This is a reproduction of a library book that was digitized by Google as part of an ongoing effort to preserve the information in books and make it universally accessible.





https://books.google.com

5G 3617 37.6





HARVARD COLLEGE LIBRARY



GA, ME

OF

CHESS;

OR, A

New and easy METHOD to learn to play well in a short Time: Together with a curious Account of its Antiquity, Derivation of its Terms, &c.

By PHILLIP STAMMA, Native of Aleppo in Syria; and Interpreter of the Oriental Languages to his MAJESTY the King of Great-Britain.

LONDON:

Printed for J. BRINDLEY, Bookseller to his Royal Highness the Prince of Wales, in New Bond-freet. 1745.

HARVAND COLLEGE LIBRARY, BEQUEST OF SILAS W. HOWLAND NOVEMBER 8, 1830



THE

PREFACE.



T is a popular Tradition amongst the Arabians, that in Mahomet's Time, Chess was invented

by a Countryman of theirs call'd Ledjladj, a Wiseman or Philolosopher as they term him; in playing the Game he is still frequently mentioned with Honour to his Invention, or at least to his great Skill, in these Expressions, viz. Ledjladj could not have play'd better, Ledjladj could not save this Game, &c.

A 2

But

learn'd it from the Perfans. This Account is confirmed by the Names of the Pieces, and the Terms afed to this Day in playing the Game, which are Perfie, and foreign to their Language. The Indians are look'd upon as the Inventors, and fome fay it made its Way into Perfix on the following Occasion.

A King of India, or as others flide him, the great King of India, being required by Nufbirrowsh King of Perha to pay Tribute to him, return'd his Answer by an Ambassador, who carried a Chefs-board with him, and made this Proposal; If any Perhan could of himself without being taught, find out the Scope of that Game, his Master the King of India should pay the Tribute; but if not, then he should be free from it. The Challenge

Challenge was accepted by a Counsellor of Nushirravan's, on Condition only, that he should be made acquainted with the Moves of the Pieces: The Condition was complied with, the Persian found out what the Game was, and play'd it well, they say, and the King of India, according to the Stipulation, paid the Tribute. This Nushirravan was cotemporary with Mahomet, and the Ambassador is supposed to have invented the Game, to serve the Purpose of his Embassy.

The Names of the Pieces, and the Terms used by the Europeans, shew from whence they had the Game: They are either translated from the Persic into the several European Languages, or still retain'd with some Corruptions; this will best appear by comparing them together.

1. Shâb

1. Shah fignifies a King, the Orientals pronounce it with a strong Aspiration. Hence Check and Chess in English, Echec and Echecs in French, Scacco in Italian, and Xaque in Spanish.

2. Ferz fignifies properly a Wise-man, a Sage; and is a Title given to a Prime Minister, a General in Chief, or a Viceroy.

All the Europeans call this Piece the Queen, or Lady, Dame, Dama, methinks very improperly; fince the Game is supposed to be a Representation of a Battel between two Armies, each having their King at the Head of them, and next to him the Inventors placed a General or experienced Person, both in War and Council: But surely there is the greatest Absurdity in metamorphosing a Pawn into a Queen, for a Reward

ward of his Valour, and this

happens very frequently.

This Piece is in Shape exactly like the King, and differs from it only in Size, which may probably have given Occasion to its being call'd the Queen.

3. Fil, an Elephant, or with the Article al prefix'd to it, Alfil, that is to say, The Elephant.

Hence comes the French Name Fol, the Italian Delfin corruptly, and the Spanish Alfil, or as it is more commonly spell'd and pronounced Arfil, with only one Letter alter'd.

The Spaniards frequently call it Alferez, that is, Ensign, or Standard-bearer, and the Italians from them I suppose Alser.

Or perhaps when they had degraded the Ferz, or General, to make Room for the Queen, they may have given the Title to the next Piece, and called it Alferz, the

the General. Alferez-Mayor was an ancient Title in Spain, and was given to one who had the chief military Command in a

Province or Kingdom.

Why this Piece is in England called a Bishop I cannot guess, unless it be from its forked or cloven Head, bearing some Resemblance to a Mitre; in old English I find it call'd Aussyn and Alphyn.

4: Faras and Asp, both Words fignify a Horse; so the Italians and Spaniards call it Cavalle; the English and French call it a

Knight, Cavalier.

5. Ruch. The English, Italians, and Spaniards, retain this Name with fome Variation in the Spelling, thus Rook, Rotco, Roque.

All except the English frequently call it a Tower, perhaps from a Castle borne on the Elephant's Back.

The Word Ruch in Perfic fignifies the Cheeks; whether by this they mean the Wings or the Flanks of an Army, as some imagine, I cannot fay; in Arabic it signifies an Ostridge, others will have it to be a monstrous Bird, described by some Travellers, of fo great Strength and Size, that it snatches up an Elephant, or a Rhinoceros, in his Talons. Some again take it to fignify a fabulous Animal, of prodigious Force and Swiftness, that has no real Existence, Chimera.

6. Prijāda, and Beidack corruptly, for the Arabians have not the letter P in their Alphabet, but in writing a foreign Word, they make Use of the Letter B instead of it, mark'd with Points: It signifies a Footman, or Foot Soldier; hence Pion in French, Pedino in Italian,

lian, Peon in Spanish, and from this last, Puwn in English.

The Orientals call the Game Shall-rangi, that is, the King's

Distress.

When they give Check, they switch they warn him to remove to a Place of Safety; Shâh mât is King dead: They don't make Use of this Expression, when they play with their Sovereign, but say only Shâh-em! that is, O my King!

A certain King of Persta, a splenatic Man, is said to have forbidden the Game, on Account of the Expression Shâh-mât; his Successor took off the Prohibition, but ordered that for the suture they should on that Occasion say Nefs-mât, that is, The

Person is dead.

They

They don't allow of Castling, which is indeed playing two Pieces at once.

A Pason cannot be made any

other Piece but a Queen.

He that gives a Stale-mat wins the Game, contrary to the Rule observed in England; because he remains Master of the Field; the he cannot destroy his Adversary, who is indeed got into a Place of Sasety for his Person, but from whence he can neither annoy him, nor make his Escape.

If one King be stripp'd of all his Pieces, and the other have either Piece or Pawn left, the later wins the Game, tho' he should not have wherewithal to give Mat, as a Bishop, or a

Knight, &c.

The Orientals commonly make Use of a Handkerchief, or a Piece of Calicoe, divided into a 2 Squares, Squares, all of one Colour, by narrow Stripes of another Colour; this and the *Chefs-men* they frequently carry in their Pouch, or Pocket, especially when they travel.

The wild Arabs draw the Squares on the Ground, and pick up Stones of different Shapes and Sizes, which serve them for

Pieces.

Their Pieces are mostly of turned Wood, distinguished by some Variety in Make and Bigness. The Turks, and other Mahometans of that Sect, never use Figures of Men or Animals, this the Alcoran forbids. The Persians are not so scrupulous, but make them in Imitation of what their Names signify, viz. a King, an Elephant, a Horse, or Horse-man, &c.

Some learned Men will have it, that Chess is the Roman Lu-

dus

dus Latrunculorum, and that it was invented by the Greeks, at the Siege of Troy. But I must observe, that neither the Greek, nor the Latin Tongue, affords any Chess-Terms properly its own.

The Terms now used in those as well as all the other European Languages, are borrowed from the Persians, or more immediately from the Arabians, and were unknown till about the Time when the Arabians are faid to have learned the Game.

The Romans in their Ludus Latrunculorum, had no Name for the Men or Pieces, besides Milites, Latrunculi, which two Words originally mean the fame Thing, and do not denote dif-

ferent Pieces.

It was in the Year 1737, that I publish'd a Book at Paris, Intituled,

Essai sur le jeu d'Eches.

Ou l'on donne quelques regles pour le bien jouer et remporter l'avantage par des coups fins et Subtils, et que l'on peut appeller des Secrets de cescu.

HIS Book contains one Hundred chosen Games, which abounds with fine Strokes, and may be called the Secrets of Ches; and in order to make this present Book more compleat, I have translated the French Essay into English, to make a second Part of this.

Since I have been in England,
I have had the Honour to play
with

with several People of Condition, Lovers of this noble Game, who have defired me to give an Addition to the former Essay, and who have had the Goodness to encourage me in this present Edition; wherein I have explained the feveral Openings, and Rules for the beginning of Games, better fuited to the Capacity of Beginners, and fuch as are not strong enough to take a Pleasure in the Parties of my former Essay.

The common Method in this Country, is to begin the Game by pushing the King's Pawn two Steps; both for him that plays first, as likewise for his Anta-

goniff.

After which he brings out his King's Knight, to the King's Bishop's third Square; this is what is called by me,

The Knight's-Close Game.

Others

Others after the first Pawns are pushed on both Sides, bring out the King's Bishop to the fourth Square of the Queen's Bishop; and this is what I call The Bishop's-Close Game.

Others push the Queen's Pawn two Steps, for the second Move; or the Queen's Bishop's Pawn one Step; and then I call it

The Pawn's-Close Game.

Others play the Gambett; that is to fay, after the King's Pawns are pushed two Steps on both Sides, he that has the Move pushes his King's Bishop's Pawn two Steps at his fecond Move, which his Antagonist takes Gratis. After which he comes at his third Move, with his Knight upon the King's Bishop's third Square, that is, what I call

The Knight's Gambett.

Some

Some at their third Move, play the King's Bishop into the Queen's Bishop's fourth Square, I call this

The Bishop's Gambett.

When the King's Rook's Pawn is play'd two Steps, I call it The Pawn's Gambett.

There is another Gambett, where three Pawns are given away; and therefore it is called the three Pawns, or Cunningbam's Gambett, from the sup-

poled Inventor.

He that thus gives away his Pawn, or Pawns, supposes that he gains more than an Equivalent, by opening his own, and disordering his Adversary's Game; I think this is a Mistake, and that if both sides play equally well, he has the worst of it.

b The

The very best Way of all, in my Opinion, is to begin by pushing the Queen's Pawn two Steps, your Adversary will do so to, then you are to push your Queen's Bishop's Pawn two Moves: this is called here

The Queen's Gambett.

But if he takes your Pawn, and endeavours to defend his own, a few Moves will determine the Game in your Favour.

Under these several Titles, the Reader will find in the Book va-

riety of Examples.

All the Orientals are infinitely fond of this Game, it is the only one that the Mahometans think lawful; Hence they play almost incessantly at it, whenever they have Time fo to do. It is therefore no Wonder that they should come to be very skilful in it; and they certainly

are superior to the Europeans,

whom I have feen play.

What likewise contributes much towards their Improvement is, that they usually take Croupiers, and play two again two: Whereas here no Player cares to be advis'd, or as they express it, that a Stander-by should speak in the Game, tho' it might be of Use to him at that present Time, and surnish him with Observations for the future.

To fome this Undertaking may appear fuperfluous, fince there is already a Book of the fame Nature, known by the Name of the Calabrois.

I own that young Players may improve by it; yet I must observe that in many Places he makes one Side play one or more bad Moves, whereby he loses a Game, which he must be a lose that the players.

have won, provided he had play'd well. This I have endeavour'd to avoid; and to the best of my Skill, I make both Sides play the best Moves I can think of.

I have already acquainted my Readers, that the second Part of this Book, was first printed at Paris; upon reviewing it I found that I had been guilty of several. Oversights; this I must attribute to the Hurry I was then in. I have taken great Care in this Edition to rectify my Mistakes, by altering or throwing out the Games, wherein I had committed them.

I have chosen to give the Directions for playing the Moves in a Kind of Short-hand, rather than in Words at length; this leaves less Room for Mistakes; the annexed Plate will make it intelligible, and a very little Practice will make it familiar.

 Ex_{7}

Explanation of the Plate.

It represents a Chess-Board, divided into its 64 Squares.

The Letters stand for the 8 Pieces, viz. A stands for the Queen's Rook, B for her Knight, C for her Bishop, and so on in Order as far as H, which stands for the King's Rook.

P stands for Pawn.

The Arithmetical Figures, with the Letters immediately preceding them, point out the Squares you are to play into. Thus PE 4. directs you to play the King's Pawn into the King's fourth Square; GF 3. to play the King's Knight into his Bishop's third Square; and FC 4. to play the King's Bishop into the Queen Bishop's fourth Square. And in playing the Black, PE 5. directs you to push

push the King's Pawn two Steps, B C 6. to play the Queen's Knight into the Queen's Bishop's fixth Square, and F C 5. to play the King's Bishop into the Queen's Bishop's fifth Square. These are the first three Moves on each Side, as they are directed to be play'd in the first Game,

The Cross & directs you to give Check, thus, DH 5 & directs you to give Check with your Queen in the King's Rook's

fifth Square,

Two fuch Crosses signify a

double Check,

When both Rooks, or both Knights command the Square you are to play into, some Doubt may arise which is meant. A Star (*) placed before or after the Direction, clears this up. If it stands before the Direction, you are to play that Piece which stands

stands on the Left-Hand; if it is placed after the Direction, you are to play that which stands on your Right.

The fame is to be understood of two *Pawns*, when you have your Choice of taking an adverse

Pawn with either of them.

If the two Pieces stand in a Line, one before the other, a Star set before the Direction denotes the nearest, and if set after it, it denotes the furthermost, reck'ning from the White.

The Star likewise shews on which Side you are to Castle, whenever there may be any

Doubt.

When a Pawn is made a Queen, it is thus express'd, viz. PB 8 D. that is to say, push the Queen's Knight's Pawn into the eighth Square, and make it a Queen.

But if instead of a Queen, it he more to your purpose to

make your Pawn any other Piece, instead of D write the Letter denoting that Piece thus, PB8A: signifies that you make it a Rook, PB8B: that you make it a Knight, and PB8C: that you make it a Bishop.

In all these Directions, I reckon forwards from the White; but should you chuse to play the Black, turn the Plate, and remember that then the Order of the Alphabet is inverted, as well as that of the Arithmetical Figures, that A which stands for the Queen's Rook is on your Right-Hand, and that you are to reckon downwards from 8, in advancing your Pieces.

N.B. At the latter end of the fecond Part, the Reader will find some Observations which will be of Use to him. I chose to give them the Title of Advice rather than that of Rules, for Reasons

there given.

Knihgt

Knight	-Clo	ſe	Ga	me.		Ι.	
White. P e 4 g f 3 P d 3 F Caftle. f p d 5 P d 5 P d 4 P g 2	4		B p b f p d e p p b d c c d	ack e c c d f f h g d h h g h	56 56 6 8 6 5 4 6 3 2 3	4	

Knight-	Clo	ofe				3.
P g f c d g f e g d c f f d e g f d d b	X		pof pd e pb pbdh pd cd a	lack e c c d f f h d g f f h d e f c e	56 566 86 45332 44528	×

4.		K n	igh	t-C	loí	ė C	am	е.		
	Paf Paf df adb pb p	White for the contract of the		*		Pbf pde pecbabcd	Blace c c d f f h g g d f f f f f	k. 56 56 6 8 6 8 4 48 3 3 3 3	*	

Knight-	Clos	le 1	Gan	ne.	 5.	
White. 4 3 4 4 9 6 6 6 6 6 7 2 8 3 1 1 3 3 1 2 3 3 1 2 3 3 1 2 3 3 1 2 3 3 1 2 3 3 1 2 3 3 1 2 3 3 1 2 3 3 1 3 3 1 2 3 3 1 3 3 1 2 3 3 1 3 3 1 3 3 1 3 3 1 3 3 1 3 3 1 3 3 1 3 3 1 3 3 1 3 3 3 1 3 3 3 1 3 3 3 1 3 3 3 1 3 3 3 3 1 3	4		Bl pbf pde pecaddbe pah	ack e c c d f f h g g f h f d h a f f		

	Knig	ht-C	Clo	se (Gan	ne.		7.
Ī	Whit	e.	1		В	ack	. 1	
HOLF HOLES HERO OF HE		4 3 4 3 4 5 5 5 5 4 2 6 1 3 2	*		Pof af b Pod cd Pd c	ack eccfbadcdegbec	56 566 554 56 26 2 4	* * *

8. Knight-C	Close Game.	<u> </u>
White. P e 4 g f 3 p b 5 p b 5 p b 6 5 p b 6 5 p b 6 6 8 p p g d g g d g c p d p d 3	Black. p e 5 b c 6 f e 5 f b 6 b a 5 p b d e 6 d d e 6 d d c c b 5	*

Knight-	Close	Ga	me.		9.
White. Pef3 Pef3 Pbd3 Ppd affle. Ppd Caffle. Ppd Caffle. Ppd Caffle. Ppd Caffle.		pb f gf	lack e c c f b aftle a d a e g e d	56 56 6	

and the second s
10. Knight-Close Game.
White. P e 4 g f 3 f c 4 p c 3 p b 4 d b 3 p d 3 p b 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 5 p d 6 t b 6 Caftle. P a 5 p d 5 p d 5 p d 5 p a 4 b a 5 c g 4 b e 8 Caftle. P e 4 f d 3 b e 4 f e 4 d h 4

Knight-Cl	ose Game, 11.
White. P e 4 g f 3 p c 3 p b 4 d b 3 p b 5 p d a 3 p b d 5 d a 4 b d 2 Caftle. P e d 3 d c 2	Black. p e 5 b c 6 f c 5 g f 6 f b 6 Caftle. p a 5 p a 4 b a 5 c g 4 h e 8 p e 4 c f 3 d d 5 b b 3

1			,					
	12.	К'n	ight	-Clo	fe C	am	e.	- 1
71	H H H H H H H H H H H H H H H H H H H	Caftle			Pof of proport poe ob a	Blace c c f bfl ad a ge e e f c c a	k. 56 566 . 554548 443544	

I	Cnig	ht-	Clo	ſe	Gar	ne.	1	3.
W	White e f c c b b d b c c c caftle	.			B p b f g f	lack e c e f b	56 56 6	3.
Pdd dhhh sc	c c caffle d d f e f	8	¥		P P P P C C C C C A A S	ad c c a d e c f e g	5 5 4 6 6 3 4 6 8 8 4	

-		<u> </u>				·			_
	k	Knig	ht-C	Clo	ſe (Gan	ne.	I	5.
		hite	e.			B	lack	. 1	
*	Por Ppd Pccd Pbbfd	efccbbdabbddfde	4 3 4 3 4 3 3 3 4 4 5 2 3 5 4			Pof of CPpb Pcc sddd	e c c f b daftle a b b d g f d d c	56 56 6 . 5 4 4 5 4 3 5 5 5 5	

				_ /			
16	. K	night	:-Cl	ole (Gam	e.	
-	W	ite. 4 3 4 4 2 2 4 2 5 3 ele. 3 3 5	1 1	1	Blace c c f d b d e d d faltle d h g b d d	k.	**

1 W	hite	:	Clof		ame. Black	:. 1	7-
P St PPPPPcdddd	efccdefgdefee	4 3 4 3 4 5 6 7 4 3 3 3 7		p b f g p p h h h h h h	e c c f d d c g d f e e e	56 56 45 48 43377	-
P c d d d	e f e e	4 3 3 7	전	f	o d o f e l e	4 3 7 7	•

18. Knight	t-Clo	se G	ame	·
White. P e 4 g f 3 f c 4 P c 3 P d 4 P e 5 f c 6 P Caftle. c e 3 P h 3	*	pbf gppgpf	Black e c c f d d e c b gaftle a h	56 56 4 5 46 6

]	Knig	ht-C	Close	Gai	me.	1	9.
V P Sh P P c f f Sh c Sh P e e	White e f c c d g b c e e c e f g	43433556 576 411		B P b f g C f P P g d P d c c	lack e c c f aftle e a c e e h g	56 56 766 476 434	*

20. Bishop-C	lofe Game.
White. P e 4 f c 4 g e 2 P d 4 b c 3 f b 3 c e 3 c d d 2 P f 3 g d e 3 Caftle.	Black. p e 5 f c 5 p c 6 p d 4 p e 4 p e 6 g 4 p f 3 f e 3 c e 6 Caftle.

Bishop-0	Close	Gai	ne.	2	Ι.	
White. p e 4 f c 4 g b c d 4 b c d d 2 g p f d a 4 c d g c c f f a e 1			Black c c c d h d b c e a e Caft	- 1	安 安	

22	Bif	hop	o-C	loí	e G	ame	·.	
- 1	Whi e c c d e b d d c e c aftle c e		**			Blace c f d d d b Castle c c d c		**

	24. Bish	op-Clo	se Ga	me.	
*	White p e f c p d d d d d d d d d d d d d d d d d d	· 444344224 FFF	pf gpff gppbd Ca	d d e d c c gitle. 4 5 5 f	本 本

Bishop- White. P c c 4 P c d d 4 P c d d 2 F d d d 2 F d d effle. Caffle. b c 5 b			me. Black e c f d b d e f g g e c g d	.	5.
d h 5 d c 4 Caftle. d g 5 b g 5	· · · · · · · · · · · · · · · · · · ·	pe h pd p	90 80 ° C 80 ° C	6 78 6 5 5	*

Pawns-C	lose Game.	27.
White.	Black	
P e 4 8 5 4 4 8 5 9 P C d d e f e d b f d e f d e f d e f d e f d e f d e f d e f d e f e c g c e	P e d d c f l d d c f l d b e f l d d g g l d d g g	55565. 414754446 e

E 2

28. Pawns-Close Game.								
FPPPS pbcd seh	Whi			11	Blac e d d c g d aftl a b f e d e	k.		

Pawns-Clo	1
White. P c d 3 5 4 3 2 2 4 3 3 2 3 1 3 2 5 4 3 3 2 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	Black. P e 5 P d 56 b c 4 P Caftle. d b f d 4 c b d 6 c f f 3 d f c f 3 d f g f 3

30. Pawns-Cl	lose Game.
White. P e 4 P c 3 P d 5 P c 4 b c 3 g f 3 f e 2 Caftle. P d 3 P h 3 g h 2 P f 4	Black. P c 5 P d 5 d d 5 d d 8 P c 5 b c 6 f d 6 g e 7 Caftle. P a 6 P f 5 d c 7

	Pawns-0	Close	Ga	me.	3	
V PPddf g PPfbdP	Vhite. e 4 4 d 4 4 e 3 c 4 2 Cattle. f 4 5 5 d d 3 d d 3		P P	Calti	5	*

32.	Pav	vns-	Clo	ofe	Ga	mė.		
	White d d d c c b e Cafello e d f		*		PPbf Pbcd	Black ed c c d e gh gattle	5 4 6 5 6 5 4 A	* The second sec

Knight	s Gan	nbett.	, t	33	3.
White. p e 4 p f 4 g f 3 p d 4 f c 4 Caftle. p c 3 p e 5 h e 1 p b 4 p a 4		P P P D L b d P d S P C	ek. f d g g e f e g e a aftle	546 5766 56 76	*

F

34. Knight	s Gambett.
White. P e 4 P f 3 P f 3 P f 2 P d 4 P d 5 P d 6 P d 6 P d 7 P d 8 P f 3 P f 6 P d 6 P d 7 P d 7 P d 8 P f 7 P d 8 P f	Black. P e 5 P f 46 P g g c 6 P f 5 B d 6 P f 6 P f 6 P f 6 P f 6 P f 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 7 P d 7 P d 8 P d 7 P d 8 P d 8 P d 9

				-1
Knigh	ts Ga	mbett.	3	5.
White. Peff3 Pfd4 Pfd4 Pfd4 Pda33 Bda4 Pda4 Pda4 Pda4 Pda4 Pda4 Pda4 Pda4 P	*	Black P e f p d g f b d f g a g Caft P h g g	5 4 6 5 7 6	*

F 2

36. Knights	Gambett.
White. p e 4 p f 4 g f 3 p d 4 p c 3 f b 5 f c 6 d b 7 Caftle. P 6 5 p h 4 d a 7	Black. P e 5 P d 6 P d 5 P d 6 P c 6 C c 8 P c 6 P c 6 P c 6 P Caftle.

White. P e 4 P f 4 P f 4 P f 4 P f 4 P f 4 P f 5 P f 6 P F 6 P F 6 P F 6 P F 6 P F 6 P F 6 P F 6 P F 6 P F 6 P F 6 P F 6 P F 7 P F	(07)	
	Knights Gamb	ett. 37.
	White. I	Black. E 5 f 4 6 g 5 g 4 6 h 6 a 6 a 6 a 6 a 6 b 6 a 6 a 6 b 6 a 6 a 6 a 6 a 6 a 6 a 6 a 6 a 6 a 6 a

38. Knights	Gambett.
White. P e 4 P f 4 g f 3 P d 4 Caftle. P c 3 D b 3 P g 3 P f 4 g g 2	Black. P e 5 P f 4 P d 6 P g 7 b c 6 d f 6 g e 7 * Caftle. P f 4 g f 6 f h 6

	Gambett. 39.
White. Pef4 Pff3 Pcattle. Pge5 Pee5 Pee5 Pef4	Black. P e 5 P f 4 P g 5 b 6 6 P e 5 d P e 5 d b f 3 Caftle.

40. Knights	Gambett.
White. P e 4 P f 4 g f 3 P d 4 Caftle. P b 4 P b 4 P b 5 P b 5 P c a 4 d a 4	Black. P e 5 P f 46 P g 57 b 6 6 P e 7 Caftle. P b 5 a a 5 P b 6

Knights	Gambett. 2	ļ1.
White. P e 4 P f 4 g f 3 f c 4 f b 3 P d 4 g b 3 P d 4 g b 3 D d 4 C aftle. * a f 1	Black. P e 5 P f 4 P d 6 C e 6 P g 5 P b 3 P h 5 d f 6 g g 6 P G 6 Caftle. f h 6	

32	•	Pav	vns-	·CI	ofe	Ga	me.		
		Vhite d d d c c b e aftle e d f		*		p pb f pb c	Black e d c c d e gh gattle	5 46 56 54	

Knights C	Sambett. 33.
White. p e 4 p f 4 g f 3 p d 4 f c 4 Caftle. p c 3 p e 5 h e 1 p b 4 p a 4	Black. P c 5 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 6 P d 7 P d 6 P d 7 P d 6 P d 6 P d 7

34.	Knig	ghts	Ga	mb	ett.		
P P B P f P d b B P G c e d	hite. e f f f f f f f f f f f f f f f f f f	4		P P P P P P P P P P P P P P P P P P P	Black e f d g g c f g f h a f g	5 46 5 76 6 4 3 36 6 4 4	

Knights Gambett. 35.						
White, P e 4 P f 4 g f 3 P c 4 P d a 3 B d dele. f d c 3 P b 4	Black. P e 5 P f 4 P d 6 P g 5 f 6 6 P g 4 P a 6 g Caftle. P h 5 g 6					

F 2

36, Knights Gambett.					
White. P e 4 P f 4 g f 3 P c 4 P c 3 d b 5 f c 6 d b 7 Caftle. P c 5 P h 4 d a 7	Black. P 6 4 6 5 7 6 6 6 7 6 6 6 7 6 6 6 7 6 6 6 P Caftle.				

	Gambett. 37.
White. 4 4 3 4 4 1 3 2 3 3 3 3 6 3 5 1 2 5 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	Black. P

·		7				
38.	K	nigl	its (aml	bett.	
P P g P f C	Whi e f f d caftle c b g f e g	te. 4 4 3 4 4 3 3 3 4 1 2		PP Ppf bd gC pgf	Blace f d g g c f e aftle f g h	*

Knights Gambett. 39.					
White. P e 4 P f 4 P f 3 4 4 Caftle. P g e e e b 1 P p e b f 4 C f 6 P p e e e b 6 C f 6	Black. P e 5 P d 6 P g g 7 b d 7 b d 9 P e 6 P e 6 P e 6 P e 6 P e 6 P e 7 Caftle.				

40. Knights Gambett.			
White. P e 4 P f 4 g f 3 P d 4 Caftle. P b 3 P b 4 P b 5 P b 5 P b 5 C a 4	Black. P e 5 P f 4 P d 6 P g 5 f 6 P e 6 P e 7 Caftle. P b 5 2 a 1 b a 5 P b 6		

Knights Gambett. 41.							
White. P e 4 P f 4 g f 3 f b 3 P h 4 g b 4 g b 4 b c 3 b e 2 d d 3 c Caftle. *	Black. P e 5 P f 4 P d 6 C e 6 P g b 3 P d 6 G e 7 G g c 6 P g c 6 Caftle. f h 6						

42. Knigh	nts Gambett.
White. P e 4 P f 4 P f 3 P f d 4 P p d 4 P p d 4 P p d 5 P e 6 P p d 6 P p d 6 P p d 7 P d 7 P d 7 P d 8 P f d 8	Black. P e 5 P f 4 P d 6 P g 5 f p h 6 P g 5 f h 8 P e 5 d f 7 c e 6 b d 7 d f 7 Caftle.

Bishops Gambett.	43.	
White. P e 4 P f 4 f c 4 e f 1 P d 4 g f 3 P h 4 e g 1 g e 1 g e 1 g e 2 f f b c c d P c 3 b d 2 e g 2 * Caftle	54465564734672e.	5 4 4 6

Bishops Gambett. 45.							
White. P e 4 P f 4 f c 4 e f 1 P g h 4 g c 3 p b e 3 p f 3 p f 3 p e 6 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3 p f 3	Black. P e 5 P f 4 P d h 4 P g h 5 f h g e 7 h g g f 6 P g f 3 d d f c g c e 6	$\lceil \rceil$					

4	6.	ł	Bish	ops	G	aml	ett.		
*	PPfe Pbb SPed Pc Pd	When the following of the following the foll			*	P d P	Black e f h d g e g h h g c h f f f aftle	5 4 4 6	*

Bishops (Gambett. 47.
White. P e 4 P f 4 E d 4 P g h 4 E c 3 P f d 3 F d 3 F d 3 F d 3 F d 3	Black. P e 5 P f 4 d h 4 P d 6 P d 5 d h 5 f h 6 P g 4 b c 6 P f 5 c f 5 Caftle.

48. Bisho	ops Gambett.	
White. P e 4 P f 4 f c 4 e f 1 P d 4 P c 3 d b 3 g f 3 P h 4 e g 1 g e 1 g d 3	Black. p e 5 p f 4	¥

Pawns G	ambett.	49.
White. P e 4 P f 4 P f 4 P f 3 P d 5 P d 5 P d d 2 d d 2 b d c 3 b f e 3 Caftle. f f 3	Black, p e f e f d d b d e Castlo	

50.	Paw	ns G	amb	ett.		
	Vhite. e 4 4 4 3 3 5 4 4 5 6 d d e f 4 5 5 8 d d s 2 2		Ppf spp	Blace f d h gaftle f e e h f h gg	5 4 7 6 5	

Pawns	Gambett.	51.
White. P e 4 P f 4 P h 4 g f 3 p e 5 P d 4 d d 3 c d 2 Caftle. h h 2 b e 4	Black P e p f f e g d g h c g Caftl p c g c t p e	

H 2

15	2.	F	awn	s G	amb	ett.		
	PPPSB PPdd Pbeb	White f h f c c d d b f c d g	te. 4 4 4 3 3 5 4 3 5 3 2 1 3		Ppf gpgc cbf gf	e f e f d h galtle f c h g g	5 4 7 6 5 5 4 3 6 4 3 3	· ·

	Gambett.	53.
White. P e 4 P h 4 3 D c d 5 D d d 2 2 4 D c d d c f 3 P d c g f 3	Black. P e p f e f d d d e d c Caftl h e c d e	5476 555666 e. 8 547

54.	Pawns	Gam	bett.	
Whip e P f P f b P d c c e p f c d		Har and pif c	Blac p e f e f d d e c c g	

. Pawns G	iambett.	55
White. P e 4 P h 4 P d d F e d 3 C P g b c P g e e 5	Black. p e 5 p f 4 f e 7 p d 6 d e 7 p d 6 p c 6 p e 5 f e 5 f e 5	

The state of the s

Three Paw	ns G	amb	ett.	5	7.
White. P e 4 P f 4 g f 3 f c 4 P Caftle. e h 1 f f 7 g h 4 P e 5 g f 3 P c 4 P d 4	*	P pf f p p sehd sd s	lack e f e h g h d f f d h c g	5 4 7 4 3 2 56 78	- * * *

58. Three Pa	wns Gambett.
White. P e 4 P f 4 g f 3 f c 4 P Caftle. e h 1 f f 7 g h 4 c c d 8 d f 1	Black. P f 4 P f 4 P P d 56 P P d 56 P P B e f 8 P P B e f 8 B S 4 F B S A A B B S A B B B B B B B B B B B B

60. Three I	Pawns Gambett.
White. P e 4 P f 4 g f 3 f c 4 P g 3 Caftle. e h 1 f b 3 d e 2 f d h 2 e d h 4 g h 4 g h 4	Black. P e 5 P f 4 f e 7 f h 4 P p d 5 g e 4 d e 7 e g f 1 d d 2

Three Paw	ns G			61	
White. P e 4 P f 4 3 f c g fle. P Caftle. P d h 5 P d h 5 d h d g e g f	T.	P Pf f P P B Bd e c d d	e f e h ghd f d h d h e g	5 4 7 4 3	중 중 중조

62. T	hree I	awr	ıs G	aml	ett	
Wh P e f c g f c g f c h d c e d g g	4 4 3 4	1 1	PPHH PPH BB	Black e f h g aftle d h	5 4 7 4 3 2 5 7 6 5	* *

Three Pawns	Gambett.	53.
White.	Black.	$\lceil \rceil$
Perfections of the perfect of the pe	1 1	中 中

	64.	Thi	ee P	awn	s G	amb	ett.	
1	W	hite	e.	ī	1	Blac	k.	
	P P g f P Ca	e f f c g	4 4 3 4 3 1 5 5 5 6 7 4 6 5 5 6 7 6 7 6 7 6 7 6 7 6 7 6 7 6 7 6		Ppff pppf gd ebdd pe	Black e f e h g h d e f d f c c b g e	5 4 7 4 3 2 5 7 6 6 8 6	* *

Queens Paw	vns Gambett. 65.
White. P d 4 4 4 5 3 6 6 3 2 3 3 2 2 3 3 2	Black. P d 5 P c 4 P b c 6 P b c 6 P b c 7 P b c 4 F c 7 P c 4 F c 7 P c 6 Castle.

66. Queens I	Pawns Gambett.
White. P d 4 P c 4 P e 3 P b 5 P b 3 P b 4 P c 4 P c 4 P c 4 P c 4 P c 4 P c 4 P c 4 P c 3 P c 4 P c 3 P c 4 P c 4 P c 4 P c 4 P c 6 P c 7 P c	Black. P d 5 P c 4 P b 5 c b 5 d b 5 d b 5 d c 6 d c 7 d c 6 d c 7

Queens Pawn	s Gambett. 67.
White. P d 4 P c 4 P e 3 P b 3 P b 5 P b 6 F e 6 F e 8	Black. P d 5 P c 4 c d 5 P b 3 c P b 3 c P c 6 P b 6 P p d c 6 P p b 6 P p b 7

Queens Pawr	ns Gambett. 69.
White. P d 4 P c 4 P e 3 f c 4 P d 5 Caffle. h e 7 g g 4 g 6	Black. P d 6 P c 4 P c 5 P d 6 P c 46 P c 778 B c 6 778 B c 6 78 B c 7 78

)	
70. Queens I	Pawns Gambett.
White. P d 4 P c 4 P c 3 f c 4 P d 4 Gaftle. Sd h 5 g f c e 3	Black. P d 5 P c 4 P e 5 P d 4 b c 6 f d 6 g e 7 Caftle. P h 6 h f 7 c f 5

	Que	ėns	Paw	/11S	G	am	bett	. 7	1.	
*	P. P. P. C. P. d	hited c e c d f e affile c f f e	4 3 4 4 3 2		*	P P P P G G P B C	ack d c e d d e h f Caftl	5 4 5 4 6 7 6 6 e. 46 7	¥	

72	: (Que	ens	Pa	wn	s G	ımb	ett.	<u> </u>
*	I W	hit d c e c e e a e e e e e e e e e e e e e e	<u> </u>	ī	*	PPPfpfg	3lac d c e d c c e aftl d b d b	k. 5 4 6 7	

Queens Pawns Gambett. 73,									
White. P d 4 P c 4 P c 3 c d 2 P c 5 P b 4 P a 3 g e 2 Caftle. d c 2 P b 4	Black. P d 5 P e 6 f b 4 g e 76 P a 5 Caftle. g b 7 P b 4 b c 6								

74	74. Queens Pawns Gambett.											
-	IV	Vhi	te.	Ī	Ī	I	Blac	k.	Ī			
	Р	d	4		1	P	d.	5				
	P b d	c c d d e d a b	4 3 4 8			P P P P	ď	5 5 4 4 8 6				
	D	Ç	3			P	d	4				
	a	ď	4	_		P	d d	4				
1	a	a		*:	ŀ	e :	a	8				
11	p b	·e	4			С	e					
1 1		d	5			p c	b d b	5				
	P	a	4			С	d	7				
1	P P b	b	5			С	Ъ	5				
		c f	3			С	a b	6	- 1			
l l	C		4 5 4 5 3 4			С		7				
	f	C	4			P	e	6	ŀ			

FINIS.

The Second PART.

CONSISTING OF A

Hundred GAMES,

In Various and Particular SITUATIONS,

WITH

The MANNER of PLAYING them.

5	K	7.	4	-	_	7,	_	-	-	_	-	-	-		
	Ĺ	<i>-</i> 0	L.		A	ð	_				l	i			
7	Ĺ								P	7	В	7			_
6	A	6		Ï			P	6				T	_	Γ	•
5	ſ	7		Ē	, 5			-	-	7		T		_	
4	Γ	7		1-		l		1		1		r	_		1
3	Γ	1		Γ		ľ	-	Ì		1	 ,	r			
2		7		Ī		-		ľ		†	_		-		l
1	A	1	В	C		1)	1	E		F	G		Н	
				-	-	-	_	-	-	_		_	-		À

The BLACK PIECES A, B, C, and three PAWNS, as also the WHITE A are placed in this FIGURE, according to the Directions for Setting up the first of these GAMES.

No. I.

Situation of the Black. AC 8. BF 7. CA. 8. ED 8. FC 7. HE 8. Pawns. C 5. D 6. E 7. F 5. G 3. H 4. Situation of the White. AA6, BA4. DE6. EF 1. FDI. GB3. Pawns. D4, E 5, F 4. G 2, H 3. The Play. White. Black. D CCEACD 7 6 6 Mate. Another Way of Playing.

Black. D D E * B E 5 子 6 子 B EPCE DCCE 7 5 6 GFF 5 🛧 4座

Mate.

6₩

5 争

P D

2. Situation of	the Black.
A A 8. BB 8. D	H 3. E H 8.
GF 2. HF 8.	
A 5. B 6. F 6. G	
Situation of a	-
ACI. BC6. D	B 3. E G 1.
GES. HCA.	•
Pawns. A 4. B 5.	D 3. E 3. F 3
The .	
White. H H 4 D G 84	l Black.
Н Н д	DH 4
D G 844	E G 8
B E 74	E H 8
GF 7H	H F 7
A C 8	Mate.
-	1
Another Way	
White.	Black.
HH4	D F 5
PE 4	D G 5



The same Game as Number 2.

•	
Another Way of	f Playing.
White.	Black.
HHA	D F 5
	G H 34
E G 2	G F 44
HF4	DF4
DG 84	<i>⊌c.</i>
Another Way o	f Playing.
White.	Black.
H H 4	P E 5
H H 3	G H 34
F C A	Eg. 7.4

Situation of the Black. 3 ACS. BG 4. CF 5. DH 3. EAS. HH 7. Pawns. A 7. B 7. E 4. F 7. G 6. Situation of the White. AD 1. BD 5. CD 2. DE 3. EG 1. Pawns. B 4. C 4. F 2. G 3. The Play. White. Black. ĎÁCCAAAA A B C C D E D C A EAEEEEE AFCADEE 7 6 8 * 8 * B Mate. B

> ** *** ***

4. Situation of the Black. BD 6. CB 7. DH 3. EB 8. GG 4.

Pawns. A 7, B 6. C 7. G 6. H 7.

Situation of the White.

AF1. BB4. DG2. EH1. Pawns A5. B5. G3. H2.

The Play

White.
A F \$4 B C 8
D B 7 T E B 7
P A 6 T E B 8
B C 6 T E A 8
A C 8 T Mate.

非影響 療療 動物 Situation of the Black.

AH4. ED6.

Situation of the White.

AA7. ED8. HC5.

The Play.



(7)

6. Situation of the Black. AA6. BH7. EE5. HG5. Pawns. D6. E4.

Situation of the White.
ADI. BF 2. EF 7. HF 1.
Pawns. G 3.

The Play.

White.

B G 44 H G 4
H F 54 A D 54 Mate.



AD 7. BB 6. DH 3. EA 8. FF 6.
Pawns. A 7. B 7. F 3. G 4.
Situation of the White.

A E 1. B B 5. D F 4. E G 1, Pawns. F 2. G 3.

The Play.

V	V hite	<u>,</u>	White.				
Α	\mathbf{E}	8 🚁	F	D	8		
A	D	8	A	D	8		
\mathbf{B}	C	7 म	E	В	7		
В	Α	6 4 4	E	Α	8		
\mathbf{D}	В	84	A	В	8		
\mathbf{B}	C	7 1	N	Aate.	,		



8. Situation of the Black.

AC8. BD7. DC3. ED8. 7 FF6. GG8. HH8.

Pawns. A 3. B 4. C 7. E 7.

Situation of the White.

AA7. BD4. DF4. EB1.

FA4. HG1.

Pawns. A 2. B 3. C 4. F 5.

The Play.

W	hite.	. 1	Black.
D	C	7 4	A C 7
Α	Α	8 4	A C 7
\mathbf{B}	E	6 4	E E 8
Α	С	8 - <u> </u>	E F 7
A	F	8 🗐	B F 8
В	D	8 4	Mate.
A	nother	r Way o	of Playing.
V	Vhite	:.	Black.
\mathbf{D}	С	7 🗗	A C 7
Α	Α	8 📆	B B 8
Α	В	()	A C 8
В	\mathbf{E}	6 Ā	Mate.

Situation of the Black. 9. AC8. BF6. DH3. EB8. FF8. HH6. Pawn Pawns, A7. B7. D6. E7. F3. G4. Situation of the White.

AC3. BD5. DE3. EG1.

FC2. HFi.

Pawns. B 5. F 2. G 3. H 2. The Play.

Black. White. D A H A 1* H Α 8 *

Α

₿

C 8 🚁 B F D A A Mate.



(11)

10. Situation of the Black.

AB8. CF3. EA8. HH5. Pawns. A7. B5. E2.

Situation of the White.

AC7. BD5. EE1. FA6. Pawns. C6. F2. G3.

The Play.

White.
F B 7 + A C 8 + A B 8
B C 7 + Mate.



(12	•)
Situation of th	be Black. 11
A G 2. B G 3. E H H 2. Pawns. B 7. C 5.	C 7. F D 8.
Situation of 1	
AA8. BC4. Pa	EE1. FAwns. D5. F
The I	. •
White.	Black.
H B 7H	E B 7
F C 6 H	E C 7 E B 8
· АА 7 н. АВ 7 н.	E A 8
	E B 8
A D 7 I A D 8 I	
A D 7 🛖	E B 8
A B 7 H	E C 8
B D 6∰	E D 8
AD 74	Mate.
Another Way of	f Playing.
White.	Black.
H B 7 H	E B 7
F C 64	E C 7 E C 8
A A 7 H B D 6 H	E C 8
	E A 8
A B 7年 A B 6年	E A 7
B C 84	Mate.
- 7. 1	•••••

12. Situation of the Black.

AA8. BF8. DF2. EB8.

FH 6. HG 3. Pawns. A 7. B 6. C 7. D 7.

Situation of the White.

AE7. BD5. DD3. EB1. FF3. Pawns. B 3. C 3.

The Play.

V	hite.	. 1	В	lack.	
Α	\mathbf{E}	8 🛨	\mathbf{E}	B	7
D	Α	6年	\mathbf{E}	Α	7 6
В	C	7 任	E	Α	3
P	В	4 ₩	E	Α	4
F	D	14	E	Α	3
В	В	5 4	1	Mate	
A	rother	· Way o	f Play	ying.	
V	hite			Black	
Α	\mathbf{E}	8 ₽	E	В	7
D	Α	6 4	E	C	6
В	В	4 中中	E	D	6
D	D	3 ₩	E	C	5
D	D	5 4	'	Mate	

(14)

Situation of the Black. 13. AE2. BE5. CG4. EC8. HE8. Pawns. D 6. F 3. H 2.

Situation of the White.

AB1. BA4. CA3. EF1. HG7.

Pawns. F 2. G 3.

The Play.

White.

A B 8 H
C D 6 H
B B 6 H
C C 7 H

Black.

E B 8
E C 8
E D 8
Mate.

** *** **** (15)

14. Situation of the Black. AH 6. BB 3. CG 4. DF 3. EB 8. G C 7. Pawns. A 7. B 6. F 5. G 6.

Situation of the White.

AD7. BB5. DB4. EF1. Pawns. C4. D5. F2. G3. H2.

The Play.

V	hite		Ī	Black	
A B D D P	D D A B	8条4条455	E E B G	B A A B	7 6 5 5

Situation of the Black. 15

EB1. Pawns. A3.

Situation of the White.

A E 4. E D 5.

White.

The Play.

Black.

* * * * * * * * * * * * * * * * * * * *					-	
\mathbf{E}	C	4	P	A	2	
\mathbf{E}	В		P	Α	1	B₩
\mathbf{E}	C	3 3 2	B	C	2	
Α	E	2	В	Α	3	
\mathbf{E}	\mathbf{B}	3	₩c.	•		
A	nother	· Way	of P	layin	g.	
V	V hite	. 1	B	lack		
\mathbf{E}	C	4	P	Α	2	_
\mathbf{E}	В	3	P	Α	1	B⊁
\mathbf{E}	C	3	В	C	2	
_	-	- 1	'n	Λ	•	

೮೧.

##

(17)

AC8. BC7. CF3. DH3. EB8. GG7. HH7. Pawns. A7. B7. F5. G4.

Situation of the White.

AD 2. BD 5. CF 4. DA 4. EG 1. HE 1. Pawns. C5. F2. G3.

The Play.

White.		Black.			
C	C	7 1	A	C	7
D	A	71	E	A	7
H	A	14	E	В	8
H	A	8 🖡	E	A	8
B	B	6 🖡	E	B	8
A	D	8 🚁	E	A	7
A	A	8 🚣	Mate.		

\$\$\$ \$\$\$ **\$**\$

• • •	
Situation of	the Black. 17
A H 8. B E 8. E B 8. F G 7. (A 7. B 6. C 7. 1	CBg. DH
EB8. FG7. (F 4. Pawn
A 7. B 6. C 7. 1	E 3. F 6. G 6.
Situation of	
ADL BRA	CE DC
ADI, BB4. EGI, FBI, G	F 2.
Pawns. A 4. B 3.	E2. F3. G4
. وسد ح	n.
White. B C 6中 A D 8中 D C 6中 E 4中 B D 3中 A D 5中 P B 4中 F D 5中	Play.
VV nite.	Black.
A D 0	C C 6
D C 64	E B 7 E C 6
F E 4	E C 5
B D 24	G D 3
A D SE	G D 3 E C 6
$A \cdot D \cdot 3$	E C 5
P B 44	E C 4
FD 54	Mate.
Another Way of	f Playing.
White,	f Playing. Black. C C 6 E B 7 E C 6
B C 64	C C 6
A D 84	E B 7 E C 6
D C 64	E C 6
F = 4T	נעט
A = 3 - 1	E C 5
· · · · · ·	E D 4
C C 34	Mate.

18. Situation of the Black. AA7. BA6. DF 2. EA8. GF 3. HC 7. Pawns. A 5. B 6. E 7. F 6. G 4. Situation of the White. AD 1. BC 3. CF 4. DA 4. EH 1. GF 8. Pawns. A. 3: B 2. E 3. G 3. The Play. White. Black. D 8₩ В В 8 D C 6中 A В 7 8 D A B B 7中 G B 7中 C A A A A D C 8中 E В Č D E 8 E 8 A C 8 **T** Mate. Another Way of Playing. White. Black. A D 8₩ E В D E 4 **+** H Ā D D 7**中** 6**中** E 8 В A D 7 🗗

7 平

Mate.

The state of the s

The fame Game as Number 18.

A	other	Way	of Pla	ying.	
	Vhite		ĺĺ		
A		84	B	· B	. 8
D	Ç	6¥	* A		
Ą	B.	8*	E	A	
\mathbf{B}	В	5 *	E	A	6
Ą	A	84	I. A	Α	7
Ð	C	MY.	1 · 1	Kate	



Situation of the Black. 19. AC 8. BF 5. DH 3. EA8. FB6. HH 7.

Pawns. A 7, F 3. G 4.

Situation of the White.

A A 1. B B 5. C G 3. D F 4. E G 1. F D 3. Pawns. E 2. F 2.

The Play.

White.

F E 44 H B 7
D B 84 A B 8 F A 7

20. Situation of the Black. AG 7. BE 6. CC8. DH 5. EB8. HH8. Pawns. A 7. B 7. D 3. E 4. F 3. G 4. Situation of the White. A A 2. BB 5. D C 3. E G 1. GE 5. HA 3. Pawns. B 6. D 2. E 3. F 2. G 3. The Play. White. G D D E H A Mate. Another Way of Playing. White. Black. G D



Situation of the Black. 21. AH8. BC7. DF4. EB8. GE8.

Pawns. A 6. B 7. C 6. E 3. G 5.

Situation of the White.

AD7. BB3. CA3. DE7.

Pawns. A 4. E 2. F 3.

The Play.

White.

A D 8 + E A 7

D C 5 + P B 6

D B 6 + E B 6

C C 5 + E B 7

Mate.

*** *** 22. Situation of the Black.

A A 2. E C 6. F B 6. HF L. Pawns. D 6. E 2. F 4.

Situation of the White.

AB1. BB5. ED3. HE7. Pawns. C4. E6.

The Play.

White.			Black.		
H B A	C D B	7★ 4★ 5★	F E	C C Mate.	7 5



(25)

Situation of the Black. 23. AF7. BD5. CC6. ED6. Pawns. E6. F5.

Situation of the White.
BD4. CC3. ED8. GD7.
Pawns. F4.

The Play.

White.

B F 54 | Black.

C E 54 | E E 6

G C 54 | Mate.

Another Way of Playing.

White,
B F 54 A F 5
C E 54 A E 5
P E 54 Mate.



24. Situation of the Black. A E 2. C F 3, E A 8. H H 8. Pawns. A 7. B 3. E 4.

Situation of the White AB EF 1. HD7. Pawns. A F 4.

The Play.

White. Black.
A H 5 C H 5
B C 6

Mhite.
A H 5 A C 8
B C 6



Situation of the Black. 25. A H 8. B C 8. E B 8. G D 6. Pawns. A 7. F 3. G 3.

Situation of the White. AC7. BB4. EF1. GC5. Pawns. C6.

The Play.

White.

A B 7 G B

B A 6 E A

P B 7 Mate.

Another Way of Playing.

White.
A B 74 E A 8
A B 84 E B 8
B C 74 E A 8
C A 64 E B 8



E 2

26. Situation of the Black. AH7. BD7. CC4. DH5. E C 6. F C 7. Pawns. A 7. B 6. E 5. F 6. G 3. Situation of the White. **A** A 1. B D 6. D D 1. E G 1. F F 1. G F 5. Pawns. A 2. B 2. C 3. F 3. The Play. White. Black. D D 5**+** 4₩ В 4₩ В 5₩ D 1H C Mate. 4₩ Another Way of Playing. White. Black. D D D '5 5**₩**

> * ** ***

4₩

F

P B

B 54

Mate.

Situation of the Black. 27. BF 3. CB 7. DE 1. EB 8. Pawns. A 5. B 6. C7. G 4.

Situation of the White.

BC3. DD7. EG2. GE7. Pawns. D3. F2. G3.

The Play.

White. Black. D D 8₩ Ε Ą B B ₿ 5₩ EEE 7**₩** G C 8₩ В B E 5₩ D 84 D Mate. 4₩

Another Way of Playing.

White. Black. D D 8**4** E A В В E E A 5₩ B G C Α 7**+** 7 8 C E В 8₩ G D бӊ G В Mate.

28. Situation of the Black.

AB 8. BD 4. CB 7. DH 3.

EB 5. HF 8.

Pawns. A 6. B 4. C5. D6. E7.

Situation of the White.

AA 1. BE 3. DD 5. EG 1.

HG 6.

Pawns, B 3. C 2. F 2. G 3.

The Play.

White.

Black.

V	Vhite	e .	E	Black	
A D B H	A C C B	5 世 5 世 4 世 6 世	E P E	A C B Mate.	5 5 5

Another Way of Playing.

White.

A A 54 E B 6

D C 54 Mate.

+***

-

Situation of the Black. 29. AH 8. BC 6. CB 7. DH 5.

EA8. GD8.

Pawns. A 7. E 2. F 3.

Situation of the White.

AAI. BE 6. CE 3. DC 7.

EGI. HD7.

Pawns. B 4. F 2. G 3.

The Play.

White.		E	lack		
A	Α	7	В	Α	7
D	\mathbf{B}	8*	E	В	7
C	\mathbf{F}	4*	E	C	8
A	C	4 ♥ 7 ♥	E	В	8
A	C	5 -	E	A	8
В	C	7★	E	B	8
B	\mathbf{D}	5 *	E	Ā	8
B	В	6 4		Mate	-

(32)

30. Situation of the Black.

A D 2. B B 4. D H 2. E A 8. F D 6.

Pawns. A 5. B 7. C 7.

Situation of the White.

AB1. BD4. DC4. EF1. FE4.

Pawns. C 2. D 3. F 3.

The Play.

White. Black D A 64 Mate.



(33)

31. Situation of the Black. AE 8. BC 8. CB 7. DH 3.

E B 8. Pawns. A 5, B 6. E 6, F 4. G 5.

Situation of the White.

ACI. BE 5. DC6. EG f.

Pawns. A 2. B 2. B 4. F 2. G 3.
The Flay.

White. Black. B D D В B-76 E F E 4* E Α P В EEE 5 * В **5** F D В 3***** С A 5 В 4₩ P Ē P Α Α 4₩ A C 7* В F В Mate. 5季

32. Situation of the Black.

AF1. BE4. CE8. EC8. Pawns. B2. C3.

Situation of the White.

A B 7. B D 5. C C 5. E B 6. Pawns. A 6. D 6.

The Play.

V	Vhite		1 1	Black	:
P	D	7년	C	D	7
A	\mathbf{B}	8 ∓ ı	E	В	8
P	A	7重	E	A	8
B C 74			1	Mate.	•



Situation of the Black. AC8. BF 5. CF 3. EB 7. H G 2. Pawns. B 5. C 6. F 7. G 4. H. 5. Situation of the White. AAI. BC7. CC3. EFI. HE 7. Pawns. B 4. C 5. D 3. F 4. G 3. The Play. White. Black. B В 5**H** В E A Ą E В 7壬 C C A E 5 IF E A E 8**Ŧ** A D: E E 8**Ŧ**

Another Way to Play.

4₩

E F

Mate.

A

B D

D 64

White. Black. ٤. B B 5 1 C · A A 7中 Ε B. H H E C E E 81 Mate. 5₩

F ,2

(3	(, o
34. Bituation	f the Black.
AAS. BD7.	
EB8. GF4.	H C 8.
Pawns. B 6. C 6	. F7. G5. H4
Situation of	the White.
AA L BAS. I	ALEHI
FD 3. GB 3.	
Pawns. 1 5, C 2	. D4. E4. F3
The	Play.
White. B C 64 D A 84 A A 74 D F 84 P E 54	Black.
B C 64	H C 6
D A 84.	E C 7
A A 74	E D 6
D F 84	B F 8
P E 5	E D 5
T C AN	1 13 0 4
F E 44.	
Another Way	to Play.
White, B C 64 D A 74 A A 74	Black.
D C COM	E C 7
A A 74	F D 6
P E 54	E D 5
P C 44	Matei
127	

(37)

Situation of the Black. 35. BD7. CB7. DG3. EA8. GF7.

Pawns. A 7. B 6. C 5. F 3.

Situation of the White.

BD5. DC7. EG1. FG2. GE7.

Pawns. A 5. B 4. D 6. E 5. The Play.

White.
D C 844 C C 8
B C 744 E B 8
G C 644 E B 7
P A 644 E C 6
P B 544 Mate.



36. Situation of the Black. A E 6. B C 6. E C 8. Pawns. D 7.

Situation of the White. AB7. EA8. Pawns. A6. D6.

The Play.

White. B 8∰ A 7 Black, B B 8



(39)

Situation of the Black. 37. AC8. BB4. DH4. EB8. FF8. GG3. HH8. Pawns. A7. B7. E7. G4.

. Situation of the White.

AE 1. BA 4. CC 1. DG 6. EG 1. FF 1. GC 5. Pawns. B 3. C4. F 2.

The Play.

	Vhite	.	B	lack	
C	\mathbf{F}	4 ♣	E	A	8
В	В	6-∓•	P	В	6
A	A	14	В	A	6
A	A	6 ₁	P	A	6
F	G	211	E	A	7
Ď	В	6 ₁	E	В	7
G	D	7重	E	A	7
C	E	3⅓	1	Mate.	• 1

** **** 38. Situation of the Black.
BD4. CB7. DH6. EAS.
GF8.
Pawns. A7. B6. F5. G3.
Situation of the White.
BE5. DF7. EG1. FF1.
GE8.
Pawns. A4. B3. C4. D6.

The Play. White. Black. B 74 E Ā 21∰ B В B 5垂: E B B Mate.



(41)

AD 8. BC 5. CC 8. DH 5. EB 8. GG 4. HH 8. Pawns. A 7. B 7. F 5. G5.

Situation of the White.

AA1. BC4. CD2. DE3. EG1. FF1. HC1. Pawns. A5. F2. G3.

The Rlay.

White.	Black.
D F 4年 C F 4年 B B 6年 P B 6年 H C 8年 A 6年 A G 2年	P F 4 8 P B 6 A C 8 P A 6 Mate.

AC 8. BB 5. EB 8. GE 3. HE 2.

Pawns. A 7. B 6. F 4. G 3.

Situation of the White.

AD 7. BE 5. EG 1. FB 1.

HG7. Pawns. C4. D4. F3.

The Play.

· 1	Whit	e .	ı I	3lack	
A	B	7里	E	A B	8
A B	B	8 重 7 重	E	Ç	7
\mathbf{B}	C	51₩	E	Ď	8
B	E	6 4	E,	E Nate.	8
\mathbf{F}	G	OH I	1	Marn	•



Situation of the Black. 41. EA8. FE 3. Pawns. C 2. D 7. E 4. Situation of the White. CA 3. EC 7. Pawns. B5. E5. The Play. White. Black. C В E 3 B B 8 D D D 8* \mathbf{B} A B ಆೇ. Another Way to Play. White. Black. F D 1

P В 6 8 ECCP C A C B P F E D D C A A 3 5 7 B 8 છ. B

(44)

· The	fame	Game	äs	Number	41.
L	Inothe	r Way	tö	Play.	:

White.	Black.
C C 1 P B 6 E B 6 E C 5 E D 5 E D 6 E D 7	F D 4 F B 6 E B 8 E C 7 E B 6 E B 5

Another Way to Play.

White.	Black.
C C r P B 6 E B 6 E C 5 E D 5 E D 6	F D 4 F B 6*4 E B 8 E C 7 E D 8 E E 8
C G 5 E D 7 C C 1	E F 7 E G 6

Situation of the Black. 42. AF 5. CB 7. DH 3. EB 8. HG8. Pawns. A 7. B 6. D 7. H 6. Situation of the White. AEI. BB4. DE4. EGI. F E 2. Pawns. B 5. D 6. G 3. H 2. The Play. White. Black В A E A. F F A

 \mathbf{D} E H 81 Α E 84 Α C 84 A В 8₩ Mate.

Another Way to Play. White.

Black. В 6H Α P G 3 14 E H

> **፠** ፠ % ¥.¥ ¥.

The same Game as number 42.

4	anoti	per vv a	TO E	ay.	
1	Whi	te.	, 1	3laci	۲.
B		6₩	E	A	8
			Ā	F	2
Ď	Ē	3 8₩	C	F C	ğ
Ď	Ğ		<i>छत</i>		•
_					
4	noth	er Way	to Pla	zy.	
7	Whit	e.	B	ack.	
B	A	6 ₩	E	C	8
		4里	C	C	6
$\tilde{\mathbf{D}}$	č	84	Ē	_	
Ď		84		Nate	•
ע	11	0.7.		,	-



(47)

Situation of the Black. 43. AB2. BB5. EB8. HC8. Pawns. A6.

Situation of the White. AE7. BE5. EE1. HH1. Pawns. B6.

The Play.

White.

H H 8
B C 64 E C 8
P B 74 Mate.

Another way to Play.

White.
H H 8
B C 6
A A 7
M
Mate.



(48)

The Jame Game as Number 43.

• •	Mnot	ber way	to P	ay.	
\mathbf{v}	Vhite	. İ	· F	3lack	•
H	H	8	A	C	2
B	D	7 -	Æ	A	8
P	В	7壬	E	B	7
\mathbf{B}	C	5中中	E	B	6
Α	B	7中	E	A	5
H	C	8 1	Α	H	2
H	C	6 1	&€c.		



(49)

Situation of the Black. 44. AG8. CC8. DE5. EB8. HH8. Pawns. B6. C7. E3. F4.

Situation of the White.

AF7. BB5. DA2. EH2. GD4.

Pawns. A 6. B 4. F 3. H 3. The Play.

White.			Black.		
P D B	A D C	7★ 5★ 7 ★	E D E	A D A	8 5 7
B	D	5-₩	E	Α	6
P	В	5*	E	A	5
Ą	A	7★	C	Α	6
A	.A	6≰	']	Mate	

(30)

45. Situation of the Black. AGI. EAI. Pawns. A 2. B 3.

Situation of the White. AF 6. BB 5. EB 6. Pawns. G 7. H 4.

The.	Play.
White.	Black.
AF 144	AFI
PG8D	P B 2
D G 7	AGI
DE	AEI
DEIA	PBID
D C 3F	D B 2
E C 5	E B I
B A 344	E A I
D E im	હ ા.



(51)

The same Game as Number 45.

Another Way to play.

White.	Black.
AF 1	AF
PG8D	P B 2
D G 7	AHI
BD 4	A H 4
B B 344	EBI
DG 64	Mate.

Another Way to play.

White.	Black.		
A F 14	AFI		
PG8D	P B 2		
D G 7	ЕВг		
B A 34	EAI		
B C 4	A F 2		
B C 4 E B 5	A G 2		
D D 4	A C 2		
E B A	EBI		
	ECI		
B A 34 D G 144	િ છ€.		

泰泰 安 安 泰

H 2

46. Situation of the Black. AC8. BC5. EA7, GH6. HF1. Pawns. A6. D2. D6.

Situation of the White.
AB4. EC6. FD5. HG7.
Pawns. A5. C7.

The Play.

White.

A B 8
P C 8 B++
H A 7+
Mate.

Mother Way to play.

White.
A B 8 P D 1 D
A A 8 A A 8
P C 8 D A & 8



(53)

Situation of the Black. 47. BH 3. DE 5. EG 8. FG 5. Pawns. B 3. F 4.

Situation of the White. AC7. CC1. EH5. HF1. Pawns. H6.

. The Play.

White.	Black.
P H 7** C B 2	EH8
HEI	ි සි කි කි

Another way to play.

White. Black.
P H 74 E F 8
H E I &c.



Situation of the Black.

AA8. BC6. CB7. DH6.

EB8. HH8.

Pawns. A 7. B 6. C7. F 4. G3.

Situation of the White.

AE1. BF8. DF7. EGI. FF3. HF1.

Pawns. C 3. D 3. G 2.

The Play.

White.

A E 84 C C 8
B D 74 E B 7
B C 54 P C 5
H B 14 E A 6
D C 44 E A 5
D B 54 Mate.

Another Way to Play.

				,		
White.			Black.			
A	E	8₩	C	C	8	
B	D	7年	E	В	7	
	C	5₩	E	\mathbf{B}	8	
В	Α	6 .	E	В	7	
D	C	7년	E	Α	6	
H	A	14	В	Α	5	
F	В	7₩	C	В	7	
Ď	C	4 ₩	P	В	5	
A	\mathbf{E}	6 4 1	<i>છે.</i>			

(55)

Situation of the Black. 49. AD 8. BF 3. EA 8. HH 8. Pawns. G 3. H 2.

Situation of the White.

AB7. EB6. FA2. HD5. Pawns. A7.

The Play.

White. Black.

A H 7
H D 8
F D 5
A H 8
Mate.



(56)

50. Situation of the Black.
AD 8. BD 4. EA8. HE8.
Pawns. D 2. E 3.

Situation of the White. ACI. BE 5. CA3. EA6. Pawns. B6.

The Play.

		,		
White.	1	Black.		
A C 84		Α	C.	8
P. B. 74		E	B	8
C D 64	- 1	Â	C	7
B D 74	, [٠. ٨	late.	•
א ע ע		. •	2000	

((57)

Situation of the Black 51.

AG: BA3. CE4. EB4. GBI. HH6.

Pawns. E 3. F 2.

Situation of the White.

AE7. BD 4. CE 5. EB 2. HG 5. Pawns. A.A. B3. The Play.

White. Black.
C D 64 H D 6
A B 74 C B 7
B C 24 B C 2
H B C 2



Situation of the Black. 52.

AA8. ED7. Pawns. G3. H4.

Situation of the White.

AC6. ED5. Pawns. G7.

The Play.

White.

A A 6
A A 7 X E E 6

Another Way to Play.

White. Black.
A A 6 P G 2
A A 8 P G 1 D
P G 8 D &c.



(59)

Situation of the Black. 53. AB6. EA1. Pawns. A2. G5. H6.

Situation of the White.

AE4. EC2. Pawns. G4.
The Play.

White.
A E 1 A B 1
A C 1
A C 1
A C 1
P H 5
Black.
A B 1
A C 1
P H 5



54. Situation of the Blacke AH 8. BA 4. CB7. DH 4. E B 8. Pawns. A 6. B 5. C 7. E 3. F 4. Situation of the White. AC1. BD 5. DE 5. EG 2, F F 3. Pawns. A 5. B 4. E 2. G 4. The Play. White. Black. D C 74 D B 7**±** \mathbf{B} В D В Mate. Another Way to play. White. Black. C В \mathbf{B} В

> ### ## ##

Mate.

Α

A B

(61)

Situation of the Black. 55. AH 3. CG 4. EA 7. HH 8. Pawns. A 6. B 7. E 2. F 3.

Situation of the White.

ACI. BD4. CE3. EGI. Pawns. A5. C7. F2.

The Play.

V	Vhite).	E	lack.	•
B	F	5·¥	P	\mathbf{B}	6
. P	В	6	E	Ą	3
		Doğe	H	\mathbb{C}	8
Α	\mathbb{C}	8:3	E	\mathbb{B}	7
В	D `	OF	1 7	VIate.	».,
	Anoti	ber Wa	y to pla	гу	
ν	Vhite	: .	1 I	Slack	
\mathbf{B}	F	5 X	F ³	\mathbf{B}	б
P	B	6·*	E	\mathbf{E}	7
В	D	6 4	E	A	8
P	В	7*	1 1	Mate	

(62)

56. Situation of the Black.
ACI. BC3. CB7. EC6.
FD6.
Pawns. B5. C7. E2.

Situation of the White.

AD5. BF5. EE6. FH7. Pawns. A5. D4.

The Play.

White.	l Black		
B E 74	F E 7		
A C 54	F C 5		
F E 44	B E 4		
P D 54	Mate.		



Situation of the Black. 57. AA8. BA5. DF2. EB7. FF4. HE2. Pawns. A7. B6. G5. H7.

Situation of the White.

AH 6. BB 5. DF 5. EC 2. GD 2.

Pawns. A 2. B 2. C 4. F 3. G 4.

The Play.

White. Black. H 7년 E Α D C 84 В В 71 A В В A 31€ A Α Mate.

(64)

58. Situation of the Black.

ACI. BF 5. DE1. EH5. Pawns. G 6. H7.

Situation of the White.

AG4. BD8. CE5. EH3. Pawns. G2.

The Play.

White.			1	Black.		
A B P	GFG	.5¥ .7¥ .4¥	E E	**	5	



(65)

Situation of the Black.

59.

BE 5. CD 3. EF 8. Pawns. C4.

Situation of the White.

BF 6. EH 7. Pawns. G 5. G 6.

The Play.

> ቶቶቶ ቶቶ ቶ

> > Ķ

60. Situation of the Black.

A B 8. B D 8. D F 2. E G 8.

G G 4. H E 3.

Pawns. A 5. B 6. C 7. F 5. G 7.

H 7.

Situation of the White.

A H 3. B F 4. C E 7. D D 1. E H 1. F B 5. Pawns. A 4. B 3. G 3. H 5.

	1116 1	. wy.		
White	·.	B	lack.	٠.
D D	84	A	D	8
F C	4₩	E P	H G	6
B G P G	6 H	-	H	6
AH	6 項	P	H	6
C F	6.4	Ŋ	[ate	,



Situation of the Black. 61.

AG 2. EH 8. HG 8.

Pawns. A 4. B 3.

Situation of the White.

AF 3. EH 6.

Pawns. F 6. G 6. H 5.

The Play.

White. Black. H F

Another Way to play.

White. Black. H G F 6₩ A H **ಆ**೧.

K 2

62. Situation of the Black.

AG8. BE2. EB8. FH6.

НН 3.

Pawns. B 6. C 7. F 3. G 4.

Situation of the White.

ADI. BB4. EFI. GE5.

H E 7.

Pawns. B 5. F 2. G 3.

The Play.

White.

B C 64
H C 74
A D 74
B E 74

A D 74 B E 74 * G C 64 H A 74 Black.

E C 7 E C 8

E B 8 E A 8 Mate.



(69)

63. Situation of the Black. ABI. BF5. DF3. EAS. HB8.

Pawns. B 7. C 6. G 4.

Situation of the White.

AD2. BD5. CA5. EG1. GF4. FF1.

Pawns. B 4. C 4. G 3.

The Play.

W	hite.	ı	(B	lack.	
В	C,	7 -I -	E	$\mathbf{A}^{:}$	7
C	В	61	E	В-	6
P	C	5136	E	G:	7
\mathbf{G}	\mathbf{E}	5₩ 6₩	E	С	8
Ą	D	84	I	/late	•

* ** ***

(70)

64 Situation of the Black. A B 3. B E 3. E H 7. H D 2. Pawns. C 4. D 5. H 6.

Situation of the White.

A A 8. B E 6. E G 1. H F 4. Pawns. G 2. H 3.

V	Vhite	₽,	1 1	Black	
Α	A	7手	E	G	6
Α	G	7 ±	E	H	5
H	H	4 . ₩	E	· H	4
P	G	31₩	E	H	3
₿	F	414	N	/late.	-



(71)

Situation of the Black. 65.

EAI.

Pawns. A 3.

Situation of the White. ECI. BD 2.

V	7hite		B	lack.	
В	В	31₩	E	A	2
$\bar{\mathbf{B}}$	C	5	E	A	I
E	C	2	E	A	2
B	D	3	E	A	I
В	С	I	P	Α	2
B	B	31€	} 1	Mate	



66. Situation of the Black. BF2 FD7 FG7

BF 2. ED 7. FG 7. Pawns. C 2. G 4.

Situation of the White.

B C 6. E D 5. F H 5. Pawns. D 6.

The Play.

•	Whi	te.	·	I	3lack	:.
F	E	814	i	E	E	8
\mathbf{E}	E	6		\mathbf{F}	F	6
P	D	7. T .		E	F	8
\mathbf{E}	F	6	1	B	E	4 ¥
E	G	6		ত	•	

Another Way to play.

White.	Black.
F E 8 ≰	E E 8
E E 6	E F 8
P D 7	E G 8
P D 8 DA	E H 7
D D 2	<i>ట్ర</i> ి.



(73)

Situation of the Black.

67.

DG 3. ED 3. Pawns. C 4. D 2.

Situation of the White.

AE 8. ED 1. HH 4.

The Play.

_			•		
V	Vhite	€.	. Bl	ack.	
A	D	8-4	E	C	
H	H	3	D	H	3
Α	D	3 -	Ē		3 3 2
Α	H	3	E P	č	
	H	ı	Ē	B C B	3 2
A È	Ē	<u> </u>	Ē	Č	3
Α	Ğ	ī	Ē	B	
E	Ď		1 5		2
		3	E	B	3
A E	\mathbf{B}	3 1∰	E	A	3
\mathbf{E}	C	2	ප් ද		

遊遊療 発療 解療

L

68. Situation of the Black.

AH4. EC8.

Situation of the White.

CF 4. EG 8. Pawns. C 6. G 7.

White.	Black,
CE 5	AHI
P C 7	AFI
P C 7 E H 7	AH
E H 7 E G 6 E F 7 E G 8	A G IN
E F 7	A F
E G 8	AHI
C F 4	A H 4
C G 5 C D 8	A G 4
C G 5 C D 8	AGI
EA7	A H I
E A 7 E G 6	A G 14
CG	E97



(75)

Situation of the Black. 69
AA2. BF6. EH8. GG8.
HG2.
Pawns. B3.

Situation of the White. AB 7. BE 6. EE 1. HF 1. Pawns. G 6.

The Play.

> \$6.56 \$6.56

> > L 2

(76)

70. Situation of the Black. A A I. B B 3. E H 6. G F 3. Pawns. B 2. C 3. F 4.

Situation of the White. ADI. BE 6. CC5. EF7. Pawns. G4.

N.	V hite	.	i B	lack	
C A	F H	8 . ¥	E	H H	7
C	G	7	Ĝ	E	5₩
Č	E	5	A	F	1
P	G	5	<i>& € c</i> .		5



(77)

Situation of the Black. 71. ACS. EH7. FA7. HH3. Pawns. F2. H6.

Situation of the White.

AD 6. BE 6. CE 1. EF 7. Pawns. G 5.

White.	Black.
P G 64	E H 8
P G 7. ₩	E H 7
B F 84	A F 84
P F 8 B	E H 8
C C 3. ₩	H C 3
А Н 64	Mate.



(78)

72. Situation of the Black. A C 8. B G 3. D D 2. E B 8. F G 7. G H 5. H D 8. Pawns. A 7. B 6. F 3. G 4.

Situation of the White.

ACI. BC3. DA3. EGI. FE4. GD4. HH7. Pawns. E3. G2.

- 110 Z 500y					
White.				Black	ζ.
D	Α	7★	E	Α	7
Α	A	1 🛠	E	В	Ś
A	. A	. 84	E	C	7
* B	В	5₹	E	D	7
A	Α	7*	E	E	8
\mathbf{F}	G	6 -	E	F	8
H	Η	8-	F	H	8
G	\mathbf{E}	6×	E	G	8
\mathbf{F}	H	7*	Λ	Tate.	
		, _ `			

(79)

Situation of the Black. 73. AH 5. BH 6. EG 7. Pawns. F 6.

Situation of the White. A E 3. C D 2. E E 6.

Pawns. F 5.

The Play.

White.	Black.
A G 34 C H 6 E F 7 A G 84 A G 6	E H 7 A H 6 E H 8 E H 7

Another Way to play.

V	V hite	·	j) i Black	
A	G	31₩	E	F	8
C	H	614	A	H	6
Ą	Ą	3	E	G	7
A	Ą	7 -	E	G	8
A	F	7	િસ્ત		

影響**要** 影響 影響

(80)

74. Situation of the Black

BG 4. EE 4. Pawns. G 2. H 4.

Situation of the White.

CB2. ED2. Pawns. B7.

The Play.

White.
C D 4
P B 8 D
D B 6★
Black.
E D 4
P G 1 D
Sc.



(81)

Situation of the Black. 75. ABI. EA 4.

Pawns B 3. C 2.

Situation of the White.

AF1. EC4. Pawns. A 6.

The Play.

White.
A C 1
P A 7
E C 3
P A 8 D4

E C 4

Another Way to play.

White.
A C I
P A 7
P A 8 D 4
D B 8 4
A C 2

Black.
P B 2
E A 5
E B 6
E C 6



76. Situation of the Black.
A D 8. B F 6. D H 3. E A 8.
G G 4. H H 7.
Pawns. A 7. F 5. G 6.

Situation of the White.

AA1. BD4. DE5. EG1. FC4. HB1. Pawns. A6. F2. G3.

W	hite	: .	B	lack.	
H	В	84	A	В	8
F	D	51€	B	D	5
\mathbf{D}	\mathbf{D}	5 ±	H	В	7
P	В	7重	A	В	7
A	Α	7中	E	Α	7
D	A	5 +	E	В	8
D	D	84	E	Α	7
В	C	(H	E	A	6
D	A	51		/ate	,



The fame Game as Number 76.

Another Way to play.

				,	
V	V hite		E	Black	•
H	В	84	A	В	8
F	D	5 1	В	\mathbf{D}	5
$\cdot \mathbf{D}$	D	5₩	* A	\mathbf{B} .	. 7
P	В	7₩	E	\mathbf{B}	8
D	D.	8,4	E	В	7
Α	В	14	E	Α	6
\mathbf{D}	D	6 ∓ i	E	Α	5
D	Δ	200	ז ו	Mate	_

Another Way to play.

W	hite		B	lack.	-
H.	В	84	Α	В	8
F	D	5 -	Н	В	7*
F	В	7冊	A	В	7
P	В	7任	E	В	7
Α	В	114	E	C	8
Α	В	84	E	\mathbf{D}	7
A	В	7 ₩	E	D	8
D	В	84	1	Mate	•

M 2

77. Situation of the Black. A G 6. B C 7. D H 3. E D 8. H G 8. Pawns. D 6. E 6. F 7. H 4.

Situation of the White.

A A 2. B C 4. D A 4. E G 1. G D 4. Pawns. B 5. E 4. G 2.

. •	Whi	te.		E	Black	ζ,
G	C	6 🕏	1	E		8
\mathbf{D}	Α	8*	1	В	Α	8
A	A	8₹		Ė	\boldsymbol{D}	7
Α	Α	7 *	1	E	E	7 8
${f B}$	D	6.	1	E	F	8
A	F	7	1	M	late.	



. Situation of the Black. 78 AC2. BD 3. DH 7. EB8. FE 7. H.H. 8. PPawns. A 7. D 6. F 3. G 4. Situation of the White. AH 2. BC7. CH6. DA5. EF1. FA6. Pawns. B 3. F 2. G 3. The Play. Whit Black. E e. 3 Η. A 71₩ 8₩ Α 8**±** 7日 В Mate.

Another Way to play.

White. Black. C \mathbf{E} C Н I D E В 5**+** D В 7**+** D Mate. 84



79. Situation of the Black. A C 2. B A 5. C E 8. E A 7. Pawns. F 4. G 3. H 3.

Situation of the White.

BC 3. EG 1. FH 1. GD 6. Pawns. A 6. B 7. C 5.

The Play.

White.	Black.
* B B 5 €	C B 5
G C 8 _H P B 8 B _H	E A 6 Mate.

Another Way to play.

White.				Black	:.
* B	В	5 /	E	A,	6
В	$\mathbf{\epsilon}$	7中	E	A	7
G	Ċ	£ 43	E	В	8
В	Α	61	1	Mate.	,



Situation of the Black. 80.

E C 5.

Pawns. H 4.

Situation of the White.

E E 3. Pawns. A 4. C 4.

White.	Black.
P A 5 E F 3 E G 3 P C 5 P C 6 E H 3 P A 6	P H 3 E C 6 E B 7 E A 6 E A 7 E B 8

(88)

81. Situation of the Black.

AF8. EA8.

Pawns. G 4. H 3.

Situation of the White.

A C1. EA5. Pawns. A 6. B 6.

·V	Vhite	:.	I E	llack.	,
A	Ĉ	84	A	C	8
P	B	7-14	E	В	8
E	В	6	A	C	6 *
E	C	6	P	H	2
E	B	6	80	•	



(89)

Situation of the Black. 82.

DE 5. EA8.

Pawns. B 6. C 7.

Situation of the White.

A D 7. B B 4. E F 3. Pawns. B 3. C 4.

		<i>)</i> -		
White.	. 1	B	ack.	
		E	В	7
A B	8 4 84	E	В	8
BC	64	E	\mathbf{B}	7
BE	5	&c		•



83. Situation of the Black. AB8. BB6. CD7. DH5. EE8. GF6. HH8. Pawns. A5. B7. C7. G3.

Situation of the White.

AD 1. BE 5. DC 5. EG 1. GG 5. HE 2.

Pawns. A 4. B 5. F 4. G 2.

E

White. Black.
D E 74 E F 7
G F 74 E C 8

444

Situation of the Black. 843 AA7. CC6. DD5. EG8. HF 8. Pawns. F 6. G.78. Situation of the White. AHI. BF 5. DG 4. EG 5. F D 3. Pawns. F. 2. G 3. The Play. White. Black. E $\mathbf{F} = \mathbf{H}$ 71 F \mathbf{G} **6₩** A H 84 DH E 4₩ D Mate.



H

74

N 2

85. Situation of the Black.

EB r.

Pawns. A 2. B 7.

Situation of the White.

ED 2. CE 5. Pawns. C5.

White.	Black.
C A I	EAI
E C 2	P B 5
P C 6	P B 4
P C 7	P B 34
E B 3	E B I
PCON	ERC

((93))

Situation of the Black.

EF7. FC5. Pawns. B3. C2.

Situation of the White

A A 1. E G 5. Pawns. F 6. G 7.

The Play.

White.
P G 8 D E G

E G 6 P B

A A 8 F F 8 P F 7 F 7 F 8



('94')

87. Situation of the Black. C G 4. E D 8.

Situation of the White.

AH7. EE5. Pawns. D6.

White.	Black.
A H 4	C D
A D 4	C B
P D 7	CC
E D 6	OF 5 CD7
A F 84	CES
AHR	ERC



Situation of the Black.

AH 1. EE 8. Pawns. F 5. G 2.

Situation of the White.

AAr EF6. Pawns. F 4. G 6.

The Play.

White.

Black I

89. Situation of the Black. BB4. DF7. EG8. Pawns. C3. F6. G7. H7.

Situation of the White.

AE 1. BF 5. EG 3. FC 2. Pawns. F 3. G 4. H 4.

. The Play.

White.

F B 3
A E 84
B D 64
P H 54
P F 44
B F 54
Mate.

Another Way to play.

White.

F B 3
F D 5
B E 744

Black.
B D 5
D D 5



Situation of the Black.

ED 8. CE 6. Pawns. B 2. C 3.

Situation of the White.

B A 8. E D 6. Pawns. C 6. G 4.

The Play.

White. Black. C В В E E P B I 6 P C 8 D* 8*

Another Way to play.

White. Black. C 7長 В В 64 E \mathbf{E} 6 B D 5 **T**



91. Situation of the Black. A E 7. D D 5. E G 8. F C 5. H F 8. Pawns. B 6. E 4. G 6.

Situation of the White.

AF1. BH4. DE3. EG2. HH6.

Pawns. B 5. G 3.

White.			Black.		
H	Н	84	E	Η	8
D	H	6₩	A	H	7
Α	F	8₩	F	F	8
\mathbf{D}	F	8*	D	G	8
\mathbf{B}	G	6₩	Mate.		

Situation of the Black. 92. AB7. BC4. DC5. EG7. HH8. Pawns. A6. B4. E6. F7. G6

Situation of the White.

AD1. BF 6. DC 3. EB1. HH1.

Pawns. A 2. B 2. E 5. H 5.

The Play.

White.			Black.		
P	H	6₩	H	H	6
H	H	6	P	C	3
Η	H	7 子	E	\mathbf{F}	3 8
Α	D	8₩	E	\mathbf{E}	7
Α	${f E}$	8 1	Mate.		

Another Way to play.

White.			Black.		
P	H	6 4	E	F	8
A	D	8 4	E	E	7
Α	н	8	ල	ς.	

** *** ****

O 2

(100)

93. Situation of the Black. AF 6. BF 5. DH 6. EH 8. Pawns. B 4. C 2. G 7. H 5.

Situation of the White.

AA6. DB7. EH3. FC4. Pawns. B3. E2. F3. G2.

The Play.

White.			1 Black.		
\boldsymbol{D}	Α	8₩	E	H	7
F	F	7	B	\mathbf{E}	7
D	E	4₩	B	G	6
A	F	6	P	\mathbf{F}	6
D	C	2	م 40 ع		

Another Way to play.

zenosner vv ay to puy.						
White.			1 1	Black.		
D	A	8₩	E	H	7	
\mathbf{F}	F	7	D	D	2	
A	F	6	B	H	6	
D	\mathbf{E}	4₩	E	H	8	
D	E	8.	E	H	7	
F	G	бД	Mate.			



(101)

Situation of the Black. 94. AC6. CE4. DE6. EC8. FG5. Pawns. F5.

Situation of the White. AA7. BD5. DB5. EA2. Pawns. B2.

The Play.

White.			1	Black.		
D	В	7∰	E	\mathbf{D}	8	
Α	Α	8 4	A	C	8	
D	C	7	E	\mathbf{E}	8	
A	C	84	1 8	₫c.		

Another Way to play.



(102)

95. Situation of the Black. A A 8. D G 2. E H 8. F H 6. H H 2.

Pawns. G7. H7.

Situation of the White.

AF 1. BG 5. CC 1. DF 7. EE 1.

Pawns. D 5. F 6.

The Play.

White.	I Black.		
D G 84	E G 8		
PF7	EF8		
C A 34	A A 3		
B E 64	E E 7		
PF8D#	E D 7		
D D 8.1	Mate.		



(103)

Situation of the Black. 96. A A 2. B D 4. E H 8. F C 5. H C 2. Pawns. B 6. G 7. H 7.

Situation of the White.

AF3. BE5. ED1. FG2. HH1.

Pawns. B 5. C 4. H 5.

The Play.

White.
A F 84 F F 8 B G 64 P G 64 F D 54 Mate.



(104)

97. Situation of the Black. AF8. DB7. EF7. HH8. Pawns. F6. G7.

Situation of the White.

A A 1. B H 7. E G 1. F B 3. H E 2.

Pawns. C 4. F 4. G 4.

The Play.

White. Black, A A 7 D A E G

C 54 E G 6 F 54 E H 7 H H 24 Mate.



(105)

98. Situation of the Black. A A 5. B D 8. C D 5. E E 5. H B 1.

Pawns. A 2. D 6. F 6. G 6.

Situation of the White.

AD 1. BE 3. E G 2. H H 8. Pawns. E 2. F 3. G 3. H 2.

The Play.

White.			Black.		
H	\mathbf{E}	8 1 4	В	E	6
${f B}$	G	411	E	\mathbf{F}	5
A	\mathbf{D}	5 ±	A	\mathbf{D}	5
P	${f E}$	414	E	G	5
P	H	4 1	E	H	5
H	H	8 4	Mate.		



(106)

99 Situation of the Black. AD7. CB7. DH3. EH7. HF8.

Pawns. A 7. B 6. G 6. H 4.

Situation of the White.

AF 1. BG 4. CB 2. DE 5.

EG 1.

Pawns. B 5. C 4. G 5. The Play.

White. Black. Н 81. H В F 6ӊ В D 7₩ A F ₽3 A H `8₩ Mate.

(107)

Situation of the Black. 160. BA 4. EA 1. GC 3.

Pawns. A 2. F 4.

ý.

Situation of the White. CGI.ECI. Pawns.F3.

The Play.

White.	Black.		
\mathbf{C} D 4	B	\mathbf{B}	2
E C G C E C E C F E F C F C F C F C F C F C F	* B	\mathbf{D}	I
C G 7	B	\mathbf{E}	3₩
E C i	B	D	1*
C E 5	В	\mathbf{B}	2
$\mathbf{E} \mathbf{C} 2$	* B	\mathbf{D}	I
$\mathbf{C} \mathbf{F} 4$	В	\mathbf{B}	2
C E 5	* B	\mathbf{D}	I
$P F_4$	В	\mathbf{E}	3₩
ECI	В	\mathbf{D}	I *
$\frac{\mathbf{P}}{\mathbf{F}}$ $\frac{\mathbf{F}}{\mathbf{F}}$ 5	В	D B	2
$\mathbf{E} \mathbf{C} 2$	* B	D	I
P F 6	В	\mathbf{E}	3₩
ECI	В	\mathbf{D}	I *
P F 7	В	\mathbf{B}	2
C E C E C E C F E F C F C F C F C F C F	* B	D	I
PF8D	ප ද	,	



ADVICE

TO

Young PLAYERS.



OUR first View should be to open the Game so, as to make way for your Pieces

to come out, that you may post them advantageously, and have them inReadiness, both to attack, and defend.

This is best done by advancing proper Pawns; these are the King's, the Queen's, and the Queen's Bishop's Pawns. The there

three *Pawns* on the *King's* Side should remain unmov'd, in order to guard him, and secure a Retreat for him into his Castle.

Castle as soon as you can conveniently. This is sometimes so necessary to be done without delay, that it may be worth while to abandon a *Pawn*, rather than lose the Opportunity.

If you bring out your Pieces too foon, before you have open'd their Road, they will confine your Pawns, and croud your Game; if you play them near the Adversary, so that he may drive them back by pushing his Pawns, the same bad Consequence must follow; in this Case you lose a Move, and that alone may probably be the Loss of the Game; your Adversary perhaps gains a Move on his Side, that helps his Game for-

forwards; or it may be in his Power to hunt your Piece till he catches it, or drives it where it may become useless to you by the Difficulty of bringing it again into play; thus you may lose several Moves.

One Exception to this Rule is, when you play a Piece thus, it is only in Order to get into a lafe and advantageous Post at the next Move.

But in general it is best to bring out your Pieces under the Protection of your Pawns, which likewise, by being advanced, leave Places of Safety for them to retire to, in case they are driven, tho' you must avoid exposing them to it.

Never let your King lie in danger of receiving a Check by Difcovery, that is to fay, in fuch Q 2 a Po-

a Position, that your Adversary by removing one Piece opens a Check by another behind.

A double Check may be still worfe.

If a Pawn stands before your King in a direct Line, and it is in your Power to take it with a Piece, look first whether your Adversary cannot pin that Piece down, by bringing a Rook behind it, and take it at the next Move, either with his Rook, or by pushing a Pawn upon it.

If your Adversary plays or leaves a Piece, where it lies in your Power to take it, as you may at first Sight think, for nothing, do not immediately conclude it to be thro' inadvertency, especially if he is a good Player; but consider whether by taking it, you do not expose yourself to a Mate,

a Mate, or at least to pay too dear for what you get.

Sometimes a Bait of this kind may lead even your *Queen* into a Place where she may be so entangled, or detained out of the Way, as not to be set free in several Moves, if at all, to come to your Assistance.

ر میاع

He that has a Piece, or a Pawn advantage, is commonly in the right to make an Exchange as often as he can conveniently; it increases the Odds on his Side, for two to one is greater Odds than three to two; yet let him consider before he does it, whether he may not lose a Move instead of getting one, or mend his Adversary's Situation, and perhaps spoil his own.

Con-

Concerning the Second Part.

If a young, or a middling Player, when he fets up any of these Games, will endeavour to find of himself Ways to win them without looking into the Directions, I think he must improve by it. This Method continued, will use him to take a View of both Sides of the Game, and examine wheretheir Strength, and their weakness lies; to Form some Scheme for an attack; to consider how to begin this Attack, and how to support it; as also which of his Adversary's Pieces can annoy or obstruct him; laftly, to reckon and carry several Moves on both Sides in his Head.

In some of these Games I have given the losing Side some Pieces

Pieces that might be left out, fince they are so plac'd that they can do no Service; but they shew the Disadvantage of a crouded ill dispos'd Game, and that, by bad Play, several Pieces may lie quite out of the Way, or be so choak'd up as to become useless by their Position.

N. B. The Author thinks proper to inform the Publick, that no Copies of this Book are genuine, but such as are fign'd by him.

FINIS.



This book should be returned to the Library on or before the last date stamped below.

A fine of five cents a day is incurred by retaining it beyond the specified time.

Please return promptly.



