing the illegal move to stand, or of requiring the piece moved to be played properly. In the following laws, other cases of illegal moves are discussed, such as the capture of a player's own piece, or of an adversary's when made illegally, but still the penalty of moving the King is only spoken of as in the above-mentioned case by Lucena. Thus, Gianutio (Turino, 1597) only gives the penalty of the King's move when check has been uncovered.

More general, but probably only in appearance more extended, is the rule of Salvio (Neapol., 1604, p. 22); and, in a French translation of Lopez (1615), in which, instead of that author's laws, those of Salvio are adopted, it is said, "The King must be played when a piece or Pawn is touched which cannot be moved." Similar is the rule of Greco (Ed. 1821), (*Berliner Erinnerungen*, 1859, page 128), who took it, with the other laws, almost verbatim from Salvio. By the way in which this law is given, it may almost seem that, in cases also where a piece cannot be played at all and has been touched, the move of the King is indicated as a penalty; but we are of opinion that Salvio, and those who repeat his rules, only

mean the case of uncovering a check, or else they would have spoken of it more *in extenso*.

In 1634, Salvio, in distinguishing several sorts of illegal moves, discussed the question how far the offending party, when the game was played for a stake, and in case the illegal move, not having been rectified during the game, had occasioned the victory, owed redress to his opponent. These inquiries of the Neapolitan lawyer, which we mention for their curiosity, have for us no further interest. We must observe, also, that various categories of mistakes mentioned by Salvio are neither complete, nor are they in principle logically separate. There is, however, no mention of moving the King as a penalty.

*(To be concluded in our next.)*

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## CHESS INTELLIGENCE.

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### BRISTOL ATHENÆUM CHESS CLUB.

*(From a Special Correspondent.)*

The annual meeting of this club was held on Thursday evening, September 6th, Mr. W. P. Meeker, vice-president, in the chair. Present—Messrs. Corfe, J. Burt, C. Boorne, J. Boucher, J. Burcher, W. Hibbins, W. S. Pryor, H. J. Haycraft, H. Isaacs, R. T. Stoate, J. S. Tilly, and W. Berry (hon. secretary).

The chairman called upon the secretary to read the minutes of the last meeting, and the treasurer to read a statement of accounts, which showed a balance in favour of the club.

The secretary next read a letter from Captain Kennedy, in which he expressed his desire to resign the office of president to the club. For some time he had, to his regret, been prevented from attending any of their meetings, and he did not think there was any prospect of his being able to make more than a rare appearance there in the future, and he thought the growing importance both in numbers and strength of players required something more than a nominal president. He expressed his cordial thanks to all the members for the invariable support and assistance he had received during the time he had been president of the club, in the continued prosperity of which he would always feel a very warm interest.

A letter from Mr. Cleland to the secretary was next read, in which he expressed his intention of returning to Bristol for the winter and uniting himself with the club as usual.

A discussion then ensued relative to the desirability of retaining Captain Kennedy as their president, notwithstanding the fact of his living at such a distance as Dover. Most of the members thought his name was a tower of strength to the club, and therefore, although he might not be able to attend often at their meetings, it would be advantageous to still retain him at their head. Ultimately the following resolution was carried unanimously (proposed by Mr. C. Boorne, seconded by Mr. Stoate, and supported by Mr. Corfe):—“That this meeting learns with unfeigned regret of the wish on the part of Captain Kennedy to resign the office of president to the Bristol Chess Club. That whilst gratefully acknowledging the many valuable services rendered by him to the club (extending over a period of seven years), the vast improvement that has taken place, both in numbers and strength of players, the proud position the club has attained in the country owing chiefly to his skilful management and great reputation, and bearing in mind the fact that they possess two able and efficient local vice-presidents, thus rendering his constant presence unnecessary except when perfectly convenient to himself, they cannot but unanimously desire that he should reconsider his decision, and kindly consent to retain that position from which his retirement would prove an irreparable loss to the club.”

It was then agreed that the usual *soirée* should be held at the opening of the season, and on the motion of Mr. Boucher the following members were appointed as a committee for carrying out the same:—Messrs. Corfe, Cleland, Meeker, Boorne, Stoate, H. Isaacs, Badcock, and W. Berry. Mr. Tilly having expressed his desire to resign the office of treasurer, and the meeting being unable to prevail upon him to continue the same, Mr. Burt proposed and Mr. Badcock seconded the nomination of Mr. R. T. Stoate (a member of the committee), which being put to the meeting was carried unanimously. Mr. Badcock proposed and Mr. H. Isaacs seconded, “That a tournament on the handicap principle be formed, open to the members of the Bath and Bristol Chess Clubs, but all games to be played at the Bristol Club-room, and that the committee of management be requested to carry out the necessary arrangements. Entrance fee about 2s. 6d.” Mr. Isaacs proposed and Mr. J. D. Corfe seconded, “That the best thanks of this meeting be given to Messrs. W. Thomson, W. P. Meeker, J. S. Tilly, and W. Berry for their kind services as vice-presidents, treasurer, and hon. secretary during the past year, and that they be requested to continue the same for the ensuing year.” Carried *nem. con.*

Mr. Boucher proposed and Mr. W. Hibbins seconded, “That the best thanks of this meeting be given to the committee, Messrs. J. D. Corfe, A. Smyth Pigott, C. Boorne, J. S. Cleland, J. S. Sanders, R. T. Stoate, and J. Burt, for their great attention to the interests of the club during the past year, and that they be requested to

allow themselves to be re-elected." Carried. Mr. W. Hibbins and Mr. H. Isaacs were appointed auditors of accounts for the year.

Votes of thanks having been passed to the late treasurer, Mr. Tilly (who was appointed on the committee), for his past services, and to Mr. Meeker for his able conduct in the chair, the meeting was declared adjourned for a fortnight to afford the secretary time to communicate with Captain Kennedy respecting his resignation, and also to receive his reply.

September 20th, the adjourned annual meeting was held, Mr. Stoate, treasurer, in the chair. The secretary read a long and interesting letter from Captain Kennedy, in which he very cordially thanked the members for the flattering resolution they were good enough to pass respecting his resignation, and also for their kindness in promising to overlook any shortcomings on his part in the performance of the duties of president, but after careful reconsideration, and with every desire to carry out the kind wishes of its members, he was compelled to abide by the resolution contained in his former communication, as the non-performance of the duties had been, and still would continue to be, a source of disquiet to him.

The meeting was therefore very reluctantly compelled to accept of the resignation of their much-respected president, and the following resolution was unanimously agreed to (proposed by Mr. W. Berry and seconded by Mr. J. Barber):—"That this meeting deeply regrets the loss they are about to sustain by the retirement from office of their much-esteemed and highly-respected president Captain H. A. Kennedy, who for more than seven years held that post with such unmixed satisfaction to the whole body of members and advantage to the club itself, and wish hereby to record their high appreciation of the valued services rendered by his frequent presence at their meetings, and of the unabated interest and liberality which he at all times manifested for the welfare and prosperity of the club, and that he be elected an honorary member."

It was then proposed by Mr. Stoate and seconded by Mr. Ferrier, and carried unanimously, "That Edmund Thorold, Esq., be requested to accept the office of president to the club." A vote of thanks to the chairman closed the business of the evening.

[\* \* \* Since the above report was received by us we learn that Mr. Thorold has accepted the presidency, and we congratulate the club upon having secured the co-operation of a gentleman under whose supervision the Sheffield Chess Club attained great prosperity. So excellent an appointment is the only consolation which the members can have for the loss of the truly admirable services of Captain Kennedy, whose retirement everybody deeply regrets. We can reasonably hope, however, that the club may continue to flourish under Mr Thorold's auspices, and may increase in strength as time advances.—ED.]

## SHEFFIELD ATHENÆUM CHESS CLUB.

(Communicated.)

The annual *soirée* of this club was held on the 18th September. There were about forty gentlemen present, including the distinguished amateur Dr. Wilson, of Clay-cross, whose attendance afforded the members much gratification. Another tournament on the principle of that which was held in the early part of the year has been arranged. The play commenced on the 21st September, and is to be concluded on the 18th December. The members hope by diligent and well-studied practice to improve the playing strength of the club.

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## EVERTON CHESS CLUB, LIVERPOOL.

We have received from the secretary of this club, Mr. Redfern, an interesting and carefully-prepared tabular statement of the games played there during the year by each member and the results, showing which were won, lost, and drawn. From the *résumé* we perceive that the number of the games played was 2,767 between thirty members. We consider that such a record as that before us should be kept in every Chess Club, showing as it does at a glance the relative strength of the members, the regularity of their attendance, and serving as a memorial of the progress of the society. We would willingly give insertion to this document, but are prevented doing so by press of other matter. The respected president of this club, Mr. Hopwood, has kindly favoured us with some contributions, which we shall duly lay before our readers.

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## BRIGHTON CHESS CLUB.

This club has recently been the scene of some interesting contests. Several members of the St James's Chess Club, including Mr. Spencer Perceval and Mr. H. T. Young, have occasionally been playing here. In a series of games between Mr. Mayall, jun., the celebrated photographer of London, and Mr. Paul Foskett, of Brighton, the former was successful, winning four to two.

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## HUDDERSFIELD CHESS CLUB.

The annual meeting of this club took place on Saturday, October 20th, in the Club-room, Queen-street, Mr. D. Marsden, the president, in the chair. Some interesting play took place in the course of the afternoon, and at half-past six a very excellent knife and fork tea was partaken of by those present. After tea the usual business was transacted. On the motion of Mr. J. Watkinson, Mr. Marsden was re-elected to the presidency. Mr. J. R. Robinson proposed, and Mr. Mellor seconded, the appointment of Dr. Scott to the vice-presidency. The chairman remarked that he thought there would be

nothing to say about re-electing Mr. Watkinson to the secretaryship; he made a most efficient secretary, and, in fact, kept the club alive, Mr. Watkinson representing, however, that he would be glad to be relieved of his duties, or at least to share them with some other gentleman, Mr. Freeman proposed and Mr. Robinson seconded that Messrs. Watkinson and Finlinson be joint secretaries for the ensuing year. Mr. Watkinson proposed, and Mr. Tindall seconded, that Mr. G. Brook, Mr. J. Eastwood, Mr. D. A. Cooper, and Mr. J. R. Robinson be the committee for the ensuing year. This, with a brief statement from the secretary, showing that the club was, as far as finances went, in a very satisfactory condition, concluded the business. The rest of the evening was very enjoyably spent in some interesting contests.

### SCORE OF THE TOURNAMENT NOW IN PROGRESS AT THE BIRMINGHAM CHESS CLUB

FOR THE CHAMPION CHESS MEN AND FIRST PRIZE.

	Wins.	Draws.		Wins.	Draws.
Mr. A. Badams	} 3		Mr. J. L. Smith	} 2	2
Mr. H. Fry	} 4		Mr. T. F. Best	} 1	Resigned
Mr. S. G. Kempson	} 4		Mr. W. Buncher	} 1	
Mr. J. B. Stone	} 2	1	Mr. G. F. Sutton	} 4	
Mr. C. T. Saunders	} Resigned		Mr. H. Haselden	} 4	
Mr. J. Halford	}		Mr. E. P. Warren	} 2	1
Mr. F. S. Hill	} 3		Mr. H. Badams	} 2	
Dr. Lloyd	} 4	1	Mr. H. S. Hill	} 4	
Rev. S. W. Earnshaw	} 4		Mr. Balden	} 0	
Mr. F. H. Warner	} 0	1	Dr. Freeman	} 4	

This first round was commenced on the 12th of last April, the players being paired by lot, and eight weeks allowed for finishing each round.

#### SECOND ROUND.

Begun on 14th June, 1866.

	Wins.			Wins.
Rev. S. W. Earnshaw	} Resigned		Mr. J. Halford	} 4
Mr. G. F. Sutton	}		Mr. J. L. Smith	} 1
Mr. H. Fry	} 2		Mr. Haselden	} 3
Dr. Lloyd	} 4		Mr. S. G. Kempson	} 4
Dr. Freeman	} 4			
Mr. H. S. Hill	} 1			

#### THIRD ROUND.

Begun 10th September.

	Wins.	
Rev. S. W. Earnshaw	} 1	Mr. S. G. Kempson is drawn a winner in this round.
Mr. J. Halford	} 1	
Dr. Freeman	}	
Dr. Lloyd	}	

The following gentlemen who were so unfortunate as to be thrown out

in the first and second rounds of this Tournament, have been paired together to play for the prize in the Consolation Tournay, as follows:—

Mr. Balden	}	Mr. Warren	}
Mr. Sutton	}	Mr. Stone	}
Mr. Haselden	}	Mr. H. Badams	}
Mr. Smith	}	Mr. H. Fry	}
Mr. H. Hill	}	Mr. Warren	}
Mr. Best, resigned	}	Mr. Saunders, resigned	}
Mr. A. Badams	}	Mr. F. Hill, drawn a winner in this first round.	}
Mr. Buncher	}		}

### THE LATE REDCAR MEETING.

We have received the two following letters in vindication of the management, and in reply to certain disparaging remarks which have been made respecting this meeting. It is far from our custom to enter upon any controversial matter in these columns, which we wish to use solely for the instruction and information of our readers. In the present instance, however, we depart somewhat from strict rule, because we think it but fair to the writers of the subjoined letters to allow them to make a reply to the statements which have been elsewhere made public:—

TO THE EDITOR OF "THE CHESS PLAYER'S MAGAZINE."

North Yorkshire and Durham Chess Association.

Redcar, Oct. 22nd, 1866.

DEAR SIR,—Will you kindly allow us, through the CHESS PLAYER'S MAGAZINE, to answer, as briefly as possible, the illiberal remarks which have been made with regard to the Chess Meeting which was held here last August? We ask this favour of you, not that we care to defend ourselves, but that we may keep up and further the interests of Chess in the North. The accusations comprised in these illiberal remarks seem to be five in number. (1) Patrons conspicuous for their absence. (2) No hospitality. (3) No tables d'hôte. (4) No excursions excepting (5) Saltburn. We answer them seriatim. (1) The patrons were not generally Chess Players at all, and the busy week in York, the occasion of the visit of the Prince and Princess of Wales, clashing, as it unfortunately did, with the Chess week, and fixed far too late for the Chess week to be altered, prevented very many of them being present. (2) Very few Chess Players reside in Redcar, and those who do are not in a position to keep open house. Besides, we have attended other Chess meetings where the arrangements were the same—each person paying for what he himself required. We are by no means complaining—only asking not to be complained of. (3) The members generally were consulted as to the tables d'hôte, and the majority preferred to order their own dinner; the tables d'hôte were in consequence abandoned. (4) The weather was too unfavourable to attempt any excursions excepting the

one to (5) Saltburn. There, at a first-class hotel, the waiting was shocking. While we feel sorry for and confess this shortcoming, we must beg to exonerate ourselves. The fault was with the landlord of the hotel, and let those who wish to punish him avoid the Zetland Hotel whenever they visit Saltburn. We have had, moreover, sir, several letters from amateurs who were present, expressing their own entire satisfaction, and belief in a general satisfaction, as to the whole week's arrangements. In our innocence, perhaps, we only suspect one of being discontented, and whatever be his position he still counts but one.

However severely or illiberally we may hereafter be criticised, we shall not again ask for your valuable space for valueless matter, for valueless must be further correspondence on this subject. Thanking you in the name of British Chess Players for the favour you have shown us,

We are, dear sir, your faithful servants,

J. H. BENNETT,	} Hon. Secs.
G. F. BODINGTON,	
B. N. R. BATTY, Treasurer.	
A. B. SKIPWORTH, one of the Managing Committee.	

TO THE EDITOR OF "THE CHESS PLAYER'S MAGAZINE."

MY DEAR SIR,—After the full and very correct report of the proceedings of the late Chess Congress at Redcar which appeared in the September number of your Magazine, it may seem superfluous to add any comment on the subject. But I cannot forbear to offer my testimony as an eye-witness of its success, especially since the publication of what I am compelled to designate as a very ungenerous report of the meeting which appeared in the pages of the *Chess World*, and has subsequently been confirmed by quotation, in the Chess column of the *Illustrated London News*. The mere list of names of the gentlemen who attended and took part in the congress is in itself more than sufficient to rebut the charge of *failure*, and the fact that *all* the arrangements contemplated in the programme were not carried out is surely insufficient to warrant the unconditional application of the epithet "delusive." Everybody conversant with these meetings is well aware of the trouble, expense, and preparations requisite for their being successfully carried out, and when it is remembered that the recent congress was almost of a tentative character, and the first assemblage of the kind convened in a remote corner of England, I think the dominant impression cannot but be that of surprise at the large number of strong players actually attracted to the scene. For my own part I think that the promoters of the congress are entitled to our warmest thanks for the pleasant week of Chess enjoyed by their exertions, and from personal acquaintance with the majority of those present, I can testify as well to the general feeling of satisfaction which pervaded the meeting as to the good fellowship and harmony that prevailed. The competitors certainly comprised a very fair number of good *English* players (the record of whose games, by-the-by, was an avowed aim of the establishment of the *Chess World*), and professional rapacity was discouraged by the absence of any large money-prizes. Therefore, whatever impression the Chess editor of the *Illustrated London News* may seek to convey to his Yorkshire correspondents (are they at all analogous to the *chateaux en Espagne*?), those who were unbiassed

spectators will retain their own opinions as to its undoubted success, and I venture to think *his* will be the only dissentient voice. Because, though present, he was not enshrined as the exclusive idol of an admiring group, is it fair that he should dip his pen in the *succus loliginis*, and ruthlessly asperse the scheme as a delusion and a failure?

I remain, Sir, your obedient servant,  
October 6th, 1866. A CONTENTED VISITOR.

### SHEFFIELD ATHENÆUM CHESS CLUB.

TO THE EDITOR OF "THE CHESS PLAYER'S MAGAZINE."

Oct. 17th, 1866.

DEAR SIR,—By request of the Committee of the above-mentioned club, I write to ask you to be kind enough to make known in your esteemed Magazine that, having challenged the Huddersfield and the Bradford Chess Clubs, both of which have declined to play, this club is now prepared to play the club of any other town in the West Riding of Yorkshire a match for a prize of the value of £3 3s. or £5 5s. We should prefer to play not fewer than ten members—of course Huddersfield and Bradford are not included in this challenge.—I am, dear sir, yours faithfully,

J. J. CHAMPION, Hon. Sec.

## GAMES.

### GAME 201.

The two following games were played some time ago by the Rev. W. Wayte and the Rev. C. E. Ranken. We think them sufficiently interesting to entitle them to insertion.

First Game. (*Evans's Gambit.*)

<i>White.</i> (Mr. WAYTE.)	<i>Black.</i> (Mr. RANKEN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. B. to Q. Kt. second	10. Kt. to K. second
11. B. to Q. third	11. Castles
12. Q. Kt. to B. third	12. K. Kt. to Kt. third
13. Q. Kt. to K. second	13. P. to Q. B. fourth
14. K. to R. square	14. P. to K. B. third

- |                                |                                   |
|--------------------------------|-----------------------------------|
| 15. Q. R. to Q. B. square      | 15. Kt. to K. fourth (a)          |
| 16. Kt. takes Kt.              | 16. K. B. P. takes Kt.            |
| 17. P. to K. B. fourth         | 17. P. takes P.                   |
| 18. Kt. takes P.               | 18. Q. to K. Kt. fourth (b)       |
| 19. P. to K. Kt. third (c)     | 19. Q. B. to K. Kt. fifth         |
| 20. Q. to Q. R. fourth (d)     | 20. P. to Q. B. fifth (e)         |
| 21. K. B. takes P.             | 21. Kt. takes B.                  |
| 22. Q. takes Kt.               | 22. B. to K. sixth                |
| 23. Kt. to K. sixth            | 23. Q. to K. R. fourth            |
| 24. P. to K. R. fourth         | 24. B. to K. B. seventh (f)       |
| 25. R. takes B. (g)            | 25. R. takes R.                   |
| 26. Q. to Q. B. eighth (check) | 26. R. to K. B. square (h)        |
| 27. R. to Q. B. seventh        | 27. Q. to K. Kt. third            |
| 28. Q. takes K. R. (check)     | 28. R. takes Q.                   |
| 29. R. takes K. Kt. P. (check) | 29. Q. takes R.                   |
| 30. Kt. takes Q.               | 30. R. to K. B. seventh, and wins |

## NOTES.

(a) Perhaps it is better to play B. to Q. second at this point, keeping the move in the text in reserve until the first player's Knight has occupied King's square.

(b) This is somewhat hazardous, as will be shown in our next note.

(c) 19. Q. to K. R. fifth would have given him an immediate advantage. If Black, in reply, were to capture the Queen, White by retaking with Kt. would have at once gained a very powerful position. It would be useless for Black in his dilemma to advance his Queen to K. Kt. fifth, as she could be attacked on the instant by the Rook's Pawn. Therefore the following variation may seem to demand more serious attention. Suppose—

- |                       |                        |
|-----------------------|------------------------|
| 19. Q. to K. R. fifth | 19. Q. to K. second    |
| 20. P. to K. fifth    | 20. P. to K. Kt. third |

There can be no better move.

- |                 |                  |
|-----------------|------------------|
| 21. B. takes P. | 21. R. takes Kt. |
|-----------------|------------------|

He might also play P. takes B., or B. to K. Kt. fifth. In the first case, White would win easily by Kt. takes P.; and in the second by B. takes P. (check), followed by Q. takes B. (check).

- |                         |                 |
|-------------------------|-----------------|
| 22. R. takes R.         | 22. P. takes B. |
| 23. Q. takes P. (check) |                 |

And the second player has no resource.

(d) B. to K. second would certainly have been stronger.

(e) The beginning of a beautifully-conceived combination.

(f) B. to K. seventh would have led to some really fine positions, and is, we believe, at least as good as the move in the text.

(g) To show the excellence of Black's 24th move, let us look at one or two of White's other possible replies at the present moment. In the first place—

- |                         |                                       |
|-------------------------|---------------------------------------|
| 25. Q. to Q. B. seventh | 25. B. to K. B. sixth (check), or (B) |
|-------------------------|---------------------------------------|

The only train of play to win, and, curiously enough, also to save the game.

For the result of R. to K. B. second, see variation B.

- |                        |                         |
|------------------------|-------------------------|
| 26. K. to K. R. second | 26. B. takes P. (check) |
|------------------------|-------------------------|

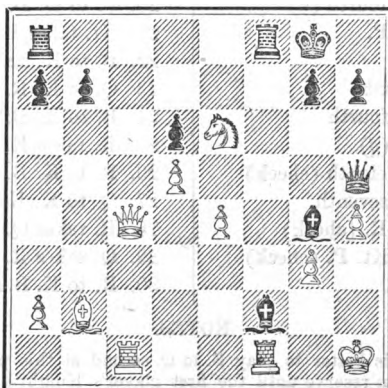
Again the only mode of winning the game, as a careful glance at variation A will also demonstrate.

27. K. to Kt. square, or (A)  
28. B. takes B.

27. B. to K. fourth

Position after Black's 24th move.

BLACK.



WHITE.

If he refuse to take the Bishop, Black will win by a method analogous to that traced out in this note, with the additional advantage of having another piece still on the board.

- |                           |                                   |
|---------------------------|-----------------------------------|
| 29. K. to K. B. second    | 28. Q. to K. Kt. fifth (check)    |
| 30. K. to K. third (best) | 29. Q. to K. Kt. seventh (check)  |
| 31. K. to Q. fourth       | 30. Q. to K. seventh (check)      |
| 32. K. moves              | 31. Q. takes K. P. (check)        |
|                           | 32. K. R. to Q. B. square (check) |

And wins.

- |                        |                                  |
|------------------------|----------------------------------|
| (A)                    | 27. Q. to K. Kt. fifth (check)   |
| 27. K. takes B.        | 28. Q. to K. Kt. seventh (check) |
| 28. K. to K. B. second |                                  |

And wins on the system adopted in the previous variation, the different position of White's Bishop not affecting the result. Let us now return to the first move of the main variation.

(B)

- |                 |                              |
|-----------------|------------------------------|
| 26. R. takes B. | 25. R. to K. B. second (bad) |
| 27. R. takes R. | 26. R. takes Q.              |

And, whatever Black plays, White must win the game.

In the second place—

- |                       |                      |
|-----------------------|----------------------|
| 25. Kt. takes R.      | 25. B. to K. seventh |
| 26. Q. to Q. B. third |                      |

Apparently his best move.

- |                        |                               |
|------------------------|-------------------------------|
| 27. K. to K. R. second | 26. B. to K. B. sixth (check) |
| 28. K. to Kt. square   | 27. B. takes Kt. P. (check)   |

If he were to take the Bishop he would lose the game off-hand.

29 K. to B. second

The capture of the Bishop would involve mate in two moves.

29. B. to K. R. seventh (check)

Q. takes R. P. (check) looks a plausible move at this point; but White can then take the Bishop with his King, and, whether Black pursue the attack by capturing Knight with Rook (check), or playing B. to K. fourth, the advantage would, we imagine, rest with White, as, in the first supposed case, he would bring back his King in safety to Kt. second, and in the other, sacrifice his Queen.

30. Q. takes Q. B.

If she take the King's Bishop, with the view of playing the Kt. afterwards to K. sixth, Black would, in all probability, win by moving B. to K. Kt. fifth in answer to the retreat of the Knight.

31. Q. takes R. (check)

30. R. takes Kt.

32. K. to K. third (disc. check)

31. K. takes Q.

And White has certainly the advantage of two Rooks against the Queen. Nevertheless, Black's game is not without resource.

(h) Had he taken the Queen, White could have drawn the game by perpetual check.

## GAME 202.

Second Game. (*Evans's Gambit.*)

*White.* (Mr. RANKEN.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. Q. Kt. to B. third
10. B. to Q. third
11. B. to Q. Kt. second
12. Q. Kt. to K. second
13. Q. to Q. B. second
14. B. to Q. R. third
15. B. takes P.
16. B. to Q. third
17. B. takes Kt.
18. Kt. to K. B. fourth
19. K. R. to K. square
20. Kt. takes B.
21. R. takes R.

*Black.* (Mr. WAYTE.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. Kt. to Q. R. fourth
10. Kt. to K. second
11. Castles
12. P. to Q. fourth
13. P. to K. R. third
14. P. takes P.
15. P. to K. B. fourth
16. R. to K. B. third
17. Q. takes B.
18. B. to K. third (a)
19. Q. to Q. third
20. R. takes Kt.
21. Q. takes R.

- |                                 |                                 |
|---------------------------------|---------------------------------|
| 22. B. takes P.                 | 22. Q. to Q. third              |
| 23. B. to K. R. seventh (check) | 23. K. to R. square             |
| 24. Kt. to K. fifth             | 24. Q. to K. B. third           |
| 25. R. to K. square (b)         | 25. B. takes P.                 |
| 26. Kt. to K. Kt. fourth        | 26. Q. to Q. B. third           |
| 27. Q. to K. B. fifth           | 27. R. to K. square             |
| 28. R. to Q. square             | 28. Q. to Q. R. fifth           |
| 29. R. to Q. B. square          | 29. Q. to Q. Kt. fifth          |
| 30. P. to K. Kt. third          | 30. R. to K. B. square          |
| 31. Q. to Q. third              | 31. Q. to Q. Kt. seventh        |
| 32. R. to Q. B. second          | 32. Q. to Kt. eighth (check)    |
| 33. K. to Kt. second            | 33. Kt. to Q. B. third          |
| 34. B. to K. fourth             | 34. Kt. to Q. Kt. fifth         |
| 35. Q. takes B.                 | 35. Kt. takes R.                |
| 36. Q. to K. fifth (c)          | 36. Q. to Q. eighth             |
| 37. Kt. takes K. R. P.          | 37. Kt. to K. sixth (check) (d) |
| 38. K. to R. third              | 38. Q. to K. B. eighth (check)  |
| 39. K. to R. fourth             | 39. Q. takes P.                 |
| 40. Kt. to K. Kt. fourth        | 40. Kt. takes Kt.               |
| 41. K. takes Kt.                | 41. Q. to K. seventh (check)    |
| 42. K. to R. third              | 42. P. to Q. B. third           |
| 43. Q. to K. seventh            | 43. Q. to K. B. eighth (check)  |
| 44. K. to Kt. fourth            | 44. Q. to K. B. third           |
| 45. Q. to Q. B. fifth           | 45. Q. to K. third (check)      |
| 46. B. to K. B. fifth           | 46. Q. takes B. (check)         |

And White resigns.

#### NOTES.

(a) This hasty move loses at least a Pawn.

(b) White here, in his turn, loses a Pawn by inadvertence.

(c) Mr. Ranken, before making this move, pointed out that he could draw the game by the following mode of play:—

- |                                |                                     |
|--------------------------------|-------------------------------------|
| 36. Q. to Q. B. fifth          | 36. Kt. to K. eighth (check) (best) |
| 37. K. to R. third             | 37. Q. takes B.                     |
| 38. Q. takes R. (check)        | 38. K. to R. second                 |
| 39. Kt. to K. B. sixth (check) |                                     |

And as Black must take this Knight, the game will be drawn by perpetual check.

(d) This counter-stroke renders all the first player's ingenious manoeuvres unavailing.

#### GAME 203.

The ensuing two games were played at the late Redcar Meeting, the first being a Ruy Lopez Knight's game, played by the Rev. Mr. Skipworth against the Rev. Mr. Owen, and the second an Evans's Gambit, played by the Rev. F. R. Drew against Mr. Hamel.

*(Ruy Lopez Knight's Game.)**White.* (Rev. A. B. SKIPWORTH.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. Kt. fifth
4. B. to Q. R. fourth
5. Castles
6. P. to Q. fourth
7. B. to Q. Kt. third
8. P. takes K. P.
9. Kt. takes Kt.
10. Q. takes Q. (check) (a)
11. B. to K. third
12. Kt. to Q. second
13. Q. R. to Q. square
14. Q. Kt. to K. B. third
15. P. to K. R. third
16. P. takes B.
17. P. to Q. B. third
18. K. to R. second
19. B. takes R.
20. B. to Q. B. second
21. P. to Q. R. fourth
22. P. to Q. R. fifth
23. R. to Q. square
24. B. takes R.
25. P. takes P.
26. B. to Q. Kt. sixth
27. K. to Kt. third
28. B. takes Kt.
29. B. to Q. R. fourth
30. B. takes P.
31. B. to Q. Kt. seventh
32. P. to Q. B. fourth
33. B. takes R. P.

*Black.* (Rev. JOHN OWEN.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. R. third
4. Kt. to K. B. third
5. B. to K. second
6. P. to Q. Kt. fourth
7. P. to Q. third
8. Q. Kt. takes P.
9. P. takes Kt.
10. B. takes Q.
11. P. to Q. B. third
12. Castles
13. B. to K. second
14. B. to K. Kt. fifth
15. B. takes Kt.
16. P. to K. R. third
17. Q. R. to Q. square
18. R. takes R.
19. R. to Q. square
20. Kt. to K. R. fourth
21. P. to Q. Kt. fifth (b)
22. Kt. to K. B. fifth
23. R. takes R.
24. P. takes P.
25. Kt. to K. third
26. Kt. to Q. B. fourth (c)
27. K. to B. square
28. B. takes B.
29. B. to Q. third
30. B. to Q. B. second
31. B. takes R. P.
32. B. to Q. Kt. third
33. K. to his second

And the game was given up as drawn.

## NOTES.

(a) One-game Tournaments, with all their numerous benefits, are liable, it must be owned, to the disadvantage that both players being obliged to exhibit the utmost accuracy, something like caution bordering upon timidity is apt to become the order of the day.

(b) B. to K. Kt. fourth would have been a stronger move, as, if the first player had then exchanged Bishops, Black would have remained with a Knight against

a Bishop, the former piece being a little superior in end-games of this description; and if White had declined to make the exchange, the Bishop could afterwards have been advanced to his own fifth, with command of the position.

(c) As we have suggested in our previous note, a Knight should not be lightly exchanged for a Bishop in such games.

### GAME 204.

(*Evans's Gambit.*)

*White.* (Rev. F. R. DREW.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. P. to K. fifth
8. P. takes P. (en passant)
9. Castles
10. R. to K. square (check)
11. B. to Q. R. third
12. B. takes B.
13. Kt. to K. fifth
14. B. takes B.
15. P. takes P.
16. P. to K. Kt. third
17. Kt. to Q. second
18. R. to Q. B. square
19. P. to Q. R. third
20. R. to Q. B. sixth (c)
21. Q. to Q. B. second
22. Kt. to Q. Kt. third
23. Kt. takes Kt.
24. R. takes Q. B. P.
25. K. R. to Q. square
26. K. R. to Q. seventh
27. R. takes K. Kt. P. (check)
28. R. takes K. R. P. (check)
29. P. to K. Kt. fourth (e)
30. R. to R. eighth (check)
31. Q. mates

*Black.* (MR. HAMEL.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. takes P.
7. P. to Q. fourth
8. B. takes P.
9. Kt. to K. B. third
10. B. to K. second
11. Castles
12. Kt. takes B.
13. B. to K. third (a)
14. P. takes B.
15. Q. Kt. to Q. fourth
16. Q. to Q. third
17. P. to Q. Kt. fourth
18. Kt. to Q. Kt. fifth (b)
19. Kt. to Q. R. seventh
20. Q. takes Q. P. (d)
21. Kt. to Q. second
22. Q. to Q. fourth
23. Q. takes Kt.
24. Q. to Q. third
25. Q. takes Q. R. P.
26. R. to K. B. fourth
27. K. to K. R. square
28. K. to K. Kt. square
29. R. to K. Kt. fourth
30. K. takes R.

#### NOTES.

(a) An exceptionable move, as the isolation of the Pawn now brought to the centre will always expose Black to more or less attack.

(b) Kt. to K. second would have been much safer.

(c) R. to Q. B. second, threatening Q. to Q. R. square, whether White take the Q. R. Pawn or move his Queen to her fourth, seems to be a simple way to secure the gain of a piece.

(d) Having got into a dilemma, Black would, perhaps, have found more resource in the capture of the other Pawn by the Queen.

(e) Leading to a neat termination.

◆

### GAME 205

The following games were played in the Handicap Tournament at the late London Congress by Herr Steinitz against Mr. MacDonnell and Mr. Mocatta. Considering the odds given in the one instance and the skill of his adversary in the other, we think that Herr Steinitz has by his success in these games furnished additional proof of his high powers.

(*Philidor's Defence.*)

*White.* (Mr. MACDONNELL.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. K. B. to B. fourth
5. Castles
6. Q. B. to K. Kt. fifth
7. P. to Q. B. third (a)
8. Kt. takes P.
9. Q. to K. second
10. P. to K. R. third
11. K. B. to Q. third
12. Q. R. to Q. square
13. B. takes Kt.
14. Kt. to Q. fifth
15. B. to Kt. square
16. P. to K. Kt. fourth (b)
17. Kt. takes B.
18. R. takes Kt.
19. Q. to Q. third
20. P. to K. fifth
21. Kt. to K. seventh (check)
22. P. takes Q. P.
23. P. to K. B. fourth
24. Q. to K. B. third
25. K. takes B.
26. B. to K. fourth
27. Kt. to K. B. fifth

*Black.* (Mr. STEINITZ.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Kt. to K. B. third
5. B. to K. second
6. P. to Q. B. fourth
7. P. takes P.
8. Castles
9. Q. Kt. to Q. B. third
10. B. to K. third
11. P. to Q. R. third
12. Q. to Q. B. second
13. B. takes B.
14. Q. to Q. square
15. K. B. to Q. fifth
16. P. to K. R. fourth (c)
17. Kt. takes Kt.
18. P. takes R.
19. P. takes P.
20. Q. to R. fifth
21. K. to R. square
22. P. takes R. P.
23. B. to Q. B. fifth
24. B. takes R.
25. P. to R. seventh
26. Q. R. to Q. square
27. P. to R. eighth (Qn.'s) (check)

- 28. Q. takes Q.
- 29. B. takes Q.
- 30. B. takes Q. Kt. P.
- 31. B. takes P.
- 32. B. takes P.
- 33. B. to Q. B. fourth

- 28. Q. takes Q. (check)
- 29. P. to Q. sixth
- 30. P. to K. Kt. third
- 31. P. takes Kt.
- 32. R. takes P.
- 33. R. to Q. seventh

And White resigns.

NOTES.

(a) This move is not so effective in the present variation of the Philidor Defence as it is in the regular Scotch Gambit. We should have preferred P. to K. fifth.

(b) A hazardous exposure of the King to attack.

(c) The advance of this Pawn appears to be a perfectly safe, and perhaps the best manner of taking immediate advantage of White's dangerous move.

GAME 206.

First Game. (Remove Black's King's Bishop's Pawn.)

*White.* (Mr. MOCATTA.)

- 1. P. to K. fourth
- 2. P. to Q. fourth
- 3. B. to Q. third (a)
- 4. P. to Q. B. third
- 5. K. Kt. to B. third
- 6. B. to K. third
- 7. Q. Kt. to Q. second
- 8. Q. to Q. Kt. third.
- 9. P. takes P.
- 10. Castles (K.'s R.)
- 11. Q. R. to Q. B. square
- 12. P. to Q. fifth
- 13. B. to Q. B. fourth
- 14. Kt. to K. Kt. fifth
- 15. Kt. takes B.
- 16. P. to K. B. fourth (b)
- 17. B. to K. second
- 18. P. takes P.
- 19. B. to K. B. third
- 20. B. to Q. fourth
- 21. Q. to Q. square
- 22. B. takes Kt.
- 23. R. to Q. B. second
- 24. K. to R. square
- 25. Kt. to Q. Kt. third

*Black.* (Mr. STEINITZ.)

- 1. P. to Q. third
- 2. K. Kt. to B. third
- 3. Q. Kt. to B. third
- 4. P. to K. fourth
- 5. B. to K. Kt. fifth
- 6. Q. to Q. second
- 7. B. to K. second
- 8. P. takes P.
- 9. Kt. to Q. square
- 10. P. to Q. B. third
- 11. B. to K. third
- 12. Q. B. to K. B. second
- 13. Castles
- 14. P. to Q. R. third
- 15. Kt. takes Kt.
- 16. P. to Q. Kt. fourth (c)
- 17. P. takes P.
- 18. B. to Q. square
- 19. K. R. to K. square
- 20. B. to Q. R. fourth
- 21. Q. to K. B. fourth
- 22. Q. takes B.
- 23. Q. takes B. P.
- 24. Q. to Q. fifth
- 25. Q. takes Q.

- |                                      |                                  |
|--------------------------------------|----------------------------------|
| 26. B. takes Q.                      | 26. B. to Q. Kt. third           |
| 27. R. to Q. B. sixth                | 27. B. to K. sixth               |
| 28. B. to K. Kt. fourth ( <i>d</i> ) | 28. Kt. to K. fourth             |
| 29. P. to K. R. third                | 29. Kt. takes R.                 |
| 30. P. takes Kt.                     | 30. B. to Kt. third              |
| 31. Kt. to Q. B. square              | 31. R. to K. sixth               |
| 32. R. to Q. square                  | 32. Q. R. to K. square           |
| 33. Kt. to Q. third                  | 33. Q. R. to K. fifth            |
| 34. P. to Q. R. third                | 34. Q. R. to Q. fifth            |
| 35. Kt. to K. B. second              | 35. R. takes R. (check)          |
| 36. Kt. takes R.                     | 36. R. to K. eighth (check)      |
| 37. K. to R. second                  | 37. P. to K. Kt. third           |
| 38. Kt. to B. third                  | 38. R. to Q. B. eighth           |
| 39. K. to Kt. third                  | 39. K. to B. square              |
| 40. B. to B. third                   | 40. K. to K. square              |
| 41. K. to B. fourth                  | 41. K. to Q. square              |
| 42. B. to K. fourth                  | 42. B. to Q. fifth               |
| 43. Kt. to K. second                 | 43. R. to B. eighth (check)      |
| 44. K. to Kt. fifth                  | 44. B. takes P.                  |
| 45. K. to R. sixth                   | 45. R. to B. second              |
| 46. B. to Q. fifth                   | 46. R. to K. second              |
| 47. B. to B. third                   | 47. B. takes P.                  |
| 48. P. to Kt. fourth                 | 48. R. to K. sixth               |
| 49. Kt. to Q. fourth                 | 49. B. to Kt. seventh, and wins. |

## NOTES.

- (*a*) Kt. to Q. B. third is perhaps the strongest move at this point.
- (*b*) Up to this point, White seems to have opened the game with great care and skill. Here, however, we believe that he could have strengthened his attack by taking Pawn with Pawn, and then moving his Bishop to K. sixth, a position from which he could not easily have been dislodged.
- (*c*) This secures Black's game from the danger with which he was menaced.
- (*d*) B. to Q. B. second would probably have led to a more enduring attack. The move in the text, we presume, is a blunder.

## GAME 207.

Second Game. (Remove Black's King's Bishop's Pawn.)

- |                                    |                               |
|------------------------------------|-------------------------------|
| <i>White.</i> (Mr. MOCATTA.)       | <i>Black.</i> (Mr. STEINITZ.) |
| 1. P. to K. fourth                 | 1. P. to K. third             |
| 2. P. to Q. fourth                 | 2. Q. Kt. to B. third         |
| 3. K. Kt. to B. third              | 3. P. to Q. Kt. third         |
| 4. P. to Q. B. fourth              | 4. B. to Kt. second           |
| 5. B. to Q. third                  | 5. K. Kt. to R. third         |
| 6. Q. Kt. to B. third ( <i>a</i> ) | 6. K. Kt. to B. second        |

7. Castles
8. B. to K. third
9. Q. to Q. second
10. P. to K. fifth
11. Q. Kt. to K. fourth
12. K. Kt. to Kt. fifth
13. B. takes Kt.
14. B. takes B.
15. P. to K. Kt. fourth
16. Q. R. to Q. B. square
17. Q. takes P.
18. B. takes Kt.
19. B. to B. sixth
20. P. takes B.
21. Q. to Q. fifth (check)
22. P. to K. Kt. fifth
23. Q. to K. fourth
24. P. to Q. Kt. fourth
25. R. to Q. B. third
26. K. R. to Q. B. square
27. P. to Q. R. third
28. P. to Q. R. fourth (c)
29. K. to B. square
30. P. to Q. Kt. fifth
31. P. to K. R. fourth
32. K. to K. second
33. K. to Q. second
34. Q. takes Q.
35. K. to Q. third
36. K. R. to Q. square
37. K. R. to Q. B. square
38. K. R. to Q. B. second
39. P. to K. B. fourth
40. K. takes Q. P.
41. K. to K. third
42. K. to K. second
43. Q. R. to Q. second
44. E. to K. third

7. P. to K. Kt. third
8. B. to Kt. second
9. Castles
10. R. to Q. B. square
11. Kt. to K. second
12. Kt. takes Kt.
13. Q. B. takes Kt.
14. Q. to K. square
15. P. to Q. B. fourth
16. P. takes P.
17. Kt. to B. third
18. R. takes B.
19. B. takes B.
20. P. to K. fourth (b)
21. K. to R. square
22. Q. R. to B. fourth
23. Q. to K. third
24. Q. R. to Q. B. second
25. K. R. to Q. B. square
26. K. to Kt. square
27. P. to Q. third
28. K. to B. square
29. P. to Q. R. fourth
30. K. to K. square
31. K. to B. square
32. K. to K. square
33. Q. to K. B. fourth
34. P. takes Q.
35. K. to B. second
36. P. to Q. fourth
37. P. to Q. fifth
38. R. to B. fourth
39. P. to K. fifth (check)
40. R. to Q. square (check)
41. R. to Q. sixth (check)
42. R. to K. R. sixth
43. R. to R. seventh (check)
44. R. to R. sixth (check)

Abandoned as drawn.

#### NOTES.

(a) B. takes Kt. is much stronger, although it gives an open file to the hostile Rook.

(b) Had Black now played R. to Q. B. fourth, threatening the move in the text, he might perhaps have improved his game.

(c) As it was evidently White's intention to advance this Pawn to the fourth square, he should have done so last move, and thereby have gained time.

---

### GAME 208.

Third Game. (Remove Black's King's Bishop's Pawn.)

<i>White.</i> (Mr. MOCATTA.)	<i>Black.</i> (Mr. STEINITZ.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. Q. to R. fifth (check)	3. P. to K. Kt. third
4. Q. to K. fifth	4. K. Kt. to B. third
5. Q. B. to K. Kt. fifth	5. K. B. to K. second
6. P. takes P. (a)	6. Castles
7. P. takes P.	7. Kt. to Kt. fifth (b)
8. B. takes B.	8. Q. takes B.
9. Q. to K. second	9. Kt. takes B. P.
10. K. Kt. to B. third	10. Kt. takes R.
11. P. to Q. fifth	11. Q. Kt. to Q. R. third
12. Q. Kt. to B. third	12. P. to Q. B. third
13. P. takes P.	13. P. takes P.
14. Castles	14. Q. Kt. to B. fourth (c)
15. Q. to K. third	15. B. takes P.
16. B. to B. fourth	16. Q. R. to K. square
17. B. takes B. (check)	17. Kt. takes B.
18. R. takes Kt.	18. Kt. to B. fifth (d)
19. Q. to B. second	19. Kt. takes Kt. P.
20. Q. takes Kt.	20. Q. to K. sixth (check)
21. Kt. to Q. second	21. R. to B. seventh
22. Q. takes R.	22. Q. takes Q.
23. Q. Kt. to K. fourth	23. Q. to Kt. seventh
24. Kt. to B. sixth (check)	24. K. to R. square
25. R. to K. B. square	25. R. to K. B. square
26. P. to Q. Kt. third	26. Q. to K. Kt. fourth

And White resigns the game and the match.

#### NOTES.

(a) For the result of B. to Q. Kt. fifth (check), which appears to us the best move, see "Morphy's Games" (Bohn's edition), p. 130, first note.

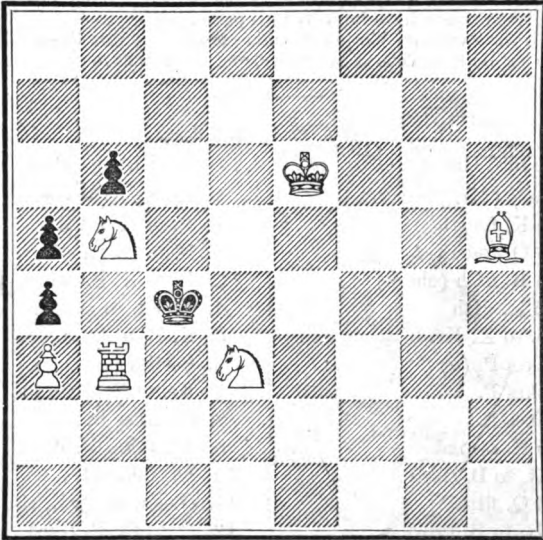
(b) It has been proved, in a weekly paper, that Q. Kt. to Q. B. third at this juncture gives Black a powerful attack. The move in the text also seems to be good.

(c) In order to be able to take the Pawn with safety.

(d) This is well conceived, as the subsequent capture of the K. K. P will win the game without trouble.

Problem No. 107. By Herr A. BECK.

BLACK.

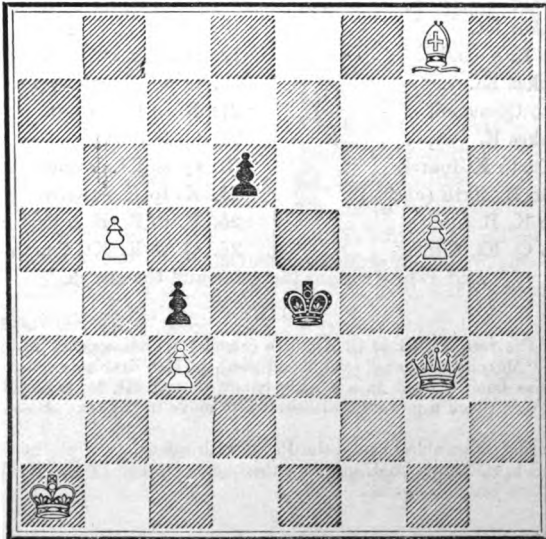


WHITE.

White to play, and mate in three moves.

Problem No. 108. By Dr. H. A. STAVENUTER, of Hamburg.

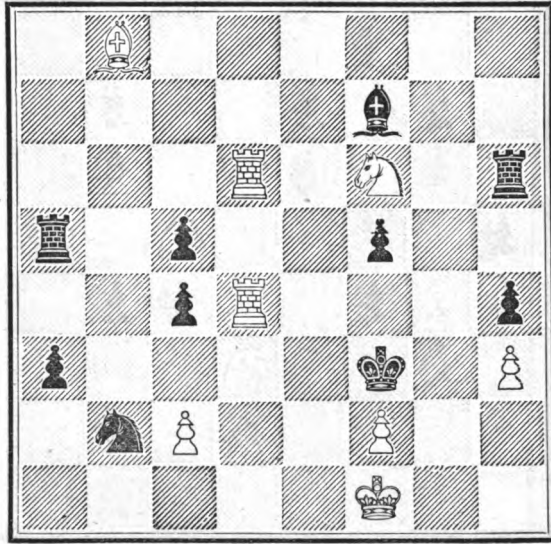
BLACK.



WHITE.

White to play, and mate in three moves.

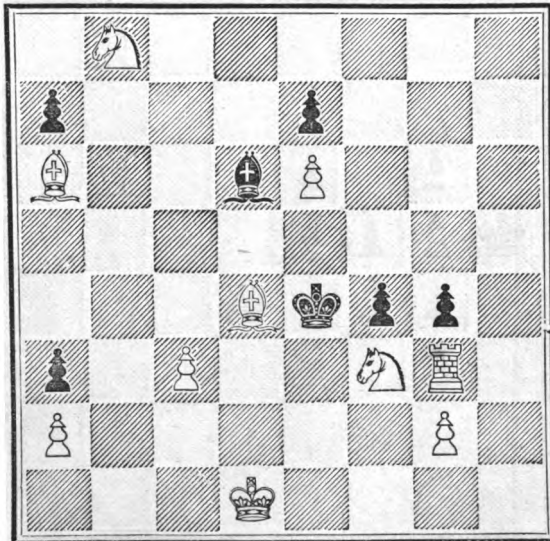
Problem No. 109. By Dr. CONRAD BAYER.  
BLACK.



WHITE.

White to play, and mate in four moves.

Problem No. 110. By Herr W. MARTINI, of Hanover.  
BLACK.

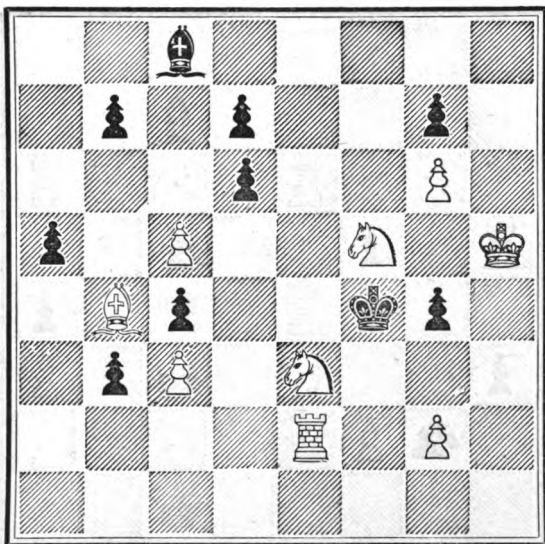


WHITE.

White to play, and mate in four moves.

Problem No. 111. By Herr G. MEHRTENS, of Bremen.

BLACK.

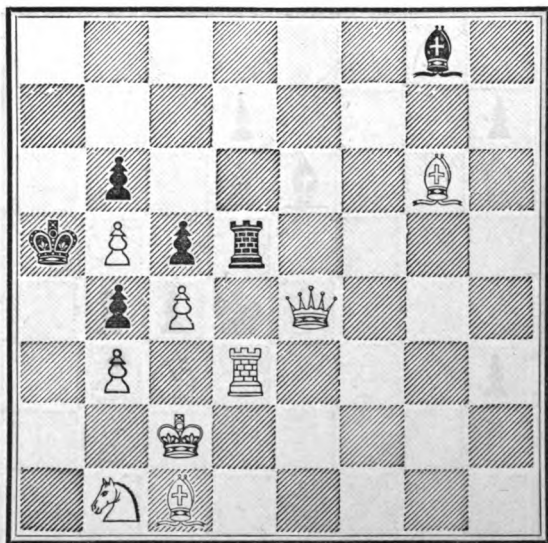


WHITE.

White to play, and mate in four moves.

Problem No. 112. By Herr H. MEIER, late of Hanover.

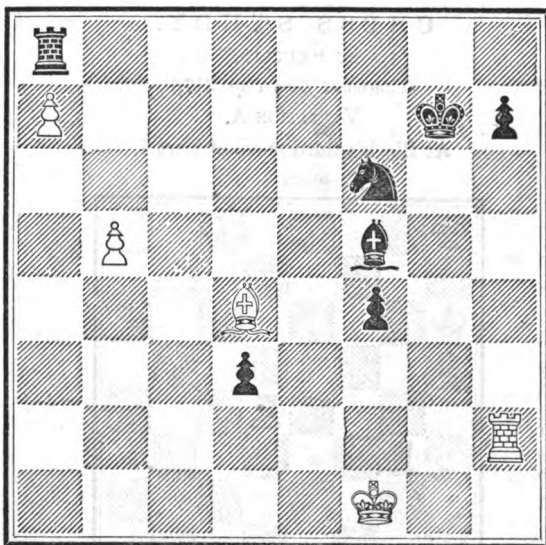
BLACK.



WHITE.

White to play, and mate in three moves.

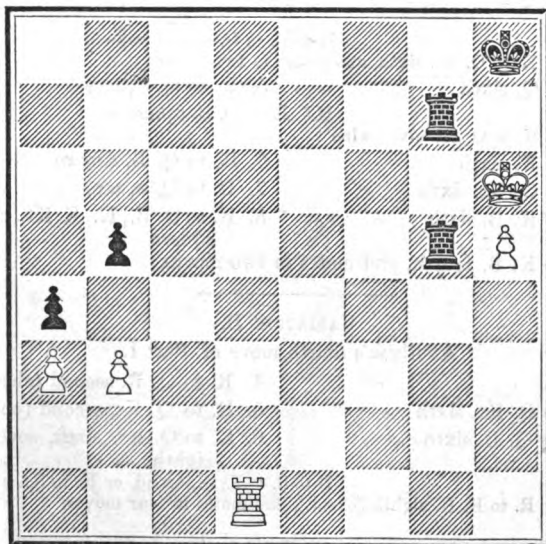
Chess Study No. 27. By T. SMITH, Esq.  
BLACK.



WHITE.

Black to move and win.

Chess Study No. 28. By Herr HORWITZ.  
BLACK.



WHITE.

White to move and draw.

## CHESS STUDY.

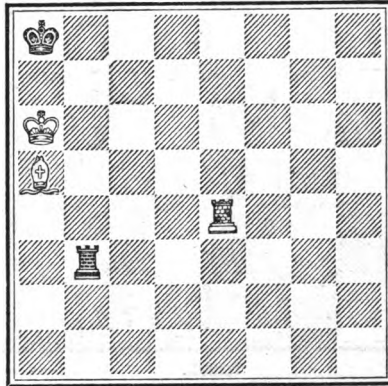
BY "EUCLID."

*(Continued from Page 317.)*

VARIATION A.

At Black's third move of Part I.

BLACK.



WHITE.

*White.**Black.*

4. B. to Q. B. seventh

3. R. to Q. Kt. square

4. R. to K. B., K. Kt., or K. R. square

5. K. to Q. Kt. sixth, and mates in two moves.

If 4. R. to Q. B. square—

5. B. to Q. sixth

5. R. to Q. square

If 5. R. to Q. B. square—

6. K. to Q. Kt. sixth wins

6. R. to Q. B. square

6. R. to K. sixth

7. R. to Q. square

7. K. to Q. Kt. sixth

8. R. to Q. B., K., K. Kt., or K. R. square

8. R. to K. B. sixth

9. R. to K. B. fourth, and mates in two moves.

## VARIATION B.

At Black's fourth move of Part I.

5. K. to Q. Kt. sixth

4. R. to Q. R. second (check)

6. K. to Q. B. sixth

5. R. to Q. Kt. second (check)

6. R. to Q. Kt. sixth, seventh, or eighth

If 6. R. to K. B. second, or K. to Kt. second—

7. R. to K. R. eighth (check), and mates in four moves.



## VARIATION E.

At Black's third move of Part II.

3. R. to Q. Kt. square  
 4. B. to Q. Kt. sixth      4. R. to K., K. B., K. Kt., or K. R. square  
     If 4. R. to Q. Kt. second—  
 5. R. to K. R. sixth makes the position as at move 6, Variation C.  
 5. B. to Q. fourth      5. R. to Q. Kt. square  
     If 5. R. to Q., K. B., K. Kt., or K. square—  
 6. B. to K. fifth wins as in Variation D.  
     If 5. K. to Q. Kt. square—  
 6. B. to Q. B. fifth makes the position as at move 4, Variation D.  
 6. R. to K. sixth makes the position as at move seventh of Part II.

## VARIATION F.

At Black's fifth move of Part II.

5. R. to K. Kt. square  
 6. B. to K. fifth      6. R. to K. Kt. third  
     If 6. R. to Q. B. square—  
 7. K. to Q. Kt. sixth      7. R. to Q. square  
 8. B. to Q. sixth makes the position as at move 8, Variation A.  
     Or if 6. R. to Q. square—  
 7. B. to Q. sixth      7. R. to Q. B. square  
 8. K. to Q. Kt. sixth makes the position as at move 7, Variation A.  
     And again if 6. R. to K. B. square—  
 7. R. to K. seventh wins easily.  
 7. B. to K. B. sixth      7. K. to Q. Kt. square  
     If 7. R. to K. Kt. square—  
 8. R. to K. seventh      8. K. to Q. Kt. square  
 9. K. to Q. Kt. sixth makes the position as at move 9 below.  
 8. K. to Q. Kt. sixth      8. R. to K. Kt. square  
     If 8. K. to Q. B. square—  
 9. K. to Q. B. sixth      9. R. to K. Kt. square  
 10. R. to K. fourth, as at move 20, Part II.  
 9. R. to K. seventh      9. R. to K. B. square  
     If 9. K. to Q. B. square—  
 10. R. to Q. B. seventh (check)      10. K. to Q. Kt. square  
 11. B. to K. fifth      11. R. to K. Kt. third (check)  
 12. R. to Q. B. sixth (dis. check)      12. K. to Q. R. square  
 13. B. to Q. sixth wins.  
     Or if 9. K. to Q. R. square—  
 10. R. to Q. R. seventh (check)      10. K. to Q. Kt. square  
 11. B. to K. fifth (check) wins Rook.  
 10. R. to Q. Kt. seventh (check)      10. K. to Q. R. square  
     If 10. K. to Q. B. square—  
 11. R. to Q. B. seventh (check)      11. K. to Q. Kt. square  
 12. B. to K. fifth wins.  
 11. R. to Q. R. seventh (check)      11. K. to Q. Kt. square  
 12. B. to K. fifth (check), and wins Rook.

*(To be concluded in our next.)*

## SOLUTIONS TO PROBLEMS.

## No. 94.—By Herr KELLER.

- |                               |                     |
|-------------------------------|---------------------|
| 1. Kt. to Q. Kt. fifth        | 1. R. takes Kt. (A) |
| 2. R. to Q. fourth            | 2. R. to Q. fourth  |
| 3. R. to Q. B. fourth (check) | 3. K. takes R.      |
| 4. Q. to Q. B. third (mate)   |                     |

(A)

- |                              |                       |
|------------------------------|-----------------------|
| 2. Q. to K. B. fifth (check) | 1. R. to K. Kt. third |
| 3. R. to Q. B. fourth        | 2. K. moves           |
| 4. R. takes Kt. (mate)       | 3. Kt. covers         |

## No. 95.—By Herr BRAUNE.

*White.**Black.*

- |                              |                        |
|------------------------------|------------------------|
| 1. P. to Kt. sixth           | 1. Kt. takes B.        |
| 2. Kt. to Q. B. sixth        | 2. P. takes Kt. (best) |
| 3. R. to Q. eighth           | 3. Kt. to K. B. second |
| 4. B. to Kt. seventh (check) | 4. K. takes B.         |
| 5. R. to Kt. eighth (mate)   |                        |

## No. 96.—By Herr VORWERK.

*White.**Black.*

- |                           |                       |
|---------------------------|-----------------------|
| 1. B. to Kt. fourth       | 1. K. to Q. sixth (A) |
| 2. Q. takes P. (check)    | 2. K. to B. seventh   |
| 3. Q. to Q. square (mate) |                       |

(A)

2. B. to B. fifth, and mate follows

(B)

- |  |
|--|
| 1. R. to Kt. third, or P. to Q. Kt. fourth |
| 2. Q. to Kt. third, and mates next move.   |

## No. 97.—By J. J. WATTS, Esq.

In five moves.

*White.**Black.*

- |                        |                     |
|------------------------|---------------------|
| 1. R. takes B. (check) | 1. P. takes R.      |
| 2. B. takes P.         | 2. P. to Kt. fourth |
| 3. K. to R. seventh    | 3. P. takes B.      |
| 4. K. to R. sixth      | 4. P. moves         |
| 5. P. mates.           |                     |

In four moves.

- |                       |                   |
|-----------------------|-------------------|
| 1. R. to K. B. square | 1. P. moves       |
| 2. B. to K. B. second | 2. B. to Q. third |
| 3. B. takes R. P.     | 3. B. covers      |
| 4. R. takes B. (mate) |                   |

## No. 98.—By E. HEATH, Esq.

*White.**Black.*

- |                            |                    |
|----------------------------|--------------------|
| 1. R. takes Kt.            | 1. B. takes R. (A) |
| 2. Kt. to K. third (check) | 2. K. to B. fourth |
| 3. P. mates                |                    |

(A)

- |                               |                   |
|-------------------------------|-------------------|
| 2. Kt. to K. third (check)    | 1. K. takes R.    |
| 3. Kt. to Q. B. square (mate) | 2. K. to Q. sixth |

No. 99.—By T. SMITH, Esq.

*White.*

1. B. to Q. R. fourth
2. R. to R. fifth (check)
3. B. mates accordingly.

*Black.*

1. K. takes P.
2. K. moves anywhere

No. 100.—By Herr H. MEYER.

*White.*

1. Q. takes R. P.
2. Kt. to K. fourth
3. R. to Q. B. third (mate).

*Black.*

1. Kt. takes Q. (or A, B)
2. K. takes Kt.

(A)

2. R. to Q. sixth (double check)
3. Q. to Q. B. sixth (mate).

1. P. takes Kt.
2. K. takes R.

(B)

2. R. takes Kt. (double check)
3. R. to Q. fifth, or Kt. to K. fourth (mate).

1. Kt. to Q. fifth
2. K. moves, or takes R.

## CHESS STUDIES.

No. 22.—By W. T. PIERCE, Esq.

*White.*

1. P. to K. B. seventh
2. R. to Q. eighth
3. R. takes R. at Kt. square
4. R. to K. eighth

*Black.*

1. R. to K. B. square
2. R. to Q. Kt. square (best)
3. B. takes R.
4. B. to Q. third

Drawn game.

No. 23.—By Herr KLING.

*White.*

1. Q. to K. second
2. Q. to K. square (check)
3. Q. takes P. (check)
4. Q. to Q. fifth
5. Q. takes Q.

*Black.*

1. Q. to Q. B. seventh
2. Q. to Kt. eighth
3. P. to Kt. seventh
4. Q. to Q. sixth (check)
5. P. to Kt. eighth, becoming a Knight (check)

White mates in three moves.

THE BLACKHEATH CHESS CLUB.—The contemplated *soirée* which was arranged to take place, under the auspices of the above club, on Tuesday, the 6th inst., has, in consequence of an unfortunate accident to the Treasurer, Mr. G. Barber, been postponed to December.

## NOTICE TO CORRESPONDENTS.

We are sorry that demands upon our space compel us to defer replying to several correspondents until next month.

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## TO CHESS AMATEURS.

ANY gentleman having a number of the "Chess Player's Magazine" for March, 1865, to dispose of, is requested to communicate with the Editor.

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## CHESS DIRECTORY.

THE Manager of the British Chess Association having been requested to commence the compilation of a Chess Directory under their auspices, the Secretaries of Chess Clubs and Amateurs generally are hereby invited to facilitate his labours by sending in names, addresses, and other particulars, addressed to the Manager of the British Chess Association, 28, Camden Road, N.W. The Editor would also be glad to receive, as early as possible, particulars of the origin, principal matches, meetings, &c., of each Club or Society.

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## TO CHESS PLAYERS.

THE volume of this Magazine for 1866 will be ready by the end of December. MESSRS. ADAMS & FRANCIS, Publishers, 59, Fleet Street, will publish it. Price 15s. in cloth.

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THE CHESS PLAYER'S MAGAZINE will be published on and after the 1st of January next by Messrs. ADAMS & FRANCIS, Publishers, 59, Fleet Street, to whom, from that date, all Subscriptions should be paid. Covers for binding the Numbers of the Magazine for 1866, price 1s. 6d., will be ready at the end of December, and may be obtained of the same firm.

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THE  
Chess Player's Magazine.

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ILLEGAL MOVES.

(Concluded from page 325.)

Carrera (1617), in his first rule, lays down, "We say, further, that, if the piece that has been touched covers the King, and therefore cannot be moved, he who has touched it is not thereby obliged to move the King, as some pretend wrongly; nor is he obliged to move the King if the piece touched has no square left to go to and cannot take an adverse piece."

As the reader may not clearly understand this law, and especially the latter portion of it, we must remark that it is often difficult to understand ancient writers, and to find a clear meaning in sentences frequently based upon indistinct ideas and interspersed with obsolete words. In our opinion, Carrera disallows the forced move of the King in two cases, viz., when the piece touched covers the King from a check, and when it has no other square to go to; and we also conclude from it that, about the year 1617, it was customary with certain players to punish every attempt at irregularity with the penalty of moving the King; but we do not yet find this rule a fixed law.

As to the mistakes which Carrera (p. 246) calls "*ministratti*," he is very prolix, for he divides these blunders into proper and improper ones, with no fewer than nine subdivisions; but he was evidently not clear-headed, and is very incomplete in his theory. The result of his decisions is, that a wrongly-moved piece, if the opponent take immediate notice of the move, ought to be taken off the board, which would generally be a worse punishment than the forced move of the King. He does not mention whether the party is allowed to make a proper move after the loss of the piece. If the King, however, make an illegal move, he is to be replaced, and the

move lost to the player. If the mistake be found out after only a few moves, those moves are to be replaced on both sides, and the false one amended; but, if the position cannot be amended, the game is to begin anew, which the later Italians called *giuoco à monte*. Carrera, however, did not yet make use of that expression for a void game. The laws, not mentioned, given by Carrera in the third and sixth of his rules, are, in many respects very doubtful. The idea, first started by him, of the loss of the wrongly-played piece, and the wish that a mistake should never be legalised, may be found in later regulations, such as Allgaier's (1819, p. 15), and those of Jänisch (1858). The ninth law of Allgaier runs—"Whoever makes a false move, that is, moves his piece not according to the laws of the game, must replace the piece, with the loss of the move. The opponent, however, has also the choice of letting the false move stand as played." This law remained in the same words in the later editions of Allgaier; but, in the earlier ones of 1811, 1802, 1795, the words "with the loss of the move" are not inserted, so that in these there is no penalty fixed. But these new attempts to propagate the Italian rules have no chance of general success. Carrera, like Salvio, makes several observations as to the stakes, if won in consequence of false moves. We cannot enter into such digressions, still, we may mention that, according to Carrera, when a game with a stake upon it was won through an intentional false move, the opponent's stakes ought to be returned, and those of the guilty party forfeited in addition—that is, if the offender had a bad game when he committed his fault. If the mistake, however, was only accidental, the player should not incur any such obligations. An intended false move, even if not executed, is, in Carrera's judgment (p. 541), always a sin, which may be forgiven or not, according to the importance of the stakes. This last observation we owe rather to the Sicilian monk than to the practical Chess author.

The works published at and after the time of Salvio and Carrera, such as those of Selenus (1616 and 1617), "*Traité d'Lausanne*" (1698), Bertin (1735), Stamma (1745), and Philidor's first edition (1749), contain no rules, or at least none to serve our present purpose. The same may be said of A. Saul's little work, published in 1614 by Barbieri, in London, and of which we have an edition in our possession published in 1640, with a complete code of rules.

It does not mention the forced move of the King, but is worthy of notice as first noticing the abnormal rule which was for a long time observed in England, that the player who stalemated the other lost the game—that is to say if A played and B was stalemated, A lost the game.\* As a motive for this rule Saul gives the reason that the player who sets the other stalemate terminates the game in an abrupt way, which according to its spirit should only end with a checkmate.

It is impossible for us to enter into all the details of the various regulations, many of which are curious in themselves. Amongst the latter we may place Saul's law, that the opponent's piece though touched may be replaced, if the offender kisses it, and at the same time ask the opponent's pardon, otherwise the game is lost. The original words are, "If you take up your adversarie's man, and, before you set your piece in place thereof, thinke best to let it stand untaken, you must kisse the foot thereof, and cry him mercy, or lose the game; because you deserve to pay for the surgery if you breake a man's head, and will not give him a plaister, which is but small amends." We do not know whether these rules are to be found in the edition of Saul of 1614. The reader may see, however, by such an example, how the presumption of authors leads them to try to establish most extraordinary rules.

We now come to the three great Italians, Rio (1750) Lolli (1763), and Ponziani (1769); even they do not mention the penalty of moving the King in their rules. When speaking of illegal moves, they punish the offender with the loss of the piece and the move, and in certain cases, as when the King had remained in check, when a player had two Bishops of the same colour, or when the pieces had been wrongly placed at the outset, the opponent or both players may ask the game to be recommenced. Lolli (p. 11), following the erroneous view of an anonymous writer at the end of Salvio (Ed. 1723), thinks that these rules were only repetitions of Carrera's laws, but there is the very essential difference that Rio, on whose regulations Lolli comments, always has the game begun

\* Philidor (Ed. 1777) on the last page asserts that the rule is mentioned in a London edition of Greco, of 1656, but Sarratt says (1821, p. 55) that he has no recollection of having seen it there. But in point of fact it is to be found at p. 13, and was for a long time the law in England.

afresh,\* whilst Carrera only retraces the game to the wrong move, and never has it played anew, unless the players are unable so to retrace the moves. The three Modenese authors concede to the player at any time in the game the "giuoco à monte," in case the board was wrongly placed, whilst Carrera scarcely pays any attention to the misplacement of the board, considering (p. 543) the position of the board with the black square on the right hand side as a common case in which the King should still be at the right of the Queen.†

Ponziani does not mention any penalty for touching a piece which covers the King, or which cannot be moved to another square. His rules will also be found in the "Lettere di Verzi" (Venezia, 1778, p. 109), and still continue to be the normal laws all over Italy. During the epoch of the three Modenese writers there was published in Turin (1766) the "Giuoco degli Scacchi," by Count Carlo Cozio. As he follows the rest of the Italians in his rules, which contain twenty-four paragraphs, it would be useless to give them further analysis.

We arrive next at the work of the French Amateurs, which was published in 1775, two years before the second edition of Philidor, and concludes with a code of laws, based no doubt upon the regulations then in use amongst the visitors at the Café de la Regence, already famous as a place of meeting for French Chess players. On account of this, as well as of its superiority to all former collections of Chess laws, both in completeness and clearness

\* The technical expression is, as we have already mentioned, *giuoco à monte*. Sarratt (1821, I. p. 27) misunderstands its meaning, thinking that, though the game must be played anew, the moves previous to the occurrence of the blunder must be the same as in the annulled game. The mistake has probably happened through misinterpretation of Lolli's words, at p. 11, where he explains, *giuoco à monte* by "vale a dire di doverlo ricominciare sotto le medesime convenzioni," which means on the same conditions, the player having the move, &c. Compare also the "Miscellanea" (1861, p. 572), where, as in Lolli, the distinction is pointed out between *giuoco patto* and *giuoco à monte*.

† The custom of placing the board with the white square on the right hand is ancient, but we cannot fix the date of its commencement. Cessolis, about 1300, does not mention it explicitly, but seems to follow it. Carrera (p. 109) quotes a Latin epigram, but without assigning any date—

"Quod niveo in solio turris sit dextera, in atro  
Sit laeva, antiqui sic voluere patres."

of style, the treatise of the Amateurs merits our fullest attention. But their rules give no information respecting either the forced move of the King, the date of its origin, or the variety of its application. Instead of it we find that a player, if he touch a piece of his opponent which he cannot take, incurs no penalty but may play as he likes. Even if a player has taken his own piece, he has a right to replace it upon the board, provided that he do so before his opponent has made his next move, but he is compelled, according to the choice of his adversary, to play either the piece which he took or that with which he made the capture. The penal move of the King is only mentioned for the case in which a piece which covers the King from check has been touched. The Italian "giuoco à monte" does not appear amongst the regulations of the Amateurs, although they were acquainted with the writings of the Modenese. The laws of 1775 would no doubt have spread rapidly had not Philidor's Analysis, with the English rules, been published soon afterwards. In one point the Amateurs have found general recognition in the course of time. We refer to the now commonly received rule that if the board or the pieces have been wrongly placed, the mistake may be rectified during the first four moves. In an essay in the *Schachzeitung* for 1852 (p. 62) we tried to have the number of moves extended to six, but, our proposition not having been approved of, have made no further mention of our plan, which we intended to have served as a basis for a projected general code of laws.\*

Our inquiry has now reached a stage at which we shall be able to solve the problem proposed, and to supply the desired information from the rules of Philidor. In these regulations, which, according to Philidor, are the same as those of a London Chess club meeting at the time in St. James'-street, the original copy of which, however, has never been printed, we find, in Articles VI. and VIII., that the King ought to be moved as a penalty when a player has touched an adverse piece which cannot be taken, or has made an illegal move. It is remarkable that the addition which evidently belongs to these rules is omitted, that the King ought also to be moved when a piece

\* In Bilguer's "Handbuch," and in our "Leitfaden," we have, in all the editions since 1843, and therefore before a revision of the Chess laws was spoken of, always given these same rules without variation.

which cannot be played without exposing the King to check has been touched. The general meaning of these laws requires that addition, which was made in Lewis's work (1842). See his rules at section 17, in a separate form.

The extensive recognition accorded to Philidor's work, as well as the consequent authority with which his rules were invested, must be well known to our readers. The spirit of his laws, indeed, continues to prevail to such a degree everywhere, excepting Italy, that other views would obtain access with great difficulty.

We believe that we have answered the question respecting the forced move of the King by referring to the rules of Philidor, originating in England (1777). We cannot, however, conclude without mentioning a thought which forced itself upon us with regard to the laws of Philidor and those of the "Traité des Amateurs." In what relationship do they stand to one another? Was the great master acquainted with the other treatise? Truly, it can scarcely be credited that, in 1777, the work of Philidor's countrymen, which was sold in the Café de la Régence, was not known to him. Still, he does not mention the "Traité Théorique et Pratique" even in those passages where he ought to have defended himself against their criticism upon his "Analysis" of 1749. Further than this, he says, in the edition of 1777, that he believes himself to be the first of his nation who has presented in their proper light the theory and practice of the game; whilst the Amateurs, in the first lines of their treatise, claim this very advantage for themselves. We might thus be tempted to conclude that either Philidor was unacquainted with the "Traité," or would not know it, and, at any rate, had not read it, the reason for which may have been that the "Traité" adopted Stamma's notation, the moves being marked by letters and numbers, and with which Philidor was not familiar. Against these reflections, however, militates the fact that Art. V. in the laws of Philidor so much resembles Art. VIII.\* of the Amateurs that it is difficult to conceive that Philidor, or, at all events, he who corrected the literary portion

\* The beginning of the article is the same in both sets of rules, and continues in Philidor thus:—"Quand on a touché une pièce, on est obligé de la jouer, à moins de dire 'j'adoube' en la touchant." The "Traité" says, "à moins qu'on n'ait dit 'j'adoube' en la touchant." The difference is only that of tense.

of his work, had not seen the text of the Amateurs. Be it as it may, we will not inquire further into the subject by vain suppositions, but rest satisfied with having simply pointed out the remarkable relationship between the two works in that respect.

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## CHESS STUDY.

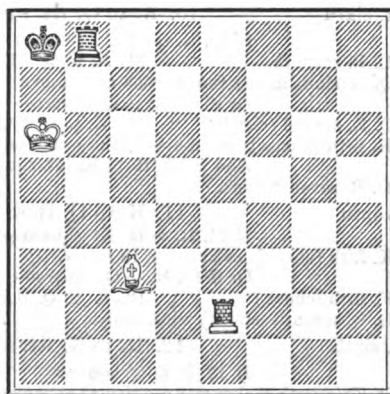
BY "EUCLID."

(Concluded from page 350.)

VARIATION G.

At Black's 9th move of Part II.

BLACK.



WHITE.

*White.*

*Black.*

10. K. to Q. Kt. sixth

9. R. to Q. B. square

10. R. to K. B. square

If 10. R. to Q. Kt. (check)—

11. K. to Q. B. seventh

11. R. to Q. Kt. second (check)

12. K. to Q. B. sixth makes the position as at move 18 below.

Or if 10. R. to Q. square—

11. R. to Q. R. second (check)

11. K. to Q. Kt. square

12. B. to K. fifth (check)

12. K. to Q. B. square

13. K. to Q. B. sixth, and mates in 2 moves.

And if 10. R. to K. Kt. square—

11. K. to Q. B. seventh wins easily.

Again, if 10. K. to Q. Kt. square—

11. B. to K. fifth (check) wins Rook.

If White now tries 11. B. to K. fifth, Black draws the game by 11. R. to K. B. seventh.

11. K. to Q. B. seventh                      11. R. to K. B. second (check)  
 12. K. to Q. B. sixth                        12. R. to Q. Kt. second

White must now make an idle move with Rook, or play 13. B. to K. B. sixth; if he tries 13. B. to Q. fourth or K. fifth, Black gets a drawn position by 13. R. to Q. B. second, or Q. Kt. third (check).

13. R. to K. R. second                      13. R. to K. second, or K. B. second

If 13. K. moves—

14. R. checks and mates in three moves.

14. R. to K. R. eighth (check), and mates in three moves.

#### VARIATION H.

At Black's ninth move of Part II.

9. R. to K. B. square  
 10. K. to Q. Kt. sixth                      10. K. to Q. Kt. square  
     If 10. R. to Q. Kt. (check)—  
       11. K. to Q. B. seventh                      11. R. to Q. Kt. second (check)  
       12. K. to Q. B. sixth makes the position as at move 13, Variation G.  
         Or if 10. R. to Q. square—  
       11. R. to Q. R. second (check)                      11. K. to Q. Kt. square  
       12. B. to K. fifth (check), and mates in three moves  
         And if 10. R. to K. Kt. square—  
       11. K. to Q. B. seventh wins.
11. R. to K. seventh                      11. K. to Q. B. square  
     If 11. R. to K. Kt. square—  
       12. B. to K. fifth (check), as at move 13 below.  
         Or if 11. R. to Q. square—  
       12. B. to K. fifth (check)                      12. K. to Q. B. square  
       13. R. to Q. B. seventh (check) wins easily.
12. K. to Q. B. sixth                      12. R. to K. Kt. square  
     If 12. R. to Q. square—  
       13. B. to Q. Kt. fourth makes the position as at move 14, Part II.  
         Or if 12. K. to Q. square—  
       13. R. to K. fourth                      13. R. to K. B. fourth  
       14. B. to Q. fourth                      14. R. to K. B. square  
       15. R. to K. second                      15. K. to Q. B. square  
       16. B. to K. Kt. seventh, as at move 21, Part 2.  
         And if 12. K. to Q. Kt. square—  
       13. B. to K. fifth (check)                      13. K. to Q. B. square  
       14. R. to Q. R. seventh wins Rook.
13. B. to K. B. sixth                      13. R. to K. B. square  
     If 13. K. to Q. Kt. square—  
       14. B. to K. fifth (check)                      14. K. to Q. B. square  
       15. R. to Q. R. seventh wins Rook.
14. B. to K. Kt. fifth                      14. R. to K. Kt. square  
     If 14. R. to K. R. square—  
       15. B. to K. B. fourth                      15. K. to Q. square  
       16. R. to K. fourth                      16. R. to K. Kt. square  
       17. B. to Q. B. seventh (check)                      17. K. to Q. B. square  
       18. R. to Q. Kt. fourth wins.

- Or if 14. K. to Q. Kt. square—  
 15. K. to Q. Kt. sixth                      15. R. to K. Kt. square  
 16. R. to Q. Kt. seventh (check)        16. K. to Q. R. square  
 17. R. to Q. R. seventh (check)        17. K. to Q. Kt. square  
 18. B. to K. B. fourth (check) wins Rook.
15. R. to K. B. seventh                      15. R. to K. Kt. third (check)  
 If 15. R. to K. or K. R. square—  
 16. B. to K. seventh, followed by  
 17. B. to Q. sixth, winning speedily.  
 Or if 15. K. to Q. Kt. square—  
 16. B. to K. B. fourth (check)        16. K. to Q. B. square  
 17. R. to Q. R. seventh wins Rook.
16. B. to K. B. sixth                        16. K. to Q. Kt. square  
 If 16. R. to K. Kt. square—  
 17. B. to K. seventh wins easily.
17. K. to Q. Kt. sixth                        17. R. to K. Kt. square  
 If 17. K. to Q. B. square—  
 18. R. to Q. B. seventh (check)        18. K. to Q. Kt. square  
 19. R. to Q. B. sixth                      19. R. to K. Kt. square  
 20. B. to K. fifth (check)                20. K. to Q. R. square  
 21. K. to Q. B. seventh wins.
18. B. to K. fifth (check)                18. K. to Q. B. square  
 19. R. to Q. B. seventh (check)        19. K. to Q. square  
 20. B. to K. Kt. seventh wins as after move 23 of Part II.

---

 VARIATION J.

At Black's ninth move of Part II.

9. R. to K. Kt. square  
 10. K. to Q. Kt. sixth                        10. K. to Q. Kt. square  
 If 10. R. to Q. Kt. square (check)—  
 11. K. to Q. B. seventh                      11. R. to Q. Kt. second (check)  
 12. K. to Q. B. sixth makes the position as at move 13, Variation G.  
 Or if 10. R. to Q. square—  
 11. R. to Q. R. second (check)            11. K. to Q. Kt. square  
 12. B. to K. 5th (check), and mates in three moves.  
 Again, if 10. R. to K. B. square—  
 11. K. to Q. B. seventh, as at move 11, Variation G.  
 And if 10. R. to K. Kt. third (check)—  
 11. K. to Q. B. seventh                      11. R. to Q. R. third  
 12. R. to K. eighth (check) wins easily.
11. B. to K. B. sixth                        11. R. to K. B. square  
 If 11. K. to Q. B. square—  
 12. K. to Q. B. sixth makes the position as at move 20, Part II.
12. B. to K. seventh                        12. R. to K. B. sixth or eighth  
 If 12. R. to K. Kt. or K. R. square—  
 13. B. to Q. sixth (check), as at move 12, Variation K.  
 Or if 12. R. to K. B. second—  
 13. R. to Q. second, and mates in three moves.
13. R. to K. R. second                      13. K. to Q. B. square  
 If 13. R. to Q. Kt. sixth or eighth (check)—  
 14. K. to Q. B. sixth wins easily.



- |                              |                             |
|------------------------------|-----------------------------|
| 14. Kt. to B. seventh        | 14. Kt. to K. second        |
| 15. Kt. takes R.             | 15. R. takes Kt.            |
| 16. P. to Q. R. third        | 16. B. takes Kt.            |
| 17. B. takes B.              | 17. Q. to Kt. fourth        |
| 18. P. to Q. R. fourth (c)   | 18. Q. to B. fifth          |
| 19. P. to Q. R. fifth        | 19. Q. to Kt. fourth        |
| 20. Q. R. to R. fourth       | 20. P. to B. fourth         |
| 21. P. takes P.              | 21. Kt. to B. third         |
| 22. K. R. to K. R. third (d) | 22. K. to B. square         |
| 23. K. R. to K. B. third     | 23. P. to Q. fifth          |
| 24. B. takes P.              | 24. R. to Q. square         |
| 25. R. to K. third           | 25. Kt. takes B.            |
| 26. R. takes Kt.             | 26. Q. to B. eighth (check) |

And White resigns.

#### NOTES.

(a) This enables Black to advance at once his Pawn to Q. fourth, always a great defensive move in this opening. We should have preferred P. takes Q. P.

(b) We suppose that this was played to bring the Knight into the field. Nevertheless, the loss of the exchange ought to have been fatal. Black's previous move of B. to Q. R. third was not nearly so good as it looks.

(c) The move in the text seems to be inferior to three other modes of play—P. to K. Kt. fourth, Q. to Q. B. second, and Q. to Q. second—any one of which would have effectually maintained White's attack.

(d) After this, and the next move of his Rook, the first player cannot save the game.

### GAME 210.

Second Game. (Remove Black's King's Bishop's Pawn.)

- |                                  |                                |
|----------------------------------|--------------------------------|
| <i>White.</i> (Mr. S. J. GREEN.) | <i>Black.</i> (Herr STEINITZ.) |
| 1. P. to K. fourth               | 2. Q. Kt. to B. third          |
| 2. P. to Q. fourth               | 3. Kt. to K. fourth            |
| 3. P. to Q. fifth                | 4. Kt. to B. second            |
| 4. P. to K. B. fourth            | 5. K. Kt. to R. third          |
| 5. P. to K. fifth                | 6. P. to K. Kt. third          |
| 6. P. to Q. B. fourth            | 7. K. B. to Kt. second         |
| 7. K. Kt. to B. third            | 8. P. to Q. B. third           |
| 8. P. to Q. B. fifth (a)         | 9. Castles                     |
| 9. Q. Kt. to B. third            | 10. P. takes P.                |
| 10. K. B. to Q. B. fourth        | 11. P. to K. third             |
| 11. Q. takes P.                  | 12. Q. to Q. B. second         |
| 12. Q. to K. fourth              | 13. K. Kt. to B. fourth        |
| 13. B. to K. third               |                                |

- |  |                                  |
|--|----------------------------------|
| 14. B. to B. second                      | 14. Q. R. to Q. Kt square        |
| 15. P. to Q. Kt. fourth (b)              | 15. P. to Q. fourth              |
| 16. B. P. takes P. <i>en passant</i> (c) | 16. Q. Kt. takes Q. P.           |
| 17. P. takes Kt.                         | 17. B. takes Kt. (check)         |
| 18. K. to K. second                      | 18. Kt. takes P.                 |
| 19. B. takes P. (check)                  | 19. B. takes B.                  |
| 20. Q. takes B. (check)                  | 20. K. to R. square              |
| 21. B. to K. third                       | 21. Q. R. to K. square           |
| 22. Q. to Q. fifth                       | 22. B. takes R.                  |
| 23. R. takes B.                          | 23. R. takes B. (check)          |
| 24. K. takes R.                          | 24. Q. to Q. B. sixth (check)    |
| 25. K. to B. second                      | 25. Q. to Q. Kt. seventh (check) |
| 26. K. to K. Kt. third                   | 26. Kt. to K. B. fourth (check)  |
| 27. K. to R. third                       | 27. Q. takes R.                  |
| 28. Q. takes Kt. P.                      | 28. Q. takes Q. R. P.            |
| 29. Kt. to Kt. fifth                     | 29. Kt. to Kt. second            |
| 30. Q. to K. fourth                      | 30. P. to K. R. third            |
| 31. Kt. to B. third                      | 31. Q. to K. third (check)       |

And White resigns the game and the match.

#### NOTES.

(a) Although this array of Pawns looks formidable, experience proves that it is difficult to maintain them without sacrifice of position.

(b) Clearly an oversight.

(c) Having made the previous blunder, White should have made the best of a bad bargain, and have boldly captured the Pawn with the Bishop.

### GAME 211.

#### GRAND CHALLENGE CUP TOURNEY.

Game played during the meeting of the Chess Association between Mr. Minchin and Mr. De Vere.

First Game. (*Evans's Gambit Declined.*)

- |                              |                              |
|------------------------------|------------------------------|
| <i>White.</i> (Mr. MINCHIN.) | <i>Black.</i> (Mr. DE VERE.) |
| 1. P. to K. fourth           | 1. P. to K. fourth           |
| 2. Kt. to K. B. third        | 2. Kt. to Q. B. third        |
| 3. B. to B. fourth           | 3. B. to B. fourth           |
| 4. P. to Q. Kt. fourth       | 4. B. to Kt. third           |
| 5. P. to Q. R. fourth        | 5. P. to Q. R. third         |
| 6. Castles                   | 6. P. to Q. third            |
| 7. P. to Q. R. fifth         | 7. B. to Q. R. second        |
| 8. P. to Q. B. third         | 8. K. Kt. to B. third        |

9. P. to Q. third
10. B. to K. third
11. Q. to Q. Kt. third
12. Q. Kt. to Q. second
13. Q. to Q. B. second
14. B. to Q. R. second
15. Q. R. to K. square
16. B. to Q. Kt. square
17. P. takes P.
18. B. takes B.
19. Q. Kt. to Q. B. fourth
20. Q. Kt. to K. third (*b*)
21. Q. Kt. to K. B. fifth
22. Kt. to K. Kt. third
23. Kt. to R. fourth
24. K. Kt. to B. fifth
25. P. takes B.
26. P. to K. B. third
27. K. to R. square
28. Kt. to K. fourth
29. R. takes Kt.
30. Q. to K. B. second
31. Q. takes P.
32. Q. to K. B. second
33. P. to Kt. third
34. K. R. to K. square
35. P. to K. R. fourth (*c*)
36. P. to K. R. fifth
37. Q. to K. third
38. Q. to Q. B. fifth (*check*)
39. Q. takes Q. (*check*) (*d*)
40. P. to K. B. fourth
41. B. to R. second (*e*)
42. P. takes P
43. R. takes R.
44. B. to K. sixth
45. R. takes P.
46. B. to Q. seventh
47. R. to K. eighth (*check*) (*f*)
48. B. takes P.
49. R. takes Kt.
50. R. to Q. R. eighth (*g*)

9. P. to K. R. third
10. Castles
11. Q. Kt. to K. second
12. P. to Q. B. third
13. P. to Q. fourth
14. Q. Kt. to K. Kt. third
15. K. R. to K. square
16. Q. P. takes P.
17. Q. to Q. second (*a*)
18. R. takes B.
19. Q. to K. Kt. fifth
20. Q. to K. R. fourth
21. Q. Kt. to K. B. fifth
22. Q. to Kt. third
23. Q. to Kt. fifth
24. B. takes Kt.
25. P. to R. fourth
26. Q. to Kt. fourth
27. P. to K. R. fifth
28. Kt. takes Kt.
29. Q. takes P.
30. Q. R. to R. square
31. Kt. to K. Kt. third
32. Q. to B. third
33. Q. R. to Q. square
34. K. to B. square
35. Q. to Q. third
36. Kt. to R. square
37. Q. to Q. seventh
38. Q. to Q. third
39. R. takes Q.
40. P. to K. B. third
41. R. to Q. sixth
42. R. takes K. P.
43. P. takes R.
44. R. takes B. P.
45. R. takes P.
46. R. to Q. sixth
47. K. to B. second
48. P. takes B.
49. R. to Q. Kt. sixth
50. R. takes P.

51. R. takes P.  
 52. R. to Q. R. seventh (check)  
 53. P. to Q. R. sixth  
 54. K. to Kt. second  
 55. R. to R. eighth  
 56. P. to R. seventh  
 57. K. to B. third  
 58. R. to Kt. eighth (check)  
 59. R. to Q. Kt. third

51. R. to Q. Kt. fourth  
 52. K. to K. third  
 53. R. takes P. (check)  
 54. R. to Q. R. fourth  
 55. K. to Q. third  
 56. K. to Q. B. fourth (h)  
 57. K. to Kt. third  
 58. K. takes P.  
 59. R. to Q. Kt. fourth

And after a few more moves White resigns.

#### NOTES.

(a) This changes the aspect of the game, as he is evidently about to operate on his left, but White's position is perfectly secure.

(b) The move in the text is a good one. He might also have matured the attack which he subsequently obtains, by taking possession of the Queen's file with his Rook.

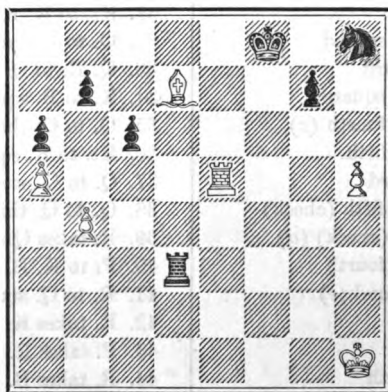
(c) "P. to K. B. fourth" would perhaps after all have been preferable.

(d) In such a position we should have been reluctant to have exchanged Queens.

(e) Perhaps the Bishop should not have quitted the Q. Kt. square at this moment, still his new post is a great one to maintain, as will be seen presently.

Position after Black's 46th move.

WHITE.



BLACK.

(f) We believe that White might have adopted a different line of play with striking advantage. Suppose—

*White.*

46. B. to Q. B. eighth  
 47. R. to K. B. fifth  
 48. B. takes P.

*Black.*

46. Kt. to K. B. second (or A)  
 47. K. to K. second  
 48. Kt. to Q. third

49. B. takes R. P.

49. R. to Q. eighth (check) best

50. R. to K. B. square, with the superiority.

(A)

47. K. to K. Kt. second

46. R. to Q. eighth (check)

48. R. to K. B. fifth

47. Kt. to K. B. second

49. B. takes P.

48. K. to K. second

50. R. to K. Kt. fifth

49. Kt. to Q. third

51. R. to K. Kt. sixth (check), winning another Pawn.

50. K. to B. third

(g) "R. to Q. B. eighth" is the simplest mode of play. When he had subsequently the opportunity of taking the Q. B. Pawn, he should have done so without delay.

(h) The ability to play the King to this square, under cover of the Pawn, wins the game.

---

**GAME 212.**

Lively skirmish between the Revs. W. Wayte and E. D. Rhodes.

*(Allgaier Gambit.)**White.* (Rev. W. WAYTE.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. takes P.
8. P. to Q. fourth
9. Q. Kt. to B. third
10. Q. B. takes P.
11. Q. Kt. to K. fourth
12. P. to K. Kt. third
13. Q. to her third
14. K. to Q. second
15. K. to Q. B. third
16. Q. Kt. to K. B. sixth (ch.) (c)
17. B. to K. R. sixth (check)
18. Q. to K. third
19. Q. Kt. takes Kt.

*Black.* (Rev. E. D. RHODES).

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. K. Kt. to B. third
6. P. to Q. fourth
7. B. to Q. third
8. Kt. to K. R. fourth
9. Kt. to K. Kt. sixth
10. Kt. takes R. (a)
11. Q. takes K. R. P. (check)
12. Q. to K. R. seventh
13. Q. to K. Kt. eighth (check)
14. Q. to K. Kt. seventh (ch.) (b)
15. Kt. to K. B. seventh
16. K. to B. square (d)
17. K. to K. second
18. Kt. to K. fifth (check)
19. B. takes K. Kt. (e)

**NOTES.**

(a) An analysis of this position appeared in *THE CHESS PLAYER'S MAGAZINE* for 1864, p. 167.

(b) Black may take the second Rook if he pleases, but White's remaining pieces being in full co-operation against the King would insure him a speedy victory.

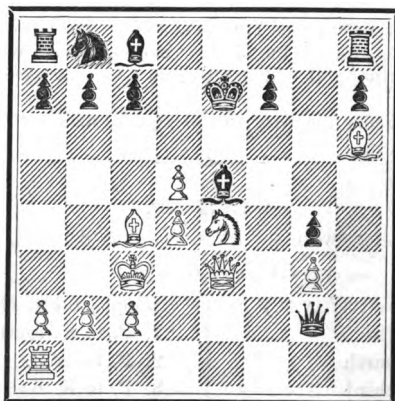
(c) Mr. Wayte thinks this move more conclusive than Kt. takes Kt., followed

by R. to K. B. square, the mode of play indicated in *THE CHESS PLAYER'S MAGAZINE*.

(d) If K. to K. second, White replies with Q. to K. third.

(e) As the position is instructive we have given it in a diagram in order that our readers may trace for themselves Mr. Wayte's method of terminating the game.

BLACK.



WHITE.

White to play, and mate in six moves.

### GAME 213.

Interesting game recently played by Mr. E. Thorold against the Rev. W. Wayte.

(*King's Gambit refused.*)

*White.* (Mr. THOROLD.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. P. to Q. B. third
5. P. to Q. fourth (*a*)
6. P. takes P.
7. P. takes B.
8. K. to K. second
9. K. R. to Kt. square
10. B. to K. third
11. Q. Kt. to B. third
12. Kt. to Q. fifth

*Black.* (Mr. WAYTE.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to Q. third
4. Q. B. to K. Kt. fifth
5. P. takes Q. P.
6. B. takes Kt.
7. Q. to K. R. fifth (check)
8. B. to Q. Kt. third
9. Q. Kt. to B. third (*b*)
10. K. Kt. to B. third
11. K. Kt. to R. fourth
12. Kt. to K. B. third

- |                              |                                     |
|------------------------------|-------------------------------------|
| 13. Kt. takes B.             | 13. R. P. takes Kt.                 |
| 14. P. to Q. fifth           | 14. Q. Kt. to K. second             |
| 15. B. to K. B. second       | 15. Q. to K. R. third               |
| 16. B. to K. third           | 16. Castles Q. R. (c)               |
| 17. Q. R. to Q. B. square    | 17. K. R. to K. square              |
| 18. B. takes P.              | 18. Q. Kt. takes Q. P.              |
| 19. Q. to Q. Kt. third       | 19. K. Kt. takes K. P. (d)          |
| 20. K. to Q. square          | 20. K. Kt. to B. third              |
| 21. R. to K. Kt. fifth       | 21. K. to Kt. square                |
| 22. B. to Q. fourth          | 22. P. to Q. B. fourth (e)          |
| 23. K. B. to Q. R. sixth (f) | 23. Q. Kt. to Kt. fifth             |
| 24. B. to Q. Kt. fifth       | 24. Q. takes K. R. P.               |
| 25. B. takes R.              | 25. R. takes B.                     |
| 26. B. to K. third           | 26. Q. to K. R. eighth (check)      |
| 27. B. to K. Kt. square      | 27. K. Kt. to Q. fourth             |
| 28. K. to Q. second          | 28. K. Kt. takes P.                 |
| 29. Q. R. to Q. square       | 29. Q. to K. R. third               |
| 30. R. to K. B. fifth        | 30. R. to K. seventh (check)        |
| 31. K. to Q. B. square       | 31. K. Kt. to Q. sixth (double ch.) |
| 32. K. to Kt. square         | 32. Q. to K. Kt. third (g)          |
| 33. R. takes K. B. P.        | 33. Q. takes R.                     |

And White resigns.

#### NOTES.

(a) White submits to the displacement of his King in order to establish his Pawns in the centre. The *Handbuch* pronounces the game an even one.

(b) B. to K. third at once, we believe, leads to a sound development of the first player's attack.

(c) If he were to take the offered K. R. Pawn he would lose much valuable time.

(d) A perfectly safe stroke of play.

(e) Not only attacking the Queen's Bishop, but threatening, if the other Bishop move to Q. R. sixth, to play Kt. to Q. Kt. fifth with great advantage.

(f) This portion of the game is capitally managed by the second player.

(g) Both a higher order of move and also more conclusive than R. takes Q. Kt. P. (check).

#### TERMINATION OF THE MATCH BETWEEN MESSRS. BIRD AND STEINITZ.

We are sorry to say that this match, which was looked forward to with so much interest, after all never received a legitimate termination. Mr. Bird had won five games and his opponent six, when circumstances beyond the control of the former compelled him to resign the match.

## CHESS INTELLIGENCE.

## BRISTOL ATHENÆUM CHESS CLUB.

A highly-interesting *soirée* was held at this Club on the 7th November, which was numerously attended by amateurs, not only of Bristol and its vicinity, but from remote localities. The lecture-hall, in which the assembly took place, was decorated with flags and pictures lent for the purpose, and was provided with microscopes, stereoscopes, and other means of amusement for general visitors, for whom also ample accommodation was provided in the shape of refreshment. Chess was, however, the paramount attraction, and was engaged in by both ladies and gentlemen. Among those present we may mention Mr. E. Thorold (President of the Club), the Rev. A. C. Rowley, the Rev. C. Holt (Bath), Messrs. Stephens (Bath), T. Jolly (Bath), Horner (Bath), Cooper (Bath), Nelson Fedden (Cardiff), Wakeford (Cardiff), Vatchell (Cardiff), W. Riley (Cardiff), M. Thorold (Bath), Fenton (Bath), W. P. Meeker and W. Thomson (Vice-Presidents of the Club), D. Vines, R. T. Stoate (Treasurer), W. Berry (Secretary), Badcock, J. D. Corfe, W. Hibbins, J. Haycroft, Fairbourn, J. Banfield, J. Sanders, F. A. King, H. Isaacs, jun., C. Boorne (Honorary Secretary of the Cotham Social Club), J. Burt (Chew Magna), J. C. Blackmore, J. Franklin, Worth, Whitwill, S. Fryer, E. Gammon, J. A. Hill, J. H. Perrin, Jeanes (Banfield), Cleland, Dr. Hill, Dr. Benham, Colonel Le Hardy, &c. Mr. Thorold (the President) played eight games even simultaneously—viz., with Messrs. Cleland, A. Billings, Stephens, jun., Welchwk, Benham, jun., K. Thomas, W. Hibbins, and J. H. Perrin. Mr. Thorold won all the games. The Rev. A. C. Rowley played even against Messrs. Worth, Banfield, and Jeanes, and he proved victor over the three. Mr. Thorold also played four simultaneous games against stronger players—viz., Messrs. Fedden (Cardiff), Fenton (Bath), Gammon and Isaacs (Bristol). Mr. Fedden lost, Mr. Fenton's game was drawn, Mr. Gammon lost, and Mr. Isaacs won. There was also played a new double game of Chess, introduced by the Rev. A. C. Rowley, that proved very interesting.

## CROYDON WORKMEN'S CLUB.

Our readers are aware that there was formed some time ago a Chess Club in connection with this institution, and we are happy to say it has proved of great advantage to the Workmen's Club, as well as a source of much gratification to its members. A Tournament has lately been concluded which was some time in progress amongst them, and excited considerable interest. There were eight competitors, each playing against all the others. The prize was a handsome set of Chessmen (presented by Mr. E. Huntley) and a table and board (presented by Mr. G. Smith). After a prolonged struggle the victory was won by Mr. Coldwells, the General Secretary of the institution, who thus became its champion player. At a *soirée*, held on Tuesday, the 24th October, the prize was formally handed over to the successful competitor by Mr. G. W. Medley, the President of the Croydon Workmen's Chess Club, who congratulated the winner upon his success, and the members of the Club upon the great interest which had been exhibited by them in the study of this intellectual game.

## LONDON CHESS CLUB.

The annual general meeting of the members of this Club was held on Saturday, October 27th, A. Mongredien, Esq., in the chair. The report, read by Mr. G. W. Medley, the Honorary Secretary, showed the Club to be in a highly-prosperous condition, and was unanimously adopted. The meeting subsequently resolved that it was advisable the Club should obtain more convenient premises, and appointed Messrs. Medley and Lowenthal as a committee to make inquiries for the purpose, and to report to the next meeting.

## WOLVERHAMPTON AND STOURBRIDGE CLUBS.

*From the "Birmingham Daily Post," November 13, 1866.*

A match was played between these clubs on Saturday, the 10th instant, at the residence of the president of the former club. It was arranged that the six players selected by each club should be paired by ballot, and that, if time allowed, the play should continue till three games had been scored by an antagonist at each of the six tables. The match resulted in a victory for the Wolverhampton Club. The following will show the pairing of the players, and the results of individual play:—

Antagonists.	Games won by Stourbridge.	Won by Wolverhampton.	Drawn Games.
Lord Lyttleton v. A. Scott	1	2	2
H. O. Firmstone (President) v. W. C. Umbers (Hon. Sec.)	0	3	—
T. M. Harding v. T. Chittenden	0	1	2
H. Freer v. S. Faulkes.	0	3	1
W. A. Baxter (Hon. Sec.) v. Wm. Lees.	1	1	1
Mr. Doughty v. John Neeve (President)	1	2	—
	<u>3</u>	<u>12</u>	

## CORRESPONDENCE.

TO THE EDITOR OF "THE CHESS PLAYER'S MAGAZINE."

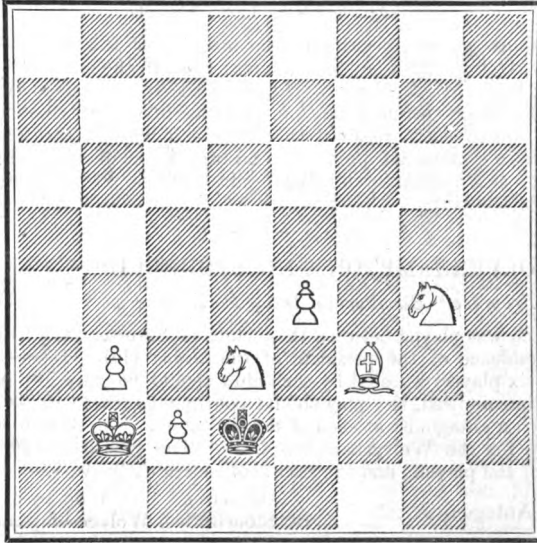
Huddersfield Chess Club,  
November 15th, 1866.

DEAR SIR,—With reference to the letter from the Sheffield Chess Club, which appeared in the last number of your Magazine, I wish simply to refer your readers to a correspondence between the two Clubs in your April and May numbers, and to state that since that time no challenge has been received, and consequently none declined, by the Huddersfield Club. The terms then indicated by me are still open for acceptance either by the Sheffield Club or any other Club in the West Riding of Yorkshire.

I remain, dear sir, yours very truly,

JOHN WATKINSON.

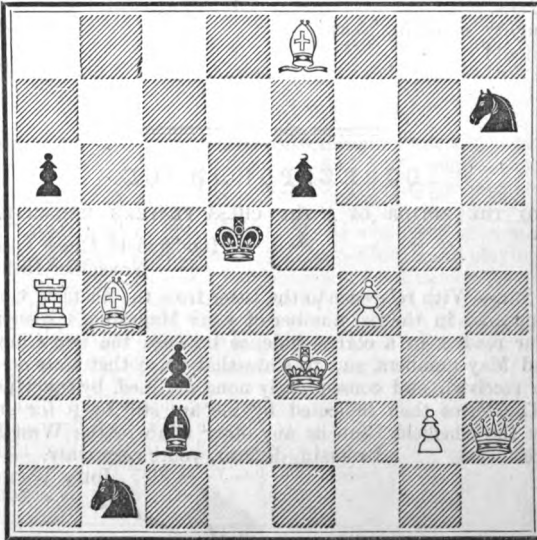
Problem No. 113. By Herr L. VOLANGE, of Hanover.  
BLACK.



WHITE.

White to play, and mate in five moves.

Problem No. 114. By Dr. CONRAD BAYER.  
BLACK.

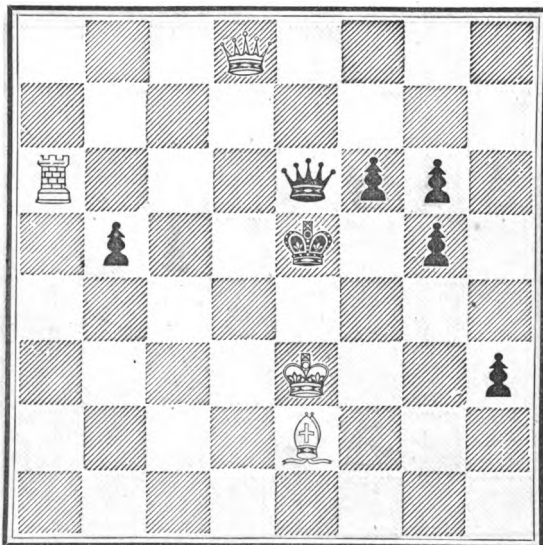


WHITE.

White to play, and mate in four moves.

Problem No. 115. By Herr J. MINCKWITZ, of Leipzig.

BLACK.

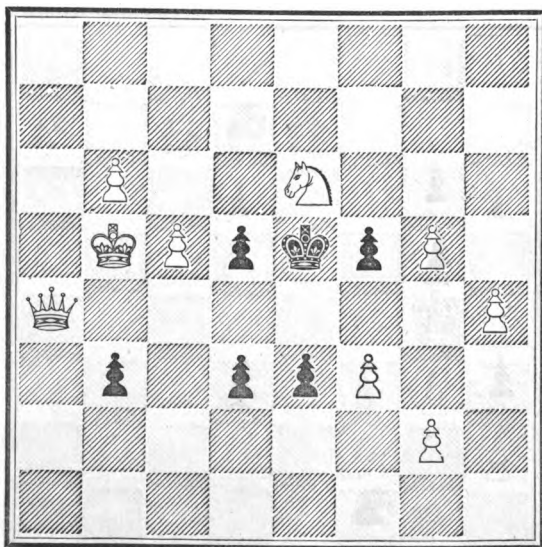


WHITE.

White to play, and mate in three moves.

Problem No. 116. By Herr J. KORTZ, of Cologne.

BLACK.

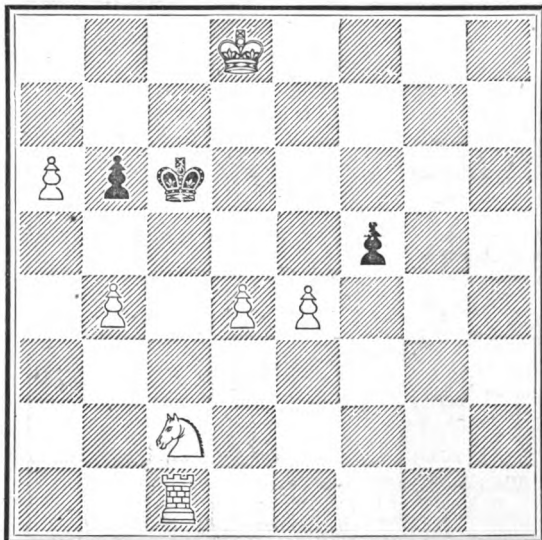


WHITE.

White to play, and mate in three moves.

Problem No. 117. By Herr H. MEYER, late of Hanover.

BLACK.



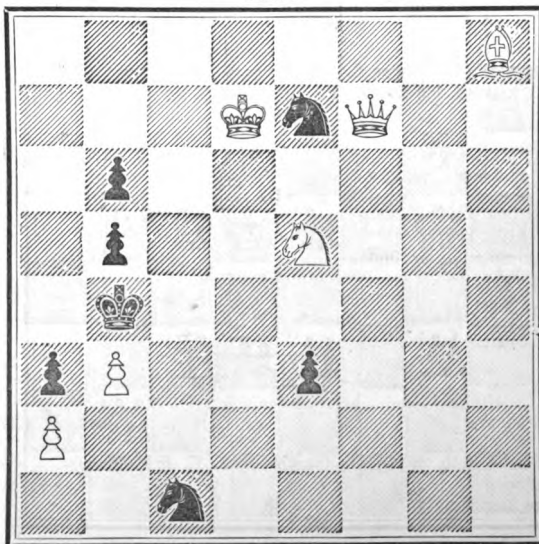
WHITE.

White to play, and mate in four moves.

Problem No. 118. By Dr. H. A. STAVENUTER, of Hamburg.

(From the *Illustrirte Zeitung*.)

BLACK.



WHITE.

White to play, and mate in three moves.

## SOLUTIONS TO PROBLEMS.

No. 101.—By Dr. CONRAD BAYER.

*White.*

1. R. to K. eighth
2. Kt. to K. seventh
3. Either Kt. or Q. mates.

*Black.*

1. P. to Q. R. third (A) (B)
2. Any move

(A)

2. Q. takes Q.
3. Q. mates accordingly.

1. Q. to K. B. fourth
2. Anything.

(B)

2. R. takes B.
3. Q. mates.

1. P. takes Kt. (C)
2. Anything.

(C)

2. R. takes Q. (check)
3. Kt. to Q. B. fourth (mate)

1. B. to Q. fourth (D)
2. B. takes R.

(D)

1. Q. takes P.
2. Q. to K. fifth (check), and mates next move.

No. 102.—By Lieutenant PH. KLETT.

*White.*

1. R. from R. fifth to R. third
2. R. to B. fifth (check)
3. R. to K. third
4. R. to K. fifth
5. Kt. or B. mates accordingly.

*Black.*

1. K. to K. fourth (best)
2. K. takes P.
3. P. takes R.
4. Any move

No. 103.—By Herr MEYER.

*White.*

1. Q. to Q. Kt. fourth
2. Kt. to K. fifth (discovered check)
3. Kt. or B. mates accordingly.

*Black.*

1. R. takes B. (A)
2. K. moves

(A)

2. Kt. to Q. sixth (check)
3. R. or Q. mates accordingly.

1. B. to Q. fifth (B)
2. R. or P. takes Kt.

(B)

2. Q. to B. fifth
3. Kt. or Q. mates accordingly.

1. R. to R. fifth (C)
2. Anything

(C)

2. Kt. to K. third (discovered check)
3. Q. to Q. fourth (mate).

1. B. takes R.
2. K. takes Kt.

No. 104.—By Herr KOCKELKORN.

*White.*

1. K. to Q. square
2. Q. to Kt. fourth or Q. B. fourth  
accordingly
3. Q. mates accordingly.

*Black.*

1. K. to K. sixth, B. sixth, or Q.  
sixth
2. K. or P. moves

## No. 105.—By T. SMITH, Esq.

*White.*

1. Q. to B. third
2. Q. Kt. to K. third
3. Kt. to K. B. fourth (check)
4. Kt. to B. fifth (mate)

(A)

2. Q. to K. B. fifth
3. Kt. to B. fourth (check)
4. Q. to B. second (mate)

(B)

3. R. to R. fourth (check)
4. Kt. to B. fourth (mate)

(C)

3. R. to R. fourth (check)
4. Kt. to B. fourth (mate)

*Black.*

1. P. takes Q. (A)
2. K. Kt. to K. fourth or (B)
3. K. moves

1. Q. Kt. to K. fourth
2. Any move
3. K. moves

2. Q. Kt. to K. fourth or (O)
3. Kt. takes R.

2. Kt. takes Kt.
3. Kt. takes R.

## No. 106.—By HERR KOHTZ.

*White.*

1. Q. to K. sixth
2. Kt. to K. eighth
3. Kt. mates

*Black.*

1. B. takes Q., or B. to Kt. second,  
or P. to K. B. fifth
2. Any move

## No. 107.—By HERR A. BECK.

*White.*

1. Kt. to Q. B. fifth
2. B. to Q. square
3. B. mates.

*Black.*

1. P. takes Kt. (A) (B)
2. P. takes R.

(A)

2. K. to Q. sixth
3. B. mates.

1. P. takes R.
2. Any move

(B)

2. R. to B. third (check)
3. B. mates.

1. K. takes Kt.
2. K. takes Kt.

## No. 108.—By DR. STAVENUTER.

*White.*

1. Q. to B. second
2. B. to Q. fifth
3. Q. to K. B. fifth (mate).

*Black.*

1. K. to K. fourth (A) (B)
2. K. takes B.

(A)

2. B. to R. seventh (check)
3. Q. to Q. Kt. second (mate).

1. K. to Q. sixth
2. K. takes P.

(B)

2. B. to R. seventh (check)
3. Q. to K. B. sixth (mate).

1. P. to Q. fourth
2. K. to K. fourth

## No. 109.—By Dr. BAYER.

*White.*

1. Kt. to K. R. fifth
2. R. to B. fourth (check)
3. R. to K. sixth (dis. check)
4. P. or R. mates.

*Black.*

1. R. or B. takes Kt. (A)
2. K. takes R.
3. K. moves

(A)

2. R. takes P.
3. P. takes Kt.
4. R. mates.

1. P. takes R.
2. Kt. to Q. sixth
3. Any move

## No. 110.—By Herr MARTINI.

*White.*

1. B. to Q. third (check)
2. Kt. to Q. second (dis. check)
3. Kt. to R. sixth
4. Kt. mates.

*Black.*

1. K. takes B. (A)
2. P. takes R. (best)
3. B. moves

(A)

2. P. to B. fourth (check)
3. Kt. to Kt. fifth (mate).

1. K. to Q. fourth
2. K. takes K. P.

## No. 111.—By Herr MEHRTENS.

*White.*

1. Kt. from K. third takes Kt. P.
2. Kt. from Kt. fourth to K. third
3. Kt. to Q. fifth (dis. check)
4. Kt. or P. mates.

*Black.*

1. P. to Q. Kt. seventh (A) (B) (C)
2. K. to K. fifth
3. K. moves

(A)

2. P. to Kt. third
3. P. takes Q. P.
4. R. mates.

1. K. takes Kt.
2. P. takes B.
3. Any move

(B)

2. Kt. takes Q. P.
3. R. to K. B. second
4. Kt. mates.

1. P. takes B.
2. K. to Kt. sixth
3. Any move

(C)

2. Kt. takes Q. P.
3. R. to K. B. second (check)
4. R. or Kt. mates.

1. P. to Kt. third
2. B. to Kt. second
3. Any move

## No. 112.—By Herr MEYER.

*White.*

1. Q. to Q. R. square
2. Q. to Q. R. eighth
3. Q. mates accordingly.

*Black.*

1. B. to K. third (A)
2. Any move

(A)

2. Q. to K. Kt. seventh
3. Q. mates.

1. R. to Q. square
2. Any move

## CHESS STUDIES.

## No. 24.—By Herr HORWITZ.

*White.*

1. K. to B. eighth (a)
2. K. to Q. eighth
3. R. to Kt. eighth (check)
4. K. to Q. B. seventh
5. R. to Q. Kt. sixth
6. R. to K. sixth
7. R. to K. fourth
8. R. to K. square, and wins.

*Black.*

1. B. takes Kt. (check)
2. K. to Q. Kt. second
3. K. takes P.
4. B. to Q. R. fifth
5. B. to K. square
6. B. to Q. R. fifth
7. B. to Q. Kt. fourth

(a) The only move to win.

## No. 25.—By W. T. PIERCE.

*White.*

1. B. to Q. third
2. B. to B. fourth
3. R. to K. B. seventh
4. B. to Kt. fifth
5. R. to Q. seventh
6. B. to R. sixth
7. R. to Q. eighth (check)
8. K. to B. fifth
9. R. to Q. seventh
10. R. mates

*Black.*

King moves

## No. 26.—By Herr H. MEYER.

*White.*

1. P. to K. sixth
2. R. to Kt. sixth (check)
3. Kt. to B. seventh, or Kt. to R. seventh (check)
4. R. to Kt. seventh (mate)

*Black.*

1. P. takes P.
2. K. to R. square or B. square
3. K. to R. second or B. second

## No. 27.—By J. SMITH, Esq.

*White.*

1. R. to K. R. fourth (A)
2. R. takes P.
3. K. to K. second

*Black.*

1. B. to K. fifth
2. R. to Q. square
3. P. to Q. seventh
4. R. takes B. and wins.

(A)

1. P. to Kt. sixth
2. R. to Q. Kt. second (B)

2. R. to Q. square
3. B. to Kt. second and wins.

(B)

2. B. to B. third
3. B. to Q. second

3. R. to Q. B. square
4. R. to B. seventh and wins.

London:

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**THE BATH CHESS CLUB.**—The annual meeting of this Society was held a few weeks ago at the Literary Institution (Post Office), under the able presidency of Captain H. A. Kennedy. After the usual routine business, votes of thanks to the officers, &c., it was resolved that the original scale of subscription for members of the Institution and non-members should be continued. The following gentlemen were elected as officers of the club for the ensuing year:—Captain H. A. Kennedy, President; Thomas Jolly, Esq., F. Wilkinson, Esq., Edmund Thorold, Esq., M.A., President of the Bristol Chess Club, Vice-Presidents; Mr. Thomas Gosse, Hon. Treasurer and Secretary. A cordial vote of thanks to the President was unanimously agreed to. It is gratifying to state that the Bath Chess Club is in a healthy and prosperous condition. Fostered by the talent it is privileged to possess in the persons of its President and Vice-Presidents, a marked improvement has taken place in the general play, and several young members are developing into strong players, to their advantage, let us hope, at the next friendly tournament between Bath and Bristol.

**CLERKENWELL WORKING MAN'S CHESS CLUB.**—We are glad to hear that a Chess Club under the above title has just been founded at 46, Lower Rosoman-street, Clerkenwell. Being one of the most populous parishes in London, the foundation of this Club affords additional evidence of the interest now taken in Chess by all classes of society.

**CHURCH OF ENGLAND YOUNG MEN'S SOCIETY, 169, FLEET-STREET, LONDON, E.C.**—A Chess Club has just been formed in connection with this Society.

We regret to announce the demise of Herr George Schultz, of Hanover, a Chess-player of no ordinary ability. Some of Mr. Schultz's variations were embodied in Heydebrand's *Handbuch* (fourth edition). Mr. Schultz was a gentleman of great wealth and influence, and took great interest in all branches of science and art. He built an astronomical observatory at Hanover at his own expense, which bears the inscription, "George Schultz, wine merchant, botanist, natural philosopher, astronomer, African traveller, poet, and Chess-player." Mr. Schultz was the original promoter of the Hanover Zoological Gardens, opened in May of last year.

We regret to state that Captain James Cunningham, for many years known as an enthusiastic and also skilful amateur of our game, died suddenly at the Westminster Chess Club. In his early days the Captain obtained some reputation as the opponent of the late Mr. Williams.

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## TO CORRESPONDENTS.

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**CHESS DIRECTORY.**—We beg to acknowledge with thanks contributions from the following gentlemen:—

Geo. Peake, Esq., Abergavenny; Hon. Sec., Glasgow Chess Club; Thos. Long, Esq., Dublin Chess Club; S. J. Kempson, Esq., Birmingham Chess Club; Hon. Sec., Abingdon Chess Club; J. Haselgrave, Esq., Leicester; William Hodges, Esq., Reading and Berkshire Chess Clubs; T. H. Hopwood, Esq., Everton Chess Club, Liverpool; William Berry, Esq., Bristol Athenæum; H. T. Swain, Esq., Penzance; J. J. Champion, Esq., Sheffield Athenæum; H. Household, Esq.,

King's Lynn; J. F. Gillam, Esq., Worcester; W. Hannay, Esq., Leamington; Nelson Fedden, Esq., Cardiff; Rev. S. W. Earnshaw, Birmingham; A. Bird, Esq., Stamford; George Macaskie, Esq., Berwick; T. J. Greenfield, Esq., Clifton; John Watkinson, Esq., Huddersfield; J. B. Fraser, Esq., Dundee; Chas. Bovern, Esq., Westgrove, Bristol; F. G. Rainger, Esq., Norfolk and Norwich Chess Club; Hon. Sec., London Chess Club; Hon. Sec., St. George's Chess Club; Hon. Sec., St. James's Chess Club; Hon. Sec., Blackheath Chess Club; M. German Rösing, Durango, Mexico; M. Jean Preti, Paris; M. G. Schnitzler, Dusseldorf; M. Julius Asbeck, junr., Barmen, Germany; T. M. Sargent, Esq., Georgetown, Demerara; N. T. W., Baltimore, W.S.; E. D. D., Fassin, Liège, France; Signor José S. Fabregas, Tarragona, Spain; M. J. Berger, Graz; M. J. Noordberger, Amsterdam; M. A. v. Leitner, Tessin; M. E. Hammacher, Cologne; M. A. Stohr, Zittau; M. E. Dornstein, Nordhausen; M. Scheibler, Aachen; M. Fasching, Ansbach; M. H. Specht, Glogan; Dr. A. Schliemann, Schwerin; M. J. A. Petrenz, Insterburg; M. R. Pfau, Magdeburg; M. C. Schiemann, Memel; M. G. Kirschke, Görlitz; M. E. Hartwich, Hamburg; M. C. Schultz, Hanover; M. Schmidt, Wittenberge; Sec., Rehrotter; the Editors of *Bell's Life*, *Evening Bulletin*, *New York Clipper*, *Neue Berliner Schachzeitung*, *Schachzeitung* (Leipzig), *Le Sphinx*, *Illustrierte Zeitung*.

TO COMPETITORS OF THE PROBLEM TOURNAI, BRITISH CHESS ASSOCIATION.—You are reminded that in accordance with the programme of this Tourney, contributions should be sent in not later than the 1st January, 1867.

R. M. T. (Blackheath Chess Club).—Many thanks for your analysis, which fully corroborates the opinion that we gave at the thirteenth line of page 328 in our first volume. We regret that from pressure of business we were unable to answer your kind communication before this; your variation is, we fancy, conclusive.

C. B., Olmutz.—Has our communication reached you?

Hon. Secretary, Sheffield; E. T., Bath; G. W., London; N. R. W., Baltimore; J. C. R., Kingston, U.S.—We have received your contributions, and beg to tender you our grateful acknowledgments.

F. R. D., Malvern.—The games are exceedingly interesting, and shall be published as soon as possible.

T. H. H., Liverpool.—Delayed but not forgotten. You shall hear from us shortly.

G. S.—Your valuable budget has just reached us. Many thanks.

W. B., Bristol.—The matter shall receive our best consideration.

G. S., Düsseldorf.—We cannot adequately express our thanks for your valuable contribution. We look forward to receiving your next budget at your convenience, when perhaps you will kindly send the parcel by the book-post (*unter-kreuzband*) with the ends open, so as to avoid the heavy rate of letter-postage.

G. R. N.—We have received your *cartel*, published in the September number of the *Neue Berliner Schachzeitung*, but at the last moment; you may be sure that it shall receive the consideration which it deserves.

C. R. T., Herr K., G. W. M. (London Club), T. S.—The Problem by Mehrrens, which you so much commend, has already received the universal panegyric of good players. It is indeed a masterpiece of strategy.





