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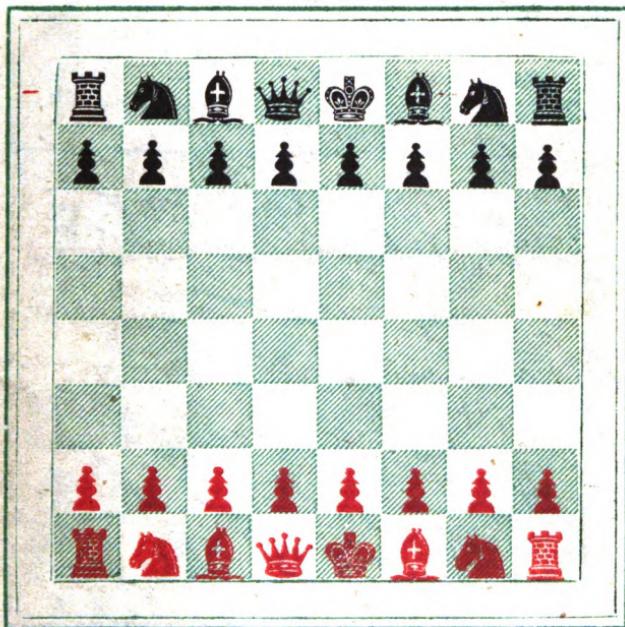


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VOL. VI. = 1845



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MDCCLXVI.

Reynell and Weight, 1845

Little Pulteney Street.



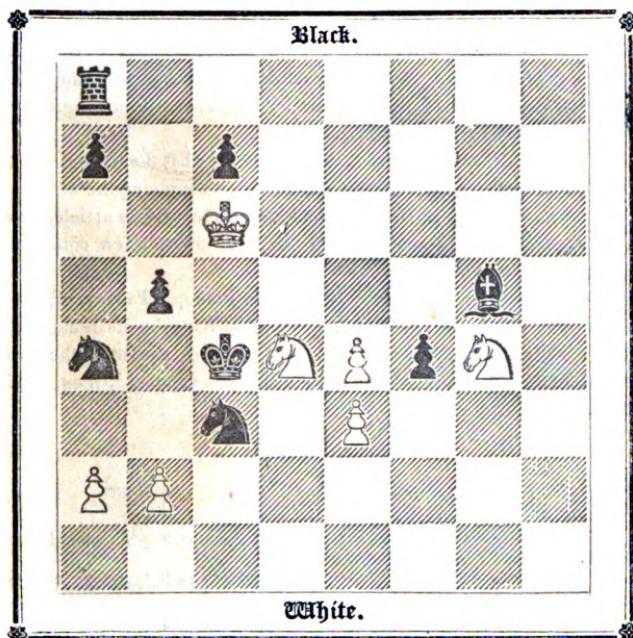
January 1845

THE
Chess Player's Chronicle.

PROBLEM, No. 231.

BY M. BREDE, OF ALTONA.

White to move first, and Checkmate in 13 moves.



This Problem is sufficiently difficult to merit the appellation of "BREDE'S CHALLENGE." We will publish the name of any amateur who sends us its solution during the present month; not presuming, of course, to address this to the finished player.

PAWN AND TWO MOVES OPENING.

It has always appeared to us that a Chapter upon the best mode of opening the game when giving and receiving the Pawn and two moves, had yet to be added to the Chess-student's library; but no author has ever taken up the subject at the length it deserves. The Pawn and two moves is nevertheless the favorite game with first-rate players. Des Chapelles preferred it to all others; and, in fact, gave up Chess altogether, the moment his pupil, De la Bourdonnais, fairly surmounted these odds. The latter wished to continue playing at only Pawn and move, or on even terms; but Des Chapelles flatly refused, and they never played a single game at less odds than Pawn and two. "I now formally abjure Chess," said Des Chapelles, "and resign the throne to De la Bourdonnais. He is worthy to succeed me, and in his hands the sceptre will be in safe keeping." The advantage of the Pawn and two moves was estimated by De la Bourdonnais as "at least half the Knight."

The Pawn and two moves yields certainly a game lost by its nature, if the first player conduct his attack with circumspection. The difficulty consists in seizing the proper moment. If you attack with too much vivacity, and advance the Pawns on the King's side too quickly, you compromise your game; as on the other hand, if you wait too long, your more scientific adversary gets his men out into the field, regaining at once the odds of the two moves, and having but the numerical superiority of the one dead Pawn, opposed to his greater talent for Chess combination and strategy.

In the year 1837, De la Bourdonnais published what he considered to be a complete epitome of the mode of playing this game, supplying the moves himself on both sides. We proceed to re-produce the whole of this article, now altogether improcurable from its rarity, with the addition of a few comments and examples derived from real play.

It is obvious that the reason why the King's Bishop's Pawn is always given, is, that it is one of the best pawns, exposing the King by its removal; and it should be equally obvious that the chief point of attack should be the uncovered side of the King. Throughout this article Black is supposed, then, to give the King's Bishop's Pawn and the two first moves.

EXAMPLE 1.

*White.**Black.*

- | | |
|--|--|
| 1. K. P. and Q. P. two, each. You
cannot take your two moves in a better manner. The whole centre of
the board is now open to you. | 1. Q. Kt. to B.'s third. The Queen's
Pawn, or King's Pawn, one square, is rather stronger for the defence.
One of these three moves is generally played. |
| 2. Q. P. advances. We prefer play-
ing Q. Kt. to B.'s third | 2. Q. Kt. to K.'s fourth |
| 3. K. B. P. two | 3. Q. Kt. to K. B. second. The
Knight thus brought round strengthens his weak point; still your
Pawns are strongly posted. |
| 4. Q. B. P. two. De la B. pro-
nounces this to be wrong; | as opening your game too much. |

White.

- Pawn, and change Queens, De la B. considers that your attack would be quite gone. You would still have your Pawn, but nothing more. In giving Pawn and two, the second player tries all he can to change off the pieces, and thus free himself from the embarrassment of a crowded position.
- | | |
|-------------------------|----------------------------|
| 5. K. Kt. to B.'s third | 5. K. B. to Q. B.'s fourth |
| 6. K. B. to Q.'s third | 6. Q. B. P. one |
| 7. Q. Kt. to B.'s third | 7. K. P. takes P. |
| 8. Q. B. P. takes P. | 8. Q. B. P. takes P. |
| 9. P. takes P. | 9. K. Kt. to B.'s third |

Black.

White has the Pawn, but has lost all advantage of the two moves. His opening has been therefore bad; owing to his fourth move.

EXAMPLE 2.

White.

1. K. P. and Q. P. two each
2. K. B. to Q.'s third
3. K. B. P. two. Well played; if Black take Pawn with Pawn, you get a fine game by pushing King's Pawn.
4. Q. P. one
5. K. B. P. advances. Premature; better bring out a Piece.
6. K. Kt. to R.'s third
7. Q. B. P. two
8. Q. checks
9. K. P. takes P.
10. P. takes P.
11. Q. Kt. to B.'s third
12. Q. to K. B.'s seventh
13. Q. B. to Q.'s second
14. B. takes Kt.
- | | |
|---|--------------------------|
| 1. Q. Kt. to B.'s third | 3. Q. P. one |
| 2. K. P. two. Black would do wrong to take Pawn with Knight, as you would check with Queen at King's Rook's fifth, and then move Queen to King's fifth. | 4. Q. Kt. to K.'s second |
| 3. Q. P. one | 5. K. Kt. P. one |
| 4. Q. Kt. to K.'s second | 6. Q. B. P. one |
| 5. K. Kt. P. one | 7. K. Kt. P. takes P. |
| 6. Q. B. P. one | 8. K. to Q.'s second |
| 7. K. Kt. P. takes P. | 9. Q. B. P. takes P. |
| 8. K. to Q.'s second | 10. Q. checks |
| 9. Q. B. P. takes P. | 11. K. Kt. to B.'s third |
| 10. Q. checks | 12. K. Kt. takes P. |
| 11. K. Kt. to B.'s third | 13. Kt. takes Kt. |
| 12. K. Kt. takes P. | 14. Q. to Q.'s fourth |

Black.

Black has regained Pawn, and the game is equal.

EXAMPLE 3.

White.

1. K. P. and Q. P. two each
2. K. P. one
3. K. B. to Q.'s third. Well played. If Black answer by moving King's Knight's Pawn one, you push King's Rook's Pawn two, in order to attack his left wing, so materially weakened by the absence of King's Bishop's Pawn. If, again, he answer by taking Queen's Pawn with Knight, you would win the piece, first checking with Queen, at King's Rook's fifth, and on his moving King, with Queen, at King's Knight's fourth, then pinning Knight, if interposed, with Bishop.
4. K. Kt. to B.'s third
- | | |
|-------------------------|------------------------|
| 1. Q. Kt. to B.'s third | 3. Q. B. to K.'s third |
| 2. Q. P. two | 4. Q. to Q.'s second |

Black.

White.

5. Castles
6. Q. B. P. one
7. Q. B. to K.'s third
8. Q. Kt. to Q.'s second
9. Q. Kt. P. two squares. You have

preserved your advantage. You secure an attack on the side he has Castled, by advancing the Pawns on your left wing; while Black cannot do the same by your King's situation.

Black.

5. Castles
6. K. Kt. P. one
7. K. Kt. to R.'s third
8. K. B. to Kt.'s second

EXAMPLE 4.

White.

1. K. P. and Q's. P. two each
2. Q. Kt. to B.'s third square
3. P. takes P.
4. K. B. P. two
5. K. B. to Q.'s B. fourth
6. K. Kt. to B.'s third
7. K. Kt. to his fifth

Black.

1. Q. Kt. to B.'s third
2. K. P. two squares
3. Kt. takes P.
4. Kt. to K. B.'s second
5. K. Kt. to R.'s third
6. K. B. to Q. B.'s fourth

Play as Black may, White has a splendid game.

EXAMPLE 5.

White.

1. K. P. and Q. P. two each
2. Q. Kt. to B.'s third
3. K. Kt. to B.'s third
4. K. P. one
5. K. R. P. two
6. K. B. to Q.'s third
7. K. R. P. advances, and White has a fine game.

Black.

1. Q. Kt. to B.'s third
2. K. P. one square
3. Q. P. two
4. K. Kt. P. one
5. K. B. to Kt.'s second
6. K. Kt. to K.'s second

EXAMPLE 6.

White.

1. K. P. and Q. P. two
2. K. B. to Q. third
3. K. P. advances
4. K. R. P. two
5. Q. B. P. one
6. K. R. P. one
7. K. Kt. to R.'s third
8. K. R. P. one
9. Q. checks
10. Q. to K. B.'s seventh, with a strong game.

Black.

1. K. P. one
2. Q. P. two
3. K. Kt. P. one
4. Q. B. P. two
5. Q. Kt. to B.'s third
6. K. Kt. P. one
7. K. B. to K.'s second
8. Q. to Q. Kt.'s third
9. K. to Q.

EXAMPLE 7.

White.

1. K. P. and Q. P. two each
2. K. B. to Q.'s third
3. K. P. one
4. Q. B. covers

Black.

1. K. P. one
2. Q. B. P. two
3. Q. checks
4. Q. to her Kt.'s third

White.

5. Q. checks
6. Q. Kt. to B.'s third
7. Q. Kt. to K.'s fourth
8. K. Kt. to B.'s third
9. Castles K. R.
10. Q. to K. Kt.'s fifth, and White has a fine opening.

Black.

5. K. to Q.'s square
6. P. takes P.
7. Q. Kt. to B.'s third
8. K. Kt. to K.'s second
9. K. Kt. P. one

EXAMPLE 8.

White.

1. K. P. and Q. P. two
2. K. B. to Q.'s third
3. K. B. P. two
4. Q. B. P. one
5. K. Kt. to B.'s third
6. Q. B. takes P.
7. K. Kt. to Kt.'s fifth
8. Q. to Q. Kt.'s third
9. Q. B. to K.'s fifth
10. B. takes Kt.
11. Kt. takes Kt.
12. K. P. advances
13. Castles, and has a strong opening.

Black.

1. Q. P. one
2. Q. Kt. to Q.'s second
3. K. P. two
4. K. Kt. to B.'s third
5. K. P. takes B. P.
6. K. B. to K.'s second
7. Q. Kt. to K. B.
8. Q. P. one
9. Q. Kt. to K.'s third
10. B. takes B.
11. B. takes Kt.
12. K. B. to K.'s second

Here closes De La Bourdonnais's analysis; which it is to be wished he had carried out to greater length. We append a few openings, at the same odds, from games actual lyplayed by first-rate players.

EXAMPLE 9.

White.

1. K. P. and Q. P. two
2. K. B. to Q.'s third
3. K. B. P. two
4. Q. P. one
5. K. B. P. one
6. K. Kt. to R.'s third
7. Q. B. P. two
8. Q. checks (B.)
9. Q. to K. B.'s seventh (C.)
10. K. Kt. to Kt.'s fifth
11. Q. takes Q. check
12. Kt. to K.'s sixth
13. P. takes B.
14. B. takes P.
15. Q. Kt. to B.'s third

Black.

1. Q. Kt. to B.'s third
2. K. P. two
3. Q. P. one
4. Q. Kt. to K.'s second.
5. K. Kt. P. one
6. Q. B. P. one
7. K. Kt. P. takes P. (A.)
8. K. to Q.'s second
9. Q. to K.'s square
10. K. R. P. one
11. K. takes Q.
12. B. takes Kt.
13. P. takes P.
14. K. Kt. to B.'s third

Black has regained Pawn, and has a good game.

(Var. A.)

White.

8. K. Kt. P. two
9. K. Kt. P. takes P.
10. Q. Kt. to Q.'s second. You have now a good game, which tends to show that Black, at move seven, should take Pawn with Pawn.

Black.

7. K. Kt. to B.'s third
8. P. takes K. B. P.
9. Q. Kt. to K. Kt.'s square

(Var. B.)

White.

8. K. P. takes P.
9. Q. B. to Kt.'s fifth

Black.

8. K. Kt. to B.'s third
9. Q. Kt. to K. Kt.'s square

You have as yet your Pawn ; but it is doubtful whether your real advantage is very material. De La Bourdonnais appears to be right in not approving of your advancing King's Bishop's Pawn at your fifth move.

(Var. C.)

White.

9. K. P. takes P.
10. P. takes P.
11. Q. Kt. to B.'s third
12. Q. to K. B.'s seventh
13. Q. B. to Q.'s second
14. Q. to K. B.'s sixth

Black.

9. Q. B. P. takes P.
10. Q. checks
11. K. Kt. to B.'s third
12. K. Kt. takes P.
13. Kt. takes Kt.
14. K. R. to K. Kt.'s square

You have lost your Pawn, but have yet a good game.

EXAMPLE 10.

White.

1. K. P. and Q.'s P. two
2. K. B. to Q.'s third
3. K. B. P. two
4. K. P. one
5. K. Kt. to B.'s third
6. Q. B. covers
7. Q. Kt. takes B.
8. Kt. to K. Kt.'s fifth
9. Q. checks
10. B. takes B. (check)
11. Q. to K. B.'s seventh (check)
12. Q. to K.'s sixth (check)
13. Kt. to K. B.'s seventh
14. Q. takes Q. (check)
15. Kt. takes R.
16. K. to K.'s second

Black.

1. Q. Kt. to B.'s third
2. K. P. two
3. P. takes Q. P.
4. K. Kt. to R.'s third
5. B. checks
6. B. takes B. (check)
7. Q. P. two
8. B. to K. B.'s fourth
9. K. to Q.'s second
10. Kt. takes B.
11. Q. Kt. covers
12. K. home
13. Q. to Q.'s second
14. K. takes Q.
15. Kt. to K.'s sixth
16. R. takes Kt.

You have gained the exchange ; but Black's Knight is well posted.

EXAMPLE 11.

White.

1. K. P. two and Q. P. two
2. K. B. to Q.'s third
3. Q. P. one
4. Q. B. P. two
6. K. R. P. two
7. K. R. P. one
8. Q. Kt. to B.'s third
9. Q. Kt. to Kt.'s fifth
10. P. takes P.
11. R. takes R.

Black.

1. K. P. one
2. Q. B. P. two
3. Q. P. one
4. K. Kt. P. one
6. K. B. to Kt.'s second
7. K. P. one
8. Q. Kt. to Q.'s second
9. Q. Kt. to K. B.'s third
10. P. takes P.
11. B. takes R.

You have kept your Pawn, and have a secure situation.

EXAMPLE 12.

<i>White.</i>	<i>Black.</i>
1. K. P. two and Q. P. two	1. Q. Kt. to B.'s third
2. K. B. P. two. This move is weak, and not to be advised for general practice. Your best move after all, in answer to Queen's Knight to Bishop's third, is Queen's Knight also to Queen's Bishop's third.	
3. K. B. P. one	2. Q. P. two
4. Q. checks	3. P. takes P.
5. K. B. to Q. B.'s fourth, and you have a strong attack, although you have lost your Pawn.	4. K. to Q.'s second

EXAMPLE 13.

<i>White.</i>	<i>Black.</i>
1. K. P. and Q. P. two	1. Q. Kt. to B.'s third
3. K. P. one	3. Q. P. two
4. Q. B. P. one	4. K. P. one
5. K. B. to Q. third. Well opened for White.	

EXAMPLE 14.

<i>White.</i>	<i>Black.</i>
1. K. P. and Q. P. two	1. Q. Kt. to B. third
2. K. B. to Q.'s third	2. K. P. two
3. Q. P. one	3. Q. Kt. to K.'s second
4. K. B. P. two	4. P. takes P.
5. B. takes P.	5. Q. Kt. to K. Kt.'s third

You have your Pawn ; but no further advantage. Your fourth move is weak.

EXAMPLE 15.

<i>White.</i>	<i>Black.</i>
1. K. P. and Q. P. two	1. Q. Kt. to B.'s third
2. K. B. to Q.'s third	2. K. P. two
3. Q. P. advances	3. Q. Kt. to K.'s second
4. Q. B. to Kt.'s fifth	4. K. Kt. to B.'s third
(Black's fourth move should rather be Queen's Pawn one.)	
5. B. takes Kt.	5. P. takes B.
6. Q. checks	6. Kt. covers
7. K. B. P. two	7. P. takes P.
8. K. Kt. to R.'s third	8. Q. to K.'s second
9. Kt. takes P.	9. Q. to K. B.'s second

White has a fine game.

EXAMPLE 16.

<i>White.</i>	<i>Black.</i>
1. K. P. and Q. P. two each	1. Q. Kt. to B.'s third
2. K. P. one	2. Q. P. two
3. K. R. P. two	3. Q. B. to K. B.'s fourth

White.

4. K. Kt. P. two
5. K. B. P. one
6. K. R. P. one

Black.

4. B. to K.'s fifth
5. B. to K. Kt.'s third
6. B. to K. B.'s second

Black has purposely manœuvred to engage you to advance your Pawns rather too far. You have yet your Pawn, but the odds of the two moves have vanished.

EXAMPLE 17.

White.

1. K. P. and Q. P. two each
2. K. B. to Q.'s third
3. K. P. one
4. Q. to K. Kt.'s fourth
5. Q. Kt. to B.'s third
6. Q. to K. Kt.'s third
7. K. Kt. to B.'s third
8. Q. B. to K.'s third

Black.

1. Q. Kt.'s P. one
2. Q. B. to Q. Kt.'s second
3. K. Kt.'s P. one
4. Q. B. to Q.'s fourth
5. Q. B. to K.'s third
6. Q. P. two
7. Q. Kt. to B.'s third
8. K. B. to R.'s third

You have a good game. Black's position is constrained and unnatural; its fruits will be inevitable misfortune, if you carry on the game in the best possible way.

EXAMPLE 18.

White.

1. K. P. and Q. P. two each
2. K. B. to Q.'s third
3. K. P. one
4. Q. B. in
5. Q. checks
6. Q. to K. B.'s seventh
7. Q. Kt. to B.'s third
8. Q. Kt. to Kt.'s fifth
9. K. Kt. to B.'s third
10. Castles K. R.
11. Q. Kt. to Q.'s sixth
12. Q. to K. B.'s fourth
13. Q. to K.'s fourth
14. P. takes B. (check)

Black.

1. K. P. one
2. Q. B. P. two
3. Q. to Q. R.'s fourth (check)
4. Q. to Q. Kt.'s third
5. K. to Q.
6. K. Kt. to K.'s second
7. P. takes P.
8. Q. to Q. B.'s fourth
9. Q. Kt. to B.'s third
10. Q. R. P. one
11. K. to B.'s second
12. K. Kt. to Q.'s fourth
13. B. takes Kt.
14. Q. takes P.

This opening has been slightly to the advantage of second player; though he is yet much crowded.

EXAMPLE 19.

White.

1. K. P. and Q. P. two each
2. Q. B. P. two
may term the old school of play, would here move Q. B. P. one. De La Bourdonnais preferred Q. Kt. to B.'s third. The present is one of his openings against Szen.
3. K. Kt. to B.'s third
4. K. P. one
5. Q. Kt. to B.'s third
6. K. B. to Q.'s third
7. Q. B. to Kt.'s fifth

Black.

1. K. P. one
2. Q. Kt. to B.'s third. What we
changed off as much as possible, giving Pawn and two.
3. Q. P. two
4. B. checks. De La B. always
5. K. Kt. to K.'s second
6. Castles
7. Q. to K.'s square

White has opened well.

EXAMPLE 20.

White.

1. K. P. two, Q. P. two
 2. Q. P. one
 3. K. B. P. two

Black,

1. Q. Kt. to B.'s third
 2. Q. Kt. to K.'s fourth
 3. Q. Kt. to K. B.'s second

If White here pushes King's Pawn one, he moves King's Pawn one, also; and on your then playing Queen's Bishop's Pawn two, he may move Queen's Pawn one, and the opening is slightly in his favour;—that is, we consider you to retain the Pawn, but to have lost the two moves. Pushing Queen's Pawn on Knight at move two, is certainly inferior, though perhaps very slightly so, to playing Queen's Knight to Bishop's third.

4. K. B. to Q.'s third
 5. K. Kt. to B.'s third
 6. Q. B. P. two
 7. Q. Kt. to B.'s third
 8. Castles ; and White's opening is undoubtedly good.

4. K. P. two
 5. Q. P. one
 6. K. Kt. to B.'s third
 7. Q. B. P. one

4 K. H. G. K. N. D. 4 yds
5 ~~herring~~
K. H. G. K. N. D. 3 3 3 3
6 K. H. G. K. N. D. 3 3 3 3
7 K. H. G. K. N. D. 3 3 3 3
8 K. H. G. K. N. D. 3 3 3 3
9 K. H. G. K. N. D. 3 3 3 3

EXAMPLE 21.

White.

1. K. P. and Q. P. two each
 2. Q. B. P. two
 3. Q. P. one
 4. Q. Kt. to B.'s third
 5. K. B. P. two

Black.

1. Q. P. one
 2. K. P. one
 3. K. P. one
 4. K. Kt. to B.'s third
 5. K. B. to K.'s second

In this species of opening, White looks strong, but as we presume him to be playing with a superior in force, we doubt his having any advantage beyond the numerical Pawn. His Pawns are too far advanced.

EXAMPLE 22.

White.

1. K. P. and Q. P. two
 2. K. B. to Q.'s third
 3. Q. P. one
 4. Q. B. P. two
 5. K. B. P. two
 6. K. P. takes P. The opening now

- Black.*

takes P. The opening now turns in favour of Black ; always allowing you to have yet your Pawn. Your King's Bishop's Pawn is weak, thus advanced.

EXAMPLE 23.

White.

1. K. P. and Q. P. two each
 2. K. B. P. two
 3. K. P. one
 4. Q. B. P. one
 5. K. Kt. to B.'s third
 6. K. B. to Q.'s third
 7. Q. to Q. Kt.'s third
 8. Q. takes Q.

Black.

1. K. P. one
 2. Q. P. two (*best*)
 3. Q. B. P. two
 4. Q. Kt. to B.'s third
 5. Q. to Q. Kt.'s third
 6. K. Kt. to R.'s third
 7. Q. B. P. one
 8. P. takes Q.

Black has a fine game. Your advancing King's Bishop's Pawn was weak, and changing Queens has much strengthened him on that side.

White.

9. K. B. to Q. B.'s second
10. K. Kt. to Kt.'s fifth
11. Kt. takes R. P.
12. B. takes P. (check)

Black.

9. P. to Q. Kt.'s fourth
10. K. Kt. P. one
11. R. takes Kt.
12. R. to B.'s second

In receiving Pawn and two, this sort of position frequently arises, in which you can get Rook and two Pawns, as now, for Bishop and Knight; and this, with the Queens on, as well as off, the board. M'Donnell always considered this exchange in favour of Black.

EXAMPLE 24.

White.

1. K. P. two, Q. P. two
2. Q. Kt. to B.'s third
3. P. takes P. (*best*)
4. K. B. P. two
5. K. B. to Q. B.'s fourth
6. K. B. P. one
7. K. Kt. to B.'s third

Black.

1. Q. Kt. to B.'s third
2. K. P. two
3. Kt. takes P.
4. Q. Kt. to K. B.'s second
5. K. Kt. to R.'s third
6. K. B. to Q. Kt.'s fifth
7. Q. to K.'s second

White may now either Castle, or move Queen to King's second; having, in either case, an excellent game.

EXAMPLE 25.

White.

1. K. P. two, Q. P. two
2. K. B. P. two
3. Q. B. P. one
4. Q. B. P. takes P.
5. K. R. P. two
6. K. R. P. one
7. K. R. P. one
8. K. Kt. P. two
9. K. P. one

Black.

1. K. P. one
2. Q. B. P. two (if)
3. Q. B. P. takes P.
4. K. Kt. P. one
5. K. B. to Kt.'s second
6. K. Kt. to K.'s second
7. B. to B.
8. Q. P. two

White has a secure game.

EXAMPLE 26.

White.

1. K. P. two, Q. P. two
2. K. B. to Q.'s third
3. K. B. P. two
4. Q. B. P. one (if)
5. K. Kt. to B.'s third
6. Q. B. takes P.
7. K. Kt. to Kt.'s fifth
8. Q. to Q. Kt.'s third

Black.

1. Q. P. one
2. Q. Kt. to Q.'s second
3. K. P. two
4. K. Kt. to B.'s third
5. K. P. takes K. B. P.
6. K. B. to K.'s second
7. Q. Kt. to K. B.
8. Q. P. one

White has a good game. M'Donnell played Black.

We fear to tire the Student's patience, or should yet add to these Examples.

SOHO.

HOW MR. JOHN UMPLEBY PLAYED AT CHESS
 WITH
 NICHOLAS (NOT NICKLEBY), AND BEAT HIM.
 BY CAPTAIN H. A. KENNEDY.

MR. JOHN UMPLEBY had for many years exercised, with credit to himself and satisfaction to his numerous customers, the trade of a fishmonger, in one of the most populous wards of the "village on the left bank of the Thames," denominated London. Having scraped together a snug little independence thereby, he lost no time in disposing of the good-will of his shop and premises, and retiring from business. *Hoc erat in votis*—this was his darling wish—for be it known, that ever since Mr. Umpleby, some two years before, enrolled himself a member of the "Portsoken Literary and Scientific Institution," his desires had become alienated from his scaly vocation, and his ardent mind continually aspired to a higher and more intellectual calling than that of vending specimens of the finny family to her Majesty's lieges. A right fortunate man did he consider himself, therefore, the first morning on which the "ancient and fish-like smell" of his piscatorial *dépôt* in Aldersgate Street no longer saluted his olfactories. The moments of bliss he had so eagerly anticipated were now realized; and his spirit expanded and revelled in the long prospective leisure before him for the cultivation of the finer faculties of his nature, unmixed with the debasing cares of an evil-scented calling. At length, he had shaken off the vile trammels that so long held him captive, and was free to wander at his own sweet will wherever he pleased, and to do whatever he listed.

For some weeks this unaccustomed liberty was extremely delightful, and things went merry as a marriage bell with Mr. Umpleby, who felt brisk as a bee,—airy and unconcerned as a butterfly. His time was fully and pleasantly occupied in attending meetings and *conversazioni* at the Portsoken Institution—gatherings in Exeter Hall—lectures at the Polytechnic and Adelaide Gallery—the British Museum, and book sales of all kinds; for he was a considerable amateur in literature, Mr. Umpleby. He consumed, moreover, a quantity of midnight oil in the preparation of a very learned entomological paper which was read with great applause before the members of the "Institution," in full conclave assembled, intituled "Some Remarks on the Structure and Anatomy of the *Pulex*, or common Flea, with an attempt to trace the origin of the term, 'Jerusalem Sparrow,' as applied to that insect."

"But," as Tom Campbell feelingly and philosophically sings—

" But, mortal pleasure, what art thou in truth?"

These halcyon days were not destined to last for ever, and busy idleness insensibly began to pall upon Mr. Umpleby's taste. Some little bitterness by degrees mingled itself in his hitherto unalloyed cup of contentment. Upon more than one occasion, interesting lectures at the "Portsoken" were interrupted, and the congregated members strangely scandalized by certain stertorous sounds, which were discovered to proceed from the nasal organ of the slumbering ex-fishmonger, who, ever and anon, in passing by his ancient shop, would catch himself sighing as he cast regretful "ceillades and most speaking looks" upon the fishy commodities it displayed to view. The truth must be spoken, that fellest disease, *tedium vitae*, was creeping upon Mr. Umpleby; the demon *ennui* was plucking the skirt of his garment, and he knew it not. As the whirling of time spun on, his jolly rubicund countenance assumed a mottled purplish hue, and a moaning care-worn cast, as if man delighted him not, nor woman neither.

Like Will Waddle, of obese notoriety, "he grew nervous and vext," hypped and bilious; inspected his tongue, and counted his pulse without ceasing,—and finally, in the hope of alleviating his growing ailments, took refuge, first in homœopathy, and then fled for his life to Morrison's pills, which he gulped down by thirties at a dose. Unhappy Mr. John Umpleby was in the way of being fairly made over, body and soul, to the powers of *vapeurs noirs* and dyspepsia.

It was at this juncture, when Mr. Umpleby was deliberating within himself, whether he should undergo a course of mesmerism, or take himself to Gräfenberg for the benefit of the cold water cure; that the perusal of a graphic and entertaining paper relating to Chess, in a popular magazine, imbued his mind with a strong curiosity to know something about the game. He accordingly procured an elementary work on the subject; learnt the moves,—then a few of the openings, and a little practice with a Chess-loving friend sufficed to render him an enthusiastic follower of the Royal pastime. The uneasy sensations in his head and stomach shortly disappeared as if by magic, the hypochondriacal expression of his "human face divine" relaxed into its former jocund suavity, and each succeeding day his bosom's lord sat lighter on its throne. Consigning his physic phials and pill-boxes with hearty anathemas to the dogs, he bade Hahneman and Morrison avaunt and get behind him. Instead of sauntering over the *pavé* with listless and jaded air, he now promenaded briskly along with a jaunty and self-satisfied step, as one who possessed within him a knowledge passing outward show, and not vouchsafed to common mortals. In brief, he had found an engrossing and congenial occupation, and was once more a happy individual.

It must not be supposed, however, that Mr. Umpleby obtained a complete mastery of the noble science of Chess in a few days, as the renowned Deschapelles is said to have done. Being naturally somewhat tardy of comprehension, his onward progress was slow and toilsome, as that of a traveller who ascends a high and difficult steep. At first the difference of castling on the King's and Queen's side of the board, bothered him not a little; then the rule anent taking a Pawn *en passant*, was long a stumbling-block in his way; and the multifarious variety of the gambits regularly gravelled him for months. But the prime *lapis offensionis* and *petra scandali* to his enquiring mind was the Knight's move. The eccentric leaps and motions of this errant cavalier cruelly annoyed and made him "perplexed in the extreme." "If it were not for those ill-conditioned sons of burnt fathers of Knights," he would grumble to himself, whilst endeavouring, in a state of intense perspiration, to puzzle his way through the intricacies of a knotty problem, or difficult position—"who are eternally poking their noses where nobody wants them, I should soon be a first-rate Chess-player, I am sure I should." But when, in process of time these difficulties were overcome, and Mr. Umpleby had passed through the vestibule of Caiissa's temple, and imagined himself cognizant of most of the inner mysteries of "thoughtful Chess," his devotion to the cause received if possible additional increase. He became a diligent frequenter of every house in the metropolis where Chess formed the staple article of amusement, assiduously taking down, when he could, all games that came within his scope and vision. Under the signature of "Philidor Redivivus," he forwarded several ingenious problems of his own manufacture to the "Chess Player's Chronicle;" but somehow or other his stratagems never found their way into the pages of that periodical,—a circumstance which their author could not account for otherwise than by attributing it to a preternatural obtuseness of perception, on the part of the Editor, to their transcendent merit. It having pleased the gods also, to make our excellent friend poetical, in a moment of enthusiasm he resolved to clothe old Vida's "Scachia Ludus," in a garment of English verse,—a task which he accomplished after infinite labour and difficulty. But candour compels me unwillingly to declare, that such a wonderful piebald coat of many colours, rhyme-tagging snip never yet fashioned;—the veriest Grub-Street Doudney

would have shrunk from it dismayed, and on perusal thereof, a frigid horror shaken the limbs* of even the poetaster of Moses, the magniloquent Schneider of the Minories.

Having strolled, according to his usual wont, one warm evening last summer, into a well-known London Chess resort, Mr. Umpleby found himself seated next to a gentlemanlike man whose person was unknown to him, and who was watching with much apparent interest the progress of a game he himself was also overlooking. The stranger was a tall, staid, foreign-looking personage, dressed in black, with a hook-nose, saffron complexion, and extraordinarily bright eyes, the lustre of which however was considerably tempered by a pair of blue spectacles with double glasses. His manner was remarkably quiet and unpretending, yet there was something in his air and deportment that fascinated the attention of Mr. Umpleby, and made him irresistibly desirous of addressing him. A casual remark of his, relative to the game before them, to which the unknown politely responded, paved the way to further conversation ; and withdrawing for better convenience to a neighbouring sofa, they soon became engaged in colloquy deep and rapt.

Mr. Umpleby found his new friend master of more ample information regarding his favorite theme, Chess, than any one he had before met with. He talked as if he had been intimately acquainted with all the great players, ancient and modern, that ever lived ; and seemed to possess an intimate knowledge of every thing connected with the art, as well as each individual book extant on the subject, from Will Caxton's "Game and Playe of Chesse," to Mr. George Walker's "Thousand Games." To all this discourse did Mr. Umpleby seriously incline. He listened with an attent and gratified ear, to Dr. Robertson's well-known account, then new to him, of the Elector of Saxony's finishing and winning a game of Chess after he had received intelligence that he was to be immediately executed ; and grinned with open mouth at the anecdote from *Les Quatre Filz Aymon*, of Richard Duke of Normandy, who, in similar circumstances to the Elector, being summoned, like Master Barnardine, to "arise up and be hanged now," incontinently floored one of the officiating "sergauntes" with his large ivory Chess Queen, and then catching up a Rook, treated another to a buffet on the sconce in such trenchant fashion, "that he all to brost it to the brayne."

"Ay, sir," continued the stranger, "Chess *was* Chess in those days, and might be *so again*, if your great artists would cease to stickle so much upon the bubble reputation, and freely enter the lists with one another. The late tourney between France and England gives promise of better times to come ; but *caracco !* if La Bourdonnais and M'Donnell were still denizens of this 'dim spot which men call earth,' what glorious battles should we not have between them and your stalwart chief, Staunton ! But that's impossible and cannot be ; and doubtless 'the great Twin Brethren' (here a peculiar smile shot across the speaker's face) 'are now playing Chess in Elysium, Mr. Umpleby.'"

"How, sir!" cried that gentleman in astonishment, "do you know me?"

"Excellent well, my dear sir," responded his new acquaintance, as Hamlet says "you're a fishmonger."

"Bless my heart," said the mystified Mr. Umpleby, "so I am, or rather was, for I retired from business some years ago."

"All's one for that, my good sir ; but come, what do you say to splintering a lance with me?—although I fear I shall be unhorsed in a trice by a *preux chevalier* like yourself, who has such

"practice had †
In the brave squares of *Chess*. †"

* Mihi frigidus horror
Membra quatit, gelidusque coit formidine sanguis.

† He alone
Dealt on lieutenantry, and no practice had
In the brave squares of war.—*Antony and Cleopatra*, Act. III. Sc. IX.

" Ah! sir," replied Mr. Umpleby modestly, " you are pleased to be facetious ; if you play Chess only half as well as you speak about it, I shall not have the ghost of a chance with you. They close here at twelve, and 'tis now past eleven ; nevertheless I'm your man for a single game if you like, for a shilling ; a stake I never go beyond."

Seating themselves at a Chess-table accordingly, Mr. Umpleby and the gentleman in sable vestments began to play. The game for some time proceeded with equal fortune on either side ; but at length our friend Mr. Umpleby gradually but decidedly began to get the worst of it. It was now upon the stroke of twelve o'clock, and, with the exception of our two opponents, the room had become cleared of its occupants. The head waiter having completed his arrangements for shutting up for the night, was on the point of advancing to give them warning of its being time to vacate the premises. It was Mr. Umpleby's turn to play ; and his next move being somewhat of a poser, caused him to cogitate over it longer than usual. His adversary with a gesture of impatience rose from the table, and walked about the room. Absorbed in calculation Mr. Umpleby paid no attention to this movement, and in a few minutes made his *coup* and looked up ; but in that brief space a portentous and astounding change had occurred.

The apparel of his staid friend in black, " by some devilish cantrip slight," was now transmuted into a red jacket and azure unwhisperables, the identical costume bestowed upon his Satanic Majesty, in the well-known poem attributed to Professor Porson. The blue spectacles had disappeared, and his fiery eyes blazed out with the strength and intensity of Boccius lights. A brace of enormous ears graced either side of his head, his neat lacquered boots were replaced by a pair of undoubted goat's feet ; in addition to all this,

" Backwards and forwards he switch'd his long tail,
As a gentleman switches his cane ;"

and to crown the seducing apparition, a tremendous grin of satisfaction pervaded his horrible features as he sucked together his leathern lips, in the act of igniting a cigar as large as Monsieur Jullien's Piccolo. At the further end of the room, a posse of juvenile imps, with eldritch laughter, and huge clattering of hoofs, were engaged, as it seemed, in practising a sort of infernal Polka, under the superintendance of an elderly spectacled fiend, who fiddle on shoulder, in one breath gesticulated, capered, yelled out instructions to his pupils, and discoursed most eloquent music, after a fashion amazing to behold. The atmosphere of the apartment had become loaded with a sulphurous vapour, and the gas-burners sent forth in long jets, a lurid, dim, but decidedly not religious light. Hard by the Chess-table stood rooted honest Simpson, the ministering Ganymede of the establishment, who with open mouth, blanched features, bristling hair, straining eyes, and an empty coffee-cup in his extended hand, appeared transfixed in an ecstasy of silent horror.

There was no disguising the fact, that the respectable Mr. John Umpleby was actually engaged in playing Chess with the potentate, on the streets of whose capital even the most zealous propagator of the wooden pavement system could never dream of substituting ligneous material for the good intentions with which it is said to be laid down.

One might be forgiven for supposing that the terrific phenomena just feebly described, must have caused the scared heart of Mr. Umpleby to knock lustily against his ribs, and distilled his too, too solid flesh, almost to a jelly, with the act of fear. Bless your heart, no such thing. Although in ordinary circumstances, anything but a fire-eater, he now, miraculous to relate, with the utmost composure swallowed the brimstone whiffs, which his opponent, again seated at the table, puffed in voluminous abundance from the Piccolo cigar. The same enchanting simper sat upon his expressive countenance, that possessed it of yore, when from behind his marble counter in Aldersgate-street, he dispensed turbot and lobster to a confiding public. His pulse beat temperately ;

his brain was clear ; his powers of reflection wonderfully enhanced, and, as Dominie Sampson said of himself when under the spell of Meg Merrilies in the cave of Derncleigh, " he felt afraid of no evil that could befall unto him." Neither was he, strange to say, one whit astonished at what had occurred, but conducted himself in all respects as if it were the most simple and proper thing in the world, that he, John Umpleby, should be enacting the part of *bon camarado* with the enemy of mankind.

" It appears to me, Mr. Umpleby," said the " first grand thief," shutting one of his burning optics, and leering sinistrously over the board with the other, " it rather appears to me, that you are at present, if I may be permitted to use a Sam Slickism, ' up a tree,' Mr. Umpleby."

" It is very likely I am," answered John, stoutly, " however *nous verrons* as they say in the Blind Asylum ; and in the meantime I would just hint that it will be quite soon enough to raise the Pœan of victory, when I am actually checkmated."

Yet in sober verity, notwithstanding the valiant speech and spirited bearing of Mr. Umpleby, it must needs be confessed that his game was in a very " parlous state" indeed. With the exception of his Queen, a Knight, and two or three straggling Pawns, his men had all been spirited off the field of action ; whilst, bating a Rook and leash of Pawns, the " vip'rous brood" of his antagonist remained intact. In short his case appeared past all surgery, and there seemed to be no expedient capable of warding off Checkmate beyond two or three moves. This was discouraging enough in all conscience ; but what vexed him chiefly was the truly ungentlemanlike conduct of his diabolical adversary, who, certain of victory, kept jeering and taunting him in the most aggravating manner possible ; giving vent all the while to short, hoarse, explosive belches of derision, exactly similar to those emitted by a railway engine previous to its getting into full action. Mr. Umpleby felt himself beginning to perspire profusely, his eye ranged disconsolately over the chequered plain,—and in a fit of uncontrollable disgust, he raised his hand to send all the men flying off the board at one fell swoop.

Ha ! what dees he see—can it be possible ?—No !—yes !—" Smothered mate in five moves !" shrieked Mr. Umpleby with frantic energy. The Boccius eyes glared with incredulous scorn. " Check," he continued, bringing his pale Queen (Mr. Umpleby played White) with mighty emphasis to bear diagonally upon the Black King, who from his Knight's is forced to retreat to Rook's square. " Check again, hurrah !" he triumphantly shouted, whisking down his remaining Knight upon his King's Bishop's seventh square. Black King is forced to return to his Knight's square,—and in three additional moves Diabolus had received the *coup de grâce* ; in other words, Mr. Umpleby had indubitably checkmated the Devil, in style most scientific.

" Ho ! ho ! ha !—cock-a-doodle-doo ! " sang the conquering ex-fishmonger, crowing like chanticleer. " Fairly sold as I'm a living sinner. Hip and thigh—I have smitten him hip and thigh," he chanted in a kind of delirious rapture and exultation of spirit. " I say, friend, whatever your name may be," he continued, " it rather appears to me, if I may be permitted to use a Sam Slickism (I thank thee, Jew, for teaching me that word) that your flint is fixed, eh !—flint is fixed, do you understand ? "

" It is true, Mr. Umpleby," quoth the arch foe of man with much solemnity, after an ominous pause ; contorting the while his dreadful physiognomy, and squinting with hideous obliquity of vision, as the smoke gushed out in heavy *swirls* from his eyes, ears, and nostrils. " It is true, I have lost ; but your success let me tell you, is owing much more to good luck than good management.—Mr. Umpleby, I owe you the twentieth part of a pound sterling," proceeded the Appearance, inserting his index and thumb in his waistcoat pocket, and drawing therefrom a bran new shilling. Mr. Umpleby, chuckling, extended his dexter palm, into which, with a courteous inclination of his antagonist's head, the coin was dropped ; but *hei mihi !* no sooner did the metal

touch the skin, than the integument was seared through to the bone, as if by molten lead. With a prolonged and appalling roar, that would have totally overthrown and eclipsed the direst war-screech of Ioway or Ojibbeway, the miserable Mr. Umpleby sprang up.

* * * * *

"O Donnerwetter! mein Spiel ist vernichtet!"—

"Thunder and strawberries!"—Divil burn ye, sir! what d'ye mane by that?" were the respective exclamations of two neighbouring players, whose Chess-table our unlucky friend, in "awaking with a start" from his ugly vision, had upset in the middle of a keenly contested game.

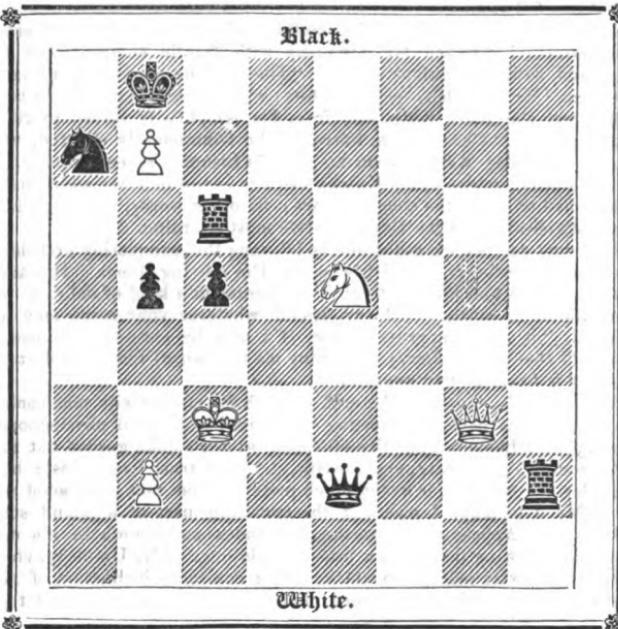
"That's just it," murmured poor John, as he "sat on his head's antipodes," on the floor, dolefully rubbing with his sound hand the afflicted metacarpal bones of the other,—"that's just it. The Devil has burnt me."

Now the truth was, that upon this eventful evening Mr. John Umpleby, feeling himself somewhat fatigued after a long summer day's excursion to Windsor; and labouring also, to speak tenderly of the little failings of so excellent a man, under a slight mental obfuscation, consequent upon the imbibition of certain pints of particular port, a liquid he did much affect,—Mr. Umpleby, I say, had in all innocence and unconsciousness, indulged in a forty-winks' nap, with a special regalia cigar alight in his mouth, the round glowing end of which falling upon his hand, at once suggested the aforesaid dream, and produced its untoward consequences.

PROBLEM, No. 232.

BY M. BREDE, OF ALTONA.

White has to play, and forces Mate in five moves.



THE CELEBRATED
T R A I T É D E S A M A T E U R S ;
TRANSLATED BY GEORGE WALKER.

INTRODUCTION.

IN offering to the British Chess-circle a full translation of this well-known work, it is simply necessary to sketch briefly its history; together with certain explanations as to the mode in which I have considered it best to render "*Le Traité des Amateurs*"* from its original French, to an English dress.

The "*Traité des Amateurs*" was composed, as its title imports, by a Society of Amateurs, the contemporaries of Philidor; who all frequented the *Café de la Régence*, in Paris. Of these, the chief in skill were Bernard, Carlier, Leger, and Verdoni; which last celebrated Chess-professor died in England, and was, says Sarratt, "incontestably a player of the first order." Philidor, constantly resident in London, naturally took no part in writing the "*Traité des Amateurs*"; which in fact embodies many criticisms and comments upon his earlier printed book. In making up the work before us, it is understood that the great masters above named produced most of their games and examples, by playing them over, experimentally and repeatedly, with each other; consulting upon the moves in committee, and noting down the details and variations contingent upon each result. The natural consequence of this develops itself in the practical character of the Treatise; presenting, indeed, fully as much the complexion of a vast collection of first-rate games, played out, mostly even to the closing Checkmate, as that of a general work on the subject of Chess. In a time when so many new analytical theories are abroad—when a De Laza and a Jaenisch have taken the field in the power of their might—the want of more rigid analysis here is to be but little, if at all, regretted. As a work of amusement, "*Le Traité des Amateurs*" will ever hold its own lofty position; and in such light, as far as the mere study and examination of the several Chess-openings go, we must chiefly regard it. It must be added, that as a source of recreation purely, The Treatise is particularly adapted to the

* "*Traité Théorique et Pratique du jeu des Echecs, par une Société des Amateurs.*" Paris; Stoupe, 1775, and again 1786; 12mo. pp. 412. Also reprinted lately in Paris, with Philidor's Treatise. Also translated into German; Berlin, Nicolai, 1780; 8vo. pp. 430.

pages of a Chess periodical, like that in which I proceed to unfold its leaves; since each monthly section will be almost complete in itself as far as it goes; and the actual power and play of Bernard and Verdoni may thus be contrasted periodically, with that of the leading Chess practitioners of the present epoch.

While so many volumes have appeared of late years, translated from their foreign originals, it has always been matter of reasonable wonder, that The Treatise has been hitherto passed over. That brilliant Chess adept, Mr. Cochrane, in his Treatise of 1822, gives indeed the games on odds from "Le Traité des Amateurs," but no more; thereby in some degree tantalizing the hearty-minded student, by yielding only a portion of the dainties but just beyond his reach. It is to be the more regretted Mr. Cochrane did not complete his task, as notes from his pen would have so materially improved an English edition of **THE AMATEURS' TREATISE**.

I have now faithfully translated the whole of the work, with the following exceptions:—

Firstly,—Certain general rules and remarks; originally intended, it would seem, for players so intensely simple and innocent, as to have inevitably proved a sheer incumbrance, in a day when Chess in its elements is so much more thoroughly known, than it was seventy years since.

Secondly,—The laws of the game; which occupy much space in the original.

Thirdly,—The usual forced endings of games, and Checkmates; as the Mate of the two Bishops, of Knight and Bishop, of Queen, and the like.

Fourthly,—The original Preface, Introduction, &c., extremely well-adapted to the hour of the book's first birth, but now become of necessity comparatively unimportant.

Lastly,—I have omitted the critical situations at the end of the French tome; since I found them to consist exclusively of Stamma's Chess Problems; but I have retained, of course, the valuable Chapter upon endings of games, comprising not less than thirty examples and positions, chiefly illustrative of Pawn-play; such being all original and highly scientific.

Throughout my translation, the notes made by the authors themselves are subjoined to the several games to which they apply; and thus form part of the text, connected by alphabetical characters, (a) (b) (c), &c. To young players, these notes, which I translate as literally as possible, will prove of special value. My own notes follow the first class of notes, being equally in sequence of the game, or variation, upon which they hinge; but are characterized by the signs (*) (†) (‡), &c., in order that students may always know which party is making the comment or

criticism. When I have occasion to pass a remark on the notes of "The Amateurs" themselves, such note is appended to that to which it relates, following within brackets.

I have the honour to offer this Translation of "Le Traité des Amateurs" for the acceptance of the Editor of the "Chess Player's Chronicle," placing the whole of the MS. at once in his hands, to insure regularity of publication; and resting well pleased in the belief that this contribution to British Chess literature—though but the comparatively slight labour of the copyist and annotator—may yet be allowed to have rendered some service in carrying out THE GOOD CAUSE.

London, December, 1844.

THE TRAITÉ DES AMATEURS.

Book I.

Games in which no Odds are given.

The Amateurs open their work with the following remarks, which it has been considered right to preserve here:

"In playing a game in which you receive no odds, the most essential point is to bring out your pieces, at the precise moment of their support being wanted; in order that they, as well as your Pawns, may protect and sustain each other. The combinations being endless, it is clear that the winning or losing of the game, between players equal in point of skill, must depend on the first *bad*, or what amounts to the same thing, the first *lost* move on either side; —we cannot, therefore, avoid protesting against the erroneous doctrine laid down by PHILIDOR and others, that he who has the first move, ought to win the game in consequence of that advantage. We proceed to prove, from the very games adduced by PHILIDOR in support of his position, these three important points. Firstly, that the move alone can never be considered a sufficient advantage to insure success: Secondly, that he who has not the move, will very soon acquire it, or neutralize its effects; and, Lastly, that supposing each move to be the best that could possibly be played, the game ought to be drawn."

CHAPTER I.

The King's Bishop's Opening.

FIRST GAME.

White.

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. two
4. Q. P. one
5. Q. to K. second
6. Q. Kt. to Q. B. third
7. Q. B. to K. Kt. fifth

Black.

1. K. P. two
2. Q. B. P. one
3. Q. to K. second
4. Q. P. one
5. K. B. P. two
6. K. Kt. to K. B. third
7. K. R. P. one

White.

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

Black.

8. Q. takes B.
9. K. B. to K. second
10. Q. B. P. one
11. Castles
12. Q. takes P.
13. Q. takes Q.
14. B. takes P.
15. K. B. to Kt. fourth
16. Q. Kt. to Q. second
17. Q. B. to K. Kt. fifth
18. Kt. to K. fourth
19. Q. B. P. one
20. Q. Kt. P. two
21. Q. B. takes Kt.
22. B. takes Kt.
23. Kt. to Q. second
24. Q. R. to K.
25. Kt. to Q. B. fourth
26. Q. R. to K. second *
27. R. takes R.
28. Q. R. P. two
29. Q. Kt. P. one
30. P. takes P.
31. R. to Q. R. corner
32. Q. R. P. one
33. Kt. takes P.
34. Kt. to Q. B. sixth
35. Kt. takes Q. R. P.
36. K. to K. B.
37. Kt. to Q. B. sixth
38. K. to Kt.
39. R. to Q.
40. Q. Kt. P. advances
41. Q. Kt. P. one
42. Kt. to Q. Kt. fourth (check)
43. Kt. to Q. B. second.

And White wins the game.

(a) White exchanges, in order not to lose the move.

(b) White is now at liberty to move K. B. P. two; it is true that Black might attack Kt. with Q. B. by advancing K. B. P., but he would be afraid of making an opening for your R., on the side he intended to castle.

(c) If you were to play any other move, you would lose a pawn.

(d) To avoid doubling a pawn on retaking; besides, when the Queens are off the board, the King is a very useful piece, and ought to be cautiously brought up to the attack.

(e) This move decides the game in favour of White.

(f) When it is in your power to do so, never omit establishing your Rooks in the adverse game.

(g) By this move, you shut up K., and prevent him from stopping your P. in its progress to Queen.

* Black should take B. with Kt., and the game would be strictly even.

† The novice will observe that if you take P. with R., Black wins the R.

SECOND GAME.

White.

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

Black.

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

(*a*) In the commencement of the game, your first object should, of course, be to bring your pieces into play: but it must not be done hastily and indiscriminately. On this move, you would have done better to play Q. P. two, as in the last game.

(*b*) If, instead of this move, he were to Castle, you should play Q. to K. R. fifth; and if he then move K. R. P. one, you take K. B. P. with Kt.

(*c*) To prevent your Kt. from attacking his Q. and B.

(*d*) You push this Pawn to induce him to advance K. Kt. P., which allows you to move Q. B. to K. B. fourth, in order to displace his Q.; but you would in reality have done far better to play K. Kt. P. one, which would have preserved the equality of the game.

(e) He sacrifices the Rook for an inferior piece; but acquires a second Pawn, and must win the game.

* The learner should examine the consequences of playing Kt. to R. seventh.
† Rather play Q. R. to K. Kt.

THIRD GAME.

White.

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. Q. P. two
5. K. B. takes B. P. (check)
6. Q. to K. R. fifth Checks; and will win.

Black.

1. K. P. two
2. The same
3. Q. B. P. one (*bad*)
4. P. takes P.
5. K. takes B.

FOURTH GAME.

White.

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

Black.

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

(a) For the sake of preserving K. B., he loses moves which will cost him the game. He should have checked with B., and by so doing would prevent you from establishing your Pawns in the centre of the board. (See next Game.)

(b) He plays his Kt. to this square, intending to push K. Kt. P. with the view of breaking your chain of Pawns; which he would succeed in doing, were you not to take Kt. with R.

[The authors of the "Traité des Amateurs" have copied this game from PHILIDOR, but take occasion to blame that celebrated author for not having assigned stronger moves for the defence. They certainly improve upon Philidor's model, by playing the opening as in the next game; but we can hardly regret any weakness on the part of the second player, when we consider the fine science it elicits. The giving up the Rooks for the minor pieces is, indeed, play, worthy of him who, while he lived reigned unrivalled, and who, when he died, left no successor worthy to fill the throne of Chess.]

FIFTH GAME.

White.

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

Black.

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

The game is drawn.

SIXTH GAME.

White.

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. Q. P. two
5. K. P. one (*a*)
6. P. takes Kt.
7. Q. to K. R. fifth

Black.

1. K. P. two
2. The same
3. K. Kt. to B. third
4. P. takes P.
5. Q. P. two (*b*)
6. P. takes B.

Whether Black retire or support B., you will take K. Kt. P., which ought to give you the game.*

(*a*) This move is the best you can play, and proves that Black's third move was bad.

(*b*) If he were to play Q. to K. second, you would either move the same, or else take his P. with your P., which would give you slightly the better game.

* Black's best move now is to Castle; if you then take B. with Q., he checks with R., and then either takes Q. B. P. with P., or advances Q. P. according to your move. I therefore should prefer retreating K. B. to Q. Kt. third, at White's sixth move.

SEVENTH GAME.

White.

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. Q. P. two
5. K. P. one
6. K. B. takes B. P. (check)
7. Q. to K. B. third (check)
8. P. takes Kt. and ought to win.

Black.

1. K. P. two
2. The same
3. K. Kt. to B. third
4. P. takes P.
5. Kt. to K. fifth
6. K. takes B.
7. Kt. interposes*

* K. to Kt. square, is a much better move, but the first player will get rather the best of the game.

EIGHTH GAME.

White.

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

Black.

1. K. P. two
2. The same
3. Q. to K. second (*a*)
4. Q. P. one
5. Q. B. to K. Kt. fifth
6. K. Kt. to B. third
7. Castles
8. Q. Kt. to Q. second

The game is even.

(*a*) This move frustrates your playing Q. P. two, and in so doing prevents your establishing your Pawns in the centre of the board.

CHAPTER II.

King's Knight's Opening.

FIRST GAME.

White.

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

Black.

1. The same
2. Q. P. one
3. K. B. P. two
4. K. B. P. takes P.
5. Q. P. one
6. K. B. to Q. B. fourth
7. Q. B. P. one
8. K. Kt. to K. second
9. K. R. P. one
10. Castles
11. K. B. to Kt. fifth (check)
12. B. takes B. (check)
13. Q. P. one
14. Q. Kt. P. two
15. Q. R. P. takes P.
16. Q. B. to K. third
17. K. Kt. to K. B. fourth
18. K. Kt. to Kt. sixth
19. K. P. one
20. Q. P. one
21. K. R. takes P.
22. K. R. takes Kt.
23. R. takes P.
24. R. to B. fifth (check)
25. R. to Q. B. seventh
26. Q. Kt. to Q. R. third
27. Q. Kt. to Q. B. fourth
28. Mates in two moves.

(a) If you were to take K. B. P., he would move K. P. one, and afterwards take P. with Q. B.

(b) Instead of this move you should play K. P. one, which would compel him to move K. Kt. to K. R. third; you would then push Q. B. P. two, and have a very fine game.

(c) You play thus, to avoid having a doubled P. on the Rook's file, which would be the case, were he to push his R. P. on your Kt. and then take with Q. B.

(d) To cut off the communication between his pawns; but as he answers with Q. Kt. P. two, you are forced to take en passant, by which he restores the desired co-operation.

SECOND GAME.

White.

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

Black.

1. The same
2. Q. P. one
3. Q. B. P. one*
4. Q. P. one

White.

5. P. takes P.
6. B. checks
7. B. takes B. (check)
8. Q. to Q. Kt. third
9. K. Kt. to Q. fourth
10. Castles
11. K. B. P. one
12. P. takes P.
13. K. Kt. to K. B. fifth
14. K. Kt. takes B.
15. Q. to Q.
16. Q. Kt. to Q. R. third
17. Q. Kt. to Q. B. second
18. Q. P. two
19. Kt. to K. third
20. Q. B. P. one
21. Q. B. takes Kt.
22. Q. to Q. Kt. third
23. Q. B. P. one (dis. ch.)
24. Q. takes Q. (ch.) (or V.A.R.)
25. Q. B. to Q. second
26. Q. B. to B. third
27. K. R. to K. B. third
28. K. Kt. P. one (*a*)
29. P. takes P. (*b*)
30. K. to K. B.
31. K. to K. second
32. K. R. P. one
33. K. to Q. third
34. K. to K. fourth
35. K. to Q. third
36. P. takes Kt. (*c*)
37. P. to Q. B. fourth
38. Q. R. to K. B.
39. Q. R. P. two
40. K. R. P. one
41. Q. R. to K. Kt.
42. Q. R. checks.

Black.

5. P. takes P.
6. B. interposes
7. Kt. takes B.
8. K. P. one
9. Q. Kt. to Q. Kt. third
10. K. B. to Q. third
11. K. Kt. to B. third
12. P. takes P.
13. Castles.
14. Q. takes Kt.
15. Q. R. to K
16. K. Kt. to Q. fourth
17. Kt. to K. B. fifth
18. Kt. to K. Kt. third
19. Q. Kt. to Q. fourth
20. Q. Kt. takes Kt.
21. K. B. P. two
22. K. B. P. advances
23. Q. to K. third
24. R. takes Q.
25. K. P. one
26. Kt. to K. second
27. Kt. to Q. fourth
28. K. Kt. P. two
29. P. takes P.
30. K. R. to K. B. fourth
31. Q. R. to K. Kt. third
32. Q. R. to K. Kt. seventh (ch.)
33. K. to B. second
34. K. to K. third
35. Kt. takes B.
36. K. R. to K. B.
37. Q. R. to K. Kt. third
38. Q. R. to K. B. third
39. Q. R. P. two
40. K. R. P. two
41. Q. R. to K. B. fourth
42. K. R. interposes.

The game is drawn.

(V.A.R.)—If you were to play Q. P. one, instead of taking the Queen, you would lose the game : ex. gr.—

White.

24. Q. P. one (*bad*)
25. Q. B. to Q. fourth
26. K. Kt. P. one
27. R. to K. B. second
28. Q. to Q. B. third
29. P. takes Kt.
30. K. to R.
31. Q. to Q. second
32. R. covers.

Black.

24. Q. to K. Kt. fifth
25. K. B. P. one
26. Kt. to K. R. fifth
27. Kt. to K. B. fourth
28. Kt. takes Kt. P.
29. Q. takes P. (check)
30. K. R. to K. B. fifth
31. K. R. checks
32. K. P. moves and wins.

(a) You move this Pawn in order to break Black's Pawns.

(b) This is better than pushing K. Kt. P.: ex.—

White.

- 29. K. Kt. P. one
- 30. K. R. P. one
- 31. P. takes P.

(c) If you were to take Kt. with K., you could not afterwards move him towards your Pawns, without losing Q. Kt. P.

* K. B. P. two is the correct move.

Black.

- 29. K. R. P. two
- 30. P. takes P.
- 31. Kt. to K. B. third, &c.

THIRD GAME.

White.

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

Black.

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

White.

44. K. B. P. one *
 45. K. to K. second
 46. K. to K. third
 47. K. to K. second (*b*)
 48. K. to K. B. second
 49. K. to K. third

Black.

44. K. R. P. one
 45. K. to K. fourth
 46. K. to K. B. fourth
 47. K. to B. fifth
 48. K. to K. fourth.

Drawn game.

(a) If you were now to take K. R. P., he would move K. Kt. P.; and would afterwards bring out Q. Kt., and castle with Q. R.

(b) If you attack Q. B. P., you will lose; for he will take your K. Kt. P. and K. R. P., and arrive first at Queen.

* If you move K. Kt. P. one, he plays also K. Kt. P.

FOURTH GAME.

White.

1. K. P. two
 2. K. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. Q. B. P. one
 5. Q. P. two
 6. P. takes P.
 7. Q. B. covers
 8. B. takes B.
 9. K. B. takes K. B. P. checking,
 and then moves Q. to Q. Kt. third, gaining the better situation.

Black.

1. The same
 2. Q. Kt. to B. third
 3. The same
 4. K. Kt. to B. third
 5. P. takes P.
 6. K. B. checks
 7. K. Kt. takes P. (*a*)
 8. Q. Kt. takes B.

(a) Black gets an inferior game by this move; it would be better to change Bishops.

FIFTH GAME.

White.

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

Black.

1. The same
 2. Q. Kt. to B. third
 3. The same
 4. K. Kt. to B. third
 5. P. takes P.
 6. Q. to K. second
 7. B. checks
 8. Q. P. one
 9. Q. P. takes P.
 10. Kt. to K. Kt. fifth
 11. K. B. P. one
 12. Q. takes Q. (check)
 13. K. Kt. takes P.
 14. B. takes Kt.
 15. K. Kt. to Q. fourth
 16. Castles—even game

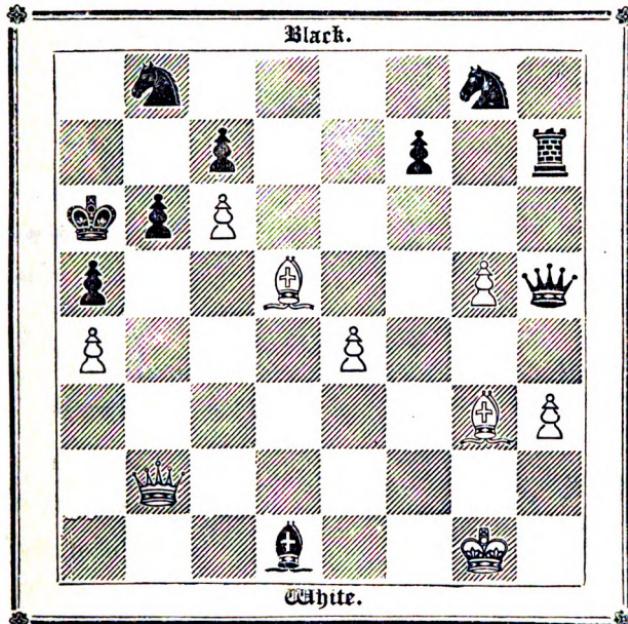
(a) If you take Q. B. P. with Q. B., he plays Kt. to Q. fourth.

(To be continued.)

PROBLEM, No. 233.

By M. BREDE, OF ALTONA.

White to move, and Mate in five moves.



GAME DCCII.

Played between M. M. KIESERITZKI and DESLOGES, against M. M. DUMONCHEAU and CHAMOUILLET.

White. (K. and D.)

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

Black. (D. and C.)

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

<i>White.</i> (K. and D.)	<i>Black.</i> (D. and C.)
19. K. R. to K. B. square	19. B. to Q. second
20. B. to Q. Kt. fourth	20. Q. Kt. P. two
21. K. B. takes Q. Kt. P.	21. Q. R. P. one
22. K. B. to Q. B. fourth (c)	22. Q. R. P. one
23. Q. B. to his third	23. Kt. to Q. R. third
24. K. R. to K. B. sixth (d)	24. Kt. to Q. B. fourth
25. K. R. to K. R. sixth	

In a few moves Black resigned.

Notes to Game DCCII.

- (a) K. Kt. to his sixth would have won for Black a clear piece.
- (b) Very badly played.
- (c) By taking B. with B., White must have won immediately. This game is played below the real force of M. Kieseritzki.
- (d) Q. P. one, (dis. ch.) followed by Rook taking K. Kt. P. forces the game.

GAME DCCIII.

Between M. KIESERITZKI and M. EHRMAN.

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

<i>White.</i> (M. K—i.)	<i>Black.</i> (M. E—N.)
34. Q. to Q. R. eighth (check)	34. K. to Q. seventh
35. Q. Kt. P. one	35. Q. R. takes Q. B. P.
36. Q. P. takes P. (check)	36. K. to his second
37. Q. takes Kt. (check)	37. K. takes Q.
38. Q. Kt. P. one, becoming a Q.(ch.)	38. K. to his second
39. R. to Q. R. seventh (check)	39. K. to his third

White mates in two moves.

Notes to Game DCCIII.

(These Notes are by the Editor of the *Chester Player's Chronicle*.)

- (a) This move ought to have cost White the game.
- (b) Why not play King's Knight to Bishop's second, winning the adverse Knight?
- (c) Black should have taken the Knight immediately, and then if the White Queen had taken his Knight in return, he would have won the King's Knight's Pawn, and have obtained an irresistible position.
- (d) Badly played. In this situation he might have forced the game by two distinct modes of play.

In the first place:

26. K. R. takes K. R. P.

If White does not take the Rook, Black checks with it at Rook's seventh, and wins easily. Therefore,

<i>White.</i>	<i>Black.</i>
27. R. takes R. or (A)	27. R. takes R.
28. P. takes R.	28. Q. takes P. (check)
29. K. to B. square	29. K. Kt. P. one, and wins
(A)	
27. P. takes R.	27. R. takes P.
28. R. takes R.	28. Q. takes R. (check)
29. K. to his third	29. Q. to K. Kt. fourth (check)
30. Kt. to K. B. fourth	30. P. takes Kt. (check)
31. K. to B. second (or Kt. mates at K. fourth)	31. Q. to R. fifth (check) &c.

If White at his 28th move refuse to capture the second Rook, and moves his Rook away instead, Black may either advance his K. Kt. P. one (ch.) or play R. to R. seventh, checking, secure in either case of a won game.

In the second place:

27. Q. takes Kt. (or B.)	26. K. Kt. to his fourth
28. P. takes Q.	27. Q. takes Q.
29. R. takes R.	28. R. takes R.
30. Q. Kt. takes Q. P. (best)	29. R. takes R.
31. K. to his third (best)	30. R. to R. seventh (check)
32. K. Kt. takes K. P.	31. Kt. to Q. fifth
because White must play his King to a square where he will be in check of the Queen, which his opponent will make in two moves. Observe, however, that if Black advance his Bishop's Pawn one, before taking the Queen's Bishop's Pawn, he will probably lose the game by White's first checking with the King's Knight at Queen's seventh, and then playing the other Knight to King's eighth square.	
and wins,	

(B)

- White.*
27. P. takes Kt.
 28. R. takes R. (*best*)
 29. K. to his square, or (C)
 30. K. takes Kt.

- Black.*
26. K. Kt. to his fourth
 27. R. to K. R. seventh (check)
 28. R. takes R. (check)
 29. P. one (check)
 30. P. one, becomes a Q. (double check) and mates next move.

(C)

29. K. to his B. square
30. K. to his square or (D)
31. Q. takes P. (*best*)

29. Kt. takes P. (check)
30. K. B. P. one (check)
31. R. to R. eighth (check)

(If the Knight takes Pawn, Black mates in two moves.)

32. K. to Q. second
33. K. to B. third

32. Q. takes P. (check)
33. Kt. takes K. P. (ch.) and wins.

(D)

30. K. to Kt. square

30. R. takes Q. (winning); for if White take the Queen in return, he is mated on the move.*

CORRESPONDENCE.

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

SIR—In the November number of "The Chronicle," I see an article by your Correspondent "Alpha Beta," charging Del Rio with having taken a "superficial view" of one of the Problems contained in his great work, and congratulating himself at having discovered a flaw in "an emanation of a genius so brilliant,"—at having "found out a speck in the sun." Let "Gamma" come to the rescue, and prove that Messer Ercole was perfectly accurate in saying that in the given position White could do no more than draw the game.

Referring then to the diagram on page 345, let me go on to show that this Problem at least must not be quoted among the errors of Del Rio or Lolli. The following are the moves by which Alpha Beta endeavours to demonstrate that White can win by force:—

White.

1. Q. to K. eighth (check)
2. Q. to her seventh
3. Q. to her B. eighth (check)
4. Q. to Q. Kt. seventh (check)
5. Q. B. P. takes R. (check)
6. K. to Kt. fourth

Black.

1. R. interposes
2. R. to Kt. third
3. R. interposes
4. R. takes Q.
5. K. moves

These moves are correct, and Alpha Beta's error is in Black's next move. He forgets that Del Rio was an Italian, and that consequently he constructed his Problems in accordance with the Italian laws. Now it will be sufficient to remind A. B. that in Italy a Pawn cannot be taken *en passant*, but that, to employ their own expression, it can *passar bataglia*, to convince him that Del Rio in the above position would have played—not "6. Q. B. P. advances," but "6. Q. B. P. two (check);" upon which White's King is moved, and the game is drawn by its nature. Of course, if Koch, or any other German or English author, quotes the position as drawn, according to the English laws, they must be considered as in error; for Alpha Beta satisfactorily proves that, according to their rules, White can force the game. But, unless I am in error, the fair fame of Ercole Del Rio is untouched, and the game must be drawn. GAMMA.

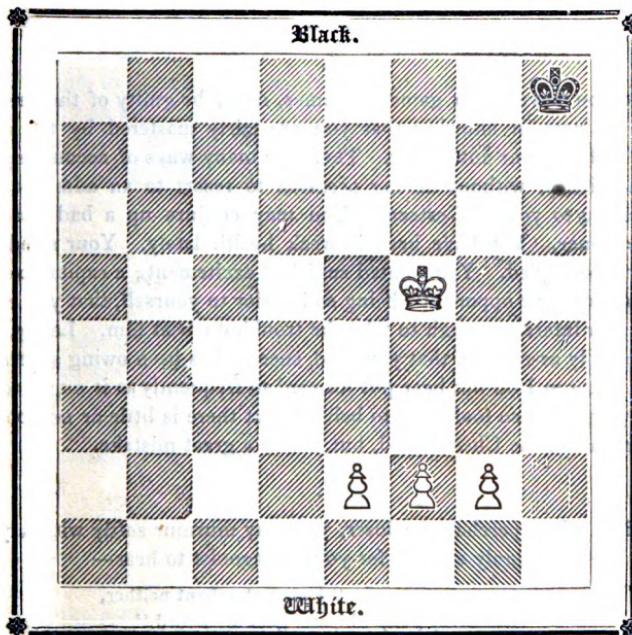
* This game is far from being well played by either party, and we give it merely for the sake of the variations springing from Black's 26th move, which strikes us as presenting many features of interest and instruction.

February 1845

PROBLEM, No. 234.

BY MR. W. BONE.

White to move, and Checkmate with a Pawn, without making any piece, in at most twenty-one moves.



Several analogous positions exist in "the books;" but none of them equally good with this: there being here but three Pawns on the field, and all unmoved; which allows Black King a very extensive range.

**A FASCICULUS OF
 ONE DOZEN CHESS WRINKLES,
 FOR
 YOUNG ENGLAND.**

BY CAPTAIN H. A. KENNEDY.

I.

WHEN you have lost a game or games, never be guilty of the preposterous silliness of allowing that you are fairly mastered by the more expert skill of your antagonist. There are many ways of accounting for such a mishap, without having occasion to resort to an admission so humiliating to your self-esteem. You may conjure up a bad headache for the nonce. You have been in weak health lately. Your mind was otherwise occupied. You wanted sufficient excitement; a capital excuse, as it implies your opponent's being so inferior to yourself, that you could not muster interest enough to take the trouble to beat him. Lastly, you may roundly asseverate, that your bad success has been owing sheerly to *luck*,—a reason I do not hear put forward so frequently as it ought to be. Many people are so foolish as to believe that there is little or no good or bad fortune on the Chess-board, but that is a great mistake.

II.

Again; when perchance a loser, you may murmur softly within your beard, but still plainly enough for your antagonist to hear—

*"I am not valiant neither,
 But every puny whipster gets my sword."*

Or, if you suppose the quotation may be *caviare* to the un-Shakesperian intellect of your opposite neighbour; say gently, yet regretfully, as if your mind were haunted by visions of former conquests—"Ay, ay, every spoon in the Club beats me now."

III.

If of a musical turn, you are not forbidden—of course involuntarily, and in mere cheerfulness of heart—to hum or sing during a game, snatches of your familiar and favourite airs, accompanying the same by a *staccato* digital tattoo on the table. When it is your adversary's turn to move, you may at pleasure yawn—sneeze—groan—stretch yourself—

use your pocket-handkerchief vigorously—get up from your chair, and sit down again, and make frequent inspection of your watch. These unsophisticated little modes of procedure, will, in all probability, by distracting the attention of your opponent, cause him to hurry his move, and thus you may cleverly effect a diversion in your own favour.

IV.

When engaged in a *partie* with a young and nervous player, yourself being an old and experienced hand, be at no pains to conceal your contempt for his small proficiency in the game. This you can easily manifest by entering, with an unconcerned air, into off-hand conversation with by-standers, affecting to take huge interest in a neighbouring game, and making ironical observations when your antagonist has effected a move, such as,—“Oho! the gentleman goes there, does he!”—“Very good.”—“You are a perfect Philidor, sir”—“Oho!” By these means you will at once indisputably establish your adversary's littleness, and your own vast superiority and condescension.

V.

“How very badly I am playing to-day,” or something to that effect, is a pet expression, which invariably escapes from every losing player (myself included) that I have ever met with; and a very excellent one it is. By this brief sentence you delicately convey to your antagonist that he need not in the least plume himself on his present success, which is merely temporary, and owing to your having played below your usual standard, not by any means to his superior skill. You may so regulate your manner also, that if he be not dull as—

“The fat weed
Thatrots itself in ease, on Lethe's wharf,”

he will not fail to draw the inference, that it is your settled conviction that you are able to beat him into a jelly, whenever you choose to pay the necessary attention.

VI.

Although you may esteem it perfectly legitimate and proper for yourself, when a loser, to lament that you are “playing badly,” should your opponent attempt to adopt the same plea in similar circumstances, reply promptly, that you cannot allow him so to disparage his own skill; that he has played exceedingly well, but that you have played *better*.

VII.

If you happen to be overlooking two players who are greatly superior to yourself, do not on that account be deterred from making whatever comments on their play you may think fit. A looker-on, you know,

proverbially sees more of the game than those who are engaged in it. Should any move, therefore, strike you as being bad, instantly point out its defects, mildly yet decidedly giving your reasons for thinking so *in extenso*. You must be prepared to find that many will regard this friendly *surveillance* in the light of impertinent interference, and be terribly galled and irritated, nay, thrown quite off the balance of their play by it; possibly enough inwardly consigning their self-constituted monitor and his advice, to the shades below. But even their forgetting themselves so far as openly to send you to Tartarus, cannot alter your indefeasible right, as an Englishman, to pass your free and uncontrolled opinion upon any subject you think proper.

VIII.

Should you be doing players of a smaller calibre than yourself, the honour to inspect their game; criticize every move without the least hesitation or reserve, illustrating your remarks by personal manipulation of the pieces, as well as stringent animadversion upon everything that, in your opinion, approaches blundering play. Your strictures will, doubtless, be received with all due humility by the rebuked and disconcerted tyros, and yourself elevated to a state of great honour and glory thereby.

IX.

In the moment of victory fail not, I beseech you, to make your foiled "opposite" quaff largely of the bitter cup of defeat. This you will do, not so much for your own gratification, but rather because you ought to consider it a paramount and conscientious duty, to endeavour at all times to impress upon your fellow-man the truthful moral, that "sweet are the uses of adversity." Fall back in your chair then, and regard your discomfitted adversary with an easy air of laughing triumph; talking while you do so as if it were a matter of course that you should have beaten him. After this, "quenching your familiar smile with an austere regard of control," proceed to point out, as lengthily as you can, that his opening was bad; his method of attack altogether unsound; and that, after a certain move, the ruinous consequences of which you are astonished he did not foresee, his game was irretrievable. Conclude by hinting that *perhaps* you could afford to render him some odds. Should he wince at all, under this wholesome discipline, and attempt a blustering reply, hear him in silence, letting your countenance simply assume a Pecksniffian smile of commiserating pity. It becomes you to make every compatible allowance for the mortified feelings of a vanquished enemy; reflecting, as you must do, that you yourself cannot always expect to win.

X.

When you see clearly that your game is past all redemption lost, advisedly put your Queen or some other piece *en prise*; and when it has

been taken, after a quick exclamation of surprise and sorrow, begin to replace the men, observing with an air of tranquil resignation, that *that* is the way you lose all your games.—N.B. Should your opponent be so rude as to insinuate a doubt that such has been the case in this particular instance, be afflicted with sudden deafness.

XI.

Take opportunity when you can, to enveigle some celebrated player, Mr. Gambit Pawn, for instance, into an even game with you—"in a merry sport," as it were. It is very likely that, being overweeningly conscious of his superiority, as such people generally are, he will play carelessly,—and you may win. If you do, take precious care not to play with him any more; but go up and down the town, proclaiming your achievement everywhere with trumpet tongue. Whenever Mr. Gambit Pawn's name is afterwards mentioned in your presence, lose no time in making the company aware, that you won every game you ever played with him, and received no odds. Your reputation as a strong player will thus be honorably advanced, while your character for strict veracity remains unimpeached.

XII.

The following perhaps savours more of an admonition than a wrinkle:—It sometimes happens that an Amateur may be excessively fond of overlooking a game, who is so very short-sighted, that, in order to see what is going forward, he is obliged to bring his face nearly in close contact with the board; edging himself, it may be, gradually on as he does so, until he appears almost perched upon the shoulder of one of the players, whose game, upon newly entering the room, you might imagine he himself was conducting. In addition to the affliction of *myopia*, it may have pleased Providence also to organize our poor friend's physical constitution in such a manner, as to make it imperative, that, by means of his mouth or nose, he should at intervals give expression to certain snorts and blows, after the fashion of the *cetus* or whale-tribe. I shall hardly be credited I know, when I declare, that I have actually heard of an individual to whom these little innocent habits were peculiar, in allusion to the first, being heartlessly called "a Chess Coroner, because he not only held an inquest on the game, but sat upon the body." Oh! sentiment, that enables us to make allowance for the infirmities of our brother, hast thou also, with the other virtues, taken refuge in Heaven!

By adhering for a short time closely and steadily to the hints I have thrown out above, imperfect as I am fully sensible they are, I think I can promise that their practice will speedily obtain for you a reputation of no common order, and of a nature that will effectually prevent the most forward, from treating you with even a distant approach towards undue familiarity. At the same time, I should be wrong to conceal from

you, that your entrance to a Chess circle will probably be greeted by looks of dislike and aversion ; nay, it is even possible, that some malignant and evil-disposed spirits may exhibit a strong desire to eject you by the window into the street. Such unworthy conduct you will of course treat with the contempt it merits ; consoling yourself with the reflection, that in all time, envy and hatred have accompanied merit of a very high order,—that it is ever the tendency of inferior minds, to degrade to their own base level the aspirations of those lofty intellects whose workings they can neither understand nor appreciate,—and that if, among your immediate associates, you are as a thing of no value, others at least may be found to whose unbiased opinions you may look for the full justice you merit. *Sic itur ad astra.**

MATCH OF CHESS,

BY CORRESPONDENCE,

BETWEEN PARIS AND PESTH (HUNGARY).

(See page 306 of our last Volume.)

PARIS GAME.

White. (PARIS.)

- 31. Q. takes Q.
- 32. R. to K.'s seventh
- 33. R. takes Q. Kt.'s P.
- 34. R. to Q. Kt.'s eighth (check)
- 35. Q. R. P. two

Pesth has gained a clear Knight.

Black. (PESTH.)

- 31. Kt. takes Q.
- 32. R. to K. B.'s square
- 33. R. to K. B.'s second
- 34. K. to Kt.'s second

PESTH GAME.

White. (PESTH.)

- 29. K. Kt. to K.'s sixth
- 30. Kt. takes B.
- 31. K. R. to K.'s second
- 32. Q. B. to K. B.'s fourth
- 33. B. takes R.

Black. (PARIS.)

- 29. R. to K. B.'s second
- 30. R. takes Kt.
- 31. B. to Q.'s sixth
- 32. B. takes R.
- 33. R. to K. square

Pesth has six Pawns against five.

* Quære, "inferos?"—Printer's Devil.

SOLUTIONS
TO
PROBLEMS FOR YOUNG PLAYERS.
(At p. 336 of our last Volume.)

No. 189.

White.

1. B. to Q.'s eighth (check)
2. Q. to Q. Kt.'s sixth (check)
3. B. mates at K.'s seventh square

Black.

1. K. to Q. B. fourth
2. Kt. takes Q.

No. 190.

White.

1. B. takes Kt. (check)
2. Kt. to Q.'s eighth
3. Kt. mates.

Black.

1. P. takes B.
2. Moves anything.

No. 191.

White.

1. Q. takes Kt. (check)
2. Kt. to Q.'s sixth (check)
3. Kt. to Q. B.'s sixth (check)
4. P. mates.

Black.

1. B. takes Q.
2. K. to Kt.'s square
3. K. to corner.

No. 192.

White.

1. B. to K. B.'s second
2. K. to B.'s fourth
3. K. to B.'s fifth
4. Kt. to K.'s sixth
5. B. to K. Kt.'s square
6. Knight mates.

Black.

1. P. checks (*best*)
2. P. (checks)
3. P. advances
4. P. to K.'s sixth
5. P. to K.'s seventh

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

(Continued.)

No. 223.

White.

1. Q. to her eighth (check)
2. Q. takes R. (check)
3. P. advances, and then the Kt. is moved, discovering checkmate.

Black.

1. R. covers
2. R. takes Q.

No. 224.

White.

1. P. advances (check)

Pawn becomes a Queen, and mates directly. If he take Pawn with King, you move B. to K. B.'s fourth, evidently winning. And, lastly, if he take Pawn with Queen, you place B. at Q. R.'s fifth, equally forcing the game by the subsequent divergent check of the Knight when he takes Bishop.

Black.

1. If he move K. to Q.'s second,

No. 225.

White.

1. R. to Kt.'s second (check)

If he move instead K. to B.'s third, he is mated on the move. If he move K. to K. B.'s square, he is mated in two moves. If he move K. to R.'s third, he is mated in four moves; your first move in such case being Q. to K.'s sixth, check.

2. R. takes R. (check)

3. Q. takes B. (check)

4. Q. to her eighth (check)

5. Q. to K. R. sixth (check)

6. Q. to K. B.'s eighth (check)

7. Kt. to Kt.'s sixth (check)

8. Q. to K. R.'s sixth, mate

Black.

1. K. to corner. If he move instead

K. to B.'s third, he is mated on the move. If he move K. to

K. B.'s square, he is mated in two moves. If he move K. to R.'s

third, he is mated in four moves; your first move in such case being

Q. to K.'s sixth, check.

2. R. takes R.

3. R. covers

4. R. covers

5. R. covers

6. R. covers

7. P. takes Kt.

No. 226.

White.

1. B. P. one square (check)

2. Kt. to K. sixth

3. B. P. advances

4. Kt. to Kt.'s seventh (check)

5. R. P. mates

Black.

1. K. to R.'s fourth

2. Kt. P. one (*best*)

3. Kt. P. one

4. K. to K. Kt.'s fourth

No. 227.

White.

1. Q. to her B.'s eighth (check)

2. B. to K.'s fifth

P., you check with Q. at Q. Kt.'s eighth, and mate with Kt. P.

3. Kt. checks and P. mates

Black.

1. K. to R.'s second

2. Kt. P. one. If he push the other

No. 228.

White.

1. Kt. to K.'s sixth (check)

2. P. takes Q. If Black now play

R. to R., your P. mates; and moving instead R. to K., or to K. B.'s third, you play R. to R.'s eighth, and then mate with P.

Black.

1. Q. takes Kt.

(Black's moves are omitted.)

No. 229.

1. R. to K.'s fourth

2. R. to Q. R.'s fourth

3. R. to Q. R.'s fifth

4. Q. to Q. B.'s seventh (check)

5. Q. to Q. Kt.'s sixth

6. Q. R. P. one

7. K. to Kt.'s sixth

8. K. to R.'s sixth

9. P. to Kt.'s sixth

10. P. mates

No. 230.

(Black's moves are omitted, being all forced.)

- | | |
|--|--|
| 1. Q. R. to Q. R.'s seventh
2. Q. R. to K. B.'s seventh
3. K. to Q.'s sixth
4. K. to Q.'s seventh | 5. K. R. to K. R.'s square (check)
6. K. R. to K. R.'s seventh
7. Q. R. to K. Kt.'s seventh (check)
8. P. mates |
|--|--|

No. 231.

White.

1. Kt. to K.'s fifth (check)
2. R. P. checks
3. Kt. P. checks
4. Kt. to K.'s sixth
5. Kt. to Q.'s seventh
6. You now take P. with P., and go

to Q.; then move Q. to Q. B.'s fifth, and the rest is simple. Black meanwhile has no move but R. to Q. B.'s square, and to Q. R.'s square alternately, as best. If at move four, Black play R. to B., you move Kt. to Q.'s seventh, and win sooner; and if he move Kt. to Q.'s fourth, you take Kt. with P.

Black.

1. K. to Kt.'s fifth
2. K. to R.'s fourth
3. K. to R.'s third
4. B. to Q.'s square (*best*)
5. Kt. takes Pawn

No. 232.

- | | |
|---|--|
| 1. Kt. to Q.'s seventh (double check)
2. Q. to Q. Kt.'s eighth (check) | 3. Q. to Q. Kt.'s sixth (check)
4. Kt. takes P. (check) and P. mates. |
|---|--|

No. 233.

White.

1. Q. takes P. (check)
 2. P. to Q. B.'s seventh
 3. K. B. to Q. Kt.'s seventh check,
- check with B. at K. B.'s second, and mate directly.

Black.

1. P. takes Q. If K. take Q., you
 2. Kt. to K.'s second. He has
- three other moves, all tending to the same end.

and mates in two more moves.

LEICESTER CHESS CLUB BALL.

THIS friendly re-union took place at the Waterloo-rooms, Humberstone-gate, on Thursday evening; when the members of the club and their friends assembled in goodly numbers,—all determined to please and be pleased with each other. Dancing commenced soon after nine o'clock, to the excellent music of Messrs. Weston and Nicholson's band. The Polka and Valse à-deux-temps, being the novelties in the dancing world, were danced several times, and with great spirit; but the old favourites were not therefore forgotten or neglected. The various preferences of the assembly were all duly consulted, and never perhaps have the efforts of ball-room stewards been more successful in giving universal satisfaction than they were on this occasion. There was but one expression of regret—that such balls did not take place more frequently. The parties now tenanting the rooms were indefatigable in their attentions to the company.

GAME DCCIV.

Mr. Staunton gives the Pawn and two moves to Mr. Spreckley, of the Liverpool Chess Club.

(*Remove Black's King's Bishop's Pawn from the board.*)

White.

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

Black.

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

White.

37. Q. to her third
38. K. to R. square
39. Q. to her eighth
40. R. to Q. seventh (check)
41. Q. to R. eighth (check)
42. Q. to her eighth (check)
43. K. R. P. one
44. K. to R. second
45. K. to R. square

Black.

37. Q. to her B. fifth (check)
38. Q. to her B. third
39. Q. takes K. P.
40. K. to R. third
41. K. to Kt. fourth
42. R. to K. B. third
43. Q. to K. eighth (check)
44. Q. to K. Kt. sixth (check)
45. Q. takes Q. R. P.

AND WHITE RESIGNED.

Notes to GAME DCCIV.

- (a) Black would have gained nothing by checking at King's Rook's sixth, as his adversary would not have taken the Knight.
 (b) Knight to King's second would, we think, have been better play.

GAME DCCV.

Between the same players, at the same odds.

(Remove Black's King's Bishop's Pawn from the board.)

White. (Mr. SPRECKLEY.)

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

Black. (Mr. ST——N.)

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

White. (Mr. SPRECKLEY.)

18. Q. R. to Q. square
19. Q. B. P. one
20. R. takes R.
21. K. Kt. P. one
22. Kt. to Q. sixth
23. K. B. P. two
24. Q. Kt. P. two
25. K. to Kt. second (*a*)
26. R. to Q. Kt. square
27. R. takes B.
28. R. to Q. Kt. second
29. R. to Q. second
30. Q. to her third
31. P. takes P.
32. Q. to her eighth (check)
33. R. takes Q. (check)
34. R. to Q. seventh (check)
35. R. takes R. (check)
36. K. to B. third
37. K. to K. fourth

Black. (Mr. ST——N.)

18. Castles
19. R. takes R.
20. R. to K. B. fifth
21. R. to K. B. fourth
22. R. to K. R. fourth
23. B. to K. Kt. second
24. B. to Q. B. sixth
25. B. takes P.
26. R. takes Q. B. P.
27. Q. takes Kt.
28. K. P. one
29. Q. to K. third
30. Q. to K. second
31. R. takes K. P.
32. Q. takes Q.
33. K. to B. second
34. R. to K. second
35. K. takes R.
36. K. to Q. third
37. K. to Q. B. fourth

The game ought to have been drawn; but Mr. Staunton, by a hasty move, lost the opposition.

Note to Game DCCV.

(*a*) This move, although founded on a miscalculation, is well conceived. White thought that by placing his King on a White square, he should win a piece if Black ventured to take the Pawn, because the Bishop, when attacked by the Rook, would be unable to escape by taking the second Pawn *check*. It will be seen, however, that Black could take the Queen's Knight's Pawn, and leave his Bishop *en prise* with impunity.

GAME DCCVI.**Between M. Kieseritzki and an Amateur.***White. (M. K——I.)*

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

Black. (M. ——.)

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

White.

5. Q. B. P. one (a)
6. Q. to her Kt. third
7. B. takes K. B. P (check)
8. Q. to her R. third
9. B. takes K. Kt.
10. K. Kt. takes K. P.
11. P. takes Kt.
12. P. takes P. (check)
13. Q. B. to ~~K~~ third
14. Q. to her Kt. third (check)
15. Q. takes Kt. P. (check)
16. Q. Kt. to Q. second
17. Q. to R. sixth
18. Castles. *with K*.
19. K. B. P. two
20. K. B. P. one (check)
21. Q. to her third
22. B. to Q. fourth
23. B. takes B.
24. K. R. to B. third
25. K. R. to R. third
26. Q. to K. third
27. Kt. to K. B. third
28. Q. R. to Q. square
29. K. R. to Q. fifth

Black.

5. Q. B. to K. Kt. fifth
6. Q. Kt. to Q. R. fourth
7. K. to his second
8. Q. Kt. to B. third
9. R. takes B.
10. Kt. takes Kt.
11. K. Kt. P. two
12. P. takes P.
13. K. to B. second
14. B. to K. third
15. K. to Kt. third
16. K. R. to Kt. second
17. R. to K. second
18. K. B. to K. Kt. second
19. Q. B. to his square
20. K. to R. second
21. K. B. to K. fourth
22. Q. to her B. second
23. P. takes B.
24. B. to Q. Kt. second
25. Q. R. to Q. square
26. K. R. to K. Kt. second
27. Q. R. to K. Kt. square
28. Q. to her B. third
29. Q. to her R. fifth

And White now announced checkmate in seven moves.

Note to Game DCCVI.

(a) P. takes K. P., would have been better play, as White must then have won either the K. P. or K. B. P.

GAME DCCVII.

M. Kieseritzki gives Pawn and move to M. Dumoncheau.

(Remove Black's King's Bishop's Pawn from the board.)

White. (M. D—u.)

1. K. P. two
2. Q. P. two
3. Q. P. one
4. Q. B. to Q. second

Black. (M. K—l.)

1. Q. Kt. P. one
2. Q. B. to Q. Kt. second
3. K. Kt. P. one
4. K. B. to K. Kt. second

White. (M. D.—v.)

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

Black. (M. K.—I.)

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

AND WINS.

Variation on the 30th move.

30. Q. to Q. square
31. K. to K. R. second (*b*)
32. P. takes Q.

30. Kt. to K. B. fifth (check)
31. Q. to K. R. fifth (check)
32. R. mates.

Notes to Game DCCVII.

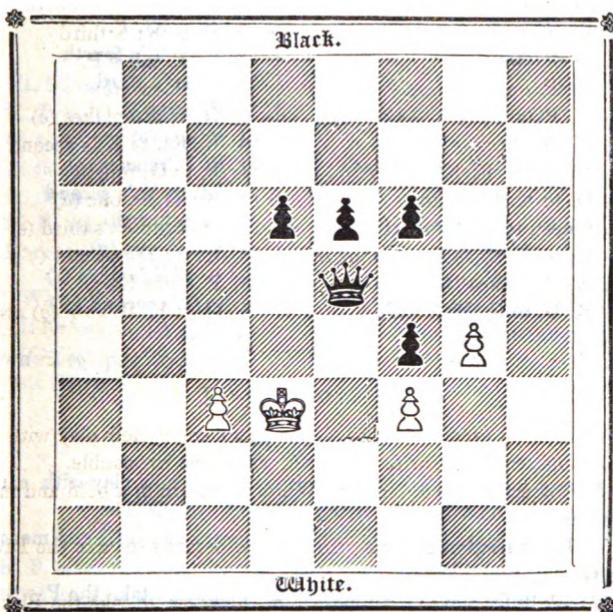
(*a*) By taking the Knight at this point, White might have won at least the exchange.

(*b*) This move is not forced, the King could be played to his Knight's fourth, though mate is equally certain.

PROBLEM, No. 235.

BY MR. W. BONE.

White moving first, undertakes to mate in four moves.



a Black King should replace the Queen

EVANS' GAMBIT,

WITH

NEW VARIATIONS BY GHULAM KASSIM, OF INDIA.

THE following variations on a move in the Evans' Gambit,—which move we believe was first played by Mr. Staunton in the course of his long match with Mr. Cochrane,—are kindly forwarded to us from India, by their author, the renowned Hindostanee Chess Player, Ghulam Kassim.

We purposely give them as sent, without additional notes; reserving to ourselves further comment for a future day. All the notes here, therefore, are by Ghulam Kassim.

GAME I.

White.

1. K. P. two
2. K. Kt. to B.'s third
3. K. B. to Q. B.'s fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. Q. P. two
8. K. P. one (*a*)
9. K. P. takes Q. P. *en passant*
10. K. R. checks
11. K. Kt. to K. Kt.'s fifth
12. Q. to K. R.'s fifth
13. Queen to K. R.'s sixth
14. Q. to K. Kt.'s seventh (or A.)
15. K. Kt. takes B.
16. K. B. to Q. Kt.'s fifth

Black.

1. K. P. two
2. Q. Kt. to B.'s third
3. K. B. to Q. B.'s fourth
4. B. takes Kt. P.
5. B. to Q. R.'s fourth
6. B. to Kt.'s third
7. K. P. takes P.
8. Q. P. two (*b*)
9. Q. B. P. retakes (*c*)
10. K. Kt. to K.'s second
11. P. to Q. fourth
12. K. Kt. P. one (*d*)
13. Q. B. to K.'s third (*e*)
14. K. to Q.'s second (*f*)
15. P. takes Kt.
16. Q. to K. B.'s sq. (*g*) AND WINS

Notes to Game I.

(*a*) A truly excellent move. The Black must now play with caution and judgment; otherwise the attack will prove irresistible.

(*b*) Correctly played; still the White pieces are in a bold and menacing position.

(*c*) In a variation on this game, Black is made to take the Pawn with his Queen.

(*d*) Skilfully played; suppose him, however, to take the Bishop with his Queen's Pawn, ex. gr. :—

In the first place.

- | | |
|---|-------------------------|
| 13. Q. takes K. B. P. and gives
perpetual check; or otherwise, mate in two or three moves. | 12. Doubled P. takes P. |
|---|-------------------------|

In the second place.

- | | |
|--|-----------------|
| 13. Q. takes B. P. (check) and then
takes P. at Q. B.'s fourth, or Q. takes B. P. (check) and | 12. P. takes B. |
|--|-----------------|

on Black moving his King, places the Q.'s B. at Q. R.'s third (see Second Variation), or K. Kt. at K.'s sixth. White might also at the 13th move take the K. B.'s P. with his Kt., instead of with the Queen, and the game will then be equal.

(e) A prudent and essential move; if instead, Black were to take the Bishop with his doubled Pawn, he would incur great risk.

(f) K. Kt. to K. B.'s fourth would be better still.*

(g) White has lost the attack and two Pawns.

(A.)

White.

14. Kt. takes B.
15. K. B. to Q. Kt.'s fifth
16. Q. to K. Kt.'s fifth (a)
17. B. takes Q.
18. Q. B. to K. B.'s sixth
19. K. B. takes Q. Kt. (b)
20. B. takes Q. Kt. P.

Black.

14. P. takes Kt.
15. K. Kt. to K. B.'s fourth
16. Q. takes Q.
17. K. R. P. one
18. Castles
19. K. R. takes B.
20. Q. R. to K. B.'s square (c)

(a) White dare not take the King's Pawn.

(b) If he ventured on capturing King's Pawn now, he would lose a piece.

(c) If White now move Rook to King's Bishop's square, to defend King's Bishop's Pawn, Black should play the Knight to King's Sixth.

FIRST VARIATION ON GAME 1,

Beginning at Black's Ninth Move.

White.

9. K. P. takes Q. P. (*en passant*)
10. K. R. to K.'s square (ch.)
11. K. Kt. to his fifth
12. Q. to K. R.'s fifth
13. Q. takes Q.
14. B. to Q. R.'s third
15. Q. Kt. to Q.'s second
16. Q. Kt. to K. B.'s third
17. K. Kt. takes K. B. P. and wins

Black.

9. Q. takes P.
10. K. Kt. interposes
11. Castles
12. Q. to K. Kt.'s third (a)
13. K. R. P. takes Q.
14. Q. B. to K. B.'s fourth (b)
15. Q. P. takes Q. B. P.
16. Q. R. to K.'s square

(a) If Black place the Queen at King Bishop's third, his game will be equally hampered.

(b) Black would lose a piece by placing Queen's Bishop at King's Third.

* Clearly a mistake, as White in that case might take the Rook checking.

SECOND VARIATION ON GAME 1,

Beginning at the Black's Twelfth Move.

White.

12. Q. to K. R.'s fifth
 13. Q. takes K. B. P. (ch.)
 14. Q. B. to R.'s third
 15. Q. takes Q. B. P.
 16. K. Kt. to adverse K.'s third
 17. Q. to her R.'s fourth
 18. Q. Kt. to Q.'s second (a)
 19. Q. to her Kt.'s third
 20. Q. takes Q.
 21. Q. R. to Q.'s square (threatening to mate, if Black takes the Kt. with his Pawn.)
12. *Doubled P. takes Bishop*
 13. K. to Q.'s second
 14. Q. to K. B.'s square
 15. Q. to K. B. fourth
 16. Q. to her fourth
 17. K. R. to K.'s square
 18. Q. to her R.'s fourth
 19. Q. takes Q. B. P.
 20. Q. P. takes Q.
 21. P. to Q. B.'s seventh, and wins.

Black.

(a) If White take the King's Knight's Pawn with King's Knight, Black must move King's Rook to Knight's square; and then should White take Knight with Rook checking, Black, by retreating his King to Q.'s square, will undoubtedly win.

THIRD VARIATION,

Beginning at the Eleventh Move of the First Variation.

White.

11. K. Kt. to his fifth
 12. Q. B. to Q. R.'s third
 13. K. Kt. to K.'s fourth
 14. Q. B. P. takes Q. P.
 15. Q. P. one
 16. Q. P. one
 17. Q. Kt. to Q. B.'s third
 18. K. B. to Q.'s fifth
 19. K. Kt. takes Q. B. P.
 20. Q. B. takes B.
 21. Q. B. to Q. R.'s third
 22. Q. R. to Q. B.'s square
 23. Kt. to K.'s fourth
 24. Q. R. to Q. B.'s seventh
 25. Q. P. takes Kt.
 26. Kt. to K. B.'s sixth (check)
 27. R. takes R. (check)
 28. Q. B. to B.'s eighth (check)
 29. K. B. to K.'s fourth (check)
 30. Q. checks at K. Kt.'s fourth
 31. Q. to Kt.'s seventh, and mates

Black.

11. Q. Kt. to Q.'s square
 12. Q. B. P. two
 13. Q. to her B.'s second
 14. Castles
 15. K. Kt. to K. B.'s fourth
 16. Q. to her B.'s third
 17. K. Kt. to Q.'s fifth
 18. Q. to her second
 19. B. takes Kt.
 20. K. Kt. to K.'s third
 21. K. R. to K.'s square
 22. Q. R. to Q. Kt.'s square
 23. Q. Kt. P. one
 24. K. Kt. takes R.
 25. Q. takes P.
 26. P. takes Kt.
 27. K. to Kt.'s second
 28. K. to Kt.'s third
 29. P. interposes
 30. K. to K. B.'s third

M. BREDE'S CHALLENGE.

We have much pleasure in recording the names of the undermentioned gentlemen who have succeeded in solving this intricate and beautiful Problem; and we avail ourselves of the opportunity to direct their attention to another, of even surpassing excellence, which appears in the letter from India in the present number. This latter position we have no hesitation in declaring to be the most skilful Four-move Problem which has ever come under our notice. We would make it an especial condition that the checkmate be discovered *from the diagram alone*, without the aid of a chess-board and men, and we will give in the March Number the names of any amateurs who in this manner shall find the solution.

Professor D. Forbes, London.	R. A. Brown, Esq., Leeds.
The Rev. J. Vincent, Okehampton.	H. Stanley, Esq., Preston.
W. G. Pilkington, Esq., Durham.	H. Taylor, Esq., Sunderland.
C. A. Ekman, Esq., Liverpool.	F. J. Utting, Esq., Wisbech.
W. Kenrick, Esq., Liphook, Hants.	J. Champion, Esq., Gravesend.
A. Davis, Esq., West Green, Tottenham.	R. S. Thomas, Lieut., R.N., Portsea.
J. Taylor, Esq., Oldham.	F. Morris, Esq., Cheltenham.
John Jackson, Farmer, Swineshead, Lincolnshire.	J. T. Somers, Esq., Exeter.
Thomas Brown, Esq., Hackney.	L. L. Knight, Esq., Bath.
Sir John Blunden, Bart., Kilkenny.	C. Grant, Esq., Tunbridge.
T. Woodward, Esq., Liverpool.	R. P. Williams, Esq., Plymouth.
W. Comber, Esq., Liverpool.	H. Smith, Esq., Norwich.
Monsieur J. Le Febvre, Liverpool Chess Club.	S. Bacon, Esq., Leamington.
J. B. Gallie, Esq., Edinburgh.	Alex. C. Dobbin, Esq., Belfast.
Robert Bennett, Esq., Wisbech.	R. Stafford, Esq., Chelmsford.
	Thomas Cranston, Esq., Preston.
	W. Bennett, Esq., Dorking, Surrey.
	J. C. Harrop, Esq., Newcastle.

In addition, we have to acknowledge a vast number of letters containing the correct solution, bearing the signature merely of "Subscriber," "Amateur," "Constant Reader,"—and several with initials only, which are noticed on the wrapper among the answers to Correspondents.

CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

DEAR SIR.—I have the pleasure to forward for your inspection the accompanying Problem, and trust you will deem it deserving a place in your valuable Chess Chronicle. It has hitherto baffled the sagacity of every player in India to whom it has been shown, and amongst them my respected antagonist the late Keramat Ali.—You will be concerned to

hear that this Indian Chess King has gone to his long home.—Keramat Ali was a player of a very high order, though imperfectly acquainted with the different gambits. There is another player at Delhi, by name —— Ali, that is however equal, if not superior to him in force. I was one day playing with the former in presence of —— Ali, and being interrupted by visitors, I requested —— Ali to take up the cudgels for me. He played out my game, and, much to the evident annoyance of the old man, won. I begged of them to try a *partie*, and after fighting like turkeycocks —— Ali, on that occasion, came off decidedly victorious. I could never prevail on them again to try their strength. Chess is not so much practised in India as one would have supposed. The King of Delhi's favourite son, Merza Jugeer-ood-deen, by far the most gentlemanly native I have met in India, conveying to one's mind the very *beau ideal* of the Selim of our childish reading, is a player of no ordinary skill. There is also a dervish at Meradabad, who plays a remarkably fine game. These players I should consider equal in strength, not to the champion of England as he now is, but of the force he was in the years 1838-9, when I had the pleasure of contending a few games with him, without disadvantage on either side.—

I have not met with many European Chess-players in this country, there are some I believe (not including Mr. Cochrane of Bombay), who would pass muster at your Clubs in London.

Several games have of late been played by correspondence here. Three of these I am pleased to find in "Walker's Chess Studies," (No. 398, † 417, 418.) The last which was played between "The Hills and the Plains," I sent you by the June mail. I know not whether the match (398) between Shottisbrooke and City, has appeared in the "Chess Player's Chronicle;" if not, and you think it worthy of insertion, you will greatly oblige many a "Shagird" in India, where it excited a vast degree of interest, by introducing it in that work. You will perhaps be the more inclined to do so with the amended emendations. (The following is the game to which our esteemed correspondent alludes.)

White.

1. K. P. two
2. K. Kt. to B's third
3. K. B. to Q. B's fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. K. Kt. to his fifth
8. K. B. P. two

Black.

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

* Illegible in MS.

† See "Chess Player's Chronicle" for August, 1844, Vol. V. p. 253.

White.

9. K. P. takes Q. P.
10. K. to R.'s square
11. K. B. P. takes K. P.
12. Q. P. two
13. K. Kt. to K.'s sixth
14. P. takes B.
15. Q. takes K. Kt.
16. R. to K. B.'s seventh
17. P. takes R. (check)
18. B. to K. Kt.'s fifth .
19. Kt. to Q. R.'s third
20. R. to B.'s square (check)
21. Kt. to Q. B.'s fourth
22. Kt. takes K. P. (check)
23. Q. to K.'s sixth (check)
24. B. to K.'s. seventh
25. Kt. to K. B.'s seventh (check)

Black.

9. B. checks
10. Kt. to Q. R's fourth
11. K. Kt. to his fifth
12. K. B. P. one
13. Q. B. takes Kt.
14. Q. Kt. takes B.
15. K. B. P. takes P.
16. R. takes R.
17. K. takes P.
18. Q. to her third
19. Kt. to K.'s sixth
20. Kt. takes R..
21. Q. to K. B.'s square
22. K. to Kt.'s square
23. K. to R.'s square
24. Q. to K. B.'s fifth

DRAWN GAME.

After the termination of the game, a gentleman, modestly calling himself "A Young Chess-player," remarked through the medium of the "Delhi Gazette," that if the second player, at move 24th, had played—

White.

25. R. P. takes Kt.
26. K. to R.'s second

Black.

24. Kt. to K. Kt.'s sixth (check)
25. Q. to K. B.'s eighth (check)
26. K. R. P. one.

the game would have eventually been decided in his favour.

A correspondent, signing himself "Gambit," expressed his belief in reply, that the second player, by adopting the move commended by "A Young Chess-player," must have necessarily lost the game; because his opponent, for his 27th move, might have played—27. Q. to K. Kt.'s sixth.

In answer to this move, the "Young Chess-player" came forward with—27. K. R. to K. B.'s square.

I am not aware of his having any better move. You will, perhaps, discover another and a more advantageous mode of play. "Gambit" now replied by winding up the game with the following moves, observing at the same time, that other moves might be suggested, but as they led to an exchange unprofitable to the second party it was needless to cite them. The moves he proceeded to give were these—

White.

28. B. takes R.
29. Kt. to B.'s seventh (check)

Black.

28. Q. takes B.
29. K. moves

White.

30. Kt. takes R. P. (check)
 31. Kt. to K. B.'s seventh (check)
 32. Kt. to K. Kt.'s fifth.
 33. Q. to K.'s eighth (check)
 34. Q. to K.'s sixth (check)
 35. Q. to K. R.'s third (check)
 36. Q. to K. R.'s seventh (mate.)

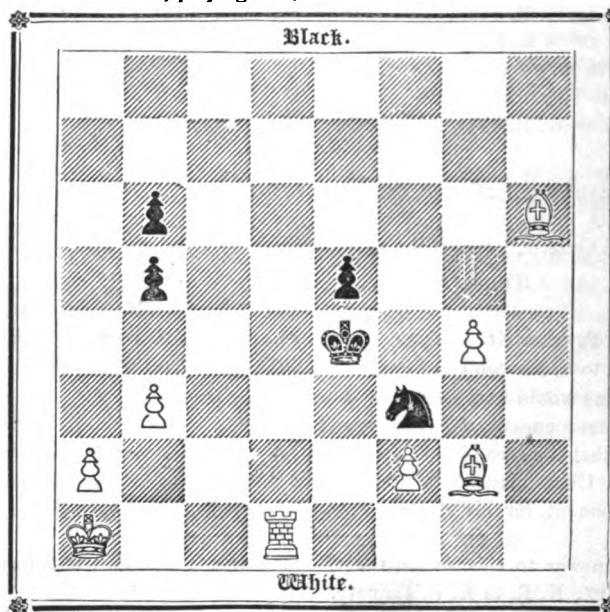
Black.

30. K. moves
 31. K. moves
 32. Q. to K. B.'s third
 33. Q. interposes
 34. K. moves
 35. K. moves

The position, prior to moves 28, would form an interesting little Problem. I must not forget to add, that the "Young Chess Player" most courteously acknowledged his mistake, and accounted for it by stating, that his calculation had not extended beyond the 26th move.

It is now high time that I gave you the Problem to which I drew your attention in the opening of my letter.*

White, playing first, to mate in four moves.



With this I conclude, and should you require any information respecting Chess as it is played in India, you have only to communicate with,

Dear Sir,
 Your sincere Well-wisher,
 SHAGIRD.

August 5, 1844.

* We consider this Problem to be the finest, because the most difficult, of any Four-move Problem extant. It has foiled several of the best English players, to whom we have submitted it. Under these circumstances, having the Solution before us, we deem it best to withhold the same altogether, warranting the Diagram to be correct.

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

SIR,—In Bilguer's "Handbook of Chess," there is a Problem by Petroff, (given in a Diagram, Vol. IV. p. 210, of the "Chess Player's Chronicle,") which is evidently the original upon which "Brede's Challenge," in your last Number, was constructed. It is, in fact, the same Problem amplified by Brede.

From the general excellence of this gentleman's Problems, he could well afford to acknowledge his obligation, for the position and the principle of its solution, to Petroff. Perhaps he has; I have not seen his book, but the challenge comes too late to amateurs who are acquainted with the original; any person knowing the solution of which, would discover that of Brede's with facility.

I do not mean to assert that similarity of position in the mere setting up of a Problem is a borrowing, although deliberately taken; the solution which may be totally different, forming in reality the Problem. But in this case the position and moves are the same, added to and modified by other pieces and by a double attack on the vulnerable points; these again defended by double forces, on the calling off of which, mate ensues on precisely the same principle. It must, however, be admitted there is a beauty in the combination of Brede's additional pieces, and their effects, to which he has a distinct claim; and instead of suffering in his hands, the original has acquired new interest. Some may, nevertheless, prefer the simpler form.

I do not pretend to be a finished player, neither do I think myself entitled to be emblazoned on your pages for the solution; nor can any constant reader of the "Chess Player's Chronicle" deserve it, in my opinion, for the reasons above stated.

I am, Sir,
Your most obedient Servant,
ARGOS.

CHESS INTELLIGENCE.

CHESS MATCHES BETWEEN THE WAKEFIELD AND HALIFAX CLUBS.

Two interesting matches, of 15 games each, have been played between five players from each club, 3 games each, for the greatest number of won games. They took place alternately at the residences of the worthy presidents, where the combatants were regaled after their toils with old English hospitality. The first match was played on the 30th of September, at Mr. Cronhelm's, Crow Wood, when the result was equal on both sides, each club winning 7 games, and 1 being drawn. The second match was played on the 16th of December, at the Rev. E. C. Tyson's, Wake-

field, when Halifax won 7 games, Wakefield 6, and 2 were drawn ; thus leaving Halifax the victory by a majority of 1. Although, however, the Halifax club are victors by the won games, their opponents had a similar majority on the 10 single combats. The strength of the respective clubs may therefore be regarded as very nearly equal.

THE Members of THE BRISTOL CHESS CLUB have recently subscribed a purse for the purpose of presenting Mr. Staunton a splendid set of Chess-men, in testimony of their regard for his services in the cause of Chess.

CONSIDERABLE interest has been excited among the Chess Amateurs of Liverpool, by some matches lately played by the respected President of the Club there, with Captain Evans and Mr. G. Perigal. The result has not yet reached us ; but we hope to give the best of the games shortly.

A MATCH, we learn, is in progress also between Mr. G. Perigal and Mr. Spreckley—of which each party has won 4 games ; and the ninth game was drawn.

ANNUAL DINNER OF THE LIVERPOOL CHESS CLUB.

THE Annual Dinner of the Liverpool Chess Club took place on the 14th instant, at the Adelphi Hotel ; and was attended in a manner which shows that the interest in the Club and its objects is not only of a permanent, but of an increasing kind. About sixty gentlemen sat down to table, amongst whom were a few visitors. The chair, as on former occasions, was occupied by the able and highly-respected president of the Club, Augustus Mongredien, Esq., and the vice-chair was most efficiently filled by J. Lister, Esq. The dinner, as might be expected from the high character of the host, was a capital one,—a combination of varied elegance and substantiality ; and the wines were excellent. Of the whole proceedings we may remark, as we have done on former occasions, that they were characterized by an enthusiastic love of the noble game for the study of which the Club was constituted,—by a spirit of hearty hospitality towards brother Chess-players of all countries ; by great ability in speaking ; by a flow of excellent harmony ; and by genial but gentlemanly mirth and humour. On the withdrawal of the cloth,

The Chairman gave "The health of her gracious Majesty the Queen," which was received with three times three.

The Chairman afterwards said, that it was now his pleasing task to propose one of the most interesting toasts of the evening. It was a very old one ; it had frequently been given at that table,—and in the presence, too, of many of the gentlemen then assembled ; and he hoped that often as it had been bitherto drunk, it might henceforth be drunk ten times—ay,

a hundred times as often—before the Club became a matter of history. The toast to which he alluded was “Prosperity and Permanence to the Liverpool Chess Club.” (Great cheering.) He thought there was very cogent evidence of its prosperity and permanence before him. Certainly, they looked anything but unprosperous; and, as he had often said before, it depended on them all—he said all, including the gentlemen who, though not members, had rallied round them that evening, half tempted to become members—to continue the prosperity of the Club from year to year; and why should he not say from century to century? (Hear, hear.) Its prosperity depended, and it must continue to depend, on the successive growth of players in the town. They must take care, as people said, to depend less upon foreigners. (Cheers and laughter.) They must not look for vitality to the importation of talent amongst them, but depend upon their home production. They must always have a rising generation of Chess-players bred up amongst themselves. (Applause.) They, the older players, could not be expected to last for ever: some day their hair would turn grey, and their epitaphs would have to be written; and he was anxious to provide betimes successors to occupy the more advanced ranks of the Chess regiment. (Hear, hear.) He must again press on those who had an aptitude for the game, that they had now an admirable opportunity of acquiring a knowledge of it. They met often enough in the Chess Club to enable any player who would attend a little to the theory of the game to become an excellent player; and their most earnest hope was, that the older hands might soon be surpassed by some who were at present infant members of their Chess Circle. (Cheers.) The events of the past year offered but little scope for remark. He might state, however, in the first place, that their treasurer (Mr. Schwabe) had a balance of 12s. 11d. more than in the previous year. (Laughter and cheers.) As to great public events that had agitated the Chess mind of Europe, there were none—(laughter)—the only event he could allude to was one that had not occurred. It would be at once understood that he referred to the Chess encounter between Mr. Staunton and M. St. Amant. He regretted to announce that that match had been definitively broken off. He had a short time ago heard that that would be the case; but a letter had that day been received from Mr. Staunton by their secretary, (Mr. Spreckley,) in which that intelligence was officially conveyed. Mr. Staunton had also forwarded a copy of the letter which he wrote to M. St. Amant on leaving Paris. [This letter was read.] He (the Chairman) could not help expressing his deep regret that this match had not taken place. He regretted it, of course, for the sake of Chess itself—for the sake of the Clubs, and on account of the instruction thus lost to Chess students; but he regretted it the more particularly as it had arisen from the illness of the English champion—an illness which had nearly prostrated him; and his recovery from which must, he feared, be slow and

languishing. But the final breaking off of this match must, he thought, be attributed to other causes. In fact, he was almost inclined to believe that, if Mr. Staunton had not been taken ill, the match never would have been played. There was so much coquetry between the two belligerent parties; there were so many terms and conditions to fix; there was apparently such a feeling residing in the minds of both that one was seeking an advantage over the other in the imposition of those terms; and, in fact, all along there was such difficulty in arranging the conditions of the match, that he was fearful it would have been left unplayed, even though Mr. Staunton's illness had not intervened. He (the Chairman) was therefore apprehensive that this contest, looked to with so much interest, would either not take place at all, or that it would take place at a distant period of time. It was a great pity. (Applause.) Here was the palm of supremacy in the Chess world hanging over the head of each. Mr. Staunton's claim to it might, and did to many, appear to be paramount; but still it was a disputed claim. Although it was recognised in his own country, his antagonist disputed it; and until this difference of opinion was settled by another and a decisive encounter, the throne of Chess could not be occupied by Mr. Staunton without dispute. Now it had occurred to the Liverpool Chess Club,—who, by-the-by, had had a great deal to do, perhaps more than people generally were aware of, with regard to stimulating the champions to battle—that they might probably do a little towards bringing their respective powers to the test; and he (the Chairman) here begged leave to stand forward, and to propose a challenge. (Hear, hear.) He should be very happy to engage in a match with M. St. Amant and Mr. Staunton. He would play eleven games with M. St. Amant, and eleven with Mr. Staunton. He would receive the Pawn, and move. He would play for any reasonable stake they chose to name. (Cheers.) He would play with Mr. Staunton in London, and with M. St. Amant in Paris; whither, he expected, his business would call him in the spring. He offered this challenge to those two celebrated individuals; not because he expected to rival them, but to bring their respective merits to the test—(Applause)—since he who won the greater number of games might perhaps be pronounced the better player.* He (the Chairman) knew that there was nothing more deceptive than cross play; but, seeing that there was a difficulty in arriving, in any other way, at a generally-received estimate of the respective powers of those great players, he proposed this as an approximate criterion of those powers. (Cheers.) He was ready, like another Decius Curtius, to throw himself into the gulf for the sake of his country. (Much laughter and applause.) They had before issued from that spot challenges to the

* Upon being apprised of this spirited challenge, Mr. Staunton, for his own part, accepted it most readily; and immediately offered to stake any reasonable sum with M. St. Amant on the event.

Chess world ; but if this were accepted, it would be the first of their challenges that had been. He had been induced to offer the present challenge in order to stimulate the two champions to come to the contest, at least vicariously, as well as to give an impetus to their beloved game ; and, having thus thrown down the gauntlet, he should occupy the attention of the company no longer than by again calling upon them to drink "Prosperity and Permanence to the Liverpool Chess Club." (Enthusiastic applause.)

Mr. Spreckley proposed "Mr. Perigal and the London Chess Club." (Cheers.) He remarked, that this had been a standing toast at their convivial meetings ever since their first annual dinner,—and justly so, too. The London Chess Club was the father of all the Chess Clubs of England ; and they were therefore bound to view it with the affection and veneration due to a parent. (Applause.) Connected with that club was one of the finest players and most amiable men that he had the honour of being acquainted with. In Chess, there were many styles of play. There was the sledge-hammer style, like that of Mr. Staunton ; there was the brilliant style, like that of Mr. Cochrane, of Bombay ; but Mr. Perigal's style might be emphatically denominated the elegant. In a volume, recently published by Mr. George Walker, containing about 1,000 games, there were 42 played by Mr. Perigal, of which he lost only 12, though they were played with La Bourdonnais, from whom he received the pawn and move ; and on equal terms with Mr. G. Walker, Mr. Cochrane, and other celebrated players. (Applause.)

Mr. Perigal returned thanks. He said that the only complaint he had to make of his Liverpool friends was this ; that whereas, when he formerly came to the town, he obtained a very easy conquest over most of the members of the Club, now they would not permit him to do so, but kept him fagging at a game long after, in his opinion, he ought to have won it. Their president and secretary had, in particular, really given him a great deal of trouble. This, however, was a circumstance that he ought not to regret ; and he wished that there were more in the Club who would emulate the example of those gentlemen. (Cheers.)

Mr. Tindal Atkinson, in an eloquent and humorous speech, proposed "Mr. Cochrane and the Irish players." He observed, that he stood amongst men to whom a high mission had been entrusted—men who represented the intellect, and the enterprise of this great community—men, most of whom, he trusted, were destined to give an increased impulse to that movement which had made Liverpool the second town in the kingdom ; and they were doing as much as in them lay to give a right direction to that elevating spirit by giving an innocent tendency to the human faculties in the hour of relaxation. (Cheers.) His task was to commend to their favourable notice the first correspondent in the whole world as regarded chess ; for though Mr. Cochrane was not an actual

player at the board with those with whom he had fought, he had simultaneously carried on 21 games by correspondence, and a man with a greater enthusiasm for chess did not exist on the face of the earth. (Applause.)

Mr. Cochrane, in responding, said that he was perfectly checkmated by the torrent of eloquence which had been poured forth by the learned gentleman, and he appeared under all the disadvantage of following such a practised and fluent speaker. Nevertheless, he felt it a privilege to be there, and to return thanks on behalf of the Chess-players of Ireland, especially as it gave him an opportunity of thanking the committee for their invitation. He was sorry that Chess did not advance more rapidly in Ireland; but he could safely assert that there were more bad players in London and Liverpool than there were in Armagh. (Roars of laughter.) For the hospitality and kindness he had received in this town he could not return adequate thanks. Their secretary, with whom he had only an acquaintance of forty-eight hours' standing, had received him into his house like a brother, and had treated him with even greater kindness than he could have expected from a brother. Other friends had also treated him with the most unbounded hospitality. This in itself was a strong reason why people in England and Ireland should embrace their favourite pastime, for it would lead to many a friendship which could not otherwise have been formed, and to a reciprocity in kindness which could not otherwise have been practised. (Much cheering.)

Mr. Cochrane, who remarked that he was like a dwarf introducing a giant, proposed "The health of Mr. Staunton, and prosperity to the Chess-players of England." (Applause.)

Mr. Perigal gave "The health of M. St. Amant, the editor of the *Palamède*." (Cheers.)

Mr. Spence called on the company to drink, with warmth, cordiality, and enthusiasm, to "The health and happiness of the President and Chairman." (Prolonged and hearty applause.) Having remarked that it was a difficult task to say much about a gentleman with whom no fault had ever been found, and who had done nothing for which any apology was required, he proceeded to refer to the skill of the Chairman as a Chess-player, and then dwelt briefly but pointedly on the admirable qualities of the game of Chess as a relaxation; observing, that whilst it pleasantly engaged the attention, it strengthened and improved the mind. He then instituted an eloquent and forcible comparison between the game of Chess and the game of actual life, and contended that the qualities which ensured success in the one would ensure success in the other. The Chairman, for instance, had been what was called an exceedingly fortunate man. He (the speaker) did not place much reliance on fortune and blind chance; he thought that the results vaguely attributed by men to fortune were frequently attributable to other causes—to personal energy, industry, and intellect; and so it was in the case of their Pre-

sident and chairman. (Cheers.) One of the not least valuable advantages of being a Chess-player was that of bringing many a good man acquainted with many another good man whom he might not otherwise have known—(cheers)—and he could not help expressing a wish that there was more of a spirit of freemasonry amongst Chess-players. He was sure that every member of the Liverpool Chess Club must consider it as no slight advantage that his connection with the Club had enabled him to become acquainted with such a man as its President. He would conclude by expressing a hope, in which he was sure every one present would cordially join, that the same prosperity might attend their Chairman in after-life as had hitherto accompanied him. (Vehement applause.)

The Chairman, in responding, said that if he were not almost habituated to being spoiled by their kindness,—if he had not been in some measure prepared for their enthusiastic display of good-will towards himself by so many previous examples of kindness, he should scarcely, he thought, have found himself in a position to express with any degree of coherency the gratefulness of his feelings towards them. He felt that his connection with the Liverpool Chess Club was one, in the permanence of which he was most deeply interested. He believed that it would be very difficult indeed for them to shake him off now. (Much applause.) Mr. Spence had alluded to the kind of freemasonry which, he said, and justly said, ought to exist between brother Chess-players. He (the Chairman) was sure, that, although the feeling described was susceptible of greater intensity, it did exist to a considerable extent all the world over. Any Chess-player, whether he was of any note himself or only carried an introductory note from one, would, he was convinced, be received with open arms in any civilized community where there was a Chess-player. As to the Liverpool players, they were so glad to see their brothers in Chess, that they could claim no merit for their hospitality; and whenever he had visited any town, the utmost kindness had been exhibited towards him. Long might that brotherly feeling exist among the body! (Cheers.) One word about the challenge he had given in the preceding part of the evening. He did not mean the challenge to be good, unless it was accepted by both parties. He did not intend, for instance, to go over to Paris and play M. St. Amant, before knowing that Mr. Staunton would play with him, and *vice versa*. It would only be a match, if accepted by both parties. Secondly; it must be at his option and convenience, which party he played with first. There had been another suggestion made to him, and he thought it a good one; namely, that the player who won the greater number of games from him (Mr. Mongredien) ought to be paid by the party who lost the greater number. (Laughter.) That would be in fact playing vicariously. He did not know whether he could induce both parties to place such confidence in him: but if he could not, he would stand the brunt himself. (Great cheering.)

Mr. Le Febvre, in proposing the next toast, said he was sure that every gentleman present, whether Whig, Tory, or Radical would join with him in drinking the health of the Chancellor of the Exchequer—he meant their chancellor of the exchequer,—their treasurer, Mr. Schwabe; who, he regretted to say, was absent, owing to the death of a relative.—“Mr. Schwabe.” (The toast was received with cordial applause.)

Mr. Stewart proposed, “The health of Mr. Spreckley;” observing, that it was impossible to say anything concerning that gentleman which would raise him in the estimation of the Club, and that he (Mr. Spreckley) had done more, by his indefatigable exertions, to benefit and secure the progress of the Club than any other individual. (Loud applause.) In his private relations he was as much esteemed as he was in his office of secretary,—as a business man, he might be characterised as a straightforward, honest English merchant; and if they lost his services, they should never meet with such a secretary again. (Given with musical honours.)

Mr. Spreckley returned thanks; and though he did not deny that the success of the Club was in some measure attributable to his exertions, he said that the members were not indebted to him; for, being partial to the game of Chess, he felt interested in the prosperity of the Club, and his services yielded quite as much pleasure to himself as advantage to the Club. If, as their Chairman had said, the society was to exist for three or four centuries, he was only sorry that he should not be able to perform the duties of his office for the whole period. (Enthusiastic applause.)

Mr. Porter proposed “The immortal memory of La Bourdonnais and M'Donald.” (Drunk in silence.)

The Chairman proposed the health of Mr. Lister, their worthy Vice-president—(great cheering)—and observed, that he had performed the duties of his lofty station with such gentlemanly ease and efficiency that they could not do better than instal him perpetual Vice-president of their annual dinners. (Cheers.)

The Vice-chairman said in reply, that he scarcely knew in what terms to return thanks for the kind mention and reception of his name. He was an older Chess-player than many of them would imagine. He had always felt a deep interest in the game; and he recommended bachelors to get married, if only for the pleasure of teaching their children to play at Chess. Though so great an admirer of their game, he could not attend the Club as he should like, owing to more important business. He was glad to hear the chivalrous challenge of the Chairman; and hoped that he would beat both parties. Chess was indeed a sort of freemasonry. The man who cultivated it, showed, at all events, that he had some mind and some taste. He (the Vice-chairman) had made some very valuable acquaintances through Chess—among others that of Mr. Pilleau, a gentleman in her Majesty's service; and he begged to propose “The

health of the Strangers present," and to couple with the toast the name of "Mr. Pilleau." (Cheers.)

Mr. Pilleau returned thanks. He remarked that Chess called into existence some of the highest and best feelings of our nature; an instance of which had recently occurred in Paris. When Mr. Staunton was taken dangerously ill at Paris, he met, in the person of a comparative stranger (Mr. Bryan, an American gentleman,) who was an ardent admirer of Chess, a cordial friend. Mr. Bryan showed every possible kindness and attention to Mr. Staunton; there was not a day that he did not visit his sick chamber, and,—as soon as Mr. S. could be removed from his lodgings, he took him to his own house, and made it his home. Let them, therefore, give honour where honour was due; and drink "Long life, health, and prosperity to Mr. Bryan." (Drunk with three times three.)

Mr. T. Atkins proposed "The Liverpool Press;" which, he said, rose in character and intellect as the town rose in importance.

The Chairman said that Mr. Baines, who was not only an excellent representative of the Press, but a stanch member of their Club, had been, unfortunately, compelled to retire sooner than usual, or he would have undertaken his usual task of replying to the toast.

It was nearly eleven o'clock before the company dispersed, much delighted with their evening's entertainment.

SECOND CHESS MATCH BETWEEN FRANCE AND ENGLAND.

THIS long-talked of contest which has been looked forward to with so much interest, we regret to say, is "off"—at least for the present. After three months' residence in Paris, the debility consequent on his alarming illness, has compelled Mr. Staunton to seek his native shores again, without the satisfaction of accomplishing the purpose of his journey. Before quitting France, he addressed the following letter to his opponent, in the vain hope of stimulating him to seek his "revanche" in London.

"Paris, January 8th.

"DEAR SIR,—The time has at length arrived when I can relieve you from further suspense on the subject of our match; my health continues in so precarious a state that many weeks I find must still elapse e'er I can venture on any task of mental labour and excitement. Under these circumstances I have determined to obey the wishes of my friends most interested in the contest and return to England. It is not, believe me, without regret and disappointment, I thus leave unachieved the object of my visit; but a gleam of consolation presents itself in the hope that your affairs will lead you to London in the approaching Spring; and that when there you will not let pass so favourable an opportunity of seeking the 'revanche' I have been at so much pains to give you. As some inducement to such a step, let me call your attention to the liberal conditions of my Défi of April last;* and, as a further incentive, permit me to add that, in the event of your resolving to encounter me in London, I will undertake to play even according to the objectionable terms imposed upon me here, and stake £150 to your £100 on the result of 21 games.

* The challenge alluded to appeared in the April Number of "The Chess Player's Chronicle" (1843), but was never published in *Le Palamède*. As it

" Before concluding, I ought to observe that the same cause which compels the postponement of our match has prevented my response to your articles in the November and December Nos. of *Le Palamède*. In the next No. of 'The Chess Player's Chronicle'; or, at all events, in the succeeding one, I trust to be enabled to reply, and prove by reference to your own publications that I was fully justified in complaining, both of the manner in which my letters were translated and your promises fulfilled.

" I have the honour to be, Sir,

" Yours, obediently,

" To M. St. Amant."

" H. STAUNTON."

In reference to the above letter, the *Palamède* for January, which has just come to hand, contains some remarks evidently intended to provoke an hostile answer; as we have no disposition, however, to degrade the tone and circulation of our magazine to the low level of that periodical; we decline the kind of altercation sought, especially with an individual whose only weapons are untruth and personal invective.

M. St. Amant has vainly tried by every subterfuge to avoid an encounter he has neither the skill nor courage to undertake. His pitiable evasions have been met and baffled by the unflinching straightforwardness of his opponent. Hemmed in on all sides, without a loop-hole for flight from one or other of the cartels, his last desperate resource is to escape under cover of a rupture with him whom he dare not fairly meet across the Chess-board.

We reprint the previous challenge from Mr. Staunton; it satisfactorily disposes of every quibble raised against the last, for this reason—M. St. Amant keeps it out of sight. He feels the two together are unanswerable. Regardless of truth and justice, he closes the pages of the *Palamède* to all communications which tell against himself; but he will find, ere long, that this precaution has availed him nought.

forms a portion of the History of Chess (Vide *Palamède*, 1843, p. 417.) I hope you will be prompted by a sense of justice to give it a place, with the present letter, in the next Number of your Magazine.

The following is the Challenge referred to. See "Chess Player's Chronicle," April, 1843.

" . . . I have the honour to submit for your consideration another défi. I will engage upon your arrival in London this Spring, to play you at the St. George's Club, a Match of 25, of 21, of 11, of 7, or of 5 Games, at your option, for any stake not less than £100 sterling. The Games may be played at your own appointed days and hours. I will undertake to play every day, or alternate days, or once a week, as you may determine, under a penalty of One Guinea for each omission. I will agree that the maximum time for each move shall be 10, or 15, or 20, or 25, or 30 minutes, at your pleasure; and that either party exceeding the time given, shall on every occasion be fined One Guinea. The Match shall also be played in public or private, as you may determine; and finally, I will consent that in each Game, both players shall, on their first move play K.'s Pawn two squares."

Death of Monsieur Le General Guingret,

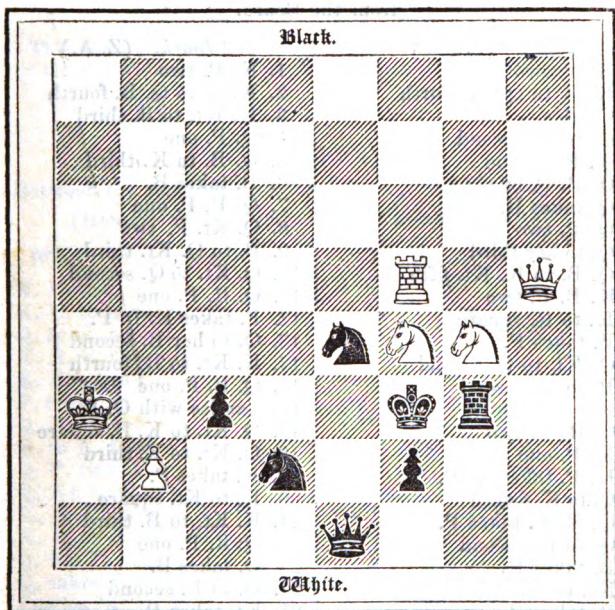
PRESIDENT OF THE CERCLE DES ECHECS.

It is with feelings of deep regret we announce the demise of General Guingret, who expired at his residence in the Ecole Militaire, on Sunday, the 12th ult.

March 1845

PROBLEM, No. 236.

By M. BREDE.



White having to play, gives Mate in five moves.

** The remarkable degree of interest excited by the beautiful Problem from Delhi, which appeared in our last number, has induced us to place it as the frontispiece to our wrapper, where it will remain until the completion of the volume, when we intend to publish the solution. In the mean while, amateurs wanting either time or perseverance to undertake the solution themselves, and not willing to wait until we make it public, may obtain the key by addressing a note to the Editor.

[THE following games are part of a match commenced in October, 1829, between Mr LEWIS and "Z. A." an amateur. Mr LEWIS then gave to this gentleman the odds of a Knight. The match in question was to have consisted of twenty-one games, but three only were played : "Z. A." subsequently playing with Mr. L., and receiving the Pawn and two moves.]

GAME DCCVIII.

White, Mr LEWIS, gives his King's Kt., which must be removed from the Board.

<i>White. (Mr L.)</i>	<i>Black. (Z. A.)</i>
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Castles	3. K. Kt. to B. third
4. Q. to K. second	4. Q. P. one
5. K. R. P. one	5. Q. B. to K. third
6. Q. B. P. one	6. B. takes B.
7. Q. takes B.	7. Q. B. P. one
8. Q. P. two	8. Q. Kt. P. two
9. Q. to her third	9. B. to Q. Kt. third
10. Q. B. to K. Kt. fifth	10. Q. Kt. to Q. second
11. K. B. P. two	11. Q. R. P. one
12. K. to R. square	12. P. takes K. B. P.
13. B. takes P.	13. Q. to her B. second
14. Q. Kt. to Q. second	14. K. Kt. to R. fourth
15. B. to R. second	15. Q. B. P. one
16. Kt. to B. third	16. Castles with Q. R.
17. Q. R. P. two	17. Q. Kt. to K. B. square
18. K. P. one	18. Q. Kt. to K. third
19. K. P. takes Q. P.	19. R. takes P.
20. Q. to K. fourth	20. K. to Kt. square
21. Q. R. P. takes P.	21. K. Kt. to B. third
22. Q. to K. second	22. Q. R. P. one
23. B. takes R.	23. Q. takes B.
24. Kt. to K. fifth	24. Q. to B. second
25. P. takes P.	25. Kt. takes P.
26. K. R. to K. B. fourth	26. R. to K. square
27. Q. R. to K. square	27. R. takes Kt.
28. Q. takes R.	28. Q. takes Q.
29. Q. R. takes Q.	29. Kt. to Q. sixth
30. K. R. takes Kt.	30. P. takes R.
31. R. to K. second	31. K. B. P. one
32. R. to Q. second	32. Kt. to B. seventh (check)
33. K. to R. second	33. Kt. to K. fifth
34. R. to Q. seventh	34. B. to K. sixth
35. Q. B. P. one	35. B. to Q. B. eighth
36. Q. B. P. one	36. Kt. takes P.
37. R. to Q. fifth	37. B. takes P. (a)
38. R. takes Kt.	38. K. to Kt. sec(ond b
39. R. to B. sixth	39. Q. R. P. one

40. K. to Kt. third	40. Q. R. P. one
41. R. to Q. R. sixth	41. Q. R. P. one
42. R. takes P.	42. B. to K. fourth (check)
43. K. to B. third	43. K. to Kt. third
44. R. to Q. second	44. K. to Q. B. fourth
45. R. to Q. square	45. P. to K. B. third
46. R. to Q. Kt. square	

And Black eventually resigned.

Notes to Game DCCVIII.

- (a) This appears to have been sheer oversight.
 (b) "Q. R.'s P. one square" would have been stronger play.

GAME DCCIX.

Between the same players, Mr Lewis giving his King's Kt.
 (Remove White King's Knight from the board.)

White. (Mr Lewis.)

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

Black. (Z. A.)

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

White.

30. B. takes P.
 31. B. to K. B. third
 32. K. B. to Q. Kt. seventh
 33. K. to Kt. square (*e*)
 34. Q. Kt. P. one
 35. B. to Q. B. seventh
 36. K. to R. second
 37. R. takes R.
 38. K. to Kt. square
 39. K. B. to Q. fifth
 40. Q. B. to Kt. sixth
 41. K. B. to Q. Kt. third
 42. K. to B. second
 43. K. B. to Q. square
 44. K. Kt. P. one
 45. Q. B. to Q. B. fifth
 46. K. Kt. P. one
 47. P. takes P.
 48. B. to K. Kt. fourth (check)
 49. K. to Kt. third
 50. B. to K. B. third (*f*)
 51. Q. B. to K. B. eighth
 52. B. takes Q. Kt. P.
 53. B. takes R.
 54. B. to K. B. eighth
 55. K. R. P. one
 56. K. to B. fourth
 57. K. to his third
 58. B. to K. Kt. seventh (check)
 59. K. to Q. second
 60. K. to B. square

Black.

30. B. takes P.
 31. Q. R. P. one
 32. K. R. to K. seventh
 33. K. R. takes Q. R. P.
 34. Q. R. to K. Kt. sixth
 35. Q. R. to K. Kt. third
 36. K. R. to Q. B. seventh
 37. B. takes R.
 38. R. to K. third
 39. R. to K. second
 40. B. to K. fifth
 41. K. to R. second
 42. B. to Q. sixth
 43. K. to Kt. third
 44. R. to K. fifth
 45. K. B. P. two
 46. K. to B. third
 47. K. takes P.
 48. K. to K. fourth
 49. K. to Q. fourth
 50. Q. R. P. one (*g*)
 51. P. takes P. (*h*)
 52. K. to B. fifth
 53. B. takes B.
 54. K. Kt. P. one
 55. B. to Q. B. seventh
 56. B. to Q. eighth
 57. K. to B. sixth
 58. K. to Kt. sixth
 59. B. to Kt. fifth

Drawn game.

Notes to Game DCCIX.

(a) Mr Lewis chivalrously offers his Queen's Rook, to draw the adverse Queen from the point of action. The sacrifice of so important a piece at this juncture appears unsound, and Black, we believe, might safely have accepted it.

(b) K. B.'s P. two, followed by K. to B. second, if the B. checked, would have been good play.

(c) Having a piece plus, this sort of exchange may frequently be made with advantage.

(d) With the view of playing K. R. P. two, if the King had not been moved.

(e) To prevent the loss of his K. R.'s Pawn.

(f) This looks a good move, but the subsequent positions show that it ought to have cost the game.

(g) Very well played.

(h) Throwing away the advantage gained by his fine play in the last two moves. By advancing the Q. R. P. Black has a won game.

GAME DCCX.

Between the same players, Mr LEWIS giving his K. Kt.

(Remove White King's Knight from the Board.)

White (Mr Lewis).

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

Black (Z. A.)

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

Black won the game. (e)

Notes to Game DCCX.

(a) Black might now have taken the Q. Kt. P. or Q. B. P. with his K. Kt., and then, if his Kt. had been captured, have taken the Q. P. with his Q. (check), &c. The Q. however would have been in jeopardy.

(b) We should have taken the Q. P. with the Kt.

(c) K. B. to K. Kt. fourth would have been better play.

(d) B. to Q. sixth, or to Q. B. third, would have been a good move.

(e) This game is far better played by the second player than the preceding games. He appears to have improved during the progress of this little match.

GAME DCCXI.

Between Mr GEORGE WALKER and Mr TUCKETT, played Jan. 1845,
Mr W. giving the pawn and move.

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

White, Mr. T.

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

Black, Mr. W.

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

(a) Black prefers leaving the Queen's Rook, *en prise*, to taking the other Kt. with his K. which would certainly lead to a lost game through the exposed situation of the King. White would also command K. B. seventh with his Knight.

(b) White will not take the Rook, seeing that Black would take his Pawn with the Queen, checking.

(c) The best move; tending to double the adverse centre Pawns.

(d) Throughout these moves Black would be wrong to change Bishops, as White would get a dangerous passed pawn.

(e) As the King will certainly support the Pawn, attacking the R. also, this must be called a bad move.

White, Mr T.

33. R. to K. Kt. third
34. R. checks
35. R. to K. B. second
36. K. R. P. one
37. K. to K. third
38. R. to B. seventh
39. R. to Q. B. seventh
40. R takes P.
41. B. to B. seventh
42. R. takes K. P.
43. R. to Q. R. fifth
44. B. to K. eighth
45. Q. B. P. one
46. Q. B. P. one
47. B. checks
48. Q. B. P. one
49. P. "queens"
50. B. takes R.
51. K. P. one
52. K. P. one
53. R. to K. R. fifth
54. K. P. one
55. B. takes P. (g)
56. B. takes B.
57. P. "queens"
58. K. moves (h)
59. B. takes Q.

Black, Mr W.

33. B. to Q. second
34. K. to Kt. fourth
35. K. R. P. two
36. R. to Q. R. eighth (f)
37. K. to R. fifth
38. B. to Q. R. fifth
39. R. takes P.
40. B. to Q. eighth
41. Q. R. P. one
42. R. takes P.
43. B. to Q. Kt. sixth
44. K. takes P.
45. K. R. P. one
46. K. Kt. P. one
47. P. covers
48. R. to Q. B. seventh
49. R. takes Q.
50. K. to Kt. sixth
51. K. R. P. one
52. K. R. P. one
53. Q. R. P. one
54. B. to K. B. second
55. B. takes R.
56. K. R. P. "queens"
67. Q. to K. eighth (check)
58. Q. takes Q.
59. Q. R. P. one

and Black wins.

(f) It would have been better, probably, to advance the King.

(g) Could White have saved the game is a study for the young player. If he now move Rook to K. Kt. fifth, Black probably answers with "King to R. fourth."

(h) Bishop to K.'s second would have drawn the game, we think.—[ED of C. P. C.]

GAME DCCXII.

In the Match now pending between Mr G. PERIGAL, Honorary Secretary of the London Chess Club, and Mr G. SPRECKLEY, Honorary Secretary of the Liverpool Chess Club.

White. (Mr SPRECKLEY.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. B. takes P.
5. Q. Kt. to B. third
6. K. B. to K. second
7. K. B. to his third

Black. (Mr PERIGAL.)

1. Q. P. two
2. P. takes P.
3. K. P. one
4. B. to Q. Kt. fifth (check)
5. K. Kt. to B. third
6. Castles
7. K. R. P. one

White. (Mr G. SPRECKLEY.)

8. K. Kt. to K. second
9. Castles
10. P. takes P.
11. Q. B. to Q. second
12. K. Kt. to his third
13. Q. R. P. one
14. Q. to her Kt. third
15. K. B. to K. second
16. K. B. P. two
17. K. B. P. one
18. K. B. to his third
19. P. takes P.
20. Q. P. one
21. Q. to her square
22. Q. takes B.
23. B. to K. B. fourth
24. K. to R. square
25. Q. R. to Q. B. square
26. Q. Kt. to K. fourth
27. K. Kt. to K. B. fifth
28. B. takes K. Kt.
29. Q. P. one
30. K. Kt. to K. seventh (check)
31. Q. to K. Kt. third
32. Q. R. to Q. B. eighth
33. Kt. takes Q.
34. Q. takes K. Kt. P.
35. Q. takes K. B. P.
36. Q. takes R. (check)
37. R. takes Kt. (check)
38. R. to K. eighth
39. K. Kt. P. one
40. K. to Kt. second
41. Q. P. one
42. R. takes R.
43. Kt. to Q. sixth, and wins the game.

Black. (Mr G. PERIGAL.)

8. Q. B. P. two
9. P. takes P.
10. Q. R. P. one
11. Q. Kt. to Q. second
12. K. Kt. to R. second
13. K. B. to K. second
14. K. Kt. to his fourth
15. Q. Kt. P. two
16. K. Kt. to R. second
17. Q. Kt. to K. B. third
18. Q. R. to Kt. square
19. Q. B. takes P.
20. Q. B. to K. Kt. fifth
21. B. takes B.
22. Q. Kt. to Q. second
23. B. to Q. B. fourth (check)
24. Q. R. to Kt. third
25. Q. R. to K. Kt. third
26. B. to Kt. third
27. K. Kt. to his fourth
28. P. takes B.
29. P. to K. Kt. fifth
30. K. to R. square
31. Q. R. to K. R. third
32. Q. takes R.
33. R. takes Kt.
34. K. B. P. two (a)
35. K. R. to K. B. square
36. Kt. takes Q.
37. K. to R. second
38. K. Kt. P. two
39. K. Kt. P. one
40. K. to Kt. second
41. R. to K. R. square
42. K. takes R.

Note to Game DCCXII.

(a) This is very ingeniously played.

GAME DCCXIII.

Between the same Players.

White. (Mr SPRECKLEY.)

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

Black. (Mr PERIGAL.)

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

And White resigned.

GAME DCCXIV.

MR STAUNTON in this game gave the *Pawn and three moves* to an Amateur of 'Le Cercle des Echecs.'

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

White. (M—.)

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

Black. (Mr STAUNTON.)

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

<i>White. (M.—.)</i>	<i>Black. (Mr STAUNTON.)</i>
13. B. takes B.	13. Kt. to Q. sixth (check)
14. K. to B. square	14. Q. to her Kt. third
15. Q. to K. B. third	15. R. to Q. Kt. square
16. K. B. to K. fourth	16. Kt. takes Q. B.
17. B. takes P. (check)	17. K. to Q. square
18. Q. Kt. to R. third	18. Q. Kt. to Q. sixth
19. B. takes Kt.	19. P. takes B.
20. Q. takes P.	20. Kt. to K. B. fourth
21. Kt. to K. Kt. fifth	21. R. to K. B. square
22. Q. R. to K. square	22. Q. R. P. one
23. K. Kt. to K. fourth	23. B. to K. fourth
24. K. Kt. P. one (b)	24. B. takes Q. P.
25. Q. R. to Q. square (c)	25. Kt. to K. sixth (check)
26. K. to his second	26. Kt. to Q. fourth (d)
27. Kt. takes B.	27. Q. takes Kt.
28. K. R. to K. square	28. R. takes K. B. P.
29. K. to Q. second (e)	29. R. to B. seventh (check)
30. K. to Q. B. square	30. Q. to K. B. square
31. Q. to her fourth (f)	31. Q. Kt. P. one
32. Q. to her R. seventh (g)	32. Q. R. to Q. B. square
33. R. takes Kt.	33. Q. to K. R. third (check) (h)
34. K. to Q. Kt. square	34. K. R. takes Q. Kt. P. (ch.) (k)
35. K. takes R. (l)	35. P. takes Kt. (check)
36. K. to R. square	36. P. takes R.

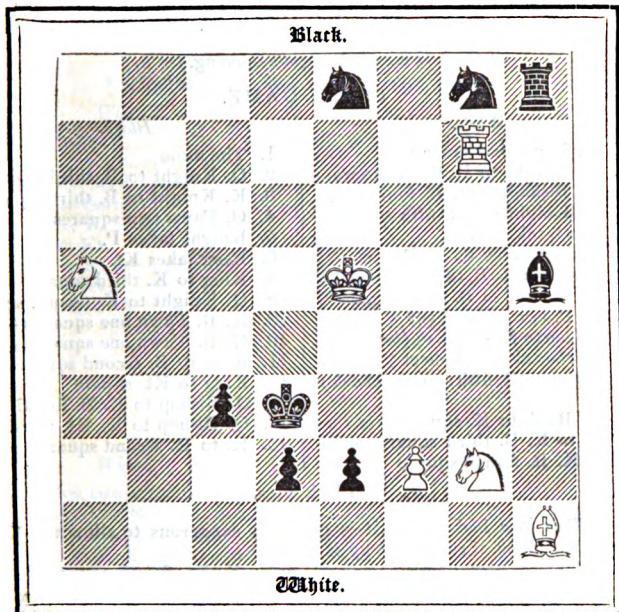
The game was finally won by Black.

37. Q to her front... ½ draw.

Notes to Game DCCXIV.

- (a) Intending, if White took this Pawn, to take the K. P. with Kt.
- (b) He would have been mated on the move, had he taken the Bishop.
- (c) Correctly played, to prevent the Bishop moving.
- (d) By taking the Rook he must have lost the game.
- (e) White would obviously have lost the Queen if he had taken the Rook.
- (f) At this point White's object is to draw the game, and his moves are very skilfully directed to that end.
- (g) White plays thus to compel Black to move the Q. Rook, that he may then, after taking the Kt. give perpetual check at Q. Kt. sixth and eighth squares.
- (h) This appears to be his only way to defeat White's plan.
- (k) The young player should observe that Black having now his K. Rook *en prise*, could not safely take the adverse Rook to open his Queen, as he wished, on her threatened Kt.'s third square.
- (l) Unquestionably better than playing the King to R.'s square.

PROBLEM, No. 237.
BY M. BREDE.



White to play and Mate in six moves.

INGENIOUS ENDING OF A GAME.

By G. W.

Black.

1. K. at B.'s square
2. Q. at K. B.'s third
3. R. at A. B.'s sixth *Q8b6*
4. Pawns at K. R.'s second, and *Q* Kt.'s sixth
10. White here gave mate with his *A.* Kt.'s P. in four moves,

White.

5. K. at R.'s square
6. Q. at K. Kt. second
7. B. at Q.'s third
8. B at *Q*. Kt.'s second
9. P. at K. Kt.'s sixth

Pawn

THE TRAITÉ DES AMATEURS.

CHAPTER II.

Continued from page 28.

(King's Knight's opening.)

SIXTH GAME.

White.

1. K. Pawn two squares
2. K. Knight to B. third square
3. K. Bishop to Q. B. fourth sq.
4. K. Knight to Kt. fifth square
5. Pawn takes P.
6. Knight takes K. B. P.
7. Queen to K. B. third sq. (check)
8. Q. Knight to B. third square
9. Q. P. two squares (or V.A.R.)
10. Queen to K. fourth sq. (*bad*) (A.)
11. Queen takes P. (check)
12. Queen to R. fifth square (check)
13. Castles
14. K. Rook to K. square
15. Q. to K. B. third square, or to
K. R. fourth square

Black.

1. The same
2. Q. Knight to B. third square
3. K. Knight to B. third sq. (a)
4. Q. Pawn two squares
5. Knight takes P.
6. King takes Kt.
7. King to K. third square
8. Q. Knight to K. second square
9. K. R. Pawn one square (b)
10. Q. B. Pawn one square (c)
11. King to B. second square
12. King to Kt. square
13. Q. Bishop to K. B. fourth sq.
14. Q. Bishop to K. Kt. third sq.
15. K. to R. second square

Black wins.

(a) This is a bad move; it is generally dangerous to allow the Kt. to enter your game, if supported by K. B.*

(b) To prevent your playing Q. B. to his K. Kt. fourth square.

(c) Perceiving that he ought to remove the K. from his present dangerous situation, he plays Q. B. P. to support Kt. This move also prevents your Q. Kt. from attacking him.

* The Amateurs denounce this move as bad, and yet make Black come off with the best game; supposing White to adopt the strongest moves, see Game VIII.

V.A.R. ON MOVE 9.

White.

9. Castles*
10. K. Rook to K. square
11. Q. Pawn two squares
12. Queen to K. Kt. third sq. (a)
13. R. takes P. (check) (b)
14. Queen takes Kt. (check)
15. Q. Bishop to K. Kt. fifth sq.

Black.

9. Q. B. Pawn one square
10. Q. Kt. to K. Kt. third square
11. K. Bishop to Q. Kt. fifth sq.
12. Bishop takes Kt.
13. Knight takes R.
14. King to B. second square
15. K. Bishop takes Q. P.

Black has a winning game.

(a) If you were to take K. P. with P., he would take Kt. with B., and then play K. R. to B. square.

(b) If you had retaken K. B., he would move K. R. to B. square.

* Not so strong as Q. P. two, which ought also to be played next move.

(A) VAR. ON MOVE 10.

White.

10. Castles (*best*)
 11. K. Rook to K. square
 12. Q. to K. fourth square and
 ought to win.*

Black.

10. Q. B. Pawn one square
 11. Q. Knight to K. Kt. third sq^u

* The following Moves are stronger play.

White.

12. Pawn takes P.
 13. Q. to K. Kt. fourth (check)
 14. Q. to Kt. sixth (check)
 15. K. P. advances
 16. Q. to K. B. seventh (check)
 17. P. takes Kt.
 18. Q. B. to R. third (check)
 19. Q. R. checks
 20. K. B. to Q. fifth (*ch.*)

Black.

12. Kt. attacks Q. (*best*)
 13. Kt. covers
 14. K. to K. second square
 15. Kt. takes Kt (*best*)
 16. K. to Q. third square
 17. Q. to K. B. third square
 18. Q. B. P. covers
 19. K. to Q. B. third
 20. Checks and wins

Wins

SEVENTH GAME.

White.

1. K. Pawn two squares
 2. K. Knight to B. third square
 3. K. Bishop to Q. B. fourth sq.
 4. K. Kt. to K. Kt. fifth square
 5. Pawn takes P.
 6. Bishop checks
 7. Queen to K. second square
 8. Q. Kt. two squares
 9. Queen takes P. (check) and has
 a winning game

Black.

1. K. Pawn two squares
 2. Q. Knight to B. third square
 3. K. Knight to B. third square
 4. Q. Pawn two squares
 5. Q. Knight to R. fourth square
 6. Q. Bishop interposes
 7. K. B. to Q. third square
 8. K. Bishop takes P.

EIGHTH GAME.

White.

1. K. Pawn two squares
 2. K. Kt. to B. third square
 3. K. Bishop to Q. B. fourth sq.
 4. K. Knight to Kt. fifth square
 5. K. Knight takes B. P. (or VAR.)
 6. Castles*
 7. Queen to K. second square
 8. Queen to Q. third square

Black.

1. The same
 2. Q. Knight to B. third square
 3. K. Knight to B. third square
 4. K. Knight takes P. (*best*)
 5. Queen to K. R. fifth square
 6. K. Bishop to Q. B. fourth sq.
 7. Q. Knight to Q. fifth square
 8. K. Rook to K. B. sq. and will win

* Your safest play is to move R. to K. B. square, but Black will still get the better game by advancing Q. P. two squares.

VARIATION MOVE 5.

White.

5. B. takes B. P. (check) (*best*).
 6. Kt. takes Kt.*
 7. Q. to K. B. third sq. (check)
 8. Q. P. one square
 9. K. Kt. to Kt. third square
 10. Q. B. P. one square
 11. Castles

Black.

5. K. to K. second square
 6. K. takes B.
 7. K. to K. square (*a*)
 8. Q. P. two squares
 9. K. B. to Q. third square
 10. Q. B. to K. third square
 11. Q. to K. B. third square

In this situation the game is equal; indeed, of the two Black is the most advantageously posted. The very different results of these variations on the same game show the importance of not losing a move; and the absolute necessity of playing correctly, as well for the attack as the defence.

* The following is stronger play :—

(a) If he had played King to Knight square, you would either win Q. or give checkmate in two moves, by advancing Kt. to K. Kt. fifth.

CHAPTER III.

The Q. B. Pawn's opening.

FIRST GAME

White

1. K. P. two squares
 2. Q. B. P. one square (*a*)
 3. P. takes P.
 4. Q. P. one square
 5. K. B. P. two square
 6. Q., to Q. B. second square
 7. P. takes P.
 8. Q. B. P. one square (*bad*) (A.)
 9. Q. Kt. to B. third square
 10. Q. Kt. to Q. Kt. fifth square
 11. Q. R. P. one square
 12. K. Kt. to K. second square
 13. K. Kt. P. one square
 14. K. B. to K. Kt. second square
 15. K. Kt. to Kt square
 16. Q. takes B.
 17. K. Kt. to R. third square
 18. Q. Kt. to B. third square
 19. Q. Kt. to K. second square
 20. Q. B. to Q. second square
 21. Q. B. to B. third square
 22. K. Kt. to K. Kt. fifth square
 23. R. takes Q.

Black

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

Black now forces mate in two moves at most.

(a) This is not the strongest move; but it is not so bad as to decide the fate of the game.

(A.) VARS. TO GAME 1.

- | | |
|---|---|
| 8. Q. Kt. P. two squares (<i>best</i>)
9. Q. R. P. two squares
10. Q. Kt. to Q. R. third square
11. K. B. to Q. B. fourth square
12. K. Kt. to K. second square
13. K. R. P. one square
14. B. takes B.
15. Q. B. P. one square
16. Q. B. P. one square, and the game is equal. | 8. K. B. to Q. Kt. third square
9. Q. R. P. one square
10. K. Kt. to B. third square
11. Q. to Q. third square
12. Q. B. to K. third square
13. Q. Kt. to Q. second square
14. Q. takes B.
15. Castles K. R. |
|---|---|

SECOND GAME.

White.

1. K. Pawn two squares
2. Q. B. Pawn one square
3. Pawn takes P.
4. Q. Pawn one square
5. K. B. Pawn two squares (*a*)
6. Q. Pawn one square
7. Q. Bishop to K. third square
8. Q. Knight Q. second square
9. K. B. to Q. B. fourth square
10. Queen to Q. Kt. third square
11. Bishop takes Kt.
12. K. Knight to K. second square
13. Castles K. R.
14. Q. to Q. B. second square (*c*)
15. K. Kt. Pawn one square
16. Q. Kt. Pawn one square
17. Q. B. Pawn one square
18. Pawn takes P.
19. Q. Kt. to Q. B. fourth square
20. Knight takes B.
21. Q. B. to K. B. second sq. (*f*)
22. Q. Kt. P. one square (*bad*)
23. Q. Kt. Pawn one square
24. Bishop to K. square
25. Bishop takes P.
26. Bishop takes R.
27. K. King takes R.

Black.

- I. The same
2. Q. Pawn two squares
3. Queen takes P.
4. K. B. Pawn two squares
5. K. Pawn one square
6. Q. to K. B. second square (*b*)
7. K. Knight to B. third square
8. K. Knight to Q. fourth square
9. Q. B. Pawn one square
10. Q. Bishop to K. third square
11. Pawn takes B.
12. K. Bishop to Q. third square
13. K. R. Pawn one square
14. K. Kt. Pawn two squares
15. The same (*d*)
16. Q. Knight to B. third square
17. Castles Q. R. (*e*)
18. Q. Bishop takes P.
19. K. R. Pawn one square
20. Q. Rook takes Kt.
21. K. R. Pawn one square
22. Q. Rook to K. R. third square
23. K. Pawn one square
24. K. R. Pawn takes P.
25. Rook takes P.
26. Rook takes B.
27. Black mates in two moves

(*a*) It would be bad play to push Q. B. P.

(*b*) His Queen is now ready to support the Pawns.

(*c*) Your Queen is moved that your Pawns may advance.

(*d*) In order to make an opening on your K., with K. R. P.

(*e*) By castling with Q. R. he is enabled to move his Pawns with greater effect against your King. It would have been wrong to take Q. B. P., because your Q. P. and B. P. being united, would impede the action of his pieces.

(*f*) To support your K. Kt. Pawn.

Variation on Move XXII.

White.

22. Pawn takes R. P. (*best*)
23. Queen to Q. second square
24. Queen to K. third square
25. Kt. to Q. B. third square
26. Q. Pawn one square
27. Knight takes Kt.
28. Queen takes Q. R. P.
29. Q. Rook to Q. square
30. Bishop to Q. Kt. sixth sq. (*a*)
31. Q. to adv. Q. R. square (check)
32. Rook takes R. (check)
33. Rook takes R. (check)
34. Q. to adv. Q. square (check)*
35. Q. to adv. K. Kt. square (check)
36. Q. to K. B. seventh sq. (check)
37. Queen takes P. (check)
38. Queen to adv. K. B. square
39. Queen takes Q. (check)
40. K. to B. second, and ought to conquer.

Black.

22. Q. Rook to K. R. third square
23. Queen to K. second square
24. Q. Kt. to Q. Kt. fifth square
25. Q. Bishop to Q. B. third square
26. Knight takes P.
27. Bishop takes Kt.
28. Q. B. to Q. B. third square
29. K. Rook to Q. square
30. Rook takes R.
31. King to Q. second square
32. Rook interposes
33. Queen takes R.
34. King to K. third square
35. King to Q. second square
36. King to Q. B. square
37. Queen interposes
38. Queen to K. square
39. Bishop takes Q.

Arrr'k.

(a) Why not Q. to R.'s 8th (check) followed by R. takes R., and B. to Kt.'s 6th winning the Q. if she takes the B.?

* If he had retaken with K., you would win Q., by checking with B. at Q. B. fifth, and then with Q. at Q. R. third.

THIRD GAME.

White.

1. K. Pawn two squares
2. Q. B. Pawn one square
3. K. Kt. to B. third square
4. Queen to K. second square
5. Queen takes B.
5. K. Bishop to Q. third square
7. Castles
8. K. B. to Q. B. second square
9. Q. Pawn one square
10. Q. Knight to Q. second square
11. Q. Kt. Pawn two squares
12. Q. Knight to Kt. third square
13. Q. Bishop to K. third square
14. Q. Knight to Q. second square
15. Queen takes B.
16. K. B. Pawn two squares
17. Queen takes P.
18. Knight takes P.
19. Queen takes Kt.
20. Q. Pawn one square
21. Q. R. to K. B. third square
22. Queen to K. R. fourth square
23. Q. Rook to K. B. square
24. Queen to K. fourth square
25. Queen to Q. third square

Black.

1. K. Pawn two squares
2. Q. Pawn two squares
3. Q. B. to K. Kt. fifth square
4. Bishop takes Kt.
5. K. Knight to B. third square
6. K. B. to Q. B. fourth square
7. Castles
8. Q. B. Pawn one square
9. K. R. Pawn one square
10. The same
11. K. B. to Q. Kt. third square
12. Q. R. Pawn two squares
13. Q. R. Pawn one square
14. Bishop takes B.
15. Q. Kt. Pawn two squares
16. Pawn takes K. B. P.
17. Q. Pawn takes K. P.
18. Knight takes Kt.
19. Q. Rook to B. square
20. K. Kt. Pawn one square
21. Knight to K. B. third square
22. King to Kt. second square
23. Knight to Q. fourth square
24. Queen to K. second square
25. Q. Rook to K. square

White.

26. K. Bishop to Q. Kt. square
 27. K. R. to K. Kt. third square
 28. Q. R. Pawn one square
 29. Queen takes Q.
 30. Bishop to Q. third square
 31. Q. B. Pawn one square
 32. Q. B. Pawn takes P.
 33. Bishop takes Kt.
 34. Q. Rook to Q. B. square
 35. Q. Rook to Q. B. fifth square
 36. Q. Rook takes Q. Kt. P.
 37. Q. Rook to Q. R. fifth square
 38. Q. Rook takes Q. R. P.
 39. K. Rook to K. B. third square
 40. Rook interposes
 41. K. Rook to K. square
 42. King to R. square
 43. King to Kt. square
 44. King to B. square
 45. King to Kt. square
 46. King to R. square

Black.

26. K. B. Pawn two squares
 27. King to K. R. second square
 28. Queen to K. seventh square
 29. Rook takes Q.
 30. Q. R. to Q. R. seventh square
 31. Knight to Q. B. second square
 32. Knight takes P.
 33. Pawn takes B.
 34. K. R. to K. B. second square
 35. Q. Rook to Q. seventh square
 36. Q. Rook takes Q. P.
 37. K. Rook to Q. B. second square
 38. K. R. to Q. B. seventh square
 39. Q. R. to adv. Q. square (check)
 40. Q. Rook to Q. seventh square
 41. Rook takes P. (check)
 42. Rook takes P. (check)
 43. K. R. to K. Kt. seventh sq. (ch.)
 44. K. R. to K. B. seventh sq. (ch.)
 45. Q. R. to K. Kt. seventh sq. (ch.)

Black can now draw the game by a perpetual check; if not satisfied with this, he attempts to win it, the following moves show that he must lose, although with a Pawn more, by reason of the superior advantage of your position. Suppose, then, that instead of checking with R. at K. R. seventh, Black plays

White.

47. Rook takes R.
 48. Q. Kt. Pawn one square
 49. Rook to Q. Kt. fourth square
 50. Q. R. Pawn one square

Black.

- Rook to K. seventh square
 47. Rook takes R.
 48. Rook to K. third square
 49. Rook to Q. Kt. third square
 —and will "Queen" his Pawn.

**will Queen his pawn* (To be continued.)

SUBTLETIES FOR THE SCIENTIFIC.

We are indebted to the exhaustless invention of Mr BONE for the skilful and difficult stratagems which we have here the pleasure of presenting to the higher class of Chess Players.

No. 1.

- White.*
 King at Q. second
 Rook at K. eighth square
 Rook at Q. B. eighth
 Kt. at K. square
 Kt. at Q. B. square

- Black.*
 K. at Q. second

In this position White engages to Mate with one or other of the Rooks (at the choice of his adversary), and without moving either of them, in fourteen moves.

No. 2.

White.
 K. at Q. B. fifth
 R. at K. fifth
 Kt. at Q. B. fourth
 Kt. at K. fourth
 Pawns at Q. fifth and sixth sq.

Black.
 K. at Q. square
 P. at Q. second

White is to check with one Pawn, and Mate the next move with the other in ten moves, without taking Black Pawn.

No. 3.

White.
 K. at K. Kt. fifth
 Q. at her B. fourth
 Kt. at K. fifth
 Kt. at Q. third

Black.
 K. at his second
 Q. at K. R. sixth
 R. at K. R. square
 R. at Q. square
 B. at Q. B. second
 Pawns at K. Kt. fifth, and Q. R. fifth

White is to Mate the Black King, on his own square, in fourteen moves, without moving either of his Kts. or taking any piece.

No. 4.

White.
 K. at Q. Kt. seventh
 R. at Q. R. second
 Kt. at Q. B. second
 Kt. at Q. Kt. square
 P. at Q. Kt. second

Black.
 K. at Q. Kt. fourth
 Pawns at Q. B. third, fourth, and fifth, and Q. R. third, fourth, and fifth

White undertakes to give Mate with his Pawn in twelve moves, without taking any of his opponent's Pawns.

No. 5.

White.
 K. at Q. Kt. third
 Q. at Q. Kt. seventh
 B. at Q. fourth
 Pawns at Q. second, and Q. Kt. second

Black.
 K. at Q. R. fourth
 Pawns at Q. third, and Q. Kt. third

White is to Mate with his Q. Kt's. P. in ten moves, without moving his King.

No. 6.

White.
 K. at Q. B. square
 Q. at K. fourth
 Kt. at K. B. fifth
 Kt. at Q. fifth
 Pawns at K. Kt. sixth, and Q. Kt. second

Black.
 K. at K. R. square
 Q. at her R. seventh
 Pawns at K. R. second, and Q. B. sixth

White is to give Mate with the Q. Kt's. P. in twelve moves, without taking the Queen.

No. 7.

White.
 K. at his Kt. sixth
 Q. at K. Kt. fourth
 R. at K. Kt. seventh
 B. at Q. Kt. seventh

Black.
 K. at his square
 Q. at K. Kt. ~~second~~ *sixth*
 Kt. at K. Kt. third *sixth*

White engages to compel Black to Mate him in ten moves.

No. 8.

White.
 K. at Q. B. fifth
 Q. at Q. B. third
 Kt. at K. eighth
 Pawns at K. R. third, K. Kt.
 third, and K. B. third

Black.
 K. at his B. fourth
 Q. at K. B. seventh
 B. at Q. Kt. fourth
 Kt. at Q. fifth
 Pawns at K. Kt. third, K. B.
 third, K. third, and Q. B.
 third

White is to Mate with the K. B.'s P. in eleven moves.

No. 9.

White.
 K. at Q. Kt. third
 Q. at K. B. fourth
 R. at K. fifth
 R. at Q. R. second
 B. at K. B. third
 Pawns at K. Kt. second, K.
 Kt. third, Q. Kt. second, and
 Q. R. fifth

Black.
 K. at his B. eighth
 R. at K. Kt. square
 R. at Q. R. square
 Kt. at Q. R. fifth
 Pawns at K. R. second, K. Kt.
 third, Q. second, Q. B. third,
 and Q. Kt. fourth

White is to Mate with his Q. Kt. P. in thirteen moves, without taking the Kt. or compelling it to move.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS IN OUR LAST.

No. 234.

- White.*
1. K. to B. sixth
 2. K. to K. seventh
 3. K. Kt. P. two
 4. K. B. P. two
 5. B. P. one
 6. K. to B. sixth
 7. Kt. P. one
 8. K. to his seventh
 9. K. P. two
 10. B. P. one
 11. K. to B. seventh
 12. K. P. one
 13. K. P. one
 14. K. to Kt. sixth
 15. K. P. one

- Black.*
1. K. to Kt. square or (A.)
 2. K. to Kt. second (*best*)
 3. K. to Kt. third (*best*)
 4. K. to Kt. second, or (B.) or (C.)
 5. K. to R. third, or (D.) or (E.)
 6. K. to R. second
 7. K. to Kt. square (*best*)
 8. K. to Kt. second, or (F.)
 9. K. to Kt. square (*best*)
 10. K. to R. second (*best*)
 - 11.
 12. } *Forced moves*
 13. }
 - 14.
 - 15.

<i>White.</i>	<i>Black.</i>
16. K. to R. fifth	16. K. to R. second (<i>best</i>)
17. P. one (check)	17. K. to Kt. square (<i>best</i>)
18. K. to Kt. fifth	18.
19. K. to R. sixth	19.
20. B. P. one (check)	20.
21. Kt. P. one (checkmate)	

(A.)

<i>White.</i>	<i>Black.</i>
2. Kt. P. two	1. K. to R. second
3. K. to his seventh	2. K. to Kt. square (<i>best</i>)
4. B. P. two	3. K. to Kt. second

And the rest as before.

(B.)

<i>White.</i>	<i>Black.</i>
5. K. to B. seventh	4. K. to R. third
6. Kt. P. one	5.
7. B. P. one	6.
8. B. P. one	7.
9. K. P. two, &c. as before	8.

(C.)

<i>White.</i>	<i>Black.</i>
5. K. to B. seventh	4. K. to R. second
6. K. P. two	5. K. to R. third
7. Kt. P. one, &c.	6. K. to R. second

(D.)

<i>White.</i>	<i>Black.</i>
6. Kt. P. one	5. K. to R. second
7. K. P. two	6. K. to Kt. second
8. B. P. one	7. K. to Kt. square
9. K. to B. seventh, &c.	8. K. to R. second

(E.)

6. K. to B. seventh	5. K. to R. square
7. Kt. P. one	6.
8. K. P. two	7.
9. K. P. one	8.
10. K. P. one	9.
11. K. P. one	10.
12. K. to Kt. sixth	11.
13. B. P. one	12.
14. K. to R. sixth	13.
15. Kt. P. one	Forced moves
16. K. to R. fifth	14.
17. K. to Kt. fifth	15.
18. K. to R. sixth	16.
19. B. P. one (check)	17.
20. Kt. P. one (MATE.)	18.
	19.
	20.

(F.)

If Black play his King to the Rook's file, White plays K. to K. . . seventh, &c.

No. 235.*

- White.*
1. K. to Q. B. fourth
 2. K. to Q. B. fifth
 3. K. Kt. P. one
 4. P. takes P.

Mate.

- Black.*
1. Q. P. one (check)
 2. K. B. P. one
 3. Q. P. one

* By a strange inadvertence of the printer, a Black Queen is placed on the square of this Diagram where the Black King should stand.

PROBLEMS FOR YOUNG PLAYERS.

No. 193.

By Mr. W. BONE.

White.

1. K. at Q. Kt. second
2. Q. at K. Kt. sixth
3. Kt. at K. B. sixth
4. Kt. at K. fourth
5. Pawns at K. Kt. fifth, Q. fourth, and Q. Kt. third

Black.

1. K. at his B. square
2. Q. at her square
3. R. at Q. R. square
4. B. at K. Kt. second
5. B. at Q. B. square
6. Kt. at K. second
7. Pawns at K. third, Q. fourth, and Q. R. second

White to play and Mate in four moves.

No. 194.

By Mr. W. BONE.

White.

1. K. at his R. square
2. Q. at her B. second
3. B. at Q. B. fourth
4. Pawns at K. R. third, K. Kt. second and fifth

Black.

1. K. at his B. square
2. Q. at K. B. seventh
3. R. at K. R. square
4. R. at Q. R. square
5. B. at K. R. third
6. B. at Q. Kt. sixth
7. Kt. at K. seventh
8. Pawns at K. Kt. second, K. B. sixth, K. second, Q. fourth, Q. Kt. third, and Q. R. second

White playing first, Mates in five moves.

No. 195.

By Mr. J. UTTING.

White.

1. K. at Q. R. square
2. Q. at her B. fourth
3. Kt. at K. R. sixth
4. Kt. at K. B. fourth
5. Pawns at K. Kt. fifth, and Q. R. second

Black.

1. K. at his Kt. second
2. R. at K. Kt. third
3. R. at Q. Kt. square
4. B. at K. second
5. Kt. at Q. R. sixth
6. Pawn at K. R. second

White playing first, Mates in three moves

GAME DCCXV.

Played between Mr COCHRANE and one of the first players in England.

Black. (Mr —.)

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

White. (Mr COCHRANE.)

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

And Black gave up the game.

Notes to Game DCCXV.

(a) The present was a favourite mode with Mr Cochrane of defending the "Gioco Piano." He thought the move lost in retreating the Knight at this point, was compensated by the shutting out of the adversary's King's Bishop, and the premature advance of his Queen's Pawn.

(b) An interesting position. From this point to the end of the game both parties play extremely well.

(c) Well played.

GAME DCCXVI.

[SIR.—The following skirmishes took place between Mr Staunton and Mr Cochrane in my presence; as the latter, in these instances, lost, through his impetuosity, in a very few moves, Mr S. probably thought the games undeserving a place in the 'Chronicle.' I believe, however, my brother players will agree with me, that in every contest between such "mighty opposites" there is something of mark and likelihood which renders it worth recording. Their very errors are encouraging, if not instructive, to rising amateurs.—Yours truly, X.]

White. (Mr C.)

1. K. P. two
2. Q. B. P. two
3. B. to Q. third
4. K. Kt. to K. second
5. Castles
6. K. B. P. two
7. Q. Kt. to B. third
8. Q. R. P. one
9. K. Kt. to his third
10. K. to R. square
11. Q. to K. R. fifth
12. Q. Kt. to K. second
13. Q. Kt. takes P.
14. K. Kt. to K. second

Black. (Mr S.)

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

Winning the Queen.

GAME DCCXVII.

Black. (Mr S.)

1. K. P. two
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. Q. B. P. one
5. Q. P. two
6. Castles
7. Q. R. P. two
8. Q. B. to K. third
9. P. takes P.
10. B. takes B.
11. Q. Kt. to R. third
12. Q. Kt. to his fifth
13. B. takes B. check
14. Q. to her fifth

White. (Mr C.)

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

And White resigned.

GAME DCCXVIII.

Black. (Mr S.)

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

White. (Mr C.)

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

White resigned.

NOTE TO DCCXVIII.

(a) If Black had taken the Pawn with his Bishop, it would have cost him a piece.

GAMES RECENTLY PLAYED
BY CONTEMPORARY PLAYERS ON THE CONTINENT.

GAME DCCXX.

M. KIESERITZKI gives the Pawn and move to M. SEGUIN.
(Remove Black's King's Bishop's Pawn from the board.)

White. (M. S.)

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

Black. (M. K.)

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

White. (M. S.)

5. K. B. P. two
6. B. takes P.
7. B. to K. Kt. third
8. K. R. P. one
9. K. Kt. to B. third
10. Castles
11. Q. B. P. two
12. Q. Kt. to B. third
13. R. to K. B. second
14. K. to R. second
15. R. to Q. second
16. K. takes Kt.
17. Q. to K. second
18. K. to B. second
19. P. takes B.
20. K. to Kt. square
21. Q. takes Q.
22. K. to Kt. second
23. K. to R. second
24. B. to K. second
25. Kt. to Q. square

Black. (M. K.)

5. P. takes P.
6. Q. Kt. to K. Kt. third
7. Q. P. one
8. B. to K. second
9. Castles
10. B. to Q. second
11. Q. B. P. one
12. Q. to her Kt. third (check)
13. Q. R. to K. square
14. K. Kt. to K. R. fourth
15. Kt. takes Q. B.
16. Q. to K. sixth
17. Q. to K. B. fifth (check) (a)
18. B. takes K. R. P.
19. B. to K. R. fifth (check)
20. Q. takes Kt.
21. R. takes Q.
22. R. to Q. Kt. sixth (check) (b)
23. Kt. to K. ~~sixth~~^{fourth}
24. Q. R. to K. E. square
25. Q. R. to B. eighth (c)

xxv
Dr.

And in a few moves White resigned.

Notes to Game DCCXX.

(a) Black would have had a winning game by taking the Kt. with his R., checking.

(b) M. Kieseritzki overlooked here an obvious way of settling the game; by taking the B. with his R. he would have gained a clear piece.

(c) Q. R. to B. sixth would have been stronger play.

GAME DCCXXI.

M. KIESERITZKI gives the Pawn and move to M. DUMONCHEAU.

(Remove Black's King's Bishop's Pawn from the board.)

White. (M. D.)

1. K. P. two
2. Q. P. two
3. Q. P. one (a)
4. Q. B. to Q. second
5. Q. B. to Q. B. third
6. K. B. to Q. third
7. K. Kt. to K. B. third
8. K. Kt. to K. Kt. fifth
9. Castles

Black. (M. K.)

1. Q. Kt. P. one
2. Q. B. to Q. Kt. second
3. K. Kt. P. one
4. K. B. to K. Kt. second
5. K. Kt. to K. B. third
6. Castles
7. Q. P. one
8. Q. B. to his square
9. K. R. P. one

White. (M. D.)

10. K. Kt. to K. B. third
11. Q. Kt. to Q. second
12. K. R. P. one
13. Kt. takes B.
14. P. takes B.
15. Q. to her second
16. K. R. P. one
17. P. takes R.
18. B. to K. second
19. K. to K. R. square

Black. (M. K.)

10. Q. B. to K. Kt. fifth
11. K. Kt. to K. R. fourth
12. Q. B. takes Kt.
13. B. takes Q. B.
14. Q. Kt. to Q. second
15. K. Kt. P. one
16. R. takes Kt. (b)
17. Q. Kt. to K. fourth
18. K. Kt. to K. B. fifth
19. Q. to her second, and wins.

Notes to Game DCCXXI.

(a) The advance of this P. is premature. Black would lose a piece if he took the K. P.

(b) Well played.

M. ST AMANT AND MR STAUNTON.

Want of space last month prevented our doing more than allude to the article by M. St Amant on the return of his opponent to England. We recur to the subject now for the purpose of showing to those but partially acquainted with the circumstances how far we were justified in the observations it drew from us. The letter of Mr Staunton to *Galignani's Messenger*, which we published in the February Number, was answered thus immediately:—

“Paris, January 14.

“Sir,—I have read in your journal of this morning a letter from Mr Staunton, to which I shall feel obliged by your publishing the following brief and, I think, conclusive reply. I have played two matches with Mr Staunton; I won the first, and lost the second. We were to have played a third, which his departure alone has prevented—for the last three months I have been here at his disposal. After my having declared, repeated, and published (*Palamède*, vol. iii, pp. 203, 417; vol. iv, pp. 38, 63, 92, 133, 189, 328, 329) that, not being a chess-player by profession, not accepting any contribution from my fellow citizens, having, besides, commercial establishments in France, as well as my family, it was impossible for me to sacrifice all to go to England to play with him a match of any importance, and taking up a certain period of time—he challenges me to proceed to London, and gives himself the satisfaction (very little compromising, I must say, to his purse) of offering to stake 150*l.* to my 100*l.* As he is already perfectly aware that I cannot accept his offer, I ought perhaps to feel thankful to him for not having proposed stakes more disproportionately insulting to me. We were to play here a third match, for 100*l.* a-side, with his own men (it is all that I could concede to him), and it is not from me, but from him, that it comes to pass that this match has not taken place. Such is the exact truth, and as history ought to be written.

“I have the honour to be, sir, your very obedient servant,
“ST AMANT.”

This was followed by a paper in the January *Palamède*, to the leading points of which we particularly direct the attention of our readers. After a charitable endeavour to prove that disinclination to play had as much to do with Mr Staunton's retreat from Paris as indisposition, M. St Amant

comes to the point in question, Mr Staunton's last challenge. He repeats the objections advanced in the letter just given :—“ It will be ever impossible for me to fix myself in London for six weeks or even a month, in order to play chess.—The *Palamède* has already wearied its readers by the same details.—As to Mr Staunton, he is deaf to them—does not take them into account—and in proof of this, returns once more to the charge, and challenges me to visit London,” &c. &c.

M. St Amant appears to have a bad memory when he tells us he cannot go to London to play a match of Chess, and refers to his *Palamède* in proof of it. He seems to forget that in the same periodical he has more than once declared he can and will go there for that purpose, and he may with equal success appeal to it in proof of his willingness and ability to play in London, as the contrary. It is a remarkable feature, indeed, in this magazine, and one which can hardly be the result merely of imperfect memory, that it may be opportunely referred to in proof or disproof of every contested point between its conductor and the English player. Never were inconsistencies more accommodating! If M. St Amant would show the impossibility of his leaving home to play at chess, twenty quotations are ready at his beck; if he is desirous of proving his readiness to fight in London, he has only to protest indignantly against the supposition of his refusal, and refer us to his matches there with Fraser, with Cochrane, with Walker, nay even with Mr Staunton himself, finishing with two or three extracts in this fashion—

“ Happily the steamers cross the Channel at every season, and if Mr Staunton will not avail himself of such an easy passage from Dover to Calais, we perfectly recollect the way from Paris to London.” (Pal. 1843, p. 377.) Or,

“ In the spring I will make my usual visit to London, and if the match cannot be played before, it can be played there and then, without expense to any one.” (Pal. 1844, p. 417.)

And who, we should like to know, after such declarations would have the temerity to gainsay either his going or staying?

So, again, were it his cue to show how eagerly he sought to play the “K. P. two or open game.” The question is settled in a trice, by reference to the convenient *Palamède*.

“ It was I who wished to play those games and you who refused them.” (Pal. 1844, p. 134.)

“ If the true amateurs of Chess, after well weighing the ‘pro and contra’ of this engagement (to play ‘K. P. two’) desire it, I will sign it with my two hands.” (Pal. 1844, p. 134.)

Or, should it be needful to prove his steadfastness in opposing the same “inconceivable proposition,” what so easy as adducing the following conclusive paragraphs?—

“ If you thought to have led me to this ENORMOUS CONCESSION (to play K. P. two), you have egregiously deceived yourself!” (Pal. 1844, p. 524.)

“ No! I will never make the concession”—to play K. P. two. (Pal. 1844, p. 524.)

We might go on accumulating instances of the same description, but these may suffice for the present, since

“ — where one’s proofs are aptly chosen,
‘Four are as valid as four dozen.’”

To proceed, therefore. M. St Amant affects to think the inducement his adversary offered him to play in London, that of betting 150*l.* to his 100*l.* on the event, an “insult.” Now we will undertake to say, that if he will insult Mr Staunton by a similar proposal, it will be most cheerfully

accepted. Not to dwell, however, upon this consideration, let us look at the circumstances under which the insulting proposition was made. Before sending the obnoxious challenge, Mr Staunton had offered in his "Defi" of April last, to play with M. St Amant *any number of games, from five to twenty-five, for an even 100L a side, upon terms to be dictated by the latter himself.* This challenge, it cannot be too often repeated, M. St Amant has kept studiously out of view. To guard against the possibility of misconstruction as to his motives for proposing a match at odds with his late opponent, Mr Staunton coupled the two challenges in his letter, and appealed to M. St Amant's "sense of justice" to publish them together. To this appeal the French player turned a deaf ear; he felt conscious that together, as we have before remarked, they were unanswerable. He knew that any objection which he could raise against the latter was at once put out of court on referring to the former. His plea of business might be admitted as valid against twenty-one games, but what became of it when opposed to the offer of playing only five? If, too, there were really any degradation in the acceptance of a challenge at *odds*, it was met at once by the proposal to play *even*. In this strait, the fair and honourable course was to make these offers public, and then accept one or reject both at discretion;—but here, as in March last, while discussing the question of "K.'s P. two," when one frank word of acquiescence, or refusal, would have set the matter at rest, M. St Amant forsakes the simple path of truth for that devious route leading only to perplexity and disappointment.

In the concluding part of his reply in *Galignani*, he ventures to declare that in the projected contest he had conceded to Mr Staunton the advantage of playing with his own men, an assertion sufficiently startling, since no such concession was either asked for or required, and it was well known in Paris that M. St Amant, so far from having conceded the point, had reserved it as a subject for dispute in the event of his opponent's recovery (See *Pal.* 1844, p. 525), and was not a little concerned on hearing from a member of his club, that no controversy would take place about it, for Mr Staunton was quite willing that M. St Amant should make his moves on any board or with any men he thought proper.

We now come to the topic in M. St Amant's article upon which he lays the greatest stress: viz., the want of courtesy—in plain language, the downright rudeness—which he alleges to have been exhibited towards him by the English player:—

"At the present moment, when our communications together contain nothing agreeable, when even as regards myself he has substituted a deportment much resembling an affectation of impertinence, we have broken our relations and we do it without regret. In so doing we are not entering into a quarrel with English 'gentlemanism,' for there where there is neither similitude of language, nor of *savoir vivre*, there can certainly exist no solidity," &c.

In justification of the strong expression just mentioned, M. St Amant proceeds to make the following statement:—

"On his first arrival in Paris, November 1843, I hastened with Mr Chamouillet, my stakeholder, to pay a visit to Mr Staunton. Then came the match, and when it was finished, the eve of Mr Staunton's departure I was at his hotel to take his hand and say to him *au revoir!* I had not then once received a visit from him during the forty days he had passed in Paris. I attributed this forgetfulness of our received forms to a certain reserve, or to his national customs. On his return to Paris in October last, Mr Staunton, although separated from me but by the thickness of a party wall, walked out on the 11th, 12th, and 13th, and did not even call to leave me his card to acquaint me with his arrival. Neither did he visit the Chess Club. The

14th, he kept his room, and wrote me a line (*Pal.* p. 468), to which I replied, that as he could not come abroad I would pay him a visit; accordingly I went to him in the evening; he was by his fireside, we spoke only of his health—I left him after ten minutes' conversation, wishing him a prompt recovery. During the three weeks he kept his bed, I was not one day (mind, not one single day) without going myself, or some one of my family, to inquire after his health. He removed to Mr Bryan's, and during two months has walked about Paris without ever knocking at my door. Can similar facts require comment? The day he quitted Paris, at noon, the hour at which the club-rooms open, but at which there is never as yet any one there, Mr Staunton, accompanied by Mr Bryan, presented himself there for the first time, and saw only the proprietor of the rooms and his servants. It must indeed be confessed that the time was singularly chosen."

Such is the strange eventful history put forth by M. St Amant to substantiate the charge of impertinence and discourtesy he has brought against his adversary.

What will our readers say when we show them, as we doubt not to do, that there is not the slightest colour for the allegation; and that the statements made in support of it are as unjustifiable in fact, as the inferences deduced are false in reasoning.

To take but a single instance, the first in his catalogue of grievances,—which is the only one, from want of room, which we can allude to in the present number,—“On his first arrival in Paris, in November 1843, I hastened with M. Chamouillet, &c. . . . And the eve of Mr Staunton's departure I was at his hotel to take his hand,” &c. This is M. St Amant's version of the facts, and the reader is left to draw the obvious conclusion in favour of his courtesy and consideration: but now for the truth, and then what becomes of both fact and inference? Mr Staunton arrived in Paris, on the occasion alluded to, in company with one of his seconds, at five o'clock in the afternoon; after a hasty dinner and toilet, he presented himself the same evening at the Cercle des Echecs, and M. St Amant, utterly unconscious of his arrival, was sent for to meet him there! From that period to the end of his stay, he was in the practice of seeing M. St Amant at the Chess Club, where the latter passed his leisure hours almost daily, and he could have no inducement, no excuse, rather, for intruding on a man immersed in business, and who had never once, on any occasion whatever, invited him to cross the threshold of his door. Upon the eve of his departure from the French capital at the termination of the match, it is certainly true that M. St Amant was at the hotel, but what will be thought of his disingenuousness in concealing the fact that he was there as the guest of the individual whose courtesy he impugns; having been specially invited with his seconds to dine and spend the evening with Mr Staunton on the night in question!

(*To be continued.*)

After a portion of our impression had been struck off we discovered that there were two or three typographical errors in the description of Mr. G. W.'s ingenious ending of a game at page 75. The position of the pieces should be as follows:—

White.	
K. at his B.'s square	
Q. at K. B.'s third	
R. at Q. B.'s sixth	
Pawns at K. R.'s second and Q. Kt.'s sixth	

Black.	
K. at Q. R.'s square	
Q. at K. Kt.'s second	
B. at Q.'s third	
B. at Q. Kt.'s second	
Pawn at K. Kt.'s sixth	

White here gave Mate with his Pawn in four moves.

CHESS INTELLIGENCE.

CHESS IN AMERICA.

*Star. Aug
Regis*

We extract the following from a New York newspaper, called the 'Spirit of the Times.' The game is one of a match played between Mr H. S——y, formerly a very promising amateur of the London Chess circle, and a Mr V., said to be the strongest player in Philadelphia. Although the present *partie* was drawn, the contest terminated in favour of Mr S——y, who won it, we are told, by a large majority of games.

FROM THE BUFFALO 'DAILY MERCANTILE COURIER.'

" 'MR EDITOR.—I play Chess occasionally ; am rather fond of it ; picked up a number of the New York 'Spirit of the Times' yesterday, date Dec. 7th ; saw in it a match game lately played in Philadelphia ; thought to pleasure and improve myself by playing it, being thereto induced by the editorial commendations of the 'Times' ; got out my board and men, and sat down to it ; wasted an hour in trying to play it, the thing being utterly impracticable : lost both my supper and my temper in endeavouring to ascertain whether the game was a hoax or spoiled by the errors of the press ; thought to write to the 'Times' on the subject, but recollect that postages were enormously high, and the change in my pocket low ; and finally concluded to get *you* to speak to the 'Times' for me, and ask the editor to explain the matter. As the game is set down it is impossible to get over the first dozen moves. I should like to see it correctly stated, and beg you will ask the 'Times' to revise and re-insert it, at the earliest convenience. " " K.

" December 21."

" It is rather cool in 'K' to ask us to do his correspondence for him ; but having lost his time, temper, and supper, through the blunders of the 'Times,' it would be hard to lose his money besides. We insert his communication, but with the understanding that it shall not be regarded as a precedent. Attend, therefore, oh 'Spirit of the Times !' to the complaint of the unfortunate 'K,' and do yourself and readers the justice to make the corrections desired."

In compliance with the above call, we re-publish the game referred to, with the necessary corrections. The errors complained of appear to have originated in consequence of our compositor having misunderstood some of the letters and figures in the original manuscript. We think, however, that a Chess player with such devotion to the game as our friend "K" appears to possess, might, with a little trouble, have detected the mistakes in the printing of the game, without subjecting himself to the loss of either temper or supper, the latter of which appears to us (being inclined to view such matters in a very serious light) as peculiarly a work of "supper-erogation."

In our future reports of games, we beg to assure our readers

generally (without any intention of being personal), that we will use such care, that they shall be easily intelligible to the most moderate capacities.—'Spirit of the Times.'

<i>Black. (Mr V.)</i>	<i>White. Mr S.)</i>
1. K. P. second	1. Same
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. Same
4. Q. B. P. one	4. Q. to K. second
5. Castles	5. Q. P. one
6. Q. P. two	6. B. to Kt. third
7. K. R. P. one	7. K. R. P. one
8. Q. P. one	8. Kt. to Q. square
9. Q. B. to K. third	9. K. Kt. to B. third
10. Kt. to R. second	10. Castles
11. Q. to K. second	11. Kt. to R. second
12. B. to Q. third	12. K. B. P. two
13. B. takes B.	13. R. P. takes B.
14. K. P. takes P.	14. B. takes P.
15. B. takes B.	15. R. takes B.
16. Q. B. P. one	16. Kt. to B. third
17. Q. Kt. to B. third	17. Kt. to R. fourth (a)
18. K. Kt. P. one	18. Kt. to B. second
19. K. R. P. one	19. Kt. to R. square
20. Q. to K. third (b)	20. R. to B. third
21. Kt. to K. fourth	21. R. to Kt. third
22. K. to R.	22. Kt. to B. third
23. Kt. takes Kt.	23. Q. takes Kt.
24. Q. Kt. P. two	24. K. R. P. one
25. Q. R. P. two	25. Kt. to B. second
26. Kt. to B. third	26. Kt. to R. third
27. Kt. to Kt. fifth	27. Kt. to Kt. fifth
28. Q. to K. second	28. R. to K. B. square
29. K. to Kt. second	29. R. takes Kt. (c)
30. P. takes R.	30. Q. takes P.
31. R. to R. third	31. R. P. one
32. R. to K. B. third	32. R. takes R.
33. Q. takes R.	33. R. P. one (check)
34. K. to R. square	34. Q. to Kt. third
35. Q. to K. second	35. K. P. one
36. K. B. P. one	36. P. takes P.
37. Q. takes P.	37. Kt. to K. fourth
38. Q. to B. eighth (check)	38. K. to R. second
39. Q. to B. fifth	39. Q. takes Q.
40. R. takes Q.	40. Kt. takes P.
41. R. to B. seventh	41. Q. B. P. one
42. P. takes P.	42. P. takes P.
43. R. to Q. B. seventh	43. B. P. one
44. P. takes P.	44. Q. P. takes P.
45. K. to R. second	45. Kt. to Kt. seventh
46. R. P. one	46. P. takes P.
47. R. takes P.	47. R. P. one

* See Book of American chess longue page 356

Black. (Mr V.)

48. R. to Q. R. fifth
 49. K. takes P.
 50. K. to Kt.'s fourth
 51. R. takes P.
 52. K. to Kt. fifth
 53. K. to R. fifth
 54. R. to R. seventh
 55. R. to K. B. seventh
 56. R. to K. B. eighth
 57. R. to K. eighth
 58. P. to Kt. fourth
 59. K. to Kt. fifth
 60. K. to B. fifth
 61. R. to K. sixth
 62. K. to B. fourth
 63. P. on
 64. R. to B. sixth

White. (Mr S.)

48. K. to R. third
 49. K. to R. second
 50. Kt. to Q. B. fifth
 51. Kt. to K. fourth (check)
 52. Kt. to B. second (check)
 53. Kt. to R. square
 54. Kt. to Kt. third
 55. Kt. to R. square
 56. Kt. to Kt. third
 57. Kt. to R. square
 58. Kt. to Kt. third
 59. Kt. to R. square
 60. Kt. to B. second
 61. Kt. to R. third (check)
 62. Kt. to B. second
 63. P. on
 64. K. to Kt. second

Game abandoned, as drawn.

(a) This dashing attempt to plant the Kt. at B.'s fifth throws Black at once upon the defensive.

(b) To enable him to play on the K. Kt.'s P. safely, if White does not move the Rook.

(c) This certainly looks hazardous.

THE INDIAN PROBLEM.

[*In our last Number.*]

IN accordance with our promise in the last Number, we now publish the names of those amateurs who have sent us the correct solution of our Indian problem at page 54. It is right to mention that in each case the mate was found, from the diagram alone, a fact that renders the discovery doubly meritorious.

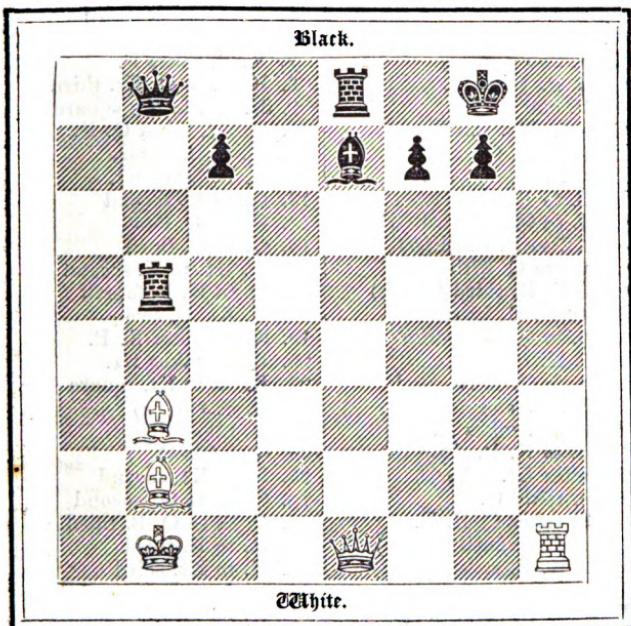
Walter
 Mary Smyth, Cheapside
 Professor D. Forbes, London
 H. Stanley, Esq., Preston
 J. Utting, Esq., Wisbeach
 Alfred Lambert, Esq., Ipswich
 — Piercy, Esq., Royal Military College, Sandhurst
 J. Stephens, Esq., Dublin Chess Club
 T. Garwood, Esq., Wells, Norfolk
 Rev. H. Bolton, Norfolk
 Sir John Blunden, Bart., Kilkenny
 George Walker, Esq., Dublin Chess Club
 John Jackson, Farmer, Swineshead, Lincolnshire
 H. J. C. Andrews, Esq., Peckham
 C. Wood, Esq., Brighton
 J. B. Kennedy, Esq., Belfast

R. A. Brown, Esq., Leeds
 W. Bennett, Esq., Dorking, Surrey
 John Champion, Esq., Gravesend
 James B. Gallie, Esq., Edinburgh
 Mr E. G. Betts, Stroud, Kent
 T. W. Baggallary, Esq., Maidstone
 R. Dawbarn, Jun., Esq., Wisbeach
 T. Woodward, Esq., Liverpool
 James Nash, Esq., Henley-on-Thames
 Lionel Self, Esq., Lynn, Norfolk
 R. Bennett, Esq., Wisbeach
 G. Smith, Esq., Brentwood
 S. Glover, Esq., Worcester
 — Justice, Esq., Bristol
 A. Brooke, Esq., Leamington
 J. T. Somers, Esq., Exeter
 L. L. Knight, Esq., Bath

April 1845

PROBLEM, No. 238.

BY ANDERSEN OF BRESLAU.



White to play first and Mate in four moves.

GAME DCCXXII.

Mr LEWIS gives Mr SMART the Queen's Rook, played May 9, 1829.

(Remove White's Q.'s Rook from the Board.)

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

- Black. (Mr S.)*
1. K. P. two
 2. Q. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. B. takes Kt. P.
 5. K. Kt. to B. third
 6. K. B. to Q. B. fourth
 7. K. P. takes P.
 8. K. B. to Q. Kt. third
 9. K. Kt. to Kt. square
 10. Q. Kt. takes Q. P.
 11. K. to B. square
 12. K. B. takes Kt.
 13. Q. to K. second
 14. Q. B. P. two
 15. Q. to K. third
 16. K. Kt. to K. second
 17. Q. to K. B. fourth
 18. K. Kt. P. two
 19. K. B. takes K. P.
 20. K. B. takes Kt.
 21. K. R. to Kt. square
 22. Q. P. two (*c*)
 23. Q. takes P.
 24. Q. takes Q.
 25. K. to Kt. second
 26. Q. B. to Q. second
 27. Q. B. to Q. B. third
 28. K. to R. third
 29. K. to Kt. third
 30. K. R. to K. square
 31. Q. R. to Q. B. square
 32. K. R. takes R.

Black wins.

Notes to Game DCCXXII.

(*a*) Q. B. to K. Kt.'s fifth would have won a clear piece.

(*b*) Again the Kt. might have been won by playing the Queen to K. B.'s third (check).

(*c*) Had he moved away the B. White would have mated him immediately.

(*d*) Very neatly played.

GAME DCCXXIII.

Mr LEWIS gives Q. Kt. to Mr S—H, July 19, 1828.
 (Remove White's Q.'s Kt. from the Board.)

<i>White.</i> (Mr L.)	<i>Black.</i> (Mr S.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. two
3. Kt. takes P.	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. B. to K. third
5. B. takes B.	5. P. takes B.
6. Q. checks	6. K. to K. second
7. Kt. checks	7. K. R. P. takes Kt.
8. Q. takes R.	8. K. Kt to R. third
9. Castles	9. Q. to Q. fourth
10. Q. P. one	10. Q. Kt. to Q. second
11. P. takes P.	11. Q. takes P.
12. B. takes Kt.	12. P. takes B.
13. Q. R. to K. square	13. Q. to K. H fourth
14. Q. to Q. B. third	14. Q. B. P. two
15. Q. Kt. P. two	15. Q. Kt. P. one
16. P. takes P.	16. P. takes P.
17. Q. R. to K. third	17. K. P. one
18. K. B. P. two	18. K. P. one
19. Q. to Q. third	19. Kt. to K. B. third
20. K. R. to Q. square	20. Q. takes P.
21. K. R. P. one	21. K. to B. second
22. Q. to B. fourth (check)	22. K. to Kt. second
23. Q. to K. second	23. K. R. P. one
24. K. Kt. P. one	24. Q. to K. Kt. fourth
25. K. R. P. one	25. Q. to K. Kt. fifth
26. Q. takes Q.	26. P. takes Q.
27. R. to Q. Kt.	27. B. to Q. third
28. R. checks	28. K. to Kt.
29. Q. B. P. two	29. B. to K. fourth
30. K. to Kt. second	30. B. to Q. fifth
31. R. to K.	31. K. P. one
32. R. to Q. B. seventh	32. Kt. to K. fifth
33. R. to K. seventh	33. Kt. to Q. B. sixth
34. Q. R. takes P.	34. B. takes R.
35. R. takes B.	35. Kt. takes P.
36. R. to K. seventh	36. Q. R. P. two
37. R. to Q. B. seventh	37. Q. R. P. one
38. R. takes P.	38. Kt. to Q. B. sixth
39. R. to K. fifth	39. Q. R. P. one
40. R. to K.	40. Q. R. P. one
41. R. to Q. R. square	41. R. to Q. Kt.
42. Q. B. P. one	42. R. Q. Kt. eighth

And Black wins.

This game is well and evenly conducted throughout by both parties.

GAME DCCXXIV.

Played March, 1845, between Mr G. WALKER and Mr F., of the St George's Chess Club, the former giving the Pawn and two moves.

<i>White. (Mr F.)</i>	<i>Black. (Mr G. W.)</i>
1. K. P. two	2. Q. Kt. to B. third
2. Q. P. two	3. K. P. one
3. K. Kt. to B. third	4. Q. P. two
4. K. P. one	5. K. Kt. P. one
5. K. B. to Q. third	6. K. B. to Kt. second
6. Q. B. P. one	7. Q. Kt. to K. second
7. K. Kt. to Kt. fifth (a)	8. K. Kt. to K. R. third
8. Q. to K. B. third	9. Q. Kt. to K. B. fourth
9. Q. to K. R. third	10. Q. Kt. to K. second
10. K. Kt. P. two	11. K. Kt. to K. B. second
11. K. R. to K. Kt. square (b)	12. K. takes Kt.
12. Kt. takes Kt.	13. Q. B. P. two
13. Q. Kt. to Q. second	14. P. takes Q. P.
14. Q. Kt. to K. B. third	15. Q. to her Kt. third
15. P. takes P.	16. Kt. to Q. B. third
16. Q. Kt. P. one	17. Kt. to Q. Kt. fifth
17. Q. B. to K. third	18. Q. B. to Q. second
18. K. B. to Q. Kt. square	19. K. to Kt. square
19. Kt. to Kt. fifth (check)	20. Q. R. to Q. B. square
20. Kt. to K. B. third	21. Q. to her Kt. fourth (check)
21. K. to K. B. square	22. Q. to K. seventh
22. K. to Kt. second	23. Kt. to Q. B. seventh
23. Q. B. to Q. second	24. R. takes B.
24. B. takes Kt.	25. Q. to her sixth
25. K. R. to K. square	26. K. R. P. two
26. B. to K. third	27. K. to R. second
27. K. Kt. P. one	28. K. R. to K. B. square
28. K. to Kt. square	29. Q. to K. fifth
29. K. R. to Q. square	30. Q. R. to K. seventh
30. Kt. to K. square	31. R. takes B.
31. Q. to K. Kt. second	32. Q. takes P. (check)
32. P. takes R.	33. R. to K. B. seventh
33. K. to R. square	34. Q. B. to Kt. fourth (c)
34. Q. to K. Kt. square	35. Q. to K. B. sixth
35. Kt. to K. Kt. second	36. B. to K. seventh
36. K. R. P. two	37. Q. to K. R. sixth (check)
37. K. R. to Q. second	38. Q. to her B. sixth
38. Q. to K. R. second	39. Q. takes Q. R. (check)
39. R. takes B.	40. Q. takes Q. P.
40. R. to K. square	41. Q. to Q. seventh
41. Q. to K. Kt. third	42. Q. P. one
42. R. to K. Kt. square	43. Q. to K. seventh
43. Q. R. P. two	

The first player surrendered the game, which presents many points of interest, and is well contested throughout.

At the same sitting Mr G. W. and Mr F. played a second party, which was won in very good style by Mr F. This game unfortunately was not preserved.

Notes to Game DCCXXIV.

- (a) Intending to take the K. R. P. with his Kt.
- (b) He would have gained nothing by taking the K.'s P. with his Kt. at this point.
- (c) Many players would now have taken the K.'s Pawn with the K. Bishop, and then advanced the Q.'s Pawn, for the purpose of checking with the Queen's B. at his third; but this mode of play is not so sound as that in the text, because, upon the advance of Q.'s P. White might move his Q.'s R. to Q. B.'s square.

GAME DCCXXV.

Another of Mr COCHRANE'S Games.

Between MESSRS STAUNTON and COCHRANE.

<i>White.</i> (Mr C.)	<i>Black.</i> (Mr S.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. K. P. one
3. K. P. one	3. Q. B. P. two
4. Q. B. P. takes P.	4. K. P. takes P.
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. K. Kt. to B. third	6. Q. Kt. to B. third
7. P. takes P.	7. B. takes P.
8. K. B. to K. second	8. Castles
9. Castles	9. B. to K. third
10. Q. R. P. one	10. K. B. to Q. third
11. Q. Kt. P. two	11. Q. Kt. to K. fourth
12. Q. Kt. to his fifth	12. Kt. takes K. Kt. (check)
13. B. takes Kt.	13. B. to K. fourth
14. Kt. to Q. fourth	14. Q. to her third
15. K. R. P. one	15. Q. to her second
16. Kt. takes B.	16. K. B. P. takes Kt.
17. Q. R. to Kt. square	17. Q. R. to Q. B. square
18. Q. B. to Kt. second	18. K. B. to Q. Kt. square
19. K. P. one	19. Q. to B. second
20. K. P. one	20. Kt. to Q. second
21. Q. R. to B. square	21. Q. to her square
22. R. takes R.	22. Q. takes R.
23. Q. to K. second	23. Kt. to Q. Kt. third
24. K. B. to K. Kt. fourth	24. R. to K. B. fifth
25. Q. to her second	25. R. to Q. B. fifth
26. R. to Q. B. square	26. R. takes R. (check)
27. Q. takes R.	27. Q. takes Q. (check)

<i>White.</i> (Mr C.)	<i>Black.</i> (Mr S.)
28. B. takes Q.	28. K. to B. second
29. K. B. P. two	29. K. Kt. P. one
30. K. to B. second	30. Kt. to Q. B. fifth
31. K. B. to K. second	31. Q. Kt. P. two
32. B. takes Kt.	32. Q. P. takes B.

And after many more moves Black succeeded, through his passed Pawn, in winning the game.

GAME DCCXXVI.

Mr STAUNTON gives the Pawn and move to Mr MONGREDIEN,
President of the Liverpool Chess Club.

(Remove Black K. B. P. from the Board.)

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

White resigned.

Notes to Game DCCXXVI.

(a) If he had taken the adverse B., or retired his own, he must have lost the K. R. P.

(b) Threatening to take the K. R. P. with his Kt.

(c) To take the K. R. P. with the Kt., unless White guarded his Q.

(d) This move was made without due consideration. Up to this point the game is played on White's side with remarkable care and judgment.

GAME DCCXXVII.

Between M. Kieseritzki and M. Devinck.

White. (Mr K.)

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

Black. (Mr D.)

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

After a long struggle the game was ultimately won by the first player.

GAME DCCXXVIII. *Gruville* X

Mr STAUNTON gives the Pawn and two moves to Mr G——, one of the leading players of the day.

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

White. (Mr G.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. B. P. one
5. Q. P. one
6. K. B. P. two
7. B. takes P.
8. Q. B. to K. third
9. Q. Kt. to Q. second
10. K. Kt. to B. third
11. Q. B. to Q. fourth.
12. Q. to her B. second
13. Castles on Q. side.
14. P. takes P. *en passant*.
15. K. R. P. one
16. Kt. takes K. B.
17. K. to Kt. square
18. Q. R. to K. square
19. Q. B. to K. third
20. Q. R. to K. second
21. Q. takes Kt.
22. Kt. to K. B. square
23. K. takes R. (a)
24. K. to B. second
25. P. takes Kt.
26. Kt. to Q. second
27. Q. R. to K. B. second
28. K. to Q. third
29. K. to B. third
30. Kt. to Kt. third.
31. K. R. to K. B. square
32. K. to Kt. second

Black. (Mr S.)

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

And Black won the game.

Note to Game DCCXXVIII.

(a) It would have been equally bad to take R. with R., and had the K. gone to R. square, he would have been mated speedily; *ex. gr.* —

- | | |
|---|------------------------------------|
| 23. K. to R. square | 23. Q. to K. eighth (check) |
| 24. R. takes Q. | 24. R. takes Q. R. P. (check) |
| (If the K. takes R. Black takes Q. (check, &c.) | |
| 25. K. to Kt. square | 25. K. R. to Q. Kt. square (check) |
| 26. K. to B. square | 26. Kt. takes Q. (check) |

And the B. mates next move.

* chess player's companion page 136.

GAME DCCXXIX.

Between the same players.

(Remove White's K. B. P. from the Board.)

Black. (Mr G.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. P. one
5. Q. B. P. two
6. K. R. P. two
7. K. B. P. two
8. Q. B. P. takes P.
9. K. Kt. to B. third
10. Q. Kt. to B. third
11. Q. to her B. second
12. P. takes B.
13. Q. B. to K. third
14. Q. R. P. one
15. K. P. one
16. B. takes K. Kt. P. (check)
17. Q. takes P. (check)
18. Kt. to K. fourth
19. B. takes Q. B. P. (check)
20. Kt. takes Kt.
21. Kt. to K. sixth (check)
22. Q. takes Q.
23. Q. takes R. (check)
24. Castles on Q. side
25. K. R. to K. square (check)
26. Q. R. to Q. sixth
27. R. takes Q. R. P.
28. Q. R. to K. sixth
29. Q. R. to K. fifth (b)
30. R. takes Kt.
31. R. takes K. P.
32. K. to B. second
33. K. to Kt. square
34. R. to Q. Kt. third
35. K. to R. second
36. K. to Kt. square
37. K. to R. second
38. R. to K. third
39. R. to Q. Kt. third
40. R. to Q. third
41. R. to Q. Kt. third
42. R. to Q. third
43. R. to Q. Kt. third
44. R. to Q. third
45. K. to Kt. square
46. P. takes P.

White. (Mr S.)

- 1.
2. K. P. one
3. Q. B. P. two
4. Q. P. one
5. K. Kt. P. one
6. K. B. to K. Kt. second
7. K. P. takes P.
8. K. Kt. to B. third
9. Q. B. to K. Kt. fifth
10. Q. R. P. one
11. B. takes K. Kt.
12. Q. Kt. to Q. second
13. Q. Kt. P. two
14. K. Kt. to K. R. fourth
15. P. takes P.
16. P. takes B.
17. K. to B. square
18. P. takes P.
19. Kt. takes B.
20. Q. takes Q. P.
21. Q. takes Kt. (check) (a)
22. Q. R. to K. square
23. K. takes Q.
24. B. to K. B. square
25. B. to K. second
26. Kt. to K. Kt. sixth
27. R. takes K. R. P.
28. Kt. to K. B. fourth
29. Kt. to K. sixth
30. P. takes R.
31. K. to Q. second
32. R. to R. seventh (check)
33. B. to K. B. third
34. K. to Q. B. third
35. K. to Q. B. fourth
36. R. to R. eighth (check)
37. R. to K. B. eighth
38. B. to Q. fifth
39. K. to B. third
40. B. to Q. B. fourth
41. K. to Kt. third
42. K. to R. fourth
43. R. to K. B. seventh
44. K. to R. fifth
45. P. one
46. B. takes P.

Drawn game.

Notes to Game DCCXXIX.

- (a) Mere wilfulness: by moving the K. to Kt. square, followed presently by K. R. to his third, Black's game would have been irretrievable.
 (b) If he had played the K. R. to this square, White must have moved his K. to Q. second, or K. B. second immediately.
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GAMES RECENTLY PLAYED BY CONTEMPORARY PLAYERS ON THE CONTINENT.

GAME DCCXXX.

Between MM. KIESERITZKI and ROUSSEAU.

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

White. (M. R.)

36. B. takes B.
37. Q. to K. B. fifth (check)
38. Kt. to K. third
39. Kt. takes Q.
40. K. to K. B. second
41. Q. Kt. P. two
42. K. to K. B. third
43. Kt. to K. Kt. seventh (check)
44. K. Kt. P. one (check)
45. K. Kt. P. one
46. Q. R. P. one
47. P. takes P.
48. Kt. to K. eighth
49. K. to Q. B. seventh
50. Kt. takes Q. Kt. P.
51. Kt. takes Q. P.
52. K. to K. B. second
53. K. to K. Kt. square
54. Q. Kt. P. one
55. Q. Kt. P. one
56. Q. Kt. P. one
57. Kt. to K. B. seventh
58. Kt. to Q. square

Black. (M. K.)

36. Q. takes B.
37. Q. to K. B. third
38. Q. takes Q.
39. Kt. to Q. Kt. second
40. K. to K. Kt. third
41. Q. Kt. P. one
42. K. to K. R. fourth
43. K. to R. fifth
44. K. to R. sixth
45. Q. R. P. two
46. Q. R. P. takes P.
47. Kt. to Q. square
48. Kt. to K. B. second
49. Kt. to K. R. third
50. Kt. takes K. Kt. P.
51. Kt. to K. R. seventh (ch.) (a)
52. Kt. to K. Kt. fifth (check)
53. Kt. to K. B. third
54. K. Kt. P. one
55. K. Kt. P. one
56. Kt. to Q. second
57. K. Kt. P. one

Lost by Black.

(a) This move, M. Kieseritzki thinks, cost him the game. He remarks, that instead of playing the Kt. thus, he should have moved him to K. R. third.

GAME DCCXXXI.

M. KIESERITZKI gives P. and move to M. DUMONCHEAU.

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

White. (M. D.)

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

Black. (M. K.)

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

<i>White.</i> (M. D.)	<i>Black.</i> (M. K.)
18. Q. to K. third	18. Q. R. to Q. R. second
19. Q. takes Q. B. P.	19. P. taken Q. P.
20. Q. R. takes P.	20. K. Kt. to Q. second
21. Q. to K. third	21. Q. Kt. to Q. B. fifth
22. Q. to K. eighth (check)	22. K. to Kt. second
23. Q. R. to Q. third	23. K. Kt. to Q. B. fourth
24. Q. takes B.	24. K. Kt. takes Q. R. (a)
25. P. takes Kt.	25. Q. R. to Q. B. second
26. Q. takes Q. R.	26. Kt. to Q. seventh (check)
27. K. to Q. B. second	27. R. takes Q.
28. K. takes Kt.	28. Q. Kt. P. one
29. K. Kt. to K. second	29. P. takes Kt. (check)
30. Kt. takes P.	30. Q. to Q. Kt. third
31. K. to Q. B. second	31. Q. to K. B. seventh (check)
32. K. to Q. Kt. square	32. Q. to Q. fifth
33. B. to K. fourth	33. Q. to K. B. seventh
34. K. Kt. P. one	34. Q. R. P. one
35. Q. R. P. two	35. Q. to Q. seventh
36. K. R. P. two	36. Q. takes Kt.
37. P. takes R.	37. Q. takes P.
38. K. R. P. one	38. Q. to Q. Kt. fifth (check)
39. K. to Q. B. square	39. Q. takes Q. R. P.
40. K. Kt. P. one	40. Q. to Q. fifth
41. R. P. takes P.	41. P. takes P.
42. K. B. P. one	42. K. Kt. P. one
43. R. to R. fifth	43. Q. to K. Kt. eighth (check)
44. K. to Q. Kt. second	44. Q. takes Kt. P.
45. R. to R. second	45. Q. to K. B. fifth
46. R. to Q. B. second	46. K. Kt. P. one
47. R. to Q. B. sixth	47. K. Kt. P. one
48. R. to K. Kt. sixth (check)	48. K. to K. B. second
49. K. to R. third	49. Q. to K. fourth
50. K. to R. second	50. Q. R. P. one
51. K. to R. third	51. Q. to Q. Kt. fourth
52. K. to R. second	52. Q. to Q. Kt. sixth (check)
53. K. to R. square	53. Q. R. P. one, and wins

Note to Game DCCXXXI.

(a) Q. to her Kt. fifth would have been stronger play we believe.—
ex. gr.

<i>White.</i>	<i>Black.</i>
25. Q. Kt. to Q. square or (A)	24. Q. to her Kt. fifth
26. P. takes Kt.	25. Kt. takes R.
27. K. to R. square, or B. square	26. Kt. to Q. seventh or R. sixth (ch) 27. R. to Q. B. second, &c.

(A.)

<i>White.</i>	<i>Black.</i>
25. Q. Kt. P. one	25. K. Kt. takes R.
26. P. takes K. Kt.	26. Kt. to Q. seventh (check)
27. K. is moved	27. R. to Q. B. second, &c.

ANOTHER FASCICULUS OF
CHESS WRINKLES FOR YOUNG ENGLAND.

BY CAPTAIN H. A. KENNEDY.

“These few precepts in thy memory,
Look thou character.”—HAMLET.

I.

If danger menaces on the right side of the board, pore with assiduous fixity of attention over the left flank, placing an occasional finger on a vacant square to draw off your adversary's attention. If he be a young hand, and is left with Queen against a Bishop, confidently assure him that Philidor, Lewis, Walker, and Sarratt, all combine in pronouncing this to be a draw. Many players wisely proclaim *ore rotundo*, all endings of games that run against them as “draws,” and dexterously reiterate the assertion, until their foolish antagonist, fearing lest he betray ignorance by prolonging the contest any farther, gives in. Chess is an image of Life.

II.

You may occasionally meet with players whom you thrash day after day, and week after week, without ever inducing them to own their inferiority one jot. Out of twenty-one games you mayhap win a score, and lose one. What of that? The solitary “palpable hit” on their side, is an ample salve for the twenty home thrusts they have received. You now possibly think yourself justified in offering odds, but (if not playing for a stake, which somehow alters the case altogether) they are rejected with scorn. Odds! Perish the word. “*La Garde meurt, mais ne se rend pas.*” There is, to my thinking, something exceedingly fine, nay touching, in a formation of mind such as the foregoing. How seldom, in real life, do we see such unflinching courage and constancy in adverse circumstances. I once was in the habit of playing regularly with a fine fellow of this description, to whom I could have given a Knight with ease. For six months he struggled bravely on, refusing to accept the smallest advantage. At the expiration of that time, in a voice husky and broken by emotion, he requested me to give him the Pawn and two moves. I am not ashamed to own that, as I removed my King's Bishop's Pawn from the board, I dropped a tear of sympathy for my gallant enemy, upon the square it was wont to occupy.

III.

Suppose you visit a public Chess-room when some match of importance is in progress, it is essential to be very circumspect as to the mode of your *entrée*. You, of course, shake hands with the players, and inquire affectionately after their several healths. This will at once prove your respect, and demonstrate to strangers that you are on terms of intimacy with the *oi μητρασ* of the locality. Proceed then to ask—"Who began that game?" "What was the opening?" "Is this the first game?" "Who won the last game?" "Why he did not take the Rook?" and the like. If it be suggested that you might enlighten your mind upon these points by application to a looker-on, and should never, by any chance, address a remark to a player, treat such balderdash with derision. You want to know the truth, and who can tell you that so well as the combatants themselves?

IV.

Should it strike you that the constitution of your game is in a shaky state, and likely soon to break up, abruptly draw forth your horologe from its poke, and declare with an appearance of much vexation, that you have a pressing engagement at a certain hour, and that you must incontinently go, as your time is up. Your antagonist may probably hint that your game is up as well as your time, in which case indignantly assert (without particularizing on which side) that you distinctly see checkmate in four moves; and then, staying no longer question, make yourself scarce, with an air of injured virtue.

V.

I once heard the loser of several successive games, in a whirlwind of wrath, address his victor thus—"I don't know how it happens, sir, that you should always beat me; for I am certain that I am a much better player than you." To which the other laughingly replied—"You are quite welcome to be the better player so long as I get the games." The former sentiment struck me at the time as being magnanimous and lofty, as the latter was mean-spirited and low. In the first instance you at once recognise a great mind smarting under a sense of unmerited defeat, yet still undaunted by disaster, and in the irrepressible consciousness of native power, unheeding the tame conventionalities of ordinary civility while asserting its own high prerogative. How different from this the bearing of the winner! (I would I could remember the pitiful mortal's name, that I might here solemnly pillory it in lasting infamy.) Utterly, as it seemed, insensible to that glorious and triumphant swelling of the heart, which in an intellectual gladiatorial like Chess, ought to animate the breast of every successful player who is not dead to all noble and generous feeling;—this paltry individual, I say, thought only of "getting the games," in other words, of pouching the *spolia opima*, in the shape of so many scurvy shillings. "Pah! an ounce of civet, good apothecary, to sweeten my imagination."

VI.

If your opponent moves on the tortoise, or slow principle, it is lawful for you to endeavour to quicken his motions by feigning to drop asleep, and then to wake up again with a terrific snore. Or you may get up and attitudinize ancient statues before the fire, telling him with a yawn to call you when he has moved. Starest thou at this advice, Old England? Heaven help thy simplicity! What, dost thou think, ancient gentleman, that we, who are in "the vaward of our youth," are to be put within the circumscription and confine of thy old-fashioned and obsolete politeness? Coningsby forbid! Forbid it, ye protective powers of triple brass, that guard the budding genius of juvenile and perfidious Albion!

VII.

When you have purchased a book upon Chess, and happen to find sundry matters in it that perplex your understanding, write without scruple to the author, fully—frequently—demanding instant solution of your difficulties. For instance, you want to know, at page 108, what Black would do, if White, in the 11th variation of No. 4, instead of taking Bishop, captured Knight. Again, if, in the 32nd move of the "First place," Black should Castle, which of the seventeen practicable replies ought to be adopted. Always ask for an answer by return of post. The author may perhaps respond in polite but deprecating strain, that to satisfy your various questions would take him days of study—that he is overwhelmed by a multitude of similar demands to yours—and finally, that as he has a calling (distinct from Chess) which fully occupies his time, he is unwillingly forced to decline the honour of your future correspondence. You now begin to perceive that your having been seduced into laying out money upon the tome in question was a clear case of shameless swindling; as you did so upon the faith of receiving every explanation of its contents in the author's power to afford. I really hardly know what counsel to give you in this case, unless, indeed, you choose to write to the scribbler aforesaid, declaring that if you had had the remotest idea of being treated in such a cavalier manner, you would have seen him ferried over the Styx, before buying his trumpery volume.

VIII.

A SCENE IN RIES' DIVAN.

Dram. Pers.

MR WHITE. MR BLACK. BYSTANDER. SIMPSON.

[*Mr White and Mr Black are engaged in playing a game of Chess.*]

BLACK. Simpson, my worthy fellow, a cup of coffee, if you please.

SIMPSON. Coffee, sir? Yes, sir.

BLACK. I shall give another check.

WHITE (*pondering*). That's a little awkward.

BLACK. Yes, you present just now, my friend, an instance of a spectacle on which the gods themselves are said to look down with approbation—a good man struggling with difficulty.

WHITE. My position is certainly not a very promising one; but I don't perceive anything very bad as yet. I think I can see my way out of it.

BLACK. I should call it an everlasting fix; but that's a mere matter of opinion. What a pretty game Chess is! It's rather an interesting combination this—

Sings—“I dreamt that I dwelt in marble halls.”

BYSTANDER (*to BLACK*). Will you favour me with a pinch of your snuff, sir?

BLACK. With the greatest pleasure. You'll find it a capital mixture.

WHITE. Well, I go there with my Knight.

BLACK. He goes there with his Knight. Excellent! The gentleman is becoming desperate. Hum—hum—I think I can smell something like a mate now.

Sings—“That you loved me still the same;
You loved me, you loved me sti—”

Perpetrating a roulade not to be found in Balfe's score,
“—ill the same.”

I declare the gentleman is actually getting up a small counter-attack of his own, but I shall double my Rooks notwithstanding. We're not to be frightened by straws in that fashion.

WHITE. Certainly not. Check!

BLACK (*after a short pause*). By Jove, what's this? Why, I must lose my Queen, or be mated in two moves. Ass, dolt, beast, that I was, not to have seen it! To throw away such a game by sheer carelessness!

WHITE. Ay, I think you will be made “a caution for sinners” presently. But what of that. A good man struggling with difficulty, you know, is a spectacle on which the gods themselves look down with approbation.

BLACK. Pshaw! To lose a dead-won game in such a manner. Blockhead!

WHITE. It's rather an interesting combination this. I should call your's an everlasting fix now, but that's a mere matter of opinion.

BLACK. That Pawn pushed one square would have saved all. It's really too infamous.

SIMPSON (*to BLACK*). Do you take milk with your coffee, sir?

BLACK. Confound you, no! You know I never take milk.

BYSTANDER. May I trouble you for another pinch of your snuff, sir?

BLACK. Snuff, sir? I've no snuff, sir! I never snuff, sir! You ought never to interrupt a game by speaking, sir. The Pawn one square would have prevented everything. Whom the gods wish to destroy, they first render mad. I've a great mind to give up Chess!

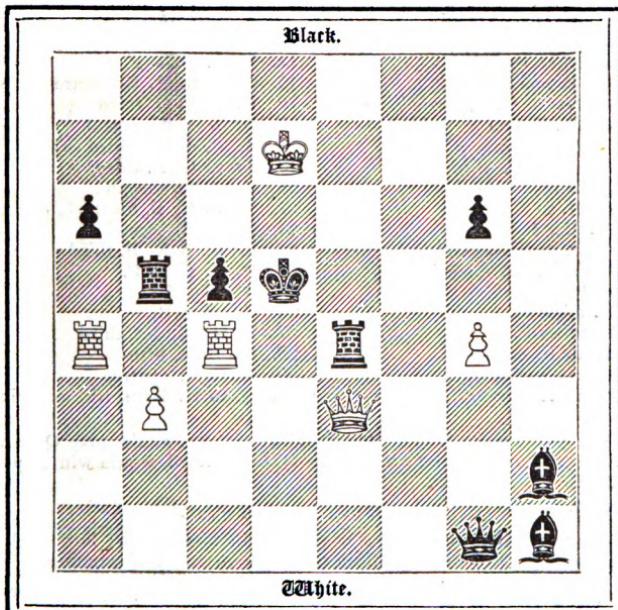
L'ENVOY.

This unworthy Fasciculus, as well as a former one, have I edited, Oh ! Chess-playing Young England ! for thine especial behalf and benefit. Crude and unshapen as the matter they contain doubtless is, nathless, if thou wilt deign to ruminate and digest it in thy high-reaching and aspiring mind, its after reduction to practice shall cause thee (I dare swear), in the fulness of time, to admit more perfectly than thou hast hitherto done, the truth of the adage, that AS THOU BREWEST SO MUST THOU DRINK. And so, with our old friend *Polonius*, I say heartily,

" Farewell, my blessing season this in thee."

PROBLEM, No. 239.

BY ANDERSEN OF BRESLAU.



White having to play, Mates in five moves.

THE TRAITÉ DES AMATEURS

CHAPTER IV.

Continued from page 81.

(On various irregular openings.)

FIRST GAME.

<i>White.</i>	<i>Black.</i>
1. K. P. two squares	1. Q. B. P. two squares
2. K. B. P. two squares	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. Q. P. two
4. K. P. one	4. Q. B. to K. Kt. fifth
5. K. R. P. one	5. B. takes Kt.
6. Q. takes B.	6. K. P. one
7. K. B. to Kt. fifth	7. K. Kt. to K. second
8. Castles	8. Q. to Q. Kt. third
9. B. takes Kt. (check) (a)	9. Kt. takes B.
10. Q. B. P. one	10. K. B. to K. second (b)
11. K. to R. square	11. Castles, K. R.
12. Q. Kt. to R. third	12. K. B. P. one
13. Q. to K. Kt. fourth	13. Kt. to Q. R. fourth
14. P. takes P. (or VAR.)	14. K. R. takes P.
15. Q. P. one	15. Q. R. to K. B. square
16. Q. Kt. to Q. B. second	16. K. B. to Q. third
17. Q. Kt. P. one	17. Q. to Q. B. second
18. K. Kt. P. one	18. K. R. to Kt. third (c)
19. Q. to K. B. third	19. Kt. to Q. B. third
20. B. to Q. second	20. Kt. to K. second
21. Q. R. to K. square	21. Kt. to K. B. fourth (d)
22. K. Kt. P. one	22. Kt. to K. second
23. Q. R. to K. second	23. K. R. to K. B. third
24. Q. to K. Kt. second	24. K. B. takes P.
25. B. takes B.	25. R. takes B.
26. R. takes R.	26. Q. takes R.
27. R. takes P.	27. Kt. to K. Kt. third
28. R. to K. square	28. Kt. to R. fifth
29. Q. takes P. (check)	29. K. to R. square
30. Q. to K. fourth	30. Q. to K. Kt. sixth, and wins.

(a) If you were to retreat B. to K. second, he would play Q. Kt. to Q. fifth, and upon your then moving Q. to Q. third, would win by pushing Q. B. P.

(b) To discover check would here be a lost move.

(c) It would have been better to play K. P. one square; but much instruction may still be derived from the following mode of winning.

(d) It was with the intention to place the Kt. here, that your adversary moved it from Q. R. fourth.

(e) Having gained his object, which was to compel you to push Kt. P., he now attacks your K. B. P.; the fate of which will decide the game.

Variation on Move XIV.

<i>White.</i>	<i>Black.</i>
14. K. R. to K. (<i>best</i>)	14. P. takes P. (<i>a</i>)
15. R. takes P.	15. K. R. to K. B. third
16. Q. P. one	16. K. R. to K. Kt. third
17. Q. to K. second	17. Q. R. to K. B.
18. K. B. P. one	18. K. R. to K. B. third
19. B. to K. Kt. fifth	19. K. R. to K. B. second
20. R. takes P.	20. K. B. to Q. third
21. K. Kt. P. two, and White ought to win.	

(*a*) Instead of this move, Black ought to play K. B. P. one square, which would preserve an equal game.

SECOND GAME.

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

(a) You withdraw your B. to induce him to push K. Kt. P.; in which case you would move B. to K. Kt. square. Besides, by moving your B. you bring the Rook into play.

(b) When you aim at making an opening on the adv. K do not take the Pawn that covers him until your pieces can join in the attack.

Variation on Move XVI.

White.

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

Black.

16. Q. R. to K. Kt.
17. K. Kt. P. one
18. Q. to Q. square (a)
19. Q. to K
20. K. Kt. P. one
21. Q. to K. Kt. third
22. Q. takes Q. P.
23. Q. to K. Kt. third
24. Q. R. to K. B.
25. K. B. to Q. (b)
26. K. B. to Q. B. second
27. Q. R. to K. B. fourth
28. K. R. to K. B.
29. Q. to K. Kt. second

In this situation the game will be drawn if you persist in playing your Rook alternately to K. R. square, and K. Kt. square. If you were to move R. to K. B. square, you would lose: *ex. gr.*

White.

30. R. to K. B.
31. B. takes Kt.
32. R. takes B.
33. Kt. takes R.
34. Q. takes R.

Black.

30. Kt. takes P.
31. B. takes B. (check)
32. R. takes R.
33. R. takes R.
34. Q. takes Kt. (check) and wins

(a) Black prefers strengthening the attack with his Queen to taking your Q. Kt. P., which would make an opening on his King.

(b) It is now his game to attack K. P. and yours to defend it.

THIRD GAME.

White.

1. K. P. two
2. Q. B. P. one
3. Q. P. two
4. P. takes P.
5. K. P. one
6. Q. Kt. to B. third
7. K. B. to Q. Kt. fifth
8. K. B. P. two
9. K. Kt. to B. third
10. Castles

Black.

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

This game is at present equal.

FOURTH GAME.

White.

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

Black.

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

(*a*) If you were to push K. P. two squares, Black would move Q. P. one square.

(*b*) He cannot Castle without losing a Pawn.

(*c*) He takes with Kt. in order that he may afterwards play it either to K. Kt. third, or K. third, as occasion may require.

(*d*) It is essential when you have no attack to oppose your pieces to those of your antagonist.

* It would be better play to take K. R. P. with B., and on White's retaking with K., Black checks with Q. at Q. Kt. square, &c.

FIFTH GAME.

White.

1. Q. B. P. two
2. Q. Kt. to B. third
3. K. P. one
4. K. Kt. to B. third
5. Q. P. two
6. P. takes P.

Black.

1. The same.
2. K. P. two
3. Q. Kt. to B. third
4. K. B. P. two
5. Q. B. P. takes P.
6. K. P. one

THE CHESS PLAYER'S CHRONICLE.

<i>White.</i>	<i>Black.</i>
7. Kt. to Kt. fifth	7. K. Kt. to B. third
8. K. B. to K. second	8. K. B. to Q. third
9. K. B. P. two	9. P. takes P. <i>en passant</i>
10. Kt. takes P.	10. Q. R. P. one
11. Q. B. to K. third	11. K. B. to Q. B. second
12. Castles	12. Castles
13. K. R. P. one	13. K. to R. square
14. Q. R. P. one	14. Q. P. two
15. Q. B. P. one	15. Q. B. to K. third

The game appears equal; if, at move nine, Black were not to take P., you would crowd his game by playing Q. P. one.

SIXTH GAME.

<i>White.</i>	<i>Black.</i>
1. K. P. two	1. The same
2. Q. B. P. two	2. K. B. to Q. B. fourth
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. K. B. to K. second	4. Q. Kt. to B. third
5. Q. P. one	5. Q. P. one
6. Q. B. to Kt. fifth	6. Castles
7. K. Kt. to B. third	7. K. R. P. one
8. B. takes Kt.	8. Q. takes B.
9. Kt. to Q. fifth	9. Q. to Q. square
10. Castles	10. Q. Kt. to Q. fifth
11. Q. Kt. P. two	11. Kt. takes Kt. (check)
12. B. takes Kt.	12. K. B. to Q. fifth (a)
13. Q. R. to Kt.	13. Q. B. B. one
14. Kt. to K. third	14. K. Kt. P. one
15. K. B. to Kt. fourth	15. K. B. P. two
16. P. takes P.	16. P. takes P.
17. K. B. to K. R. fifth	17. Q. to K. Kt. fourth
18. Q. to K. B. third	18. K. to R. second
19. K. to R. square	19. Q. R. P. one (b)
20. Q. to K. R. third	20. K. B. P. one
21. Kt. to K. Kt. fourth	21. K. R. to K. Kt.
22. K. B. P. one	22. Q. B. to K. third
23. K. Kt. P. one (c)	23. P. takes P.
24. Q. takes P.	24. Q. R. to K. B. square
25. Q. to K. R. third	25. Q. R. to K. B. fourth
26. K. R. to Kt. square	26. B. takes R.
27. R. takes B.	27. K. to R. square, winning.*

* The tyro will observe that if Black takes B. with Q., you win by checking with Kt., &c.

(a) He fixes a Bishop in your game, which you will not be able to remove.

(b) This move is necessary to open the way for his Bishop. (It is a very weak move notwithstanding.—ED.)

(c) Play as you will, you must lose; because you cannot prevent his moving Q. R. to K. B. fourth.

SEVENTH GAME.

White.

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

Black.

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. Q. Kt. to B. third
5. Q. R. P. two
6. Q. Kt. to Q. fifth
7. Q. B. P. one
8. Q. P. one
9. The same
10. The same
11. P. takes B.
12. Q. to Q. Kt. third
13. Castles, K. R. (*b*)
14. Q. to Q. B. second
15. Kt. takes K. P.
16. Q. B. takes Q. B. P.
17. P. to Q. sixth (check)
18. P. takes Kt. and wins

(*a*) If you were to move Q. Kt. P., one square, Black would take Q. R. P. with K. B.; then, if you took B. with R., he would check at your Q. Kt. fourth, and win R. On the other hand, if you take P. with Q. Kt. he plays K. B. to your Q. Kt. second, &c.

(*b*) Supposing him now to take Q. Kt. P. with Q., you play Q. R. to Q. Kt. square, winning Q. Kt. P., and afterwards the P. at your Q. fourth.

Variation on Move XV.

White.

15. K. to R. square
16. K. B. P. two
17. P. takes P. (*A.*)

Black.

15. Q. P. one
16. P. takes P.
17. Q. B. takes P., and wins

(A.)

White.

16. K. P. takes P.
17. Q. Kt. P. one
18. K. B. P. two
19. Q. Kt. P. takes P.
20. Q. to Q. second
21. K. B. to Q. square
22. K. Kt. to B. third
23. K. to K. R. second
24. K. Kt. P. one
25. Q. Kt. to K. Kt. square
26. P. takes Kt.
25. K. to R. square

Black.

16. P. takes P.
17. Q. R. to Q. square
18. P. takes Q. B. P.
19. Q. Kt. P. one
20. Q. B. to Q. B. square
21. Kt. to K. R. fourth
22. Q. B. to Q. Kt. second
23. K. R. to K. square
24. K. R. to K. sixth
25. Kt. takes K. B. P.
26. Q. takes P. (check)
27. R. takes Kt., winning.

EIGHTH GAME.

White.

1. K. B. P. two
2. K. Kt. to B. third
3. K. P. one

Black.

1. Q. P. two
2. Q. B. P. two
3. Q. Kt. to B. third

White.

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

Black.

4. Q. B. to Q. second
5. Q. to Q. Kt. third
6. Castles
7. K. B. P. one
8. K. Kt. to R. third
9. Kt. to K. B. second
10. K. Kt. P. two
11. P. takes P.
12. Q. B. to K. Kt. fifth
13. K. P. two (*b*)
14. K. R. P. two
15. B. takes Kt.
16. Q. to Q. B. second
17. Q. B. P. takes Q. P. (*c*)
18. K. B. to Q. third
19. Q. R. to K. B.
20. K. P. one
21. K. Kt. to Q. square
22. Q. to K. second
23. K. to Q. Kt. square
24. R. takes R.
25. K. P. one
26. K. Kt. P. one
27. P. takes P.
28. R. takes R. (check)
29. Q. to K. B. third (ch. and wins)

(*a*) If you did not take this Pawn, Black would take yours, and spoil your situation.

(*b*) He is right not to take your Q. P.; neither should he push Q. B. P., as you would attack it with Kt. P.

(*c*) As you were about to play Q. B. P. in order to break his Pawns, he takes P. with Q. B. P., still preserving two Pawns in the centre of the board.

(*d*) This move loses you the game; you ought to have played as in the following VARIATION.

*Variation on Move XXIV.**White.*

24. Q. B. P. one (*a*)
25. K. R. takes R.
26. Q. takes R.
27. R. takes Q.
28. Kt. to K. B. third
29. K. R. P. takes P.
30. Kt. to K. fifth
31. P. takes Kt.
32. P. takes P.
33. K. to K. B. square
34. K. P. one
35. Q. B. to K. B. sixth
36. K. to K. second
37. Q. B. takes Kt. (check)
38. K. B. to K. B. fifth

Black.

24. K. P. one
25. R. takes R.
26. Q. takes Q.
27. B. takes R.
28. K. Kt. P. one
29. K. R. P. takes P.
30. Kt. takes Kt.
31. P. takes P.
32. K. B. to Q. B. fourth
33. Kt. to Q. B. third
34. Kt. to K. second
35. K. to Q. B. second
36. K. to Q. third
37. K. takes B.
38. K. Kt. P. one.

<i>White.</i>	<i>Black.</i>
39. K. to K. B. third	39. K. to K. B. third
40. B. to K. Kt. fourth	40. K. to Kt. fourth
41. B. to K. R. third (b)	41. Q. R. P. two
42. K. P. one	42. B. takes P.
43. K. takes P., and the game is drawn	

(a) It would be bad play to take K. Kt. P.
 (b) White loses if he takes K. Kt. P.—*ex. gr.*

<i>White.</i>	<i>Black.</i>
41. K. takes K. Kt. P.	41. B. checks
42. K. to K. B. third	42. K. P. one
43. K. takes P.	43. K. takes B., and wins

NINTH GAME.

<i>White.</i>	<i>Black.</i>
1. Q. P. two	1. K. B. P. two
2. Q. B. P. two	2 K. Kt. to B. third
3. Q. Kt. to B. third	3. Q. P. one
4. Q. B. to K. B. fourth	4. Q. B. P. one
5. K. P. one	5. Q. to Q. B. second
6. K. Kt. to B. third	6. K. Kt. to R. fourth
7. Q. B. to K. Kt. fifth	7. K. R. P. one
8. Q. B. to K. R. fourth	8. K. Kt. P. two
9. K. Kt. to Q. second	9. K. Kt. to B. third
10. Q. B. to K. Kt. third	10. K. P. two

Equal game.

TENTH GAME.

<i>White.</i>	<i>Black.</i>
1. K. P. two	1. Q. P. one
2. K. B. P. two	2. The same
3. K. P. one	3. K. Kt. to R. third
4. Q. P. two	4. K. Kt. to K. B. second
5. K. Kt. to B. third	5. Q. B. P. one
6. Q. B. P. two	6. Q. Kt. P. one
7. Q. P. one, and White has decidedly the better position; whence it is clear that the second player ought not to adopt a similar <i>debut</i> .	

(*To be continued.*)

CHESS INTELLIGENCE.

ANNIVERSARY OF THE FORMATION OF THE DUMFRIES CHESS CLUB.

ON Tuesday, the 18th ult., at two o'clock P.M., the members of the Dumfries Chess Club held their annual meeting for the dispatch of business. The report of the treasurer being unanimously approved of, the secretary read to the meeting a letter addressed to him by Mr Aird, editor of the 'Dumfries Herald,' acknowledging the honour of being elected an honorary member of the club; also a letter from the Rev. Mr Grierson, of Kirkbean, stating his regret at not being able to attend the anniversary dinner. After this, four new members were proposed; and the meeting divided itself into parties to try one another's prowess till five o'clock, when dinner was announced.

Mr Michalowski the President of the Club, was unanimously called to the chair; and Mr Sloan, the Secretary and Treasurer, to be Croupier.

When the cloth was removed, and the loyal toasts were disposed of, the chairman rose and said:—"Gentlemen, I rise now to propose a toast, which I may call the toast of the evening, since it relates to the prosperity of the Dumfries Chess Club, the anniversary of the formation of which we are assembled to celebrate at the present moment. This toast is quite new here, and I venture to say it has never before been given in this good old town, but I hope it will henceforth be proposed every year, and continued long after this. The history of our Club is briefly told. It is no wonder that in time of peace and general tranquillity, when the human mind is left undisturbed in the pursuits of the noblest acquirements, and when nature can with success throw, in the soil of humanity, seeds of improvement of every kind; it is no wonder, I say, that the desire for intellectual enjoyment should have spread everywhere, and that those who are fond of such an enjoyment directed their attention to Chess, which, besides the amusement it affords as a game, opens a vast field for the development of the mental faculties. In this laudable pursuit, you see, gentlemen, Dumfries has not been behind the largest and most populous cities in the United Kingdom, both in quantity, and perhaps not far off in quality, too. As to quantity, we have had for the first year of our existence about thirty members from the town and the neighbourhood—a number far higher in proportion to the number of the population than any other town can boast of in the same proportion of its inhabitants. As to quality, I can say without hesitation that there are in the Club members who promise to be first-rate, and some who only require more practice to become finished players. This is nearly the whole history of our Club. It would be a great mistake, however, to estimate the usefulness of Chess by the mere pleasure it affords to a few individuals

here or there." Here Mr Michalowski dwelt upon the many advantages which one may derive from the study of Chess as a science. He thought that a knowledge of Chess should be diffused in all classes of society. "There are," he said, "vast numbers of persons whose neglected education deprives them of all mental exercise, and consequently of intellectual enjoyment; and much good could be done by promoting intellectual happiness among those who, from poverty or ignorance, there is neither sensual nor moral happiness. But of what avail would be all individual efforts? You know how much is done by associations in all branches of human industry. Through the instrumentality of our Club, Chess has been introduced in the Working Men's Reading Room; and this already begins to bear some fruits of good. If any good, then, could be done by diffusing Chess among humbler classes, I would call upon all gentlemen who are already Chess players, and those who intend to become so, to join us in this laudable project. I congratulate the Dumfries Chess Club, not only upon the healthy condition in which it is at present, and the prospects of its permanent prosperity, but also upon having already champions worthy of the cause to which they devote a part of their mental energies. Gentlemen, I beg to call upon you to drink "Prosperity and long success to the Dumfries Chess Club."

The toast was received with great enthusiasm, and drunk with all the honours.

After the toast "Chess players all over the world," given by the Croupier, the Chairman proposed the health of those gentlemen who, though not Chess players, favoured the company with their presence; which Mr Grierson, of the Dumfries Academy, acknowledged in a happy and humorous speech.

Mr Armstrong rose to propose the Chairman's health. He said he was afraid he took up a toast which some other gentleman might have had the intention to propose, but he (Mr A.) could no longer keep unsaid what he really thought of the Chairman's merits on this or upon any other occasion. He begged to call the attention of the company to the modesty with which he spoke of the prosperity of the Dumfries Chess Club, while every one knows that he brought the taste for Chess to Dumfries and placed it upon a footing of permanency; and whatever good may spring from it will be owing to himself. He (Mr A.) must abstain in the presence of the Chairman to say what he could say in respect to his other qualities, but he could not conceal his admiration that a foreigner made himself so useful, and communicated his usefulness to others with so much facility, as Mr Michalowski does. He must only add that the circumstance of his being a foreigner reminds him that Mr Michalowski is one of those unfortunate Poles who lost their country, and he begged to be allowed to couple Mr Michalowski's health with "The restoration of Poland."

The toast was enthusiastically cheered, and drunk with all the honours; for which Mr Michalowski, in returning thanks, added that the name of Poland could not be brought into public notice without identifying with it a nobleman of this country, who, with

as vast a field for honours, titles, and dignities as human vanity can aspire to, yet chose a humbler sphere, namely, that of benevolence ; and it must be a great comfort to his unfortunate countrymen to be aware that they have in this person a friend, a protector, a benefactor. He would request the company to drink " Long life and good health to Lord Dudley Stuart." Drunk with all the honours and prolonged cheers.

Mr Staunton's health was next drunk. The Chairman said that there being in the company several gentlemen who, from their not being Chess players, may not be acquainted with what was going on in the Chess world, he would briefly state that some ten years ago, or thereabouts, the crown of the Chess empire was disputed by two gallant champions, Labourdonnais and Macdonald, both worthy of their respective countries and of the fame they acquired in the contest. Unfortunately the law of nature deprived the British board of its champion, and the other remained autocrat of the whole empire of Chess ; but he, also, in the course of nature, followed his gallant adversary. Thus the vast domain of glory remained on the other side of the channel, and another French champion, M. St Amant, came forward and claimed the right to it. Great Britain, however, was not slow in sending out an expedition, under the command of Mr Staunton, who, through his skilful tactics, took possession of the sceptre ; and we may fairly consider the empire as being now on this side of the chaunel. The toast was received with great applause.

After some songs, and a few toasts more, among which " Mr Sloan, the Secretary and Treasurer of the Dumfries Chess Club," was given by Mr Hunter, of Tynron ; " The Ladies Chess players in town and neighbourhood," given in a neat speech by Thomas M'Gowan, Esq. ; " The Press, coupled with the editor of the 'Chess player's Chronicle,'" given by the Chairman—the tables were ordered to be prepared for playing Chess and Cards, for the entertainment of strangers ; and soon the merry and cheering party became so quiet that the room had the appearance of being deserted, and nothing was heard in long intervals but " *check*," or " *can you one ?*"

YORKSHIRE CHESS CLUB.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

Sir,—I beg to inform you that the next Annual Meeting of the Yorkshire Chess Club will be held at the Assembly Rooms, Leeds, on Wednesday, the 14th of May next, at ten o'clock, A.M. Dinner will be provided at the rooms at six o'clock.—Tickets, including a pint of wine and coffee, 10s. 6d. each.

The great success and interesting character of the four Annual Meetings of the club already held, and the increasing approval and practice of similar re-unions amongst Chess players, lead to a confi-

dent anticipation that the approaching meeting will be numerously attended, and will afford much instruction and amusement to the lovers of this splendid game.

If it be your intention to attend the meeting, be so good as inform me, either by letter, or through the secretary of any Chess Club, on or before the 1st of May. I am, Sir, very respectfully yours,

HAMILTON RICHARDSON, Hon. Sec.

Leeds, March 14th, 1845.

A game by correspondence between the Sunderland Chess Club and two gentlemen of Durham, commenced some months ago, has just terminated in favour of the Durham amateurs. The following are the moves, with a few remarks by our esteemed contributor, Mr Angas, one of the winners:—

White. (Durham.)

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

Black. (Sunderland.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. K. R. P. two
6. K. Kt. to R. third
7. Q. P. one
8. P. to K. B. sixth
9. Q. B. P. one
10. Q. P. one
11. P. takes P.
12. K. Kt. to B. fourth
13. B. to K. second
14. Kt. takes Kt.
15. Q. to her Kt.'s third
16. Q. Kt. to B. third
17. Q. B. to K. third
18. P. takes B.
19. Castles on Q.'s side
20. Q. takes Q. P. (check)
21. R. takes Q.
22. K. R. to Q. square
23. R. checks
24. R. takes B. (check)
25. R. takes Q. B. P.
26. K. Kt. to Q. fourth (check)
27. K. Kt. to Q. Kt. fifth (check)
28. R. to K. seventh (check) (*d*)
29. K. Kt. to Q. sixth (check)
30. Kt. to K. B. seventh
31. P. takes R.
32. R. takes Kt.
33. R. to K. seventh
34. P. to K. B. seventh

- (a) Decidedly a bad move, not foreseeing that Black could safely double the Rooks, leaving their Knight *en prize*.
- (b) If Durham had now taken the offered Knight, Black would have won the game.
- (c) From a careful examination I am quite convinced that any other move loses the game.
- (d) Perhaps it would have been wiser for Sunderland to content themselves with the "perpetual check," but the position of another game played simultaneously with this, being desperate, determined them to proceed.
- (e) Sunderland here ceased playing; in any case, I believe the two passed Pawns must win, as the isolated Black Pawn at K. B.'s seventh is quite useless.

A HISTORY OF THE MATCH

Between the Editor of 'Le Palamède' and the Editor of the 'Chess Player's Chronicle.' Paris, 1845.

Under this title a pamphlet has lately issued from the Paris press, which is calculated to throw considerable light upon the controversy still rife between the French and English players. It is from the pen of Mr Bryan, an American gentleman, whose kindness and hospitality to Mr Staunton during his long illness in France deserve to be recorded whenever an occasion presents itself, and will not easily be forgotten by the Chess amateurs of this country. Mr Bryan addresses his pamphlet as a letter to M. St Amant; and his main object being to supply a few of the omissions, and correct some of the misrepresentations of that gentleman's 'Palamède,' and render them intelligible to the Chess community on the continent, he has written it in French. We can readily understand the repugnance with which Mr Bryan has ventured on the stormy region of contention, but his love of truth is stronger than his love of ease; and, moved by honest indignation at the artifices employed on the other side to distort or conceal facts, he has broken through the habitually placid tenour of his way, and, pen in hand, comes fearlessly to the rescue. He has our cordial thanks. Not only for the motives which impelled him to the task, but for the temper and moderation which he has displayed in its achievement. We require no clearer corroboration of the truth, the soundness of the views we have taken of the whole subject, than is to be gained from the pages of Mr Bryan's impartial 'History.'

The arrangements for this Number unfortunately forbid our doing more than barely mention the letter now; but a translation of it is in hand, and we intend to give a moiety of it in the May Number, together with the conclusion of our observations on M. St Amant's article in 'Le Palamède.' In the meanwhile, the original pamphlet, in French, may be had of our publisher.

SOLUTION

OF MR G. W.'S ENDING OF A GAME.

White.	Black.
1. R. to Q. B. eighth (check)	1. B. to Kt. square
2. Q. to her R. third (check)	2. B. to R. third
3. Q. takes B. (check)	3. Q. to R. second
4. P. one (mate)	

THE CHESS PLAYER'S CHRONICLE.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS IN OUR LAST.

No. 236.

White.

1. Kt. to K. fifth (double check)
2. Q. to K. B. third (check)
3. Kt. to Q. B. fourth (check)
4. R. checks
5. P. one, checkmate

White.

- (a) 3. Kt. to K. Kt. fourth (check)
4. R. to Q. fifth (check)
5. Kt. to K. fifth (checkmate)

Black.

1. K. to his Kt. square
2. Kt. takes Q. (a) ~~wins~~,
3. K. to Q. fifth
4. K. takes Kt.

Black.

2. R. takes Q.
3. K. to Q. fifth
4. K. to Q. B. fifth

No. 237.

White.

1. Kt. to Q. square (check)
2. B. to K. fourth (check)
3. Kt. to Q. Kt. third (check)
4. R. to Q. R. seventh
5. R. to Q. R. square (check)

And Mates next move.

Black.

1. P. takes Kt. and becomes a Q.
2. K. to Q. seventh
3. K. to Q. eighth
4. Q. to Q. seventh (best)

*12 have
a knight &
a rook; but
Bada's Knight
has 3 or all
3 knight on the board*

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS IN OUR LAST.

No. 193.

White.

1. Kt. to K. R. seventh (check)
2. Kt. from K. fourth (check)
3. Kt. from R. seventh to B. eighth
4. Kt. takes Kt. (mate)

White.

- (a) 4. Q. to R. seventh (mate)

Black.

1. K. to his Kt. square
2. K. to R. square
3. Kt. takes Q. (a)

Black.

3. Q. or B. takes Kt.

No. 194.

White.

1. Q. to K. B. fifth (check)
2. Q. takes Q. P. (check)
3. P. one (check)
4. B. to Q. third (check)
5. Q. to K. B. fifth (mate)

Black.

1. K. to Kt. square (best)
2. K. to R. second
3. K. takes P.
4. K. to B. third

No. 195.

White.

1. Kt. to K. R. fifth (check)
2. Q. to K. Kt. eighth (check)
3. Kt. to B. seventh (mate)

Black.

2. K. to R. square
3. R. takes Q.

16:

3 Kt. to Q. 3 (check)
4 R. to Q. 4 (check)
5 Kt. from K. 3 (mate.)

2 Kt. to Q. 5

3 Kt. to Q. 7
4 Kt. to Q. 5

THE INDIAN PROBLEM.

The names of the following amateurs who succeeded in solving this beautiful puzzle were omitted for want of room in the Number for March :

W. G. Atkinson, Esq., Royal Academy of Music	M. Chalons, Esq., London
Thomas Cranston, Esq., Preston	R. D. Hamilton, Esq., London
R. T. F. Duff, Esq., Lisbon	F. W. Herbert, Esq., London
Eugene Sullivan, Esq., British Consulate, Lisbon	S. Ellis, Esq., London
Arthur R. Oliver, Esq., Bath	C. Hunter, Esq., Downham, Norfolk
E. Rogle, Esq., Manchester	G. Polhurst, Esq., Maidstone Chess Club
W. F. Reed, Esq., London	Master W. Bennett, Brookham Lodge, Dorking
R. Gibson, Esq., London	G. B. Spencer, Esq.
H. V. Renton, Esq., London	Silas Angas, Esq., Durham
M. Earle, Esq., London	J. F. White, Esq., Dublin
G. J. Parris, Esq., London	G. T. Cox, Esq., Edinburgh
R. Hutchinson, Esq., London	H. W. Reynolds, Esq., Ramsgate
C Gordon, jun., Esq., Goswell st., London	F. G. T. Smythe, Esq., Cambridge
W. Dixon, Esq., London	E. A. Gorman, Esq., Baker street, Portman square
A. D. Pond, Esq., London	W Ewer, Esq., Hanover square
W. R. Graham, Esq., London	

ERRATA IN NUMBER III.

A change in our printing arrangements last month was followed by a few typographical errors in the March Number, which the reader is requested to correct with his pen as follows :—

The King in the middle of the Diagram on our wrapper should be a *Black King* instead of a *White one*.

✓ At page 80, Note (a), for "winning the Q. if she takes the B." read, "if she takes the Rook."

✓ At page 81, the words "and will 'Queen' his Pawn," refer to White's fiftieth move, and should be inserted under it.

✓ At page 83 (Problem No. 7), in the position of Black's pieces, For Q. at K. Kt second, read Q. at *adverse* K. Kt second

Kt at K. Kt third Kt at *adverse* K. Kt third

Problem No. 8, in the description of White's Pawns, instead of "Pawn at K. R.'s third," read, "P. at K. R.'s fourth."

✓ At page 96, for "George Walker, Esq., Dublin Chess Club," read "George Waller, Esq., Dublin Chess Club."

✓ At page 77, Game 6th, last variation, move 20, the words "check and wins," refer to White's move instead of to Black, to whom they are given in the text.

✓ Page 77, Game 7th, at White's eighth move, insert the word "Pawn" after "Q. Kt."

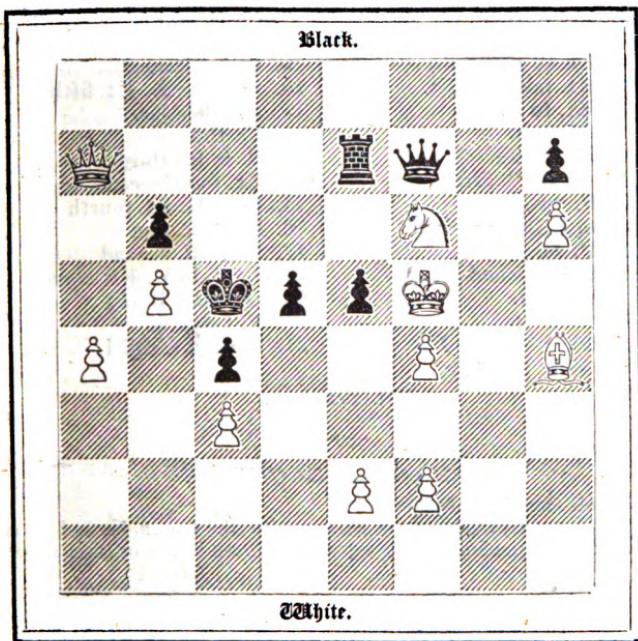
Page 89, at Black's twenty second move, instead of "R. to Q. Kt. sixth (check)," lego "R. to K. Kt. s xth (check)."

Page 89, at Black's twenty-third move, instead of "Kt. to K.'s fifth," lego, "Kt. to K. fourth."

May 1825

PROBLEM, No. 240.

This beautiful specimen of Chess manœuvring is the invention of
M. KIESERITZKI.



White playing first, gives Mate in six moves.

GAME DCCXXXII.

Mr BUCKLE, one of our finest metropolitan players, gives his Queen's Rook to an Amateur.

(Remove Black's Q. R. from the Board.)

<i>Black.</i> (Mr BUCKLE.)	<i>White.</i> (Mr ——.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. B. to K. second
4. K. B. to Q. B. fourth	4. B. checks
5. K. Kt. P. one	5. P. takes P.
6. Castles	6. P. takes P. (check)
7. K. to R. square	7. Q. P. two
8. K. B. takes Q. P.	8. K. Kt. to B. third
9. Q. Kt. to B. third	9. K. Kt. takes B.
10. Q. Kt. takes K. Kt.	10. Q. B. to K. Kt. fifth
11. Q. Kt. to K. third	11. B. takes Kt.
12. Q. takes B.	12. Castles
13. Q. B. P. one	13. B. to his third
14. Kt. to K. B. fifth	14. Kt. to Q. second
15. Q. P. two	15. B. to K. Kt. fourth
16. Q. to K. Kt. third (a)	16. K. R. P. one
17. K. P. one	17. K. to R. second
18. R. to B. second	18. K. R. to K. Kt. square
19. B. takes B.	19. Q. takes B. (b)
20. Q. takes Q.	20. P. takes Q.
21. R. takes P. (check)	21. K. to Kt. third
22. Kt. to K. seventh	

Checkmate.

Notes to Game DCCXXXII.

(a) This move is well played.

(b) If, instead of taking the Bishop with the Queen, he had taken it with the Pawn, the Mate would equally be forced in two or three moves.

[The two following games, hitherto, we believe, unpublished, were played by Mr M'DONNELL, in 1830, against an amateur who has since risen to be one of the strongest players of the day. Mr M'Donnell at that time gave him the odds of a Knight.]

GAME DCCXXXIII.

(Remove White's K.'s Kt. from the Board.)

<i>White.</i> (Mr M'D.)	<i>Black.</i> (Z. A.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. Kt. P. two	3. K. B. takes Q. Kt. P.
4. Q. B. P. one	4. K. B. to Q. B. fourth

White. (Mr M'D.)

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

Black. (Z. A.)

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

And Black surrenders.

This game is cleverly played all through by Mr M'Donnell.

GAME DCCXXXIV.

Between the same Players.

(Remove White's Q.'s Kt. from the Board.)

White. (Mr M'D.)

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

Black. (Z. A.)

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

White. (Mr M'D.)

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

Black. (Z. A.)

21. Kt. takes Q. P.
22. K. to Kt. square
23. Q. R. to Q. B. square
24. R. takes B. (a)
25. Kt. to Q. B. seventh
26. Kt. takes R.
27. K. to R. square (b)
28. Q. Kt. P. one
29. K. to Kt. second
30. Q. takes P.
31. B. takes P.
32. R. to B. fifth
33. Q. to Q. B. sixth
34. Q. to B. seventh
35. Kt. takes P.
36. P. takes B.
37. K. to B. square
38. Kt. to Q. second
39. K. to Q. square

Black wins.

Notes to Game DCCXXXIV.

(a) Well played.

(b) This is being cautious overmuch.

GAME DCCXXXV.

Mr STAUNTON gives the Pawn and two moves to Captain KENNEDY.

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

White. (Capt. K.)

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

Black. (Mr S.)

2. K. P. one
3. Q. B. P. two
4. Q. to her R. fourth (check)
5. Q. takes P.
6. Q. to her R. fourth
7. Q. Kt. to B. third
8. K. Kt. to B. third
9. K. B. to K. second
10. Castles
11. Q. to her square
12. Q. P. one
13. Q. Kt. to his square
14. K. Kt. to K. square
15. K. Kt. P. one

- White. (Capt. K.)*
16. B. takes K. Kt. P.
 17. Q. takes P. (check)
 18. Kt. to K. R. fifth
 19. P. takes P.
 20. Q. Kt. to K. fourth (b)
 21. Q. Kt. to K. Kt. fifth
 22. P. takes B.
 23. Q. to K. fourth (c)
 24. Q. takes Kt.
 25. B. to Q. fourth (d)
 26. R. to K. B. sixth
 27. P. takes R.
 28. R. to K. B. square
 29. B. to Q. B. fifth
 30. K. Kt. P. two
 31. K. B. P. one (check)
 32. K. to R. square
 33. R. takes Kt. (e)
 34. Q. to K. seventh (check)
 35. Q. takes Q. Kt. P.
 36. Q. to her fifth (check)
 37. Q. takes P. (check)
 38. Q. to her fifth
 39. Q. to her Kt. seventh (ch.)

- Black. (Mr S.)*
16. P. takes B.
 17. Kt. to K. Kt. second
 18. R. to K. B. second
 19. B. to K. B. third (a)
 20. Q. Kt. to Q. second
 21. B. takes Kt.
 22. Kt. to K. fourth
 23. Kt. takes Kt.
 24. Q. to her second
 25. Kt. to Kt. second
 26. R. takes R.
 27. Kt. to B. fourth
 28. Q. to K. B. second
 29. B. to Q. second
 30. Q. to K. Kt. third
 31. K. takes P.
 32. B. takes Q. Kt. P.
 33. P. takes R.
 34. K. to his Kt. square
 35. Q. to K. square
 36. K. to R. second
 37. Q. to K. Kt. third
 38. R. to Q. square
 39. B. to Q. second

Black wins.

Note to Game DCCXXXV.

- (a) Taking the P. would have been immediately fatal.
 (b) The attack is conducted with great spirit. If Black at this point had taken the Rook he must have lost the game in a few moves.
 (c) This move was made without due consideration; for, had he simply taken R. with R., leaving his Q. en prize, he would have won the game. Suppose

- White.*
23. R. takes R.
 24. R. takes Kt. (check)
 25. R. takes Kt.
 26. R. to K. R. sixth (check)
 27. Kt. to B. sixth (check)
 28. R. to R. seventh (check)
 29. K. R. P. two
 30. Q. R. to K. B., winning easily.

- Black.*
23. Kt. takes Q. (best)
 24. K. to R. square (best)
 25. K. P. one (best)
 26. K. to Kt. square
 27. K. to Kt. second
 28. K. to Kt. third
 29. B. to K. Kt. fifth

- (d) He would have gained nothing by playing the P. to K. Kt. sixth.
 (e) If he had taken with the Pawn Black would have mated him instantly.

GAME DCCXXXVI.

Mr STAUNTON gives the Pawn and two moves to one of the leading
Metropolitan Amateurs.

(Remove White's K. B. P. from the Board.)

<i>Black. (Mr —.)</i>	<i>White. (Mr S.)</i>
1. K. P. two	2. K. P. one
2. Q. P. two	3. Q. B. P. two
3. K. B. to Q. third	4. Q. to her R. fourth (check)
4. P. takes P.	5. Q. takes P.
5. Q. Kt. to B. third	6. Q. to her R. fourth
6. Q. B. to K. third	7. Q. R. P. one
7. Q. R. P. one	8. Q. Kt. to B. third
8. K. Kt. to K. second	9. K. Kt. to B. third
9. Castles	10. K. Kt. to his fifth
10. K. B. P. two	11. Kt. takes B.
11. B. to K. B. second (a)	12. B. to Q. B. fourth (check)
12. K. takes Kt. (b)	13. Q. to her square
13. K. to Kt. third	14. Q. Kt. P. two
14. K. R. P. one	15. K. B. to Q. R. second
15. Q. Kt. P. two	16. Castles
16. K. P. one	17. Kt. to K. second
17. Q. Kt. to K. fourth	18. Kt. to Q. fourth
18. Q. Kt. to Q. sixth	19. B. to K. sixth
19. R. to K. B. third	20. B. takes K. B. P. (check)
20. B. to K. fourth	21. Q. to K. Kt. fourth (check)
21. Kt. takes B.	22. Kt. takes Kt. (c)
22. K. to R. second	23. Q. takes K. P.
23. R. to K. Kt. third	24. Kt. to K. R. fourth
24. B. takes Q. R.	25. Kt. takes R.
25. Q. to her third (d)	26. Q. takes Q. R.
26. Q. takes Kt.	27. R. to K. B. eighth (e)
27. B. to K. fourth	28. R. to K. B. square
28. Q. to K. Kt. fifth	29. Q. to K. B. third (g)
29. Q. to her B. fifth (f)	30. Q. to her square
30. B. to K. B. third	31. K. Kt. P. one
31. B. to K. fourth	32. Q. to K. R. fifth
32. Q. to her B. third	33. Q. to her square
33. K. Kt. P. one	34. Q. R. P. one
34. K. R. P. one	35. Q. to her Kt. third
35. Q. to her third	36. P. takes P.
36. K. to R. third	37. Q. to K. Kt. eighth
37. P. takes P.	38. Q. to her R. eighth
38. K. to Kt. fourth	39. Q. to her B. eighth (h)
39. Q. B. P. one	40. K. R. P. two (check)
40. Q. to her fourth	41. Q. to K. B. eighth (check)
41. K. to R. third	42. Q. to K. seventh
42. B. to K. Kt. second	43. B. to Q. R. third
43. Q. to her B. fifth	44. B. to Q. B. square
44. Q. to R. seventh	45. Q. to K. fourth
45. Q. to her B. seventh	

The game was prolonged for some time, but terminated eventually in favour of White. With the best play on both sides it would perhaps have been drawn.

Notes to Game DCCXXXVI.

- (a) His best move.
- (b) By taking thus he avoids the loss of his Rook for the adverse Bishop.
- (c) We believe this to be sounder play than taking the King's Pawn with the Queen.
- (d) This move Black considered to have cost him the game, and the contest was subsequently renewed from the position prior to his playing Q. to her third. See variations (A) and (B).
- (e) White played thus to win the Kt. at the fourth after move, but at the moment of placing the Rook down he observed it was a lost move as he could not take the Kt. without giving his opponent an opportunity of drawing the game; *ex. gr.*—

Black.

- 28. Q. to K. Kt. fifth
 - 29. K. to Kt. third
 - 30. K. to Kt. fourth
 - 31. K. to R. fourth
 - 32. B. takes K. R. P. (check)
- gives perpetual check, and if he play K. to R., Black, by moving his Q. to K. R. fifth, will be sure of a drawn game.

White.

- 27. R. to B. eighth
- 28. R. to R. eighth (check)
- 29. Q. to K. eighth (check)
- 30. Q. to her eighth (check)
- 31. Q. takes Kt.
- 32. (If White take the B., Black

- (f) To win the adverse Bishop.
- (g) White having no means of saving his own piece, plays thus to gain one in return for it if it be taken.
- (h) To prevent his opponent drawing the game by taking the K. Kt. P.

(A.)

Variation on Black's 25th Move.

Black.

- 25. Kt. takes B.
- 26. Q. to her sixth (or B.)
- 27. K. to Kt. or R. square
- 28. Kt. to K. seventh (check)
- 29. Q. takes K. P.
- 30. K. to R. second (best)
- 31. K. to R. square (best)
- 32. K. to R. second

White.

- 25. Kt. takes R. (a)
- 26. Kt. to K. B. eighth (double ch.)
- 27. Q. takes R.
- 28. K. to B. second
- 29. Kt. to Q. seventh (discov. ch.)
- 30. Q. to K. fourth (check)
- 31. Q. to K. eighth (check)
- 32. R. takes B. and wins

- (a) Preferable to taking with the Queen, and to taking of the Kt. with the Rook. White now threatens Mate in two moves.

(B.)

Black.

- 26. Kt. to K. seventh (check)
- 27. K. to Kt. square
- 28. R. to Kt. square
- 29. K. to R. square
- 30. Q. to K. square
- 31. R. to Q. Kt. third
- 32. Q. to K. fourth

White.

- 26. K. to R. square
- 27. R. takes B. (better than R. to B. 8)
- 28. Kt. to K. seventh (check)
- 29. Kt. to Q. B. sixth
- 30. Q. to K. B. third
- 31. Kt. to Q. R. fifth (best)
- 32. R. to K. B. square (best). R. to K. square would be inferior because of Kt. to Q. fifth.)

GAME DCCXXXVII.

Between the same Players, at the same odds.

(Remove White's K. B. P. from the Board.)

<i>Black. (Mr ——.)</i>	<i>White. (Mr S.)</i>
1. K. P. two	2. K. P. one
2. Q. P. two	3. Q. B. P. two
3. K. B. to Q. third	4. Q. to her R. fourth (check)
4. P. takes P.	5. Q. takes P.
5. Q. Kt. to B. third	6. Q. to her R. fourth
6. Q. B. to K. third	7. Q. Kt. to B. third
7. K. Kt. to K. second	8. Q. R. P. one
8. Q. R. P. one	9. K. Kt. to B. third
9. Castles	10. K. B. to K. second
10. K. R. P. one	11. Q. to her B. second
11. Q. Kt. P. two	12. Q. P. one
12. K. B. P. two	13. P. takes P.
13. Q. Kt. P. one (<i>a</i>)	14. Q. to her Kt. square
14. Kt. takes P.	15. B. to Q. square
15. B. to Q. Kt. sixth (<i>b</i>)	16. Q. Kt. takes B.
16. B. takes B.	17. Castles
17. K. Kt. to Q. B. third	18. Q. Kt. to K. B. second
18. B. to Q. B. fourth	19. K. R. to K. square
19. K. B. P. one	20. B. to Q. second
20. Q. to her fourth	21. Q. R. to his third
21. Q. R. to Q. square	22. B. takes P.
22. P. takes P.	23. B. takes Kt.
23. K. Kt. to Q. fifth	24. Kt. takes B.
24. B. takes B.	25. K. R. to K. second
25. Q. takes Kt.	26. Q. to K. square
26. K. R. to B. third	27. Q. R. to B. third
27. Q. R. to K. B. square	28. R. takes R.
28. R. takes Kt.	29. Q. R. takes Kt.
29. Kt. takes Q. P.	30. R. takes R. (check)
30. Q. takes Q. R.	31. Q. takes K. P.
31. K. takes R.	32. K. to B. second
32. Q. to her eighth (check)	33. K. to B. third
33. Q. to her seventh (check)	34. Q. to K. second
34. Q. to her third	35. K. Kt. P. one
35. K. Kt. P. two (<i>c</i>)	36. Q. to her B. fourth (check)
36. K. to B. second	37. Q. Kt. P. two
37. K. to his Kt. second	38. K. to his fourth
38. K. R. P. one	39. K. to his third
39. Q. to K. Kt. third (check)	40. K. to his fourth (<i>d</i>)
40. Q. to her Kt. third (check)	41. K. to Q. fifth
41. Q. to K. Kt. third (check)	42. K. to his fourth
42. Q. to her third (check) (<i>e</i>)	43. Q. to her B. third (check)
43. K. to B. third	44. Q. to K. B. third (check)
44. K. to B. second	45. Q. to her B. third (<i>f</i>)
45. K. to his second	

<i>Black.</i> (Mr ——.)	<i>White.</i> (Mr S.)
46. Q. to K. third (check)	46. Q. to K. fifth
47. Q. takes Q. (check)	47. K. taken.
48. Q. B. P. two (g)	48. P. takes P.
49. Q. R. P. one	49. K. to Q. fifth
50. Q. R. P. one	50. K. to Q. B. fourth
51. Q. R. P. one	51. K. to Kt. third

Black surrendered.

Notes to Game DCCXXXVII.

- (a) A good move. From this moment Black continues the attack with undiminished spirit nearly to the end of the game.
- (b) Threatening to win the Queen next move.
- (c) Promising a mate with his Queen at K. B.'s fifth.
- (d) If White had here interposed his Queen, Black, instead of taking her would have played his King over towards the Pawns on the Queen's side.
- (e) Checking at K.'s B.'s second, and then exchanging Queens, would have turned the scale in White's favour.
- (f) He would have lost the game by taking the K. R.'s P.
- (g) The advance of this Pawn was premature. K. to Q.'s second would have been better.

GAME DCCXXXVIII.

THE PION COIFFÉ.

The following specimen of this remarkable game was played some time ago, between the Hon. Mr T —— and Mr Staunton. It is, as far as we know, the only one at these peculiar odds which has ever been printed.

In this game Mr Staunton, White, places a ring or a cap (from whence the term *Pion Coiffé*) on his K. Kt. Pawn, and undertakes to Checkmate his adversary with that Pawn. The reader, unacquainted with games of this description, may form some idea of the difficulty of mating with a particular Pawn, when told that the Pawn in question is never allowed to be made a Queen or other piece, but must effect the Mate *as a Pawn only*—that if the adversary (Black) by skill or the sacrifice of his pieces, can win the said Pawn, the game is his. In like manner, if he can compel White to give Checkmate with any other piece or Pawn, or can himself, while White is intent upon the preservation of the all-important Pawn, Checkmate him—he of course wins the game.

Before playing the game over, a thimble or some distinguishing mark should be put on the *K. Kt.'s Pawn of White*.

<i>White.</i> (Mr S.)	<i>Black.</i> (Mr T.)
1. Q. Kt. to B. third	1. K. P. two
2. Q. Kt. to K. fourth	2. Q. P. two
3. Q. Kt. to K. Kt. third (a)	3. K. B. P. two
4. K. P. one	4. K. B. to Q. third (b)
5. Q. B. P. two	5. K. R. P. two
6. Kt. takes K. R. P. (c)	6. Q. to K. Kt. fourth

White. (Mr S.)

7. Q. Kt. to K. Kt. third
8. P. takes P.
9. Q. P. two
10. K. B. to Q. third
11. Q. to K. R. fifth (check)
12. Kt. takes Q.
13. B. to K. Kt. sixth (check)
14. B. takes R.
15. K. B. to his third
16. Q. B. P. one
17. P. takes B. (check)
18. K. B. takes K. Kt. P. (g)
19. Q. B. takes P.
20. B. to K. Kt. third
21. K. R. P. one (k)
22. K. Kt. to K. second
23. Q. R. to Q. B. square
24. Q. R. to B. third
25. R. to K. third
26. K. to Q. second
27. K. R. to Q. R. square
28. R. takes Q. R. P.
29. R. takes P. (check)
30. R. to K. R. seventh
31. R. takes B. (check)
32. R. takes Kt.
33. Kt. to K. B. fourth (check)
34. Kt. takes R.
35. K. to his third
36. K. takes K. P.
37. B. to K. R. fourth (check)
38. Capped P. two
39. K. B. P. two
40. K. B. P. one
41. K. to B. fourth
42. B. to K. B. second
43. B. to K. third
44. K. to his fourth
45. B. takes P.
46. B. to K. third
47. Kt. to K. B. sixth
48. K. R. P. one
49. K. R. P. one
50. B. to K. B. fourth
51. K. R. P. one
52. K. R. P. one
53. K. to his third
54. Kt. to K. fourth
55. R. P. one, becoming a Queen
56. Q. to Q. B. third (check)
57. Q. to Kt. third (check)

Black. (Mr T.)

7. K. B. P. one.
8. P. takes P.
9. Q. to K. Kt. third (e)
10. Q. to K. R. third (f)
11. Q. takes Q.
12. R. takes Kt.
13. K. to his second
14. K. Kt. to B. third
15. K. Kt. P. two
16. K. Kt. P. one
17. Q. B. P. takes P.
18. B. takes B.
19. Kt. to K. R. fourth (h)
20. Q. Kt. to B. third.
21. B. to K. third
22. R. to K. Kt. square
23. B. to K. B. fourth.
24. B. to K. fifth
25. Kt. to Q. Kt. fifth.
26. Kt. takes Q. R. P.
27. Kt. to Q. Kt. fifth
28. Kt. to Q. B. third
29. K. to his third
30. R. to Kt. fourth
31. P. takes R.
32. R. takes R.
33. K. to his second
34. Kt. takes Q. P.
35. Kt. to Q. B. seventh (check)
36. Kt. to K. eighth (l)
37. K. to Q. second
38. K. to Q. B. third
39. Kt. to Q. B. seventh.
40. Q. P. one (check)
41. Q. P. one
42. Q. P. one
43. Kt. to Q. fifth (m)
44. P. one.
45. Kt. to Q. Kt. sixth
46. K. to Q. third
47. K. to Q. B. third
48. Kt. to Q. R. fourth
49. Kt. to Q. B. fifth
50. Kt. takes P.
51. Kt. to Q. R. fifth
52. Kt. to B. fourth (check)
53. K. to Q. Kt. fourth
54. Kt. to Q. R. third
55. K. to R. fourth
56. K. to Kt. fourth
57. K. to R. fourth

White. (Mr S.)

58. Kt. to Q. B. third
 59. B. to Q. B. seventh (check)
 60. Q. to Kt. fifth (check)
 61. Q. takes Kt. (check)
 62. Q. to R. fifth (check)
 63. K. to his fourth
 64. Q. to R. seventh
 65. Q. to Kt. seventh
 66. Q. to her B. eighth
 67. B. to Q. eighth (check)
 68. Q. to K. sixth
 69. Q. to K. seventh (check)
 70. Kt. to Q. fifth
 71. Capped P. one
 72. Capped P. one
 73. K. to his fifth
 74. Kt. to B. sixth (check)
 75. Capped P. one

Black. (Mr T.)

58. Kt. to Q. B. fourth
 59. K. to R. third
 60. K. to R. second
 61. K. to R. third (n)
 62. K. to Kt. second
 63. K. to B. square
 64. K. to Q. second
 65. K. to K. second
 66. K. to B. third
 67. K. to Kt. second
 68. K. to B. square
 69. K. to Kt. square
 70. K. to R. square
 71. K. to Kt. square
 72. K. to R. square
 73. K. to Kt. square
 74. K. to R. square

Giving Checkmate. (o)

Note to the Pion Coiffé Game.

(a) To cover the marked Pawn and render it less assailable by the enemy's pieces.

(b) He feared to attack the Kt. with his B.'s Pawn, on account of the check with White's Q. at K. R.'s fifth.

(c) This Pawn was thrown forward as a lure—Black thinking that if his adversary took it, by playing the Q. to K. Kt. fourth, he should presently win the Kt.

(d) If White, instead of this move, had played his K. Kt. to B.'s third, Black would have left the Queen *en prize*, and won the game off-hand by moving his Q. B. to K. R.'s sixth.

(e) He would clearly have lost his Queen by taking the Kt.

(f) If Black had checked with his Queen on either of his last two moves, White would have interposed the Queen, in hopes to effect an exchange, and to do so would willingly have left his Kt. to be taken. Black now threatens to win the Pawn immediately by moving his Queen to K. R.'s sixth, next move.

(g) He would have lost the game if he had not taken this Pawn.

(h) A weak move.

(k) "K. B.'s P. one," for the purpose of bringing the King to B.'s second, appears a stronger move, but in reality it would lose the game, *ex. gr.*

White.

21. K. B. P. one
 22. Kt. to K. second
 23. K. to B. second
 24. P. takes B.

and play as White can, his adversary by moving the Rook to K. R.'s square must win the Capped Pawn.

(l) Attacking the "game Pawn."

(m) Well played. If the B. takes the Kt. the Pawn goes on.

(n) He purposely lays himself open to Mate.

(o) This is not a very favourable specimen of these singular odds. The same parties played many games of this description, and the present is perhaps the weakest, but being also the shortest, it was remembered, while the longer and more stubborn combats were forgotten.

MATCH OF CHESS BY CORRESPONDENCE.

Between Paris and Pesth (Hungary).*

PARIS GAME.

- White.* (Paris.)
 31. Q. takes Q.
 32. R. to K. seventh
 33. R. takes Q. Kt. P.
 34. R. to Kt. eighth (check)
 35. Q. R. P. two
 36. Q. R. P. one
 37. Q. R. P. one
 38. Q. Kt. P. one
 39. K. Kt. P. one

- Black.* (Pesth.)
 31. Kt. takes Q.
 32. R. to K. B. square
 33. R. to K. B. second
 34. K. to his Kt. second
 35. K. to his B. third
 36. K. to his fourth square
 37. K. takes Q. P.
 38. Kt. to K. fourth

And Black has to move.

PESTH GAME.

- White.* (Pesth.)
 30. Kt. takes B.
 31. K. R. to K. second
 32. Q. B. to K. B. fourth
 33. B. takes R.
 34. B. takes Kt.
 35. R. to K. square
 36. R. takes R. (check)
 37. Kt. to K. fourth

- Black.* (Paris.)
 29. R. to K. B. second
 30. R. takes Kt.
 31. B. to Q. sixth
 32. B. takes R.
 33. R. to K. square
 34. P. takes B.
 35. B. to K. R. fourth
 36. B. takes R.
 37. Q. Kt. P. one.

White has to move.

* For the previous moves in this great contest, see CHESS PLAYER'S CHRONICLE, vol. v, pp. 306-7.



THE TRAITE DES AMATEURS.

CHAPTER V.

Continued from page 115.

This and the next Chapter are devoted to the analysis of the various openings springing out of the King's Gambit. In playing the Gambit, the first player sacrifices a Pawn, in order to gain an attacking position, and will consequently succeed in his enterprise unless the defence be correctly played. On the other hand, it is proved that if the second player manœuvre carefully, he will win the game, through maintaining the advantage of the acquired Pawn.

The second player has it in his power to evade the attack of the Gambit, by refusing to take the offered Pawn; playing instead Q. P. two squares; which will constitute a regular opening, and ought to terminate in a drawn game. It is, however, by far the best (as being the most instructive) move, to take the Pawn.

We proceed to show, in the present Chapter, the best methods of declining the Gambit, and shall then examine, in the next chapter, the various ramifications consequent upon Black's capturing the King's Bishop's Pawn.

FIRST GAME.

White.

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

Black.

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

White forces Checkmate in three moves ; which may, however, be protracted another move or two by sacrificing the Queen, &c.

(a) This check is worse than useless.

(b) If he had left this position as it was, he would run some risk of losing his Q. ; for you might check with B., and then play K. R. to K. square.

(c) This move compels Black to play K. Kt. P., which will allow your Kt. to check presently.

SECOND GAME.

White.

1. K. P. two squares
2. K. B. P. two squares
3. K. P. takes P.
4. K. B. P. takes P.
5. K. B. to K. second square
6. Q. P. two squares
7. Q. B. P. two squares
8. Q. B. covers
9. Kt. takes B.
10. K. Kt. to B. third square
11. Q. to Q. Kt. third square
12. Kt. takes Q.
13. Castles Q. R.
14. K. R. P. one square
15. B. takes B.
16. Q. Kt. to Q. R. fifth square

Black.

1. The same
2. Q. P. two squares
3. Q. takes P.
4. Q. takes P. (check)
5. Q. B. to K. Kt. fifth square
6. Q. to K. third square
7. K. B. to Q. Kt. fifth sq. (check)
8. B. takes B. (check)
9. K. Kt. to B. third square
10. Q. to K. sixth square
11. Q. takes Q.
12. Q. B. P. one square
13. Castles
14. B. takes Kt.
15. Q. Kt. to Q. second square
16. Q. R. to Kt. square

White.

17. K. Kt. P. two squares
18. K. R. P. one square
19. K. B. to K. fourth square
20. B. takes Kt. (check)
21. K. R. to K. square
22. K. R. to K. seventh square
23. Kt. takes Q. Kt. P.
24. R. takes R.
25. Kt. to Q. sixth square (check)
26. Kt. to K. fourth square
27. Kt. to K. Kt. third square
28. Rook checks.
29. R. takes R.
30. K. to Q. second square
31. Q. Kt. P. one square
32. K. to K. third square
33. Kt. takes Kt.
34. K. to K. B. fourth square
35. Q. Kt. P. one square
36. Q. R. P. two squares
37. K. to Kt. third square
38. K. to K. B. fourth square

If Black now move K. to Q. B. second, you cannot do better than play K. to K. third, and the game will be drawn; if

39. Q. Kt. P. one square
40. Q. B. P. takes P.
41. Q. R. P. one square
42. Q. R. P. one square
43. Q. P. one sq. checks and will win

- 41.
42. Q. R. P. advances
43. Q. R. P. advances
44. P. Queens

Black.

17. K. R. P. one square
18. K. Kt. to R. second square
19. Q. Kt. to K. B. third square
20. Kt. takes B.
21. K. B. P. two squares
22. K. B. P. takes P.
23. K. R. to K. B. second square
24. K. takes R.
25. K. to K. third square
26. Kt. to K. B. third square
27. Q. R. to K. square
28. K. to B. second square
29. Kt. takes R.
30. Kt. to Q. third square
31. K. Kt. P. one square
32. Kt. to K. B. fourth sq. (check)
33. P. takes Kt.
34. K. to K. third square
35. K. to Q. third square
36. Q. R. P. one square
37. K. R. P. one square

38. K. to K. third square

39. Q. B. P. takes P.
40. P. takes P.
41. K. to Q. third sq. (bad) (A.)
42. K. to Q. B. third square

(A.)

41. Q. Kt. P. moves (best)
42. Q. Kt. P. advances
43. Q. Kt. P. advances
44. P. Queens

The game ought to be drawn.

THIRD GAME.

White.

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

Black.

1. The same
2. Q. P. two squares
3. Q. takes P.
4. K. P. one square
5. Q. B. to K. third square
6. K. B. to Q. B. fourth square
7. K. B. P. two squares
8. Q. to Q. third square
9. K. Kt. to B. third square
10. Castles
11. Q. R. P. one square
12. P. takes P.
13. B. takes Kt.
14. Q. Kt. to Q. second square

Even game.

FOURTH GAME.

White.

1. K. P. two squares
2. K. B. P. two squares
3. K. Kt. to B. third square
4. K. Kt. takes P.
5. Q. P. two squares
6. K. B. takes P.
7. P. takes B.
8. Q. B. to K. B. fourth square
9. Q. B. P. one square
10. Castles
11. Q. to K. second square
12. Q. Kt. to Q. second square
13. Q. Kt. to K. B. third square
14. K. B. to K. fourth square

Black.

1. K. P. two squares
2. Q. P. two squares
3. Q. P. takes P.
4. K. B. to Q. third square
5. P. takes P. *en passant*
6. B. takes Kt.
7. K. Kt. to K. second square
8. Q. B. to K. third square
9. Q. Kt. to Q. second square
10. Castles
11. Q. R. P. one square
12. K. Kt. to Q. B. third square
13. Q. to K. second square

Equal game.

FIFTH GAME.

White.

1. K. P. two squares
2. K. B. P. two squares
3. Q. to K. second square (bad)
4. P. takes P. (discovering check)
5. Q. B. P. two squares
6. P. takes P.
7. K. Kt. to B. third square
8. K. R. P. one square
9. Q. to K. fourth square
10. P. takes B.
11. Q. to Q. third square
12. K. R. to K. Kt. square
13. K. to Q. square, and you ought to lose the game.

Black.

1. The same
2. Q. P. two squares
3. K. P. takes K. B. P.
4. K. B. covers
5. Q. B. P. one square
6. Q. Kt. takes P.
7. Q. B. to Kt. fifth square
8. Kt. to Q. fifth square
9. B. takes Kt.
10. K. Kt. to B. third square
11. K. Kt. to K. R. fourth square
12. K. B. checks

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS IN OUR LAST.

No. 238.

White.

1. Q. to K. sixth
2. R. to K. R. eighth (check)
3. Q. to K. R. sixth (check)
4. Q. takes P. (mate)

Black.

1. R. takes B. (best)
2. K. takes R.
3. K. to Kt. square

No. 239.

<i>White.</i>	<i>Black.</i>
1. R. takes Q. B. P. (check)	1. R. takes R.
2. R. to Q. fourth (check)	2. K. to his fourth (best)
3. Q. to K. Kt. fifth (check)	3. K. takes R.
4. Q. to her second (check)	4. K. to his fourth
5. Q. to her sixth (checkmate)	

PROBLEMS FOR YOUNG PLAYERS.

No. 196.

By M. N. O., YEOVIL.

<i>White.</i>	<i>Black.</i>
1. K. at his R. third	1. K. at Q. B. second
2. Q. at her R. third	2. Q. at her R. square
3. R. at Q. Kt. square	3. R. at Q. B. square
4. B. at K. Kt. square	4. B. at K. square
5. Kt. at K. R. sixth	
Pawns at K. B. fourth; K. B. 7th; K. fourth; and Q. second.	Pawns at K. R. fourth; K. Kt. fourth; Q. third; Q. B. third; and Q. Kt. second.

White to play and Mate in four moves.

No. 197.

By MR M'G.

<i>White.</i>	<i>Black.</i>
1. K. at his Kt. eighth	1. K. at his fourth
2. Q. at her R. third	2. Pawn at Q. B. fifth
3. B. at K. R. square	
4. B. at Q. B. square	
Pawns at K. R. second and K. fourth	

White to play and Mate in two moves.

No. 198.

By MR M'G.

<i>White.</i>	<i>Black.</i>
1. K. at Q. R. square	1. K. at his Kt. fourth
2. R. at K. square	2. Q. at her B. seventh
3. Kt. at K. R. fifth	3. R. at K. Kt. third
4. Kt. at Q. eighth	4. Kt. at Q. R. fifth
Pawns at K. B. third, Q. Kt. second, and Q. R. third	Pawns at Q. B. fourth, and Q. Kt. third

White playing first Mates in three moves.

No. 199.

INGENIOUS ENDING OF A GAME

WHICH OCCURRED IN PLAY TO MR M'G.

White.

1. K. at his B. second
2. R. at Q. seventh
3. R. at Q. R. seventh
4. B. at Q. third
Pawns at K. R. third, K. Kt.
third, Q. B. fourth, and Q.
R. third

Black.

1. K. at Q. B. fourth
2. R. at K. square
3. R. at K. third
4. Kt. at Q. Kt. seventh
Pawns at K. R. third, K. Kt.
fourth, and Q. B. third

In this position, White, Mr M'G., gave Mate in three moves.

HISTORY OF THE MATCH, &c.

[The following is a translation of the letter addressed to M. St Amant, which has recently been published in Paris, and to which we alluded in our last Number.]

TO THE EDITOR OF 'LE PALAMEDE.'

SIR,—Up to the present time, I had thought that a strict conformity with the usages of society, and a due observance of the rules of politeness, would have secured to me the quietude which persons of my temperament are usually desirous of enjoying. It was reserved for you, Sir, to convince me of my error.

In your publication you have thought fit to allude to me in a way which can leave no doubt of the person intended, and I now purpose, therefore, cost what it may, to enter the lists, and rectify some of the assertions put forth by you in the 'Palaméde,' regarding the recent visit of Mr Staunton to Paris.

Having said thus much to account for my engaging in this controversy, I come without further preface to the facts of the case. I cannot for a moment doubt that *all* will do me the justice to believe my testimony, disinterested, and dictated by truth alone.

Mr Staunton and his friends arrived in Paris off the 11th of October, 1844. The meeting was fixed for the 15th of the same month. The friends who accompanied Mr Staunton came to admire the curiosities and enjoy the pleasures of the great metropolis. Having no concern in the important challenge, their only desire was to employ the time of their stay to the best advantage. It was Mr Staunton's business and "devoir" to offer his services as a means of introduction to those who by a community of taste and language might aid to amuse and entertain them; and hardly had he visited the most intimate of his acquaintance before he was attacked by that severe and dangerous illness which confined him to his chamber up to the time his medical advisers ordered him to return to his own country. Much has been said, and various opinions are entertained, as to the courtesy mutually due between such famed and honourable opponents as Messrs Staunton and St Amant. Let us first establish facts, and light will of itself be thrown upon their respective situations.

Upon Mr Staunton's arrival an important question was to be determined between him and you—I allude to the clear and categorical answer due to the definite propositions which he had had the honour of addressing to you from London. It is easy to prove that he wrote to you from the Hotel de Lille, so near your residence, upon the 14th October, the evening of the day of meeting, to beg again for the reply so much wished, so oft demanded, and never definitely communicated except through your seconds.—‘Pal.’ p. 524, 1844.

Instead of following the line taken by Mr Staunton of giving to definite and written propositions either a frank acceptance or a formal refusal, written and authenticated by your own hand, you preferred leaving the responsibility of so important an answer to your friends.

This mode of conduct adopted by you was irregular, and I was among the first of those who advised Mr Staunton to insist upon a decided answer from you, as was indeed due to him and to those gentlemen interested in the match. He did not, however, choose to trouble you with fresh solicitations to this purpose, and to renew requests which appeared to you vexatious. In the meanwhile you visited him, and though extremely ill, he received you at his fire-side.

We ought, Sir, the better to appreciate this kind attention to your opponent, since, if I remember rightly, you were at that period somewhat dissatisfied with his proceedings respecting yourself, as indeed you subsequently manifested by this significant phrase: “Mr Staunton sent a challenge full of broad and inadmissible conditions. We rendered him the service of silence concerning it in ‘Le Palaméde.’ ‘HARASSED’ by him we at length replied to it in the July No.”

When Mr Staunton just arrives in Paris, and is indisposed, you kindly make him polite and frequent visits—he is ill, and his physician bars his door to visitors—your anxiety breaks through all obstacles, and induces you to exhibit an interest in his welfare, which he is unable to acknowledge by a reciprocity of that exquisite politeness for which you are distinguished. True, that with the exception of these visits, I do not know that Mr Staunton is under any personal obligation to you. This conduct, however, does you, Sir, great honour, and is comparable only with your forgetfulness of the past, an obliviousness so magnanimous and complete, that the challenge of Mr Staunton does not recur to your memory at all. One circumstance connected with the illness of Mr Staunton is certainly remarkable, and deserves recording, it is the fact of the public being kept in profound ignorance of the true state of your adversary’s health, notwithstanding the benevolent frequency of your visits, and your monthly bulletins. One of your seconds, among others, a gentleman worthy of all regard, never comprehended the gravity of Mr Staunton’s illness until he visited me for the purpose of procuring the “procès-verbal” which attested it. I ought certainly to mention that this gentleman, whose surprise had seemed to be a little extraordinary in the face of a fact so clear, never afterwards omitted by his attentions and kindness to mark his estimation of Mr Staunton.

How does it happen that after exciting such friendly conduct, our Englishman should now require to be defended from the reproaches you have levelled at him with such bitterness, for want of courtesy and politeness?

Mr Staunton pretends not to French politeness; nevertheless, he knows what is due to the usages of society. When first taken ill, he wrote to our honourable and estimable President, General Guingret, to express his deep regret at being unable personally to pay his respects to him at the Club. The day prior to his departure from Paris he visited the brave General to bid him farewell, and thank him for the solicitude and kindness shown to him during the long course of his indisposition, for General Guingret had been unremitting in his inquiries, and sometimes during his own illness wrote to him to learn how he was.

During the last three weeks of his stay, he took an airing occasionally for health in the sunshine by the order of his physician, but his weakly condition would not permit him to pay visits of ceremony.

Surely it is not necessary to dwell longer on this unimportant matter—beside, if we look a little nearer into such subjects, are you yourself irreproachable on the score of kindness and politeness? When, after being “harassed,” to use your own choice phrase, by Mr Staunton, you visit him without an invitation, do we not find you neglecting to answer his proposals? (He acted very differently towards you.) On the 10th of November, after long waiting your response, he received a letter from you, and thinking he ought not to reply verbally, he wrote an answer. You thought proper to publish this answer and your rejoinder, without even apprising him of the fact. You—his neighbour—you, who had so often visited him, almost without cause.

Mr Staunton cares not to appear other than he is. I make no pretensions to etiquette, but common sense induces me to prefer his sincerity—and I confess his mode of behaviour is the more pleasing to me—for we cannot accuse him of carrying his politeness to an undue excess.

Well, Mr Staunton, before he returned to England, wrote to you. It is to be regretted you have distorted the sense of his letter in your publication. His challenge in April, and this communication of January, 1845, should have experienced the same treatment, and both, according to the rules of strict impartiality, should have been published, word for word. But you have been pleased, on the contrary, to constitute yourself the judge in a matter most delicate, because you are an interested party; you have thought proper to insert his letter, but you have omitted the challenge which explained it, and you then declare the challenge to be “full of bravado and inadmissible conditions!!” When once we have forsaken the beaten path of common sense, mark the inconsistencies which self-love will lead us to commit! If his April “défi” had been inadmissible and irregular, would it not have been feasible and rational to submit it to the opinion of the frequenters of the Paris Chess-cercle? Your impartiality would have been admired, and the sympathies of all enlisted in your favour.

I like to come at the reason of things, and I will test the worth of your assertions by the documents in question. I have read attentively the last challenge, and I can with truth declare that I do not find a single word, a single idea, which ought to wound or be even disagreeable to you.

The terms of the challenge are clear and precise. Mr Staunton offers you the choice between his challenge of April and that contained in his letter of January. It is evident that to judge fairly of the question we must have before us both these challenges; but, instead of following the simple plan of publishing all the letters of this affair, you take only that portion of the correspondence which suits your turn; you search among the publications of London for useless letters, of no weight or importance, and you give not the smallest corner of your Magazine to a document absolutely indispensable. This is not the first time, to be sure, that you have acted thus. Prior to the first match of November, 1843, Mr Staunton sent to you a rough sketch of the conditions which he considered ought to regulate your contest. These terms were submitted for your revision, and not intended for the public eye, nevertheless you publish them and also your reply, declaring that your adversary’s letter is an historical document connected with the “History of Chess,” and that you are bound to publish everything. When, however, a second letter (for which see following page) came to explain the obscurities of the first, you lay aside these fine shows of impartiality, and, discarding these high sounding phrases about

the "History of Chess," say nothing touching the letter, or rather you travestie the sense of it in this fashion:—

" Mr. Staunton, the English Chess Champion, has written to us that he accepts the modifications of his challenge inserted in the last No. of the 'Palaméde,' and that he only hopes the politeness and good sense of the French players present at the contest will ensure their maintaining the strict decorum and reserve necessary in a match of this importance played in public."

Annexed is the letter referred to in the preceding page.

St George's Club, October 9th, 1843.

DEAR SIR,—I should have replied to your comments on the articles of play directly on receiving the last No. of 'Le Palaméde,' but, to be frank with you, that I expected some explanation by post of your reasons for publishing a rough draft of "terms," which was addressed to you privately, and intended solely for your friendly consideration and revision. Its public appearance, however, though unexpected, is not a matter of momentous importance. We can both afford some trifling irregularities while shaping conditions, without losing temper, so I will at once proceed to the essential business of this epistle—your exceptions to my articles of play.

Article 1st: I agree with you that it is simpler and more explicit to declare, "The player who first wins eleven games shall be entitled to the stakes."

Article 2nd: Of the justice and expediency of this clause, suggested by mutual friends of both parties, my opinion remains unchanged, but I will suffer no impediment which I can remove to stand in the way of a contest so much desired, and I cheerfully therefore agree to its erasure from our conditions.

Article 3rd: In obedience to your wish, I consent to abide by the Laws of Chess adopted by the Paris club.

Article 4th: My proposal to play with Chess-men and board of the description alluded to, arose from the wish you and all other players acquainted with the pieces in use at Paris and London accord to the English ones.

Article 5th: The match to commence in the month of November, 1843.

Article 6th: This clause is uncalled for, the non-attendance of the players being sufficiently guarded against by a preceding article.

Article 7th: Captain Evans's absence rendering it impossible for me to ensure his presence at the match, I reserve to myself the privilege of naming my referee when you mention yours.

Article 8th: Firmly assured that the comfort of all parties, players, referees, secretaries, and lookers-on, will be best consulted by an inflexible adherence to this salutary provision, I still trust the good sense of the members composing the Paris club will induce them to adopt it, and that we shall be spared the unreasonable interruption and annoyance inseparable from a crowded salon. Should they, however, persist in their determination to be present, I must perforce consent, rather than forego the gratification of facing you, to waive an arrangement, successfully adopted (be it remembered) when you last played in London, and which has since received the sanction of your public approval in the 'Palaméde.' I have thus, my dear Sir, satisfactorily disposed of your objections by consenting to each of the modifications in my proposals which you demand; and I look for my reward in the manifestation of correspondent eagerness on your part to avoid all further delay. You have accepted my challenge; the terms of play are agreed to (for minor arrangements may be safely entrusted to our referees); and nothing now remains but to fix the time for commencing

the battle. On receipt of your reply to this, I shall do myself the honour to state when it will be convenient for me to visit Paris (I presume that any time during November will suit you, provided you receive a week's notice), and you may then rely upon my arrival at the appointed period.

One word, in conclusion. As my challenge was dictated by no unfriendly spirit, but arose from the conviction that our chess powers had not been fairly tested together, *I sincerely hope the better player may win.* Whatever way the fortunes of the war may turn, the result cannot fail to be beneficial to the cause of Chess, and if I am destined to be conquered, I shall ever retain the proud consolation that my victor was M. St Amant.

I have the honour, Sir, &c. &c.

Monsieur St Amant.

H. STAUNTON.

Ah ! Sir ! how easy is it for you from this point to place Mr Staunton's conduct in an unfavourable light. At that time I observed to you that you had attributed to your opponent an idea not his own, and had placed him, with regard to our chess club, in a false position. This was the commencement of your omissions and misrepresentations, and one can see by the January number of your 'Palaméde' to where this pitiful system has at length conducted you ; and, after all, it is in this same periodical you exclaim "Let us be frank, plain, and straightforward, and let facts speak for themselves."—('Pal.' 1845, p. 38.)

Your counsel on this point is too wise to be despised. It is indeed time the truth should appear, so LET facts speak for themselves. You have played in England at two different times with the two most celebrated players, Messrs Cochrane and Staunton. The former won of you six games to four ; with Mr Staunton you won three games to two.

On your return to France, you proclaimed your victory through six pages of 'Le Palaméde' ; the French papers echoed the cry, as you complacently show in page 283 (1843) of the same work. "One reads in the Paris journals of May an article nearly in the following words. 'M. St Amant, editor of the 'Palaméde,' and SUCCESSOR to La Bourdonnais, the famous chess player, has in England rivalled the achievements of his master. He has in turn beaten all the best players on the other side the Channel, where chess is studied with that exaggeration the English exhibit in everything.'" You rejoin. "We need not to add that we were not consulted in drawing up this slightly exaggerated account of a fact in itself simple enough, but which, having occurred before, was not remarkable."

The explanation which follows this disclaimer endeavours to apologise for the gravity of the English, but it does not deny the grand victory (twice borne off); whence some folk conclude that you accept in all humility, as an established fact, an error easily to have been put to rights. Mr Staunton, suffering under a defeat which gave additional importance to those very rivals from whom you have frequently borrowed your bitterest traits, could no longer remain an indifferent listener to a song of victory solely raised at his expense. It was then his challenge appeared in the English papers—a little presumptuous, perhaps, but which after all showed a noble confidence in his own powers.

This challenge sent for the purpose of being published throughout France was nominally addressed to the editor of 'Le Palaméde,' and intended for any one who would accept it. In the 'Palaméde,' p. 284, appears your reply :—

"So far as depends upon us we engage to satisfy him (Mr Staunton) as speedily as possible ; but we think, indeed, it is better to wait for the exact conditions of this proposition to make it fully known. It is pro-

bably at Paris, and by a fixed number of games, that the new challenge will be decided. There is no doubt as to the place, from the recollections of a conversation with Mr Staunton, in which he gave us to understand he would visit Paris in six weeks or a month, particularly if any one on the part of the French players took up the gauntlet. We cannot answer now categorically, as the conditions are too vague; however, while awaiting details, we can declare that we have never been found indifferent to any challenge or provocation, &c."

These remarks in the 'Palaméde' called forth a fresh letter from Mr Staunton, in which he hastily jots down the conditions of combat. Unluckily you mistook the nature of this correspondence. It was a letter intended for you alone, and directed privately to you, which you inserted in your journal, without troubling yourself at all about the moral effect it might produce upon the susceptibility of the French players. When I say without care as to the moral effect which this article (No. 8) would produce in France, I certainly am in error, because lower down you take the trouble to set aside all doubt upon the subject by these significant lines. "Art. 8. The chess club of Paris will not consent to this clause. As for myself it is quite indifferent whether it be accepted or refused, but it does not depend upon me to alter the manners and usages of our re-unions, where nothing of a similar nature has been admitted."—('Pal.' 1843, p. 417.)

Your memory is here at fault. You seem to have forgotten that on your return from London you manifested every satisfaction at this English custom. "We played in an establishment where each room, without exception, was common to the members; but to prevent the possibility of any indiscretion arising in so numerous an assemblage, we had in the apartment with us only the reporters of the game and messengers to convey the moves as they were played into an adjoining room to the assembled club. Thus, during long sittings, not an unnecessary word was spoken; is there not here a true knowledge of comfort."—('Pal.' 1843, p. 207.)

Mr Staunton received at length, a month after, in the September No., your answer to his of August 22nd. He was astonished at a proceeding which made public a private communication. He wrote directly, however, accepting all your modifications save one, the article No. 8, which you yourself adopted with so much approbation in London. This letter was not published in 'Le Palaméde' and is in the point of your departure from a course of proper regard to your adversary.

After enduring some railing and menaces in the 'Palaméde,' Mr Staunton writes "as my challenge was dictated by no unfriendly spirit, but arose from the conviction that our chess powers had not been fairly tested together, I sincerely hope the better player may win; whatever way the fortunes of the war may turn, the result must be beneficial to the cause of chess, and if I am destined to be vanquished, I shall ever retain the proud consolation that my conqueror was M. St Amant."

Mr Staunton and his seconds arrived in Paris. The conditions to which he had most firmly adhered having been modified to meet your wishes, it remained only for the seconds to establish the days and hours of play. It is but right to mention that your courtesy permitted the use of the large sized English chess board and men, such as you used and approved in London. The strife commenced, Mr Staunton won seven games consecutively, with the exception of an intervening game, which was drawn. You, Sir, however, it must be allowed, most bravely and nobly sustained the shock, and fortune so far favoured you that in the last ten you won six. The cause of this has been differently estimated. I could easily give my opinion thereof, with cogent reasons for its support. But feelings

of delicacy interdict my further explanation of this part of the subject. Let us then be content to borrow from the 'Palaméde' the details of your play.

In London you won three games to two, in Paris you lost eleven games to six. Some journals have discussed the question whether you or your opponent were the slower player. However unimportant this inquiry may appear with respect to the result, it may be well to notice it for the purpose of correcting an erroneous assertion put forward by the press. My friend, Mr Sasiæs, your second in the match, agrees with me that his champion was the slower player. Upon this occasion you employed the tactics of Fabius usually most in use among the English. This probably arose from the difficulty of your position upon a battle field where, contrary to the habits of your nation, you were obliged more to guard yourself than attack your adversary; your memorable defence, equally skilful and protracted, deserved a better fate.

Let us now pass to the incident of the "revanche" you sought from Mr Staunton. Here arises a question equally grave and delicate, and respecting which it is important to recall your own words. You accuse your opponent of not keeping to his engagements of honour. Is it certain that Mr Staunton, on quitting France (in 1843), absolutely promised to return to Paris and give you your revenge, on his own responsibility and without consulting the wishes of his friends? Possibly, by looking into the circumstances, we shall find a positive answer to this question. Mr Staunton, although admitting that in an unimportant conversation between himself and M. St Amant the question of another match was broached, which through courtesy he did not refuse, still maintains that, neither on one part nor the other was anything determinate agreed on, as to the terms or time in which it should take place ('Chess Chronicle,' vol. 4, p. 125). One of your friends corroborates this account. In the 'Palaméde' is an article, dated December 19, 1843, but which did not appear until after Mr Staunton's departure, which runs thus—"M. St Amant, in turn, purposes demanding his revenge;" and you yourself, in the March number of your review, add force to the argument by these lines—"I have never written to you, as you say, to ask you to come and give me my revenge; I merely remind you of an engagement entered into at Paris during our last match, at a period when your superiority was most decisive, and which engagement was renewed the evening previous to your departure." ('Palaméde,' 1844, p. 134.) Remark the contradictions apparent here. You speak of a thing concluded which your friend admits was only contemplated. You mention it as a fact settled about the 28th November (the time when your opponent's advantage over you was most decided), whereas he declares it only in embryo on the 19th of December. For myself, it is in vain I tax my memory, I find no trace whatever of the circumstance; on the eve of his departure Mr Staunton spoke of a challenge, put forth by the friends of a French player long considered the most eminent in Europe. This challenge was brought forward at the farewell dinner, given by Mr Staunton to the seconds, &c., in this memorable encounter. Although invited, neither you nor M. Sasiæs was present.* If before this evening M. St Amant and his seconds had seriously demanded a return match, the challenge from the distinguished player before alluded to, which was brought by one of M. St Amant's seconds, M. Lécrivain, was singularly out of place, or showed the little confidence which was felt in the prowess of the French cham-

* A prior engagement prevented M. St Amant from being present at this dinner, but he arrived immediately after, and participated cordially in the festivities of the evening, which were prolonged to a very late, or rather early hour.—(Ed. C. P. C.)

pion, otherwise, if he were ready to play, why have recourse to another player. The challenge, however, produced nothing.*

If further proof were wanting to demonstrate the vagueness of this demand for your revanche, the absence of all conditions as to play, the amount of stakes, &c., would suffice to show it. A letter from you, dated January 11th, 1844, still further confirms my view of the subject. "Our former articles, which have never been the object of disagreement between us, are always at hand; we need only make in them such slight modifications as experience and our mutual wishes may dictate." I will not trouble myself at present to expose the error you fall into in saying the former articles were never disputed. The avowal you make that there are conditions to be arranged and discussed as to stakes, period of play, &c., is all I want now. Besides, is it conceivable that Mr Staunton, whom you represent as receiving subsidies for carrying on the match, would of himself undertake upon his own resources to return to France and renew a contest which he had every right to consider definitively settled. It is evident nothing of the kind was possible without the sanction of his friends, who, it is averred, were ignorant of the proposal up to the eve of his departure for England.

That he might reply in full to all demands, Mr Staunton sent a challenge founded upon a basis likely to meet the wishes of any party really desirous of encountering him. Of this challenge ('Palaméde,' p. 131,) you admitted some conditions, and rejected the greater number. After many "ifs" and "buts" and "because," you venture to accept the 1st Article, putting forth all the strength of your logic in a protest to shield your responsibility. The 2nd Article, which goes to apply part of the stakes to the travelling expenses of the player leaving home, is disdainfully rejected by you. In this you have assuredly not consulted your backers, as many of them would have reminded you of the sanction given by a French player of great distinction, M. des Chappelles, to a similar course. ('Palaméde,' 1836, p. 216.) You refuse it in a paragraph preposterous enough. "This idea has neither the odour of nobility nor gentry; I am therefore surprised at it on your part, and for mine nothing in the world shall induce me to subscribe to it." ('Palaméde,' 1844, p. 133.) Would it not have been better, "having no coercive means of compelling Mr Staunton to keep his word by coming to Paris" ('Palaméde,' p. 132), to accept after all a proposition which could only be humiliating to him, since your "family, business, commercial affairs, &c." prevented you from going to London to seek your revenge?

To the 3rd Article, though professing it to be repugnant to you, you reply thus, "In spite of my dislike to the 'cellular regime,' I do not think this an insurmountable obstacle." The 4th Article could not wound the sentiments of a man desirous of publishing everything, of concealing naught. Yet this clause meets with a reply as undecisive as its predecessor. The 5th is positively refused. The 6th is lucky enough to meet your approbation. In your response to the 7th (touching the "K's. P. two") all the clearness and all the obscurity of your style are brought to your assistance, and hence the difficulty of the question.

* The terms propounded were sufficiently amusing. The friends of the distinguished player alluded to, or he himself—for it was not sufficiently clear from whence the "defi" directly emanated—gravely proposed that a match should take place between him and Mr Staunton for an enormous sum, we forget the amount. That in the event of either party dying during the progress of the match, the whole of the stakes should go to the surviving opponent; but should either party be attacked by sickness in its progress, then the stakes should be returned to the respective parties, and the match be declared void !!—ED. 'C. P. C.'

The importance you attach to it renders it deserving examination.

Mr Staunton recollects when framing this clause that he had often been reproached in your 'Palamede' with adopting the defence of K. Pawn one ('Pal.' pp. 132, 208, 543—1843). As well to avoid all dispute on this point then, and to meet the wishes of chess amateurs, Mr Staunton proposed that in half the games both parties should open with "K. P. two." You write—"You are here beforehand with my wishes, for in our former games it was I who wished for the "K. P. two" games, and you who refused them. The proofs are clear. In twenty-one games I played K. P. two, three times, you twice only. Thus you propose a restraint upon your own practices. *If the real amateurs of Chess desire it after having well weighed the pro's and con's, I will readily sign it with both hands.* I cannot but think, however, we should find great inconvenience in it. It would deprive the players of freedom, and constraining them to a particular mode of play, render them less as it were themselves. Probably one player would feel the restriction more than the other, and the games, instead of bearing a free and independent character, would become merely conventional. They would lose that free and lively style such as unrestricted choice in the openings alone can give, and then to constrain the players is a clumsy device, and one which ought to be maturely considered."

Who can understand all this ? *

The 8th article, like the 6th, has the rare advantage of being accepted.

Let us now strike a balance of the clauses received and rejected.

Accepted, the 6th and 8th ; refused, 2nd and 5th ; doubtful acceptance, 1st and 3rd ; undecided, 4th and 7th.

We can conceive the embarrassment of the English player on receiving this letter. In his simplicity Mr Staunton thought, after reading it, his shortest and best way would be to form a new proposition altogether, and, accordingly, he published a défi ; in which the points you had accepted were reproduced, and the settlement of further conditions was left to your own wishes. †

This is the challenge "full of bravado and insulting and unacceptable conditions" and in allusion to which you say in 'Le Palaméde' you rendered him "THE SERVICE OF SILENCE !". This service, like your other courtesies, one must confess has a peculiar "perfume of nobility and gentry !!"‡

(To be continued.)

* See pp. 19 and 23 of this pamphlet, for the opinions of two celebrated authors on the present question.

† The following is the challenge referred to: See 'Chess Player's Chronicle,' April, 1843.

"I have the honour to submit for your consideration another défi. I will engage, upon your arrival in London this spring, to play you at the St George's Club, a match of 25, of 21, of 11, of 7, or of 5 games, at your option, for any stake not less than £100 sterling. The games may be played at your own appointed days and hours. I will undertake to play every day, or alternate days, or once a week, as you may determine, under a penalty of One Guinea for each omission. I will agree that the maximum time for each move shall be 10, or 15, or 20, or 25, or 30 minutes, at your pleasure : and that either party exceeding the time given, shall on every occasion be fined One Guinea. The match shall also be played in public or private, as you may determine ; and, finally, I will consent that in each game both players shall, on their first move, play K.'s Pawn two squares."

‡ "I have not to my knowledge omitted to publish any of your letters or my own."—'Pal.' 1844, p. 524.

THE GAME AT CHESS BY TELEGRAPH.

BEFORE proceeding to give the moves in the game recently played through the agency of Messrs Cooke and Wheatstone's marvellous messenger, a few words by a competent authority on the subject of electro-magnetic telegraphs may not be considered out of place. The first electro-magnetic telegraph, invented by Professor Wheatstone in 1837, was founded on Oersted's discovery, that an electric current transmitted through a wire placed parallel to a magnetic needle, either above or below it, *causes the needle to deviate either to the right or the left, according to the direction of the current.* A telegraph on this principle was first proposed as a possibility by the celebrated Ampère, who, however, merely suggested that as many magnetic needles and as many circuits should be employed as there were characters to be indicated : according to this plan the wires required would be very numerous. Baron Schelling and Fechner proposed to limit this number by employing fewer needles, and observing their combined motions—a different character being indicated according to the number of the needles in motion. The following description will give an idea of Professor Wheatstone's simple and efficient magnetic-needle telegraph. The magnetic needles are placed parallel to each other in front of a vertical dial, and are each capable of moving 30° on either side of their vertical position, being kept from oscillating or passing beyond by means of fixed stops. Beneath each of these needles, but out of sight, is placed a multiplying coil of insulated wire, which is a continuation of the communicating wire ; there are, therefore, as many multiplying coils and communicating wires as there are magnetic needles employed. The extremities of the wires of communication, which may be of any length, are connected with a key board or handles, by means of which any two wires may be connected with the battery, and combined to form a circuit. By means of this simple and perfectly original arrangement, twenty different circuits are formed from five wires. In every case, two needles move simultaneously in opposite directions, and converge either upwards or downwards to a point on the dial, at which the corresponding letter or character is marked, and which is thereby indicated.

Professor Wheatstone has proved, that by duly adjusting the resistance in the multiplying coil to the resistance in the other parts of the circuit, a properly constructed needle may be caused to deviate 50° through a copper wire 200 miles in length and one-sixteenth of an inch in diameter, by means of a voltaic element, whose dimensions do not exceed two inches.

The Professor has more recently invented another electro-magnetic telegraph, which is in many respects the most effective in its action of any that has yet been proposed. It depends on a different principle from the above, namely, on the attractive force of an electro-magnet. The following brief account is principally borrowed from the description of this invention given in the second edition of Professor Daniell's 'Introduction to the Study of Chemical Philosophy.'

"The electro-magnet consists of two soft-iron cylinders, two inches long and half an inch in diameter, round which is coiled a considerable quantity of fine copper wire covered with silk, the extremities of which wire are connected with the communicating wires which proceed from station to station of the telegraphic line. When an electric current is transmitted through the communicating wires, the soft-iron cylinders become magnetic, and attract a small piece of iron ; but immediately on the current being discontinued the attraction ceases, and the piece previously attracted recedes in consequence of the reaction of a spring. By alternately completing and breaking the circuit, therefore, the piece of iron is caused to move

backwards and forwards. This alternate motion in opposite directions is converted into an intermitting circular motion in a single direction by means of two drivers acting on a toothed wheel, one pulling a tooth when the attraction takes place, and the other pushing it when the attraction ceases and the spring is allowed to react. To the same axis as this wheel a paper disc or dial is attached, and by these alternate actions the wheel, and consequently the dial, advances a step whenever the attraction either acts or ceases. On the circumference of the dial the letters of the alphabet are placed, and the number of these characters is double the number of the teeth in the wheel: twenty-four are usually employed. The instrument is enclosed in a case, and a brass plate, placed before the dial, has a small aperture cut in it, which allows a single character only to be seen at a time; any required letter may be brought to this aperture by disconnecting and completing the circuit a corresponding number of times. This part of the telegraphic apparatus may be called the *indicator*. Another equally essential part, the *communicator*, remains to be described.

"The communicator consists of a brass circle moving freely in contact with a brass pillar: the circumference of this circle has twelve notches cut in it, which are filled with pieces of ivory or hard wood, so that it presents equal alterations of a conducting and a non-conducting substance. A brass spring presses against this circumference; one of the communicating wires is connected with this spring, and the other with the brass pillar; and the voltaic battery, which in all Professor Wheatstone's experiments consists of a few elements of very inconsiderable dimensions, is interposed anywhere in the circuit. The upper surface of the circle is marked with characters corresponding to those of the dial: twenty-four radial pins are provided for the convenience of turning it with the finger, and a stop is placed, so that the finger applied to any one of the spokes shall not turn the circle beyond a certain point. When everything is at rest, and the mark + is opposite the stop, the spring rests against a conducting division of the circumference of the circle. On turning the circle, the spring passes alternately over conducting and non-conducting divisions, and the circuit is correspondingly completed and interrupted. The proper adjustments being made, whenever a letter is brought opposite to the fixed stop by applying the finger to its corresponding spoke, the same letter appears on the dial of the indicator, however distant they may be from each other. In this manner thirty telegraphic signals may be transmitted in a minute. The above-mentioned arrangement of the battery and wires is suited only for a perfectly insulated circuit; another arrangement is required when the insulation is not perfect, which is always the case in extended lines passing along the ground, even when the protected wires are enclosed in iron tubes. It would be difficult to make this arrangement understood without the aid of a figure, but it requires that a separate battery be placed at each station, in order that a communication may be sent from it. When the communicator is at rest, the battery belonging to it is cut off from the circuit, whilst the circuit itself remains completed; so that no impediment exists to a communication being made, through the same wires, from any other part of the circuit.

"Professor Wheatstone has contrived various means of converting the reciprocating motion of the armature into the intermitting circular motion of the dial; but for instruments required to act through very great lengths of wire he has adopted the following plan. The axis, carrying the wheel above-mentioned and the dial, is connected with a train of clock-work actuated by a spring or weight, which, were there no impediment, would give a continued rapid rotatory motion to the wheel; and an alternating piece, similar in its action to the anchor of an escapement, allows the wheel

to advance through the distance of half a tooth, when the armature is either attracted or falls back by the reaction of the spring. By this substitution of an escapement for a simple propellent, the instrument is enabled to work with a much weaker current, as it requires less force to allow the wheel to escape than to impel it into motion, especially when any mechanical resistance has to be overcome.

" Ingenious as Professor Wheatstone's contrivances are, they would have been of no avail for telegraphic purposes without the investigation, which he was the first to make, of the laws of electro-magnets when acted on through great lengths of wire. Electro-magnets of the greatest power, as usually constructed, even when the most energetic batteries are employed, utterly cease to act when they are connected by considerable lengths of wire with the battery, and it appeared at one time hopeless to employ them immediately for telegraphic purposes. The complete investigation of this subject has, however, enabled him not only to construct efficient telegraphs acting by electro-magnets, but to dispense with the secondary means which he formerly thought necessary to produce certain effects, such as to make a bell ring, &c., which he is now able to effect by the direct action of the current. Each telegraphic apparatus is provided with such a bell or alarm, which is rung by the operator to call the attention of his correspondent ; the current transmitted through the same circuit both rings the bell and works the telegraph.

" Bells upon this principle have been introduced in the House of Commons and other public establishments: in some places they are worked by a magneto-electric machine, in others by a small voltaic battery. There is no doubt that this application will hereafter be extensively employed. In this manner bells may be rung at any distance without the communicating wires being put in motion or any cranks being required: very fine wires may be employed, and they may follow any route, however circuitous. A single small battery alone is required to ring all the bells of a large establishment, and it may be so constructed as to continue in action without requiring any attention for months together. In a large building such an arrangement is far more economical than common bell-hanging.

" To enumerate all the various applications which Professor Wheatstone has made of the principles of his last electro-magnetic telegraph for different scientific and industrial purposes would lead us far beyond our limits. We can only further briefly allude to two of the most important modifications of his invention which Professor Wheatstone has made for specific purposes :—1. By substituting for the paper disc on the circumference of which the letters are printed a thin disc of brass cut from the circumference to the centre, so as to form four-and-twenty springs, on the extremities of which types or punches are placed, and adding a mechanism, the detent of which, acted on by an electro-magnet, causes a hammer to strike the punch against the cylinder, round which are rolled alternately several sheets of white paper and of the blackened paper used in the manifold writing apparatus, he has been enabled to obtain, without presenting any resistance to the type-wheel, several distinct printed copies at the same time of the message transmitted. 2. He has applied the principles of the telegraph described, to enable the time of a single clock to be shown simultaneously in a great number of places, or, in other words, to telegraph time instead of messages. For this purpose the wheel for making and breaking the circuit, instead of being turned by the finger, as in the telegraph, is made extremely light, and is carried round by the arbor of a clock, while a hand pointing to the time on a fixed dial is moved by precisely the same means as the dial of the telegraph. The wires forming the communication between the clock itself and the instrument which

reciprocates its motions may, as in the case of the telegraph, be of any required length ; and any number of such reciprocating instruments, or telegraphic clocks, as the inventor calls them, may be included in the circuit. Professor Wheatstone's telegraph-clock was first shown in action and described at a meeting of the Royal Society in November 1840, and this means of indicating time has ever since that time been in constant use at King's College and elsewhere. The following is the account of the paper containing a description of this clock, which was published at the time in the 'Proceedings of the Royal Society':—

"The object of the apparatus forming the subject of this communication is stated by the author to be that of enabling a single clock to indicate exactly the same time in as many different places, distant from each other, as may be required. Thus, in an astronomical observatory, every room may be furnished with an instrument simple in its construction, and therefore little liable to derangement, and of trifling cost, which shall indicate the time, and beat dead seconds audibly, with the same precision as the standard astronomical clock with which it is connected ; thus obviating the necessity of having several clocks, and diminishing the trouble of winding up and regulating them separately. In like manner, in public offices and large establishments, one good clock will serve the purpose of indicating the precise time in every part of the building where it may be required, and an accuracy be ensured which it would be difficult to obtain by independent clocks, even putting the difference of cost out of consideration. Other cases in which the invention might be advantageously employed were also mentioned. In the electro-magnetic clock, which was exhibited in action in the apartments of the Society, all the parts employed in a clock for maintaining and regulating the power are entirely dispensed with. It consists simply of a face, with its second, minute, and hour hands, and of a train of wheels which communicate motion from the arbor of the seconds-hand to that of the hour-hand, in the same manner as in an ordinary clock train : a small electro-magnet is caused to act upon a peculiarly-constructed wheel (scarcely capable of being described without a figure) placed on the seconds arbor, in such manner that, whenever the temporary magnetism is either produced or destroyed, the wheel, and consequently the seconds-hand, advances a sixtieth part of its revolution. It is obvious, then, that if an electric current can be alternately established and arrested, each resumption and cessation lasting for a second, the instrument now described, although unprovided with any internal maintaining or regulating power, would perform all the usual functions of a perfect clock. The manner in which this apparatus is applied to the clocks, so that the movements of the hands of both may be perfectly simultaneous, is the following. On the axis, which carries the scape-wheel of the primary clock, a small disc of brass is fixed, which is first divided on its circumference into sixty equal parts ; each alternate division is then cut out and filled with a piece of wood, so that the circumference consists of thirty regular alternations of wood and metal. An extremely light brass spring, which is screwed to a block of ivory or hard wood, and which has no connexion with the metallic parts of the clock, rests by its free end on the circumference of the disc. A copper wire is fastened to the fixed end of the spring, and proceeds to one end of the wire of the electro-magnet, while another wire attached to the clock-frame is continued until it joins the other end of that of the same electro-magnet. A constant voltaic battery, consisting of a few elements of very small dimensions, is interposed in any part of the circuit. By this arrangement the circuit is periodically made and broken, in consequence of the spring resting for one second on a metal division and the next second on a wooden divi-

sion. The circuit may be extended to any length, and any number of electro-magnetic instruments may be thus brought into sympathetic action with the standard clock. It is only necessary to observe that the force of the battery, and the proportion between the resistances of the electro-magnetic coils and those of the other parts of the circuit, must, in order to produce the maximum effect with the least expenditure of power, be varied to suit each particular case."

In the concluding part of the paper the author points out several other and very different methods of effecting the same purpose; and in particular one in which Faraday's magneto-electric currents are employed, instead of the current produced by a voltaic battery; he also describes a modification of the sympathetic instrument, calculated to enable it to act at great distances with a weaker electric current than if it were constructed on the plan first described.

Having thus in some degree explained the means employed for procuring and transmitting intelligence through the agency of electricity, we have now very briefly to allude to the extremely happy device of testing, in a pleasing and familiar way, the practical application of these means by two parties playing a game of chess while seated at the opposite ends of a railway ninety miles long. The idea, it appears, occurred to Mr Staunton while conversing with Professor Wheatstone on the influence which this extraordinary mode of intercourse is likely to have upon our social relations; and in a very few days, through the polite facilities offered by the authorities connected both with telegraph and railway, his suggestion was carried into effect with a success which must have exceeded the anticipations of the most sanguine.

Mr Staunton's wish was that a game should be played between two persons only, one stationed at each end of the telegraphic line, and he applied to Mr Lewis, the well-known writer on chess, to take either extremity against him. Mr Lewis's engagements unfortunately precluded his officiating, and as there was no other player willing single-handed to cope with Mr S., it was at length arranged that more than one should be concerned at each terminus in conducting the moves.

To obviate other difficulties, as to which party should take the distant end, &c., Mr Staunton volunteered himself to play at Portsmouth, whither he went the day prior to playing, in company with Capt. Kennedy. It had been agreed, for the purpose of familiarizing all parties with the signs to be adopted for transmitting the moves on Thursday, that a kind of trial game should be gone through in private on Wednesday, which game was to be given up by either party, at any hour, if through any delay it ran on into the evening.

Upon the arrival of Capt. K. and Mr S. at Gosport, they found, unfortunately, that the day of play having been fixed for Thursday, no arrangement for their own accommodation, and for the exclusion of the public from the room in which the telegraph is temporarily placed, had been made; and it was feared that the sort of rehearsal so much wished to prevent errors on Thursday must be abandoned. Through the kindness of Mr Hoffmeister, an amateur of chess, resident at Portsmouth, this obstacle was in part surmounted; Mr H. politely undertaking to sit in the telegraph room and transmit the moves by a messenger to and fro the telegraph to Messrs Staunton and Kennedy at their hotel. This plan, apparently the only feasible one, was tried, but with little success, the time occupied by the messenger in carrying the moves backwards and forwards rendering it impossible for the players to deliberate on them; and after two or three mistakes, and much fruitless vexation and delay, the game was left unfinished.

On the day appointed for play, Messrs Staunton and Kennedy took their stations at the chess board in the telegraph apartment at Gosport, while Messrs Buckle, Walker, Tuckett, Perigal, and Capt. Evans were similarly engaged at the Vauxhall terminus, and about half-past eleven, a.m., the *partie* began by the players in London forwarding their first move of "K. P. two squares."

We must premise that, beyond the fact of its having been played under circumstances so remarkable, the game presents in itself few features of interest. The party at the London end had their attention too frequently diverted by the assembled spectators, and the players at Gosport were too anxious to terminate the game in time to escape by the last (half-past five o'clock) train, for them to go very profoundly into the intricacies which chess positions present.

GAME DCCXXXIX.

White. (Amateurs in London.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. Q. to K. B. third
5. Q. P. one
6. Q. B. to K. third
7. B. takes B.
8. Q. Kt. to R. third
9. Q. to K. Kt. third
10. K. R. P. takes Q.
11. K. B. P. two
12. K. Kt. to B. third
13. K. to Q. second
14. Q. P. one
15. K. B. P. one (*d*)
16. B. takes P.
17. K. Kt. to R. fourth
18. Q. Kt. to B. second
19. Q. R. to K. square
20. B. takes Kt.
21. K. to Q. B. square
22. K. Kt. to B. third
23. Q. Kt. P. one
24. R. to K. second
25. Q. Kt. to K. third
26. K. R. to Q. square
27. Kt. takes Kt.
28. Q. R. to K. B. second (*h*)
29. Kt. to Q.'s second
30. P. takes P.
31. R. takes P.
32. R. to K. B. second (*k*)
33. Kt. to K. B.'s square
34. R. to Q. second
35. Kt. to R. second
36. Kt. takes P.
37. Kt. to K. B. sixth
38. Kt. takes B.

Black. (Messrs K. and S.)

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

39. R. to K. B. third	39. K. R. to Kt. sixth
40. R. from Q. second to K. B. second	40. R. to K. seventh
41. R. takes P.	41. R. takes Kt. P.
42. R. takes R. at K. second	42. R. takes R.
43. R. to Q. second	43. R. to K. fourth (n)

Drawn Game.

Notes to Game DCCXXXIX.

(a) The B. should have been taken off at once.

(b) Had there been any time for deliberation, Mr Staunton remarked, he should have hesitated to change Queens without examining the effect of moving K. Kt. to K. second.

(c) About this period considerable delay occurred at Gosport in consequence of an intimation from Southampton that a number of chess players had congregated there and required to have the moves telegraphed to them. Those already played were forwarded and every subsequent move was sent at the moment of its being played. This double duty, however, seriously retarded the progress of the game, which would otherwise have terminated, we believe, in time for the players at Gosport to have reached London that night.

(d) This was evidently played without due consideration of the consequences of Black's rejoinder.

(e) From this point the game is decidedly in favour of Black, who with ordinary time for circumspection, would not have had much difficulty in winning.

(f) The wishes of both Mr Staunton and Capt. Kennedy now pointed to the advance of K. B.'s Pawn, which they conceived to be the best move, but they hoped by bringing out the Kt. to induce a change of pieces, and thus to simplify and shorten the game. Subsequent analysis shows that, by playing on the Pawn at this juncture, they would have won a Pawn and have still farther improved their present advantageous position.

(g) Far better than taking the Q. R.'s Pawn.

(h) We look upon this as the best move made by White throughout the game ; indeed we see no other which would have relieved them from the embarrassment they laboured under. The merit of this excellent move is due to Captain Evans, the well-known inventor of the Evans' Gambit.

(i) But for their anxiety to terminate the *partie*, Black would now have thought it prudent to protect the Pawn they had won.

(k) The return of this R. to B. second is well conceived. Mr Perigal, we believe, is entitled to the credit of having suggested it.

(l) It would not have been prudent to take this Pawn, and, upon the Rook being attacked, play the Pawn on checking.

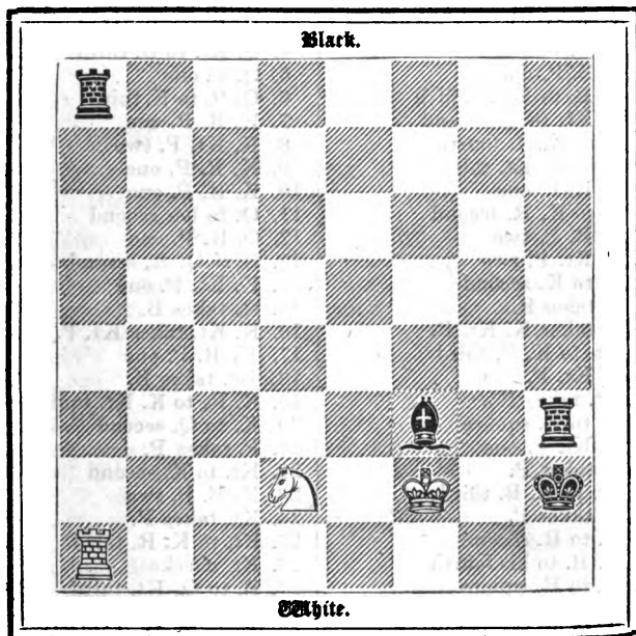
(m) If Black had now checked with the Rook, the opposing players would have moved their King to Kt. second, instead of interposing the R.

(n) In reply to this move, White proposed to draw the game, which was immediately acceded to by their opponents, and the game concluded a few minutes after seven o'clock, having lasted rather more than seven hours and a half.

June 1825

PROBLEM, No. 241.

By Mr M'G.



White playing first Mates in four moves.

GAME DCCXL.

Mr STAUNTON gives Mr BRYAN, of the 'Cercle des Echecs,' the King's Knight.

(Remove Black's K. Kt. from the Board.)

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

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

The game was prolonged for some time, and eventually given up as drawn.

Notes to Game DCCXL.

(a) Black advanced this Pawn to prevent the adverse Rook being played to R.'s seventh.

(b) With the object of playing the Rook to Q. R. seventh, and then mating in two moves if White took it.

(c) If White had now attacked the Queen with the Rook, Black would have taken the Kt. with his Queen, and have gained a piece.

(d) This move loses White a piece.

(e) Better play than giving up the Bishop.

GAME DCCXLI.

Between Mr STAUNTON and Mr R. A. B. The former giving the Q. Kt.

(Remove White's Q. Kt. from the Board.)

- White.* (Mr S.)
1. K. P. two
 2. K. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. Q. B. P. one
 5. Q. P. two
 6. K. P. one
 7. Castles
 8. P. takes P.
 9. K. R. P. one
 10. B. to K. Kt. fifth
 11. Q. Kt. P. one
 12. Q. R. P. one
 13. B. to K. third
 14. Kt. to Kt. fifth
 15. K. B. to Q. third
 16. B. takes Kt.
 17. B. checks
 18. Q. takes B.
 19. Q. to her B. fifth
 20. Q. R. P. one
 21. P. takes P.
 22. Q. takes B. (check)
 23. R. takes R. (check)
 24. R. takes Q.
 25. Kt. takes K. R. P.
 26. Kt. to his fifth
 27. P. takes P.
 28. Kt. to K. B. third
 29. Kt. to Q. fourth
 30. R. to Q. square (d)

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

Brown ✓

White. (Mr S.)
 31. R. takes Kt.
 32. R. to Q. Kt. fourth
 33. K. R. P. one
 34. K. R. P. one
 35. K. to his B. square
 36. K. to his square
 37. K. to Q. second

Black. (Mr B.)
 31. K. to Q. third
 32. R. to Q. B. fourth (e)
 33. K. to his fourth
 34. Q. P. one
 35. Q. P. one
 36. R. to Q. fourth

And wins easily.

Notes to Game DCCXLII.

- (a) Q.'s P. two would have been more to the purpose.
- (b) The Queen would have been grievously harassed had she been moved to any other open square.
- (c) A good move.
- (d) Had he taken the Pawn he must have lost his Kt.
- (e) Black feared to play the K. to B. fourth, because he would then have lost his K. B.'s P.

GAME DCCXLII.

Mr NEWHAM, of Nottingham, gives the P. and three moves to Mr BROWN.

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

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

Black. (Mr N.)
 3. Q. P. one
 4. Q. B. P. two
 5. P. takes P.
 6. K. Kt. P. one
 7. Q. Kt. to Q. R. third
 8. K. Kt. to B. third
 9. B. to K. Kt. second
 10. R. to K. B. square
 11. Q. B. to Q. second
 12. K. R. P. one
 13. B. takes Kt.
 14. R. takes B.
 15. Q. to her B. second
 16. Kt. takes Q.
 17. K. Kt. P. one
 18. R. to Q. R. third
 19. R. takes Q. R. P.
 20. Q. R. to Q. B. square
 21. K. R. to Q. R. fourth

White. (Mr B.)

22. K. B. P. two
23. K. to B. square
24. B. takes Kt.
25. B. takes Q. Kt. P.
26. K. to Q. second
27. K. to his third
28. B. to Q. R. third
29. K. to B. third

Black. (Mr N.)

22. B. to K. B. fourth (check)
23. Kt. takes Kt.
24. K. P. one
25. Q. R. takes P. (check)
26. K. R. to Q. R. seventh
27. K. R. takes P.
28. Q. R. to K. fifth (check)
29. P. one

Mate.

Note to Game DCCXLII.

(a) He should have taken the K. Kt.'s P. with his Kt., and he would then have had three clear Pawns, plus.

GAME DCCXLIII.

Between Mr B. G. and Mr TUCKETT.

Black. (Mr T.)

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

White. (Mr B. G.)

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

Gwinde

<i>Black.</i> (Mr T.)	<i>White.</i> (Mr B. G.)
27. P. takes B.	27. B. takes R.
28. Q. to K. Kt. third	28. K. P. one
29. P. takes P.	29. B. takes P.
30. K. to Kt. square	30. Q. to K. B. fourth
31. Q. to K. third	31. Q. R. P. one
32. K. to R. second	32. Q. to her fourth
33. R. to K. square	33. R. to K. square
34. K. R. P. one	34. Q. takes P. at her R. fourth
35. R. to K. second	35. Q. takes Q. R. P.
36. K. R. P. one	36. Q. to her R. fifth (c)
37. K. Kt. P. two	37. B. takes Q. B. P.
38. Q. takes R. (check)	38. Q. takes Q.
39. R. takes Q.	39. K. takes R.
40. K. B. P. one	

And White cannot save the game.

Notes to Game DCCXLIII.

(a) This move loses a piece and appears to have been made without due reflection. White however retrieves his error with remarkable skill in the subsequent moves.

(b) A masterly move.

(c) Had White instead of this move played his Bishop to Q. B. third he would have lost the game in a few moves; ex. gr. :—

<i>Black.</i>	<i>Whit.</i>
37. Q. takes R. (check)	36. B. to Q. B. third
38. R. to K. seventh (check)	37. B. takes Q.
	38. K. to Kt. square (best) (If K. to B. square or to K. Kt.'s third square, then Black plays K. R. P. one.)
39. R. takes B. (check)	39. K. to R. second or B. second
40. R. to K. seventh (check)	40. K. to Kt. square
41. R. to Kt. seventh (check)	

And then advances one of the foremost Pawns.

GAME DCCXLIV. ✓

Between MM. HEYDEBRANT and HANSTEIN, two of the finest players of Germany.

<i>White.</i> (M. HANSTEIN.)	<i>Black.</i> (M. HEYDEBRANT.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. B. to Q. B. fourth
5. Q. B. P. one	5. P. to Q. sixth

White. (M. HANSTEIN.)

6. Q. Kt. P. two
7. Q. R. P. two
8. Castles
9. Q. takes P. at her third
10. Q. B. to K. B. fourth
11. Q. Kt. to Q. second
12. Q. B. to K. Kt. third
13. K. R. to K. square
14. P. takes P.
15. Q. Kt. to K. fourth
16. Q. R. to Q. square
17. K. R. P. one
18. Q. R. P. one
19. K. to his R. second
20. B. takes Q. R. P.
21. Q. takes P.
22. R. takes B.
23. Q. takes Q.
24. R. to Q. B. fourth
25. Kt. takes Kt.
26. R. takes Q. B. P.
27. Q. Kt. P. one
28. K. takes B.
29. R. takes R.
30. R. takes P.
31. K. to B. fourth
32. R. to Q. seventh
33. K. to his third
34. R. takes Kt.
35. Q. R. P. one
36. Q. R. P. one
37. K. to Q. fourth
38. R. to Q. Kt. seventh
39. K. to Q. B. fourth
40. K. to Kt. fourth
41. K. to Kt. fifth
42. R. to B. seventh (check)
43. R. to Q. seventh
44. K. Kt. P. one
45. K. to Kt. sixth
46. K. to Kt. seventh
47. R. to Q. third (check)
48. R. to Q. fifth
49. R. takes K. R. P.
50. K. Kt. P. one
51. Kt. P. one
52. K. to Q. B. sixth
53. K. to Q. sixth
54. R. to K. R. second
55. Kt. P. one

Black. (M. HEYDEBRANT.)

6. B. to Q. Kt. third
7. Q. R. P. one
8. Q. P. one
9. K. Kt. to K. second
10. Castles
11. K. Kt. to his third
12. K. to his R. square
13. K. B. P. two
14. Q. B. takes P.
15. Q. Kt. to K. second
16. K. R. P. one
17. Q. to her second
18. K. B. to Q. R. second
19. Q. R. to Q. square
20. P. takes B.
21. B. takes Kt.
22. Q. to her B. third
23. Kt. takes Q.
24. K. Kt. to K. fourth
25. Kt. takes Kt.
26. B. takes K. B. P.
27. B. takes B. (check)
28. Q. R. to Q. B. square
29. R. takes R.
30. R. takes P. (check)
31. Kt. to K. B. second
32. R. to B. fifth (check)
33. R. to B. fourth
34. R. takes P.
35. R. to Q. R. fourth
36. K. to R. second
37. K. to Kt. third
38. K. to B. third
39. K. Kt. P. two
40. R. to Q. R. eighth
41. K. to B. fourth
42. K. to his Kt. third
43. K. to B. fourth
44. K. R. P. one
45. K. to his fifth
46. K. to B. sixth
47. K. to Kt. seventh
48. K. Kt. P. one
49. P. takes P.
50. K. to Kt. sixth
51. R. to Q. Kt. eighth (check)
52. R. to Q. B. eighth (check)
53. R. to Q. R. eighth
54. K. R. P. one
55. R. to Q. R. third (check)

White. (M. HANSTEIN.)

- 56. K. to his fifth
- 57. Kt. P. one
- 58. R. takes R. (check)

Black. (M. HEYDEBRANT.)

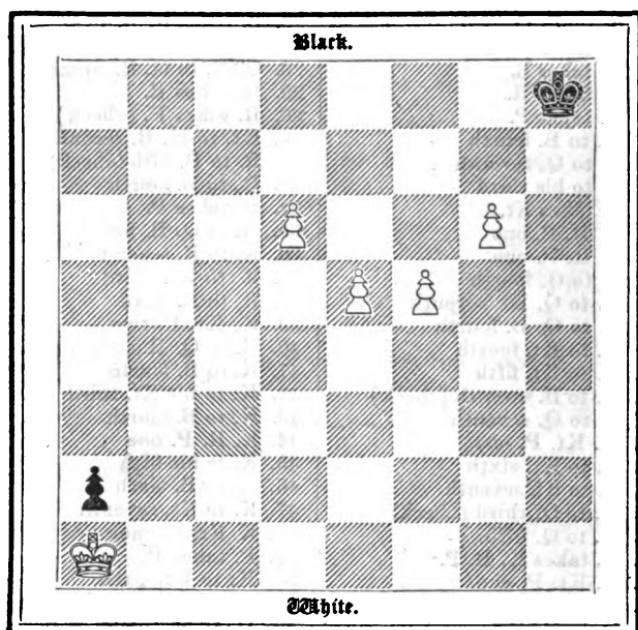
- 56. R. takes Q. R. P.
- 57. R. takes Kt. P.
- 58. K. to his B. seventh

And the game is drawn.

The latter portion of this game is finely played by M. HEYDEBRANT, and presents a remarkable and instructive example of a game drawn under circumstances that rendered it apparently impossible.

PROBLEM, No. 242.

AUTHOR UNKNOWN.



In this position White having to play, undertook to give Checkmate with his K. B. P. in twelve moves, *without taking the adverse pawn or making any piece*.

a fine

THE TRAITÉ DES AMATEURS.

CHAPTER VI.

Continued from page 148.

FIRST GAME.

White.

1. K. P. two
2. K. B. P. two
3. K. R. P. two (*weak*)
4. Q. to K. Kt. fourth (or VARI.)
5. Q. takes K. Kt. P. (a)
6. Q. to R. sixth
7. K. R. P. one (b)
8. K. P. one

Black.

1. K. P. two
2. P. takes P.
3. K. B. to K. second
4. K. Kt. to B. third
5. K. R. to K. Kt. square
6. K. B. to Q. third
7. K. R. to K. Kt. fifth (c)
8. K. B. takes K. P., and will win by bringing round K. B. to K. B. square.

(a) A very bad move ; you ought to have taken the Gambit Pawn.

(b) To prevent Black's playing K. R. to K. Kt. third.

(c) He aims at shutting up your Queen.

Variation on Move 4.

White.

4. K. Kt. to B. third
5. Q. P. two
6. Q. B. takes P. (a)
7. K. Kt. P. one (b)

Black.

4. Q. P. one
5. Q. B. to K. Kt. fifth
6. K. B. takes R. P. (check)
7. K. B. to K. Kt. fourth (c)

Black cannot fail to win.

(a) If you were to play Q. to Q. third, you would lose thus :—

White.

6. Q. to Q. third
7. Q. takes B

Black.

6. Q. B. takes Kt.
7. K. B. takes R. P. (check), and Black will win. Again, if you played Q. Kt. to Q. second, he plays K. Kt. to B. third, and afterwards to K. R. fourth, defending the Gambit Pawn, with a winning position.

(b) If you take K. B. with R., Black takes Kt. with Q. B., and then R. with Q.

(c) Upon your next move, if you take B. with Q. B., he will still take Kt. with B., attacking your Queen ; and maintaining the P. in advantage.

SECOND GAME.

White.

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. R. P. two
5. K. Kt. to K. fifth
6. Q. P. two
7. Q. B. P. one (a)
8. K. Kt. to Q. third
9. Q. to K. second
10. Q. to K. B. second

Black.

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. K. R. P. two
6. Q. to K. B. third
7. Q. P. one
8. K. B. to K. R. third
9. K. Kt. to K. second
10. K. Kt. to K. Kt. third, preserving the advantage of the Pawn.

(a) Supposing that Black intends attacking Kt. with Q. P., you support Q. P., which would otherwise remain *en prize*, upon the forced retreat of the Kt. If, instead of Q. B. P., you were to play Q. Kt. to B. third, he ought to move Q. B. P. one.

Variation on Move VII.

<i>White.</i>	<i>Black.</i>
7. K. B. to Q. B. fourth	7. K. Kt. to K. R. third
8. Q. B. P. one	8. K. B. to Q. third
9. K. Kt. to Q. third	9. Gambit Pawn one
10. If you now take P. with K. Kt. P., Black wins by checking with B. If, instead of this move, you were to play K. P. one, Black leaves Q. <i>en prize</i> , and takes K. Kt. P. with P. Upon your then playing (as your best move) K. R. to Kt. square, he takes P. with Q. (check) and then plays K. B. to K. second, and Q. P. one; lastly, if you now play	

<i>White.</i>	<i>Black.</i>
10. Q. B. to K. Kt. fifth	10. P. takes K. Kt. P.
11. K. R. to Kt. square	11. B. checks
12. K. to Q. second	12. Q. to K. B. sixth
13. Q. to K. second *	13. K. B. P. one (<i>best</i>)
14. B. takes Kt.	14. R. takes B.
15. R. takes P.	15. Q. takes Q. (check)
16. K. takes Q.	16. B. takes K. R. P., and wins

* This is much stronger than taking Queen.

THIRD GAME.

<i>White.</i>	<i>Black.</i>
1. K. P. two	1. The same.
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. K. Kt. to K. fifth	5. K. Kt. to R. third
6. K. Kt. takes K. Kt. P.	6. Kt. takes Kt. (or VAB.)
7. Q. takes Kt.	7. Q. P. two
8. Q. takes Gambit P.	8. P. takes B.
9. Q. to K. fifth (check)	9. Q. B. to K. third
10. Q. takes K. R.	10. Q. to R. fifth (check)
11. K. to B. square	11. Q. to B. fifth (check)
12. K. to Kt. square	12. Q. takes K. P.
13. K. R. P. one	13. Q. Kt. to Q. second

Black will afterwards Castle, and have a very good game, although he has lost the exchange.

Variation on Move VI.

<i>White.</i>	<i>Black.</i>
7. Kt. interposes	6. Q. checks (<i>best</i>)
8. P. takes P. (<i>a</i>)	7. Q. P. two
9. B. checks	8. Gambit P. one
10. K. P. takes P.	9. Q. B. P. one
	10. Q. to K. second (check)

If Black were to take P. with Q. Kt. P., you would win by taking Gambit P. with Q.

<i>White.</i>	<i>Black.</i>
11. K. to B. square	11. P. takes P. (check)
12. K. takes P.	12. Q. to K. Kt. fourth (check)
13. K. to B. square	13. Q. takes K. B. (check)
14. Q. P. one	14. Q. takes P., and wins

(a) If you were to take P. with B., or, if you were to play B. to Q. Kt. third, Black would move Q. B. to K. Kt. fifth; you would then be forced to play K. Kt. P. one, and he would take K. Kt. P. and win.

FOURTH GAME.

<i>White.</i>	<i>Black.</i>
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. K. Kt. to K. fifth	5. Q. checks •
6. K. to B. square (or VAR.)	6. K. Kt. to R. third
7. Q. P. two	7. Q. P. one
8. K. Kt. to Q. third	8. Gambit P. one
9. K. Kt. P. one (a)	9. Q. to K. second (b)

Black, we think; ought to win.*

* On the contrary, White can now more than retrieve an equal game, by playing Q. Kt. to B. third; and then, if answered with Q. B. P. one, you push K. R. P. one.

(a) If you took the Pawn the following would be the result:—

<i>White.</i>	<i>Black.</i>
9. P. takes P.	9. P. takes P.
10. Q. takes P.	10. Q. B. to R. sixth (ch.) and wins

(b) If he check, he will lose the Queen, *ex. gr.**

<i>White.</i>	<i>Black.</i>
10. K. to K. square	9. Q. checks
11. Kt. to K. B. second, and then plays K. B. to B. square, &c.	10. Q. to K. Kt. seventh

* Black certainly gets a bad game by checking, but it is "un peu fort," to say he inevitably loses the Queen, as he may retreat her at move 10.

Variation on Move VI.

<i>White.</i>	<i>Black.</i>
6. K. to K. second (A.)	6. Gambit P. one (check)
7. P. takes P.	7. P. takes P. (check)
8. K. to B. square (c)	8. Q. P. two
9. Q. takes P. (d)	9. Q. to R. sixth (check)
10. Q. takes Q.	10. B. takes Q. (check), and wins

(c) If you were to take P. with Kt., he would take K. P. with Q. checking, and taking B.; and if you took P. with K., his Q. would check and win Kt.

(d) If you took P. with Kt., he would check with B. at your K. R. third.

(A.)

- White.*
6. K. Kt. P. one
 7. Q. takes K. Kt. P.
 8. Q. takes Q.
 9. K. to B. second
 10. K. B. takes P. (check) (B.)
 11. Q. to R. fifth
 12. Q. takes Kt. (check)
 13. Q. to K. R. fifth (e)
 14. K. to K. second (f)
 15. K. to K. third
 16. Q. P. two
 17. K. to Q. third
 18. K. to K. second
 19. K. to K. square

- Black.*
6. P. takes P.
 7. P. on ; dis. check
 8. P. takes R. Q. and checks
 9. K. Kt. to R. third
 10. Kt. takes B.
 11. K. B. to K. second
 12. K. to Q. square
 13. K. R. to B. square (check)
 14. Q. to adv. K. B. square (ch.)
 15. K. B. to Q. B. fourth (check)
 16. Q. to K. B. seventh (check)
 17. Q. takes P. (check)
 18. K. R. to B. seventh (check)
 19. K. R. to adv. B. square (check)
- and Checkmates next move with the Queen.

(e) If you were to play Queen to K. Kt. seventh, or King to K. second, he would win by placing his Rook at K. B. square.

(f) If you cover the Check with Kt., he takes with Q. winning a piece, and if you play King to Kt. third, he checks with Q. at your K. Kt. square, and then moves Q. P. one. Again, if you move King to K. third, he still wins by checking with Q. at your K. Kt. square, and then at your K. B. square.

(B.)

- White.*
10. Q. to R. fifth
 11. B. takes P. (check)
 12. Q. to K. Kt. fifth (check)

- Black.*
10. Q. takes K. P.
 11. K. to Q. square
 12. K. B. to K. second

And Black wins.

In the second place,

- White.*
10. Q. to K. B. sixth
 11. K. to B. square
 12. K. to B. second
 13. K. to K. second
 14. K. to K. square
 15. Q. takes Q.
 16. K. takes B.

- Black.*
10. Q. takes R. P. (check)
 11. Q. to R. sixth (check)
 12. Bishop checks
 13. Q. to Kt. seventh (check)
 14. Q. to B. seventh (check)
 15. B. takes Q. (check)
 16. Q. P. one, and wins

And, lastly, if at move 10 you were to play Q. P. one, Black would win by moving K. Rook to K. Kt. square.

FIFTH GAME.

White.

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. B. takes P. (check)
6. Kt. to K. fifth (check)

Black.

1. The same
2. P. takes P.
3. K. Kt. P. two
4. P. attacks Kt.
5. K. takes B.
6. K. to K. square*

White.

7. Q. takes P.
8. Q. to R. fifth (check)
9. K. Kt. to K. B. seventh
10. Q. to K. fifth (check)
11. Q. takes R.
12. Q. P. one

Black.

7. Q. to K. B. third
8. K. to K. second
9. Q. takes Kt.
10. Q. to K. third
11. K. Kt. to B. third†
12. Q. Kt. to B. third

Black afterwards plays K. to B. second, and K. B. to Kt. second, having a won game.

* If he attack Kt. with K., he loses the game, for you take P. with Q.

† By this move he blocks up your Q., and therefore plays much better than he would do in taking P. with Q., checking.

SIXTH GAME.

White.

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

10. K. B. to K. R. fifth ; preserving the Pawn with an excellent situation.

(a) If, instead of this, Black should move the K. B. P. one, you would take Kt. P. with Kt., and on his taking Kt. you would give Mate in four moves.

Black.

1. The same
2. P. takes P.
3. K. Kt. P. two
4. K. B. to K. Kt. second (a)
5. K. R. P. one
6. P. takes P.
7. B. takes R.
8. Q. to K. second
9. Q. B. P. one
10. K. B. to K. Kt. second
11. Q. P. two
12. K. B. to R. third
13. Q. Kt. to Q. second, and afterwards to K. B. third ; preserving the Pawn with an excellent situation.

Variation on Move VI.

White.

6. Q. P. one
7. Q. B. P. one
8. Q. to K. second
9. K. Kt. P. one*
10. Kt. to Kt. square
11. Q. to K. third
12. K. B. to Q. Kt.'s third
13. K. to B. second
14. Q. Kt. to R. third
15. Q. Kt. to B. second

Black.

6. Q. P. one
7. Q. B. P. one
8. The same (a)
9. The same
10. Gambit P. one
11. K. Kt. to B. third
12. K. Kt. to K. R. fourth
13. Q. Kt. to Q. second
14. Q. Kt. to B. third
15. Q. B. to Q. second

Black ought to win.

* This is not so good a move as Q. Kt. to Q. R. third.

(a) If he were now to move Q. B. to Kt. fifth, you would play K. Kt. P. one, and draw the game by equalising the Pawns.

SOLUTION
TO THE
PROBLEM ON DIAGRAM IN OUR LAST.

No. 240.

White.

1. Q. takes R. (check)
2. Kt. to K. fourth (check)
3. B. takes Q. (check)
4. K. P. one
5. K. B. P. one
6. K. P. one, mate

White.

- (a) 6. B. P. takes P. (mate)

Black.

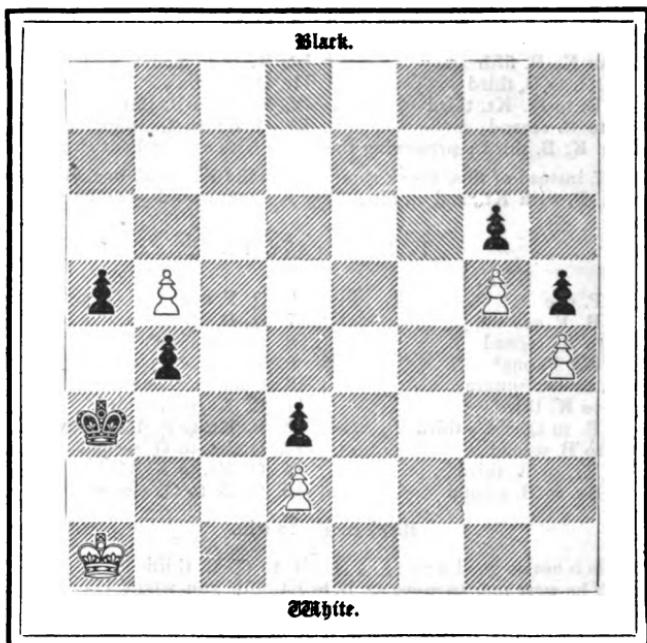
1. Q. takes Q.
2. P. takes Kt.
3. K. to Q. fifth
4. P. takes P.
5. K. P. takes P. (a)

Black.

5. B. P. takes P.

PROBLEM, No. 243.

This beautiful position is the invention of M. KIESERITZKI.



White to play and win.

PROBLEMS FOR YOUNG PLAYERS.

No. 200.

BY MAJOR LEWIS, NEWPORT.

<i>White.</i>	<i>Black.</i>
K. at his R. square	K. at Q. R. third
Q. at K. fourth	Q. at K. R. fifth
R. at Q. R. square	R. at K. R. square
R. at Q. Kt. square	R. at K. square
B. at K. B. square	B. at K. second
B. at K. third	B. at Q. Kt. fourth
Kt. at K. sixth	Kt. at K. eighth
Pawns at K. R. second; K. Kt. second; Q. Kt. second; and Q. R. third.	Kt. at Q. square Pawns at K. Kt. second; K. Kt. fourth; K. B. third; Q. B. third; Q. Kt. second; and Q. R. second.

White playing first, Mates in four moves.

No. 201.

BY AN AMATEUR OF READING.

<i>White.</i>	<i>Black.</i>
K. at Q. R. fourth	K. at Q. B. fourth
Q. at Q. Kt. third	Q. at K. R. fifth
Kt. at K. B. eighth	R. at K. eighth
Kt. at Q. Kt. fifth	R. at Q. square
Pawns at Q. third; Q. sixth; and Q. B. seventh	Kt. at Q. R. second Pawns at K. Kt. fifth; Q. B. third; Q. Kt. second; and Q. R. third

White to play, and Mate in five moves.

No. 202.

BY W. B—, Esq.

<i>White.</i>	<i>Black.</i>
K. at Q. Kt. square	K. at K. Kt. square
R. at Q. B. second	Kt. at Q. R. third
Pawns at K. R. second; and K. third	Pawns at K. R. second; and K. Kt. third

White to play, and win the game.

No. 203.

BY C. R. L.

<i>White.</i>	<i>Black.</i>
K. at his R. square	K. at Q. Kt. square
Q. at her seventh	Q. at K. B. seventh
R. at K. Kt. third	R. at K. square
Kt. at K. second	B. at K. sixth
Kt. at Q. B. seventh	B. at Q. fourth
P. at K. Kt. second	Pawns at K. R. third; K. Kt. fourth; Q. B. third; and Q. R. sixth
P. at Q. Kt. seventh	

White to move and Mate in 4 moves, or Black to move and Mate
in 5 moves.

No. 204.

The following ingenious termination of a game occurred lately between the Hon. H. T. L., one of the leading players of the day, and Monsieur C., of Durham.

White.

- K. at his R. square
- Q. at K. seventh
- R. at Q. seventh
- Pawns at K. R. second; K. Kt. third; Q. third; Q. B. third; and Q. R. second

Black.

- K. at Q. R. second
- Q. at K. Kt. second
- R. at K. Kt. square
- R. at Q. B. third
- Pawns at K. R. second; K. R. fourth; K. B. second; Q. Kt. second; Q. Kt. third; and Q. R. fourth

White (the Hon. H. T. L.) had now to play, and Mated his opponent in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS IN OUR LAST.

No. 196.

White.

- 1. B. to Q. Kt. sixth (check)
- 2. P. to B. eighth
becoming a Kt. (check)
- 3. Q. takes Q. P. (check)
- 4. Kt. to K. B. fifth

Black.

- 1. K. to Q. second
- 2. K. to his second
- 3. K. takes Q.

Mate.

No. 197.

White.

- 1. B. to K. B. fourth (check)
- 2. Q. to K. Kt. third (Mate)

Black.

- I. K. takes B. or (A.)

(A.)

- 2. Q. to her sixth, mate

Black.

- I. K. to K. third or B. third (B.)

(B.)

- 2. Q. to K. third, mate

Black.

- I. K. to Q. fifth

No. 198.

White.

- 1. Kt. to B. seventh (check)
- 2. R. to K. R. square (check)

Black.

- I. K. takes Kt. (best)

And Mate next move.

No. 199.

White.

- 1. R. to Q. R. fifth (check)
- 2. B. P. one (check)
- 3. R. to Q. R. seventh (Mate)

Black.

- I. K. to Kt. third
- 2. K. takes R.

YORKSHIRE CHESS ASSOCIATION.

THE annual celebration of the Yorkshire Chess Clubs was last week held at the Assembly Rooms in Leeds, and was attended not only by a large body of amateurs immediately connected with the Association, but by some of the most distinguished players from the metropolis and elsewhere. The tournament commenced shortly after ten in the morning, and was continued, with the intermission of a short time for luncheon, until six in the evening. Amongst the players present soon after the opening of the rooms we noticed:—The Earl of Mexborough; Mr Staunton, the champion Chess player; Mr Bryan, from the Cercle des Echecs of Paris; Mr G. Walker; Mr Worrell, from the London Chess Club; Mr Newham, President of the Nottingham Chess Club; Mr Sydney Smith, Mr Noyes, Mr Nieberg, from Nottingham; Mr Silas Angas, of Durham; Mr E. Cronhelm, Mr H. Rawson, Mr Common, Mr Craven, and Mr Butterworth, from Halifax; the Rev. Mr Tyson, Mr E. Shepherd, Mr W. Robinson, and Mr A. Shepherd, from Wakefield; Mr Parrot, Mr Kellner, and Mr Brierley, Huddersfield; Mr Bartliff, Malton; Mr Muff, the President of the Leeds Chess Club; Mr R. A. Brown, the author of a volume of Chess Problems; Mr Clarke, Mr Cadman, Mr J. D. Luccock, Mr Rhodes, Mr Marcus, Mr Church, Mr France, Mr Hick, Mr F. Clapham, Mr H. Richardson, Mr Dixon, Mr John Watson, Mr W. T. Smith, Mr Jos. Bateson, &c. &c. During the day Mr Staunton played respectively with many of the leading amateurs of the Association, including the Earl of Mexborough, Mr Cadman, Mr Silas Angas, Mr Noyes, and Mr R. Brown, giving to each of his opponents a piece. Some of these games were particularly admired, and it is to be hoped have been preserved.

Messrs Newham and Walker supported their well-earned reputation by competing successfully with many of the northern players, and the sport was kept up with unflagging spirit on all sides until the hour appointed for dinner, when the combatants sat down to the enjoyment of a repast, which was furnished from the famed and extensive establishment, Scarborough's hotel.

The Earl of Mexborough occupied the chair, supported by Mr Staunton and Mr Bryan; the vice chair was filled by Alderman J. D. Luccock.

Upon the withdrawal of the cloth and the production of a choice dessert, the noble chairman rose and gave the first customary toast, "Her Majesty the Queen," which was drunk with three times three cheers, and followed by the National Anthem.

The CHAIRMAN next gave "Prince Albert and the rest of the Royal Family," which was received with loud cheers.

The CHAIRMAN then rose and said—The next toast which he had the pleasure to propose was one which he felt confident would be responded to with enthusiasm. It was "Success to the Yorkshire Chess Association." (Great cheering.) It was not an association of long standing, but it was one in which every member felt a deep and personal interest; and proud and gratified they must all feel that day in seeing, amongst many other players of eminence, their champion, Mr Staunton, the gentleman who had so nobly and so triumphantly carried the British Chess flag into the very heart of France. (Tremendous cheers.) He (the Chairman)

was but a poor player, and he was not seldom unsuccessful. (Cries of "No, no.") He too often sat down with the conviction that he should lose, which was a sorry preparative for victory, and he wished he could once again recover the confidence of his boyish days, when in all his battles he felt animated by an assurance of success. (Hear, hear, and applause.) However, whether winning or losing, he dearly loved the game of chess. It had been his recreation in childhood, and he trusted it would be his solace in old age. (Cheers.) He was happy to say that although he frequently lost his game he never lost his temper with it. He had become too much accustomed to a Chess drubbing to think very seriously about it. (Applause.) That day, too, he had been amply repaid for many defeats—he had had the honour of fighting with the Chess Champion of England, or, as he might truly call him, the Champion of the World (reiterated cheers), and the game was drawn. (Applause.) Mr Staunton, to be sure, had given him a great advantage in pieces to begin with (laughter), but then he soon won them back again (renewed laughter), and finally the battle was drawn. (Applause.) He hoped they would often meet, not only in Yorkshire but in other parts of the world, to enjoy that noble game, which could be played without fear of losing anything but temper; and he was of opinion that the man who lost even that over a game of Chess was one who would be apt to lose it foolishly upon other occasions. (Hear, hear, and laughter.) He would detain them no longer, but conclude by giving the "YORKSHIRE CHESS ASSOCIATION, and Success to Chess in all parts of the World." (The toast was drunk amidst the loudest acclamations, and a right English round of Kentish fire.)

Mr W. L. ROBINSON returned thanks on behalf of the Yorkshire Chess Clubs for the honour they had received. There was in the several clubs in that part of the kingdom a considerable amount of talent which, combined by union, would ensure prosperity to their annual meeting, but that success would not alone be permanent, but most brilliant also, if their meetings were hereafter to be graced, as on this occasion, by the presence of the aristocracy, and their ranks strengthened by the magnates of the Chess world. (Loud applause.) In addition to the gratifying duty of thanking the assembled gentlemen for the interest they had manifested in the welfare of the Association, he had been deputed to propose the next toast, and he regretted his being so unworthy the honour which had devolved upon him. To appreciate fully the highest excellence in others requires talents of no mean order in ourselves, and such as he could certainly lay no claim to. No less a critic than Aristotle was necessary to render justice to Homer, and a Chess player scarcely inferior to the gentleman whose health he was about to propose was needed to appreciate as they deserved his splendid powers. (Great cheering.) Two hundred years ago Spain was the favoured land of chess, when a Lopez, a Paoli Boi, and other famous players, were invited to its court. During the greater part of the past century Italy was in the ascendant, and produced a Ponziani, an Ercole del Rio, and a Lolli. France afterwards became the seat of the highest excellence in Chess. Mons. Legalle was a great player, and the master of the future Philidor; Philidor's mantle descended on Des Chappelles, who transmitted it to the late De la Bourdonnais, whose living and worthy successor is M. St Amant. During this period Chess was much played in this kingdom, and both now and for many years past it has boasted a greater number of second-rate players than any other country in Europe. But the prince of Chess players was always a foreigner; we had not a man whom we could commission to struggle for the wreath sure of his returning with victory. Now, however, we have such a man. (Enthusiastic cheering.) The Chess Champion at length is an Englishman. (Loud and long-protracted cheers.) He went forth to battle, and he returned a conqueror; though Chess

players loved their brethren, of whatever nation they might be, still they could not entirely divest themselves of national partialities; and we were proud—justly proud—of the fame of our own countrymen. “The health of Mr Staunton, the Chess Champion, and beyond all doubt the head of the Chess world—and long may he continue so.” (The toast was drunk with three times three and one cheer more, and followed by long-protracted cheers.)

Mr STAUNTON rose, and was received with renewed applause. After the cheering had subsided, he begged, most cordially, warmly, and unaffectedly to thank the gentleman who had so eloquently and handsomely proposed his health and the company for the equally handsome and highly flattering manner in which they had responded to the proposition. Prior to his late indisposition, an after-dinner speech was an affair of but little moment, and disconcerted him no more than would the giving a castle to some sixth or seventh-rate Chess player. Of late, however, his nerves had lost their tension, and he began to think that position was of as much importance in a post-prandial address, as in the beautiful game they had then assembled to celebrate. He experienced no difficulty in expressing his thoughts in tolerably perspicuous phraseology while seated, but somehow, when he rose up now-a-days to speak, he found his tongue had lost its freedom, and his ideas lacked something of their clearness. Neither the disadvantage of position, nor his own dulness, however, could prevent his appreciating and acknowledging the honour conferred upon him in the warm and heart-stirring reception his name had met with from the Chess-players of Yorkshire. (Great applause.) This was the first time he had had the pleasure of visiting their interesting Association; he could confidently promise that, if health permitted, it should not be the last. (Loud cheers.) He had frequently had the gratifying duty to allude to the meetings of this Society, and he could assure the members connected with it, that any assistance which it was in his power to give, they might freely command. (Hear, hear, and applause.) The success of their institution, fortunately, was no longer problematical; such an assemblage as that before him, comprising not alone the members of the Yorkshire clubs, but some of the most distinguished players of the day from other quarters, afforded a satisfactory guarantee for the stability and welfare of the Yorkshire Chess Association. (Applause.) Before he resumed his seat, he would take the liberty of trespassing on their attention for a moment, by alluding to a gentleman who had accompanied him from London for the purpose of being present at this meeting, and to whom he was personally under deep and lasting obligations. It was not unknown to the majority of gentlemen before him, that a few months since he departed on his second expedition to confront the Chess Champion of France; he quitted England buoyant in health and spirit; full of a pardonable confidence, arising from previous victories, he left home with the hope of adding one more link, however small, to that glorious chain of British successes which now well nigh girdles the globe. (Loud cheers.) It was equally known to most of them, that he had scarcely reached the French metropolis when he was attacked by that terrible malady which brought him to death's door (hear, hear); few of them, however, were aware that at this time, when helpless, prostrate, and almost hopeless, in a foreign country, and surrounded by strangers, Providence sent him a friend, a more than brother, in the person of Mr Bryan, the gentleman then at their hospitable table. (Deafening cheers, which for some moments prevented Mr S. from proceeding.) No day, nay, scarcely for an hour, was this true Samaritan absent from his sick room. With a patience, a solicitude, an assiduity almost unexampled, for one whole month he attended and ministered to his wants. At the end of that period, the moment his medical advisers gave permission for his removal, Mr

Bryan took him to his house. There for two months more he lavished on him every kindness which humanity could suggest, or his situation require; and when at length he had restored him safely again to his own country, not content with the manifold services before exhibited, he boldly took up his pen in defence of his cause against the mis-statements of his opponent, by the production of his well-known pamphlet, 'The History of the Match.' (Immense applause.) I am, remarked Mr STAUNTON, in conclusion, quite inadequate, gentlemen, to acknowledge in befitting terms my profound obligations to Mr Bryan, and utterly incapable of requiting them. As a poor return for his rare goodness, I can only tender him my heartfelt thanks, and propose to you that we drink to his health and prosperity. In doing so, I beg to call upon this assemblage of British Chess players to give that value to the compliment which in its simple emanation from me it does not possess. I venture to claim at their hand such a response as Mr Bryan richly deserves, and as will show to him the estimation in which his kindness to a brother Chess player is held in this country. My Lord, Mr Vice-President, and gentlemen, permit me to propose "Long Life, Health, and Prosperity to Mr Bryan." (The toast was drunk with the most enthusiastic acclamations.)

Mr BRYAN rose for the purpose of returning thanks, but was for some moments so overcome with emotion as to be unable to proceed. He thanked the noble chairman, Mr Staunton, and the gentlemen around him for the compliment they had paid him. He certainly had no idea that any little service he had rendered to Mr Staunton could have merited such distinction. The honour was one which he should never forget. It was a tribute far beyond what he had ever expected—far beyond what he had deserved. (Cries of "No, no.") Lovers of Chess ought ever to entertain kindly feelings towards each other. When he met Mr Staunton abroad, he found that great advantages had been taken of that gentleman's indisposition, and he endeavoured to lessen them. (Hear, hear.) When he found a brother Chess player, of whatever country he might be, subject to injustice, he would try to help him. He would endeavour to prevent injury to him; and if it had occurred, he would use his exertions to prevent a repetition of it. This was the principle he acted upon, and he wished all other amateurs of Chess to act in the same way. (Hear, hear.) He begged once more to return his grateful thanks to the Yorkshire Association for the handsome manner in which his health had been drank. (Great applause.)

Mr CLARK said he had been deputed to propose a toast, but before doing so, he must take exception to the wording of it. He was called on to drink the health of "Mr Newham and the strangers who have honoured us with their presence." Now he entertained a marked disrelish of that word "strangers." It was a solecism among the true lovers of their noble game to talk of "strangers." The past history of Chess would show them that the players of Chess were never strangers to each other, let them meet in whatever land they might. (Hear, hear, and loud applause.) After alluding in eloquent and complimentary terms to Mr Staunton, Mr Newham, Mr Walker, Mr Angas, and other visitors, Mr Clark concluded by giving the toast in an amended form—"Mr Newham and the friends from a distance who have honoured us with their company this day." The toast was received with general applause.

Mr NEWHAM, in a neat and appropriate speech, acknowledged the compliment on the part of himself and the other visiting friends, and ended by proposing the health of Mr Walker, who he considered had done more for Chess than any one of the day by the publication of Chess works at a price within the reach of everybody. By these works and other efforts, Mr Walker had created a new era in Chess playing, and whilst he called upon

the company to respond sincerely, cordially, and heartily to the toast, he regretted his own inability to do justice to it. (Mr Walker's health was drank with great applause.)

Mr WALKER, in returning thanks, glanced at the progress Chess has made in this country during the last twenty years. To show what strides the noble art was making and the proficiency to which many players had attained, he need only allude to the fact, that whilst a few years back there were scarcely any modern authors on the game, there were now able writers on the subject both here and on the continent. The provinces bore testimony to the march of Chess by such publications as their townsman's—Mr Brown—'Chess Problems' (hear, hear), and 'The Souvenir of the Bristol Chess Club,' a work which he had just seen. In illustration of the change which had taken place in this country on the subject of Chess, he mentioned that twenty years ago, he and a gentleman met casually at an inn in Stratford-upon-Avon, and were desirous of enjoying a game, but were unable to find either board or men throughout the town. Now, however, there were plenty of both to be found there, and in the very room at the inn where he stopped on the night alluded to, there was regularly kept a board and set of Chess-men. (Applause.) After advertizing to the strength of country Chess players, and favourably mentioning the names of two Yorkshiremen distinguished for their prowess at the game, Mr Gaskell and Mr Marmaduke Wyvill, Mr Walker concluded by proposing the health of Mr Wilson (of the Isle of Wight), from whom a letter had been received, expressing his regret that he could not attend the meeting, but characteristically intimating that if any of the members of the Yorkshire Chess clubs would go over to his house in the Isle of Wight he would give them a hearty welcome and endeavour to give them a Chess beating into the bargain. (Drank with much applause.)

Mr E. CRONHELM and Mr NEWHAM, as personal friends of Mr Wilson, returned thanks.

Mr CHURCH then proposed "M. St Amant and the Paris Chess Club." (Applause.)

Mr WALKER returned thanks on behalf of M. St Amant, whom he had always found to be a man and a gentleman. As a Chess player, he certainly considered him inferior to his late opponent, and he believed that if the second match had been played he would again have been the loser; but his successes here on previous occasions, when he had beaten every player opposed to him, were sufficient to stamp him as a player of the highest excellence. He considered, too, that the Chess community were under obligations to M. St Amant for his revival of the Chess publication in France.

Mr NIEBURG then rose, and in a powerful speech, which we deeply regret our limits will not permit us to give, proposed the health of their Noble Chairman. (The toast was drank with musical honours, and received with loud and long-protracted cheering.)

The CHAIRMAN, in a humorous and eloquent address, replied to the toast, and gave "The Ladies."

The toast was received with the Kentish fire, and responded to by Mr Hamilton Richardson, who proposed the health of Mr Alderman Luccock, their Vice President.

Mr Luccock replied, and took occasion to call the attention of the company to the distressed condition of Mrs Sarratt, the aged and almost destitute widow of the celebrated player, who at present was living in Paris.

Mr WALKER gave some details to prove the very deplorable condition in which Mrs Sarratt, at eighty-five years of age, was placed.

Mr STAUNTON remarked that the English players had been reproached

by a writer in 'Le Palaméde' for their apathy on the subject of Mrs Barratt ; but the truth was her condition had never been clearly made known to them. No nation, surely, was ever less obnoxious to the charge of wanting sympathy for the distressed than the English, who gave away in charity yearly more than the whole continent put together. Upon the principle *bis dat qui cito dat*, he begged to propose an immediate subscription, and would take leave to put down his guinea as a humble mite towards the present relief of the unfortunate lady.

The subscription plate was then handed round, and in a few minutes, we understood, £5. were collected.

Mr Luccock proposed the health of Mr Muff, the respected President of the Leeds Chess Club. (Applause.)

Mr Rhodes, in the absence of Mr Muff, returned thanks.

After a few more toasts and some admirable singing by the Noble Chairman, the company resumed their mimic warfare until a late hour, when they separated, evidently delighted with the entertainment they had enjoyed.

The next annual meeting of the Yorkshire Chess Association was appointed to be held in May, 1846, in the town of "Merrie Wakefield."

HISTORY OF THE MATCH, &c.

(Continued from page 153.)

The error which Mr Staunton committed was to believe firmly that he subscribed to your wishes in re-producing the proposition of "King's Pawn two squares." And here arises a curious incident of one man's persisting in offering to another what this other had asked for, as a thing to oblige him, and earning the marked displeasure of the party by so offering. May not this misunderstanding be attributed to the tortuous and obscure answer of the Editor of 'Le Palaméde,' who says of the same proposition in the month of March, that "it anticipates his desires;" and in November, that "it is an inconceivable and enormous concession!"— 'Pal.' p. 524.

Mr Staunton awaited your answer patiently: a month passed, he manifests his astonishment by a few words in the 'Chess Chronicle,' and received a private letter from you altogether amicable and pacific. Hostilities are suspended. All at once he reads in 'Le Palaméde,' your "défi permanent, partout et pour toujours." He is the more astonished at your silence with respect to his challenge, as it must have reached you before the letter of armistice, and long before your own challenge. Mr Staunton resolves forthwith, contrary to all anterior provision, to go to Paris, and offer you a revenge, since it was evident you would not visit London in the spring time. He wrote to you to this effect, fixing the month following for the contest; this did not suit you, and you asked for the delay of another month.

In the interval I sent you a new letter from Mr Staunton. He proposed to you to shorten the match, and again brought forward the famous proposition of "King's Pawn two squares," demanding a categorical answer on these two points. The 'Palaméde' has inserted another letter (p. 421), in reply to that of Mr Staunton: it is not more definitive than the former.

The last letter of your adversary is of the date of September 22nd, in which he lets appear, but with politeness and courtesy, the discontent which he feels.—(See 'Chron.')*

It is manifest that Mr Staunton is tired of delays, and wishes to have done with them.

A doubt, however, has sprung up in the mind of your adversary, in spite of his continuing to offer you King's Pawn two squares, though you had said "it anticipated your desires." Mr Staunton fears that he has not succeeded in being agreeable to you. In fact, you have never resolved this question, so important to both, by an affirmative or negative.

In Paris, close by now, Mr Staunton hoped to have more success; to receive, in fine, a letter, frank, clear, precise—yes or no.

Above all, it is your assent that he wishes; your free decision, unencumbered by the intervention of the public, or your own seconds.

Before having a definite reply from you, would he have dared to say that the Editor of the 'Palaméde' had expressed a desire which he did not feel? According to him, the sophism which terminates this part of your answer, is the veil that serves to cover a favourite opening. The contrary supposition is not possible on the part of a practised player, that claims the succession of Labourdonnais. The succession of Labourdonnais! The genius of that Napoleon of chess, so great by the depth of his calculations, so vast by the extent of his almost miraculous combinations, has rendered unworthy of the noble heritage players so timid that they fear "to be no longer themselves" (*n'être plus eux-mêmes*), in a common opening, and who think they make an *enormous concession*† in playing King's Pawn two squares.

Mr Jaenish, an eminent authority often quoted by the 'Palaméde,' has resolved beforehand this question victoriously; in his book (Vol. ii, p. 299), he says, "Without the royal début (King's Pawn two squares) *no game of chess* (!) In fact, if, theoretically speaking, we are reduced to the defence of King's Pawn one square, or Queen's Bishop Pawn two squares, in answer to King's Pawn two squares, and obliged to give up all the ingenious and magnificent combinations that sprung from the opening K. P. two, K. P. two, "it would be better to modify suitably the rules of the game, or the primitive position of the pieces." Mr Jaenish has demonstrated that if such a proposition is advisable between two players who meet for the first time, much more is it dictated to two players who have already proved their strength. The opening of King's Pawn two squares is the best possible arrangement to offer to two players who have the habit of King's Pawn one square, inasmuch as it is of a perfect reciprocity between players of equal strength.

Mr Staunton's sole view in making this proposition was to produce fine games, and to yield to the wishes of the great majority of amateurs. In spite of the pompous announcement of your willingness to yield to a wish so respectable, and sign the engagement to do so "with both hands," you have always opposed to it evasive answers. The day when all was to be settled arrived, and you left to your seconds the responsibility of resolving a question, the solution of which belonged to you alone.

The 19th October, Messrs Wilson and Henderson attended a meeting, in which was to be given a definite answer to the propositions of Mr Staunton. This interview was without result. A *procès verbal*, written

* This letter has not been translated faithfully in the 'Pal.'

† "If you have thought to get me to make this *enormous concession*, you have made a grand mistake."—"Pal." p. 524.

in French, states the refusal of the seconds of M. St Amant, and their motives for doing so.* In spite of his indisposition, Mr Staunton wished to conclude the affair ; he told his seconds to accept all the conditions that might be proposed to him. It was then that Mr Wilson threatened to withdraw his concurrence, saying he had come to France to be a spectator of interesting games, and that the abandonment of the conditions at first proposed by Mr Staunton reduced the proportions of the contest.

Mr Staunton, annoyed, started up in his bed and reproached Mr Wilson for his desertion ; his intentions were not changed, he had determined to accept the contest, on whatever ground it might be placed.

Mr Wilson, as you have remarked, had come to offer his services "without being appointed officially" ('Pal.' p. 519) ; he returned as he had come, and Mr Henderson, faithful to his purpose, remained the sole second.†

The 10th Oct., Mr Staunton from his sick bed replied to the somewhat premature demand of M. St Amant to fix the day of their encounter, that he knew not precisely when that moment would arrive, that he waited for it anxiously. This letter occasioned a new conflict between the two adversaries. Mr Staunton brought in his letter a grave accusation against M. St Amant ; and this gentleman laboured to defend himself in the 'Palméde.'

At this hour we expect the last word of Mr Staunton. It is probable that the obstacle which prevented the *insulaire* from encountering the Frenchman, his grave illness, still retains his pen.

It was, in fact, about this time that Mr Staunton saw his position aggravated. How many times have we heard him deplore the illness that thus fettered a desire rendered, perhaps, still more ardent by the *contre-tempo*!

Faithful to the accomplishment of the design that called him to France, Mr Staunton, as he had written to you on his arrival, sent you a letter also before his departure. In this last letter he offers you a revenge which the season, his health, and obstacles of more than one sort, had compelled him to adjourn. He had sacrificed to your desires his good will, his time, and his money. It is now your duty in equity to go to London and determine the superiority which occupies all the great chess-players of Europe.

Permit me, before that grand day arrives, to seek, in existing circumstances, the solution of this grave question. Your seconds said that a revenge could not and ought not to be accepted by you but on the same conditions that regulated the first match. Mark the difference that exists between M. St Amant and his seconds. What M. St Amant calls the first *match* is that of London. His seconds, on the contrary, take their point of departure at the famous contest of Paris. Whence arises this divergence? Is it not that you want to console yourself for a recent date, by the remembrance of a past less disagreeable? As for me, I find the proof of it in this phrase? "Though admiring your fine talent, and suffering the effect of your *last victory*, I do not desert the field of battle, and I do not acknowledge your superiority but as an accidental fact. I have had the same advantage over you. Alternately we have had each our hours of good and bad fortune."

* The French seconds refused to reduce the match to thirteen games.

† Mr Staunton was pleased to testify his confidence in me by choosing me as the depositary of the original of the *procès verbal* of Oct. 19th. On M. St Amant's meeting me two days after on the Boulevard, and demanding it, I felt it my duty to refuse, telling him I was obliged to keep a deposit confided to me under such circumstances, and that I should have observed the same fidelity towards him. Three hours after M. St Amant received a copy of it.

Your seconds, who are men of sense and sure judgment, neglect this argument, which is, in fact, more consolatory than conclusive. They demand the revenge of the *match* of Paris, which they consider as the sole serious one, if not as decisive; and, in fact, why qualify as an *accidental* fact that grand contest in Paris, of which the conditions were discussed with care, and maturely established rather than that fortuitous rencounter in London. The "accidental" fact is certainly there. Besides, the winning of that little match was, after all, but three games to two. If the argument of counting by *matches* were of any value, it would soon be destroyed by a simple comparison. At the epoch when you pretend to have had a slight advantage over Mr Staunton, it is found that you had been beaten by an English player, Mr Cochrane, to whom your adversary gave pawn and move.

Admitting that the respective strength of two so celebrated players cannot be judged definitely by the comparison of their play with a third party, yet, as you have found this argument sufficiently conclusive to permit you to doubt of an incident, which is personal to me, preferring in that rather to believe in yourself than in a fact, I am obliged to re-establish the truth.

Without this circumstance, perhaps, I should not have come to submit these observations to the public, not that I doubt their justice, but by a conviction of my own insufficiency in more respects than one. Still I present myself in confidence, for I am in a position of strict impartiality. In fact, a greater stranger to England than to France, where, my tastes and social habits have fixed me for many years, I have not in this discussion any national sentiment to flatter or soothe. If I had occasion to give one proof more of my neutrality, I should add that next spring I have promised to be found on the side of M. Kieseritski, among the assailants who are to present a Chess challenge to the formidable champion of England. I come to the fact.

During his sojourn in Paris, Mr Staunton gave me pawn and three moves, and won of me seven matches of three games each, with a stake of ten francs the match. I must confess I never felt so annoyed at Chess. Mr Staunton then offered me the advantage of knight, and won again two *matches* of two games of me, at a stake of 1*l.* sterling each. I said at that time, and I repeat it now, my annoyance, and an excess of confidence in my strength, was the cause of my defeat; for I do not admit this superiority, though considered as a fact by Messrs Staunton and Henderson.* The 'Palaméde,' which cannot be suspected by its habits of wishing to be agreeable to me, has manifested on this point an incredulity, which flatters Mr Staunton almost as much as his victory of 1843.

But discarding personal questions, on which, perhaps, it may be found that we have insisted too much, let us return to the general facts which establish the superiority of Mr Staunton—a superiority that lies so heavy on the mind of the Editor of the 'Palaméde,' that he denies even evidence itself.

It is not to the Chess Club nor elsewhere, in private conversations, in vague assertions, that we go to seek our proofs; they will be found in the 'Palaméde' itself. It is established that you won of Mr Staunton, in London, three games to two; that in Paris, on the contrary, you lost eleven to six; in all, thirteen games lost to nine won; this result does not prevent you from writing ('Pal.' 1844, p. 132). "It might happen that one of the two champions should win *three matches* and nine games; and the other *two matches* and twelve games. It is in the order of more or less. To whom

* Mr Henderson resides in Paris, and may be consulted as to the circumstances of which he was a witness.

should the trophy belong? In both camps the *Té Deum* might be chaunted; and think you, that he who should win the 50*l.* would have the best share? In France, I can assure you, it would not be this material victory that would most flatter our *amour-propre*."

In France, Sir, whatever be his country, he who gains a victory of thirteen games to nine, will always be acknowledged as the strongest player.

The proposition of Mr Staunton to play King's Pawn two squares, is witness of his confidence and will to follow the system that gives the greatest *number* of openings.* Your tenacity in refusing to enter the same path, without having even one classical authority to appeal to, manifests, on the contrary, a fright which all the world will appreciate. In fact, it is impossible to comprehend the expression which characterises as a "modification in his favour" (Pal. 522); and as "an enormous concession," the employment of a means which establishes equal and reciprocal positions. By this refusal alone you admit Mr Staunton's superiority, though you contest it elsewhere.

Before concluding, it appears to us useful to fix the attention on the actual and respective positions of the two champions. The 'Palaméde,' which has already furnished us so many materials, will permit us to borrow again from its arsenal a few quotations, which we shall complete with the last letters and undited challenge of Mr Staunton.

The 7th January, 1845, the English Champion wrote:—"It is not, believe me, without regret and disappointment that I leave thus unachieved the object of my visit, but a gleam of consolation reaches me, in the hope that your affairs will call you to London at the approach of spring, and that when there, you will not fail to embrace so favourable an opportunity of seeking that revenge which I had come to give you."—('Pal.' 1845, p. 36.)

Foreseeing the return of that reason already given to your adversary, "It will then be impossible for me to engage in a match of any considerable length. I shall be able to give you the half of the time of my sojourn—four or five days at most"—('Pal.' 1844, p. 136.) Mr Staunton repeats what he had said: "I engage to play with you, when you come to London this spring, at the St George's Chess Club, a match of twenty-five, twenty-one, eleven, seven, or five games, at your choice, for a stake of not less than 100*l.* sterling."—('Chron.' April, 1844).

We find in an article of M. St Amant, in answer to a letter of Jan. 7th, of Mr Staunton, this phrase tolerably arrogant: "Mr Staunton has returned to England, where, *he says*, he expects to meet me, A. I have already written and repeated, I know not how many times, and I do so once more, that not being a player by profession, not receiving subsidies of my countrymen for my leaving home, having a trade and a family to which I owe my cares, it will be impossible for me to go and instal myself in London for six weeks, or even a month, for the purpose of playing Chess there."—('Pal.' 1845, p. 38).

Let us see what in Mr Staunton's letter provokes this jealous susceptibility. It can only be this passage: "I will stake 150*l.* sterling against 100*l.* on the result of twenty-one games."

This morbid feeling misleads the Editor of the 'Palaméde'; he mistakes the meaning of Mr Staunton's words. He does not require that one should do what he had not done himself. His offer contains nothing insulting. It recalls simply what he had said, that one part of the stake

* The 'Chess Encyclopædia' of M. Alexandre reckons 1,780 variations of King's Pawn 2, and only 350 of all the other openings.

should be devoted to pay the expenses of the party who should leave home and pass the strait.

It seems to me that it is wished to impute to Mr Staunton something offensive on a question of money. Permit us to recal the lines before written by him. "In our last *défi*, my personal expenses and those of my two seconds, amounted to nearly 100*l.* sterling ; my victory brought me 96*l.* 10*s.*, so that in this *défi* we have positively played 200*l.* against less than 100*l.*"—'Pal.' 1844, p. 130.

We see every facility, every concession is made to M. St Amant, to bring the affair to a termination ; the time, the conditions of the combat, and the recompense. It is, then, for him to accept or refuse, and the Chess world will be satisfied.

It is probable he will remain faithful to these sentiments, so noble and so proud : "We must say that no provocation of value has ever found us indifferent ; that as long as we shall occupy ourselves with Chess, *should we perish at the last*, in action, more than in words, *we shall always be disposed to support our banner*, and to combat to the uttermost, above all, for the honour of our hearths."—('Pal.' 1843, p. 206.) He will not wish that these words be verified : "For the future, one will divine, perhaps, that we are not sure of being always so fortunate against him. Frankly, it is our opinion : time will justify or belie us."—('Pal.' 1843, p. 206.) He will prefer to make us read again: "Fortunately the steamers cross the channel at all seasons, and if he does not take advantage of them to cross from Dover to Calais, we recollect perfectly the route from Paris to London."—'Pal.' 1843, p. 377.

To many persons, without doubt, it will appear futile that I should have occupied myself seriously about a challenge at the game of Chess ; the amateurs themselves of this noble game, on whose indulgence, however, I count, will not perhaps be of the same opinion. There are reasons that will make in my favour ; first, the motive (explained above) which made me take up the pen ; then the passion which I have for the game of Chess ; but above all, my ardent love of truth and justice.

I have not been able to look with indifference at the memorable struggle which has just taken place. I have believed that between the two celebrated Champions of France and England a place was to be taken, that of a disinterested and impartial narrator of fact. A stranger to both countries, free from grave pre-occupations that might act on M. St Amant and Mr Staunton, I have thought I might, in this circumstance, recal and re-establish facts probably forgotten by the one and the other. The public opinion and Chess-players will judge if I have deceived myself.

It is to M. St Amant, the Editor of the 'Palaméde,' that the first words of this letter are addressed ; it is to him that I must devote the last lines. I flatter myself, Sir, that you have recognised the injustice and error of your insinuations with regard to the friends of Mr Staunton, in the number of whom I have the honour of enrolling myself. As to me, if these insinuations were able to occupy me for an instant, I have seen their importance diminished in proportion to the multiplied contradictions of the 'Palaméde.'

Be pleased, Sir, to accept the assurance of my consideration, and believe in the sincerity and courage of my convictions.

THOMAS I. BRYAN.

The letters that form the Appendix have been published in the 'Chronicle.'

ON THE BURMHA GAME OF CHESS,

**Compared with the INDIAN, CHINESE, and PERSIAN Game of the
same Denomination.**

(Continued from p. 305.)

ANCIENT HINDOO GAME OF CHESS.

Table.

Black army.

NORTH.

SOUTH.				
WEST.				
Yellow army	4	3	2	1
Red army	5	5	5	5
Green army.	4	3	2	1
EAST.	5	5	5	5
Red army.	4	3	2	1

References.

King, or

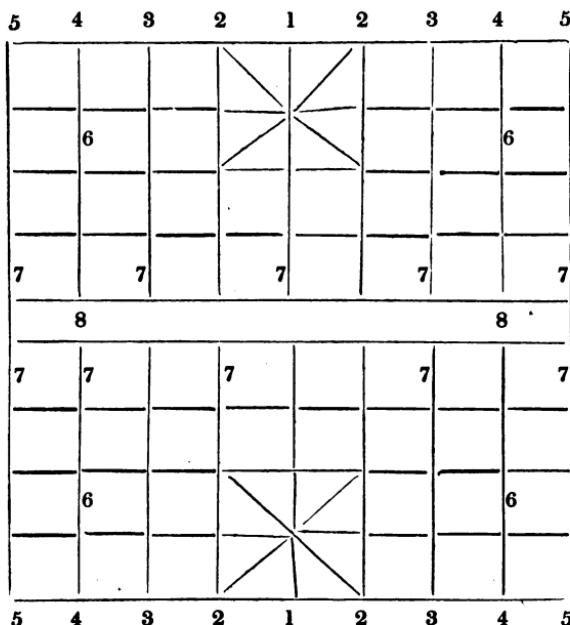
- 2 The Elephant, or Hasti.
 3 The Horse, or Aswa.
 4 The Boat, or Nauca.
 or The Chariot, or Ratha.
 5 The Pawns, or Padata.

I have given precedence to the game said to be invented at Lanca, as it appears to be the most ancient, according to the authorities adduced by Sir William Jones; and as the Persians admit that they received the game from India. I am aware that the honourable Mr Daines Barrington, in a paper published in the 'Archæologia' at London, gives it as his opinion that the Chinese game is the most ancient; and has taken great pains to disprove the Grecian claim to the invention (*vide* ninth volume of the

'Archæologia.' But, according to the Chinese manuscript, accompanying Mr Irwin's account in the transactions of the Royal Irish Academy, the Chinese invalidate their claim of originality, by fixing the date of the game they assume the honour of inventing 174 years before the Christian era.

ACCOUNT OF THE CHINESE GAME OF CHESS.

Table.



References according to my account.

- | | |
|----------------------|-------------|
| 1 General, | or Chooong. |
| 2 Counsellor | or Soo. |
| 3 Elephant, | or Tchong. |
| 4 Horse, | or Mai. |
| 5 Castles, Chariots, | or Tche. |
| 6 Artillery | or Pao. |
| 7 Foot Soldiers, | or Ping. |
| 8 Trench, | or Hoa ki. |

References according to Mr Irwin.

- | | |
|------------------------|------------|
| 1 1 The King, | or Chong. |
| 2 2 Princes, | or Sou. |
| 3 3 Mandarins, | or Tchong. |
| 4 4 Horses, | or Mai. |
| 5 5 Castles, Chariots, | or Tche. |
| 6 6 Rocket boys, | or Pao |
| 7 7 7 7 Pawns, | or Ping. |
| 8 8 River. | |

In the Hindoo game I have already noticed that the principal distinction from the English consists in having four distinct armies and kings ; each army composed of half the number of pieces and pawns used in one of ours ; secondly, the elephant holds the station and power of our queen ; thirdly, there is a boat instead of our castle, but with the powers of a bishop limited to a move of two checks at once ; fourthly, the pawn, or peon, has not an optional rank when advanced to the last line of the adversary's checks, merely assuming the rank of the piece whose place he possesses (excepting the boat) ; fifthly, the use of dice to determine the moves, as follows :—When a *cinque* is thrown, the king or pawn must be moved ; a *quatre*, the elephant ; a *trois*, the horse ; and a *deux*, the boat. Other variations are, that the king, elephant, and horse may slay, but cannot be slain ; neither does it appear that the king can be removed to a place of more security, by any operation similar to the modern mode of casteling. Indeed, the mode of playing this game is very obscurely described ; all that is known of it has already been published by Sir William Jones, in the Transactions of the Society, to which I must refer those who require further information.

Mr Irwin's account I shall give in his own words as follows :—“ The very next day my Mandarin brought me the board and equipage ; and I found that the Brahmins were neither mistaken touching the board, which has a river in the middle to divide the contending parties, nor in the powers of the king, who is entrenched in a fort, and moves only in that space in every direction ; but, what I did not hear before, nor do I believe is known out of this country (China), there are two pieces whose movements are distinct from any in the Indian or European game. The Mandarin, which answers to our Bishop in his station and side-long course, cannot, through age, cross the river ; and a Rocket boy, still used in the Indian armies, who is stationed between the lines of each party, acts literally with the motion of the Rocket, by vaulting over a man, and taking his adversary at the other end of the board. Except that the King has his two sons to support him instead of a Queen, the game in other respects is like ours, as will appear in the plan of the board and pieces.

The preceding diagram is the Chinese table, and differs from ours by having a chasm in the middle, called by some a river, and the crossed sections or forts in which move the *Chong* and *Sou*. The board or game, according to Mr Irwin, is called *Chong-ki*, or royal game.

The explanation of the position, powers, and moves of the pieces, he gives as follows :

“ As there are nine pieces instead of eight, to occupy the rear rank, they stand on the lines between, and not within, the squares ; the game is consequently played on the lines.

“ The King or *Chong* stands on the middle line of this row ; his moves resemble those of our King, but are confined to the fortress marked out for him.

“ The two Princes, or *Sou*, stand on each side of him, and have equal powers and limits.

"The *Mandarins*, or *Tchong*, answer to our Bishops, and have the same moves, except that they cannot cross the water, or white space in the middle of the board, to annoy the enemy, but stand on the defensive.

"The Knights, or rather horses, called *Mai*, stand and move like ours in every respect.

"The War Chariots, or *Tche*, resemble our rocks or castles.

"The Rocket Boys, or *Pao*, are pieces whose motions and powers were unknown to us. They act with the direction of a rocket, and can take none of their adversary's men that have not a piece or pawn intervening. To defend your men from this attack, it is necessary to open the line between either, to take off the check on the King, or to save a man from being captured by the *Pao*. Their operation is otherwise like that of the rook, their stations are marked between the pieces and pawns.

"The five Pawns, or *Ping*, make up the number of men equal to that of our board (*i. e.* sixteen). Instead of taking sideways like ours, they have the rook's motion, except that it is limited to one step, and is not retrograde. Another important point in which the *Ping* differs from ours, is that they continue in *statu quo* after reaching their adversary's head quarters. It will appear, however, that the Chinese pieces far exceed the proportion of ours, which occasions the whole force of the contest to fall on them, and thereby precludes the beauty and variety of our game, when reduced to a struggle between the pawns, who are capable of the highest promotion, and often change the fortune of the day. The posts of the *Ping* are marked in front."

So far Mr Irwin. His account being, according to my apprehension, indistinct and incomplete, and to my knowledge in some respects erroneous, I have been induced to make further inquiries on the subject, the result of which, I hope, will supply his deficiencies, or at least give us a more accurate idea of the Chinese game.

(*To be continued.*)

THE GAME OF CHESS BY TELEGRAPH.

We have no room to quote or refute *in extenso* the mistakes of Mr Walker on the subject of this experiment. The sole purpose in view, as we and everybody else, we thought, understood it, was to test in a popular manner the capabilities of one of the most remarkable discoveries of any age—to this the mere game of chess, with its conductors, was utterly subservient. Had any "match," as Mr W. facetiously terms it, been meditated, the opposing forces must have been duly balanced and arranged; for who ever heard before of a "trial of skill," in so nice a matter as Chess, in which the strength and numbers of the respective adversaries were to be determined, as, according to Mr W.'s own account, they were in this, by accident? A pretty trial of skill, forsooth, that must needs prove in

which "any amateur who might happen to be present" was privileged to assist. The folly of calling such an affair "a match," becomes still more glaring when the preliminary game of Wednesday is brought forward as a part; for in this case, not only was the services of any player to be called in requisition, but Mr W. and his colleagues were to be at liberty to abandon the battle as drawn any time at their convenience. Mr Walker surely cannot have forgotten that although "two games were to be played" there was this difference between them—that the one on Wednesday, being a sort of rehearsal only, was to be left unconcluded at any moment, while the real game on Thursday, in public, was to be played out. He must be aware also that the prolongation of the game on Wednesday evening was entirely his own, and that it was he, and not Mr Staunton and Captain Kennedy, who finally abandoned it. The game of that day, as is well known, was projected solely for the purpose of practising the men at the Telegraph with the signals to be adopted on the morrow; it was so described by Mr Staunton in a note he dispatched to Mr Hoffmeister, of Portsmouth, before leaving London—"the first day's play is a sort of rehearsal, merely to familiarize the men to our Chess notation." As such it was perfectly understood by Captain Kennedy, by Mr Walker himself, and by every one else acquainted with the subject; and most assuredly we should never have heard it mentioned, but for the emergency in which Captain K. and Mr S. were placed on reaching Gosport, from the want of preparation at the Telegraph room. Had these gentlemen been enabled on the afternoon of their arrival to sit down quietly, as on the next day, in the chamber appropriated for the Telegraph, and given only common attention to the game, we should like to know how long after dusk it would have been before Mr Walker took advantage of his precautionary stipulation to throw the game up as drawn if it run on into the evening?

In corroboration of the statement published in our last number, we have been favoured by a letter from Mr Hoffmeister, a distinguished amateur of Chess at Portsmouth, who in reality transmitted every move backwards and forwards in the preliminary game; and whose perfectly disinterested and unimpeachable testimony will spare us the necessity, we hope, of adverting to the subject again.

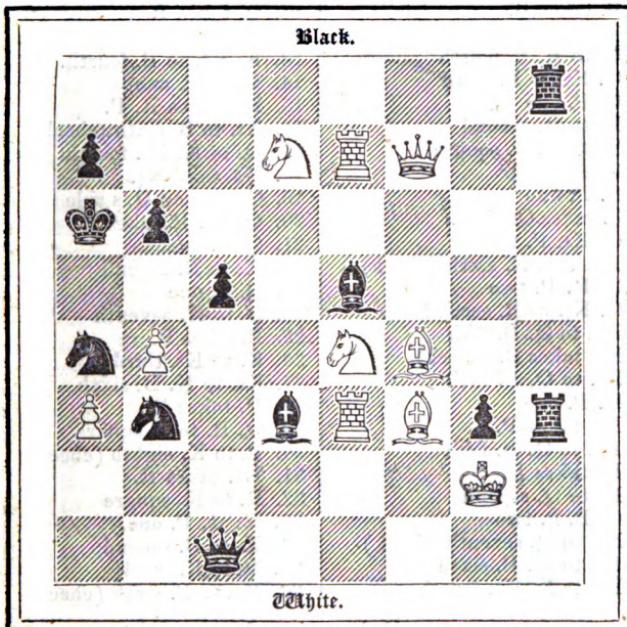
"Dear Sir,—I certainly feel surprised that so much has been said about that preliminary game of Chess by the Electric Telegraph. I considered it was to be as a trial only of the capabilities of the Telegraph, and most certainly not as any trial of skill at Chess; and I am well assured that no one would have played it had it been so understood under such disadvantageous circumstances as Mr Staunton and Captain Kennedy were placed in. In the first place they were nearly 200 yards from the Telegraph room, and several mistakes occurred in the transmission of the moves to and fro, and one especially, which may be particularly noticed, namely, one of the Bishops was on a wrong square for several moves of the game! And again there was a mistake so palpable that "Error" was immediately telegraphed from London. To take credit for winning a game under such circumstances seems to me out of all reason, and we should almost imagine could only be done by parties who felt their inability to win upon equitable terms.—Believe me, truly yours, "J. B. HOFFMEISTER.

"Portsmouth, April 28th, 1845."

July 1845

PROBLEM, No. 244.

This, and Problem 245, are the contributions of M. POESCHMAN, an eminent Chess player of Dresden, who is at present in Paris.



White playing first, Mates in seven moves.

[The kindness of Messrs KIESERITZKI and HENDERSON enables us to present this month a selection of interesting games, recently played in the Chess Circles of Paris.]

GAME DCCXLV.

Played between Messrs HENDERSON and KIESERITZKI, the latter giving his Q.'s Rook for Mr HENDERSON's Q.'s Kt. (Before playing over this game the reader must remove White's Q.'s R. and Black's Q.'s Kt. from the board.)

White. (M. K.)

1. K. P. two
2. K. B. P. two

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Black. (Mr H.)

1. K. P. two
2. P. takes P.

s

White. (M. K.)

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

Black. (Mr H.)

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

M. K. resigns.*

GAME DCCXLVI.

Between MM. R. and N.

White. (M. R.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third

Black. (M. N.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two

* The parties have played together several games at these odds, but finding them rather too much to the advantage of Mr Henderson, they now play upon even terms.

<i>White.</i> (M. R.)	<i>Black.</i> (M. N.)
4. K. R. P. two	4. K. Kt. P. one
5. Kt. to K. fifth	5. K. R. P. two
6. B. to Q. B. fourth	6. K. R. to his second (a)
7. Q. P. two	7. Q. P. one
8. Kt. to Q. third	8. P. to K. B. sixth
9. K. Kt. P. one	9. Q. B. P. two
10. Q. B. P. one	10. Q. Kt. to B. third
11. B. to K. third	11. B. to R. third
12. Kt. to K. B. fourth	12. K. Kt. to B. third
13. Q. to her third	13. Q. to K. second
14. Kt. to Q. second	14. Q. B. to K. third
15. Kt. to Q. fifth (b)	15. Q. B. takes Kt.
16. B. takes Q. B.	16. Kt. takes B.
17. P. takes Kt.	17. B. takes B.
18. Castles on Q.'s side	18. B. takes Kt. (check)
19. R. takes B.	19. K. B. P. to K. B. third (c)
20. P. takes Kt.	20. P. takes P.
21. Q. R. to Q. square	21. K. to B. square
22. P. takes Q. B. P.	22. P. takes P.
23. K. R. to K. square	23. Q. to K. B. second
24. Q. to her sixth (check)	24. K. to Kt. square
25. Q. takes P. at Q. B. sixth	25. R. to K. B. square
26. R. to Q. fifth	26. K. R. to R. third
27. Q. takes Q. B. P.	27. P. to K. B. fourth
28. R. to K. seventh	28. Q. to K. B. third
29. Q. takes Q. R. P.	29. P. to K. B. fifth
30. R. to K. Kt. fifth (check)	30. K. to R. square
31. R. to K. sixth	31. P. to K. B. seventh
32. R. takes Q.	32. P. becomes a Q. (check)
33. K. to B. second	33. Q. to K. seventh (check)
34. K. to Kt. third	34. Q. to Q. eighth (check)
35. K. to R. third	

Black resigns.

Notes to Game DCCXLVI.

(a) We prefer the defence of K.'s Kt. to Rook's third.

(b) He would have gained nothing by advancing the Q.'s Pawn, on account of "Q.'s Kt. to K. fourth."

(c) Defending his K.'s Rook with the Queen.

GAME DCCXLVII.

M. KIESERITZKI gives his Queen's Kt. to M. DESTOUCHES.

(Remove Black's Q.'s Kt. from the board.)

<i>Black.</i> (M. K.)	<i>White.</i> (M. D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

<i>Black. (M. K.)</i>	<i>White. (M. D.)</i>
3. K. B. to Q. B. fourth	3. K. R. P. one
4. Q. P. two	4. P. takes Q. P.
5. Q. B. P. one	5. Q. to K. second
6. Castles	6. P. takes P.
7. K. P. one	7. P. takes P.
8. Q. B. takes P.	8. Q. Kt. to R. fourth
9. B. to Q. third	9. Q. Kt. P. one
10. Q. R. to B. square	10. Q. B. P. two
11. K. R. to K. square	11. B. to Q. Kt. second
12. K. P. one	12. B. P. takes P.
13. B. to K. Kt. sixth (check)	13. K. to Q. square
14. Kt. to K. fifth	14. K. to Q. B. second
15. Kt. to K. B. seventh	15. R. to his second
16. B. to K. fifth (check)	16. K. to B. square
17. Kt. to Q. sixth (check)	17. K. to Q. square
18. B. takes R.	18. Kt. to K. B. third
19. B. to K. Kt. sixth	19. K. Kt. to his square
20. Q. to her second	20. Q. to K. R. fifth
21. R. takes Q. B. P.	21. B. takes K. Kt. P.
22. Kt. to K. B. seventh (check)	22. K. to K. second
23. Q. to Q. sixth (check)	23. K. to his square
24. Kt. to Kt. fifth (disc. check)	24. K. to Q. square
25. Kt. takes K. P.	

Mate.

GAME DCCLXVIII.

The two next games were played as far back as 1828, between Mr Lewis and Z. A. Mr Lewis giving his K.'s Kt.

(Remove White's K.'s Kt. from the board.)

<i>White. (Mr LEWIS.)</i>	<i>Black. (Z. A.)</i>
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. P. one
4. K. B. P. two	4. Q. to K. second
5. Q. B. P. one	5. K. Kt. to B. third
6. K. R. P. one	6. Q. B. to K. third
7. K. B. (checks)	7. Q. B. to Q. second
8. Q. R. P. two	8. Q. B. P. one
9. K. B. to Q. third	9. P. takes K. B. P.
10. Q. Kt. P. two	10. K. B. to Q. Kt. third
11. K. B. to Q. B. second	11. Castles
12. Q. P. two (a)	12. Q. P. one
13. K. P. one	13. Kt. to K. fifth
14. B. takes Kt.	14. P. takes B.
15. Q. takes P.	15. Q. to K. R. fifth (check)

- White. (Mr LEWIS.)*
16. K. to B. square
 17. B. takes P.
 18. K. Kt. P. one
 19. B. to K. third
 20. K. to Kt. square
 21. K. to R. second
 22. K. to Kt. square

- Black. (Z. A.)*
16. Q. B. to K. third
 17. K. Kt. P. two
 18. Q. to K. R. fourth
 19. Q. B. to his fifth (check)
 20. Q. to Q. eighth (check)
 21. Q. to K. seventh (check)
 22. Q.B. to Q.'s fourth

Winning the Queen.*

Note to Game DCCXLVIII.

(a) The opening is skilfully played by Mr Lewis.

GAME DCCXLIX.

Between the same players at the same odds.

(Remove White's K.'s Kt. from the board.)

- White. (Mr L.)*
1. K. P. two
 2. K. B. to K. second
 3. P. takes P.
 4. Castles
 5. Q. P. two
 6. Q. B. P. two
 7. Q. B. to K. third
 8. K. B. P. two
 9. Q. Kt. to Q. second
 10. K. B. P. one
 11. P. takes K. P.
 12. P. takes K. B. P. (check)
 13. B. to K. B. fourth
 14. K. B. to Q. third
 15. Q. to her B. second
 16. R. takes B.
 17. Q. R. to K. B. square
 18. R. takes Kt.
 19. Kt. to K. fourth
 20. Kt. takes P. (check)
 21. Kt. takes R. P.

- Black. (Z. A.)*
1. K. P. one
 2. Q. P. two
 3. Q. takes P.
 4. Q. to her square
 5. K. B. to K. second
 6. K. Kt. to B. third
 7. Q. Kt. to Q. second
 8. Q. B. P. one
 9. Q. B. P. one
 10. Q. B. P. takes P.
 11. Q. Kt. to K. fourth
 12. Kt. takes P.
 13. Castles
 14. K. B. to Q. third
 15. B. takes B.
 16. Q. to her third
 17. Q. B. to Q. second
 18. P. takes R.
 19. Q. to K. second
 20. K. to R. square
 21. B. to Q. B. third

* In justice to Mr Lewis, it should be stated that although he is the loser in these and other games with "Z. A." which we have published, yet at the time they were played he won fully as many games, giving the same odds to "Z. A.," as he lost, but those in his favour unfortunately were not preserved.

<i>White.</i> (Mr L.)	<i>Black.</i> (Z. A.)
22. Kt. to K. B. sixth	22. K. R. to Kt. square (a)
23. R. to K. B. second	23. Q. to K. sixth
24. B. to B. square (b)	24. Kt. to K. Kt. fourth
25. K. to R. square	25. Kt. to K. fifth
26. R. to K. B. third	26. Q. to K. eighth
27. R. to K. R. third (check)	27. K. to Kt. second
28. Kt. to K. R. fifth (check)	28. K. to B. second
29. R. to B. third (check)	29. K. to his second
30. Kt. to K. B. fourth	30. Q. R. to K. B. square (c)
31. Q. to her third	31. Kt. to K. B. seventh (check)
32. R. takes Kt.	32. Q. takes R.

And in a few moves White resigned.

Notes to Game DCCXLIX.

(a) Well played.

(b) Threatening mate next move.

(c) Instead of this move he should have played thus :—

31 P. takes Kt.	90 Kt. to Kt. sixth (check)
32 K. to Kt. square	31 R. checks 32 B. takes R. and wins

GAME DCCL. ◇

For the following brilliant little *partie* we are indebted to Mr BUCKLE, one of the finest players of the day. It was played about two years ago, at Dresden, between Mr BUCKLE and an ITALIAN AMATEUR, Mr B. giving the odds of his K.'s Kt.

(Remove Black's K.'s Kt. from the board.)

<i>Black.</i> (Mr BUCKLE.)	<i>White.</i> (AMATEUR.)
1. K. P. two	1. K. P. two
2. Q. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. P. takes P.
5. Castles	5. Q. P. one
6. Q. to her Kt. third	6. Q. to K. B. third
7. Q. Kt. takes P.	7. Q. B. P. one
8. K. P. one	8. P. takes P.
9. Kt. to K. fourth	9. Q. to K. second
10. Q. B. to K. third (a)	10. B. takes B.
11. B. takes K. B. P. (check)(b)	11. K. to B. square
12. K. B. takes K. Kt.	12. Q. B. to Q. Kt. third
13. K. to R. square (c)	13. R. takes B.

Black. (Mr BUCKLE.)

14. K. B. P. two
15. P. takes P. (discing. check.)
16. Kt. to Q. sixth (check)
17. Kt. to K. B. seventh (check)
18. K. P. one (*d*)
19. Q. to K. Kt. third (check)
20. Q. R. to Q. square (check)
21. Q. to K. Kt. fifth (check)
22. R. to Q. eighth (check)
23. Q. takes B. (echeck)
24. Kt. to K. R. sixth

White. (AMATEUR.)

14. K. R. to his square
15. K. to his square
16. K. to Q. square
17. K. to Q. B. second
18. Q. takes P.
19. K. to Q. second
20. K. to K. second
21. K. to B. square
22. B. takes R.
23. Q. to K. square

Mate.

Notes to Game DCCL.

(a) This is an excellent move, far better than taking the Bishop with the Knight.

(b) This also is extremely well played. The student will observe that White dare not take the Bishop with the Queen, because of "Kt. to Q.'s sixth (check)."

(c) The sacrifice of the Bishop at this point is a bold but masterly stroke of generalship.

(d) The decisive move. An ordinary player would have seized the Rook.

GAME DCCLI.

Just played between one of our chief Amateurs and Mr STAUNTON, the latter giving the odds of Pawn and two moves.

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

White. (Mr ——.)

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

Black. (Mr S.)

2. K. P. one
3. Q. B. P. two
4. Q. to her R. fourth (check)
5. B. takes P.
6. Q. to her Kt. third
7. B. takes B. P. (check)
8. Q. to her B. third
9. K. Kt. P. one
10. K. Kt. to B. third (*d*)
11. Castles
12. R. to K. B. second
13. Q. takes Q. Kt.
14. Q. Kt. to B. third

White. (Mr ____.)

15. Q. to K. B. fourth (*f*)
16. Q. Kt. P. one
17. K. to K. Kt. square (*g*)
18. Q. to K. third
19. P. takes Kt.
20. K. to B. second (*A*)
21. K. to his second
22. Q. to K. B. second
23. K. to his third
24. K. takes Q.
25. R. takes Kt.
26. R. to K. Kt. square
27. R. to K. Kt. third
28. K. P. one
29. K. to his third
30. K. R. P. one
31. K. to Q. fourth
32. P. takes R.
33. K. to Q. B. fifth
34. K. R. P. one
35. P. takes K. Kt. P.
36. Q. P. one (*l*)
37. B. to Q. second
38. B. takes P.
39. B. to Q. eighth
40. K. to Q. sixth
41. Q. Kt. P. one
42. B. to Q. R. fifth
43. K. to Q. B. fifth
44. K. to Q. sixth
45. R. to K. Kt. fourth
46. R. to R. fourth (check)
47. B. checks

Black. (Mr S.)

15. Q. Kt. to Q. fifth
16. Q. to her R. fourth
17. K. Kt. to K. R. fourth
18. Kt. takes Kt. (check)
19. Q. to K. fourth
20. Q. to K. Kt. sixth (check)
21. Q. to Kt.'s seventh (check)
22. Kt. to Kt. sixth (check)
23. Q. takes Q. (check)
24. Kt. takes R. (check)
25. Q. Kt. P. one
26. B. to Q. Kt.'s second
27. Q. R. to Q. B. square
28. Q. Kt. P. one
29. Q. R. P. two
30. Q. R. to B. sixth
31. R. takes B. (check) (*i*)
32. B. takes K. B. P.
33. B. to Q. B. third
34. R. to B. fourth
35. P. takes P. (*k*)
36. K. to B. second
37. R. to K. B. seventh
38. R. takes P.
39. R. to Q. B. seventh (check)
40. R. to K. B. seventh (*m*)
41. R. to Q. Kt. seventh
42. K. to Kt.'s second
43. R. to Q. B. seventh (check)
44. R. to Q. B. fifth
45. K. to R. third
46. K. to Kt. fourth
47. K. to B. fourth

The game was protracted for some time, but was eventually won by Black.

Notes to Game DCCLI.

(a) The best players have not yet decided upon which is the strongest move at this point; some preferring "K.'s P. one," certainly a good move; others "Q.'s P. one," or "K.'s Kt. to B.'s third," and others "Q. to K. Kt. fourth." The move in the text, if less cramping to the defensive player than those mentioned, serves to bring the attacking forces more rapidly into the field than any of them.

(b) "Q. to K. R.'s fifth (check)" would have been lost time, as Black could attack it with the K. Kt.'s P. and if she were then moved to K.'s fifth, she would be lost at once by "B. taking K. B. P. (check)."

(c) This appears to ensure the winning of a piece, because if Black moves his Q. White checks at K. R.'s fifth, and then takes the Bishop.

(d) This part of the game is singularly lively and interesting; White dare not take the Kt. on account of Rook to B. square.

- (e) "B. to Q. Kt.'s fifth" would lose him his King's Pawn.
 - (f) He could not remove the Q. far, for fear of losing the centre Pawn.
 - (g) Had he taken the Kt., Black would have gained his Queen.
 - (h) The only move to save the game.
 - (i) Black disliked the appearance of this Bishop, in conjunction with the Rook and Pawn, bearing on his King's entrenchments.
 - (k) He would have gained nothing, we believe, by taking the K.'s Pawn.
 - (l) White would clearly have lost a piece had he taken the Kt.'s Pawn, checking.
 - (m) "Rook to K. R.'s seventh" would have shortened the game, but Black played thus for the purpose of exchanging his Rook for the adverse Bishop and Pawn, if the Bishop had been moved to K. B.'s sixth.
-

GAME DCCLII.

Mr B. G. gives the Q. Kt. to an AMATEUR of the St George's Chess Club.

(Remove White's Q. Kt. from the board.)

- White. (Mr B. G.)*
1. K. P. two
 2. K. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. Q. Kt. P. two
 5. Q. B. P. one
 6. Castles
 7. Q. P. two
 8. P. takes P.
 9. K. R. P. one
 10. K. Kt. to Kt. fifth
 11. P. takes P.
 12. Kt. takes K. B. P.
 13. Q. to K. B. third (check)
 14. B. takes Kt. (check)
 15. B. takes B. (check)
 16. B. to K. Kt. fifth

- Black. (Mr ——.)*
1. K. P. two
 2. Q. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. B. takes Q. Kt. P.
 5. B. to Q. R. fourth
 6. B. to Q. Kt. third
 7. P. takes P.
 8. Q. P. one
 9. K. Kt. to K. second
 10. Q. P. one
 11. K. Kt. takes P.
 12. K. takes Kt.
 13. Q. to K. B. third
 14. Q. B. to K. third
 15. K. to second
 16. Q. takes B.

White mates in two moves.

[Our ever-welcome contributor, Mr Perigal, the Honorary Secretary of the London Chess Club, has favoured us with the following entertaining games.]

GAME DCCLIII.

Between Mr G. PERIGAL and Mr ROUSSEAU of the
Circle des Echecs.

White. (Mr Rousseau.)

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

Black. (Mr Perigal.)

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

- White.* (Mr ROUSSEAU).
41. R. takes Kt.
 42. Q. takes R.
 43. K. to B. second
 44. Q. takes Q.
 45. Q. P. one

- Black.* (Mr PERIGAL.)
41. R. takes R.
 42. Q. to K. Kt. fifth (check)
 43. Q. to K. B. fourth (check)
 44. P. takes Q.

And Black surrendered.

Notes to Game DCCLIII.

- (a) It would have been stronger play to move the other Rook to K. B. square.
 (b) He might safely have taken the Rook with his Pawn.

GAME DCCLIV.

Between the same players.

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

- White.* (Mr ROUSSEAU.)
1. K. P. two
 2. Q. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. B. takes Q. Kt. P.
 5. B. to K. second
 6. Q. P. one
 7. K. B. P. two
 8. B. takes P.
 9. Kt. takes P.
 10. P. takes Kt.
 11. K. Kt. P. one
 12. Q. to her third.
 13. Q. to K. B. third
 14. R. takes B.
 15. B. P. one
 16. K. to B. second
 17. Q. takes B.
 18. ~~Q.~~ R. to Q. B. square
 19. K. R. to Q. square
 20. K. R. P. two
 21. R. to Q. sixth
 22. Q. R. to Q. square
 23. R. takes P.
 24. R. to Q. B. seventh
 25. Q. R. P. one
 26. R. to Q. B. third
 27. R. to Q. sixth
 28. K. to Kt. square
 29. Q. to her third

Black. (Mr PERIGAL.)

30. K. R. P. one
31. Q. to K. third
32. Q. to her Kt. third (check)
33. Q. takes R.
34. Q. to K. second
35. Q. takes P.
36. R. to Q. square
37. Q. to K. B. sixth
38. R. to Q. eighth
39. R. to Q. seventh (check)
40. Q. to Kt. seventh (check)
41. Kt. to Q. second
42. Q. to K. fifth (check)
43. R. takes B.
44. K. to R. second
45. Q. to R. eighth (check)
46. R. takes R. P. (check)
47. Q. to K. B. sixth

White. (Mr ROUSSEAU.)

30. R. to Q. eighth
31. Q. to her fifth
32. B. to K. third
33. Q. takes Q. R.
34. Q. takes Q. R. P.
35. Q. to Q. Kt. fifth
36. Q. to Q. B. fourth
37. K. to R. second
38. B. to Kt. square
39. K. to R. third
40. K. to Kt. fourth
41. B. to Q. fourth
42. K. to R. third
43. Q. checks
44. R. to Q. B. second
45. R. to K. R. second
46. P. takes R.

Checkmate.

GAME DCCLV.

Mr G. PERIGAL gives his Queen's Rook to Mr C.

(Remove Black's Q. Rook from the board.)

Black. (Mr PERIGAL.)

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

White. (Mr C.)

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

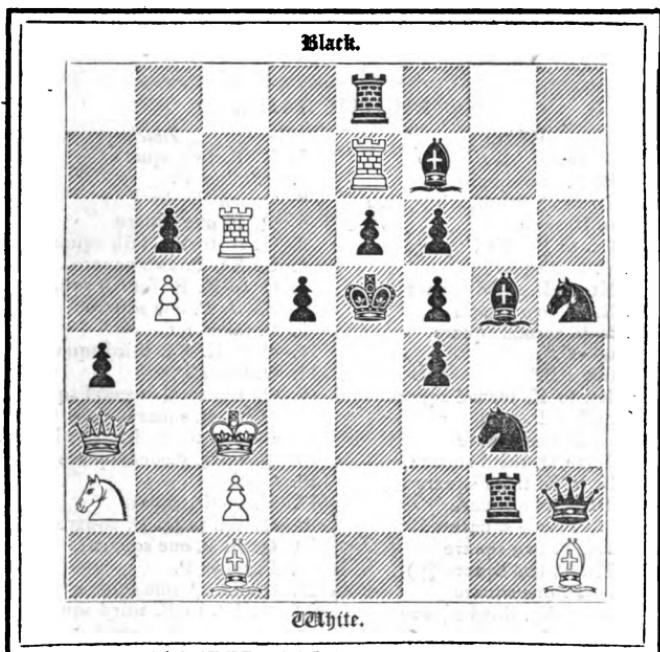
- Black.* (Mr PERIGAL.)
21. K. to Kt. second
 22. Kt. to K. B. sixth (check)
 23. Q. to B. third
 24. K. to B. third
 25. Kt. to K. eighth (double ch.)
 26. R. to K. R. square (*check*)
 27. Q. to K. B. sixth

- White.* (Mr C.)
21. Kt. takes B.
 22. K. to Kt. second
 23. Kt. to K. B. fifth (check)
 24. Kt. to K. seventh
 25. K. to R. third
 26. K. to Kt. fourth

Mate.

PROBLEM, No. 245.

By M. POESCHMAN.



White plays first and Mates in eight moves.

THE TRAITÉ DES AMATEURS.

SEVENTH GAME.

THE BISHOP'S GAMBIT.

White.

1. K. P. two square
2. K. B. P. two square
3. K. B. to Q. B. fourth square
4. K. to B. square
5. Q. P. two square
6. K. Kt. to B. third square
7. B. takes P. (check)
8. K. R. P. one square
9. Q. Kt. to B. third square
10. Q. Kt. to K. second square
11. Kt. gives a divergent check to K. and Q. &c.

Black.

1. The same
2. P. takes P.
3. Q. checks (a)
4. K. B. to Q. B. fourth square
5. B. to Q. Kt. third square
6. Q. to Kt. fifth square
7. K. to B. square
8. Q. to K. Kt. sixth square
9. K. takes B.
10. Q. to K. Kt. third square

(a) This check will lose him the game; he should rather have played K. B. P. two, or K. Kt. P. two.

EIGHTH GAME.

White.

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

Black.

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

White.

28. K. B. P. one square
29. Q. B. to Q. fourth square
30. P. takes B. (†)
31. K. to B. third square
32. Q. R. to Q. B. square
33. K. B. to Q. Kt. seventh sq.
34. R. takes Kt. (check)
35. B. takes R.
36. R. checks
37. Q. to Q. B. fourth square
38. K. B. P. one square
39. Q. to Q. B. sixth square
40. P. takes Q.
41. Q. P. one square
42. R. to K. R. square
43. R. to K. Kt. square
44. R. to adv. K. Kt. square
45. R. to adv. Q. R. square
46. R. to adv. Q. Kt. square (ch.)
47. R. to Q. Kt. seventh sq. (ch.)
48. K. P. one square (b)
49. Q. P. one square
50. Q. P. one square (check)

51. White forces checkmate in three moves.

Black.

28. K. B. to Kt. second square
29. B. takes B.
30. Q. to K. second square
31. Q. R. to K. Kt. square
32. Q. R. to K. Kt. third square
33. K. R. to K. Kt. square
34. R. takes R.
35. K. takes B.
36. K. to Kt. square
37. Q. to Q. second square
38. R. to K. Kt. square
39. Q. takes Q.
40. K. to Q. B. second square
41. K. R. P. one square
42. R. to K. R. square
43. R. to K. R. second square
44. Q. Kt. P. one square (a)
45. K. to Q. Kt. third square
46. K. to B. second square
47. K. to Q. square
48. P. takes P.
49. K. to Q. B. square
50. K. to Q. square

(*) White should take P. with Q. B., and then move Kt. to Q. fifth; having a won game.

(†) Well played.

(‡) A double pawn is no disadvantage here, but quite the contrary.

(a) If Black were to advance K. R. P. towards Queen, he would be too late by one move.

(b) You sacrifice this Pawn, in order to push Q. P. forward, to support Q. B. P.

NINTH GAME.

White.

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

Black.

1. The same
2. P. takes P.
3. K. Kt. P. two square
4. Q. to K. second square
5. K. R. P. one square
6. P. takes P.
7. K. Kt. to B. third square
8. Kt. takes Q.
9. Kt. takes P.
10. K. R. to Kt. square
11. Kt. takes K. P. and wins

TENTH GAME.

<i>White.</i>	<i>Black.</i>
1. K. P. two square	1. The same
2. K. B. P. two square	2. P. takes P.
3. K. B. to Q. B. fourth square	3. K. B. P. two square
4. Q. to K. second square *	4. Q. checks
5. K. to Q. square	5. P. takes P.
6. Q. takes P. (check)	6. K. B. to K. second square
7. Q. P. one square	7. K. Kt. P. two square
8. K. Kt. to B. third square	8. Q. to K. R. fourth square

Black has a slight advantage.

* Your best move is Q. Kt. to Q. B. third square.

Here ends Bishop's Gambit.

SOLUTIONS TO PROBLEMS ON DIAGRAMS IN OUR LAST.

No. 241.

<i>White.</i>	<i>Black.</i>
1. Kt. to K. B. square (check)	1. K. to R. eighth
2. Kt. to K. Kt third (double check)	2. K. to R. seventh
3. R. to K. R. square (check)	3. B. takes R.
4. Kt. to K. B. square	

Mate.

No. 242.

The conditions under which the Mate is to be effected were erroneously stated in the June No. White is to play, and give checkmate in twelve moves, without taking the adverse Pawn or making a Queen. We shall withhold the solution until next month.*

No. 243.

<i>White.</i>	<i>Black.</i>
1. Q. Kt. P. one	1. Q. Kt. P. one
2. Q. Kt. P. one	2. Q. Kt. P. one (check)
3. K. to Kt. square	3. Q. R. P. one
4. P. one, becoming a Kt. (a)	4. K. to Kt. sixth
5. Kt. to Q. seventh	5. R. P. one
6. Kt. to Q. B. fifth (check)	6. K. to B. fifth
7. Kt. to Q. R. fourth (b)	7. K. to Kt. fifth
8. Kt. takes P.	8. P. takes Kt.
9. K. takes P.	9. K. to B. fifth
10. K. to R. third	10. K. to Q. fifth
11. K. to Kt. third	11. K. to K. fifth
12. K. to B. third	12. K. to B. fifth
13. K. takes P.	13. K. to Kt. fifth
14. K. to his fourth	14. K. takes P.

* We have just received from two or three correspondents a solution of this problem in eight moves instead of twelve.

White.

15. K. to B. fourth
 16. Q. P. two
 17. Q. P. one
 18. P. one
 19. P. one
 20. P. one, (becoming a Queen)
 21. Q. to Q. second (check)
 22. Q. to Q. square (check)
 23. Q. to K. second (check)
 24. K. to Kt. third

Black.

15. K. to his R. sixth
 16. K. to Kt. seventh
 17. P. one
 18. P. one
 19. P. one
 20. P. one, (becoming a Queen)
 21. K. to B. eighth
 22. K. to Kt. seventh
 23. K. to Kt. eighth

And Black is mated by force in three moves.

- (a) If White demand any other piece for this Pawn, the game will be drawn.
 (b) Should white now play the Kt. to K. fourth, Black wins the *partie* :
e. g.

White.

7. Kt. to K. fourth
 8. Kt. to Q. B. third
 9. K. to R. second
 10. K. takes R. P.
 11. Kt. takes Q.
 12. Kt. to B. third
 13. Kt. to K. fourth
 14. Kt. to B. second (check)
 15. Kt. to K. fourth (check)

Black.

7. K. to Q. fifth
 8. K. to his fourth
 9. K. to B. fifth
 10. P. one (becoming a Queen)
 11. K. to Kt. fifth
 12. K. takes P.
 13. K. to Kt. fifth
 14. K. to Kt. sixth
 15. K. to B. sixth, and wins

PROBLEMS FOR YOUNG PLAYERS.

No. 205.

By S. R. C.

White.

- K. at Q. B. third
 Q. at K. Kt. eighth
 B. at K. second
 Kt. at Q. Kt. sixth
 Pawn at Q. second

Black.

- K. at Q. Kt. second
 Q. at Q. R. seventh
 R. at K. R. seventh
 Kt. at Q. R. eighth
 Pawns at Q. B. second, and
 Q. R. fourth

White moving first, to Mate in four moves.

No. 206.

By Mr. G. S. SPRECKLEY, LIVERPOOL.

White.

- K. at his Kt. second
 Q. at K. B. eighth
 R. at Q. B. fourth
 B. at K. B. third
 Kt. at K. fourth
 Pawn at K. B. second

Black.

- K. at his third
 Q. at her R. fourth
 R. at K. Kt. third
 B. at K. second
 Kt. at K. B. fourth
 Pawns at K. R. fifth, K. Kt.
 fourth, and K. fourth

White plays first, and Mates in four moves.

U

No. 207.

By MR JOHN FRASER, LIVERPOOL.

White.

K. at his B. square
 Q. at K. R. third
 R. at K. square
 R. at Q. B. square
 Kt. at K. fifth
 Pawns at K. Kt. second, K. Kt.
 fifth, and K. B. second

Black.

K. at his second
 Q. at K. R. fourth
 R. at Q. second
 B. at Q. third
 Kt. at Q. B. fourth
 Pawns, at K. Kt. third, and K.
 B. second

White plays first, and Mates in four moves.

No. 208.

By MR N. STANLEY, PRESTON.

White.

K. at K. B. fifth
 R. at Q. B. third
 B. at Q. second
 P. at K. B. third

Black.

K. at Q. fourth
 P. at Q. third

White playing first, Mates in four moves.

No. 209.

By MR S. ANGAS, DURHAM.

White.

K. at Q. Kt. sixth
 B. at K. B. third
 B. at Q. B. square
 Kt. at K. fourth
 Pawns at K. third, K. B. se-
 cond, Q. R. third, and Q. Kt.
 fifth

Black.

K. at Q. B. fifth
 Pawns Q. Kt. second, Q. B.
 seventh, and Q. sixth

White plays, and Mates in six moves.

No. 210.

By MR C. STANLEY, BRIGHTON.

White.

K. at K. Kt. third
 R. at K. s. venth
 Kt. at K. B. fourth
 Kt. at Q. fourth
 B. at K. R. third
 P. at K. B. third

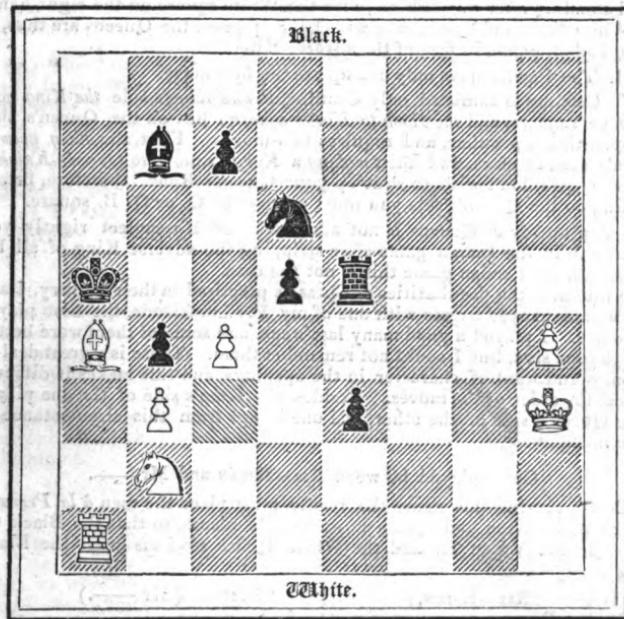
Black.

K. at K. Kt. fourth
 Q. at K. Kt. third
 R. at K. R. square
 R. at K. R. third
 P. at K. B. second
 P. at K. B. third

White to move, and Mate in five moves.

PROBLEM, No. 246.

By M. KIESERITZKI.



White playing first, Mates in seven moves.

CHESS INTELLIGENCE.

THE subjoined extracts from the letter of a friend in Paris will be read with interest by the Amateurs of Chess in this country.

" * * * * * — You have probably read in the newspapers an account of the arrival in Paris of five noble Persians, sent by the Shah for the purpose of learning modern languages, science, &c. Each of them is to study a particular branch, and they will return to their country with the elements of a complete revolution. Three of them are young men of twenty or twenty-one years of age, and play Chess tolerably ! They tell me there are many

strong players in their country, and that the game is much cultivated there. Their game differs from ours in the following particulars :—

I. The board is placed with the White or Black square on the right indifferently.

II. The King is placed on the fourth square from the left-hand corner, and the Queen (the Vizier) always *on the right* of the King, consequently, the board standing after our fashion with the White square on the right hand, the White King and Queen only will change places : the Queens are thus, as in the Indian game, in face of the adverse King.

III. The Pawns move only one square the first move.

IV. Castling is admitted, only Castling on the King's side *the King goes to Knight's square*, and *the Rook to King's square*; but on the Queen's side the operation is peculiar, and requires two moves. First, the King goes to Queen's second square, and then *making a Knight's move to Queen's Knight's square*, if you don't wish to shut up your Queen's Rook, therefore, before Castling on the Queen's side you must move it to Q. or Q. B. square.

V. A plurality of Queens is not admitted. If I recollect rightly you cannot win in the Indian game after stripping the adverse King of all his forces. In the Persian game this is not the case.

To illustrate the peculiarities of Chess as practised in their country, I append a game played by me with one of my Persian friends, the best player of the five. I played a good many last week, and some of them were better than the one sent, but I could not remember them. There is a great deal of sameness and want of character in the openings, and this makes it difficult to recal the order of the moves. Besides, the King's side of the one player is the Queen's side of the other, and one is apt from this circumstance to make mistakes.

Game played between RIZA-KHAN and Mr ——

(Before playing this game the reader must place the men *à la Persane*, i. e. the White King and Queen must change places, so that the Black Q. may face the White K. and the White Q. be *vis-à-vis* with the Black King).

White. (RIZA-KHAN.)

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

Black. (Mr ——.)

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

- White. (RIZA-KHAN.)*
21. K. R. to Q. square
 22. B. to K. square
 23. Q. to R. fifth
 24. P. takes P.
 25. K. to R. square

- Black. (Mr ____.)*
21. B. to K. Kt. fourth
 22. R. to K. third
 23. Q. to K. B. third
 24. Kt. to Q. B. sixth (check)
 25. R. to Q. R. third, and wins

Notes to the above Game.

- (a) The Amateur, while playing over the moves on White's side, must keep in mind the changed position of the King and Queen, and remember that what in our game would be called the K. side is here the Queen's.
 (b) With us the Kt. now moved would be termed the Q. Kt.
 (c) The Pawn now played we should call "Q. R. Pawn."
 (d) In our game we should call this K. to Q. Kt. square, and Rook to Queen's square.
 (e) To save the Queen presently.

POOL AT CHESS.

At the suggestion and under the superintendence of Captain Evans, an entertaining kind of pool or sweepstakes is about to be played. Captain E. and some half dozen other leading players have agreed to play five games each against Mr Staunton, at the odds of "Pawn and two moves, for a certain sum per game; and to give additional interest to the contests, the parties receiving the odds will make up a purse among themselves, to be carried off by the player who wins the most games out of his five with the Champion.

CHESS IN NEW YORK.

We find the following in a recent Number of a New York newspaper:—

THE BISHOP'S GAMBIT.—In our last number we took occasion to observe that we were unacquainted with the adequate defence against a variation of the Bishop's Gambit, introduced by Mr Schulten at the 11th move, at which period of the game we believe the second player occupies a position in which he must of necessity be found, should he conduct his game according to the manner recommended by the best authorities. After a careful examination of the position which thus occurs, we must now state our opinion that there is no course of play by which Black can relieve himself from the dangerous situation in which he is placed, and at the same time maintain an equal footing with his antagonist.

As our intention is shortly to publish a brief analysis of the Bishop's Gambit, we now copy the opening moves of the game above referred to, and shall be exceedingly happy to receive the opinions of such of our experienced correspondents as may favour us with their ideas on the state of the game, as it then stands.

White.

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

Black.

1. K. P. two
2. P. takes P.
3. Q. to K. R. fifth (check)
4. K. Kt. P. two
5. K. B. to Kt. second
6. Q. P. one

White.	Black.
7. K. P. one	7. P. takes P.
8. Q. Kt. to Q. fifth	8. K. to Q.
9. Q. P. takes P.	9. Q. B. to Q. second
10. K. Kt. to B. third	10. Q. to R. fourth
11. Q. B. to Q. second	

*After 6 moves
at the 6th move*

We are gratified to learn that a complete translation of the celebrated *HANDBOOK OR CHESS* of Bilguer and Heydebrant, accompanied by copious notes and an elaborate Appendix on Game, at Odds, by Mr Staunton, is in progress, and is likely to appear early in the Spring of next year.

CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

Winklie Rectory, Yorkshire.

DEAR SIR,—Notwithstanding the good-humoured laugh which Washington Irving bestows on the inch-long communications to the venerable and vivacious Mr Sylvanus Urban's Magazine, detailing most interesting discoveries of relics and inscriptions, many of which are as ancient as Mr Oldbuck's pet camp, and the mysterious stone-cut characters in *Pickwick*, I flatter myself I have made a discovery, and as it relates to Chess, I think, perhaps, it may not prove altogether uninteresting to the numerous admirers of the game divine that peruse, with mental epicurism, your magazine.

I enclose a rough sketch (being no *draughtsman*, although a decided *Chess-man*) of an antique Chess board, which I discovered,—hear it not, shade of Philidor!—nailed down in the floor of my hay-loft! The sketch represents it as it appeared after a thorough lustration. The centre of the face of the board is made of some white-painted wood, having the black squares formed with what appears to be in-laid coal! The rim is made of carved oak, still retaining its pristine sharpness, whilst the back has on it an inscription which I think must be "*Champs des Echiquiers*," at least that is the nearest approximation that I can make to the curious, half-obliterated hieroglyphics, which I have endeavoured to do justice to in the sketch.

From the figuring 14 on the back, we may infer that the board is somewhere between three and four hundred years old.

I am, dear Sir, yours respectfully,

J. VINCENT EASTTHORPE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

SIR.—The trickery and tergiversation of *Le Palamede* have brought that periodical into such deserved contempt on this side the water, that scarcely half a dozen persons are to be found in all England who even look at its contents; and any attempt, therefore, to expose its continual fallacies may appear a work of supererogation. There is an article in the May number, however, on the subject of the Electro-Telegraphic game of Chess,

which being remarkable for a more than ordinary display of misrepresentation and impertinence, and evidently intended to foster those feelings of dissension always unhappily too prevalent among our leading players here, calls for a few words.

Mr St Amant knows, no one better, that the merit of suggesting and carrying out this experiment was solely due to Mr Staunton; that with the arrangements Mr Walker had nothing whatever to do; and that even with regard to the playing of the game, in which Mr Staunton had injudiciously permitted him to take a part, his doings were chiefly confined to the recording of moves determined on by Messrs Buckle, Evans, Perigal, Tuckett, &c. &c. So accomplished a player as Mr St Amant knows, too, that to talk of such an affair as a trial of Chess skill is supremely ridiculous; but he is aware also that his only chance of regaining footing in Chess circles here is by provoking animosity and party spirit among us, and hence his present exaltation of Mr Walker and the pompous announcement that "Mr Walker worthily sustained his great reputation!"

What Mr St Amant's real opinion of this "great reputation" is, was pretty clearly shown during his match with Mr Staunton, when, at General Guingret's party, in allusion to some disparaging remarks which Mr Walker had the grace to publish at that time, to the effect that if Mr Staunton were beaten there were others in England as good as he.—Mr St Amant indignantly asked, "WHO ARE THEY? DOES MR WALKER IMAGINE HIMSELF CAPABLE OF TAKING MR STAUNTON'S PLACE? IF SO, LET HIM COME OVER, AND I WILL UNDERTAKE TO GIVE HIM THE FOUR GAMER, I HAVE ALREADY LOST TO MR S., AND £50 TO BOOT, IF HE WILL PLAY OUT THE MATCH!" After this, and the many other observations anything but flattering to the Chess skill of Mr Walker, which M. St Amant has indulged in, the sincerity of his present laudation must be rather questionable, I should think, even to the object of it.

I had purposed to point out a few of the striking discrepancies betwixt the account in *Le Palamede*, and what really occurred during the Telegraphic games, but a reference to your 'Chronicle' of May and June shows me this is unnecessary.

Believe me obediently yours

"VINDEX."

* * * We must apologize to our Correspondent for the mutilation his letter has undergone. The truth is, our readers are heartily sick of both M. St Amant and his *Palamede*; and his misstatements in this Telegraphic affair are not worth the trouble of contradicting. "Vindex's" comments on the comparative Chess powers of Walker and his contemporaries we omit too, because they are invidious and hardly just to the former. If Mr Walker thinks himself entitled to higher position in the Chess ranks than that long assigned to him by his brother players, why does he not come into the field and show his qualifications? Mr Staunton has for two years been a member of the same Club, and during that period Mr Walker has never ventured to play him a single game, although well aware that Mr S. was, as he is now, prepared to give him the Pawn and move, or play him upon even terms if he liked that better for any stake from five guineas to one hundred.

NEW WORKS ON CHESS.

AMUSEMENTS IN CHESS; containing *Sketches of the History, Antiquities, and Curiosities of the Game, Easy Lessons in Chess, and a Selection of Chess Problems.* By CHARLES TOMLINSON. London : J. W. Parker, West Strand. 1845.

THE SOUVENIR OF THE BRISTOL CHESS CLUB, &c. &c. London : R. HASTINGS.

THE first of these works is an admirable little volume, full of curious information on every subject immediately connected with the game of Chess ; a table of its varied and entertaining contents would alone fill two or three of our pages. The earlier portion is devoted to the History of Chess, and we have here a disquisition on the claims of various nations to the invention of the game ; an account of the Greek game *mirra*, supposed by Christie to be the original type of Chess ; Chess among the Chinese, Hindoos, and ancient Egyptians ; some highly instructive observations on the introduction of the game into Europe, with a description of the ancient Chessmen discovered in the Isle of Lewis ; biographical notices of the leading Chess-writers and Chess-players ; and an amusing chapter on the automaton Chess-player. The second part is intended to illustrate the game itself, and here we find the laws of Chess ; the nomenclature of the pieces, with their moves familiarly explained ; and a series of progressive lessons, by which the learner is led on through the various easy openings up to the Gambits. The work concludes with fifty beautiful ends of games on Diagrams, selected with striking taste and judgment from the various published collections of problems by D'Orville, Brede, Anderssen, Bolton, Bone, and Brown.

'The Souvenir of the Bristol Chess Club' is an acceptable collection of games played by the best players of that Club among themselves, or against some of the leading players of the day. The majority of these games are well contested, and some of them, such as those between Messrs Williams and Brown, and Messrs Williams and J. Withers, are deserving of still higher commendation.

The two following from this collection were introduced, we are told, "in order to show the powerful attack the second player obtains through the sacrifice of his Queen's Pawn at the third move, if the proper answer be not immediately made to it by his opponent."

GAME No. 38.

Between Mr J. WITHERS and Mr E. WILLIAMS.

White. (Mr J. W.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. B. takes P.
5. Q. to K. B. third
6. K. R. P. one *sad*
7. P. takes Kt.
8. Q. to K. R. fifth
9. Q. B. P. one
10. Q. Kt. to B. third
11. Q. Kt. takes P.
12. Q. Kt. to K. third
13. Q. P. takes B.
14. Kt. to K. second
15. Q. B. to Q. second

Black. (Mr E. W.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. two
4. K. Kt. to B. third
5. Castles
6. Kt. takes B.
7. K. P. one
8. K. B. P. two
9. Q. B. P. one
10. Q. B. P. takes P.
11. Q. B. to K. third
12. B. takes Kt.
13. B. takes Q. B. P.
14. Q. to her sixth
15. K. Kt. P. one, and wins

** 12 May, 1866 to 12 2*

GAME No. 39.

Between Mr HENDERSON and Mr E. WILLIAMS.

White. (Mr H.)

1. K. P. *bad*
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. B. takes P.
5. K. B. to Q. Kt. third *sad*
6. Q. to K. second
7. Q. takes K. P. (check)
8. Q. takes K. Kt. P.
9. Q. P. two
10. P. takes B.
11. K. Kt. P. one
12. K. Kt. to K. second
13. K. B. to Q. square
14. Q. B. to K. Kt. fifth
15. Q. Kt. to Q. second

Black. (Mr E. W.)

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

And Black mates in three moves.

••• The new edition of Mr Silberschmidt's work, 'Lehrbuch des Schachspiels,' and M. Vielle's 'Method pour apprendre seul la Marche des Echecs et la Règle de ce jeu,' shall be noticed in our next.

ON THE BURMHA GAME OF CHESS,

Compared with the INDIAN, CHINESE, and PERSIAN Game of the
same Denomination.

(Continued from p. 191.)

The game is called by the Chinese *Choke-choo-hong-ki*, literally the play of the science of war.

The piece 1, which we call the King, is named *Choohong*, which may be rendered the scientific in war, or generalissimo; he moves one pace at a time in any direction, the same as our King, but within the limits of his fort.

The two pieces of next rank, No. 2. 2. are called *Sou* by the Chinese, which literally means bearded old men, or men of great experience in war. These are supposed to act as counsellors to the *Choohong*, and have precisely the same moves and powers as the *Chekoy* in the *Burmha*, or Vizier in the Persian game, except that they are confined to the limits of the fort with the *Choohong*.

The two pieces, No. 3. 3. erroneously named *Mandarins* by Mr Irwin, are called *Tchong* by the Chinese, which means an elephant; and they have precisely the same moves and powers as the elephant in the Persian and modern Hindostanee game. That is, they move diagonally in advance or retrograde, always two steps at a move; but the Chinese *Tchong* has not the power of jumping over the head of an intermediate piece as the Persian elephant does; neither can it advance beyond the limits of its own section, for a reason I shall assign below.

The two pieces, No. 4. 4. are called *Mai* by the Chinese, meaning horse or cavalry; they have precisely the same moves and powers as in the English and Persian games, and can advance into the enemy's section.

The two pieces, No. 5. 5. are called *Tche* by the Chinese, meaning war chariots, and have the same powers and moves as the rooks or castles in the European game, advancing also into the enemy's section.

The two pieces, No. 6. 6. are called *Pao* by the Chinese, meaning artillery or rocket men. The *Pao* can move the whole range of both sections direct, transverse, or retrograde, like the English castle, and if any of the adversary's pieces or pawns intervene in the direct line, he takes the one immediately in the rear of it.

The pawns, No. 7. 7. 7. 7. are called *Ping* by the Chinese,

meaning foot soldiers ; they move one square or step at a time, direct in advance, and take their antagonist transversely to the right or left (not diagonally as ours do), nor have they the advantage of obtaining an advance rank as in the English game.

The blank space in the Table 8. 8. is called *Hoa Ki* by the Chinese, which literally means a trench, and is understood to have been made for defence against an invading army. The horses, chariots, and foot soldiers are supposed to cross it by means of light bridges of planks ; but these not being adequate to bear the bulk of the elephants, they are reciprocally obliged to remain within the limits of their respective sections.

In other respects the game is like the English one, and ends with destroying the forces on either side, or blocking up the *Choohong*. The board is not chequered black and white, but merely subdivided, as in the diagram : the pieces are round counters of wood or ivory, with the distinguishing names wrote on them, half dyed red, and half black.

ACCOUNT OF THE BURMHA GAME OF CHESS.

Table.

3								3
	1	4	4	5				
	4	2	6	6	6	6	6	
6	6	6						
6	6	6				6	6	6
6	6	6	6	6	2	4		
			5	5	4	1		
3								3

References.

- 1. Meng, The king.
- 2. Chekoy, Lieut. Gen.
- 3. Rutha, War chariots.
- 4. Chein, Elephants.
- 5. Mhee, Cavalry.
- 6.6.6.6.6.6.6. Yein Foot soldiers.

The Burmha name for the game of chess is *chit-tha-reen*, a term applied by them either to a generalissimo, or warfare; an etymologist perhaps might trace it as a corruption of the *Sanscrit Chatur-anga*.

The annexed drawing and diagram will best explain the form of the pieces, &c. and ordinary array of the battalia.

No. 1. *Ming*, or the king, has the same moves and powers as in the English name, except that he cannot castle, neither do they admit of what we call stale mate.

No. 2. *Cheko*, or sub-general; he moves diagonally either way in advance or retrograde, but limited to one check or step at a move.

No. 3. 3. *Rut'ha*, war chariot; they have exactly the same moves and powers as the English castle or rook.

No. 4. 4. *Chein*, elephants; they have five distinct moves; direct 1. diagonal in advance 2. diagonal retrograde 2.; but limited to one check or step at a move; they slay diagonally only; the move direct in advance being only intended to alter the line of their operations so that they may occasionally have the powers of our king's or queen's bishop.

No. 5. 5. *Mhee*, cavalry; they have exactly the same moves and powers as in the English game.

No. 6. 6. 6. 6. 6. 6. Yein, or foot soldiers; they have the same moves and powers as in the English game, except that they are limited to one check or step at a move, and that the right hand pieces only are susceptible of promotion to the rank of chekoy (in the event of his being taken). It is not necessary for this promotion that they should have advanced to the last row of the adversary's check, but to that check which is in a diagonal line with the left-hand check in the last row of the adversary's section; consequently the right-hand pawn or yein, according to the diagram, will have to advance four steps to obtain the rank of chekoy; the second yein three steps; the third yein, two steps; the fourth yein, two steps; and the fifth yein, one step.

Although the array of the battalia is generally as in the diagram, yet the *Burmhas* admit of great variations; each party being allowed to arrange their *pieces ad libitum*; that is to say, they may strengthen either wing, or expose the king, according as they estimate each other's abilities, or as caprice or judgment may influence them. In some respects this is tantamount to our giving a piece to an inferior player, but the variation is only to be understood of the pieces, and not of the pawns.

This liberty, added to the names and powers of the pieces, gives the *Burmha* game more the appearance of a real battle than any other game I know of. The powers of the Chein are well calculated for the defence of each other and the King, where most vulnerable; and the *Rut'ha* or war chariots are certainly more analogous to an active state of warfare than rooks or castles.

PERSIAN AND MODERN HINDOOSTANEE GAME OF CHESS.

Table.

5	4	8	2	1	3	4	5
6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6
5	4	8	2	1	3	4	5

References.

1. Sha or Padsha, The King.
 2. Vizier or Firz, General,
 3. 3. Fil or Hust, Elephant.
 4. 4. Asp or Ghora, Cavalry or Horse.
 5. Rookh or Ruth, War Chariot.
 - 6.6.6.6.6.6.6. Piadah or footmen.

The Persian game and table are both called *Shatranj*, or more commonly *Shurunj*, the form of the table and arrangement of the pieces as in the diagram.

No. 1. *Sha*, or *Padsha*. The king has the same moves and powers as in the English game, but cannot castle, nor is stale mate admitted.

No. 2. *Firz*, or more commonly *Vizier*, the general. It is the first piece moved on opening the game, advancing one step direct in front, his piadah moving one step at the same time; this is said to be done by command of the king, that he may review and regulate the motions of the army; afterwards he can only move diagonally, in advance or retrograde, one check or step at a move, the same as the *Burmha chekoy*.

No. 3. 3. *Fil* in Persic, *Hust* in Hindooostanee, elephants. They move diagonally in advance or retrograde, always two steps at a move, and have, what Mr Irwin calls, the motion of a rocket boy hopping over the head of any piece in their way, except the king,

and taking any piece which stands on the second check from them in their range.

No. 4. 4. *Asp*, Persian, or *Ghora*, Hindoostanee, horse or cavalry; they have the same moves and powers as the English knight.

No. 5. 5. *Rookh*, Persian, or *Rut'h*, Hindoostanee, war chariots; they have exactly the same moves and powers as the English rook or castle.

No. 6. 6. 6. 6. 6. 6. 6. *Piadahs*, or peons, footmen; they have the same moves and powers as the English pawn, except that they advance only one step at a time on opening the game, and that when any of them arrive at the last line of checks on their adversary's section, should their own general have been taken, they are then called *firz*, and distinguished by a pawn of the adversary being placed on the same square with them.

When the king is checked by another piece, they say *shah, shah*, or *kist* (the latter an Arabic word), and when check-mated, they say *shah-mat*, which means the king is conquered or driven to the last distress; or sometimes *boord* or *burd*, the prize is gained or carried, though this expression is more generally used when all the pieces are taken except the king, and the game is consequently won.

I shall now make some observations on the foregoing games, and compare them with each other.

As far as record is to be admitted in evidence, the first, or *Hindoo* game, above described, is the most ancient, and, to my apprehension, it has great internal marks of antiquity, namely, the imperfections incident to rudimentary science.

A view of the table, &c., will be sufficient to convince any one who has the least knowledge of tactics, or the science of chess, of the imperfections of the *Hindoo* game.

The weakest flank of each army is opposed to its antagonist's forte—and the piece in each army which would be of most use on the flanks is placed in a situation where its operations are cramped; and although it appears that two armies are allied against the other two, yet the inconvenience of their battalia in a great measure remains; besides, it also appears that each separate army has to guard against the treachery of its ally, as well as against the common enemy; for it is recommended, and allowed to either of the kings, to seize on the throne of his ally, that he may obtain complete command of both armies, and prosecute conquest for himself alone. But if the battalia were as perfect as in the European game, the circumstance of using dice, to determine the moves, is fatal to the claim of pre-eminence, or of science, which attaches to the European game, and places the ancient *Hindoo* game on a level with backgammon, in which we often see the most consummate abilities defeated by chance.

Exclusive of the definition of the game in the *Amaracoshā*, namely, that the four *angas* or members are elephants, horses, chariots, and foot soldiers, there are contradictions in the rules given by Gotoma and others translated by Rad-ha-cant, which are irreconcilable, unless we suppose they treat of different games.

The first says, that "the king, the elephant, and the horse may slay the foe, but cannot expose themselves to be slain." Hence we infer that the ship and foot soldier alone are vulnerable. In another place the commentator says, "If a pawn can march to any square on the opposite extremity of the board, except that of the king or ship, he assumes whatever power belonged to that square, which promotion is called *shat-pada*, or six strides." This contradicts the former rule. And again, "but this privilege of *shat-pada* was not allowable in the opinion of Gotoma; when a player had three pawns on the chess board, but when only one pawn, and one ship remained, the pawn might even advance to the square of a king or ship, and assume the power of either." From the whole we may gather that in this game there is much abstruseness with little science, which affords strong presumption of its being rudimental.

I have placed the Chinese game the second in the series, because there is a record of its relative antiquity; but not from conviction, for the next improvement of the ancient *Hindoo* game appears to me to be that which at present obtains amongst the *Burmhas*, who are *Hindoos* of the *Pali* tribe, and derive all their literature and science from the common source.* In the *Burma* game the first dawn of perfection appears, while the ancient *Hindoo* names, according to the *Amaracosa*, are retained, the two armies are consolidated, and commanded by a general immediately under the eye of the king, the order of the battalia improved, and chance rejected.

The Persian game is but a slight variation in principle from the *Burma*; the order of battle is restrained to one mode, and the foot soldiers and principals each drawn up at the extreme face of the board or field of battle, in rank entire, according to the improved system of modern warfare. Other alterations appear to me adventitious, or the effect of caprice rather than judgment.

The modern European game appears an improvement on the Persian, and only requires that the original names should be restored to the pieces to give it full claim to pre-eminence.

I am at a loss where to place the Chinese game, but its claims to precedence are of little importance.

The account of its invention, for which we are indebted to Mr Eyles Irwin, is as follows:—

"Translation of an extract from the 'Concunc,' or 'Chinese Annals,' respecting the invention of the game of chess, delivered to me by *Tonqua*, a soldier *mandarin* of the province of *Tokien*.

"Three hundred and seventy years after the time of Confucius, or 1965 years ago (174 years before Christ), Hung Cochee, king of *Kiangnan*, sent an expedition into the *Shensi* country, under the command of a *mandarin*, called Hemsing, to conquer it. After one successful campaign the soldiers were put into winter quarters, where, finding the weather much colder than what they had been

* The Chess men I had made at *Amarapoarah*, the *Burma* capital, were the workmanship of some *Cossays*, natives of the kingdom of *Munipore*, who, as well as the *Burmhas*, are of the sect of *Budda*, and form the intermediate link between them and the *Bengallies*.

accustomed to,* and being also deprived of their wives and families, the army in general became impatient of their situation, and clamorous to return home. Hemsing, upon this, revolved in his mind the bad consequences of complying with their wishes ; and the necessity of soothing his troops and reconciling them to their position appeared urgent, in order to finish his operations the ensuing year. He was a man of genius as well as a good soldier, and having contemplated some time on the subject, he invented the game of chess, as well for an amusement to his men in their vacant hours, as to inflame their military ardour, the game being wholly founded on the principles of war. The stratagem succeeded to his wish ; the soldiery were delighted with the game, and forgot in their daily contests for victory the inconvenience of their post. In the spring the general took the field again, and in a few months added the rich country of *Shensi* to the kingdom of *Kiangnan*, by the defeat and capture of Choupayen, a famous warrior among the Chinese. On this conquest Hung Cohee assumed the title of emperor, and Choupayen put an end to his own life in despair."

In the course of my reading I have met with a similar tale among the Persians ; but such tales are easily fabricated, and from the complaisance of national vanity as easily credited.

That Hemsing introduced this game with modifications suited to the genius and manners of the Chinese for the purposes ascribed above, I can readily believe ; but the introduction of artillery or rocket boys, the general perfection of the game, similitude to the *Hindoo game*, and date of the supposed invention, are strong evidences against its originality.

I am aware that there are many other games of chess played in Asia ; but I consider them merely as anomalies, unimportant or unworthy of note ; and the four I have adduced are the principal, to which all the others may be referred.

I shall conclude this long and irregular dissertation with noticing the various etymologies of the terms, pieces, &c. &c.

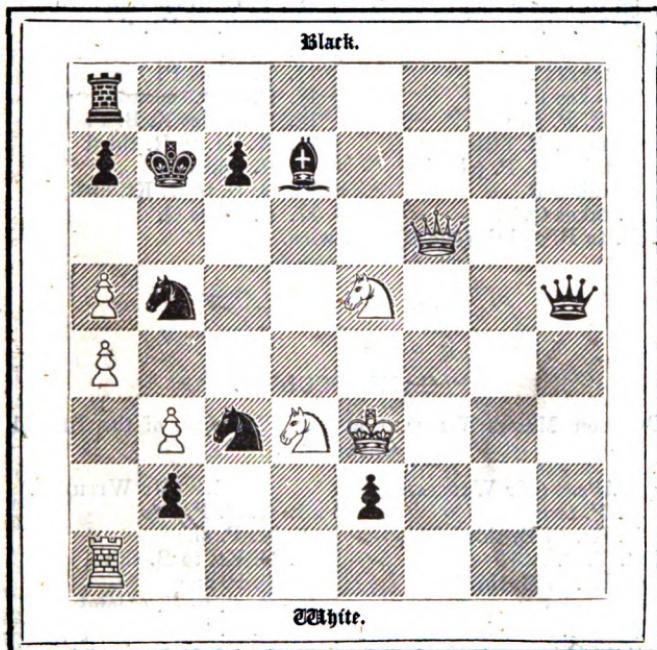
* *Shensi* is the north-west province of China, and mountainous.

(*To be continued.*)

August 1845

PROBLEM, No. 247.

By M. KUIPER.



White playing first, Mates in six moves.

CHESS IN THE PROVINCES.

Under this head we propose in future to present occasionally specimens of the Chess skill of our contemporary players in the leading Chess Clubs out of London.

GAME DCCLVI.

MR JOHN WITHERS, of the Bristol Chess Club, gives his Queen's Rook to MR RYLAND.

(Remove White's Q. Rook from the board.)

- | | |
|--------------------------|--------------------------|
| <i>White.</i> (Mr W.) | <i>Black.</i> (Mr R.) |
| 1. K. P. two | 1. K. P. two |
| 2. K. B. to Q. B. fourth | 2. K. B. to Q. B. fourth |
| 3. Q. P. two | 3. B. takes P. |

White. (Mr W.)
 4. K. Kt. to B. third
 5. K. Kt. to Kt. fifth
 6. K. B. P. two
 7. K. B. P. one
 8. Q. B. P. one
 9. Q. Kt. P. two
 10. K. R. to B. square
 11. P. takes P.
 12. B. takes P.
 13. K. R. P. two
 14. Q. to K. R. fifth
 15. B. takes B. P. (check)
 16. R. takes R.
 17. R. takes Q.
 18. R. to B. eighth (check), and wins.

Black. (Mr R.)
 4. Q. P. one
 5. K. Kt. to R. third
 6. Castles
 7. Q. B. P. one
 8. K. B. to Q. B. fourth
 9. K. B. to Kt. third
 10. Q. P. one
 11. P. takes P.
 12. Q. to B. second
 13. Kt. takes K. B. P.
 14. K. Kt. to R. third
 15. R. takes B.
 16. Q. B. to K. Kt. fifth
 17. B. takes Q.

GAME DCCLVII.

Between Messrs WILLIAMS and J. WITHERS, of the Bristol Chess Club.

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

Black. (Mr WITHERS.)
 1. Q. B. P. two
 2. K. P. one
 3. Q. Kt. to B. third
 4. Q. P. one
 5. K. B. to K. second
 6. K. B. to his third (a)
 7. K. Kt. to K. second
 8. B. to Q. fifth
 9. Q. R. P. one
 10. Castles.
 11. K. B. P. two
 12. K. Kt. takes P.
 13. Q. Kt. P. one.
 14. Kt. to K. fourth
 15. Kt. takes Kt.
 16. Kt. to Kt. third
 17. P. takes P.
 18. B. to Kt. second
 19. K. R. P. one
 20. Kt. to K. R. fifth
 21. K. Kt. to B. fourth
 22. Q. P. one
 23. P. takes P.
 24. Q. to her fourth
 25. P. takes Q. P.
 26. Kt. to Q. third

- White. (Mr WILLIAMS.)*
27. B. to Kt. sixth
 28. R. takes Kt.
 29. Q. takes P.

- Black. (Mr WITHERS.)*
27. Kt. to K. seventh (check)
 28. P. takes R.
 29. Kt. takes Kt. and wins

Notes to Game DCCLVII.

(a) This move, with K. Kt. to K. second, and afterwards to Kt. third, followed presently by B. to Q. fifth, was first adopted by Mr Staunton in his memorable contest with Mr Cochrane.

(b) To prevent the fatal check with the Kt. at K. B. sixth.

GAME DCCLVIII.

Between the same players.

- White. (Mr J. W.)*
1. K. P. two
 2. K. B. to Q. B. fourth
 3. Q. Kt. to B. third
 4. K. B. P. two
 5. K. Kt. to B. third
 6. Q. P. one
 7. Castles
 8. Q. Kt. to K. second
 9. Q. B. P. one
 10. B. to Q. Kt. third
 11. Q. P. one
 12. B. to Q. B. second
 13. K. P. one
 14. Q. Kt. to K. Kt. third
 15. B. P. takes P.
 16. K. to R. square
 17. Q. Kt. P. one
 18. Q. to K. second
 19. Q. B. to K. third
 20. Q. R. to Kt. square
 21. Q. Kt. P. one
 22. K. B. to K. fourth
 23. B. takes B.
 24. K. Kt. to his fifth
 25. B. takes B.
 26. Q. to K. Kt. fourth
 27. R. to K. B. third
 28. P. takes Kt.
 29. Q. takes K. B. P.
 30. Q. takes Q. (check)
 31. P. takes Kt.

- Black. (Mr E. W.)*
1. Q. B. P. two
 2. Q. Kt. to B. third.
 3. K. P. one
 4. Q. P. one
 5. K. B. to K. second
 6. K. B. to his third
 7. K. Kt. to K. second
 8. Q. R. P. one
 9. Q. Kt. P. two
 10. K. Kt. to his third
 11. Q. B. P. one
 12. Castles
 13. B. to K. second
 14. P. takes P.
 15. Q. to her Kt. third
 16. B. to Q. Kt. second
 17. Q. R. to Q. square
 18. Kt. to Q. R. fourth
 19. Q. B. to Q. fourth
 20. Q. to B. second
 21. Q. Kt. to B. third
 22. K. B. P. two
 23. R. takes B.
 24. B. takes Kt.
 25. K. B. P. one
 26. Q. to K. B. second
 27. Q. Kt. takes K. P.
 28. Kt. takes P.
 29. Kt. takes R.
 30. R. takes Q.
 31. Q. R. takes B. and wins

GAME DCCLIX.

Between Messrs MONGREDIEN and SPRECKLEY, of the Liverpool Chess Club.

White. (Mr M.)

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

Black. (Mr G. S.)

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

The game was carried on for many moves, and terminated in favour of White.

GAME DCCLX.

Between the same antagonists.

White. (Mr G. S.)

1. Q. P. two
2. Q. B. P. two

Black. (Mr M.)

1. Q. P. two
2. P. takes P.

- White. (Mr G. S.)*
3. K. P. one
 4. B. takes P.
 5. K. Kt. to B. third
 6. Q. Kt. to B. third
 7. Castles
 8. Q. Kt. to K. second
 9. K. R. P. one
 10. Q. to her Kt. third
 11. Q. Kt. to K. B. fourth
 12. K. Kt. to K. fifth
 13. B. to Q. third
 14. Q. Kt. to K. second
 15. P. takes B.
 16. B. takes Kt.
 17. Kt. to K. Kt. third
 18. Kt. takes P.
 19. K. B. P. two
 20. Q. to her B. second
 21. Q. Kt. P. one
 22. B. takes Kt.
 23. Q. takes Q. B. P.
 24. Q. takes K. P.
 25. Q. R. to Q. square
 26. Q. R. to Q. second
 27. Kt. to Q. sixth
 28. K. B. P. one
 29. Q. to her fifth
 30. Kt. takes B.
 31. Q. takes Q.

JL

- Black. (Mr M.)*
3. K. P. one
 4. K. Kt. to B. third
 5. B. to Q. Kt. fifth (check)
 6. Castles
 7. Q. B. P. one
 8. Kt. to K. fifth
 9. K. B. P. two
 10. Q. to K. second
 11. R. to K. B. third
 12. Q. Kt. P. two
 13. B. to Q. third
 14. B. takes Kt.
 15. R. to B. second
 16. P. takes B.
 17. Kt. to Q. second
 18. Kt. takes P.
 19. Kt. to Q. B. fifth
 20. K. R. P. one
 21. Kt. to Q. R. sixth
 22. Q. takes B.
 23. B. to Q. Kt. second
 24. Q. to her Kt. seventh
 25. Q. R. to K. B. square
 26. Q. to R. sixth
 27. Q. to her R. third
 28. B. to his square
 29. B. to Kt. second
 30. Q. takes Kt.
 31. R. takes Q.
 32. K. P. one, and wins

GAME DCCLXI.

Between the Rev. Mr GORDEN, one of the leading players of the Edinburgh Chess Club, and Mr SPRECKLEY.

- White. (Mr G.)*
1. K. B. P. two
 2. K. Kt. to B. third
 3. Q. P. two
 4. K. P. one
 5. Q. B. P. two
 6. Q. B. P. takes P.
 7. B. to Q. Kt. fifth (check)
 8. B. takes B. (check)
 9. Castles
 10. Q. Kt. to B. third
 11. Q. to her Kt. third
 12. P. takes P.
 13. Q. to her Kt. fifth (check)

- Black. (Mr G. S.)*
1. K. B. P. two
 2. K. Kt. to B. third
 3. K. P. one
 4. Q. B. P. two
 5. Q. P. two
 6. K. P. takes P.
 7. B. to Q. second
 8. Q. Kt. takes B.
 9. K. R. P. one
 10. B. to K. second
 11. Q. Kt. to his third
 12. B. takes P.
 13. K. Kt. to Q. second

White. (Mr G.)

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

Black. (Mr G. S.)

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

GAME DCCLXII.

Between Messrs STEPHENS and FORTH, the leading players of the Dublin Chess Club.

We had prepared the accompanying game for the press when the melancholy intelligence reached us of the demise of Mr STEPHENS. By the amateurs of Dublin, Mr S. had long been considered the best player of their club, and his unexpected death has occasioned a void in the ranks which will not speedily be filled.

White. (Mr Forth.)

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

Black. (Mr Stephens.)

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

- White.* (Mr FORTH.)
13. B. to Q. third (check)
 14. P. takes P. (*en passant*)
 15. Q. B. takes Kt. (check)
 16. Q. B. to K. Kt. fifth
 17. Q. to R. seventh (check)
 18. Q. to R. eighth (check)
 19. B. to K. R. seventh
 20. B. to K. B. fifth
 21. Kt. to Q. second
 22. Kt. to K. fourth
 23. B. takes Q.
 24. P. takes Kt.
 25. B. takes Q. B. P.
 26. Kt. takes Q. P. (check)
 27. Kt. takes R.
 28. R. takes B.

- Black.* (Mr STEPHENS.)
13. K. B. P. two (a)
 14. K. to Kt. square
 15. R. takes P.
 16. Q. B. to K. third (b)
 17. K. to B. square
 18. Q. B. to K. Kt. square
 19. K. to B. second
 20. Kt. to K. fourth
 21. K. Kt. P. one (c)
 22. R. takes K. B.
 23. Kt. to K. B. sixth (check)
 24. B. takes Q.
 25. B. takes Q. R.
 26. K. to B. third
 27. K. takes Kt.

And the game was declared drawn.

Notes to Game DCCLXII.

(a) But for the sacrifice of this Pawn before removing the King, Black must have lost the game in a few moves.

(b) To interpose anon, when the Queen checks at R. square.

(c) This and the subsequent moves of Black are extremely well played.

GAME DCCLXIII.

This finely-contested partie is one of a match between Mr MONGREDIEN, the President of the Liverpool Chess Club, and Mr STAUNTON, the latter giving the Pawn and two moves.

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

- White.* (Mr MONGREDIEN.)
1. K. P. one
 2. K. B. to Q. third (a)
 3. K. Kt. to B. third
 4. Kt. to his fifth
 5. Kt. takes K. R. P.
 6. B. takes P. (check)
 7. B. takes R. (check)
 8. Q. Kt. to B. third
 9. Q. Kt. P. one
 10. B. to Q. Kt. second

- Black.* (Mr STAUNTON.)
2. K. Kt. to R. third
 3. Q. P. one
 4. K. Kt. P. one
 5. R. takes Kt.
 6. R. to K. B. second
 7. Kt. takes B.
 8. Q. B. P. one
 9. K. B. to Kt. second
 10. Q. Kt. to R. third

<i>White. (Mr MONGREDIEN.)</i>	<i>Black. (Mr STAUNTON.)</i>
11. Kt. to Q. R. fourth	11. B. takes B.
12. Kt. takes B.	12. B. to K. B. fourth
13. K. B. P. one	13. Q. P. one
14. K. Kt. P. two	14. B. to K. R. second
15. K. R. P. two (<i>b</i>)	15. Q. to her Kt. third (<i>c</i>)
16. Kt. to Q. R. fourth	16. Q. to her B. second
17. K. B. P. one	17. Q. P. one (<i>d</i>)
18. Q. B. P. one	18. B. to K. fifth
19. K. R. to Kt. square	19. Castles (<i>e</i>)
20. Q. B. P. takes P.	20. Q. Kt. to his fifth
21. K. to B. second	21. R. takes Q. P. (<i>f</i>)
22. Kt. to Q. B. fifth (<i>g</i>)	22. B. to Q. fourth (<i>h</i>)
23. K. to Kt. third (<i>i</i>)	23. Kt. to Q. sixth
24. Kt. takes Kt. (best)	24. R. takes Kt.
25. Q. to her B. second	25. B. to K. fifth
26. Q. to B. fourth	26. Kt. to Q. third
27. Q. to K. Kt. eighth (check)	27. K. to Q. second
28. Q. R. to Q. square	28. Q. to her R. fourth
29. K. B. P. one	29. B. to Q. fourth
30. Q. to R. seventh	30. R. takes Q. P.
31. K. B. P. one	31. Kt. to K. fifth (check)
32. Q. takes Kt. (<i>k</i>)	32. B. takes Q.
33. K. B. P. one	

Black mates in two moves.

Notes to Game DCCLXIII.

(a) The merit of originating this very forcible plan of attack in the " Pawn and two " game is due to Mr Mongredien.

(b) White's compact and formidable array of Pawns is more than an equivalent for his opponent's numerical superiority of pieces.

(c) With the view of castling, and to prevent white playing his Q. P. one square.

(d) This is a good move.

(e) Black sacrificed the Q. P. for the purpose of bringing his Q. Kt. into operation.

(f) The position here is remarkably interesting, and the play to the end deserves attention.

(g) Had he taken the Rook, Black would have mated him in three moves.

(h) Threatening to take the K. B. P. with his Rook.

(i) White could not even now take the Rook without losing the game.

(k) Play as he could the game was gone.

GAME DCCLXIV.

Part of a match in which Mr STAUNTON gives the Pawn and two moves to Mr SPRECKLEY.

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

- Black. (Mr SPRECKLEY.)*
1. K. P. two
 2. Q. P. two
 3. K. B. to Q. third
 4. K. P. one
 5. K. Kt. to B. third
 6. Castles
 7. Q. B. P. one
 8. Q. Kt. takes P.
 9. Q. Kt. to his fifth
 10. B. takes K. Kt.
 11. B. to Q. third
 12. Q. to K. second
 13. Kt. takes Kt.
 14. Q. Kt. P. one
 15. Q. B. to Kt. second
 16. K. R. P. one
 17. K. to R. second
 18. K. Kt. P. one
 19. K. B. P. two
 20. P. takes P. (*en passant*)
 21. B. to K. fifth
 22. Q. to K. fourth
 23. Q. R. to K. square
 24. B. to Q. fourth (*b*)
 25. K. B. to Q. B. fourth
 26. Q. R. P. two (*d*)
 27. K. R. to B. second
 28. Q. to K. third
 29. K. R. to K. second
 30. B. to K. fifth (*g*)
 31. Q. to her Kt. sixth (*h*)
 32. Q. R. to K. B. square
 33. Q. to her Kt. fifth
 34. Q. B. to his third (*k*)
 35. K. B. takes K. P.
 36. K. R. takes B.
 37. Q. R. to K. square
 38. Q. R. to K. second
 39. Q. to her B. fourth
 40. K. takes P.
 41. K. to Kt. second
 42. R. to K. seventh (check)
 43. R. takes B. (check)

- White. (Mr STAUNTON.)*
2. K. P. one
 3. Q. B. P. two
 4. K. Kt. to K. second
 5. P. takes P.
 6. Q. Kt. to B. third
 7. P. takes P.
 8. Q. to R. fourth
 9. K. Kt. to B. fourth
 10. Q. takes Kt.
 11. Q. to her fourth
 12. Kt. to Q. fifth
 13. Q. takes Kt.
 14. Q. to K. R. fifth (*a*)
 15. B. to K. second
 16. Castles
 17. Q. to K. B. fifth (check)
 18. Q. to K. B. second
 19. Q. P. two
 20. B. takes P.
 21. B. to Q. R. sixth
 22. K. Kt. P. one
 23. Q. R. P. two
 24. K. B. to K. second
 25. K. R. to Q. square (*c*)
 26. K. B. to his square
 27. Q. to K. B. fourth
 28. K. R. P. two (*e*)
 29. K. to R. second (*f*)
 30. K. B. to Q. Kt. fifth
 31. Q. to K. B. square
 32. K. B. to Q. B. fourth
 33. Q. R. to his third (*i*)
 34. Q. R. to his second (*l*)
 35. B. takes B.
 36. Q. Kt. P. one
 37. Q. R. to Q. second
 38. K. R. P. one
 39. P. takes P. (check)
 40. Q. R. to Q. sixth (check) (*m*)
 41. Q. to K. B. fourth (*n*)
 42. B. takes R.
 43. K. to R. third

<i>Black. (Mr SPRECKLEY.)</i>	<i>White. (Mr STAUNTON.)</i>
44. B. to K. Kt. seventh (check)	44. K. to R. fourth (o)
45. R. to K. fifth	45. Q. R. to Q. seventh (check)
46. K. to B. square	46. Q. R. to Q. eighth (check)

Drawing the game by perpetual check.

Notes to Game DCCLXIV.

- (a) White evidently loses his Queen on taking the Rook, because of
- 18. Q. to K. R. fifth (check) 18. Kt. P. one
- 19. B. takes P. (check) 19. P. takes B.
- 20. Q. takes P. (check) 20. K. to a White square
- 21. B. checks, &c.
- (b) With the view to play Q. to K. fifth
- (c) To deter Black from taking the K.'s Pawn.
- (d) Black might perhaps have gained the Pawn at this point by the following line of play, although it is very questionable if he would have improved his game thereby—
- 26. Q. to K. fifth
- 27. Q. to K. R. eighth (check)
- 28. Q. takes Q. (check)
- 29. B. takes K. P. (check)
- 30. B. takes B.
- 31. B. to K. B. second
- (We see no better move; "B. to K. Kt. seventh (check)," would be useless on account of K. to B.'s second.)
- 26. K. to B. square
- 27. Q. to Kt. square
- 28. K. takes Q.
- 29. K. to B. square
- 30. Q. R. takes B.
- 31. K. R. to Q. seventh
- (Followed by "Q. R. to B.'s seventh," or "R. takes P." and we prefer White's game.)
- (e) This move prevents the advance of Black's K. Kt. P. and at the same time affords a retreat for White's King.
- (f) Preparatory to moving his K.'s Pawn one square.
- (g) To stop the advance of the K.'s P.
- (h) The advantages of attack and counter-attack are admirably exemplified in this fine game.
- (i) This move does not satisfy us; but we must admit that it is extremely difficult to determine which is White's best mode of play at the present juncture.
- (k) Well played.
- (l) It appears impossible for White to save both the Pawns; by this move he threatens, if Black take the Rook's Pawn, to win his Queen.
- (m) Q.'s R. to Q.'s fifth would have been unavailing; e. g.—
- 41. B. takes R.
- 42. Q. to Q. B. square, &c.
- 40. Q. R. to Q. fifth
- 41. R. takes B.
- (n) Very hazardous: K.'s R. to Q.'s fourth would perhaps have been better.
- (o) If "K. to R.'s second," Black would have mated him in five moves.

GAME DCCLXV.

We are indebted to the "Illustrated London News" for the following *partie*, in which Mr STAUNTON gives the Pawn and two moves to CAPTAIN KENNEDY, of the Brighton Chess Club.

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

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr S.)
1. K. P. two	2. K. P. one
2. Q. P. two	3. Q. B. P. two
3. K. B. to Q. third	4. Q. to her R. fourth (check)
4. P. takes P.	5. B. takes P.
5. Q. Kt. to B. third	6. Q. Kt. to B. third
6. K. Kt. to K. second	7. K. Kt. to B. third
7. Castles	8. Castles
8. K. Kt. to his third	9. Q. to her square
9. Q. R. P. one	10. B. to Q. Kt. third.
10. Q. Kt. P. two	11. B. to Q. fifth
11. Q. B. to K. Kt. fifth	12. B. to Q. Kt. third
12. K. Kt. to K. second	13. Q. Kt. to K. fourth
13. K. to R. square	14. Q. Kt. to K. Kt. fifth
14. Q. B. to K. R. fourth	15. K. Kt. takes K. P. (a)
15. Kt. to Q. R. fourth	16. K. Kt. takes K. B. P. (ch.)
16. B. takes Q.	17. K. Kt. to R. sixth (double check) (b)
17. K. to Kt. square	18. Q. Kt. to B. seventh (check)
18. K. to R. square	19. Kt. takes R. (check)
19. R. takes Kt.	20. B. to K. sixth (c)
20. K. to Kt. square	
21. Q. to her Kt. square (d)	

And Black Mates in three moves.

(a) This unlooked-for move at once changes the aspect of the game. Play as he may afterwards, White, we believe, must lose.

(b) Black would have played ill in taking the Queen at this moment.

(c) By this move Black secures the advantage acquired by the sacrifice of his Queen. If, instead of so playing, he had taken the Queen, White would have escaped from the *mélee* with a piece more; *e. g.*—

21. B. takes B.	20. Kt. takes Q. (discovering ch.)
22. Q. Kt. takes P. &c.	21. Q. R. P. takes B.

(d) His best move apparently was "Q. B. to K. Kt. fifth," in which case Black comes off a winner of "the Exchange," and two Pawns.

GAME DCCLXVI.

Our next two games were lately played between Mr BUCKLE and an AMATEUR, the former giving in both his Q.'s Knight.

(Before playing these games over, the reader must remove Black's Q.'s Knight from the Board.)

<i>Black.</i> Mr BUCKLE.)	<i>White.</i> Mr * * *.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

- Black.* (Mr BUCKLE.)
3. K. B. to Q. B. fourth
 4. Q. B. P. one
 5. Castles
 6. Q. P. two
 7. P. takes P.
 8. K. R. P. one
 9. K. R. to K. square
 10. Q. R. P. one
 11. Q. to her third
 12. K. to R. second
 13. P. takes P.
 14. K. Kt. P. one
 15. Q. B. takes K. R. P.
 16. K. R. takes B.
 17. Q. to K. Kt. sixth (check)
 18. Q. takes K. R. P. (check)
 19. Q. takes K. P. (check)
 20. Q. to R. sixth (check)
 21. Q. to Kt. sixth (check)
 22. Kt. to K. Kt. fifth
 23. Q. to R. sixth (check)
 24. B. takes Kt. (check)
 25. Q. to K. R. seventh (check)
 26. B. takes R.

- White.* (Mr * * *)
3. K. B. to Q. B. fourth
 4. Q. P. one
 5. K. R. P. one
 6. P. takes P.
 7. B. to Q. Kt. third
 8. K. Kt. to B. third
 9. Castles
 10. Q. R. P. two
 11. Q. R. P. one
 12. Q. P. one
 13. K. Kt. takes P.
 14. Q. B. to K. third
 15. P. takes B.
 16. P. takes R.
 17. K. to R. square
 18. K. to Kt. square
 19. K. to R. square
 20. K. to Kt. square
 21. K. to R. square
 22. Q. to her second
 23. K. to Kt. square
 24. R. to B. second
 25. K. to B. square

And Black wins.

This game is very cleverly played by the first player.

GAME DCCLXVII.

By the same players, Black giving his Q's. Kt.

- Black.* (Mr BUCKLE.)
1. K. P. two
 2. K. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. Q. B. P. one
 5. K. Kt. to his fifth
 6. P. takes P.
 7. Kt. takes K. B. P.
 8. Q. to K. B. third (check)
 9. Q. P. two
 10. Castles
 11. Q. to K. fourth
 12. K. B. P. two
 13. R. takes P.
 14. R. takes B. (sheek)
 15. Q. takes K. P. (check)
 16. Q. B. to K. Kt. fifth
 17. R. to B. square (check)
 18. Q. B. to R. sixth
 19. B. takes Kt. (check)
 20. Q. takes Kt.
 21. Q. to K. Kt. fourth (check)
 22. Q. mates

- White.* (Mr * * *)
1. K. P. two
 2. Q. Kt. to B. third
 3. Q. P. one
 4. K. Kt. to B. third
 5. Q. P. one
 6. K. Kt. takes P.
 7. K. takes Kt.
 8. K. to his third
 9. K. B. to K. second
 10. K. B. to his third
 11. K. Kt. P. two
 12. K. Kt. P. takes P.
 13. Q. Kt. to K. second
 14. K. takes R.
 15. K. to his B. second
 16. R. to K. square
 17. K. to Kt. square
 18. Q. Kt. to K. B. fourth
 19. B. to K. third
 20. B. takes B.
 21. K. to R. square

GAME DCCLXVIII.

Played nearly twenty years ago between Mr Lewis and an AMATEUR, Mr Lewis giving his Q.'s Rook.

Remove White's Q.'s R. from the Board

White. (Mr Lewis.)

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

*Black. (Mr * * *)*

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

Notes to Game DCCLXVIII.

(*a*) Up to this point the game is beautifully played by Mr Lewis.

(*b*) Had he taken the Rook, White would have drawn the game, by checking perpetually.

CHESS IN GERMANY.

GAME DCCLXIX.

Between M. B. ***** and M. V. HEYDEBRANT.

White. (M. B.)

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

Black. (M. H.)

1. K. P. two
2. K. Kt. to B. third
3. P. takes Q. P.
4. Q. P. two
5. K. Kt. to K. fifth
6. K. B. to Q. Kt. fifth (check)
7. P. takes P.
8. P. takes Q. Kt. P.
9. Q. B. to K. third
10. Q. B. P. two
11. P. takes Kt.
12. K. Kt. to his fourth
13. K. Kt. to K. fifth
14. Q. B. P. one
15. Q. Kt. to B. third
16. K. B. to Q. B. fourth (ch.)
17. Q. to her Kt. third
18. Q. takes B. (check)
19. Kt. checks at B.'s seventh
20. Q. takes R.
21. Castles on K.'s side
22. Q. R. to K. square
23. K. R. to B. fourth
24. K. R. takes P.
25. Kt. takes P.
26. Q. R. takes Kt.

White resigned.

GAME DCCLXX.

Between the same opponents.

White. (M. B.)

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

Black. (M. H.)

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

+ Handbuch 2nd ed. nov 200 and der Lassas
Erläuterungen zu 108

White. (M. B.)

13. Q. to K. second
14. Q. R. to Q. square
15. Q. Kt. P. one
16. K. B. P. two
17. P. takes K. P.
18. K. R. to B. fifth
19. K. P. one
20. K. to R. square
21. Kt. takes Kt.
22. Q. takes R.
23. R. takes B. P. (b)
24. Q. to her eighth (check)
25. B. takes R. (check)
26. K. P. one (check)
27. K. P. one, and wins

Black. (M. H.)

13. Q. B. to Q. second
14. B. takes Q. R. P.
15. Q. B. to his third
16. Q. R. to Q. square
17. Q. takes P.
18. Q. to her third (a)
19. Q. to her B. fourth (check)
20. Kt. to K. fifth
21. R. takes R. (check)
22. B. takes Kt.
23. R. takes R.
24. Q. to K. B. square
25. K. takes B.
26. K. to his Kt. square

Note to Game DCCLXX.

(a) Mr Heydebrant remarks that it would have been better play to have taken the Q. B. P. with the Q.

(b) This and the subsequent moves by White are beautifully played.

*GAME DCCLXXI.**good game*

During a recent visit to Leipzig, our highly esteemed correspondent, M. VON HEYDEBRANT, informs us he had an opportunity of playing a few hurried games with M. ANDERSEN of Breslau; of these, the two following are unfortunately the only ones remembered.

White. (M. V. HEYDEBRANT.)

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

Black. (M. ANDERSEN.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. K. R. P. two
6. K. R. to his second
7. Q. to K. B. third
8. K. Kt. to K. second
9. K. B. to K. R. third
10. Q. P. one
11. R. takes Kt.
12. Q. takes B.
13. B. takes B.
14. Q. to K. Kt. second
15. Q. B. to K. third
16. Q. Kt. to Q. second
17. Q. B. to K. Kt. square
18. Q. to her fifth (check)
19. R. to Q. Kt. square

White. (M. H.)

20. Q. takes Q. B. P.
21. K. R. to B. second
22. Q. R. to K. B. square
23. R. to K. second
24. Q. R. P. two (*a*)
25. Q. R. to Q. square
26. Q. takes Q.
27. Kt. to Q. Kt. fifth
28. Kt. takes Q. R. P.
29. R. to Q. Kt. square
30. R. to Kt. eighth (check)
31. R. to Kt. seventh (check)
32. K. to his B. second
33. Kt. to Q. B. sixth
34. R. to Kt. eighth (check)
35. R. to Kt. seventh (check)
36. Kt. takes Kt.
37. R. to Q. Kt. fourth
38. R. to Q. Kt. sixth
39. K. to his square
40. Q. B. P. two ~~X~~
41. Q. B. P. one
42. Q. B. P. one
43. R. to Q. Kt. fourth
44. K. R. takes K. P.
45. K. to Q. second
46. R. to K. third
47. R. takes R.
48. K. to his third

Black. (M. A.)

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

And White ultimately won by the force of his Pawns.

Notes to Game DCCLXXI.

- (a) To enable him to plant his Kt. at Q. Kt. fifth.
- (b) It would not have been safe for Black to have taken K. P. with the B. checking, because of "Kt. takes B." and upon Black taking the R., "Kt. takes Q. P. (check)," &c.
- (c) We should rather have taken the Q. B. P. with R., and if Rook took R., have then taken K. P. with B. (check), &c.
- (d) Here too, perhaps, R. takes P., followed by Kt. to ~~Kt.~~^X sixth (check), would have been better.

GAME DCCLXXII.

Between the same competitors.

White. (M. H.)

1. K. P. two
2. P. takes P.
3. K. Kt. to B. third
4. K. B. to K. second

Black. (M. A.)

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

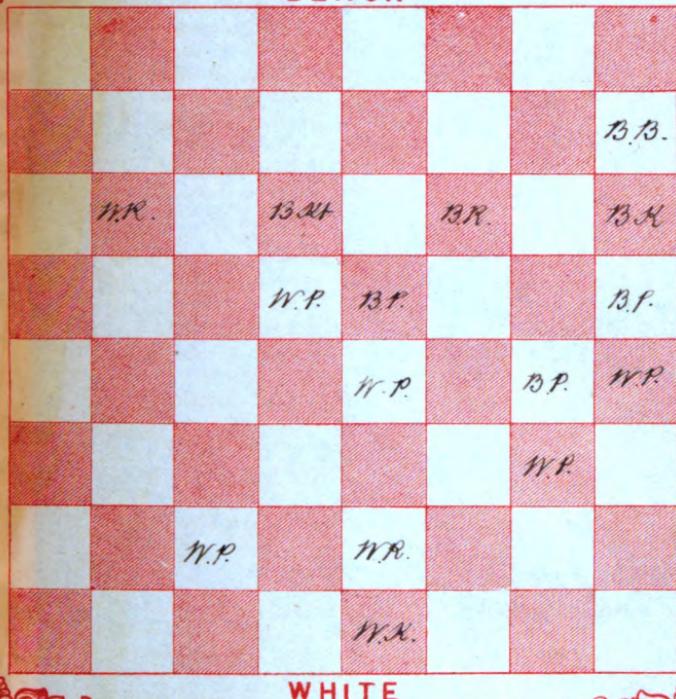
* White would win easily by playing
140. R. x B2. see Diagram opposite.

Game 771.

b. p. b. Vol 6 page 240.

anderson

BLACK



WHITE

Published by Ashing & Dangerfield, 22 Bedford Street, Covent Garden, London.

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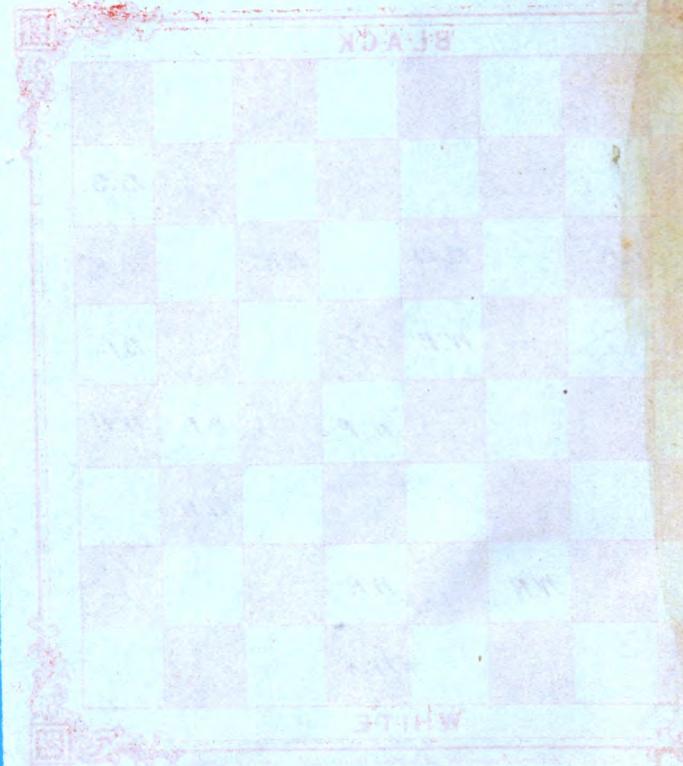
Position after Black's 39th move.

W
5. Castl.
6. Q. P.
7. K. P.
8. Q. t.
9. R. t.
10. Q. t.
11. K. L.
12. Q. t.
13. Q. t.
14. Q. P.
15. Q. t.
16. Q. t.
17. Q. L.
18. Q.
19. Kt.
20. Q.
21. Q.
22. Kt.
23. B. t.
24. Q. t.
25. Q.
26. Q.
27. Q.
28. K.
29. B. t.

(a) It
at this p.
(b) "
imprude
(c) M
taken th
have mo
(d) M
twenty-
Kt. P. c

29. B.
30. R.
31. R.
32. R.
33. Q.

But we
adopt,
(check)



White. (M. H.)

5. Castles
6. Q. P. two
7. K. Kt. to K. fifth
8. Q. takes B.
9. R. to K. square
10. Q. to her Kt. fifth check (a)
11. K. Kt. to Q. B. fourth (b)
12. Q. takes Q. Kt. P.
13. Q. to her Kt. third
14. Q. Kt. to R. third
15. Q. to K. R. third
16. Q. to K. Kt. third
17. Q. B. to K. R. sixth
18. Q. R. to Q. square
19. Kt. takes B.
20. Q. B. to his square
21. Q. B. P. two
22. Kt. to Q. Kt. fifth
23. B. to Q. R. third
24. Q. to Kt. fourth
25. Q. takes Kt.
26. Q. R. to B. square
27. Q. R. checks
28. K. R. to Q. B. square
29. B. takes Kt., winning.

Black. (M. A.)

5. K. P. one
6. Q. B. P. two
7. B. takes B.
8. P. takes P.
9. K. B. to Q. third
10. Q. Kt. to Q. second
11. B. to Q. B. fourth
12. Castles
13. Q. to her B. second
14. Q. R. to Kt. square
15. K. P. one
16. K. B. P. one
17. K. R. to B. second
18. B. takes Q. Kt.
19. Q. R. takes P.
20. Q. R. to Kt. square
21. K. Kt. to K. second
22. Q. to B. third
23. K. Kt. to B. fourth
24. Q. takes Q. B. P.
25. Q. R. takes Kt. (c)
26. Q. to her fourth
27. Kt. to B. square
28. Q. takes Q. R. P. (d)

Notes to Game DCCLXXII.

(a) It appears to us that White might have obtained a signal advantage at this point, by taking the K. B. P. with his Kt.

(b) "Kt. takes Q. Kt.," followed by Q. takes Kt., would have been imprudent on account of Black's taking K. R. P. with his B. checking.

(c) M. Heydebrant justly remarks here, that Black ought to have taken the Kt. with his Q., and then, if White played R. to Q. Kt. square, have moved her to Q. R.'s fourth. X

(d) M. H. appends the following variation, to show that Black at the twenty-eighth move might perhaps have drawn the game by playing K. Kt. P. one, instead of taking the Q. R. P.

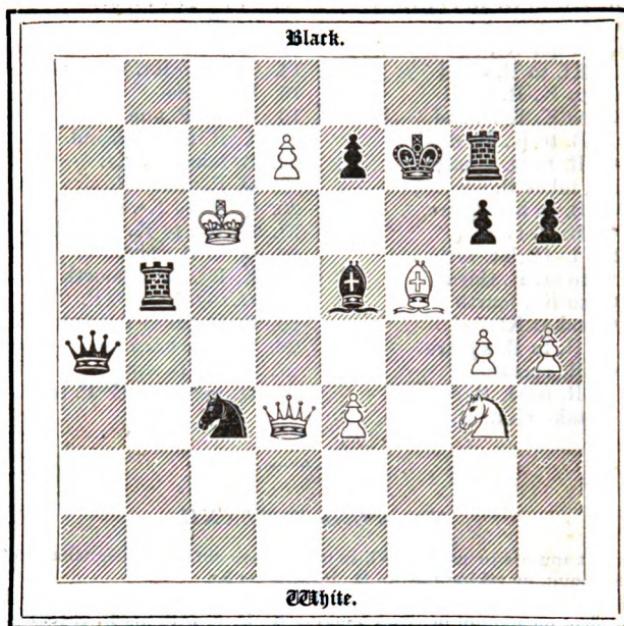
- | | |
|--|---|
| <ol style="list-style-type: none"> 29. B. takes Kt. 30. R. takes R. (check) 31. R. to Q. B. eighth (check) 32. R. to B. seventh (check) 33. Q. to R. third (check, &c.) | <ol style="list-style-type: none"> 28. K. Kt. P. one 29. R. takes B. 30. K. takes R. 31. K. to Kt. second 32. K. to R. third |
|--|---|

But we apprehend in this variant he has overlooked a move White may adopt, instead of checking with the Rook, at move 31, viz. Q. takes B. P. (check).

X But our white would play R-R ch winning.

PROBLEM, No. 248.

By M. KUIPER.



White to play first, and mate in four moves.

SOLUTIONS TO PROBLEMS FOR YOUNG PLAYERS IN
OUR LAST.

No. 205.

White.

1. Q. to her R. eighth (check)
2. Q. to her R. sixth (check)
3. Q. P. two (check)
4. B. to K. B. third

Black.

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

Mate.

No. 206.

White.

1. Q. takes Kt. (check)
2. B. to Kt. fourth (check)
3. Kt. to Kt. third (dis. check)
4. R. takes P.

Black.

1. K. takes Q. (best)
2. K. takes B. or to B. fifth
3. K. P. one

Mate.

207.

White.

1. Q. takes Kt. (check)
2. Kt. takes Kt. P. (double ch.)
3. R. to K. eighth (check)
4. R. to Q. B. eighth

Black.

1. Kt. takes Q. (check)
2. K. to Q. square
3. K. takes R.

Mate.

No. 208.

White.

1. B. to K. R. sixth
2. B. to Kt. seventh (check)
3. K. to K. B. sixth
4. K. to his sixth (disc. check)

Black.

1. K. to Q. fifth
2. K. to Q. fourth
3. K. to Q. fifth

Mate.

No. 209.

White.

1. Kt. to Q. second (check)
2. B. to Q. B. sixth
3. K. to B. fifth
4. K. B. P. one
5. R. P. one
6. Kt. to K. fourth

Black.

1. K. to B. sixth
2. P. takes B.
3. P. takes P.
4. P. one
5. P. one

Mate.

No. 210.

White.

1. Kt. on Q. fourth to K. sixth
(check)
2. Kt. takes P. (check)
3. B. to Kt. fourth (check)
4. P. takes Q. (check)
5. R. to K. Kt. seventh

Black.

1. P. takes Kt.
2. K. to R. fourth (disc. check)
3. Q. takes B. (check)
4. K. to Kt. third

Mate.

SOLUTIONS TO PROBLEMS ON DIAGRAMS IN OUR LAST,

No. 244.

<i>White.</i>	<i>Black.</i>
1. Kt. to Q. Kt. eighth (check)	1. B. takes Kt. (a)
2. R. takes P. (check)	2. B. takes R. (best)
3. Q. to her Kt. seventh (check)	3. K. takes Q. (best)
4. Kt. takes P. (double check)	4. K. to B. square
5. B. to K. Kt. fourth (check)	5. B. to K. B. fourth
6. B. takes B. (check)	6. K. to Q. square
7. Kt. to Kt. seventh	

Mate.

(a) If the K. is moved to Kt. fourth, the other Kt. checks at Q. sixth, and the B. mates at Q. B. sixth; and if the Rook takes on the first move, instead of the Bishop, the following variation occurs:—

<i>White.</i>	<i>Black.</i>
2. R. takes P. (check)	1. R. takes Kt.
3. Kt. to B. third (check)	2. K. to Kt. fourth
4. B. to B. sixth (check)	3. B. or Kt. takes Kt.
5. Q. mates	4. K. takes B.

No. 245.

<i>White.</i>	<i>Black.</i>
1. Q. to her sixth (check)	1. K. to his fifth
2. Q. takes Q. P. (check)	2. K. takes Q.
3. K. to Q. third	3. P. to K. B. sixth (a)
4. Kt. to Kt. fourth (check)	4. K. to his fourth
5. Q. R. takes P. (check)	5. B. takes R.
6. Kt. to Q. B. sixth (check)	6. K. to Q. third (b)
7. B. to Q. R. third (check)	7. K. to Q. fourth
8. P. mates	

(a) If R. to Q. square, White plays B. to Kt. second, and then mates with Q. B. P., or Kt.

(b) If to Q. fourth, White checks with the P. first.

No. 246.

<i>White.</i>	<i>Black.</i>
1. B. to Q. seventh (disc. check)	1. K. to Kt. third
2. P. one (check)	2. K. takes P.
3. Kt. to Q. R. fourth (check)	3. K. to Q. fifth
4. R. to Q. square (check)	4. K. to his fifth
5. Kt. to Q. B. fifth (check)	5. K. to B. sixth (best)
6. B. to K. Kt. fourth (check)	6. K. to B. seventh (a)
7. Kt. to Q. third	

Mate.

(a) If to B. fifth, R. to B. square, mate.

PROBLEMS FOR YOUNG PLAYERS.

No. 211.

By MR C. STANLEY, BRIGHTON.

White.

K. at Q. fourth
 Q. at K. R. eighth
 B. at Q. R. third
 Kt. at K. third
 Kt. at Q. Kt. fourth
 Pawns at Q. R. fourth and
 K. B. fifth

Black.

K. at Q. third
 Q. at her second
 R. at Q. B. third
 R. at Q. B. fourth
 P. at Q. Kt. second

White to play first, and mate in five moves.

No. 212.

By HERR K—c.

White.

K. at his R. fourth
 R. at K. B. third
 B. at K. R. fifth
 B. at K. third

Black.

K. at K. R. eighth
 Pawn at K. R. seventh

White having to play, mates in three moves.

No. 213.

By HERR K—c.

White.

K. at his B. fifth
 Q. at her B. square
 R. at K. second
 Pawns at Q. fifth and Q. B.
 fourth

Black.

K. at his Kt. second
 Pawns at K. B. third, Q. third,
 Q. B. fourth, and Q. Kt.
 fifth

White to play first, and mate in three moves.

No. 214.

By MR SILAS ANGAS.

White.

K. at Q. B. fourth
 Kt. at Q. B. second
 Pawns at Q. B. fifth and Q. R.
 second

Black.

K. at Q. R. fourth
 Pawns at Q. B. second, Q. B.
 third, Q. R. third, and Q. R.
 sixth

White to play, and mate in seven moves.

The following are from an entertaining little book of Problems, just published by M. KUIPER, a German, at present residing in this country.

White in each plays first, and gives mate in three moves.

No. 215.

White.

- K. at his fourth
- Q. at her second
- R. at Q. Kt. square
- B. at K. Kt. second
- Kt. at K. R. sixth
- Pawn at K. fifth

Black.

- K. at K. second
- R. at K. square
- B. at Q. second
- Kt. at Q. B. square
- Pawns at Q. B. fourth, K. third, and K. B. second

No. 216.

White.

- K. at Q. second
- Q. at K. Kt. fourth
- B. at K. Kt. third
- Kt. at Q. B. third
- Pawns at Q. R. third and K. second

Black.

- K. at Q. B. fourth
- R. at K. R. square
- R. at Q. R. second
- Kt. at Q. second
- Kt. at K. third
- Pawns at Q. B. fifth and K. R. second

No. 217.

White.

- K. at Q. B. fourth
- Q. at Q. fourth
- R. at K. R. second
- Kt. at K. B. fifth
- Pawns at Q. B. second and K. B. sixth

Black.

- K. at Q. B. second
- Q. at K. B. sixth
- R. at Q. Kt. square
- R. at Q. B. square
- B. at K. B. square
- Kt. at Q. B. fourth
- Pawn at Q. Kt. third

No. 218.

White.

- K. at Q. B. second
- Q. at her sixth
- R. at K. fourth
- B. at K. Kt. second
- Pawn at Q. B. fifth

Black.

- K. at Q. R. square
- R. at K. R. square
- R. at K. B. square
- B. at K. Kt. eighth
- Pawns at Q. R. second, Q. Kt. second, K. B. second, and K. R. fifth

No. 219.

White.

- K. at his B. second
- Q. at K. Kt. sixth
- B. at Q. R. seventh
- Kt. at Q. B. square
- Pawns at K. B. third and K. Kt. fourth

Black.

- K. at K. B. fifth
- Q. at Q. square
- R. at Q. fourth
- R. at K. fourth
- Pawn at K. Kt. fourth

SUBTLETIES FOR THE SCIENTIFIC.

No. 10.

By Mr W. Bone.

White.

K. at his third
 Q. at K. B. sixth
 R. at K. seventh
 R. at Q. R. square
 B. at K. B. square
 B. at Q. second
 Kt. at K. eighth
 Kt. at Q. eighth
 Pawns at K. B. fourth, K.
 second, Q. Kt. second, and Q.
 R. second

Black.

K. at Q. fourth
 Q. at Q. Kt. fourth
 R. at K. R. seventh
 R. at K. B. seventh
 Kt. at K. Kt. fourth
 Kt. at Q. R. fourth
 Pawns at K. R. third, K. Kt.
 second, Q. third, Q. B. fourth,
 Q. Kt. fifth, and Q. R. third

White playing first, engages to check-mate the Black on the square he now occupies in seven moves with the K.'s Pawn, and without moving the White King.

No. 11.

By Mr W. Bone.

White.

K. at his B. sixth
 R. at K. Kt. fourth
 B. at K. B. seventh
 Kt. at K. B. third
 Pawns at K. Kt. third and K.
 Kt. fifth

Black.

K. at his R. second
 Q. at her Kt. seventh
 B. at K. R. seventh
 B. at K. Kt. square
 Kt. at Q. B. third
 Pawns at K. R. third, K. B.
 fifth, K. fourth, Q. seventh,
 and Q. B. sixth

White to play, and mate with the Pawn which stands on K. Kt. third square, in seven moves.

No. 12.

By Mr W. Bone.

White.

K. at his B. fifth
 Kt. at K. B. second
 Kt. at Q. Kt. eighth
 Pawns at Q. B. third, Q. Kt.
 third, Q. R. third, and Q. R.
 fifth

Black.

K. at Q. B. fourth
 B. at Q. B. eighth
 Kt. at Q. B. second
 Pawns at K. R. third, Q. third,
 Q. B. third, and Q. Kt. fourth

White engages to mate with the Pawn, which stands on Q. R. third square, in seven moves.

No. 13.

By Mr W. BONE.

White.

K. at Q. R. square
 Q. at her seventh
 R. at K. B. eighth
 B. at K. eighth
 Pawns at K. R. second, K. Kt.
 third, Q. fifth, Q. Kt. fourth,
 and Q. R. fourth

Black.

K. at Q. Kt. square
 Q. at K. Kt. second
 R. at K. B. third
 R. at Q. B. seventh
 B. at Q. B. fourth
 Kt. at Q. B. fifth
 Pawns at K. R. second, K. Kt.
 third, and Q. B. second.

White to play, and mate with the Q. Kt. P. in six moves.

No. 14.

By Mr W. BONE.

White.

K. at Q. seventh
 Q. at her B. sixth
 Kt. at Q. fourth
 Kt. at K. seventh
 Pawns at K. Kt. third, K. B.
 fifth, and K. fourth

Black.

K. at his fourth
 Q. at K. B. fifth
 R. at K. Kt. fourth
 Pawns at K. R. third and
 K. Kt. second

White undertakes to mate with his K. B. P. in eight moves, without taking the adverse Queen.

No. 15.

By Mr W. BONE.

White.

K. at his second
 Q. at K. eighth
 B. at K. B. second
 Kt. at K. Kt. second
 Kt. at K. Kt. sixth
 Pawns at K. R. third, K. Kt.
 fourth, K. B. fifth, Q. B.
 second, Q. Kt. third, and Q.
 Kt. fifth

Black.

K. at Q. fourth
 Q. at her R. fourth
 R. at K. Kt. square
 R. at Q. Kt. seventh
 B. at K. R. second
 Kt. at K. eighth
 Pawns at K. R. third, K. Kt.
 fourth, Q. third, Q. B. fourth,
 and Q. B. sixth

White engages to mate with the Q. B. Pawn in six moves, without taking the adverse Rook or Kt.

No. 16.

By Mr W. BONE.

White.

K. at Q. R. fourth
 Q. at K. Kt. fifth
 R. at K. R. seventh
 B. at K. B. third
 B. at K. third
 Kt. at Q. Kt. third
 Kt. at Q. R. eighth
 Pawns at K. fifth and Q.
 fourth

Black.

K. at his square
 R. at Q. Kt. fourth
 Kt. at Q. R. sixth
 P. at Q. Kt. third

White engages to mate with the Q. K. P. in fourteen moves, without taking the Rook or compelling it to move.

No. 17.

By MR W. BONE.

White.

K. at Q. R. fourth
 Q. at Q. B. third
 R. at Q. B. square
 B. at Q. B. seventh
 Kt. at Q. B. second
 Pawns at Q. B. sixth, Q. Kt.
 second, and Q. R. second

Black.

K. at Q. R. third
 B. at Q. B. square

White compels Black to checkmate him in fourteen moves.

No. 18.

By MR R. BONE.

White.

K. at Q. Kt. third
 Q. at K. Kt. fifth
 R. at K. fourth
 R. at Q. B. fourth
 Pawns at K. B. fourth and fifth,
 Q. Kt. second and fourth, and
 Q. R. fourth

Black.

K. at his R. square
 Q. at her Kt. eighth
 R. at Q. R. seventh
 Kt. at Q. eighth
 Pawns at K. B. sixth, and Q. Kt.
 third

White engages to mate with the Pawn which stands on Q. Kt. second in nineteen moves, without taking Queen or Rook, or moving the Black King.

No. 19.

By M. KIESERITZKI.

White.

K. at Q. B. fifth
 Q. at her square
 B. at Q. Kt. square
 B. at Q. R. fifth
 Kt. at K. Kt. eighth
 Pawns at K. R. fifth, and K. Kt.
 third, and Q. third

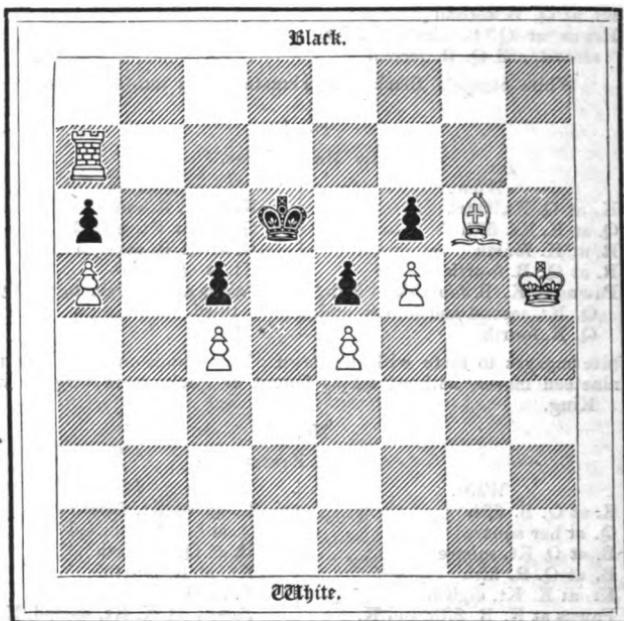
Black.

K. at his Kt. fourth
 Q. at her Kt. second
 R. at Q. R. sixth
 Kt. at K. fourth
 B. at Q. Kt. fourth
 Pawns at K. Kt. second, K. Kt.
 seventh, K. B. third, K. third,
 and Q. fifth

White playing first to mate in eleven moves.

PROBLEM, No. 249.

BY HERR K—G.



White to play and mate in five moves.

CHESS INTELLIGENCE.

The following letter of Mr McDONNELL's, addressed to a leading Metropolitan player during the progress of the celebrated contest against LA BOURDONNAIS in 1834, will be read with interest by every amateur of Chess.

" My dear Sir,

" I am much obliged to you for your friendly letter, which I received on Saturday evening. I acknowledge I am sensitive and nervous in playing,

more on account of the kind partiality of friends than from personal anxiety about the games. I cannot get over this, and I fear it will be fatal to my success. Let us not, however, underrate the Frenchman's powers. He is the most finished player of the age, and all I can expect is to play up to him after some practice. The openings may not be happy, but how can you mend them? I broke down in my Bishop's Gambit, the game of all others I most relied on, and possibly it would be the same with any other attacking game. The fact is, *practice of a superior kind* is *indispensable* to form a first-rate player. I am sure La Bourdonnais will play 'King's Pawn one square' in all the games, until he gets the ascendancy. You may think it odd, but I cannot mend my opening. I am exceedingly busy just now, but I wish you would look quietly at the following sketch, and send me, in the course of Wednesday, all the variations you can, as I have not a moment to analyse myself this critical mode of playing the 'K. P. one' game."

- | | |
|---------------------------|-----------------------|
| 1. K. P. two | 1. Q. B. P. two (a) |
| 2. K. B. P. two | 2. Q. Kt. to B. third |
| 3. Q. B. P. one | 3. K. P. one |
| 4. K. Kt. to B. third | 4. Q. P. two |
| 5. K. P. one | 5. K. B. P. one |
| 6. Q. Kt. to R. third (b) | 6. K. Kt. to R. third |
| 7. Q. Kt. to Q. B. second | 7. Q. to Kt. third |
| 8. Q. P. two | 8. P. takes Q. P. |
| 9. Q. B. P. takes P. | 9. Q. B. to Q. second |
| 10. K. R. P. two (c) | 10. Q. R. to Q. B. |
| 11. B. to K. second (d) | 11. K. B. checks (e) |
| 12. K. to B. second | 12. Castles |
| 13. K. to Kt. third (f) | 13. B. P. takes P. |
| 14. B. P. retakes | 14. Kt. checks (g) |
| 15. K. to R. third | 15. K. R. P. two |
| 16. K. Kt. P. two | 16. P. takes P. |
| 17. K. takes P. (h) | |

(a) This prevents the advantageous exchanges of Pawns as you suggest.

(b) Novel, and I think the best.

(c) Either very bad or very good.

(d) I played Q. Kt. generally too soon to K. third.

(e) B. to K. second, Castles. Can anything be done by La B. this way?

It seems too tame for his style.

(f) Novel certainly, but can you prove it bad?

(g) Can any sacrifice here be made safely?

(h) Look at the position of the King! Any one would swear it was a game of mine, but is it bad? or can you show me in any way how an attack can be formed.

"On the whole, this 'K. P. one square' is a most perplexing game, and I think all the ways laid down in the books give the second player the best game.

"I am, my dear Sir,

"Yours most faithfully,

"ALEXANDER McDONNELL."

"Imagine yourself the Frenchman winning the above game by Correspondence."

CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

Sir.—It may be interesting to some of your readers to be informed, that a Chess Class has just been established in our ancient city, in connexion with the *Mechanics' Institution*. Most of us being but novices, and none of us proficients, we have not ventured to denominate our society a Chess Club, especially as there is one such already in existence in Chester. Our object is to create and foster a taste for the "noble science" among the members of the Mechanics' Institute, and to provide a recreation for spare evenings. We meet two evenings in each week, and at present number fifteen members. Our rules are of course simple, and any further detail would be uninteresting. It has struck me, however, that the mention of the existence of such a class (through the medium of your pages) might induce some of your readers to endeavour to establish similar ones in other localities; where a taste for "Chesse-playe" may be induced, and where the rising generation may have the beauties of this "inexhaustible treasury" brought before their notice.

I am, Sir, yours obediently,

B. E.

Chester.

In a recent communication from M. VON HEYDEBRANT, he remarks, in allusion to a letter signed "Juvenis," which appeared in vol. v, p. 371, of "The Chess Player's Chronicle": "***** At Berlin I became aware of a mistake made by me in the letter on the Gambit ('Chronicle' 1844, p. 342). The note then given, at move 12, ought to be placed after move 11, thus—'Breslau thought they would have played better by not taking the Pawn at the 11th move, but by moving

11. Q. R. P. one and
12. Q. R. to Q. Kt. square'

"Juvenis" ('Chronicle' 1844, p. 371) was quite right. At page 320 there is another error. The note at move 6 ought to be closed with the words 'can play *Gambit Pawn one*,' instead of 'K. Kt. P. one' which loses the gambit Pawn, and given only an even game."

We have also been requested by the friend who favoured us with the particulars respecting the Persian game in our last number, to correct an error which occurs in his description. He observes:

"The account I gave you of their manner of Castling (see p. 212, vol. vi) was incomplete, which arose from my informants being able to speak little French, and their pointing out to me the mode instead of describing it. I find the King has got the move of the Knight *once in the game provided he has not been checked*, and that, besides this, he may Castle as described on the King's side with the same proviso. I fancy the Castling must be an innovation, which indeed is hardly necessary, allowing the King the Knight's move. Jánish says Castling was introduced by the Italians, and their earliest authors, Damiano and Lopez, make no mention of it, but only of the leap of the King. I should like to know if any other Oriental nation beside the Persian has got both the leap of the King and Castling. There is one other peculiarity of the Persian game, which I have

discovered since I wrote last, and I believe now my account is complete.
If at the end of the game the King is left alone, against King and any force, however small, he must surrender, immediately losing the game."

Is there not something of this sort in the Indian game? Enclosed are two more games * played with my Persian friends. I think you will find them better than the one I sent last. The moving the Pawns only one square in the commencement makes the opening rather dull, otherwise I very much like the Persian game. What I dislike in our game is the being forced to play a certain train of moves in the opening, so that one is almost playing from a given position. It is probably some feeling of this kind that makes first-rate players fond of the Pawn and two moves game, where so much is left to the invention. I question whether any theory of opening is possible on the Persian game: doubtless general principles might be established, but the details are so various that even Jānish himself would shrink from them * * * * *

ON THE BURMHA GAME OF CHESS, Compared with the INDIAN, CHINESE, and PERSIAN Game of the same Denomination.

(Concluded from p. 224.)

The Honourable Mr Daines Barrington has taken considerable pains on this subject in the essay above noticed; and the reason he assigns for the uncouth form of the pieces as made in Europe is very just, viz., that we received the game from the Arabs, who, as *Mahomedans*, being prohibited the use of paintings or engraved images, merely gave to their chess pieces such distinct forms as enabled them to readily recognize them in play; and such arbitrary variation being once introduced, others naturally followed, according to the caprice or taste of each new innovator.

But he differs from Dr Hyde and Sir William Jones in respect to our Exchequer being named from the chess-table; proving that the term was not directly so derived; but that is not proving it was not derived indirectly; for although the game of chess might not have been known to the nations of modern Europe so early as the Norman Conquest, yet it appears from the check or reckoning board found at *Pompeii*, and from the Latin name *Scaccario*, that the use of the table was very early known in Europe; and therefore Sir William Jones may still be right in deriving exchequer from *Chaturanga*. One remarkable coincidence in the Asiatic tables may be noticed; they are all subdivided into sixty-four squares, but not checkered.

The piece we call the King is also so styled in all the games that I know, except the Chinese, who call it the *Choohong*, or scientific in war.

The piece we call the Queen, the Honourable Mr Barrington de-

* We are compelled to postpone the publication of these interesting specimens until next month.

rives from the Persian *pherz*, or general ; and exposes the absurdity of calling this piece a queen, by asking how we are to metamorphose a foot soldier or pawn into a queen, as admitted in the English game, &c. Sir William Jones more correctly writes it *ferz*, and adds, " Hence the French have derived *vierge*, &c." — If so, the blunder arises from French gallantry. *Vierge* in French is *virgo*, and, consorted with the king, they, by a very natural transition, made their virgin a queen. But whence the Persian title of *ferz*? Mr Richardson merely informs us that *ferz*, *ferzeen*, *ferzan*, and *ferzee*, mean the queen at chess. The common term for this piece in the Persian language is *vizeer* or *vuzeer*, a minister, but in their emphatic way of writing and speaking, they have in this case made a noun substantive of a distinctive adjective, to denote the eminence of the piece, as I shall have further occasion to notice. *Ferz* or *ferzan*, therefore, neither means queen nor general in a literal sense ; but eminent, distinguished, &c. *Ferzee* further means science, learning, wisdom, &c.

The piece we call a Castle or Rook, the Honourable Mr Barrington says, is derived from the Italian *il rocco*—but what is *il rocco* (the castle) derived from? Sir William Jones says, " It were in vain to seek an etymology of the word *rookh* in the modern Persian language, for in all the passages extracted from *Ferdousi* and *Jami* where *Rokh* is conceived to mean a hero, or a fabulous bird, it signifies, I believe, no more than a cheek or face." — My inquiries teach me that in this instance also a name has been formed from a quality ; and that in modern Persian *rookh* means facing or bearing in a direct line ; and applied to the *rookh* at chess, and its moves, is very appropriate ; at the same time I have no doubt that the Persian word was originally derived with the game from the Hindoos, who call the piece *rot'h* and *rut'ha* ; and denominate the ship or boat, which is substituted for the castle, either *naucd* or *roca*. The corruption is as easy as the French *vierge* from *pherz* or *ferz*, and the only difference is, that Persian pride has endeavoured to legitimate the blunder by assigning a reason for it.

The pieces we call Bishops, the Hon. Mr Daines Barrington says, are called by the French *fou* or *fools*, and supposes the epithet to have been bestowed on them by some wag, because kings and queens were anciently attended by fools.

I am ready to admit that war is but too often the offspring of vice and folly, and that it is no great proof of wisdom in bishops to forsake their habits of peace for war, but think it is refining a little too much to stigmatise them in particular as fools on that account.—Sir William Jones, in my opinion, adduces a more legitimate derivation, supposing the *fol* or *fou* of the French (for it is pronounced both ways occasionally) to be derived from the Persian *fil* or *feel*, an elephant. In Italian these pieces are still denominated *il alsino*, or the elephant, and so they were in England at the beginning of the seventeenth century. Perhaps the French *fou* may have been derived from the Chinese *fou*, the grave councillors who attend on the *choohong* or general, and who have the same diagonal moves as the bishops ; and their *mandarin* caps may have been changed with their names for mitres, as we now see them engraved.

The pieces we call Knights or Horses have in general the same appellation in other languages.

The Pawns, it is easy to perceive, are derived from *paon* (a foot) *Hindoostanee*, *piadah* Persian, and *padati* Sanscrit.

The learned Doctor Hyde says, "that the word chess is derived from the Persian word *shah* or king, which word is often used in playing, to caution the king against danger. Hence Europeans and others have denominated the game *Shachiludium* and *Shailudium*; and the English *Cheess*."

The term Mate used at the termination of the game is from the Persian *shah-mat*, the king is conquered or driven to the last distress.

The Persians also have a term peculiar to themselves, to denote the advancement of a *pawn* or *piada*. When it arrives at the last line of checks in the adversary's division, they say it is *ferzeen* or distinguished, and in case the *vizeer* or *ferz* has been lost, it assumes its rank, and is distinguished by one of the adversary's pawns being placed on the same square with it.

When I sat down to write this letter, I had no idea of extending it to so great a length, nor had I, as you will easily perceive, formed any regular plan of discussion. I therefore fear it will not only be found tedious, but perplexed. Yet, however imperfect or unimportant in itself, I am induced to hope it will be received with indulgence, as tending to excite the inquiries of abler critics on a subject equally interesting and curious, and to produce that collision of mind whence truth is elicited.

I have the honour to remain, dear Sir,
Your obliged and faithful servant,
HIRAM COX.

Waujea, Province of Chittagong, May 28th, 1799.

P. S. I have annexed a comparative table of the names and terms used at the game of Chess in four principal Asiatic and four principal European languages.

H. COX.

**COMPARATIVE TABLE
OF TERMS USED AT THE GAME OF CHESS,**
IN

Four principal Asiatic and four principal European Languages.

English.	French.	Italian.	German.	Sanskrit.	Persian.	Chinese.	Burma.
Chess;	Echecs,	Scacchi,	Scachspiel,	Chaturanga, 'Chatu-	Shatrang, Shatraq,	Choke Choohongti,	Chit-tharein.
King;	Roi,	Ré,	Koenig,	raji, Rajas,	Shath, Padshah,	Choohong (Gen-	Meng.
Queen,	-	Dame,	Koenigin, Dame,	Mantri (A) (Prime	Vizír, Ferz Ferzi	Chekoy	(General).
Bishop,	-	Fou,	Affino,	Minister),	(Minister)	Son (Counsellor)	Chine (Elephant).
Knight,	-	Cavallier,	Cavaliere, Ca-	Hasti, Pilu,	Tchong, Elephant,		
Castle or Rook,	Tour, Roi,	Rallo,	Ritter,	phant,	Mai (Horse),	Mhee (Cavalry).	
Pawn,	Pion,	Rocco,	Elephant, Roche,	Aswá (Horse)	Tche (War chariot)	Rutha (War-char-	
Check,	-	Pedina, Pedona,	Ratha (a Car) Na-	Rukh,		iot),	
Checkmate, or	Echec au Roi,	Scaccorà, Rè,	Ratha (a	Roca (a	Yein (Foot soldiers)		
Mate ;	Echec et mat,	Scacco Matto,	ship or boat),	soldier),	Pao (Artillery),		
			Padati, Padica (foot		Peadah, Bidek,		
			soldier),		Sheh, Kish, Kish, B.	Ping (Foot soldiers)	
					Matt, Sheh Matt,	Kwai.	
						Shoombe.	

N.B. The Sanscrit and Persian terms in this table are expressed according to Sir W. Jones's system of orthography.—'As. Res.'—vol. i.

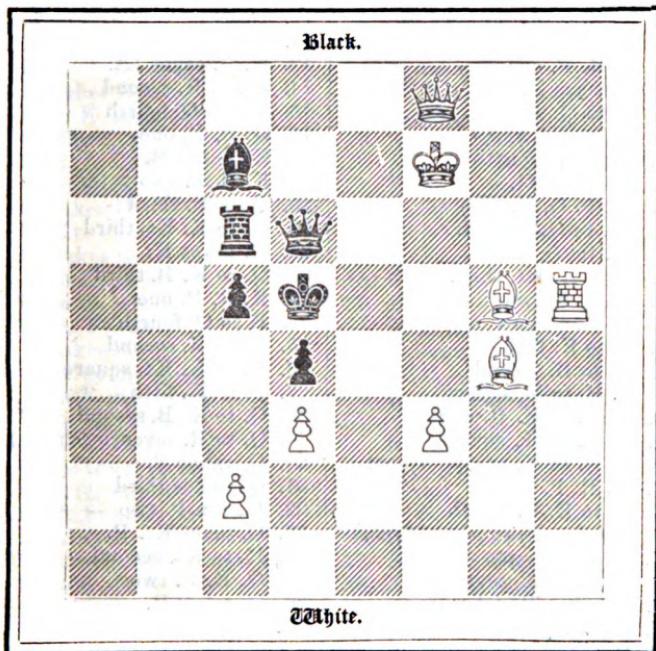
A. This piece is not used in the game of *Chatúragj*, described in the preceding paper; but is mentioned in Sanscrit books as one of the pieces of the *Chaturanga*; the true game of Chess.

B. These terms are more generally used than those stated in p. 501, in which, by a typographical error, *shah* has been repeated for *sheh*, its synonyme. On the authority of an Arabic dictionary, the term *Kist* was mentioned, as of Arabic origin. But on further inquiry, the term used for *Check* appears to be *Kish* for *Kishat*, for the origin and meaning of which, see the dictionary of Meninski or Richardson.

September 1845.

PROBLEM, No. 250.

By Mr C. STANLEY, of Brighton.



White to play first, and mate in four moves.

CHESS IN THE PROVINCES.

GAME DCCLXXIII.

Played between Messrs WITHERS and JUSTICE, of the Bristol
Chess Club.

White. (Mr J.)

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

Black. (Mr W.)

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

2 c

White. (Mr J.)

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

Black. (Mr W.)

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

And wins.

GAME DCCLXXIV.

Between Messrs WITHERS and WILLIAMS, of Bristol.

White. (Mr E. WILLIAMS.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. P. one
5. Q. B. P. one
6. Q. R. P. one
7. Q. P. two

Black. (Mr J. W.)

1. Q. B. P. two
2. K. P. one
3. Q. P. two
4. Q. Kt. to B. third
5. K. Kt. to R. third
6. Q. B. to Q. second
7. P. takes P.

White. (Mr E. WILLIAMS.)

8. P. takes P.
9. Q. Kt. to B. third
10. Q. Kt. to R. fourth
11. Q. Kt. P. two
12. Kt. takes Kt.
13. Q. takes Kt.
14. Q. Kt. P. one
15. Q. R. P. one
16. B. to Q. R. third
17. R. takes B.
18. B. to K. second
19. Castles
20. K. R. to Q. R. square
21. Q. to K. B. second
22. P. takes P.
23. K. Kt. P. one
24. K. takes Q.
25. B. to K. B. third
26. B. to K. second
27. Q. R. P. one
28. P. takes P.
29. Q. R. to his seventh
30. B. to K. Kt. fourth
31. K. to his third
32. R. to Q. B. seventh
33. K. R. to Q. R. seventh
34. B. to Q. square
35. K. B. P. one
36. P. takes P.
37. Q. R. to K. Kt. seventh (ch.)
38. R. to K. R. seventh
39. B. takes P.
40. B. to Q. square
41. K. takes P.
42. K. to his square
43. K. R. (checks)
44. K. R. to Q. seventh

Black. (Mr J. W.)

8. Q. to Kt. third
9. K. Kt. to B. fourth
10. Q. to her square
11. Q. Kt. takes Q. P.
12. Kt. takes Kt.
13. B. takes Kt.
14. Q. B. to his seventh
15. Q. Kt. P. one
16. B. takes B.
17. Q. R. to B. square
18. Castles
19. Q. to K. second
20. Q. to her B. fourth
21. K. B. P. one
22. R. takes P.
23. Q. takes Q. (check)
24. K. P. one
25. K. P. one
26. K. R. to Q. third
27. Q. P. one
28. P. takes P.
29. Q. P. one
30. R. to K. square
31. K. Kt. P. one
32. K. R. P. two
33. B. to Q. Kt. sixth
34. B. to Q. fourth
35. R. to K. B. third
36. R. to B. fourth
37. K. to B. square
38. K. to Kt. square
39. Q. P. one
40. R. to K. B. sixth (check)
41. K. P. one (check)
42. R. to B. seventh
43. K. to B. square

And wins.

GAME DCCLXXV.

Between the same players.

White. (Mr E. W.)

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

Black. (Mr J. W.)

1. K. P. two
2. Q. Kt. to B. third
3. Kt. takes P.
4. Kt. to K. third
5. Q. B. P. one
6. Q. checks

- White.* (Mr E. W.)
7. Q. Kt. to B. third
 8. B. to Q. Kt. third
 9. Q. to her third
 10. P. takes B.
 11. Castles
 12. R. to K. square
 13. K. B. P. two
 14. K. P. one
 15. Q. to K. Kt. third
 16. Q. to K. third
 17. Q. B. P. one
 18. P. takes P.
 19. K. R. P. one
 20. Q. P. one
 21. Q. to K. second
 22. Q. takes Q.

- Black.* (Mr J. W.)
7. Q. takes K. Kt.
 8. K. B. to Q. Kt. fifth
 9. B. takes Kt. (check)
 10. K. Kt. to B. third
 11. Castles
 12. Q. P. two
 13. Q. to K. R. fourth
 14. B. to K. B. fourth
 15. Kt. to K. fifth
 16. K. R. to K. square
 17. R. to K. third
 18. R. to K. R. third
 19. R. to K. Kt. third
 20. R. to K. Kt. sixth
 21. B. takes K. R. P.

And Black mates in two moves.

GAME DCCLXXVI.

Played between the late Mr FORTH and the late Mr STEPHENS, of the Dublin Chess Club, Mr F. giving the Pawn and Move.

(Remove White's K. B. P. from the Board.)

- Black.* (Mr S.)
1. K. P. two
 2. Q. P. two
 3. K. B. P. two
 4. K. Kt. to B. third
 5. K. P. one
 6. Q. B. P. one
 7. K. B. to Q. third
 8. K. B. to Q. B. second
 9. K. B. to Q. R. fourth
 10. B. takes Kt.
 11. Q. to her third
 12. Kt. takes P.
 13. Kt. to K. B. third
 14. Q. to B. second
 15. K. Kt. P. one
 16. K. to B. second
 17. Q. B. P. one
 18. R. to K. square
 19. Q. to her third
 20. Q. Kt. to Q. second
 21. Q. Kt. to K. fourth
 22. K. Kt. takes Q. P.
 23. Q. takes P.

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

And wins.

Notes to Game DCCLXXVI.

(a) "Does not this move," asks Mr Forth, in a note to the game, "lay the groundwork for my victory?"

(b) Well played—his object being to dislodge the K. Kt.

GAME DCCLXXVII.

Between Mr Forth and Lieutenant-Colonel NESBIT.

Black. (Col. N.)

1. K. P. two
2. K. Kt. to B. third
3. K. Kt. takes P.
4. Kt. to K. B. third
5. Q. P. two
6. Q. B. P. two
7. K. B. to Q. third
8. Castles
9. K. R. P. one
10. Q. Kt. to B. third
11. Q. to her B. second
12. P. takes P.
13. P. takes Kt.
14. R. to K. square
15. Q. B. to R. third
16. Kt. to K. fifth
17. R. takes B.
18. B. takes K. B. P.
19. R. takes B.
20. Q. R. to K. square
21. Q. R. to K. third
22. Q. R. to K. Kt. third
23. K. to R. second
24. R. to K. R. fifth
25. R. to B. fifth
26. Q. R. to K. third
27. K. R. takes Kt.
28. Q. to K. B. fifth

White. (Mr F.)

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

And White mated in three moves.

GAME DCCLXXVIII.

By Messrs MONGREDIEN and SPRECKLEY, of the Liverpool Chess Club.

White. (Mr M.)

1. K. P. two
2. Q. B. P. one

Black. (Mr S.)

1. Q. B. P. two
2. K. P. one

White. (Mr. M.)

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

Black. (Mr S.)

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

And wins.

GAME DCCLXXIX.

Between the Rev. — GRAY and Mr G. SPRECKLEY, of the Liverpool Chess Club.

White. (Mr G.)

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

Black. (Mr. S.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. K. R. P. two
6. R. to R. second
7. R. takes Kt.
8. K. takes B.
9. K. B. to R. third
10. B. takes B.

- White. (Mr G.)*
11. Castles
 12. R. takes B. (check)
 13. Q. to K. B. square
 14. Kt. to B. third
 15. K. P. one
 16. Q. to her third
 17. Q. to K. fourth
 18. Q. Kt. P. two
 19. K. R. to K. B. sixth
 20. Q. to K. square
 21. Kt. to Q. square
 22. Kt. to K. third
 23. Kt. takes B.
 24. Q. Kt. P. one
 25. Q. to her Kt. fourth
 26. Q. R. to K. B. square
 27. R. takes R. (check)
 28. Q. to K. square
 29. P. takes Kt.
 30. Q. to her Kt. fourth
 31. R. takes Kt.
 32. Q. to her B. third (check)

- Black. (Mr S.)*
11. Q. takes K. R. P.
 12. K. to Kt. second
 13. K. Kt. to R. third
 14. Q. B. P. one
 15. Q. Kt. P. one
 16. B. to R. third
 17. Q. to K. Kt. fourth
 18. B. to B. fifth
 19. Q. P. two
 20. Q. R. P. one
 21. R. to R. second
 22. Q. Kt. P. one
 23. Q. Kt. P. takes Kt.
 24. Q. R. P. takes P.
 25. R. to K. B. second
 26. Q. Kt. to Q. second
 27. Kt. takes R.
 28. Q. Kt. takes P.
 29. Kt. takes P.
 30. Kt. to K. B. sixth (check)
 31. P. takes R.
 32. Q. to K. B. third

White resigned.

GAME DCCLXXX.

Between Messrs SPRECKLEY and Wood, of Liverpool.

- White. (SPRECKLEY.)*
1. Q. P. two
 2. Q. B. P. two
 3. K. P. one
 4. B. takes P.
 5. P. takes P.
 6. K. R. P. one
 7. K. Kt. to B. third
 8. Castles
 9. Q. Kt. to B. third
 10. K. R. to K. square
 11. Q. B. to K. third
 12. K. B. to Q. third
 13. B. takes B.
 14. K. R. to K. second
 15. K. Kt. to K. fifth
 16. K. Kt. P. two
 17. Q. to Q. Kt. third
 18. Q. R. P. one
 19. Kt. takes Kt.
 20. B. to Q. second

- Black. (Wood.)*
1. Q. P. two
 2. P. takes P.
 3. K. P. two
 4. P. takes P.
 5. K. B. to Q. third
 6. Q. Kt. to B. third
 7. K. Kt. to B. third
 8. Castles
 9. K. R. P. one
 10. Q. B. to B. fourth
 11. Q. to Q. second
 12. Q. Kt. to Kt. fifth
 13. Q. takes B.
 14. K. Kt. P. two
 15. Q. R. to K. square
 16. Q. to Q. B. square
 17. Q. B. P. one
 18. Q. Kt. to Q. fourth
 19. Kt. takes Kt.
 20. K. B. P. two (a)

<i>White.</i> (SPRECKLEY.)	<i>Black.</i> (WOOD.)
21. Q. to Q. third	21. K. to Kt. second
22. K. B. P. one	22. K. R. to B. third
23. Q. R. to K. square	23. Q. B. P. one
24. K. to Kt. second	24. K. B. P. one
25. P. takes P.	25. Kt. to K. sixth (check)
26. B. takes Kt.	26. R. takes Kt.
27. B. to Q. fourth	27. R. takes R. (check)
28. Q. takes R.	28. B. takes P.
29. B. takes R. (check)	29. K. takes B.
30. Q. to K. fifth (check)	30. K. to B. second
31. Q. to Q. fifth (check)	31. K. to B. third
32. R. to K. fifth	32. Q. to Q. B. second
33. R. to B. fifth (check)	33. K. to Kt. third
34. Q. to K. Kt. eighth (check)	34. Q. to K. Kt. second
35. Q. to K. eighth (check)	

And wins.

Note to Game DCCLXXX.

(a) This is better than playing K. B. P. one square, because in that case White would have gone to check at K. Kt. sixth, &c. if the Pawn took Kt.

GAME DCCLXXXI.

This and the next *partie* were played between two amateurs of Edinburgh a short time since.

<i>(White.)</i>	<i>(Black.)</i>
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. to R. fifth (check)
4. K. to K. B.	4. K. Kt. P. two
5. Q. Kt. to B. third	5. K. B. to Kt. second
6. Q. P. two	6. Q. Kt. to B. third
7. Q. Kt. to K. second	7. Q. R. P. one
8. Q. B. P. one	8. Q. P. one
9. K. Kt. to K. B. third	9. Q. to K. R. fourth
10. Q. B. to Q. second	10. K. Kt. to K. second
11. Q. to Q. B. second	11. Q. B. to K. Kt. fifth
12. K. to K. B. second	12. K. B. P. two
13. Q. R. to K. B.	13. Castles on Q. side
14. K. B. (checks)	14. K. to Q. Kt. square
15. P. takes P.	15. K. R. to K. B. square
16. Q. home	16. Kt. takes P. at K. B. fourth
17. K. R. P. one	17. Q. B. takes Kt.
18. P. takes B.	18. Q. checks
19. K. to Kt. square	19. Kt. to Kt. sixth

White.

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

Black.

20. K. takes Kt. (check)
21. Q. to K. R. third
22. K. R. to K. square
23. R. to K. second
24. Q. R. to K. square
25. R. to K. seventh
26. Q. to K. R. fifth
27. R. takes B.
28. Kt. takes Q. P.
29. B. takes P.
30. R. to K. seventh
31. R. takes R.
32. Q. to Kt. sixth (check)
33. Q. takes R.
34. B. takes Q.

And wins.

GAME DCCLXXXII.

White.

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

Black.

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

And wins.

GAME DCCLXXXIII.

Between Capt. EVANS and Capt. KENNEDY, President of the Brighton Chess Club.

White. (Capt. E.)

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

Black. (Capt. K.)

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

And White resigned. (e)

Note to Game DCCLXXXIII.

(a) This move loses Black a clear piece. Truly an extraordinary blunder for such a player to commit!

(b) Black contends manfully against the inequality of power.

(c) Instead of this move, it appears to us that he should have taken the

P. with his Kt. and that he must then have come off with the superiority of a piece and two Pawns.

(d) Here Black omitted an opportunity of mating his opponent by force in four moves,—*ex. gr.*

34. K. to K. Kt. second	33. Kt. to K. seventh (check)
35. K. to R. third	34. Q. to B. sixth (check)
36. K. to K. R. fourth	35. Kt. to K. B. fifth (check)

Mate.

(e) This is not at all a favourable specimen of either party's skill, but as it presents some amusing vicissitudes, and is the only game between these players, we believe ever published, we thought it worth recording.

GAME DCCLXXXIV.

Between Captain EVANS and Mr G. P.—, the Honorary Secretary of the London Chess Club.

White. (Capt. E.)

1. K. P. two
2. Q. B. P. one
3. K. Kt. to B. third
4. Q. to her R. fourth (check)
5. Q. to her Kt. third
6. Kt. takes K. P.
7. Q. takes Q. Kt. P.
8. Q. takes R.
9. K. to Q. square
10. Q. takes Kt. (check)
11. Q. P. two
12. B. takes P.
13. Q. to Kt. fourth (check)
14. Q. to K. fourth
15. Q. to her R. eighth (check)
16. K. to Q. B. second
17. Q. Kt. to R. third
18. Q. B. to Q. second
19. Q. R. takes B.
20. K. to Kt. square
21. Q. R. to Q. square
22. Q. to K. fourth (check)
23. B. to ~~R.~~ third (a)
24. R. takes Kt.
25. K. R. to Q. square
26. R. to Q. seventh (check)

Black. (Mr P.)

Spiral

1. K. P. two
2. Q. P. two
3. Q. B. to K. Kt. fifth
4. Q. B. to Q. second
5. P. takes K. P.
6. Q. to K. B. third
7. K. B. to Q. B. fourth
8. B. takes B. P. (check)
9. Q. takes Kt.
10. K. to his second
11. P. takes P. (*en passant*)
12. Q. to her fourth
13. K. to Q. square
14. Q. to her B. fourth
15. Q. B. to his square
16. K. B. to Kt. eighth
17. Kt. to K. second
18. Kt. to Q. B. third
19. Kt. to Kt. fifth (check)
20. Kt. takes B.
21. K. to his second
22. B. to K. third
23. Q. to her R. fourth
24. R. to Q. Kt. square
25. Q. takes Kt.

And wins.

Note to Game DCCLXXXIV.

(a) He would obviously have lost his Queen by taking the Kt.

GAME DCCLXXXV.

Played between M. ST AMANT and Mr WORRELL, of the London Chess Club, the former giving the Pawn and two moves.

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

<i>White.</i> (Mr W.)	<i>Black.</i> (M. St A.)
1. K. P. two	1.
2. Q. two	2. Q. Kt. to B. third
3. Q. P. one	3. Kt. to K. fourth
4. K. B. P. two	4. Kt. to K. B. second
5. K. P. one	5. K. P. one
6. P. takes P.	6. P. takes P.
7. K. B. to Q. third	7. K. B. to Q. B. fourth
8. K. Kt. to B. third	8. K. Kt. to R. third
9. K. R. P. one	9. Castles
10. K. Kt. P. two	10. Q. B. to Q. second
11. B. to K. fourth	11. Q. B. P. one
12. Q. to K. second	12. Q. to her Kt. third
13. Q. Kt. to B. third	13. Q. R. to Q. square
14. Q. R. P. one	14. Q. R. P. one
15. Q. Kt. to Q. R. fourth	15. Q. to R. fourth (check)
16. Q. Kt. P. two	16. Q. takes Kt.
17. P. takes B.	17. Q. B. to his square
18. Castles	18. Q. R. to Q. fifth
19. K. R. to K. square (a)	19. R. to Q. B. fifth
20. Q. R. to Kt. square	20. R. takes P. at B. fourth
21. Q. R. to Kt. fourth	21. Q. to her R. fourth
22. Q. to her third	22. K. R. to Q. square
23. B. takes K. R. P. (check)	23. K. to R. square
24. Q. to K. Kt. sixth	24. Q. R. to B. sixth
25. Q. to K. fourth	25. R. takes Kt.
26. Q. takes R.	26. K. takes B.
27. K. Kt. P. one	27. K. Kt. to B. fourth
28. Q. to K. R. fifth (check)	28. K. to Kt. square
29. K. Kt. P. one	29. Q. Kt. to R. third
30. K. R. to K. fourth	30. Q. to B. fourth (check)
31. K. to Kt. second	31. Q. takes B. P. (check)
32. R. to K. second	32. Q. takes B.
33. Q. to K. Kt. fifth	33. R. to Q. eighth

White resigned.

Note to Game DCCLXXXV.

(a) Had he taken the Rook, Black would have won a piece—ex. gr.
 Kt. takes R. | Q. takes Kt. (check)
 Q. B. to K. third | Q. takes K. B.

GAME DCCLXXXVI.

By Mr G. SPRECKLEY and Mr G. P.—, Honorary Secretary of the London Chess Club.

<i>White.</i> (Mr G. P.)	<i>Black.</i> Mr G. S.)
1. K. P. two <i>Perigea</i> l	1. Q. B. P. two
2. K. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. P. two
4. P. takes P.	4. P. takes P.
5. B. checks	5. Q. Kt. to B. third
6. Castles	6. K. B. to Q. third
7. Q. P. two	7. K. Kt. to K. second
8. Q. B. to K. third	8. P. takes P.
9. Q. takes P.	9. Castles.
10. Q. to her second	10. Q. B. to K. B. fourth
11. Q. R. P. one	11. Q. B. to K. fifth
12. Q. Kt. to B. third	12. Q. B. takes Kt. (a)
13. R. takes B.	13. Q. P. one (b)
14. B. takes Q. P.	14. B. to Q. B. fourth (c)
15. B. takes Kt.	15. Kt. takes B.
16. K. R. to Q. third	16. B. takes B. (check)
17. K. to R. square	17. B. takes Kt.
18. Q. takes B.	18. Q. to K. B. third
19. Q. to Q. Kt. third	19. Q. Kt. P. one
20. Q. R. to K. B. square	20. Q. R. to Q. square
21. Q. R. to K. Kt. third	21. Q. R. to Q. seventh
22. K. B. P. one	22. K. R. to Q. square
23. Q. to K. B. third	23. Kt. to K. fourth
24. Q. to K. R. fifth	24. K. Kt. P. one
25. K. to Kt. square	25. Q. to her third
26. K. B. P. one	26. Q. to Q. fifth (check)
27. K. to R. square	27. Q. R. to Q. eighth (d)
28. Q. to K. B. fifth	28. R. takes R. (check)
29. Q. takes R.	29. Q. to her eighth

And wins.

Notes to Game DCCLXXXVI.

- (a) Play as White can, he must lose a clear piece after this move.
 - (b) The position is remarkably interesting, and the method by which Black gains the piece is far from obvious.
 - (c) This and the preceding moves which lead to it are very finely conceived.
 - (d) Better than Q. to K. B. seventh.
-

GAME DCCLXXXVII.

Between Mr COCHRANE and Mr —.

We are assured by the Correspondent who sends the following slight game, played by Mr Cochrane against a leading Metropolitan Amateur, that it has not before been published. If our readers find he is mistaken, we beg to apologise for reprinting it.

White. (Mr C.)

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

Black. (Mr —.)

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

And White mates in two moves.

GAME DCCLXXXVIII.

Played between Messrs TUCKETT and THRUPP, of the St George's Chess Club.

White. (Mr TUCKETT.)

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

Black. (Mr THRUPP.)

1. K. P. two
2. P. takes P.
3. Q. checks
4. K. Kt. P. two
5. K. B. to Kt. second
6. P. takes P.
7. Q. to K. R. third
8. Q. to K. Kt. third
9. Q. Kt. to B. third

White. (Mr TUCKETT.)

10. K. Kt. to B. third
11. K. P. one
12. B. to Q. third
13. P. takes P. (*en passant*)
14. Q. P. one
15. Q. Kt. to K. fourth
16. Q. P. one (*a*)
17. Q. takes Kt.
18. K. R. to K. square
19. B. takes K. Kt. P. (*b*)
20. Q. Kt. takes P.
21. Q. to her B. fourth (check)
22. R. to K. eighth (check)
23. Q. R. to K. R. square
24. Kt. takes R.
25. R. to R. eighth (check)

Black. (Mr THRUP.)

10. K. R. P. one
11. K. Kt. to K. second
12. K. B. P. two
13. Q. takes P.
14. Q. Kt. to his fifth
15. Q. to K. B. second
16. Kt. takes B.
17. Kt. to Q. B. third
18. Castles.
19. P. takes B.
20. Q. to K. B. fourth
21. R. to B. second
22. B. to B. square
23. P. takes P.
24. Q. takes Kt.

Black surrendered.

Notes to Game DCCLXXXVIII.

(*a*) The attack is skilfully sustained all through the *partie* by the opening player. (*b*) This sacrifice gives an overwhelming position to White's forces.

CHESS IN GERMANY.

GAME DCCLXXXIX.

Between M. von HEYDEBRANT and M. M—T.

Margr

Black. (M. M.)

1. K. P. two
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. K. Kt. to his fifth
5. P. takes P.
6. Kt. takes K. B. P.
7. Q. to K. B. third (check)
8. Q. Kt. to B. third
9. Q. P. two
10. P. takes K. P.
11. Castles
12. Kt. takes Kt. (*c*)
13. K. R. to Q. square
14. Q. B. to K. Kt. fifth
15. B. takes Kt.
16. Q. to her Kt. third
17. R. takes Q. P.
18. K. to R. square
19. Q. to her R. third (check)
20. Q. to R. fourth (check)
21. Q. R. to Q. square
22. K. R. to Q. seventh (check)
23. K. R. to Q. eighth (check)
24. Q. R. to Q. seventh (ch.) (*d*)
25. Q. takes B.

White. (M. von H.)

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

Mate.

Notes to Game DCCLXXXIX.

- (a) This is not so prudent as K. B. to Q. B. fourth.
 (b) Cozio's move is A. Kt. to R. fourth ; it is better than taking the Pawn, but in every case the first player has an advantage.
 (c) Black might have recovered his piece with a winning position by taking the Kt. with his B., and then checking with the Q. at K. Kt. fourth.
 (d) Q. or R. to K. eighth, mates at once.

GAME DCCXC. ✓

Between the same opponents.

<i>Black.</i> (M. V. H.)	<i>White.</i> (M. M.—T.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. B. to Q. B. fourth	4. K. B. to Kt. second
5. Q. P. two	5. Q. P. one
6. K. R. P. two	6. R. R. P. one
7. Q. B. P. one	7. Q. B. P. one
8. Q. to her Kt. third	8. Q. to K. second
9. Castles	9. Q. B. to K. Kt. fifth
10. Q. Kt. to Q. second	10. K. Kt. P. takes P.
11. Kt. takes P.	11. Q. Kt. P. two
12. B. takes K. B. P. (check)	12. Q. takes B.
13. Q. takes Q. (check)	13. K. takes Q.
14. R. takes P. (check)	14. Kt. to B. third
15. K. P. one	15. P. takes P.
16. P. takes P.	16. Q. Kt. to Q. second
17. P. takes Kt.	17. Kt. takes P.
18. Q. Kt. to K fourth	18. K. R. P. one
19. Q. B. to K. third	19. K. R. to K square
20. Kt. takes Kt.	20. R. takes B.
21. Kt. to Q. fifth (dis. check)	

White surrendered.

GAME DCCXCI. ✓Between M. von HEYDEBRANT, and M. B. *Bledow*

<i>White.</i> (Mr v. H.)	<i>Black.</i> (Mr B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. third
7. K. B. to Q. third	7. Castles
8. Q. Kt. to B. third	8. Q. Kt. to B. third
9. Q. B. to K. third	9. K. Kt. to his fifth
10. Q. B. to K. Kt. square	10. K. B. P. two
11. K. B. checks	11. K. to R. square
12. K. Kt. to Kt. fifth	12. P. takes P.

Hanabuchi 2 d. p. 241.

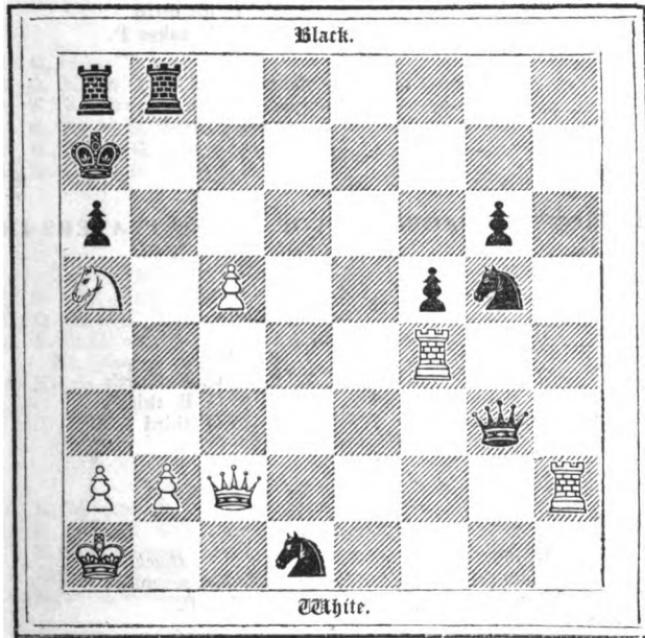
- White.* (M. von H.)
 13. Kt. to B. seventh (check)
 14. B. takes R.
 15. Kt. to K. second
 16. B. to Q. fifth
 17. B. to K. B. third
 18. K. to B. square
 19. K. R. P. one
 20. Q. R. P. one
 21. B. takes Kt.
 22. Q. to her Kt. third
 23. K. Kt. P. two
 24. K. R. to his second
 25. K. to his square
 26. K. to Q. square
 27. Q. R. to B. square
 28. R. takes B.
 29. Q. takes P.
 30. Kt. to Q. B. square

- Black.* (M. B.)
 13. R. takes Kt.
 14. P. to K. sixth
 15. Q. to K. B. third
 16. Kt. to Q. Kt. fifth
 17. Q. B. to K. B. fourth
 18. Q. to K. Kt. third
 19. K. Kt. to B. third
 20. Q. Kt. to Q. fourth
 21. Kt. takes B.
 22. Q. B. P. one
 23. Q. B. to Q. sixth
 24. Q. to K. fifth
 25. B. to Q. R. fourth (check)
 26. Q. Kt. P. two
 27. Q. B. to his fifth
 28. P. takes R.
 29. Q. to her Kt. eighth (check)
 30. Q. to K. fifth

The game ultimately terminated in favour of Black.]

PROBLEM 251.

By HERR KUIPER.



White playing first, mates in five moves.

2 **R**

CHESS IN FRANCE.

GAME DCCXCII.

Between M. M. KIESERITZKI and DESTOUCHES, M. K. giving his Q. Kt.
(Remove Black's Q. Kt. from the Board.)

- Black.* (M. K.)
1. K. P. two
 2. K. Kt. to B. third
 3. B. to Q. B. fourth
 4. Q. B. P. one
 5. B. to Q. third
 6. B. to Q. B. second
 7. Q. P. two
 8. Kt. to K. R. fourth
 9. Kt. to K. Kt. sixth
 10. Q. P. one
 11. Kt. takes Kt.
 12. Q. to K. second
 13. K. B. P. two
 14. Q. to K. B. second
 15. K. R. P. one
 16. Castles
 17. Q. Kt. P. one
 18. K. B. P. takes P.
 19. B. to K. Kt. fifth

- White.* (M. D.)
1. K. P. two
 2. Q. Kt. to B. third
 3. K. R. P. one
 4. Kt. to R. fourth
 5. Q. P. one
 6. Q. R. P. one
 7. K. B. P. one
 8. K. R. P. one
 9. K. R. to his second
 10. K. Kt. to K. second
 11. Q. takes Kt.
 12. Q. Kt. P. two
 13. Q. B. to K. Kt. fifth
 14. K. R. P. one
 15. B. to Q. second
 16. Kt. to Q. B. fifth
 17. Kt. to his third
 18. K. B. P. takes P.

Winning.

SOLUTIONS TO PROBLEMS FOR YOUNG PLAYERS IN
OUR LAST.

No. 211.

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

Mate.

No. 212.

- | | |
|----------------------------|----------------------|
| <i>White.</i> | <i>Black.</i> |
| 1. R. to B. square (check) | 1. K. to Kt. seventh |
| 2. R. to K. R. square | 2. K. takes R. |
| 3. B. to K. B. third | |

Mate.

No. 213.

White.

1. Q. to K. Kt. square (check)
2. Q. to Kt. sixth (check)
3. R. mates

Black.

1. K. to B. second (a)
2. K. to B. square

(a) If to B.'s square, then K. takes P., and the Q. mates next move.
For the merest beginner this is too simple.

No. 214.

White.

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

Black.

1. K. to R. fifth
2. R. P. one
3. B. P. one
4. P. takes Kt. (check)
5. P. one (check)
6. P. one

Mate.

SOLUTIONS TO PROBLEMS ON DIAGRAMS IN OUR LAST.

No. 247.

White.

1. Q. to her R. sixth (check)
2. Q. Kt. to Q. B. fifth (check)
3. K. Kt. to Q. B. fourth (check)
4. Q. Kt. to Q. third (check)
5. K. Kt. to Q. second (check)
6. Q. Kt. to K. square

Black.

1. K. takes Q. (best)
2. K. takes P.
3. K. to Kt. fifth
4. K. takes P.
5. K. to Q. B. seventh

Mate.

No. 248.

White.

1. B. to K. sixth (check)
2. Q. takes K. Kt. P. (check)
3. P. to Q. eighth, becoming a
Kt. (check)
4. Kt. to K. R. fifth

Black.

1. K. takes B. (best)
2. R. takes Q.
3. K. to B. third

Mate.

No. 249.

White.

1. K. to R. sixth
2. B. to K. R. fifth
3. B. to Q. square
4. B. to Q. R. fourth (check)
5. R. to Q. seventh

Black.

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

Mate.

PROBLEMS FOR YOUNG PLAYERS.

No. 220.

By an AMATEUR.

White.
 K. at Q. R. second
 Q. at K. square
 R. at Q. B. square
 R. at Q. B. sixth
 B. at K. B. second
 P. at Q. R. third

Black.
 K. at Q. Kt. square
 Q. at K. B. sixth
 R. at K. R. sixth
 B. at K. second
 Pawns at K. B. third, Q. B. fourth, Q. Kt. fifth, and Q. R. second

White playing first, to mate in five moves.

No. 221.

By Mr C. R. L——e.

White.
 K. at Q. third
 Q. at K. Kt. fifth
 R. at Q. R. sixth
 Kt. at Q. R. square
 Pawns at K. Kt. second, K. third, Q. B. seventh, Q. Kt. second, and Q. R. second

Black.
 K. at Q. B. fourth
 Q. at K. R. square
 R. at K. B. square
 R. at K. B. second
 Pawns at K. R. fifth, K. B. fourth, K. fourth, Q. Kt. fourth, and Q. R. second

White to play first, and mate in five moves.

No. 222.

By Mr J. FRASER, of LIVERPOOL.

White.
 K. at Q. Kt. third
 Q. at K. fifth
 Kt. at Q. seventh
 Pawns at Q. B. sixth, Q. Kt. fourth, and Q. R. second

Black.
 K. at Q. R. third
 B. at Q. square
 B. at Q. Kt. fourth
 P. at Q. Kt. third

White playing first, mates in three moves.

No. 223.

By the same.

White.
 K. at Q. B. sixth
 B. at K. Kt. square
 Kt. at Q. B. square
 Pawns at K. B. third, Q. B. third, Q. Kt. fifth, and Q. R. third

Black.
 K. at Q. R. fourth
 Pawns at K. B. fourth, Q. B. fourth and fifth, Q. Kt. third, and Q. R. fifth

White to play, and mate in four moves.

three

1. K. to Kt. 2. R. to K.
 3. K. to Kt. 4. P. to Kt. 3rd
 P. to Kt. 3rd
 P. to Kt. 3rd

Castles King's side.

No. 224.

By Mr R. BENNETT, of WISBECH.

White.

K. at Q. B. sixth
 Kt. at K. sixth
 B. at K. Kt. eighth
 Pawns at Q. B. third, Q. Kt.
 second, and K. Kt. sixth

Black.

K. at Q. R. third
 Pawns at Q. B. fifth, and Q. R.
 second

White having the move, to mate as follows, viz:—

- 1st.—With a Pawn in three moves.
- 2nd.—With a Piece in four moves.
- 3rd.—With a Piece in five moves, without taking either of the Black Pawns.
- 4th.—With a Pawn in six moves, without taking either of the Black Pawns.

No. 225.

By the same Author.

White.

K. at Q. Kt. fifth
 R. at Q. R. square
 B. at K. second
 B. at K. Kt. square
 Pawns at K. third, Q. third,
 Q. Kt. fourth, and K. R. fifth

Black.

K. at Q. fourth
 Pawns at K. third, and
 Q. third

White to play first and mate in four moves.

CHESS INTELLIGENCE.

B R I G H T O N C H E S S C L U B.

We have much pleasure in directing attention to this prosperous little Club, which, now that Brighton is brought within a two hours' run of the metropolis, may be looked upon as a branch establishment of the London institution, for the practice of Chess play. By the annexed rules it will be seen, too, that the Committee, with exemplary liberality, permit the members of other Chess clubs visiting Brighton to frequent the rooms free of all cost, for one month, as honorary members.

LAWS OF THE BRIGHTON CHESS CLUB.

1. No game but Chess permitted to be played in the Club Room, which game is to be conducted in strict accordance with "The Laws of Chess, as revised by a Committee of the London Chess Club," and published in "The Chess Players' Chronicle," vol. 2, p. 266.

2. The affairs of the Club to be conducted by a Council, consisting of a President, Secretary, and five other Members; three to form a quorum.

3. The annual subscription to be One Guinea, payable in advance, and becoming due on the 1st September.

4. Candidates, who are members of the Literary and Scientific Institution, will be admitted annual members of the Club, upon being proposed and seconded by two members, and elected by ballot. The proposition containing the name and address of the Candidate, and the names of the members proposing him, must be posted in the Club Room for at least one week before the ballot can take place. One black ball in five to exclude.

5. Occasional residents, being members of the Literary and Scientific Institution, will be admitted quarterly members, at a subscription of 8s. upon being introduced by any member, and approved by the Council.

6. Occasional residents will be admitted members for one month only, at a subscription of 5s. upon being introduced by any member and approved of by the Council.

7. No resident will be admitted as a visitor to the Club more than once during the year.

8. Members of the undermentioned Chess Clubs visiting Brighton, will be admitted to the Club as Honorary Members for one month, upon the introduction of any member, viz: The London, St George's, Edinburgh, Dublin, Glasgow, Liverpool, Bristol, and Nottingham Chess Clubs.

9. Smoking is not allowed in the Club Room.

10. The Club Room to be opened every day (except Sundays) from two to eleven P.M.; the attendance of members, however, is more especially requested on Wednesday and Saturday evenings.

11. Every member continuing in the Club Room after eleven o'clock P.M., and the time has been announced by the Librarian, shall forfeit 1s. and an additional 1s. for every complete half hour after that time.

Chess Club Room, Literary and Scientific Institution,
August 1, 1845.

PERSIAN CHESS.

In the last number but one, page 212, we gave a *partie*, lately played by one of the young Persian noblemen now in Paris against an English amateur, accompanied with a very brief summary of particulars in which the game as now played in Persia varies from ours. We have since been favoured with two more games played by the same opponents, and as some of our readers may not have seen, or may not have at hand the previous game, we take leave to recapitulate the main points of difference between the English and modern Persian mode of Chess playing. In the first place, the Persians stand their board with a White or Black square on the

right hand indifferently. Secondly, their King is placed on the fourth square from the left hand corner, and the Queen (vizier) always on his right hand (placing the board, therefore, in our fashion, and the pieces after the manner of the Persians, the only difference we find is, that the White King and Queen have changed places). Thirdly, the Pawns can only move one square at a time. Fourthly, in the operation of castling, which can only be done on the K.'s side, *and not at all if the King has been checked*, they move the King to his Kt. square, and the Rook to King square. If they wish to remove the King to his Q.'s side they avail themselves of the privilege which gives the King a Kt.'s move once in the game. Fifthly, their King has the important privilege of making a Kt.'s move once in the game, provided he has not been checked. Sixthly, a plurality of Queens is not admitted; and lastly, if at the end of the game either King is left alone, against the adverse King, with any force, however small, he must surrender instantly, the game being considered lost.*

We now proceed to the games; before playing them over the reader is requested to put up all the men precisely as in an ordinary game, except the White King and Queen, which must change places, the White King being made to face Black Queen and *vice versa*. He must not fail to remember also that the King's side of one player thus becomes the Queen's side of the other.

* The student will do well to compare the foregoing rules with those which govern the game in India at the present day. See 'Chess Player's Chronicle,' vol. iv. p. 149.

GAME III.

<i>White. (M. Zeckl)</i>	<i>Black. (Mr H.)</i>
1. K. P. one (<i>a</i>)	1. K. P. one
2. K. Kt. P. one	2. B. to K. second
3. B. to K. Kt. second	3. K. Kt. to B. third
4. K. Kt. to B. third	4. Q. B. P. one
5. Q. Kt. P. one	5. Q. B. P. one
6. B. to Q. Kt. second	6. Q. Kt. to B. third
7. Q. Kt. to B. third	7. Q. P. one
8. Q. P. one	8. K. P. one
9. Castles (<i>b</i>)	9. Q. P. one
10. K. P. one	10. K. P. one
11. Kt. to Q. fifth	11. P. takes K. P.
12. Kt. takes Q. Kt.	12. P. takes Kt.
13. R. takes P.	13. B. to Q. B. fourth
14. R. to K. square	14. Q. to K. second
15. Q. to her second	15. Castles
16. Q. B. P. one	16. P. takes P.
17. B. takes P.	17. B. takes Q. P.
18. Q. to K. third	18. Q. B. to K. Kt. fifth
19. B. to Q. second	19. Q. P. one
20. Kt. to R. fourth	20. B. takes B.
21. Q. takes B.	21. Kt. to K. fifth
22. Q. R. to Q. B.	22. Q. to her Kt. fifth

<i>White.</i> (M. ZUCKI)	<i>Black.</i> (Mr. H.)
23. K. R. P. one	23. Q. to R. fourth
24. K. to R. second	24. Q. R. to Q. square
25. K. R. to K. third	25. B. to K. Kt. fourth
26. R. takes Q. P.	26. Kt. to Q. B. sixth (check)
27. B. takes Kt.	27. R. takes Q.
28. B. takes Q.	28. R. takes R. and wins

Notes to Game III.

(a) This Pawn in our game is the Queen's Pawn.

(b) K. to Kt. square, and R. to K. square.

GAME IV.

<i>White.</i> (M. RIZA)	<i>Black.</i> (Mr H.)
1. K. P. one	1. K. P. one
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Q. P. one	3. Q. P. one
4. B. to K. second	4. Q. P. one
5. K. P. one	5. Q. B. P. one
6. Q. B. P. one	6. B. to K. second
7. B. to K. third	7. Castles (K. to Kt. square, and R. to K. square)
8. Castles	8. Q. B. P. one
9. P. takes P.	9. B. takes P.
10. Q. B. P. one	10. Q. Kt. to B. third
11. Q. Kt. P. one	11. Q. R. P. one
12. Q. R. P. one	12. Q. Kt. P. one
13. Q. P. one	13. Q. P. one
14. K. Kt. to Q. second	14. K. P. one
15. P. takes P.	15. Kt. takes P.
16. B. to Q. B. fourth	16. B. to Q. Kt. second
17. Q. R. P. one	17. K. Kt. takes Q. P.
18. B. takes K. Kt.	18. B. takes B.
19. Q. R. to R. second	19. Q. P. one
20. K. to R. square	20. Q. to Q. B. square
21. P. takes P.	21. Kt. takes P.
22. Q. to K. B. third	22. Q. to Q. Kt. second
23. Q. R. P. one (a)	23. Kt. to Kt. fifth
24. Q. to K. Kt. third	

And Black wins.

Note to Game IV.

(a) Had he taken Kt. with Rook, Black would have taken the R. with his B., and if the Q. then took the B., White would take Q. Kt., winning easily.

DEATH OF MR FORTH, OF WATERFORD.

We had last month the painful task of announcing the death of a highly meritorious member of the Chess community, Mr STEPHENS, of Dublin. The loss experienced by the decease of this gentleman has been followed within a few brief days, we grieve to learn, by that of his co-rival and fellow member of the Dublin Chess Club, Mr C. FORTH, of Waterford, an able and esteemed contributor to these pages, and one of the most promising and enthusiastic Chess players of any time.

OLD POEM ON CHESS.

We have just added to our very limited collection of old books on the game, a spare quarto of 44 pages, date 1597, entitled ‘Ludus Scachiae,’ which contains directions for play, “translated out of the Italian into the English tongue;” and also ‘A Prety and pleasant Poeme of a whole Game played at Chesse. Written by G. B.’ The quaintness of the conceits and versification in this ‘Prety and pleasant Poeme’ may not be unamusing to modern readers, and we have ventured to reprint it for their edification; but as the author or translator appears to have been troubled by some misgiving as to what the world might think of his devoting time and attention to the production of a work on so philosophic a folly as Chesse play, it is right, before re-publishing any part of his book, that we should give his justification for writing it.

TO THE READER GREETING.

Strange (perchance) may it seeme to some (courteous Reader) that anie man should employ his time, and bestow his labor in setting out such booke, whereby men may learne to play, when indeede most men are giuen rather to play, than to studie and trauell: which were true, if it were for the teaching of Games vnlawfull, as dice-play, or cogging, or falshoode in card-play, or such like. But forasmuch as this Game or kingly pastime, is not onely void of craft, fraud, and guile, swearing, staring, impatience, fretting and falling out, but also breedeth in the players, a certaine study, wit, pollicie, forecast and memorie, not onely in the play thereof, but also in actions of publike gouernement, both in peace and warre: wherein both Counsellors at home, and Captaines abroade may picke out of these wodden peeces some pretty pollicy, both how to gouerne their subiects in

peace, and howe to leade or conduct lively men in the field in warre : for this Game hath the similitude of a ranged battell, as by placing the men, and setting them forth in the march, may very easily appeare. The King standeth in the field in the middest of his Army, and hath his Queene next vnto him and his nobilitie about him, with his souldiers to defend him in the forefront of the battell. Sith therefore this Game is pleasant to all, profitable to most, hurtfull to none, I pray thee (gentle Reader) take this my Labour in good part, and thou shalt animate me hereafter to the setting forth of deeper matters. Farewell.

Thy Friend G. B.

THE CHESSE-PLAY.

The first principle is to know the peeces, to wit, the names, the number, and the seate of euyer one. As for the fashion of the peeces, that is according to the fantasie of the workman that makes them after this maner. Some make them like men, wherof the King is the highest, and the Queene (which some name *Amazon*) is the next, both twoo crowned. The Bishops some name *Alphus*, some Fooles, some Archers, being placed next to the King and the Queene. The Knights some call horsemen, and they are men on horsebacke. The Rookes some call Elephants, carrying Towers vpon their backes, and men within the towers. The Pawnes some doe call footemen, and they are souldiours on foote, carrying (some of them) pikes, and othersome harquebushes, othersome halberdes, and othersome the iaueline or target. Our English Chessemen are commonly made nothing like to these foresaide fashions : to wit, the King is made the highest or longest, the Queen is longest next vnto him. The Bishop is made with a sharp top, and clouen in the mids, not much vnlike to a Bishops Miter. The Knight hath his top cut aslope, as though he were dubbed Knight. The Rooke is made likest to the King and Queene, but that he is not so long. The Pawnes be made the smallest and least of all, and thereby they may best be knownen. This haue I added hereunto (good Reader) for the better vnderstanding and knowing of the saide Chessemen.

I will not therfore now figurate them, but only in speaking of euyer place particularly I will name them according to the most frequent phrase in the English tongue : To wit, the King (being the head of the play) I will name King. The Queene (being the best peece in the Game) I will name Queene. The Bishoppes next vnto the King and Queene, I will name Bishops. The Knights being next vnto the Bishops I will name Knights. The Rookes being next vnto the Knights, and standing in the two corners, I will call Rookes. The Pawnes (standing in a rowe before them all) I will call Pawnes.

OF THE ROOKE OR TOWRE.

The Tower is named among the Spaniardes, Portingales, and Italians, *Rocho*, which is as much to say in their language as a fortreſſe, because it is a great vpholding to the game. Also the

Towers are set in the vttermost ends of the Chesse boord, as a strong rampire in the front. Their office is not to remoue, but in necessitie, and most chiefly for the succour of their King.

OF THE KNIGHT OR HORSMAN.

The Horseman is also named, as representing a man of Armes, which fighteth on horsebacke, and his seate is next vnto the Tower, from whence hee must come into battell, and place himself where hee may most offend, for there is no peece in the Chesse boord that more readily may do hurte then he, because of his marching forth, which is made from three into three places : to wit, from white to blacke, and from blacke into white, and ceaseth not to make his assault or his leape, although he be inuironed ; prouided that hee haue roome to place himselfe in.

OF THE BISHOP OR ARCHER.

In ancient time, the Frenchmen named him Foole, which seemeth to me an vnproper name. The Spaniards named him Prince with some reason : for (as Prince of the blood) hee is nearer vnto the King and the Queene then any other of the Chesse men. And some name him Archer, because his draughts drawe alwayes aside, and neuer forth-right : as it is the office of a good archer or harquebusier in warre, which neuer planteth himselfe right against his enemie, but in skirmishing or in plain fight, make semblance to shoot at one, and hit another, not remaining long in place.

OF THE KING.

The King is the head of the conduct, according to the Spaniards, he hath liberty to assault three roomes or steppes, as he listeth : yea he may make the assault of the Knight, so that he haue not the way, but it must be then, whilst he is yet in his lodging, and that he is not remoued, otherwise hee can make no more but one step. Although in *Italy* the King (if he haue the way open) may run al the length of the Chesseboord, or may remoue a Pawne to set himselfe in his place. And in *France*, they cause him to make two steppes along his front : prouided, that there be no peeces betweene him and the Rooke, and set the Rooke in the place of the King. Behold here his marching and his liberty, prouided, that he haue had no checke. And to say the truthe, the King was played no otherwise in the antient time, but after the maner of the Frenchmen : yea the most part of the Spaniardes and Portingales (who are counted the best players) did play it so.

OF THE QUEENE OR AMAZON.

Some name her Queene, othesome Lady, and it is the best peece in the Chesse boord. her lodging is next vnto the Kings, & hath as great a traine as the King. Briefly, she representeth a Kings Lieutenant in an army : she doth (when she will) the office of the Rooks, and also of the Bishops. And because thefirst women that vede to go to the warres where the *Amazons*, thefore some name her *Amazon* w hite, and *Amazon* blacke. But aboue all, the player

ought to keepe her well, because that the game is seldomne wonne, after that she is once lost.

OF THE PAWNE OR FOOTEMAN.

The footman is the rapier and the target, as it were of the great Chesse men, and the Kings especially, for this cause, that when he can proceede so well in warre as to arriue at the last ranke of his enemies, he is chosen and made the best pcece of the play, to wit, hee is the Queene. And if in making himselfe Queene, he can giue checke, he is so much the more to be esteemed. The marching foorth of the Pawne, for the first time is to make two steppes, if he will, or one only, if he list, marching alwayes right before him, and not aside. And the best Pawnes are next vnto the King. Therefore when checke is giuen to the King, the Pawne cannot passee the barres of his way, for to succour him : that is, if checke be ginuen to the King, the Pawne cannot march aside, be it on the left, or on the right, for to couer his King : for his way is beset on both sides, and cannot go but right forth, and alwaies step by step : prouided, that his way be not stopped. It is true, that in taking he marcheth awry one only step, of what side soeuer it be, and can not take that which is right against him. It shall be also best for the Pawne, not to aduance himselfe much within the campe of his enemy.

THE CHECKER OR CHESSE BOORDE, WHEREON ARE PLACED THE PEECES, EUERY ONE IN HIS ORDER.

The blacke side.

K R	K K n	K B	K	Q	Q B	Q K n	Q R
P	P	P	P	P	P	P	P
P	P	P	P	P	P	P	P
Q R	Q K n	Q B	Q	K	K B	K K n	K R

The white side.

Beloilde here the forme of the Checker or Chesse-boorde, and how the Chesse men ought to be placed in every house whereof there are in all, threescore and foure : to wit, thirty two on either side or halfe, wherof the eight vppermore opposites (or one against another) are full of principall peeces on both sides. The other eight also next them on both sides, are full of Pawnes. So that there are thirty two peeces, which is to each playen sixteene, whereof there be eight great ones and eight little. The roomes where every one of them are set, I will name seates : the other which bee empty, I will name places or houses. Thorow the which (as well seates as places) the great Chesse men and small do runne in their order, forward or backward, to giue the mate to the contrary King. And to tell you, why there be so many houses, and why neyther more nor lesse, it passeth my intelligence : and I thinke there will be found no other resolution, but the wil of him that made the play, whom the best Historiens record to be *Exerxes* the philosopher, otherwise called *Philometer*, who to repreoue the tiranny & bad maners of *Euimerodach* K. of Babylon, first deuised this game. Some say, the inuenters therof, were two brethren *Libius* and *Terrhenus*, who being afflicted with great hunger and famine, did inuent this play, to the end, that in playing it, they might imploy their spirites so vehemently, that they might the more easily passe ouer the affliction of famine. But whosoeuer it was, no doubt the inuention and wittinesse thereof is greatly to be commended and followed.

CERTAINE GENERALL RULES CHIEFLY TO BE VSED IN THE
CHESSE PLAY.

First, You must play no cast or draught in vaine, if it be not vpon great necessitie.

Secondly, You must not make a fault.

Thirdly, You must not be too hasty to play.

Fourthly, If you haue a good draught to make, looke if you haue not a better.

Fiftly, If you haue aduantage, you may wel make a change, and yet not loose it.

Sixtly, If you haue aduantage, wherewith you may win the game, take heede that you spoile not your game, nor to abandon your King to win onelie a Pawne.

Seuenthly, The principall thing is, to set your King in a sure place, when he marcheth forth.

Eighthly, The two Pawnes which be on that side where the King is transported, must not be remoued but in great necessitie : for that, oftentimes the game is lost by remouing the Rookes Pawne or Knights Pawne one roume, because that there the contrarie King findeth the way of the mate.

Ninthly, Then you must goe abroad with your peeces, and not keep them inclosed at home.

Lastly, It is good, that the twoo Pawnes of the King and the Queene, be vpon their fourth houses, and also those of the Bishops.

It is to be noted for the well vnderstanding of the marching forth

of the Chesse men, that the Chesse-boord ought to be set in such sort, that the Rooke on the right side bee sette in a white place, and take the Chesse men which you will white or blacke. Further you must knowe the names of the peeces and of the places : for the Chesse men that are on the Kings side, be named the Kings Chesse men, and likewise the King's houses vnto the middest of the Chesse boorde. And from thence forward are the contrary kings houses. As for example : the Pawne which is before thy king, is in the second house of thy king. And if thou remoue him one step, he shall be in the third, or if he go further, in the fourth house of the king. But afterwardeſ and if he doe goe further yet, hee shall be in the fourth house of the King in the contrarie parte. And so of all the other Chesse men on that side. The other side is that of the Queene, as well in Chesse men, as in houses, therefore for this cause is it needfull to haue before you a Chesse boorde with the Chesse men, for to see with your eyes the Arte which briefly shall be declared in this Treatise. And so, after presupposing the game, you may beginne after two sortes to play it as foloweth.

THE FIRST MANER OF PLAYING.

The first manner is to beginne with the Kings Pawne : and the second is to begin with the Queens Pawne. The first (according to my judgement) is the best: that is to wit, to beginne with the Kings Pawne as farre as he may goe. And if the contrarie party play the King's Pawne as farre as he may, thou shalt play thy Kings knight to three houses, from the kings bishop. And if he play his Kings knight to three houses from the kings bishop thou shalt take with thy knight his kings pawne, and if hee take also thy pawne with his knight, play the Queene before thy king.

And if he retire his knight into the third house of his kings bishop, thou shalt giue him check with thy Queene, in turning her away from thy knight, the which thou shalt remooue into the third house of his Queenes bishop. And then hee can not play so well, but that he shall loose his Queene.

And if hee remooue not his knight, but play his Queene before his king, thou shalt take his knight with thy Queene : then hee will play his Queenes pawne one roume against thy knight, to the end that if thou remooue it from thence, hee may take thy Queene. Therefore thou shalt play thy Queenes Pawne as farre as he may go, and if he play the pawne of his kings bishoppone steppe, thou shalt play the pawne of thy kings bishop as farre as he may go, and if he take thy knight with his Queenes pawne, thou shalt take his pawne, with that of thine, and if he play his other knight to the second house of his Queen, thou shalt remooue thine to the third house of thy Queenes bishop, by that meanes thy Queene shal remaine safe.

And if the pawne of his kings bishop do take thy pawne, thou shalt play thy knight to the fourth place of his queene, to take her, but if he set her in her third house, then shalt thou take his pawne with thine.

And if he take thy pawne with his knight, thou shalt set thy

queenes bishop in the fourth house of thy king's bishop, and so of force he shall lose his knight : but if he take not thy pawne with his knight, hee is like to leese his owne.

If in steed of taking thy pawne with his knight he take it with his queene, thou shalt take his with thine, which after shall be taken with his knight. This done, thou shalt glie him checke with thy knight, in taking the pawne of his queenes bishop, and he shall be forced to loose his queenes rooke.

And if hee take not thy pawne, but (to saue his queene) placeth her in the third house of his queenes bishop, thou shalt play thy kings bishop, to the fourth house of his queenes knight for to take her, and if insteade of taking her, she take thy bishop, thou shalt glie him check with thy knight in taking the pawne of his queenes bishop, then shalt thou take his queene, for the gaine is much greater than of the rooke.

And if in steede of placing his queene in the third house of his bishop, he place her in the fourth, thou shalt set thy queens bishop in the third roome of thy King for to take her.

And if hee glie the checke with his queene in the fourth house of his rooke, thou shalt couer it with thy bishop, by which meanes hee can doe no more but remooue her into the third house of his bishop, and thou shalt play the pawne of thy queenes knight, as farre as he may goe, for to take his queene, then he shall be forced to set his queene in the third house of his bishop, and thou shalt play thy kings bishop into the fourth house of his Knight, to take his Queene, and if she take it, thou hast thy instruction in the last Article before. Then can he not play it well, for if it be come to pillage or spoile of queenes, thou shalt haue still the aduantage of the checke of thy Knight for to take his rooke. So shall he be weaker both in small and great peeces, as shall be declared in the Article following.

And if hee set his queene in the third house of his King, thou shalt yet glie him checke with thy Knight, according to the last instruction. But if he set her in the third place of his Kings Knight (which is the best that hee could play) yee shall spoile together your Queenes, then shalt thou glie the checke with thy Knight, in taking the pawne of his queens bishop, to take his rooke.

THE SECOND MANER OF PLAYING IT.

The second manner of play is to beginne with the Queenes pawne. If therefore thou beginne, thou shalt remooue thy Queenes pawne, as farre as hee may goe, and if hee play his as farre as hee may, thou shalt play the pawne of thy queenes bishop as farre as hee may goe : and if he take it, play thy Kings pawne as far as hee may goe : he then will play the pawne of his queenes Knight, as far as hee may to saue his other pawne, and thou shalt play the pawne of thy Queenes Rooke two steppes : and if he take it with his pawne, thou shalt take his other pawne with thy Kings bishop, then must hee of force take that Knights pawne, in playing thy Queenes knight into the third house of thy bishop, on that side : for thou shalt haue three peeces all prepared to his destruction.

But if he take not thy rookes Pawne, but play the Pawne of his Queenes bishop, thou shalt take his pawne with that of thy rooke, and he will take thine with that of his bishop. Then play the Pawne of thy Queenes knight, and if hee take it, thou shalt take with thy kings bishop his knights Pawne, and shalt say checke, which hee will couer with his queenes bishop, and with thy queene thou shalt take his other Pawnc. And if he take thy bishop with his, thou shalt take his with thy queene, and shalt say checke, and if he couer it with his queene, it will be no great daunger to spoile them both together, because the pawne of his queenes rooke, being without company, shal leese himselfe of force, if thou prepare thither thy Knight or thy bishop.

But if with his bishop he take not thine, but play his queenes Knight to the third house of his bishop, to take thy queenes pawne, thou shalt play thy queenes bishop to the third house of the King : and if hee play his queenes Rooke in the seate of the Knight, then remooue thy queene (out of the discouerie) to the fourth house of thy queenes Rooke, and if he set his Queene in the third house of his Knight, thou shalt remooue thy Queenes Knight to the third house of the bishop.

This done, thy Bishop shall kill his Knight, and his Queene shall put to death thy Bishop, then thy Queen shall take his Rookes pawne, who will set himselfe out of the way for feare of feeling the heavy strokes of thy queene. And in so doing suffereth his King to fall into checke, and yet for some other considerations, thou shalt remooue thy Kings Knight into the second house of thy King, then shalt thou serue thee of the rookes in loosing the one, to winne the other, and in so doing thou shalt not faile to win the game.

Thus hast thou here (gentle Reader) for thy better instruction a few short precepts, onely for a taste, because I would not haue thee ingorged at the first, lest thou feeling thy selfe cloyed with the tediousnesse of the precepts in prose thou mightest also loathe the folowing verses which I haue written for thy more delight, of a whole game played out at Chesse. And thus briefly I bid thee farewell, til better opportunitie shall cause me to set it downe hereafter more at large.

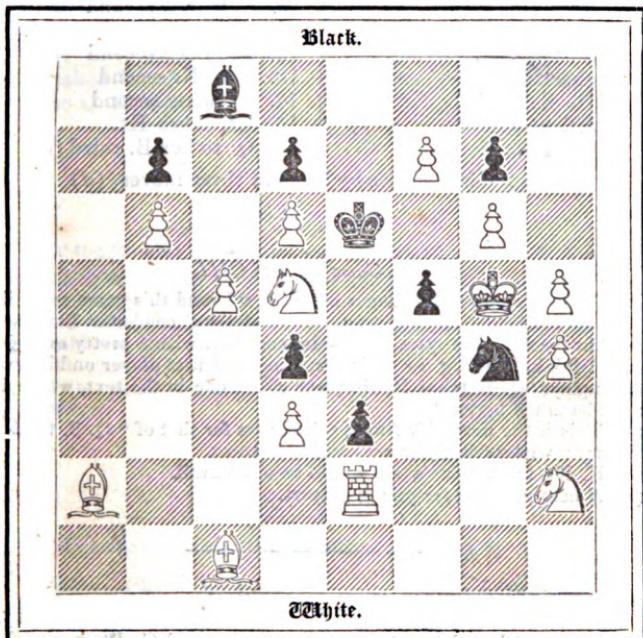
Finis. G. B.

(*To be continued.*)

October 1845

PROBLEM, No. 252.

This remarkably ingenious and difficult Problem is the invention of M. HORWITZ, one of the finest players of the Hamburg Chess Club.



White playing first, engages to compel Black to checkmate him in eight moves.

(first 5 moves, &c.,
& Black mate)

CHESS IN THE PROVINCES.

GAME DCCXCIII.

Between Mr SILAS ANGAS and Mr J. LITTLE, of Newcastle.

- White. (Mr S. A.)
1. K. P. two
 2. K. B. P. two
 3. Kt. to K. B. third
 4. K. R. P. two

- Black. (Mr J. L.)
1. K. P. two
 2. P. takes P.
 3. K. Kt. P. two
 4. K. Kt. P. one

White. (Mr S. A.)

5. Kt. to K. fifth
6. Q. P. two
7. B. to Q. B. fourth (*b*)
8. Q. Kt. to B. third
9. Kt. to K. B. seventh
10. K. Kt. to his fifth
11. Castles
12. K. P. takes P.
13. R. checks
14. Kt. to K. sixth
15. Q. Kt. to Q. fifth
16. Q. takes K. Kt. P.

Black. (Mr. J. L.)

5. Q. to K. second (*a*)
6. K. B. P. two
7. K. Kt. to B. third
8. Q. P. one
9. R. to K. Kt. square
10. R. to Kt. second
11. K. R. P. one
12. Q. to her second
13. B. to K. second
14. R. to his second
15. Kt. takes Kt.
16. Q. to her B. third (*c*)

And White mates by force in three moves. (*d*)

Note to Game DCCXCIII.

(*a*) Upon this move, Mr Angas observes, "I send this game as an illustration of the particular opening. 'The Books' condemn Black's fifth move, but for the most part make him come off with a pretty even game, which, I think, is owing to their directing the first player on his seventh move to play, 'Q. B. takes P.', in place of the one in the text, which I believe to be much better."

(*b*) This is the move Mr Angas substitutes for that of "Q. B. takes P.", which most writers on the game recommend.

(*c*) K. Kt. to B. third again would be of no avail.

(*d*) A neat problem for young players.

GAME DCCXCIV.

Played by Messrs W. FINLEY and G. B.

White. (Mr G. B.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. two
5. K. R. P. one
6. K. P. takes P.
7. P. takes P.
8. Q. to K. second
9. K. Kt. to his fifth
10. Kt. to K. B. seventh
11. Kt. takes Q.
12. Kt. to K. B. seventh
13. B. to Q. fifth
14. B. takes P. (check)
15. B. takes R.

Black. (Mr F.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to K. second
4. Q. P. one
5. K. B. P. two
6. Q. B. takes P.
7. P. takes P.
8. K. P. one
9. Q. Kt. to Q. fifth (*a*)
10. Kt. takes Q.
11. Kt. takes Q. B. (*b*)
12. Q. Kt. P. two (*c*)
13. Q. B. P. one
14. K. takes Kt.
15. Kt. to K. B. third

- White.* (Mr G. B.)
16. K. Kt. P. two (*d*)
 17. K. Kt. P. one
 18. P. takes Kt.
 19. Kt. to Q. B. third
 20. P. takes B.
 21. K. to Q. second
 22. K. to his third
 23. K. R. to Q. square
 24. R. takes R.
 25. R. to Q. R. square

- Black.* (Mr F.)
16. Q. B. to K. third
 17. R. takes B.
 18. K. B. takes P.
 19. B. takes Kt. (check)
 20. Kt. takes Q. R. P.
 21. R. checks
 22. R. to Q. second
 23. R. takes R.
 24. Kt. takes P.
 25. B. to Q. R. seventh

And won.

Notes to Game DCCXCIV.

(For the remarks on the game we are indebted to Mr S. Angas.)

- (a) If Black takes the Kt. with his Bishop, White obviously recovers the piece by checking with his Queen.
 - (b) But for the skilful manner in which Black extricates himself this move would cost him "the exchange."
 - (c) Well played, I think.
 - (d) White cannot now save the Bishop, without allowing the adverse Kt. time to escape.
-

GAME DCCXCV.

Between Messrs WITHERS and JUSTICE, of Bristol.

- White.* (Mr J. W.)
1. K. P. two
 2. K. Kt. to B. third
 3. Q. P. two
 4. P. takes K. P.
 5. K. Kt. to his fifth
 6. K. P. one
 7. Q. Kt. to B. third
 8. K. B. P. two
 9. K. R. P. two
 10. K. R. P. one
 11. P. takes B.
 12. K. Kt. P. two
 13. Q. to her fourth
 14. K. R. P. takes P.
 15. P. takes P. (check)
 16. Kt. takes K. P.
 17. Q. takes P. (check)
 18. B. to Q. third

- Black* (Mr J.)
1. K. P. two
 2. Q. P. one
 3. K. B. P. two
 4. P. takes K. P.
 5. Q. P. one
 6. K. Kt. to R. third
 7. Q. B. P. one
 8. K. Kt. P. one
 9. K. B. to K. second
 10. B. takes Kt.
 11. Kt. to K. B. fourth
 12. Kt. to his sixth
 13. Castles
 14. Kt. takes R.
 15. K. takes P.
 16. P. takes Kt.
 17. K. to Kt. second

And wins.

Black's 17th move
is to take
with R. & loss of B. takes
it. Still black wins, as by
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GAME DCCXCVI.

Between Messrs WITHERS and WILLIAMS, of Bristol.

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

And Black gave mate in four moves.

Notes to Game DCCXCVI.

(*a*) Both parties appear to have overlooked the fact that White might now have gained at least a piece for nothing, by taking the Kt. with his B. checking.

(*b*) Q. to K. second would have been more prudent.

(*c*) This was an ingenious move, because Black could not take without loss. It was not, however, the proper mode of play. If instead of so playing, he had taken the Q. Kt. with his R., he must have won the game easily.

GAME DCCXCVII.

Between the same players.

White. (Mr Withers.)

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

Black. (Mr E. Williams.)

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

Black resigns. (c)

Notes to Game DCCXCVII.

(a) B. to Q. fifth would have recovered the Pawn lost.

(b) This is indeed a daring move !

(c) The early sacrifice of the Queen, and White's subsequent play, render this game extremely entertaining and instructive.

GAME DCCXCVIII.

Mr E. WILLIAMS gives the Q. Rook to Mr BARNARD, an Amateur of the Bristol Chess Club.

(Remove White's Q. R. from the board.)

White. (Mr. E. W.)

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

Black. (Mr B.)

1. K. P. two
2. Q. P. two
3. Q. takes P.
4. Q. to K. third
5. P. takes P. (disc. check)
6. Q. Kt. to B. third
7. Q. to her third
8. Q. B. to Q. second
9. Q. to her fourth
10. Q. to K. R. fourth
11. R. to Q. B. square
12. K. to Q. square
13. Q. Kt. to his square
14. Q. B. P. one
15. K. Kt. to B. third
16. K. R. P. one
17. Q. to Kt. third
18. Q. B. to K. B. fourth

GAME DCCXCIX.

This and the next game were lately played between Capt. EVANS and Mr STAUNTON, the latter giving the Pawn and two moves. They are not presented as specimens of remarkable skill, being evidently played with little of the care and attention which usually characterise the games of distinguished players, but they exhibit some features of interest, and may be thought deserving record as the only games at odds between these powerful competitors, which have yet been published.

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

White. (Capt. E.)

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

Black. (Mr S.)

- 1.
2. K. P. one
3. Q. B. P. two
4. Q. P. one
5. K. P. one

<p><i>White.</i> (Capt. E.)</p> <ol style="list-style-type: none"> 6. K. B. P. two 7. P. takes P. 8. K. Kt. to B. third 9. Castles 10. Q. Checks 11. Q. to her Kt. third 12. Q. Kt. to B. third (a) 13. Q. R. P. one 14. Q. Kt. to K. second 15. Q. B. to Q. second 16. Q. B. to his third 17. Q. to B. second 18. Q. Kt. P. one 19. P. takes P. 20. B. takes Kt. 21. Q. R. to his sixth 22. Q. R. to his third (b) 23. Q. Kt. to B. third 24. P. takes B. 25. K. to R. square 26. Q. Kt. to his fifth 27. P. takes R. 28. Q. Kt. P. takes P. 29. B. to K. second 30. R. to Q. R. square 31. Q. to her B. square 32. Q. to K. B. square 	<p><i>Black.</i> (Mr S.)</p> <ol style="list-style-type: none"> 6. K. Kt. to B. third 7. P. takes P. 8. Q. B. to K. Kt. fifth 9. K. B. to K. second 10. B. to Q. second 11. Q. to B. second 12. Q. Kt. to R. third 13. Castles on K.'s side 14. K. Kt. to R. fourth 15. Q. R. to Kt. square 16. K. B. to Q. third 17. Q. Kt. P. two 18. Q. Kt. P. one 19. Kt. takes P. 20. R. takes B. 21. Q. B. to his square 22. Q. B. to K. Kt. fifth 23. B. takes K. Kt. 24. Q. to K. second 25. K. to R. square (c) 26. R. takes Kt. (d) 27. Q. B. P. one 28. B. takes R. 29. B. to Q. B. fourth 30. Q. to K. Kt. fourth 31. Kt. to K. B. fifth 32. R. to K. B. third
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White surrendered.

Notes to Game DCCXCIIX.

(a) It would have been very bad play for White to have taken the K. P. with the view of afterwards taking the Q. Kt. P.

(b) Had he played the Rook to B. sixth, Black would have moved his Q. to her Kt. square, and then Q. B. to Kt. second, winning the exchange.

(c) To the young player this, doubtless, appears a lost move. He will presently understand its object.

(d) On examining the position the student must now perceive the importance of Black's previous move. The King was evidently retired in anticipation of the White Kt. being played to his fifth. Had the King remained on the Kt. square, when the R. took the Kt., instead of gaining a piece, Black would have lost the game. For suppose the same moves to have been made before the K. was played to Rook's square.

Kt. to his fifth | R. takes Kt.

P. takes R. Q. B. P. one

B. takes P., and if Black takes the Rook now, White advances his Q. P. one square, discovering check and winning the Queen.

GAME DCCC.

Between the same players at the same odds.

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

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

(Checkmate.)

Notes to Game DCCC.

(a) Some curious and instructive positions arise from White's now taking the K. P. with P., and then advancing the K. B. P.

(b) Intending if he took the Kt. to check with his B. at Q. fifth before retaking.

(c) Well played.

(d) Better than taking the K. P., because in that case White would have played his Q. to her fourth.

(e) White has no good move left; but "Q. Kt. P. one" would perhaps have been preferable to this.

GAME DCCCI.

Captain EVANS gives the Q. Kt. to Mr WORRELL, of the London Chess Club.

(Remove White's Q. Kt. from the board.)

- White.* (Capt. E.)
1. K. P. two
 2. Q. B. P. one
 3. Q. P. two
 4. K. B. to Q. B. fourth
 5. K. Kt. to B. third
 6. Castles
 7. Q. to her Kt. third
 8. P. takes P.
 9. Kt. to K. square
 10. Q. B. to K. third
 11. B. takes B.
 12. Q. R. P. two
 13. P. takes P.
 14. Kt. to Q. third
 15. Kt. to Q. Kt. fourth
 16. Kt. takes Q. R. P.
 17. Kt. to Q. B. seventh
 18. R. takes R.
 19. R. to R. seventh
 20. Kt. takes doubled K. P. (*b*)
 21. R. takes Kt. (check)
 22. R. takes B. (check)
 23. B. to B. fifth (check)
 24. Q. takes Q. (check)
 25. B. takes R.

- Black.* (Mr W.)
1. K. P. two
 2. Q. P. one (*a*)
 3. K. B. to K. second
 4. K. B. to his third
 5. Q. B. P. one
 6. Q. B. to K. Kt. fifth
 7. Q. to K. second
 8. P. takes P.
 9. B. to K. third
 10. Q. Kt. P. two
 11. P. takes B.
 12. Q. R. P. one
 13. Q. B. P. takes P.
 14. Q. Kt. to Q. second
 15. K. Kt. to R. third
 16. Castles on K.'s side
 17. R. takes R.
 18. K. to B. second
 19. Kt. to K. Kt. fifth
 20. Q. takes Kt.
 21. B. to K. second
 22. K. takes R.
 23. K. to B. second
 24. K. takes Q.

And wins.

Notes to Game DCCCI.

(*a*) Feeble play. He should have advanced the P. two steps.

(*b*) This and the succeeding moves to the end are cleverly played.

GAME DCCII.

Between Mr LOWE and Baron S—.

- Black.* (Baron S.)
1. K. P. two
 2. K. Kt. to B. third.
 3. K. B. to Q. B. fourth

- White.* (Mr L.)
1. K. P. two
 2. Q. Kt. to B. third
 3. K. B. to Q. B. fourth

<i>Black.</i> (Baron S.)	<i>White.</i> (Mr L.)
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. Q. P. two
7. P. takes Kt.	7. P. takes B.
8. P. takes K. Kt. P.	8. Q. to K. second (check)
9. Q. B. to K. third	9. K. R. to Kt. square
10. Q. B. P. takes P.	10. B. to Q. third
11. Q. to her R. fourth (a)	11. B. to Q. second
12. Q. takes double P.	12. R. takes P.
13. Castles	13. B. to K. R. sixth
14. Q. B. to K. Kt. fifth	14. R. takes B.
15. R. to K. square	15. R. takes P. (check)
16. K. to R. square	16. Q. takes R. (check)
17. Kt. takes Q.	17. R. takes B. P.
18. Q. Kt. to Q. second (b)	18. R. takes Q. Kt.
19. Q. P. one (c)	19. Kt. to K. fourth
20. Q. to Q. Kt. third	20. Kt. to K. Kt. fifth
21. Kt. to K. B. third	21. B. checks
22. K. to Kt. square	22. K. B. to Q. B. fourth (ch.)

Black resigns.

Notes to Game DCCCII.

(a) Threatening to gain the Kt. by advancing the Q. Pawn.

(b) This appears his best move to save the Queen.

(c) Badly played. He should have moved his Q. to her B. third.

GAME DCCCIII.

Between Capt. KENNEDY and Mr LOWE.

<i>Black.</i> (Mr L.)	<i>White.</i> (Capt. K.)
1. K. P. two	1. K. P. two
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. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. one	5. Q. P. one
6. Q. Kt. P. two	6. K. B. to Q. Kt. third
7. Q. R. P. two	7. Q. R. P. two
8. Q. Kt. P. one	8. Q. Kt. to K. second
9. Castles	9. Castles
10. K. R. P. one	10. Q. Kt. to K. Kt. third
11. Q. B. to K. third	11. K. B. to Q. R. second
12. Q. Kt. to Q. second	12. Q. B. to K. third
13. K. B. to Q. Kt. third	13. Q. B. P. one
14. Q. P. one	14. Q. B. takes K. B.
15. Q. takes B.	15. K. P. takes P.
16. P. takes P.	16. Q. B. P. takes P.

Black. (Mr L.)

17. P. takes P.
18. K. P. one
19. K. Kt. takes P.
20. Q. R. to Q. B. square
21. Q. Kt. to K. fourth
22. K. Kt. to Q. third
23. K. to R. square
24. K. Kt. takes K. Kt.
25. K. B. P. one
26. Q. R. to Q. square
27. B. to K. B. second
28. Q. Kt. P. one
29. Q. R. to Q. second
30. K. R. to K. square
31. Kt. to Q. B. fifth (a)
32. B. to K. Kt. square
33. Q. to K. B. seventh
34. Q. R. to K. second
35. Q. takes Q. Kt. P.
36. K. R. to Q. R. square
37. Q. to Q. R. seventh
38. Q. to Q. R. sixth
39. Q. R. to Q. second
40. K. R. to Q. square
41. Q. R. takes K. R. (check)
42. R. takes R. (check)
43. Q. to Q. B. eighth
44. B. to K. B. second
45. Q. takes K. B. P.
46. K. Kt. P. two
47. K. Kt. P. one
48. Q. to Q. seventh
49. K. to K. Kt. second

White. (Capt. K.)

17. Q. R. to Q. B. square
18. P. takes P.
19. Q. Kt. to K. second
20. K. Kt. to Q. fourth
21. K. Kt. to Q. Kt. fifth
22. Q. Kt. to Q. fourth
23. Q. to K. second
24. Kt. takes Kt.
25. K. to R. square
26. Kt. to Q. B. seventh
27. K. R. to Q. square
28. B. to Q. Kt. square
29. Kt. to Q. Kt. fifth
30. K. B. P. two
31. Q. to Q. third
32. Q. R. takes Kt.
33. Q. R. to Q. B. square
34. Q. to K. B. square
35. B. to K. Kt. sixth
36. Q. R. to Q. Kt. square
37. Kt. to Q. B. third
38. Kt. takes Q. P.
39. Q. to Q. Kt. fifth
40. Kt. to Q. B. third
41. R. takes R.
42. Kt. takes R.
43. B. to K. R. fifth
44. B. to K. B. third
45. Q. R. P. one
46. Q. R. P. one
47. Q. R. P. one
48. Q. R. P. one, becoming a Queen (check)
49. Q. (No. 1) to K. second.

And Black surrendered.

Note to Game DCCCIII.

(a) This move loses Black a clear piece.

GAME DCCCIV.

Between the same players.

Black. (Mr L.)

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

White. (Capt. K.)

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

<i>Black.</i> (Mr L.)	<i>White.</i> (Capt. K.)
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. Castles	6. K. Kt. takes K. P.
7. K. B. to Q. fifth	7. K. Kt. to B. third
8. K. B. takes Q. Kt.	8. Q. P. takes B.
9. Q. B. P. takes P.	9. K. B. to Q. third
10. K. R. to K. square (check)	10. Q. B. to K. third
11. K. Kt. to K. Kt. fifth	11. Q. to Q. second
12. Q. to Q. Kt. third	12. Castles (King's side)
13. K. Kt. takes Q. B.	13. K. R. to K. square
14. Q. B. to K. Kt. fifth	14. K. R. takes Kt.
15. Q. Kt. to Q. B. third	15. Q. Kt. P. one.
16. B. takes Kt.	16. K. R. takes B.
17. K. R. to K. second	17. Q. to K. Kt. fifth
18. Q. to Q. B. fourth	18. B. takes K. R. P. (check)
19. K. to K. B. square (a)	19. Q. to K. R. fourth
20. Kt. to K. fourth	20. K. R. to K. third
21. K. Kt. P. one	21. Q. to K. B. sixth
22. K. R. to K. third	22. Q. to K. R. eighth (check)
23. K. to K. second	23. Q. takes Q. R.
24. Q. P. one	24. Q. takes Q. Kt. P. (check)
25. K. to K. B. third	25. P. takes P.
26. Q. takes P.	26. Q. B. P. one
27. Q. to K. B. fifth	27. Q. to K. fourth
28. Q. to K. R. third	28. K. R. to K. R. third
29. Q. to Q. seventh	29. Q. to Q. fourth
30. Q. to K. Kt. fourth	30. K. B. P. two

And Black lost the game.

Note to Game DCCCIV.

(a) Had he taken the Bishop, White would have won at least the Q.'s Rook in return, by checking with his Q. at K. R. fifth, and then playing R. to his third.

GAME DCCCV.

Between Mr G—— and Captain KENNEDY.

<i>Black.</i> (Mr G.)	<i>White.</i> (Capt. K.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. P. to Q. B. seventh
7. Q. takes P.	7. Q. P. one

<i>Black. (Mr G.)</i>	<i>White. (Capt. K.)</i>
8. Q. B. to K. Kt. fifth	8. K. Kt. to K. second
9. Q. R. P. one	9. K. B. to Q. R. fourth
10. Q. Kt. P. two	10. B. to Q. Kt. third
11. Q. Kt. to B. third	11. Q. B. to K. third
12. K. B. to Q. fifth	12. Q. B. takes K. B.
13. K. P. takes B.	13. Q. Kt. to K. fourth
14. K. Kt. takes Q. Kt.	14. P. takes Kt.
15. Q. R. to Q. square	15. K. B. P. one
16. B. to K. third	16. Castles
17. Q. to Q. Kt. third	17. K. to R. square
18. B. to Q. B. fifth	18. Q. to K. square
19. K. to R. square	19. Q. to K. B. second
20. K. B. P. two	20. P. takes P.
21. K. R. takes P.	21. Q. B. P. one
22. B. takes Kt.	22. Q. takes B.
23. Q. P. one	23. Q. to Q. second
24. Kt. to K. fourth	24. Q. R. to K. square
25. Kt. to K. Kt. third	25. Q. R. to K. sixth
26. Q. to Q. B. fourth	26. K. R. to K. square
27. K. R. to K. fourth	27. Q. R. takes K. R.
28. Kt. takes R.	28. Q. to K. Kt. fifth
29. R. to K. square	29. Q. to K. third
30. Q. takes Q.	30. R. takes Q.
31. K. Kt. P. two	31. K. R. P. two
32. K. R. P. one	32. P. takes P.
33. P. takes P.	33. K. Kt. P. one
34. Q. P. one	34. K. B. P. one
35. P. takes P.	35. P. takes P.
36. R. to Q. square	36. P. takes Kt.
37. Q. P. one, becoming a Queen (check)	37. B. takes Q.
38. R. takes B. (check)	38. K. to K. Kt. second
39. K. to K. Kt. second	39. R. to K. second
40. K. to K. B. second	40. K. to K. B. third
41. K. to K. third	41. K. to K. fourth
42. R. to Q. fourth	42. K. to K. B. fourth
43. R. to Q. eighth	43. Q. Kt. P. one
44. R. to Q. B. eighth	44. R. to Q. second
45. R. to K. B. eighth (check)	45. K. to K. fourth
46. R. to K. eighth (check)	46. K. to Q. fourth
47. R. takes K. P.	47. R. to K. R. second
48. R. to Q. fourth (check)	48. K. to K. third
49. Q. R. P. one	49. R. to K. R. sixth (check)
50. K. to Q. second	50. R. to Q. R. sixth
51. R. to Q. B. fourth	51. K. to Q. fourth
52. R. to K. R. fourth	52. R. takes Q. R. P.
53. K. to Q. B. third	53. R. to Q. R. sixth (check)
54. K. to Q. Kt. second	54. R. to K. sixth
55. R. to K. R. seventh	55. K. to Q. B. fifth.

<i>Black.</i> (Mr G.)	<i>White.</i> (Capt. K.)
56. R. to K. R. fourth (check)	56. K. to Q. Kt. fourth
57. R. to K. Kt. fourth	57. K. to Q. R. fifth
58. R. to K. Kt. sixth	58. R. to Q. Kt. sixth (check)
59. K. to Q. B. second	59. R. takes P.

And Black ultimately lost the Game.

GAME DCCCVI.

Mr STAUNTON gives M. LE COMTE V — the Pawn and two moves.

(Remove White's K. B. Pawn from the board.)

<i>Black.</i> (M. LE COMTE V.)	<i>White.</i> (Mr S.)
1. K. P. two	2. K. P. one
2. Q. P. two	3. Q. B. P. two
3. K. Kt. to B. third	4. P. takes P.
4. K. B. to Q. third	5. Q. Kt. to B. third
5. Kt. takes P.	6. Q. Kt. P. takes Kt.
6. Kt. takes Kt.	7. K. Kt. P. one
7. Castles	8. K. B. to Kt. second
8. Q. Kt. to B. third	9. K. Kt. to K. second
9. Q. B. to Q. second	10. Castles
10. K. B. P. two	11. Q. R. P. two
11. K. to R. square	12. Q. B. to Kt. second
12. K. P. one	13. Kt. to K. B. fourth
13. Kt. to K. fourth	14. B. to Q. B. square
14. Kt. to Q. B. fifth	15. Kt. to K. R. third
15. K. Kt. P. two	16. Kt. to K. B. fourth
16. K. Kt. P. one	17. B. to Q. Kt. second
17. Kt. to K. fourth	18. Q. to her Kt. third
18. Q. to K. B. third (a)	19. Q. B. P. one
19. Q. R. to K. square	20. Q. R. to B. square
20. Q. to K. Kt. fourth	21. Q. takes Q. Kt. P.
21. Q. B. P. two	22. Q. to her fifth
22. Q. R. to K. second	23. Q. to her R. eighth (ch.) (b)
23. K. R. to B. third	24. Kt. to Q. fifth
24. K. to Kt. second	25. Q. takes B.
25. B. to Q. B. third	26. B. takes R. (check)
26. Kt. takes Q.	27. Kt. takes Q.
27. Q. takes B.	28. Q. P. one (c)
28. K. takes Kt.	29. Q. R. to Q. square (d)
29. K. to Kt. fourth	30. P. takes P.
30. B. to Q. B. second	31. R. to Q. fifth (check)
31. P. takes P.	32. B. takes K. P.
32. R. to K. fourth	

Black resigned.

Notes to Game DCCCVI.

- (a) This is a bad move. He should rather have returned the Kt. to to Q. B. fifth.
 (b) To prevent his Queen been locked in by the adverse Bishop.
 (c) The advance of this Pawn is fatal to Black's game. He cannot take it without losing his Kt. and White is therefore enabled to gain the centre Pawn for nothing.
 (d) Better far than taking the Pawn at once.
-

GAME DCCCVII.

Between Mr B. G——, of the St George's Chess Club, and Mr
Grechelle HENDERSON.

Black. (Mr B. G.)

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

White. (Mr H.)

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

White surrendered.

Notes to Game DCCCVII.

(a) Up to this point we thought the game a little in White's favour, from the better disposition of his pieces, but this move materially changes the aspect of the field.

(b) Very well played.

(c) It is pretty clear that White would have lost considerably had he taken the Kt. For example:—

Black.

23. Q. to her seventh (check)
24. B. to R. sixth (check) &c.

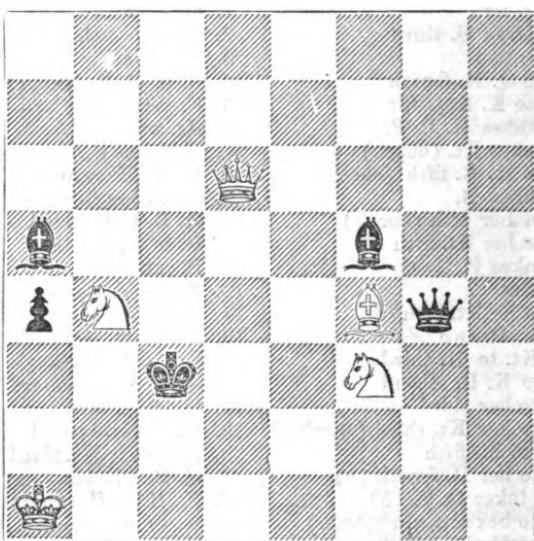
White.

22 P. takes Kt.
23. K. to B. square

PROBLEM, No. 253.

By M. BREDE.

Black.



White compels Black to mate him in seven moves.

1. $g5$ $Bf5$
2. $Kd2$ $Qe2$
3. $Kd5$ $Bf6$
4. $g5$ $Qf3$

four

GAME DCCCVIII.

Between Captain KENNEDY and Mr LOWE.

<i>Black.</i> (Mr L.)	<i>White.</i> (Capt. K.)
1. K. P. two	1. K. P. two
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. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. Q. P. two
7. K. B. to Q. Kt. third	7. K. Kt. to K. fifth
8. Castles	8. Castles
9. Q. B. P. takes P.	9. K. B. to Q. Kt. third
10. Q. Kt. to Q. B. third	10. Q. B. to K. third
11. K. R. P. one	11. Q. Kt. to K. second
12. K. Kt. to K. Kt. fifth	12. K. Kt. takes Kt.
13. Q. B. takes Kt.	13. Q. B. P. one.
14. K. B. to Q. B. second	14. Q. to Q. second
15. Q. B. takes Kt.	15. Q. takes B.
16. Q. to Q. third	16. Q. to K. R. fifth
17. K. B. P. two	17. K. B. P. one
18. K. to K. R. square	18. K. B. P. takes P.
19. Q. P. takes P.	19. Q. B. to K. B. fourth
20. Q. to Q. second	20. B. takes B.
21. Q. takes B.	21. R. takes K. B. P.
22. K. to R. second	22. Q. R. to K. B. square
23. K. Kt. P. one	23. K. R. takes K. R.
24. R. takes R.	24. R. takes R.
25. K. Kt. P. takes Q.	25. R. to K. B. seventh (check)
26. Q. takes R.	26. B. takes Q.
27. K. to K. Kt. second	27. B. to Q. fifth
28. K. P. one	28. B. takes Kt.
29. Q. Kt. P. takes B.	29. K. to B. square

And Black resigned.

GAME DCCCIIX.

Lively skirmish between Mr STAUNTON and one of the leading players of the day. Mr S. giving the Pawn and two moves. (Remove Black's K. B. P. from the board.)

<i>White.</i> (Mr T.)	<i>Black.</i> (Mr S.)
1. K. P. two	2. K. P. one
2. Q. P. two	3. K. Kt. P. one
3. Q. Kt. to B. third	4. Q. B. P. two
4. K. B. to Q. third	5. B. takes P.
5. P. takes P.	6. Q. Kt. to B. third
6. K. R. P. two	7. K. Kt. to B. third
7. K. Kt. to B. third	

<i>White.</i> (Mr T.)	<i>Black.</i> (Mr S.)
8. K. Kt. to his fifth	8. Q. to her Kt. third
9. Q. to K. second	9. Castles
10. K. B. P. two (<i>a</i>)	10. K. Kt. to R. fourth
11. Q. to K. B. third (<i>b</i>)	11. Q. Kt. to K. fourth
12. Q. to K. R. third	12. R. takes K. B. P.
13. B. takes R.	13. K. Kt. takes B.
14. Q. to K. Kt. third (<i>c</i>)	14. B. to K. B. seventh (check)

Winning the Queen in two moves more.

Notes to Game DCCCX.

(*a*) We should have ventured K. R. P. one.

(*b*) An ill judged move.

(*c*) Q. to R. 2nd would have been better; but no move he had could save the game.

GAME DCCCX.

Mr PERIGAL gives the Queen's Rook to an Amateur.

(Remove White's Q. R. from the board.)

<i>White.</i> (Mr P.)	<i>Black.</i> (Mr T—E.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. to B. third
4. K. P. one	4. Q. to K. second
5. Q. P. two	5. K. Kt. to Q. fourth
6. K. B. to Q. third	6. K. Kt. P. two
7. Castles	7. K. B. to R. third
8. Q. B. P. two	8. K. Kt. to K. sixth
9. Q. B. takes Kt.	9. P. takes B.
10. Q. Kt. to B. third	10. Q. B. P. one
11. Q. Kt. to K. fourth	11. Q. to her Kt. fifth
12. Q. Kt. to Q. sixth (check)	12. K. to his second
13. K. Kt. takes K. Kt. P.	13. B. takes Kt.
14. R. takes K. B. P. (check)	14. K. to Q. square
15. Q. to K. B. square	15. Q. takes Q. Kt. P.
16. R. to K. B. eighth (check)	16. R. takes R.
17. Q. takes R. (check)	17. R. to B. second
18. Q. takes B. (check)	18. K. to Kt. third
19. Q. takes Kt. P. (check)	19. K. to R. fourth
20. Q. takes Q.	

And Black resigns.

PROBLEMS FOR YOUNG PLAYERS.

This ingenious little Problem appeared the other day in the 'Illustrated London News,' the conditions there being that White was to mate in four moves. There are two ways in which this may be accomplished, and we have thought to add to the interest of this pleasing stratagem by stipulating that mate shall be given with a Pawn.

No. 226.

<i>White.</i>	<i>Black.</i>
K. at his third	K. at his fourth
B. at Q. Kt. square	Pawns at K. Kt. fifth and sixth
B. at Q. Kt. fourth	K. third, Q. second, and Q. Kt.
Kt. at K. R. seventh	second
Kt. at Q. B. second	
Pawns at K. Kt. second, Q. sixth, Q. B. third and fourth, and Q. Kt. sixth	

White playing first, engages to mate with a Pawn in five moves.

No. 227.

By Mr. J. HARWOOD.

<i>White.</i>	<i>Black.</i>
K. at his third	K. at his fourth
Q. at K. R. fourth	Q. at her Kt. sixth
R. at Q. seventh	R. at Q. third
B. at Q. R. seventh	R. at Q. B. fifth.
Kt. at K. Kt. eighth	Kt. at K. R. fourth
Pawns at K. Kt. fourth, and Q. third	Kt. at K. B. square Pawns at K. Kt. second, and K. R. third

White to play and mate in four moves.

No. 228.

By M. CALVI.

<i>White.</i>	<i>Black.</i>
K. at Q. B. fifth	K. at his Kt. sixth
R. at Q. R. square	R. at K. B. sixth
P. at Q. Kt. sixth	Pawns at K. Kt. fourth, a. n. d. Q. B. fifth.

White to win the game.

No. 229.

By Mr C. R. L.

<i>White.</i>	<i>Black.</i>
K. at Q. square	K. at Q. Kt. fourth
R. at K. R. sixth	Q. at K. R. sixth
R. at Q. fourth	R. at Q. square
B. at K. R. square	R. at Q. second
Kt. at Q. Kt. square	Pawns at K. R. fifth, K. Kt. fourth, K. B. second, K. sixth, and Q. R. fourth
Pawns at K. B. fourth, and Q. R. second	

White to play and mate in four moves.

**SOLUTIONS TO PROBLEMS FOR YOUNG PLAYERS IN
OUR LAST.**

No. 220.

- White.*
1. Q. takes Kt. P. (check)
 2. K. R. to B. eighth (check)
 3. Q. R. to B. seventh (check)
 4. R. takes P. (check)
 5. P. one (check)

- Black.*
1. P. takes Q. (best)
 2. K. to Kt. second
 3. K. to R. third
 4. K. to Kt. fourth

Mate.

No. 221.

- White.*
1. Q. Kt. P. two (check)
 2. Q. R. P. one (check)
 3. Kt. to Kt. third (check)
 4. Q. takes K. B. P.

- Black.*
1. K. takes P. (best) (a)
 2. K. to B. fourth
 3. K. to Q. fourth

And mates with K. P. next move.

(a) If King to Q. fourth, then the White takes K. B. P., and mates with K. P. next move.

No. 222.

- White.*
1. Q. takes B. (check)
 2. Kt. to Kt. eighth

- Black.*
1. K. takes Q. (best)

Mating with Q. R. P. next move.

No. 223.*

- White.*
1. B. takes Q. B. P.
 2. Kt. to Q. R. second
 3. Kt. to Kt. fourth
 4. P. takes P. (check)

- Black.*
1. P. takes B. or (a)
 2. K. B. P. one
 3. P. takes Kt.

Mate.

- a) 2. Kt. to Q. R. second, &c.
as above.

* Mate may be given in three moves.—ED.

No. 224.

With a Pawn in three moves.

- White.*
1. Kt. to B. fifth (check)
 2. B. takes P.
 3. P. two

- Black.*
1. K. to R. fourth
 2. P. one

Mate.

With a piece in four moves.

White.

1. Kt. to Q. B. fifth (check)
2. Q. Kt. P. two.
3. B. takes P.
4. Kt. to Kt. seventh

Black.

1. K. to R. fourth
2. P. takes P. *en passant*
3. P. one

Mate.

With a piece in five moves, without taking either of the Black's Pawns.

White.

1. B. to K. R. seventh
2. K. Kt. P. one
3. Kt. to Q. eighth
4. B. checks
5. Kt. Mates

Black.

1. K. to R. fourth
2. Q. R. P. one, or (a)
3. K. is moved
4. K. is moved

- (a)
 3. Kt. to B. fifth (check)
 4. B. to Q. B. second
 5. Kt. to Kt. seventh

2. K. is moved
3. K. is moved
4. P. one

Mate.

With a Pawn in six moves, without taking either of the Black Pawns.

White.

1. B. to K. R. seventh
2. K. Kt. P. one
3. B. to Q. third
4. Kt. checks
5. K. Kt. P. one
6. Q. Kt. P.

Black.

1. K. is moved
2. P. one, or (A)
3. K. is moved (best) (B)
4. K. is moved
5. P. takes B.

Mates.

(A)

3. Kt. to B. fifth (check)
4. B. to Q. third
5. K. Kt. P. one
6. Q. Kt. P.

2. K. to R. third or fifth
3. K. is moved
4. Q. R. P. one (or the P. mates next move)
5. P. takes B.

Mates.

(B)

4. Kt. to Q. B. fifth
5. Q. Kt. P.

3. P. takes B.
4. P. to Q. seventh

Mates.

No. 225.

White.

1. R. to K. B. square
2. R. to B. sixth
3. B. to R. second
4. B. to K. B. third

Black.

1. K. P. one (best)
2. K. P. one
3. P. takes P.

Mate.

or 1 R. to K. B. square 1. K. to Q. 4
 2 R. to B. sixth 2. G. P. one
 3 B. to R. second 3. K. to P. 5
 4 B. to K. B. third 4. K. to K. 2

SOLUTIONS TO PROBLEMS ON DIAGRAMS IN OUR LAST.

No. 250.

- | <i>White.</i> | <i>Black.</i> |
|-----------------------------------|--------------------------------------|
| 1. Q. B. to K. third (dis. check) | 1. Q. to K. fourth |
| 2. Q. B. K. two (check) | 2. P. takes P. (<i>en passant</i>) |
| 3. B. to K. sixth (check) | 3. R. takes B. |
| 4. Q. takes P. | |

Mate.

No. 251.

- | <i>White.</i> | <i>Black.</i> |
|--------------------------------|---------------------------|
| 1. Q. to K. fourth | 1. P. takes Q. (best) (a) |
| 2. R. to K. R. seventh (check) | 2. Kt. takes R. (best) |
| 3. R. to B. seventh (check) | 3. Q. to B. second |
| 4. R. takes Q. (check) | 4. R. to Kt. second |
| 5. Kt. to B. sixth (check) | |

Mate.

(a) If Black plays his Q. to K. sixth, White moves the Q. to her Kt. seventh, and checkmates next move with the Kt.

CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

SIR,—It is to be hoped that some spirited person will undertake the establishment of a Cigar Divan, in which Chess may be pursued, at Brighton. As it is, there is only *one* house (the Albion Reading Rooms) where a game can be had, and this is quite closed to parties paying a short visit to the town, as the subscription is quarterly. Surely the present resident subscribers would be gratified to meet with strangers to contend against, as by their admission the play of the Brighton amateurs would be so much improved. Hoping to see my humble suggestion carried out,

I remain, Sir,

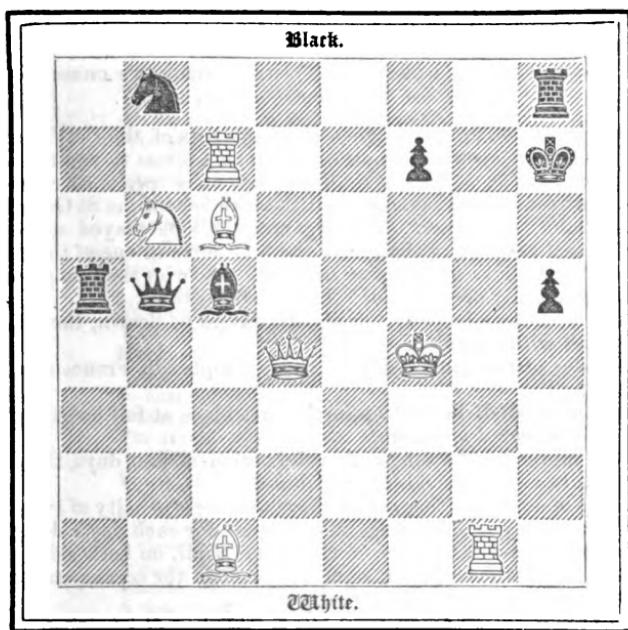
Your obedient Servant,

Ck. L——E.

The Albion Chess Rooms, Brighton,
September 10, 1845.

PROBLEM 254.

By M. BREDE.



White compels Black to mate him in seven moves.

1. Bc4 c4
2. Kd4 Kd5 d5
3. Kg6 g2 g1 g3
4. Kd6 Kd6 d6
5. Rg2 g4 g3
6. Qg6 b4
7. Kd5 g4 g3
7. Kd5 g4 g3
and so on.

CHESS INTELLIGENCE.

CHALLENGE TO THE ST GEORGE'S CHESS CLUB.

The following cartel, signed by M. Kieseritzki, and a few other amateurs frequenting the Café de la Regence, has recently been received by the St George's Chess Club. It arrives, inopportune, at a period of the year when scarcely any of the players are in town, but there can be no doubt that the resolution to decline the contest, which those gentlemen of the Club who are in London have

come to, will be unanimously confirmed when the members assemble next year. However anxious the St George's Club may be for a match of Chess by correspondence, and we have reason to believe they would not shrink from an encounter of the kind with any Chess Club in the world, they cannot with propriety, we think, accept the challenge of a few private individuals.

**" TO MESSIEURS, THE MEMBERS OF THE ST GEORGE'S CHESS CLUB,
LONDON.**

GENTLEMEN,—The undersigned Chess-players of the Cercle, and the Café de la Regence, have the honour to address to you the following proposition:—' There shall be played, by way of correspondence, between the undersigned and the members of the St George's Chess Club, two games. These games shall be played simultaneously, and each party shall have the first move in one of the two. The stake shall be given up to the party who wins the two games, or who gains only one, provided the second is drawn.

If the advantage be equal, or if both games be drawn, then each party shall withdraw their stakes.*

The rules of the game shall be those adopted in France and in England.

Each move shall be written in the first place at full length, and again in a cyphered notation.

Every move shall be sent within the period of four days, the day of departure and of arrival being included.

In case of any infraction of the above article, a penalty of twenty-five francs (one pound sterling) shall be paid for each day's delay.

The arrival and departure of the letters shall, on both sides, be inserted in a special register, signed, as well as the correspondence, by two members appointed for that purpose.

Should any dispute arise, the Club of Berlin shall be appealed to, and their decision be considered final.

Be pleased, Gentlemen, to address your answer to us, under cover, to M. Vielle, proprietor of the Café de la Regence, in whose hands shall be deposited the funds as soon as you shall have communicated your acceptance.

Receive, Gentlemen, the assurance of our
profound respect,

KIESERITZKI.
LAROCHE.
PAULIER.
BENOIT, &c. &c. &c.

* Messieurs. the challengers have unaccountably omitted to mention the amount of stakes they are willing to contend for.

SCACCIA LV DVS:

CHESSE PLAY.

(Continued from page 288.)

Fond shapes of warre and fained fight,
 loe (heere) Wee doo report:
 Wee tell of Souldiers framde of Box,
 and Battailles fought in sport.
 How boxen Princes striue for praise,
 in colours blacke and white:
 And how in partie coloured Armes
 each one with other fight.
 Ayd mee ye sweet *Sereian* Nymphes
 (by arte of learned Lore)
 To speake of that, which Poet's Pen
 did neuer touch before.
 Hard is the way, yet will I proue,
 as Furie doth me lead,
 In heate of youth, to trace the path
 that neuer none did tread.
 Yee sacred Nymphes and Goddesses
 that in *Sereia* dwell,
 Vouchsafe to guide my artlesse Pen,
 This fained Fight to tell.
 You first of all did bring this Play
 vpon th' *Italian* Shore,
Scacchis your Sisters' Monument
 found out in yeres of yore.
 A time there was when *Jupiter*
 (as Poets tell vs plaine)
 Arriu'd on th' *Ethiopian* shore
 where *Memnon* prince did raigne,
 To visite olde *Oceanus*,
 and taste of his good cheere,
 Who then was ioyned in marriage
 to *Tellus* faire and cleare.
 Thither the Gods did all repaire,
 to see olde *Ocean's* choice,
 The waues that beat vpon the shore
 did seeme for to reioyce.
 Here *Mercury*, *Ioue's* messenger,
 did first himselfe aduance.
 Then *Phaebus* with his golden harpes,
 that Muses taught to dance,
 Thither the Sea-god *Neptune* went
 with his three forked mace,
 Whose chariot two mighty Whales
 did draw vnto the place:
 On him the *Tritons* all did waite,
 and Sea-Nymphs on a row:

Thetis and *Glaucus* on the shore
 their watry cheeke did show.
 Then mighty *Mars* the God of warre
 a castle great did holde,
 Carried vpon an Elephant
 all couered with gold.
 Next after him comes *Venus* faire
 set out vnto the prooфе.
Vulcan with hammer in his hand
 comes limping on aloofe.
 Here *Ceres* was, and *Pallas* wise
 renowned for her wit:
 Both *Pluto* and *Proserpina*
 did here together sit.
Ioue's wife and sister *Juno* faire
 was present at the feast:
Himen the God of marriage
 was there among the rest.
 The Muses nine and Graces three
 were likewise there in place,
 With pleasant voyce and nimble feete
 the Measures for to trace:
 First *Jupiter*, then all the rest
 of hie gods that were there,
 Each one in his degree sits downe
 to taste of *Ocean*'s cheare:
 There wants no kinde of dainty meates
 that land or sea imparts,
 Here *Nectar* and *Ambrosia*
 did comforte all their harts.
 No kinde of musike there did want
 To make them merriments.
 For *Phaеe* himselfe and *Mercurie*
 did vse their instruments:
 When all the Gods and Goddesses
 that sate at wedding boord,
 Were well refreshed with such fare
 as *Tellus* could affoord.
 Behold aged *Oceanus*,
 to please the Gods withall,
 Did cause a Chesse boorde be brought out
 that hangd vpon a wall:
 Wherin were threescore seates and four
 set downe in blacke and white,
 Four square the boord, and evry way
 eight rankes appearde in sight.
 Each seate had equall forme and shape,
 each seate had equall space,
 And yet in colour different,
 which quite contrary was.
 For as the white succeeds the blacke,
 so blacke succeeds the white,
 Which parti-coloured, like a snaile
 appeared to their sight.

When gods did wonder at the thing,
 olde Ocean gan declare,
 Here may you see the field, quoth he,
 And forged tents of warre :
 Here with their ensignes opposite,
 and here with speare and shield,
 You may behold the souldiers fight
 and muster in the field.
 Which fight the Sea-gods loue to see,
 and Sea-nymphs on a row,
 When neither *Neptune* seemes to rage,
 nor *Eolus* to blow.
 And here beholde the souldiers prest
 this fained fight to show.
 Which said, out of a box of woode
 he powres vpon the bord,
 His men of Boxe, such as the Art
 of Grauers could afford.
 These souldiers were in white and blacke,
 whose equall force in fight
 And number was, sixteene in blacke,
 and sixteene more in white.
 As shapes were diuers, so their names
 and office diuerse were,
 For mong the rest, two crowned Kings
 and Queenes there did appeare.
 Here footmen were and horsemen both,
 archers some white, some blacke :
 Here Elephants that vse to beare
 a Castle on their backe,
 Now one against another place
 their battels in the field :
 And armies both in battell ray
 aduaunce both speare and shield.
 The highest line containes the Kings,
 in fourth seate opposite,
 The white King standeth in the blacke,
 The blacke stands in the white.
 Next are the Queenes, which by their Kings
 full louingly do stand :
 And this vpon the right side sittes
 that on the other hand,
 Blacke Queene the blacke field doth containe,
 the white Queene stands in white,
 And in their roomes, their colours both
 they doe maintaine by right.
 Next them in either field doe stand
 the Archers blacke and white :
 Who *Mars* doth loue aboue the rest,
 as fittest for the fight.
 Betweene them twaine both King and Queene
 in middle part do stand,
 Then come the braue and lusty Knights
 their footmen to withstand.
 Next them are plac'd the Elephants,
 with Castles on their backe :

Which stand like Champions to defend
 the Kings both white and blacke.
 Last ranke conteneineth Foot-men eight,
 well armde with sword and shield :
 Who in their King's defence doo fight
 the first stroke in the field.
 One side much like the white-facde *Galles*,
 thus standing in aray,
 To fight against the *Blackamoores*,
 old *Ocean* thus gan say :
 Ye see, great Gods, the pitched Campe,
 And souldiers of the Band.
 Now learne their Lawes (for Lawes they haue)
 which they must not withstand.
 First either King doth send abroad
 the Battaile to begin,
 Whom they shall think the fittest man,
 the Game or Field to win.
 If first a Souldier blacke doo moue
 to fight in Field alone,
 Then straight doth meeete him one in white :
 thus fight they one by one.
 But all of them one purpose haue,
 both Princes to offend,
 Or els to take them prisoners :
 and thus the Fight doth end.
 They spare not one, but murder all
 that in their way doo stand,
 That they might sooner checke the Prince
 when he is badly mard.
 By dint of sword dead carkases
 lye murdere on the Plaine,
 The Campes wex thin, and as they slay,
 so likewise are they slaine.
 Who anie kills, must straightway stand
 within his dead foes place,
 And stoutly must both beard and braue
 his foemen to the face.
 If he be out of Enemies reach,
 and voyd the present blow,
 Backward he may retire againe,
 and sauе himselfe below.
 The Footmen onely are forbode
 by law, among the rest,
 Not to retyre within the Field,
 because their losse is least,
 Nor is their Marching all alike,
 nor order of their fight :
 The fighting Pawns goe step by step
 against their Enemis right.
 Yet at first meeting may they make
 two steps their force to trie :
 But when they doo assaile the Foe,
 then must they go awrie.
 The Elephants right on may goe,
 on right or on left hand,

Or backe againe, to murder those,
 that in their way doo stand.
 Yet must they not goe ouerthwart,
 their foe-man's force to proue,
 As Archers vsen for to doo,
 whom *Mars* doth chiefly loue.
 Both Archers may march ouerthwart,
 one standeth in the blacke,
 In white space th' other seated is
 with arrowes at his backe.
 Nor must they change their wonted course,
 though they by law may moue
 And range abroad ore all the field,
 and euerie seate to proue.
 The horsman Knight rides through the Campe
 with soft and equall pace,
 He leapeyn aloft, yet may not passe
 aboue a double space.
 If first in wite he takes his place,
 the blacke field must he range :
 And must by law keepe equall steps,
 but colour still must change.
 The lustie Queene, right side or left,
 forward or backe may goe :
 Right on she goes, not ouerthwart,
 as horsmen vse to doe.
 No certayne steps or course she hath,
 but goes without all stay :
 Except that some of either side
 doo stand within her way.
 For by the orders of the Field
 it lawfull is for none
 To ouer-leap another's backe,
 but for the Knight alone.
 More warily the Prince doth fight
 on whom the rest depends :
 He being safe, the Battaile holds,
 he dead, the Battaile ends.
 If Prince be taken prisoner,
 then straight the field is lost :
 Therefore in his defence they stand,
 and him they honour most.
 Their Prince to sauе, to dint of sword
 their bodies oft they yeeld :
 He hauing no desire to fight,
 stands quiet in the Field.
 He onely seekes his owne defence,
 not others to offend,
 But if they come within his reach,
 a blow he will them lend.
 The Prince may hurt on euerie side,
 yet farre he may not passe :
 For when he once remoued is,
 and changed hath his place,
 Whether he checked behimselfe,
 or wound his deadly foe,

Or wander harmlesse in the Field,
 but one step must he goe.
 This is the order of the Field,
 these Lawes they haue in Fight :
 Now may you see the Armies both,
 how they will vse their might.
 Thus said good old *Oceanus*.
 But seeing oftentimes,
 When Men or Gods together fight
 for iniuries or crimes.
 If so falls out that Gods or Men,
 that fauour either side,
 Doo fall at oddes among themselues,
 till that the Field be tride.
Ioue rising from his princely Seate,
 and Chaire of high Estate,
 forbids the Gods to vse their armes,
 or foster anie hate.
 And threatens them with angrie words,
 and with his thundring Dart,
 That all the Gods them quiet keepe,
 and fauour neither part.
 This said, he calls *Apollo* foorth,
 and *Mercure* in place,
 Old *Atlas* Sonne, both yong in yeres,
 and beautifull in face.
 Old *Atlas* Nephew *Mercury*
 yet had no wings at all
 Vpon his heeles, nor charming Rod,
 which *Caduces* men call.
 Nor yet did faire *Apollo* rule
 the Sunne within the skyes :
 His Bow he vsde, his golden Haire
 did hang about his eyes.
 Then *Ioue* commaunds to fight the Field,
 as Battaile stood prepar'd,
 And promised the Conqueror
 to have a iust reward.
 The great Gods sit, the lesser Gods
 stand round as in a Ring :
 Forbode by law in word or signe
 to further either King.
 Then lots were cast, which of the twaine
 should first begin the fight :
 The lot vpon *Apollo* fell,
 which chosen had the white.
 Then musing where to gin the Game,
 that Pawne he first did moue
 Which from the Foe deuides the Queene,
 the blacke Men's force to proue :
 Two steps he goes, then *Mercury*
 remooues out of his place
 A pawne that stood iust opposite,
 to beard him face to face.
 Thus stand these two in Battaile front,
 offring to fight in vaine.

For Pawnes their foemen cannot hurt,
 if they goe right on plaine.
 On either side their fellow Pawnes,
 march on to meet their foes,
 And fill the Field with armed men,
 thus on the Battaile goes.
 And yet they came not to hand blowes,
 but march like Men at Armes :
 And make but short excursions,
 to keepe themselues from harmes.
 But now behold, the foot-man blacke,
 that first did meet his foe:
 On left hand stroke his enemie,
 and kild him with the blow.
 And boldly stands within his roome,
 but did not see, alas,
 His foe at hand, who with one stroke
 did kill him in that place.
 Which done, the blacke Prince then remoues
 from place where he did stand,
 And kept himselfe inuironed
 with all his Princely Band.
 Then sodenly, the warlike Knights
 that on the left hand stood,
 Did rouse themselues, and bathe their swords
 in slaughtred foemen's blood.
 Meane time the Paunes goe still to wracke,
 backe they cannot goe :
 The Horsmen uaunt it in the Field,
 and still offend their foe,
 But whiles *Apollo* seekes the spoyle
 of Pawnes that armed stand,
 And makes his Knight runne ouer all,
 to wast the blacker Band :
 False *Mercurie* doth goe about
 by subtillie and sleight,
 To daunt his foe, and makes his Knight
 runne ouer foot-men streight,
 Who seeking to intrap the King,
 now here, now there doth range,
 And ouer-runnes his enemies,
 and still his place doth change.
 But hauing found a place most fit,
 he stands as in a Ring,
 And seekes by all meanes possible
 to counterchecke the King.
 And therewithall sets on the Rooke,
 which on the right Wing stands :
 While *Phæbus* seekes to aid the King,
 and rid him from his hands,
 He sees the Rooke in danger great,
 which makes him for to rauie:
 Sith one of them he needes must lose,
 for both he can not sauie.
 He therefore seekes to sauie the King,
 remouing him a space :

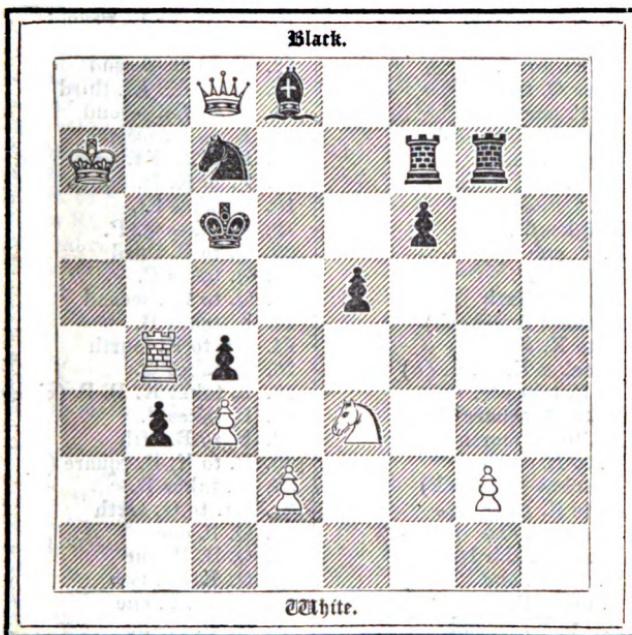
Meane time the blacke Knight takes the rynke,
 and standeth in his place.
 Great losse (alas) for none there is
 (the proud Queene set apart)
 That in the field doth better good,
 or vseth greater Arte.
 Thou shalt not vreuenge goe,
 quoth *Phæbus*, full of ire,
 And with his Pawnes doth compasse him,
 which makes him to retire,
 And quake for feare, for danger great
 his soule doth vndertake,
 While that he sees no hope of helpe,
 nor any way to scape.
 For on that side the armed campe,
 on this, the Queene did stand,
 All armed like an Amazon,
 and slew him with her hand.
 The army white beginnes to rage
 much like a furious Bull
 Who hauing lost one horne in fight,
 yet beates his horned scull,
 Against his raging ennemy,
 begored all in blood:
 So they inforst, with greater force
 their furious foes withstoode.
 But *Phæbus* on the other side
 beganne to rage amaine:
 And bende his forces to his foes,
 to put them to more paine:
 But while he seekes to spoile his foes,
 two companies he lost.
 The slaughter of his enemies
 full deare his army cost.
 False *Mercury* doth looke about,
 but stayes his hand from stroke,
 And now he ventures here, now there
 his foemen to prouoke,
 And that the Queene he might surprize,
 a Pawne he doth present,
 Which nathelesse the subtle God
 doth seeme for to repent.
 The Archer then for right side seekes
 the white Queene to intangle,
 Which heedlesse foe, not marking, thrust
 a Pawne in left side angle.
 When *Venus* faire foresaw the losse
 that thereby should ensue,
 She warning gaue to *Phæbus* milde,
 by signes and tokens true.

(*To be continued.*)

November 1845

[We have this month the gratification of presenting two admirable Problems from the pen of our old and ever-welcome contributor, the Rev. H. BOLTON.]

PROBLEM 255.
By the Rev. H. BOLTON.



"THE INSCRUTABLE."

White playing first, mates in four moves. X

CHESS IN THE PROVINCES.

The three following games were recently played between Mr J. BROWN, one of our leading Metropolitan Amateurs, and Mr J. WITHERS, of the Bristol Chess Club.

GAME DCCCXI.

White. (Mr J. W.)

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

Black. (Mr J. B.)

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

2 L

* Impracticable

see page 353

White. (Mr J. W.)

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

Black. (Mr J. B.)

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

Black resigns.

Note to Game DCCCXI.

(a) "Q. takes Q. (check)" would have been better play.

(b) Independently of the loss of a piece which this move entails, the exchange of Rooks appears to us anything but desirable for Black in the present state of the game.

GAME DCCCXII.

<i>Black. (Mr J. B.)</i>	<i>White. (Mr J. W.)</i>
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. P. one
4. Kt. takes P.	4. B. to Q. B. fourth
5. K. Kt. to B. third	5. Q. to Kt. third
6. Q. to her second	6. K. Kt. to B. third
7. K. B. to Q. third	7. Q. Kt. to B. third
8. Q. Kt. to B. third	8. Castles
9. Q. Kt. to R. fourth	9. Q. to Kt. fifth
10. Kt. takes B.	10. Q. takes Kt.
11. Q. to K. third	11. Q. to K. R. fourth
12. Q. to K. B. fourth	12. Q. P. two
13. Q. B. to K. third	13. K. P. one
14. Q. to Kt. fifth	14. Q. takes Q.
15. Kt. takes Q.	15. K. R. P. one
16. P. takes Q. P.	16. Kt. takes P.
17. Kt. to K. fourth	17. Q. Kt. P. one
18. B. to Q. second	18. K. B. P. two
19. K. B. to Q. B. fourth	19. Q. B. to K. third
20. Kt. to Q. B. third	20. Kt. to K. B. fifth
21. B. takes B. (check)	21. Kt. takes B.
22. Kt. to Q. second	22. Kt. from Q. B. third to Q. fifth
23. Kt. takes Kt.	23. Kt. takes Kt.
24. Castles with Q. R.	24. Q. R. to B. square
25. Q. B. P. one	25. Q. Kt. P. one
26. K. to Kt. square	26. Kt. to B. third
27. K. B. P. two	27. K. P. one
28. B. to K. third	28. K. R. to Q. square
29. Q. R. to Q. second	29. R. takes R.
30. B. takes R.	30. R. to Q. square
31. K. to B.	31. Q. R. P. two
32. R. to K. square	32. K. to B. second
33. K. R. P. one	33. Q. R. P. one
34. Q. Kt. P. two	34. P. takes P. (<i>en passant</i>)
35. P. takes P.	35. Kt. to R. fourth
36. B. to K. third (<i>a</i>)	36. Kt. takes P. (check) (<i>b</i>)
37. K. to B. second	37. Kt. to R. fourth
38. B. to Kt. sixth	38. R. to Q. R. square
39. R. to Q. R. square	39. Kt. to B. fifth
40. R. takes R.	40. Kt. takes B.
41. R. to Q. Kt. eighth	41. Kt. to B. fifth
42. K. to B. square (<i>c</i>)	42. Kt. to Q. third
43. K. Kt. P. two	43. K. Kt. P. one
44. P. takes P.	44. P. takes P.
45. R. to Q. Kt. sixth	45. K. to K. second
46. K. R. P. one	46. K. to K. third
47. K. R. P. one	47. K. to K. second
48. R. to R. sixth	48. K. to K. third

<i>Black.</i> (Mr J. B.)	<i>White.</i> (Mr J. W.)
49. R. to R. seventh	49. Kt. to K. B. second
50. K. to Q. second	50. Kt. to Q. third
51. K. to K. second	51. Kt. to B. second
52. K. to K. third	52. Kt. to Q. third
53. R. to Q. R. eighth	53. Kt. to B. fifth (check)
54. K. to Q. fourth	54. Kt. to Q. third
55. K. to Q. B. fifth	55. K. P. one
56. K. to Q. fourth	56. K. P. one
57. R. to Q. R. square	57. Kt. to K. fifth
58. R. to K. square	58. Kt. to K. Kt. sixth
59. K. to B. fifth	59. K. to Q. second
60. K. takes P.	60. K. to Q. third
61. Q. B. P. one	61. Kt. to K. fifth (d)
62. Q. B. P. one (check) (e)	62. Kt. takes P.
63. R. takes P.	63. Kt. to K. third
64. R. to K. fifth	64. K. to K. second
65. R. to K. square	65. K. to B. third
66. R. to K. B. square	66. Kt. to Kt. second
67. R. to K. R. square	67. Kt. to K. third
68. R. to R. fourth	68. Kt. to Kt. second
69. K. to B. sixth	69. Kt. to K. third
70. K. to Q. sixth	70. Kt. to Kt. second
71. R. to R. square	71. Kt. to K. third

Drawn game.

Notes to Game DCCCXII.

(a) The leaving his Kt. Pawn to be captured at this point is a very clever device.

(b) Evidently unconscious of the object of Black's last move.

(c) It is evident that Black would have lost his Rook had he taken the Pawn.

(d) With due care on the part of his opponent, White after this move should have lost the game. Instead of so playing he ought to have moved his K. to Q. second, or have taken the K. R. P. with his Kt.

(e) This was not the best move. He should have played his K. to Q. Kt. sixth, and then he must have won easily.

GAME DCCCXIII.

<i>White.</i> (Mr J. W.)	<i>Black.</i> (Mr J. B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. to B. third
5. Castles	5. Q. P. one
6. K. Kt. to Kt. fifth	6. K. Kt. to R. third

<i>White. (Mr J. W.)</i>	<i>Black. (Mr J. B.)</i>
7. K. B. P. two	7. Q. B. to K. third
8. B. takes B.	8. P. takes B.
9. K. B. P. one	9. P. takes P.
10. P. takes P.	10. K. to Q. second
11. Kt. to K. sixth (a)	11. Kt. takes P.
12. Kt. takes B. (check) (b)	12. Q. R. takes B.
13. Q. to Kt. fourth	13. K. R. P. two (c)
14. Q. to R. third	14. K. Kt. P. two
15. Kt. to Q. second	15. K. Kt. P. one
16. Q. to her third	16. Q. to K. third
17. Kt. to K. fourth	17. Q. Kt. to K. fourth
18. Q. to Kt. fifth (check)	18. K. to B. square
19. Kt. to K. Kt. fifth	19. Q. to K. second
20. Q. to R. fourth	20. Kt. to K. sixth
21. B. takes Kt.	21. P. takes B.
22. Q. takes R. P.	22. Kt. to Q. B. third
23. Q. to R. eighth (check)	23. K. to Q. second
24. R. takes R.	24. R. takes R.
25. Q. takes P.	25. K. P. one
26. R. to K. square	26. Q. checks, and wins

Notes to Game DCCCXIII.

- (a) Kt. to K. fourth would be much better.
 (b) Very bad play, at once relieving Black from the attack.
 (c) Black plays admirably from this point.

The next three Games were also played very recently at Bristol, between the leading players there.

GAME DCCCXIV.

By Messrs WILLIAMS and WITHERS.

<i>White. (Mr WITHERS.)</i>	<i>Black. (Mr WILLIAMS.)</i>
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. P. takes P.	3. P. takes P.
4. Q. B. P. two	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. K. B. to Kt. fifth
6. Q. B. to Q. second	6. Castles
7. K. Kt. to B. third	7. Q. B. to Kt. fifth
8. P. takes P.	8. B. takes Q. Kt.
9. P. takes B.	9. Kt. takes P.
10. B. to K. second	10. Q. Kt. to B. third

White. (Mr WITHERS.)

11. Castles
12. Kt. to K. fifth
13. Q. takes B.
14. P. takes Kt.
15. K. B. P. two
16. R. to B. third (*a*)
17. Q. R. to K. square
18. P. takes P.
19. P. takes R.
20. Q. to B. second
21. Q. to Q. fourth
22. Q. B. P. one
23. B. to B. third
24. R. to K. fourth
25. Q. to her seventh
26. Q. takes Kt.
27. Q. to K. sixth (check)
28. K. B. P. one
29. Q. to K. seventh
30. K. to B. second
31. R. to K. second
32. K. to Kt. third
33. R. to K. Kt. second
34. K. to Kt. fourth
35. K. to R. fourth
36. P. takes P.
37. R. interposes
38. Q. takes P.
39. Q. covers
40. K. P. one (*b*)
41. K. takes R.
42. K. takes Q.
43. K. to Kt. fifth

Black. (Mr WILLIAMS.)

11. Q. to B. third
12. B. takes B.
13. Kt. takes Kt.
14. Q. R. to K. square
15. Q. to K. second
16. K. B. P. one
17. P. takes P.
18. R. takes R.
19. Q. to B. fourth (check)
20. Q. to B. fifth
21. Q. takes Q. R. P.
22. Kt. to K. second
23. Q. to Q. B. seventh
24. Q. B. P. two
25. R. to K. B. square
26. Q. takes B.
27. K. to R. square
28. Q. to K. B. sixth
29. Q. to her eighth (check)
30. R. to Q. square
31. Q. to her fifth (check)
32. K. R. P. one
33. Q. to K. sixth (check)
34. Q. to her sixth
35. K. Kt. P. two (check)
36. R. checks
37. P. takes P. (check)
38. Q. to R. second (check)
39. Q. R. P. two
40. R. takes R. (check)
41. Q. takes Q. (check)
42. K. to Kt. second
43. Q. R. P. one

And wins.

Note to Game DCCCXIV.

- (*a*) To prevent Kt. from taking the Q. B. P.
 (*b*) Q. takes Q. would have been much better.

GAME DCCCXV.

Between the same players.

Black. (Mr WITHERS.)

1. K. P. two
2. Q. Kt. to B. third

White. (Mr WILLIAMS.)

1. Q. B. P. two
2. K. P. one

Black. (Mr WITHERS.)

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

White. (Mr WILLIAMS.)

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

And wins.

GAME DCCCXVI.

Between the same players.

White. (Mr E. W.)

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

Black. (Mr J. W.)

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

- White.* (Mr E. W.)
15. B. takes K. Kt.
 16. Q. to K. Kt. fourth
 17. P. takes P.
 18. Q. to Kt. sixth
 19. R. takes B.
 20. Kt. to Q. sixth (check)
 21. R. takes R. (check)
 22. Kt. takes Q.

- Black.* (Mr J. W.)
15. P. takes B.
 16. K. B. P. one
 17. K. R. P. one
 18. K. R. to R. third
 19. R. takes Q.
 20. K. to Q. second
 21. K. takes R.

And wins.

GAME DCCCXVII.

Between Messrs Withers and J—e. Justice

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

- White.* (Mr W.)
1. K. P. two
 2. Q. Kt. to B. third
 3. K. B. to Q. B. fourth
 4. B. takes Kt. P.
 5. B. to R. fourth
 6. K. Kt. to B. third
 7. Castles
 8. K. R. P. one
 9. P. takes B.
 10. Q. takes P.
 11. B. takes Q. B. P.
 12. Q. takes Kt.
 13. Q. to K. B. third
 14. Q. to K. second
 15. Q. P. one
 16. K. Kt. P. one
 17. Q. takes P.
 18. K. to Kt. second
 19. K. R. to K. R. square
 20. Q. takes P. (check)
 21. Q. B. to K. B. fourth
 22. K. R. to K. (*b*)
 23. K. to B. square
 24. K. R. to K. second
 25. Q. to R. eighth (check)
 26. Q. to R. fifth (check)
 27. Q. to her fifth (check)
 28. K. to Kt. second
 29. R. takes Kt.
 30. R. mates

Notes to Game DCCCXVII.

(*a*) Black should now have played Q. to K. R. fourth, and if White played K. R. to R. square, he would have taken it with the Q. having in view the subsequent check by Kt. at K. B. seventh.

(*b*) Kt. to Q. fifth appears a more direct mode of winning.

GAME DCCCXVIII.

Played in the Brighton Chess Club, between Capt. KENNEDY and HERR KUIPER.

<i>Black.</i> (Herr K.)	<i>White.</i> (Capt. K.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. Q. B. to K. Kt. fifth
5. K. B. to K. second	5. Q. B. takes Kt.
6. B. takes B.	6. Q. Kt. to B. third
7. Q. P. one	7. Q. R. P. two
8. Q. to K. second	8. K. Kt. to K. second
9. Q. B. to K. third	9. B. takes B.
10. Q. takes B.	10. Castles
11. K. B. P. one	11. Q. P. one
12. Q. Kt. to Q. second	12. Q. Kt. P. two
13. Castles (K. R.)	13. Q. Kt. P. one
14. Q. B. P. one	14. Q. Kt. to Q. fifth
15. Q. R. to Q. B. square	15. Q. Kt. takes B. (check)
16. K. R. takes Kt.	16. Q. P. takes K. P.
17. Q. P. takes P.	17. Q. to Q. fifth
18. Q. takes Q.	18. P. takes Q.
19. Q. B. P. one	19. Kt. to Q. B. third
20. K. R. to Q. third	20. Q. R. to Q. square
21. Kt. to K. B. third	21. K. R. to K. square
22. Q. R. to K. square	22. Kt. to K. fourth
23. Kt. takes Kt.	23. K. R. takes Kt.
24. Q. B. P. one	24. K. R. to Q. B. fourth
25. Q. R. to Q. square	25. K. R. takes Q. B. P.
26. K. R. takes Q. P.	26. R. takes R.
27. R. takes R.	27. K. to K. B. square
28. R. to Q. second	28. K. B. P. one
29. K. to K. B. second	29. K. to K. second
30. K. to K. B. third	30. R. to Q. B. eighth
31. K. Kt. P. two	31. Q. B. P. two
32. Q. Kt. P. one	32. Q. B. P. one
33. P. takes P.	33. R. takes P.
34. K. to K. third	34. Q. R. P. one
35. R. to Q. Kt. second	35. K. to Q. third
36. K. R. P. two	36. K. to K. fourth
37. R. to Q. second	37. R. takes K. P. (check)
38. K. to K. B. third	38. R. to K. B. fifth (check)
39. K. to K. Kt. third	39. R. to Q. B. fifth
40. R. to Q. seventh	40. R. to Q. B. sixth (check)
41. K. to K. B. second	41. R. to Q. B. seventh (check)
42. K. to K. third	42. R. takes Q. R. P.
43. R. takes K. Kt. P.	43. Q. Kt. P. one
44. K. to Q. third	44. R. to K. Kt. seventh

<i>Black.</i> (Herr K.)	<i>White.</i> (Capt. K.)
45. K. Kt. P. one	45. Q. Kt. P. one
46. R. to Q. Kt. seventh	46. Q. R. P. one
47. K. to Q; B. third	47. Q. R. P. one
48. R. takes Q. Kt. P.	48. Q. R. P. one, becoming a Q.

Black resigns.

GAME DCCCXIX.

Mr E. WILLIAMS of Bristol gives the Pawn and two moves to
Mr WORRELL of the London Chess Club.

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

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

- White.* (Mr W.)
34. K. to Kt. sixth
 35. Q. takes Q. B. P.
 36. Q. takes Q.
 37. R. to K. R. seventh
 38. R. takes R. (c)
 39. Kt. to K. eighth
 40. R. to Q. Kt. third

- Black.* (Mr E. W.)
34. B. takes R.
 35. Q. to Q. sixth (check) (b)
 36. R. takes Q.
 37. R. to K. R. sixth
 38. R. takes P.
 39. B. takes P.

And Black mates in three moves.

Notes to Game DCCCXIX.

(a) This at once reduces the odds to Pawn and move.

(b) Had he dared to take the Rook, White would have mated him in five moves.

35. Q. takes R.

36. Q. takes P. (check)
37. Kt. to B. seventh (check)
38. Kt. to R. sixth (double check)
39. Q. to K. Kt. eighth (check)
40. Kt. mates

36. K. to R. square
37. K. to Kt. square (if he take the Kt. White mates in two moves)
38. K. to R square
39. R. takes Q.

(c) Unmindful of the golden rule, "never make what appears a good move without seeking for a better"—White, in his eagerness to regain the lost piece, now overlooked an opportunity of winning the game.—e.g.

38. R. takes K. Kt. P. (check)
39. Kt. to B. seventh (check)
40. K. takes R.

38. K. to R. square
39. R. takes Kt.
40. If, now, Black play R. to K. R. second, White takes the R. checking, and then plays on the K. Kt. P. "to Queen." If he play the B. to Q. B. seventh, White advances his K. Kt. P. one, and, finally, if he move the Rook to Q. Kt. sixth, or take the doubled P. with Bishop, White forces mate in three moves.

[We are indebted to the kindness of Messrs BUCKLE and KENNEDY for the preservation of several interesting games lately played between them at the Brighton Chess Club. Of these the following are the most striking and instructive.]

GAME DCCCXX.

Between Mr BUCKLE and Captain KENNEDY.

- White.* (Capt. K.)
1. K. P. two
 2. K. Kt. to B. third

- Black.* (Mr B.)
1. K. P. two
 2. Q. P. one

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr B.)
3. K. B. to Q. B. fourth	3. K. B. to K. second
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. to K. second	5. Castles
6. Castles	6. Q. Kt. to Q. B. third
7. Q. P. two	7. K. P. takes Q. P.
8. P. takes P.	8. Q. B. to K. Kt. fifth
9. K. R. to Q. square	9. Q. to Q. B. square
10. Q. Kt. to Q. B. third	10. K. R. to K. square
11. K. R. P. one	11. Q. B. to K. R. fourth
12. Q. B. to K. B. fourth	12. Q. R. P. one
13. Q. R. P. two	13. Q. Kt. to Q. square
14. K. P. one	14. Q. P. takes P.
15. P. takes P.	15. K. B. to Q. B. fourth
16. Q. to Q. second	16. Q. B. takes K. Kt.
17. K. P. takes K. Kt.	17. Q. B. takes K. R.
18. R. takes B.	18. Kt. to K. third
19. Doubled P. takes K. Kt. P.	19. B. to Q. Kt. fifth
20. Q. B. to K. fifth	20. B. takes Kt.
21. Q. takes B.	21. K. R. to Q. square
22. R. to K. square	22. Q. B. P. two
23. Q. to K. B. third	23. Q. to Q. B. third
24. Q. to K. R. fifth	24. K. R. to Q. second
25. K. B. to Q. R. second	25. K. B. P. one
26. Q. B. takes K. B. P. (a)	26. Q. B. P. one
27. Q. to K. R. fourth (b)	27. Kt. takes P. on K. Kt. second
28. K. B. takes Q. B. P. (check)	28. K. to K. R. square
29. K. B. to K. sixth	29. Q. R. to K. square
30. K. B. to K. B. fifth (b)	30. Q. R. takes R. (check)
31. K. to K. R. second	31. Q. to Q. B. second (check)
32. K. B. P. two	

And Black resigned.

Notes to Game DCCCXX.

(a) Had White at this point moved his King's Bishop to Queen's Knight's square, Black would have taken King's Knight's Pawn with Queen

(b) This move is remarkably well played, and the position altogether very singular.

GAME DCCCXXI. ✕

Between the same Players.

<i>Black.</i> (Mr B.)	<i>White.</i> (Capt. K.)
1. K. P. two	1. K. P. two
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. Q. B. P. one	4. K. Kt. to B. third

<i>Black.</i> (Mr B.)	<i>White.</i> (Capt. K.)
5. Q. P. two	5. P takes P.
6. K. P. one	6. Q. P. two
7. B. to Q. Kt. third	7. K. Kt. to K. fifth
8. Castles	8. Castles
9. Q. B. P. takes P.	9. B. to Q. Kt. third
10. Q. Kt. to B. third	10. Q. Kt. to K. second
11. Q. B. to K. third	11. Q. B. P. one
12. Q. Kt. takes K. Kt.	12. P. takes Kt.
13. Kt. to K. Kt. fifth	13. Kt. to K. B. fourth
14. Q. to K. R. fifth	14. Kt. to K. R. third
15. K. P. one	15. K. B. P. takes P.
16. K. B. takes P. (check)	16. K. to R. square
17. Q. P. one	17. Q. B. takes B. (a)
18. P. takes B.	18. Q. to K. second
19. Q. R. to Q. square	19. B. takes B.
20. P. takes B.	20. K. R. takes K. R. (check)
21. R. takes R.	21. R. to Q. square
22. Kt. to K. B. seventh (ch.)	22. Kt. takes Kt.
23. Q. takes Kt.	23. Q. takes Q.
24. R. takes Q.	24. K. to K. Kt. square
25. R. takes Q. Kt. P.	25. R. to K. square
26. P. to K. seventh	26. K. to K. B. second
27. R. takes Q. R. P.	27. R. takes doubled P.
28. R. takes R. (check)	28. K. takes R.
29. Q. R. P. two	29. K. to Q. third
30. Q. Kt. P. two	

And after a few moves White resigned.

Note to Game DCCCXXI.

(a) Q. to K. square would have been better play.

GAME DCCCXXII. ✓

Between the same Players.

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. K. Kt. to Kt. fifth	5. K. Kt. to R. third
6. K. Kt. takes K. B. P.	6. Kt. takes Kt.
7. K. B. takes Kt. (check)	7. K. take B.
8. Q. to K. R. fifth (check)	8. K. Kt. P. one
9. Q. takes K. B.	9. K. R. to K. square
10. Q. to Q. fifth (check)	10. K. R. to K. third

White. (Capt. K.)

11. Castles
12. K. B. P. two
13. Q. to Q. Kt. third
14. Q. Kt. to Q. second
15. K. P. one
16. Kt. to K. B. third
17. Q. B. P. one
18. K. R. to K. B. second
19. B. to Q. second
20. Q. R. to K. B. square
21. Q. to Q. square
22. Q. Kt. P. two
23. P. takes P.
24. B. to Q. B. square
25. Q. takes P. on Q. third
26. Q. B. P. one

27. K. P. one
28. Kt. to K. fifth
29. Q. to Q. Kt. third
30. Q. to Q. Kt. second
31. Kt. takes Q. R.
32. B. to K. third
33. Q. to K. fifth
34. Q. to Q. B. seventh (check)
35. Q. takes Q. (check)
36. B. to Q. B. fifth (check)
37. Q. R. to Q. B. square
38. B. takes Q. Kt. P.
39. Q. B. P. one
40. Q. R. to K. square
41. K. R. to Q. second
42. K. R. P. one
43. K. Kt. P. two (check)
44. K. R. to K. B. second (ch.)
45. Q. R. to K. fifth (check)

Black. (Mr B.)

11. Q. to K. B. third
12. Kt. to K. second
13. K. to K. Kt. second
14. Q. Kt. P. one
15. Q. to K. B. fourth
16. Q. B. P. two
17. B. to Q. R. third
18. P. to Q. sixth
19. Q. Kt. P. one
20. Q. R. to K. B. square
21. K. R. to Q. B. third
22. Q. to K. R. fourth
23. Kt. to K. B. fourth
24. Q. R. to K. B. second
25. Q. Kt. P. one
26. K. R. takes P. on Q. B. fourth
27. Q. P. takes K. P. (a)
28. K. R. to Q. fourth
29. Kt. to Q. fifth
30. K. R. to Q. square
31. K. takes Kt.
32. Kt. to K. B. fourth
33. Q. to K. R. fifth
34. Q. to K. second
35. K. takes Q.
36. K. to K. B. third
37. R. to Q. B. square
38. Kt. to K. sixth
39. K. to K. B. fourth
40. Kt. to K. Kt. fifth
41. R. to Q. B. second
42. Kt. to K. B. third
43. K. takes K. B. P.
44. K. to K. Kt. fourth

And wins.

Note to Game DCCCXXII.

(a) Black could not now have taken Q. B. P. with B. without incurring very serious loss.

GAME DCCCXXIII.

Between the same Players.

Black. (Mr B.)

1. K. P. two
2. K. B. P. two

White. (Capt. K.)

1. K. P. two
2. P. takes P.

Black. (Mr B.)

3. K. B. to Q. B. fourth
4. K. to K. B. square
5. Q. Kt. to B. third
6. Q. P. two
7. K. P. one (*a*)
8. P. takes P.
9. K. Kt. to B. third
10. Q. Kt. to K. fourth
11. Q. Kt. to K. B. sixth (ch.)
12. P. takes B.
13. Q. to K. square (check)
14. Kt. to K. fifth
15. K. B. takes B.
16. K. to K. Kt. square
17. K. Kt. P. two
18. K. R. P. takes P. ~~Q.~~
19. Q. B. takes K. Kt. P.
20. Q. to Q. second
21. K. B. P. one (dis. check)
22. Q. takes Q.
23. R. takes R. (check)

White. (Capt. K.)

3. Q. to K. R. fifth (check)
4. K. Kt. P. two
5. K. B. to K. Kt. second
6. Q. P. one
7. Q. P. takes P.
8. K. Kt. to K. second (*b*)
9. Q. to K. R. fourth
10. K. R. P. one
11. K. B. takes Kt.
12. K. Kt. to K. B. fourth
13. K. to Q. square
14. B. to K. third
15. P. takes B.
16. Q. Kt. to Q. second
17. K. B. P. takes P. (*en passant*)
18. Q. to K. square
19. Q. to K. Kt. square
20. K. Kt. to Q. third
21. Q. takes B.
22. K. R. P. takes Q.

And wins.

Notes to Game DCCCXXIII.

(a) An instructive departure from the ordinary move at this point of the attack.

(b) After this *coup*, it was impossible for White to save the game.

GAME DCCCXXIV.

Between the same players.

White. (Capt. K.)

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

Black. (Mr B.)

1. K. P. two
2. Q. P. one
3. K. B. to K. second
4. K. Kt. to B. third
5. Castles
6. B. takes B.
7. Q. B. P. one
8. Q. B. to K. third
9. B. takes B.
10. Q. P. one
11. Q. P. one
12. Kt. to Q. R. third
13. Kt. to Q. B. second

<i>White. (Capt. K.)</i>	<i>Black. (Mr B.)</i>
14. K. Kt. to K. R. second	14. Kt. to K. third
15. K. Kt. P. one	15. Q. to Q. second
16. K. Kt. to K. Kt. fourth	16. Kt. to K. Kt. fourth
17. K. to Kt. second	17. B. to K. second
18. K. R. P. one	18. K. R. P. two
19. K. Kt. takes K. P.	19. Q. to K. R. sixth (check)
20. K. to Kt. square	20. B. to Q. third
21. Q. takes K. R. P.	21. B. takes K. Kt.
22. Q. takes Kt.	22. B. to K. B. third
23. Q. to K. B. fifth	23. Q. takes Q.
24. K. P. takes Q.	24. K. R. to K. square
25. K. B. P. one	25. Q. R. P. one
26. Kt. to K. B. second	26. K. R. to K. seventh
27. Q. R. to Q. B. square	27. K. Kt. P. one
28. Kt. to K. fourth	28. K. to Kt. second
29. P. takes P.	29. K. takes P.
30. K. R. to K. square	30. R. takes R.
31. R. takes R.	31. R. to K. square
32. K. to K. B. second	32. B. to K. fourth
33. K. R. P. one (check)	33. K. to K. R. third
34. K. B. P. one	34. B. to Q. B. second
35. Kt. to Q. B. fifth	35. R. takes R.
36. K. takes R.	36. Q. Kt. P. one
37. Kt. takes Q. R. P.	37. B. to Q. third
38. Q. B. P. one	38. K. takes K. R. P.
39. K. to K. B. second	39. K. to K. Kt. fifth
40. Kt. to Q. Kt. fourth	40. B. to Q. B. fourth
41. K. to K. Kt. second	41. B. takes Kt.
42. Q. B. P. takes B.	42. K. B. P. two (a)
43. K. to K. B. second	43. K. to K. R. sixth
44. K. to K. B. third	

And Black resigned.

Note to Game DCCCXXIV.

(a) The game was equally lost if, instead of this move, Black had gone to K. R. fourth.

GAME DCCCXXV.

Played at Edinburgh.

<i>White. (Mr ——.)</i>	<i>Black. (Mr ——.)</i>
1. K. P. two	1. Q. B. P. one
2. Q. P. two	2. K. P. two
3. P. takes P.	3. Q. checks
4. Q. Kt. to B. third	4. Q. takes P.

<i>White.</i> (Mr ____.)	<i>Black.</i> (Mr ____.)
5. K. Kt. to B. third	5. Q. to Q. B. second
6. K. P. one	6. K. B. to Q. Kt. fifth
7. K. B. to Q. B. fourth	7. K. Kt. to K. second
8. Castles	8. Castles
9. Q. Kt. to K. fourth	9. K. R. P. one
10. Q. B. P. one	10. K. B. to R. fourth
11. Q. B. to K. B. fourth	11. Q. Kt. P. two
12. K. B. to Q. Kt. third	12. Q. B. to R. third (a)
13. Q. Kt. to Q. sixth	13. Q. Kt. P. one
14. Q. Kt. takes K. B. P.	14. K. to R. second (b)
15. K. Kt. to Kt. fifth (check)	

And mates by force in a few moves.

Note to Game DCCCXXV.

(a) This move and the following were well meant, and, had it not been for White's attack, would have gained the exchange.

(b) The best move would have been to have taken Kt. with R., and upon B. taking R. to would have moved K. to corner. White, however has the best game.

GAME DCCCXXVI.

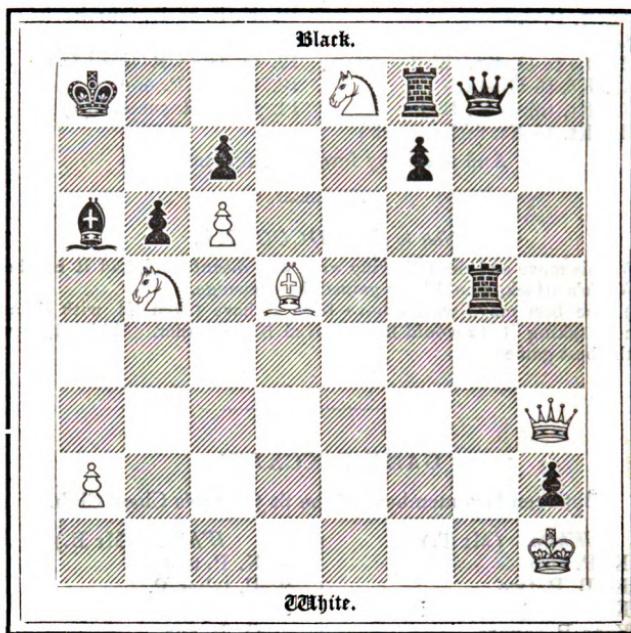
Between two members of the St George's Chess Club.

<i>White.</i> (Mr T.)	<i>White.</i> (Mr B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. Q. P. one
5. Q. P. two	5. K. Kt. P. two
6. Q. Kt. to B. third	6. K. B. to Kt. second
7. K. P. one	7. P. takes P.
8. P. takes P.	8. Q. B. to K. third
9. B. takes B.	9. P. takes B.
10. Q. to her third	10. Q. Kt. to B. third
11. K. Kt. to B. third	11. Q. to R. fourth
12. K. R. P. two	12. K. R. P. one.
13. K. to Kt. square	13. K. Kt. P. one
14. Q. B. takes P.	14. P. takes Kt.
15. P. takes P.	15. B. takes K. P.
16. B. takes B.	16. Kt. takes B.
17. Q. checks	17. Q. B. P. one
18. Q. takes Q. Kt. P.	18. R. to Q. square
19. Kt. to K. fourth	19. Q. takes B. P.
20. Q. R. to K. square	20. K. Kt. to K. second

And Black resigned.

PROBLEM, No. 256.

By the Rev. H. BOLTON.



White plays first and mates in eight moves.

VARIATION OF THE KING'S BISHOP'S GAMBIT.

By Mr SCHULTEN of New York.

In a former number of the present volume we alluded briefly to Mr Schulten's variation on the ordinary method of carrying out the attack in this favourite opening, by simply playing the Q. B. to Q.'s second at the eleventh move. The following analysis of the move in question, the conjoint production of Messrs Schulten and Stanley, of the New York Chess Club, has since appeared in the sporting paper of New York, called 'The Spirit of the Times.'

<i>White.</i>	<i>Black.</i>
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. K. Kt. P. two
5. Q. Kt. to B. third	5. K. B. to K. Kt. second
6. Q. P. two	6. Q. P. one
7. K. P. one	7. P. takes P.
8. Q. Kt. to Q. fifth	8. K. to Q. square
9. Q. P. takes P.	9. Q. B. to Q. second
10. K. Kt. to B. third	10. Q. to K. R. fourth (a)
11. Q. B. to Q. second (b)	

FIRST DEFENCE.

12. Q. B. to R. fifth (check)	11. Q. B. P. one
13. B. to Q. B. third	12. Q. Kt. P. one
14. Q. Kt. to his fourth	13. Q. to K. Kt. third (c)
15. K. Kt. to Q. fourth	14. K. Kt. P. one
16. K. B. to Q. third	15. Q. R. P. two
17. Kt. takes P. (check)	16. Q. to K. R. fourth

And White has the better game.

SECOND DEFENCE.

12. B. to Q. B. third	11. K. R. P. one
13. Kt. takes Q. B. P.	12. K. R. to R. second
14. Q. to her sixth (check)	13. K. takes Kt.
15. K. P. one	14. K. to Q. B. square
16. Q. B. takes K. B.	15. P. takes P.
17. Q. to K. B. eighth (check)	16. R. takes B.

Winning at least "the exchange."

THIRD DEFENCE.

12. Q. B. to his third	11. Q. Kt. to B. third
13. Kt. takes Kt.	12. K. Kt. to K. second
14. K. P. one	13. Kt. takes Kt.
15. K. B. takes P.	14. P. takes P.

And Black must lose.

FOURTH DEFENCE.

White.

12. Q. B. to his third
 13. K. P. one
 14. Kt. takes Q. B. P.
 15. Q. B. takes K. B.
 16. B. to K. fifth (check)
 17. Kt. takes Kt.
 18. R. takes Q.
 19. K. R. P. two (*f*)
 20. P. takes P.
 21. R. to K. R. seventh

Black.

11. K. Kt. to K. second (*d*)
 12. K. R. to K. square (*A*)
 13. P. takes P.
 14. K. takes Kt.
 15. Q. Kt. to B. third
 16. Kt. takes B.
 17. Q. takes Q. (check)
 18. B. to Q. B. square (*e*)
 19. K. R. P. one (*g*)
 20. P. takes P.

And White should win.

(A)

- | 12. Q. to K. Kt. third

In the first place.

13. K. P. one
 14. Kt. takes B.
 15. Q. to her fourth
 16. Kt. to K. fifth
 17. Q. Kt. to K. fourth

13. K. B. takes B. (*h*)
 14. P. takes P.
 15. K. R. to K. B. square
 16. Q. to K. B. third

And White will win. (*t*)

In the second place.

13. Kt. takes Q. B. P.
 14. Q. to her sixth (check)
 15. P. takes Q. (check)
 16. B. takes B.
 17. B. to K. fifth (check)
 18. K. B. takes P.

13. K. takes Kt.
 14. Q. takes Q. (*k*)
 15. K. takes P.
 16. K. R. to Kt. square
 17. K. to Q. B. fourth

White has the advantage.

In the third place.

13. K. R. P. two
 14. P. takes P.
 15. R. takes R.
 16. Kt. takes K. Kt.
 17. K. P. one
 18. K. B. takes Q. B.
 19. B. to Q. B. eighth
 20. Q. to K. second (check)
 21. R. to K. square
 22. Q. to K. seventh (check)

13. K. R. P. one
 14. P. takes P.
 15. B. takes R.
 16. K. takes Kt.
 17. Q. B. takes P.
 18. K. B. takes Q. B.
 19. B. takes Q. Kt. P.
 20. K. to B. square
 21. Q. to her Kt. third

And White must win. (*l*)

Notes by the Editor of "C. P. C."

(a) The moves up to this point are "all book," and are assumed to be the strongest both for attack and defence which the opening admits. We entertain a decided opinion that with regard to the defence at least they may be improved upon, but this is beside the present question, which depends entirely upon the adoption of the ten first moves given above.

(b) This is the move proposed by Mr Schulten, and the pivot upon which the after variations turn. His main object in playing the Bishop thus, is to plant it presently at the B.'s third.

(c) It is not at all evident to us that this is the best move for Black. Is it quite certain that he would lose by taking the Kt., and then advancing K. Kt. P. one?

(d) This move is recommended by the New York amateurs as the best which Black can adopt, and notwithstanding the result of the present variation, in which the opening player wins, we must confess it appears to us perfectly valid, with correct play afterwards, against the subsequent attack developed in the 'Spirit of the Times.'

(e) Black has now the advantage of a Pawn more than the other side, with no inferiority of position; is it quite clear that instead of thus shutting up the Q.'s Rook, he cannot play it to Queen's square? If, in reply, White play his Kt. to K. B. seventh, Black might move the B. to Q. Kt. fourth, and he would unquestionably have the better game.

(f) Now this strikes us as a very bad move, and only successful through the still worse one which Black is made to play.

(g) Suppose, instead of this vile *coup*, Black play Kt. to K. B.'s fourth, can White then save the game?

(h) We should have much preferred the variations springing from P. takes P., which 'The Spirit of the Times' admits to be a better move for the defence.

(i) Surely this requires demonstration. Black has two Pawns advantage; suppose he were now to move Kt. to K. B. fourth.

(k) This again is acknowledged to be bad play. The King should have retired to Q.'s square again.

(l) In the forthcoming version of M. Von Heydebrant's work, Mr Schulten's interesting variant will doubtless receive the consideration it is entitled to; in the meanwhile, our passing strictures on the details furnished by the New York paper are put forth with no desire to detract from the merits of the move, but to invite discussion, and provoke some readers with skill and taste for the investigation to supply a more accurate and comprehensive analysis of it than has yet appeared.

CORRESPONDENCE.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

SIR,—I take the liberty of informing you that a Chess Club has been formed in connexion with the Literary, Scientific, and Mechanical Institution of this town, and have to request the favour of a suitable notice in an early number of the 'Chronicle.' Enclosed is a copy of the Rules, should you think well of inserting them.

This Club, though boasting of no proficient amongst its members, is the only public one established in this quarter, from which circumstance, and the increased share of attention the noble game is acquiring, I have no doubt of its success, towards which I trust you will contribute by making its existence more widely known.

I am, Sir,

Respectfully yours,

ARTHUR ROBSON, Hon. Sec.

RULES.

1.—This Club shall be called the Literary Institution Chess Club, and be formed solely from Members of the Newcastle Literary, Scientific, and Mechanics' Institution.

2.—Candidates for admission shall be balloted for at the first meeting in every month, and shall be proposed and seconded at least one week previously. One black ball in three to be sufficient to exclude a Candidate. On being duly elected, half a year's subscription (3s.) shall be paid in advance, and such subscription to be expended solely in Chessmen, Boards, and Works treating of the same, excepting what may be required for incidental expenses of the Club.

3.—A President, Secretary (who shall also act as Treasurer), and two members shall be elected annually by written list, to form the Committee of the Club and take the management of its affairs ; three being competent to act. The regular meetings of the Committee shall take place at Eight o'Clock on the first Wednesday evening of every month.

4.—The Club room shall be open from half-past Seven till Ten, every Tuesday and Friday evening.

5.—Chess shall be the only game played, and the name of any member offering to bet or gamble in the room shall be expunged from the list, on sufficient proof being given before the Committee.

6.—The Rules for play shall be the Laws "adopted and revised by the London Chess Club," and published in Lewis's 'Chess-board Companion.'

7.—Books belonging to the Club shall be allowed to circulate amongst its members in rotation ; but shall invariably lie on the table during the hours of meeting, and any member failing to return them in time shall pay a fine of sixpence.

8.—Any member injuring, losing, or defacing any property belonging to the Club, shall make good such loss or damage.

9.—No addition to, nor alteration in the Rules shall be made but at an anniversary, monthly, or special general meeting, and after not less than a month's notice shall have been given. Special meetings for such purpose to be announced by the Secretary when directed by the Committee, or a requisition signed by four members.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

SIR,—I hail with joy the prospect of the appearance of a translation of the incomparable work of Heydebrant. If executed in the way in which we may expect Mr Staunton to do it, the work will supply what, without meaning any disparagement to other treatises, must be looked upon as a desideratum in the Chess literature of England, viz., an able and thoroughly comprehensive treatise.

Possessing M. Heydebrant's volume, I can speak from experience of the benefit which the translation will confer upon those unacquainted with German. I can, for myself, say that, till I got it, I never was satisfied with the information and examples of the 'books,' as to any particular opening. I would, however, suggest that in order to make the translation *perfect*, it should comprise not merely de Lasa, but also any notes or games from *Jaenisch*, as well as from any other writer, that may tend to illustrate the opening. These fused together, and commented upon by Mr Staunton, will, I think, render the book invaluable, and an indispensable accompaniment of every Chess player. Permit me also to make a suggestion with regard to the notation. I presume our ordinary notation will never be thought of—were it printed in the form of Lewis's book, the translation would occupy at least six or eight such volumes. I doubt if the arbitrary notation of the French and German would suit the English taste; it strikes me, however, that a middle way may be found by which space will be saved, de Lasa's method followed, and yet in such a way as not to be unintelligible to the English. I allude to the method employed by Mr Lewis in his Index to Games in the introduction to his last treatise; it seems to me that by using such a notation, and carrying it across *two pages*, a great saving of space would take place. The enclosed specimen from de Lasa, page 150, will, I think, show that by the adoption of one or two of the signs employed in Walker's thousand games, the suggested notation would be as economical of space as that of de Lasa. The specimen is of the same size as Lasa's.

By the way, is there no hope of an encounter between him and some of our known *Chess* powers? I imagine him the second or third player in Europe.

Yours, &c., GAMMA.

I subjoin first a skirmish lately played in the Edinburgh Club;* if it will suit your column, 'Chess in the Provinces,' you are welcome to it—and secondly, a position that occurred in a game I played with Keiseritzki over in Paris. The opening was P. and Q. but about the sixth move I left a piece in prize, after some more skirmishing the game was as undernoted. It is not a problem, but it may be interesting as a position of actual play.

	5.		6.
Heydebrant	$\left\{ \begin{array}{l} (c. 4-d. 5:) \\ (s. f. 6-d. 5:) \end{array} \right.$	7.	$\left\{ \begin{array}{l} (s. g. 5-f. 7:) \\ (k. e. 8-f. 7:) \end{array} \right.$
	$\left\{ \begin{array}{l} (d. d. 1-f. 3+) \\ (k. f. 7-e. 6) \end{array} \right.$		8. $\left\{ \begin{array}{l} (s. b. 1-c. 3) \\ (s. c. 6-e. 7) \end{array} \right.$
English	5.		6.
	$\left\{ \begin{array}{l} (P. \times P. +) \\ (K. Kt. \times P.) \end{array} \right.$	7.	$\left\{ \begin{array}{l} (K. Kt. \times K. B. P. +) \\ (K. \times Kt.) \end{array} \right.$
			8. $\left\{ \begin{array}{l} (Q. - K. B. 3d+) \\ (K. - K. 3) \end{array} \right.$
		*	(Q. Kt.—B. 3) (Q. Kt.—K. 2)

* See p. 336.

Position in play between M. KESSERITZKI and "GAMMA."

White. (Mr ——.)

K. on K. Kt. square
 Q. on Q. R. seventh
 R. on K. B. second
 R. on Q. second
 B. on Q. B. fifth
 P. on Q. R. second
 Q. B. second
 Q. B. third
 K. B. fifth
 K. Kt. second
 K. R. second

Black. (M. K.)

K. on Q. B. square
 Q. on K. Kt. fourth
 R. on Q. square
 R. on K. Kt. square
 B. on K. square
 Kt. on K. B. second
 P. on Q. Kt. second
 Q. B. third
 K. third
 K. R. second

White with the move wins.

1. B. to Kt. sixth
2. Q. to R. eighth (check)
3. Q. takes P. (check)
4. B. to B. seventh (check)
5. Q. to Kt. third (check)
6. Q. to Kt. fourth (check)
7. R. takes R. (check)
8. P. checks
9. Q. takes Q.

1. R. takes R.
2. K. to Q. second
3. K. to Q. third (~~if to B. fourth same~~)
4. K. to Q. fourth (or A)
5. (if K. to K. fifth mate in two, therefore) K. to B. fourth
6. K. to Q. fourth
7. Q. takes R.
8. K. moves

And wins.

(A)

5. B to B. fourth (dis. check)
6. B. takes Q.
7. R. interposes
8. K. takes R.
9. K. B. P. one

4. K. to K. second
5. K. takes B. ~~to K. square~~
6. R. checks
7. R. takes R. (check)
8. Kt. takes B. (or B)

And mates in two.

(B)

9. Q. to Kt. fourth (check)
10. P. takes P.
11. Q. to K. seventh

8. R. takes B.
9. K. moves
10. Kt. moves

And wins.

CHESS INTELLIGENCE.

We are happy to learn that the preliminaries for a grand match at chess between Mr Stanley, of the New York Club and, Mr Rousseau, of New Orleans, have been definitively settled, and that the contest, which has been arranged to take place at New Orleans, is likely to come off during the approaching winter. It is currently reported, also, that, in consequence of a paragraph which appeared of late in a New York paper to the effect that Mr Stanley was prepared to play a match, upon reasonable terms, either with Mr Mongredien or Mr Spreckley, the two leading players of the Liverpool Chess Club, the latter has written to the editor of the paper to state that he and Mr Mongredien are willing to make a match, the one with Mr Stanley and the other with Mr Schulton, the next best player of New York Club, for 50*l.* a side, provided those gentlemen consent to play in Liverpool. This is another gratifying instance of the spirit and enterprise which distinguish the gallant leaders of the Liverpool Club. Ever foremost, both in purse and person, to sustain the interests of chess, it is to their untiring energy we owe the establishment of the finest provincial chess society in Europe; it is to them we are mainly indebted for the great French match of 1843; and to them that we, in common with the whole community of chess players, look most confidently for support in any future project calculated to advance the cause of our favourite recreation.

SOLUTIONS TO PROBLEMS ON DIAGRAMS IN OUR LAST.

No. 252.

White.

1. Q. Kt. takes K. P. (dis. ch.)
2. Q. Kt. to K. B. square (dis. check)
3. K. Kt. to his fourth (check)
4. Q. B. to Q. Kt. second
5. P. to K. B. eighth (becoming a Kt.)
6. K. Kt. to K. R. second
7. Kt. takes Q. P. (check)
8. R. takes Kt. (check)

Black.

1. K. to his fourth
2. Kt. to K. sixth
3. P. takes Kt.
4. P. to K. Kt. sixth
5. P. to K. Kt. seventh
6. P. to K. Kt. eighth (becoming a B.) (a)
7. B. takes Kt.
8. B. takes R.

Checkmate.

(a) Should Black claim a Q. or R. for this P., White interposes the Kt., checking, which Black must take, giving Mate. If he demand a Kt. White checks with his Kt. at K. B. third and Black is forced to take, mating.

No. 253.

White.

1. Q. to her fourth (check)
2. Kt. to Q. second (check)
3. Kt. to Q. B. second (check)
4. B. to Q. sixth (check)
5. Q. to B. third (check)
6. Kt. to B. fourth (check)
7. Q. to her B. square (check)

Black.

1. K. to Q. Kt. sixth
2. K. to R. sixth
3. B. takes Kt.
4. B. to Q. Kt. fifth
5. B. to Kt. sixth
6. Q. takes Kt.
7. Q. takes Q.

Mate. (b)

(b) This is M. Brede's solution; but the following, by Professor Forbes, with which we have been favoured, has the merit of being neater and shorter.

White.

1. Q. to her B. fifth (check)
2. Kt. to Q. second or fourth
3. Kt. to R. sixth (dis. check)
4. Q. to her B. third (check)

Black.

1. K. to Kt. sixth
2. K. to R. sixth
3. B. interposes
4. B. takes Q.

Mate.

No. 254.

White.

1. B. to K. fourth (check)
2. K. to B. fifth (dis. ch.)
3. K. to Kt. fifth (dis. ch.)
4. K. to B. sixth (dis. ch.)
5. R. to Q. B. eighth (check)
6. Q. to her sixth (check)
7. Kt. to Q. seventh (check)

Black.

1. K. to R. third
2. K. to R. second
3. K. to Kt. square
4. K. to B. square
5. Q. to K. square
6. B. takes Q.
7. Kt. takes Kt.

Mate.

SOLUTIONS TO PROBLEMS FOR YOUNG PLAYERS IN
OUR LAST.

No. 226.

White.

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

Black.

1. K. to B. fourth
2. K. to his fourth
3. P. takes Kt.
4. P. one

Mate.

No. 227.

White.

1. Q. to K. seventh (check)
2. B. to Q. Kt. eighth (check)
3. Q. to Q. B. fifth (check)
4. Q. P. one

Black.

1. R. to K. third (best)
2. Q. takes B. (best)
3. R. takes Q.

Mate.

No. 228.

White.

1. P. one
2. R. to R. third
3. P. becomes a Q. (check)
4. Q. to K. B. eighth (check)
5. K. takes P.

Black.

1. R. to Q. Kt. sixth (a)
2. R. takes R.
3. K. to B. sixth
4. K. to Kt. seventh

You then play the K. towards the other Pawn and win.

(a) If the Rook be played to K. B. square, you move yours to R. eighth, winning.

No. 229.

White.

1. Kt. to R. third (check)
2. K. R. to Q. B. sixth (check)
3. R. to Q. B. fourth (check)
4. B. to K. fourth

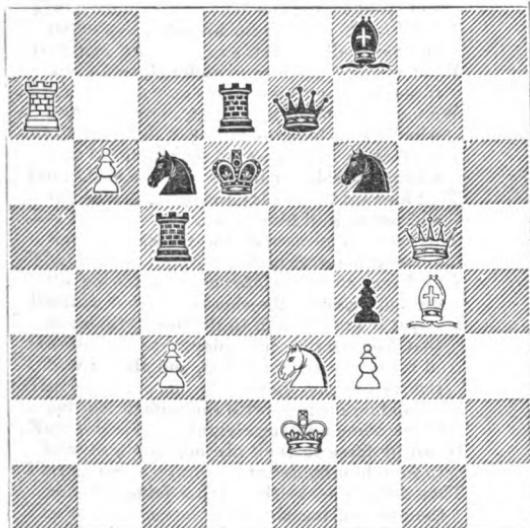
Black.

1. K. to B. fourth
2. K. takes Q. R.
3. K. to Q. sixth

Mate.

PROBLEM, No. 257.

By Mr M'G—Y.

Black.

White to play and mate in four moves.

SCACCIA LV DVS:

CHESSE PLAY.

(Continued from page 320.)

*Apollo thus admonished
did cast his eyes about,
And viewd the campe, and sodainely
he spied among the rout,
One of his foes that ready was
to swallow vp the Pawne,
And checke the Queene, he with his hand
did pull him in againe.
And thus he both did saue the Pawne,
and rid the Queene from thrall,
Which else had brought destruction
to King and army all.*

*Then Mercury began to chafe,
and chide *Latonaes* sonne:
Affirming that the Queene was tane,
and that the game was wonne.
The Gods themselues beginne to iarre,
and speake on either part.
Then *Phæbus* answers for himselfe,
and vseth all his Art.
What wrong (quoth he) is offered,
if playing such a game,
We mend a sodaine ouersight,
what law forbids the same?
Then make a lawe, that whoso touch
a man, or white or blacke,
That forward he do play the same,
and not to pull him backe.
This sentence pleased all the Gods,
yet with a secret becke,
Ioue Venus chid, but *Mercury*
did not perceiue the checke.
But yet it greev'd him to the hart,
that *Phæbus* vsde such play,
And ready was Chesse boord, and all
the men to cast away.
Then did he purpose with himselfe
to vse some cunning sleight:
If not by force to quell his foe,
to foile him by deceit.
Then doth he make the Archer faine
the paces of the Knight:
He standing foorth doth threaten death
vnto the Queene in white.
When *Phæbus* did perceiue his drift,
he smiling turn'd his face*

To all the Gods, and vsde these wordes
 in *Mercuries* disgrace.
 Though thou be subtle *Mercurie*,
 and vse to filch thy pray,
 Yet shalt thou not deceiue me so,
 and therefore mend thy play.
 The lookers on beganne to laugh,
 then *Mercury*, though loath,
 Pulld backe his man, and made him goe
 euen as the Archer doth.
Apollo then beganne to watch,
 and marke the subtle sleights
 That *Mercury* did vse in play,
 and gan to shunne his baites.
 And now beholde the Archer white
 against the Knight in blacke
 Opposde himselfe, who went about
 to spoil the Queene, alacke.
 The right hand *Rooke* goes here and there,
 and glisters in white armes
 And in the middst against King and Queene
 he threatens mighty harmes.
 The Knight likewise armed in white
 As proud of former spoile,
 Begannе to glory in his actes,
 Not fearing any foile,
 The Archer blacke seeing his pride
 no longer could abide,
 But bent his bowe, and shot his shaft,
 and pierst him in the side.
 There lies he tumbling in the dust,
 both horseman, horse and all:
 Then steppeth forth a *Pawne* in white,
 and killes the Archer tall:
 Him killes another *Pawne* in blacke,
 the battell waxeth hot:
 The *Rookes* doe rage, and euery man
 doth stand vnto his lot.
 The Archers shoote their arrowes thicke,
 the horseman or the Knight
 Beginne to rage and range the fielde,
 in colours blacke and white.
 Headlong they runne and rush in armes,
 both armies blacke and white,
 The captaines and the souldiers stout,
 pel mel in fury fight.
 Now this side gets the vpper hand,
 now that doth seeme to yeldle:
 Virtue and Fortune meete in one,
 and striue to winne the field.
 The white *Queene* like an *Amazon*,
 doth fight with furious hand,
 And going forward killes a *Rooke*
 that in her way did stand:
 Retiring backe vnto her place
 the Bishop blacke she foiles,

And raging thus on euery side
 her enemies she spoiles :
 Much like a raging Lionesse
 the furious Queene doth stampe,
 'On euery side she sleys her foes,
 and spoiles her enemies campe.
 At length the army all in blacke,
 and blacke Prince gan to quaille,
 And of his blacke Queene aide he craues
 his foemen to assaile.
 Who layes about as she were mad,
 and rageth here and there,
 And helpes her friends, and hurtes her foes,
 and puts them all in feare.
 The Pawnes are slaine on euery side,
 the Archers goe to wracke,
 And there lay weltring in their blood
 the horsemen white and blacke.
 For both the Queenes like Amazons
 do either strike amaine,
 Not meaning to forsake the Field
 till oue of them be slaine.
 Meane time the ru'ers of the hoste
 did keepe the bodies slain,
 And watch the captiue prisoners
 lest they should fight againe.
 But *Mars* a friend to *Mercury*,
 standing by *Phæbus* side,
 Did seeke by all meanes possible
 to help his friend that tide.
 And from the heape of dead men slaine,
 blacke Rooke and Pawne he takes,
 And put them in the campe againe,
 which fresh battell makes.
 Thus secretly the prisoners,
 that lately gan to yeeld,
 Did stowtly fight, and vsed now
 their weapons in the field.
 But *Iunos* sonne lame *Mulciber*
 who onely spide the act,
 Cried out aloude, and *Phæbus* warnes
 of this vnlawfull fact.
 The Thracian Knight *Don Mercury*
 thus taken, wexed pale,
Phæbus began to fret and fume
 till *Ioue* had heard his tale.
 Then *Jupiter* angry with *Mars*,
 did *Mercury* checke plaine.
 Commandaunding him to throw them out
 where they at first lay slaine :
 And bids him caste those men away
 that *Mars* had giuen of late,
 And causeth them to bring their game
 vnto the former state.
 Both captaines now began to rage,
 and furiously to stampe.

And both their Queenes they send abroad,
 to spoile each others campe.
 Their blades are both imbrewd in blood,
 whiles here and there they fling,
 At last placed iust opposite,
 both seeke to sauie their King.
 But whiles blacke Queene lesse for her selfe
 than for her husband cares,
 Beholde the white Queene sodainly
 did kill her unawares.
 But not long time the Queene, alas,
 enioyde the victory :
 For Bishop shot a deadly shaft,
 and slew her presently.
 Both armies now beganne to faile,
 the souldiers wept, alas,
 When either side saw both their Queenes
 lie slaine before their face.
 Then gan they for to guarde their Kings,
 and stand about them round,
 Both armies now beganne to feare
 each souldier had his wound.
 Yet were they not quite voyde of force,
 some helpes were yet behinde,
 Which liu'de as yet to trie the field,
 as Fortune had assignde.
*Phabu*s had yet three footemen left,
 which stoode on the right wing,
 One Bishop and a Rooke beside
 for to defend his King.
 So many Pawnes had *Mercurie*
 one Bishop and a Knight,
 For both his Rookes and all the rest
 were slaine in former fight.
 Then *Mercurie* gan to dispaire,
 for losse of men at armes :
 Yet warily against *Phæbus* fought
 for feare of future harmes.
 And seekes by all meanes possible,
 his foemen to offend,
 And bide the fortune of the field,
 hoping a better end :
Apollo then triumphantly
 did march within the field,
 Rejoycing in the bloody spoiles
 of those whom he had killd
 Both Princes spoyled of their Queenes,
 though former loue remaines :
 Yet seeke they now new mariages
 to ease their former paines.
 Therefore the white King first of all,
 of wayting Maids I weene,
 Doth seeke to chuse a second wife,
 and make of her a Queene.
 But first he means to trie their force
 and courage in the Field :

And plant his loue on one that makes
her Enemies to yeeld.
For none the Princes loue may gaine,
except with courage bold
She harmlesse passeth to the place
which aduerte King doth hold.
Straight on doo go the wayting Maids,
yet one among the rest,
That on right hand the third place held,
in swiftnes was the best :
And hopes by valor to obtaine
the marriage of the King,
For th' other twaine were cast behinde,
and thought of no such thing.
She marcheth on with courage bold
the foe-man King to greete :
For due reward, and hope of fame,
gave wings vnto her feete.
The blacke Prince likewise doth attempt
a second marriage :
Which causeth *Mercury* to step
all forward in a rage.
Moouing a Pawne from left hand side,
which on the fourth ranke stood,
But by a step he was too slow,
which made him mad and wood.
But now behold the Pawne in white,
on top of Fortunes Ball :
Racing the Campe, did there possesse
the highest place of all.
This done, the King adorned her
with dead Queenes braue attire :
And takes her to his louing wife,
which was her whole desire.
Now gan the white Campe to reioyce,
and blacke men gan to frowne :
And *Mercury* began to weepe,
till teares did runne adowne.
The blacke Pawne now from highest place,
one onely step did lacke.
But Rooke in white was readie prest,
to haue her by the backe.
So that for feare she durst not stirre
from place wherein she stood,
Least that her deadl er Enemie
should triumph in her blood.
Meane time the stately new made Queene
her force in Battaille tride,
And raging so, she slew her foes
that stood on either side.
The blacke Campe at her verie sight
began for feare to tremble :
For *Theseus* the *Amazon*
in Field she did resemble,

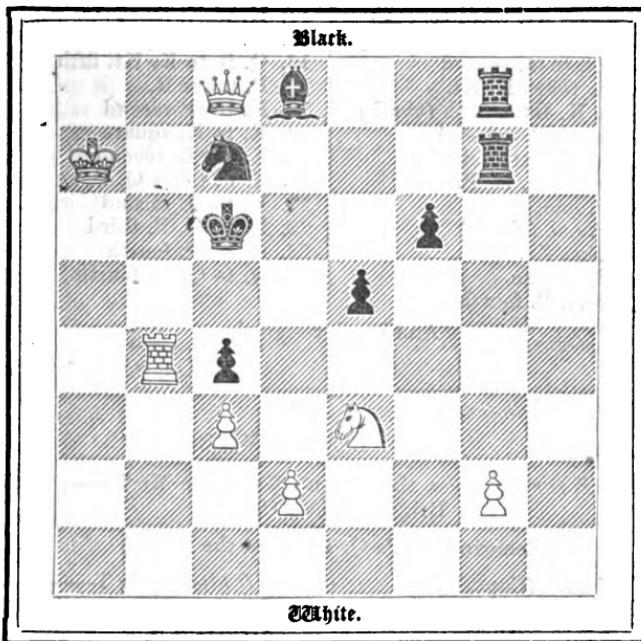
(To be continued.)

December 1845

PROBLEM 258.

By the Rev. H. BOLTON.

[This is the position, very slightly varied, which appeared in our last number, p. 321, and which, in its original form, was found to be impracticable. The conditions of the present Problem are that White moving first, is to mate his adversary in five moves.]



CHESS IN THE PROVINCES.

GAME DCCCXXVII.

Played at the Brighton Chess Club, between Captain K. and Mr P.
of the St George's Chess Club.

White. (Capt. K.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. ~~K.~~ Kt. P. two
5. Q. B. P. one
6. Castles

VOL. VI.

Black. (Mr P.)

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

2 P

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr P.)
7. K. Kt. to K. Kt. fifth	7. Castles
8. K. B. P. two	8. K. B. to Q. Kt. third (ch.)
9. Q. P. two	9. Q. P. one
10. K. to R. square	10. K. R. P. one
11. K. B. P. takes K. P.	11. Q. P. takes P.
12. K. Kt. takes K. B. P.	12. K. R. takes Kt.
13. K. B. takes R. (check)	13. K. takes B.
14. Q. to Q. Kt. third (check)	14. K. to K. B. square
15. Q. B. to Q. R. third (check)	15. K. to K. square
16. Q. Kt. to Q. second	16. Q. B. to K. Kt. fifth
17. K. R. takes K. Kt.	17. P. takes R.
18. Q. to K. Kt. eighth (check)	18. K. to Q. second
19. Q. takes B. (check)	19. K. to K. square
20. Q. to K. sixth (check)	20. Kt. to K. second
21. Q. takes K. B. P.	21. K. P. takes Q. P.
22. K. P. one	22. K. to Q. second
23. K. P. one (check)	23. K. to Q. B. third
24. B. takes Kt.	24. Q. to Q. fourth
25. Q. B. P. one	25. Q. to Q. R. fourth
26. Q. to K. B. fourth	

And Black resigned.

GAME DCCXXVIII.

Captain KENNEDY gives the Queen's Knight to Mr T—, of the Brighton Chess Club.

(Remove Black's Q. Kt. from the board.)

<i>Black.</i> (Capt. K.)	<i>White.</i> (Mr T—.)
1. K. P. two	1. K. P. two
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. Q. Kt. P. two	4. K. B. takes Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. Q. P. two	7. K. P. takes P.
8. K. P. one	8. Q. Kt. to Q. R. fourth
9. K. B. takes K. B. P. (ch.)	9. K. takes B.
10. Kt. to K. Kt. fifth (check)	10. K. to K. square
11. Q. to K. B. third	11. Q. to K. second
12. B. to Q. R. third	12. Q. B. P. two
13. K. R. P. two	13. K. Kt. to K. R. third
14. Q. B. P. takes P.	14. K. R. to K. B. square
15. Q. to K. R. fifth (check)	15. K. to Q. square
16. P. takes Q. B. P.	16. K. B. takes P.
17. B. takes B.	17. Q. takes B.
18. K. P. one	18. Q. P. two

- Black. (Capt. K.)*
19. Kt. to K. fourth
 20. Q. to K. Kt. fifth (check)
 21. K. P. one
 22. Q. R. to Q. B. square
 23. Kt. to Q. second
 24. K. R. to K. square
 25. K. R. to K. second
 26. Kt. to K. B. third
 27. Q. R. to K. square
 28. K. Kt. P. two
 29. Q. to K. B. sixth
 30. Kt. to Q. fourth
 31. K. R. P. one
 32. Kt. to K. B. fifth
 33. P. takes Kt.
 34. K. to K. B. square
 35. K. R. takes B.
 36. K. to K. second
 37. K. to Q. third
 38. K. to Q. B. second
 39. K. takes Kt.
 40. K. to Q. R. square
 41. Q. R. to Q. Kt. square
 42. Q. R. takes Q. Kt. P. (ch.)
 43. K. R. takes R.
 44. Q. to Q. B. sixth (check)
 45. R. takes R. (check)
 46. Q. takes Q. R. P. (check)

- White. (Mr T—.)*
19. Q. to Q. B. third
 20. K. to K. square
 21. K. R. to K. B. second
 22. Kt. to Q. B. fifth
 23. R. takes K. P.
 24. B. to K. third
 25. Q. to Q. third
 26. K. Kt. to K. B. fourth
 27. K. Kt. P. one
 28. K. Kt. to K. Kt. second
 29. K. to Q. second
 30. Q. R. P. one
 31. P. takes P.
 32. K. Kt. takes Kt.
 33. Q. R. to K. Kt. square (ch.)
 34. Q. to K. R. seventh
 35. Q. to K. Kt. eighth (check)
 36. Q. to K. Kt. fifth (check)
 37. Kt. to Q. Kt. seventh (ch.)
 38. Q. R. to Q. B. square (ch.)
 39. Q. to Q. Kt. fifth (check)
 40. Q. R. to K. square
 41. Q. to K. B. fifth
 42. K. to Q. B. square
 43. R. takes R.
 44. R. to Q. B. second
 45. Q. takes R.

And after a few more moves the game was abandoned as drawn.

GAME DCCCXXIX.

Between the same players, Black giving K. Kt.

(Remove Black's K. Kt. from the board.)

- Black. (Capt. K.)*
1. K. P. two
 2. Q. P. two
 3. K. B. to Q. B. fourth
 4. Q. B. P. one
 5. Q. to Q. Kt. third
 6. Castles
 7. Kt. takes P.
 8. K. R. P. two
 9. Q. B. to K. Kt. fifth

- White. (Mr T—.)*
1. K. P. two
 2. P. takes P.
 3. K. B. to Q. B. fourth
 4. P. takes P.
 5. Q. to K. B. third
 6. Q. P. one
 7. K. Kt. to K. second
 8. K. B. to Q. Kt. third
 9. Q. to K. Kt. third

<i>Black.</i> (Capt. K.)	<i>White.</i> (Mr T—.)
10. B. takes K. Kt.	10. K. takes B.
11. K. P. one	11. P. takes P.
12. Kt. to Q. fifth (check)	12. K. to K. B. square
13. Q. to Q. R. third (check)	13. Q. to Q. third
14. Q. to K. B. third	14. K. B. P. one
15. Q. R. to Q. square	15. Q. B. to Q. second (a)
16. Kt. takes K. B.	16. Q. takes Kt.
17. Q. R. takes B.	17. Kt. takes R.
18. Q. to Q. fifth	18. K. to K. square
19. Q. to K. B. seventh (check)	19. K. to Q. square
20. R. to Q. square	20. Q. to Q. B. third
21. B. to K. sixth	21. K. to Q. B. square
22. B. takes Kt. (check)	22. Q. takes B.
23. Q. takes Q. (check)	23. K. to Q. Kt. square

And White resigned.

Note to Game DCCCXXIX.

(a) K. B. to Q. fifth would have been better play.

GAME DCCCXXX.

Recently played between Mr E. WILLIAMS, of Bristol, and Mr WORRELL, of the London Chess Club. The former giving the Pawn and two moves.

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

<i>White.</i> (Mr W.)	<i>Black.</i> (Mr E. W.)
1. K. P. two	2. K. P. one
2. Q. P. two	3. K. Kt. P. one
3. Q. B. P. two	4. Q. B. P. two
4. Q. B. to K. third	5. Q. P. one
5. Q. P. one	6. K. B. to Kt. second
6. Q. Kt. to B. third	7. B. takes Q. Kt. (check)
7. K. Kt. to B. third	8. Q. to K. B. third
8. P. takes B.	9. K. R. P. one
9. Q. to B. second	10. K. P. one
10. B. to K. second	11. Kt. to K. second
11. K. R. P. one	12. K. Kt. P. one
12. K. Kt. to R. second	13. K. Kt. to his third
13. B. to K. R. fifth (check)	14. Q. takes B.
14. B. takes Kt. (check)	15. Q. Kt. to Q. second
15. Castles on K.'s side	16. Kt. to K. B. third
16. Q. R. P. two	

White. (Mr W.)

17. K. B. P. one
18. Q. R. P. one
19. K. R. to B. second
20. Q. R. to Kt. square
21. Q. R. to Kt. second
22. Q. to her Kt. square
23. Kt. to B. square
24. K. to R. square
25. Kt. to K. R. second
26. K. to Kt. square
27. K. to B. square
28. B. P. takes P.
29. B. takes Kt.
30. Kt. takes Kt. P.
31. P. takes B.
32. K. to his second
33. Q. to her B. square
34. Q. to K. square
35. R. to K. B. square
36. Q. to K. B. second
37. K. to Q. square
38. K. to his square
39. Q. R. to K. second
40. K. to Q. square
41. Q. takes R.

Black. (Mr E. W.)

17. Kt. to K. R. fourth
18. Kt. to B. fifth
19. B. to Q. second
20. Q. R. to Kt. square
21. Castles
22. B. to his square
23. K. R. P. one
24. R. to B. second
25. Q. to K. R. third
26. R. to Kt. second
27. K. Kt. P. one
28. P. takes P.
29. P. takes B.
30. B. takes Kt.
31. R. takes P.
32. Q. to K. Kt. second
33. R. takes K. Kt. P.
34. R. to Kt. eighth
35. Q. to Kt. seventh (check)
36. Q. takes P. (check)
37. Q. to her sixth (check)
38. Q. R. to K. square (check)
39. Q. takes P. (check)
40. K. R. takes R. (check)
41. Q. to R. eighth (check)

And wins.

GAME DCCCXXXI.

Between Mr E. WILLIAMS, of the Bristol Chess Club, and the Rev. H. B.—E. The former giving the Pawn and move.

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

White. (Rev. H. B.)

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

Black. (Mr E. W.)

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

- White.* (Rev. H. B.)
12. K. R. P. one
 13. R. takes Kt.
 14. K. to R.
 15. B. to K. fourth
 16. B. takes R.
 17. K. B. to B. third
 18. P. takes R.

- Black.* (Mr E. W.)
12. Kt. takes K. B. P.
 13. Q. takes R. (check)
 14. Q. Kt. P. one
 15. K. B. to B. fourth
 16. Q. B. to R. third
 17. R. takes B.
 18. Q. B. to Kt. second

And wins.

GAME DCCCXXXII.

Mr SPRECKLEY, of the Liverpool Chess Club, gives to Mr SCHWABE, another member of that Club, the Pawn and move.

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

- | | |
|--------------------------------|-------------------------------|
| <i>White.</i> (Mr SCHWABE). | <i>Black.</i> (Mr SPRECKLEY). |
| 1. K. P. two | 1. Q. Kt. to B. third |
| 2. Q. Kt. to B. third | 2. K. P. two |
| 3. B. to Q. B. fourth | 3. K. Kt. to B. third |
| 4. K. Kt. to B. third | 4. Q. P. one |
| 5. K. Kt. to his fifth | 5. Q. Kt. to R. fourth |
| 6. B. to K. B. seventh (check) | 6. K. to K. second |
| 7. B. to Q. Kt. third | 7. Kt. takes B. |
| 8. Q. R. P. takes Kt. | 8. K. R. P. one |
| 9. Kt. to B. third | 9. K. to B. second |
| 10. Castles | 10. B. to K. second |
| 11. Q. P. one | 11. R. to B. square |
| 12. Q. Kt. to K. second | 12. K. to Kt. square |
| 13. Kt. to Kt. third | 13. Q. B. P. one |
| 14. Q. B. P. two | 14. Kt. to R. second |
| 15. K. R. P. one | 15. Kt. to Kt. fourth |
| 16. Kt. takes Kt. | 16. B. takes Kt. |
| 17. B. takes B. | 17. Q. takes B. |
| 18. Q. to Q. B. square | 18. R. to B. fifth |
| 19. Kt. to K. second | 19. B. takes K. R. P. |
| 20. Kt. takes R. | 20. P. takes Kt. |
| 21. K. Kt. P. one | 21. B. takes R. |
| 22. Q. takes B. | 22. P. takes P. |
| 23. K. B. P. one (<i>a</i>) | 23. Q. to K. sixth (check) |
| 24. K. to his Kt. second | 24. Q. to her seventh (check) |
| 25. K. takes P. | 25. Q. takes Kt. P. |
| 26. R. to Kt. square | 26. Q. to her fifth |
| 27. Q. to K. second | 27. R. to K. B. square |
| 28. R. to K. B. square | 28. K. Kt. P. two |
| 29. K. B. P. one | 29. P. takes P. (check) |

- White.* (Mr SCHWABE.)
 30. R. takes P.
 31. K. to B. third
 32. K. takes R.
 33. K. to B. third
 34. K. to K. third

- Black.* (Mr SPRECKLEY.)
 30. Q. to Kt. eighth (check)
 31. R. takes R. (check)
 32. Q. to Kt. fourth (check)
 33. Q. to R. fourth (check)
 34. Q. takes Q. (check)

And wins.

Note to Game DCCCXXXII.

(a) This Pawn should have been pushed two squares.

GAME DCCCXXXIII.

Mr SPRECKLEY gives Pawn and two moves to Mr COCKRANE.

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

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

- Black.* (Mr S.)
 1. 2. Q. Kt. to B. third
 3. K. P. two
 4. Q. Kt. to K. second
 5. Kt. to Kt. third
 6. Q. P. one
 7. Kt. to B. third
 8. B. to K. second
 9. Castles
 10. Q. B. P. one
 11. B. to Q. second
 12. K. P. takes P.
 13. Q. to Kt. third (check)
 14. Q. takes P.
 15. Q. takes Q.
 16. Kt. takes K. P.
 17. Kt. takes B.
 18. P. takes P.
 19. Kt. takes Q. P.
 20. Q. B. to B. third
 21. B. to B. third
 22. Kt. to B. sixth
 23. Q. R. to Q. square
 24. B. takes B.
 25. R. to Q. eighth
 26. Kt. takes R.
 27. Kt. checks

White. (Mr C.)

28. K. to Kt.
29. R. to Q. square
30. Q. Kt. P. one
31. R. to Q. seventh
32. R. takes Q. Kt. P.
33. R. to Q. B. seventh
34. Q. Kt. to K. fifth
35. Kt. takes Kt.

Black. (Mr S.)

28. Kt. to Q. sixth
29. Kt. to Q. B. fourth
30. Kt. to R. third
31. Kt. takes P.
32. Kt. to B. third
33. Kt. to Q. fifth
34. Kt. takes Kt. (check)
35. R. to R. square

And wins.

GAME DCCCXXXIV. ♦

Between Mr BUCKLE and Captain KENNEDY.

Black. (Mr B.)

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

White. (Capt. K.)

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

Black. (Mr B.)

32. K. Kt. P. two
33. K. R. P. one
34. K. to K. Kt. third
35. K. to K. B. second
36. K. R. P. one (check)
37. K. Kt. P. takes P.
38. R. to K. R. seventh (check)
39. Doubled P. one
40. K. to K. second
41. R. takes Q. R. P.
42. R. to Q. R. fifth
43. R. to Q. R. sixth
44. K. to K. third
45. R. to Q. R. eighth
46. K. to K. fourth
47. K. to Q. fourth
48. R. to K. R. eighth
49. R. to Q. B. eighth (check)
50. R. to Q. Kt. eighth (check)
51. R. to K. R. eighth
52. R. to Q. R. eighth
53. R. to Q. R. second
54. R. to Q. Kt. second
55. K. to Q. B. third
56. K. to Q. second
57. K. to Q. third
58. R. to Q. Kt. square
59. R. to Q. R. square (check)
60. R. to Q. R. eighth
61. K. to Q. B. third
62. R. to K. R. eighth
63. K. to Q. Kt. sixth
64. R. to K. R. square (check)
65. R. to K. R. second
66. R. takes Q. Kt. P. (check)

White. (Capt. K.)

32. Q. Kt. P. one
33. R. takes Q. R. P. (check)
34. R. to Q. R. sixth (check)
35. K. B. P. one
36. K. to K. R. third
37. K. takes K. R. P.
38. K. to K. Kt. fifth
39. R. to K. B. sixth (check)
40. R. takes P.
41. R. takes P.
42. R. to K. B. fourth
43. R. to Q. fourth
44. K. to K. B. fourth
45. K. to K. third
46. R. to Q. B. fourth
47. K. to Q. second
48. K. to Q. B. third
49. K. to Q. Kt. third
50. K. to Q. B. second
51. Q. Kt. P. one
52. R. to Q. B. third
53. Q. Kt. P. one
54. R. to Q. Kt. third
55. K. to Q. B. third
56. K. to Q. B. fourth
57. K. to Q. Kt. fifth
58. K. to Q. R. sixth
59. K. to Q. Kt. seventh
60. K. to Q. Kt. eighth
61. Q. Kt. P. one
62. R. to Q. B. third (ch.) (a)
63. R. to Q. B. seventh
64. R. to Q. B. eighth
65. R. to Q. B. third
66. K. to Q. R. eighth

And the game was ultimately drawn.

Note to Game DCCCXXXIV.

By Captain KENNEDY.

(a) Instead of this ill-considered move, White ought now to have placed his R. at Q. R. third, when he must have forced the game in a few moves.

GAME DCCCXXXV. ♜

Between the same Players.

White. (Capt. K.)

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

Black. (Mr B.)

1. K. P. two
2. Q. P. one
3. P. takes P.
4. K. Kt. to B. third
5. K. B. to K. second
6. Castles
7. Q. Kt. to B. third
8. Q. B. to K. third
9. Kt. takes Kt.
10. Q. B. P. two
11. Q. Kt. P. two
12. B. takes B.
13. B. takes Kt.
14. Q. to her R. fourth
15. Q. to her Kt. fifth
16. Q. takes K. P.
17. Q. to K. third
18. P. takes Q.
19. K. R. to Q. Kt. square
20. R. takes Q. Kt. P. (check)
21. Q. R. to Q. Kt. square
22. K. to B. square
23. Q. R. to Kt. fifth
24. K. Kt. P. one
25. K. to his second
26. Q. B. P. one
27. K. R. takes Q. B. P.
28. K. R. to Q. B. sixth (check)
29. R. to Q. sixth
30. Q. B. P. one (dis. check)
31. R. takes R.
32. Q. B. P. one
33. Q. P. one
34. R. takes B. (check)
35. R. to K. fourth (check)
36. K. to Q. third
37. Q. P. one
38. Q. P. one
39. R. to Q. fourth
40. B. to Q. B. sixth
41. Q. P. one
42. K. to his third
43. B. to Q. Kt. fifth
44. R. to Q. fifth

<i>White.</i> (Capt. K.)	<i>Black.</i> (Mr B.)
45. K. R. P. one	45. B. to Q. third
46. K. R. P. one	46. B. takes K. B. P.
47. K. to R. fifth	47. R. to Q. fourth

And wins.

GAME DCCCXXXVI.

Played at Liverpool ; Messrs G. C. SCHWABE and W. P——, in consultation against Mr G. SPRECKLEY.

Black. (Messrs S. and W. P.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. K. Kt. to B. third
5. Q. Kt. to B. third
6. B. to K. second
7. Castles
8. Q. Kt. P. one
9. B. to Kt. second
10. Q. B. P. takes P.
11. Kt. takes Kt.
12. B. to Q. third
13. Q. R. to B. square
14. K. R. to K. square
15. K. P. one
16. B. takes P.
17. Kt. takes B.
18. B. takes B.
19. R. to K. third
20. Q. to B. second
21. Q. takes Q.
22. B. takes R.
23. R. to Q. third
24. B. to Q. second
25. R. takes P.
26. K. B. P. two
27. R. takes R.
28. K. to B. second
29. K. to K. third
30. K. R. P. one

White. (Mr SPRECKLEY.)

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

Abandoned as drawn.

GAME DCCCXXXVII.

Between Messrs WILLIAMS and WITHERS, of the Bristol
Chess Club.

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

And wins.

Notes to Game DCCCXXXVII.

- (a) This is a weak move.
 (b) Better play than moving the Knight to Q. sixth.
 (c) Very well played.
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GAME DCCCXXXVIII.

Between the same players.

Black. (Mr WILLIAMS.)

1. K. Kt. to B. third
2. Q. P. two
3. Q. B. to K. B. fourth
4. K. P. one
5. Q. B. P. two
6. K. B. to Q. third
7. K. P. takes P.
8. Q. Kt. to B. third
9. Castles
10. K. B. takes P.
11. Q. B. to K. Kt. fifth
12. Q. B. to R. fourth
13. Q. R. P. one
14. Q. to her third
15. B. takes B.
16. Q. P. one
17. Kt. takes P.
18. Q. R. to Q. square
19. Q. to K. B. fifth
20. K. Kt. takes Kt.
21. Q. takes Q.
22. K. R. to K. square
23. B. takes B.
24. R. takes R.
25. K. R. P. one
26. B. to K. B. third

White. (Mr WITHERS.)

1. Q. P. two
2. K. P. one
3. Q. B. P. two
4. Q. Kt. to B. third
5. K. Kt. to B. third
6. B. P. takes P.
7. K. B. checks
8. Castles
9. P. takes P.
10. Q. Kt. P. one
11. K. R. P. one
12. K. B. to K. second
13. Q. B. to Kt. second
14. K. Kt. to R. second
15. Q. takes B.
16. P. takes P.
17. Q. to her third
18. Q. R. to K. square
19. Q. Kt. to K. fourth
20. Q. takes K. Kt.
21. R. takes Q.
22. B. takes Kt.
23. K. R. to K. square
24. R. takes R.
25. K. Kt. to B. third

And the game was shortly abandoned as drawn.

GAME DCCCXXXIX.

Mr W. KENRICK gives the Q.'s Rook to another Amateur.

(Remove White's Q.'s Rook from the board.)

<i>White.</i> (Mr W. K.)	<i>Black.</i> (Mr ——.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. B. P. two
3. Q. B. P. one	3. Q. P. two
4. K. P. one	4. K. B. P. one
5. K. Kt. to B. third	5. K. B. P. one
6. Q. Kt. to Q. R. third	6. Q. B. P. one
7. Q. Kt. to B. second	7. Q. B. to Q. second
8. K. B. to K. second	8. Q. B. to Q. R. fifth
9. Castles	9. B. takes Kt.
10. Q. takes B.	10. Q. to her R. fourth
11. Q. R. P. two	11. Q. Kt. to B. third
12. Q. Kt. P. two	12. Kt. takes P.
13. P. takes Kt.	13. Q. takes P.
14. B. to Q. second	14. Q. to her Kt. sixth
15. Q. takes Q.	15. P. takes Q.
16. K. B. to Q. Kt. fifth (ch.)	16. K. to Q. square
17. Kt. to K. Kt. fifth	17. K. to his second
18. B. to Q. Kt. fourth (check)	

And White forces the game in a few moves.

GAME DCCCXL.

This is a hasty skirmish played between Mr O'SULLIVAN and Mr HORWITZ, during breakfast, which we publish merely because it is the only game they have ever played together.

<i>White.</i> (Mr O'S.)	<i>Black.</i> (Mr H.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. one	3. Q. P. two
4. P. takes P.	4. Kt. takes P.
5. K. Kt. to B. third	5. Q. B. to K. Kt. fifth
6. Castles	6. Q. Kt. to B. third
7. Q. B. to K. third	7. Q. to her third
8. Q. Kt. to B. third	8. Kt. takes Q. Kt.
9. P. takes Kt.	9. K. B. P. two
10. K. R. to K. square	10. Castles
11. K. R. P. one	11. B. to K. R. fourth
12. B. to Q. Kt. fifth	12. K. P. one
13. B. takes Kt.	13. Q. takes B. (a)

White. (Mr O.S.)

14. Kt. to Q. fourth (*b*)
15. Q. to her second
16. Kt. to K. second
17. Kt. to K. B. fourth
18. B. takes B.
19. P. takes P.
20. B. to K. Kt. third
21. Q. to K. B. fourth
22. Q. takes P. (check) (*c*)
23. Q. to K. fifth (*d*)
24. Q. R. to Kt. square (*e*)
25. Q. to her Kt. eighth (ch.) (*f*)
26. R. takes Q. Kt. P. (*g*)
27. Q. to K. fifth
28. Q. to K. B. fifth (check)
29. R. takes R.
30. K. takes B.
31. K. to R. second
32. K. B. P. one
33. K. to Kt. square
34. Q. P. one
35. K. to B. second
36. P. takes P.
37. K. to B. square
38. K. to Kt. second
39. Q. to K. sixth (check)
40. Q. to K. second (check)
41. Q. to K. fifth
42. B. to B. second
43. Q. to her sixth (check)
44. Q. to her Kt. eighth (check)
45. Q. to B. seventh (check)

Black. (Mr H.)

14. Q. to K. Kt. third
15. Q. B. P. two
16. K. B. to Q. third
17. B. takes Kt.
18. P. takes P.
19. B. to K. B. sixth
20. B. to Q. fourth
21. Q. to her B. third
22. Q. to her second
23. Q. to her B. third
24. B. takes K. Kt. P.
25. K. to Q. second
26. Q. takes R.
27. K. R. to K. square
28. K. to Q. B. third
29. R. takes R.
30. K. to Kt. third (dis. ch.)
31. R. to K. eighth
32. R. to K. seventh (check)
33. K. to R. third (*h*)
34. R. to K. sixth
35. R. takes Q. B. P.
36. Q. to Kt. seventh (check)
37. Q. to her Kt. fourth (check)
38. Q. takes P.
39. Q. to B. third
40. Q. to B. fifth
41. Q. takes P. (check)
42. R. to Q. B. seventh
43. K. to Kt. fourth
44. K. to B. fifth

Drawn game.

Notes to Game DCCXL.

(a) Had he taken the Kt. with K.'s P., White would have taken that P. with the K.'s Bishop.

(b) Mr O'S. was of opinion that the Kt. should have been played to K.'s fifth. In that case, we presume Black would have taken the doubled Pawn with his Queen.

(c) White here overlooked a very summary method of deciding the contest in his own favour. By playing the Rook to K.'s seventh he must have won, at the least, a clear Rook.

(d) Q. to B. fourth again, would have been much stronger.

(e) Lost time.

(f) Instead of this move, he ought, we think, to have checked with his

Q. at K. B.'s fifth, and then the following moves would probably have occurred :—

- | | |
|-----------------------------------|---|
| 25. Q. to K. B. fifth (check) | 25. R. to Q. second (best) |
| 26. K. R. to K. sixth | 26. Q. to her fourth (to protect
the Q. B. P.) |
| 27. Q. to K. B. fourth (and wins) | |
- (g) An obvious mistake.
(h) Threatening to mate with his Q. at her Kt.'s eighth.
-

[Our four next games were lately played between Mr W. P——^g, of the London Chess Club, one of the most rapid and brilliant amateurs in Europe, and Mr O'SULLIVAN, a distinguished member of the Chess Club in New York.]

GAME DCCCXLIX. ✕

<i>Black.</i> (Mr P—— ^g .)	<i>White.</i> (Mr O'S.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. Kt. to B. third	3. K. Kt. P. two
4. K. R. P. two	4. B. to K. second
5. P. takes P.	5. B. takes P.
6. Q. P. two	6. Q. P. one
7. K. B. to Q. B. fourth	7. Q. B. to K. third
8. B. takes B.	8. P. takes B.
9. K. R. to his fifth	9. B. to K. R. third
10. Q. Kt. to B. third	10. Q. Kt. to Q. second
11. K. P. one	11. Q. to K. second
12. Q. to her third	12. Castles
13. Kt. to Q. Kt. fifth	13. Q. R. P. one
14. P. takes P.	14. P. takes P.
15. Q. to her B. third (check)	15. K. to Kt. square
16. Q. to B. seventh (check)	16. K. to R. square
17. Kt. takes Q. P.	17. R. to Q. Kt. square
18. R. to Q. R. fifth	18. K. Kt. to B. third
19. Q. to her B. sixth	

And White resigned.

Note to Game DCCCXLIX.

(a) The terminating moves are beautifully played by Black. After the Q. is moved to her B.'s sixth, White's only chance of deferring the mate is by sacrificing his Kt. at Q. B.'s fourth.

GAME DCCCXLII.

Between the same players.

White. (Mr O'S.)

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

Black. (Mr P——G.)

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

And White resigned. (c)

Notes to Game DCCCXLII.

(a) The attack commenced on this side is very ably sustained to the end of the game.

(b) He appears to have no better move.

(c) If White now takes P. with P., attacking the Q., Black takes his Q. for nothing, threatening mate next move. If, instead of taking the P., he plays the Q. to K. B. third, Black plays Q. to K. third (check), then Q. takes P. (check), and finally R. to R.'s fourth (check).

GAME DCCCXLIII.

Between the same players.

<i>Black.</i> (Mr P——a.)	<i>White.</i> (Mr O'S.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. R. E. two	4. K. Kt. P. one
5. Kt. to K. fifth	5. B. to K. second
6. Kt. takes P.	6. B. takes P. (check)
7. Kt. to B. second	7. B. to Kt. fourth
8. Q. P. two	8. Q. P. one
9. B. to Q. B. fourth	9. Q. to K. second
10. Q. to K. R. fifth	10. K. R. P. one
11. Q. Kt. to B. third	11. K. Kt. to B. third
12. Q. to K. B. third	12. Q. B. P. one
13. B. takes P.	13. R. to K. Kt. square
14. K. Kt. P. one	14. Q. Kt. to Q. second
15. Castles on Q. side	15. Q. Kt. to his third
16. K. B. to Q. third	16. B. to K. third
17. K. to Kt. square	17. Castles
18. K. R. to K. square	18. K. Kt. to R. second (a)
19. Q. P. one	19. B. to Q. second
20. K. P. one	20. B. takes B.
21. P. takes B.	21. K. B. P. two
22. K. P. one (b)	22. B. to K. square
23. K. B. takes P.	23. Q. B. P. one
24. Q. to her third	24. K. Kt. to B. third
25. K. Kt. to K. fourth	25. K. R. to B. square
26. K. Kt. takes Q. B. P. (c)	26. K. Kt. takes Q. P.
27. Kt. takes Kt.	27. Kt. takes Kt.
28. Kt. to Q. seventh (d)	28. R. takes B.
29. Q. takes R.	29. Kt. to Q. B. second
30. Q. to K. B. sixth	

White surrendered.

Notes to Game DCCCXLIII.

(a) This is a bad move, and ought to have involved the loss of a piece.

(b) It appears to us that Black might have won the Kt. by taking this Pawn, *en passant*, and then, if the Q. went to K. B.'s second, playing Rook to K.'s seventh.

(c) Well played. If White takes the Kt., he must lose at least a Rook in return.

(d) This is preferable to the obvious move of Q. takes Kt. because in that case, White would have played his Bishop to Q. B.'s third, and afterwards have captured the Black Kt. safely.

GAME DCCCXLIV.

Between the same Players.

- White. (Mr O'S.)*
1. K. P. two
 2. K. B. P. two
 3. B. to Q. B. fourth
 4. K. to B. square
 5. K. Kt. to B. third
 6. Q. P. two
 7. Q. Kt. to B. third
 8. Kt. to Q. fifth
 9. K. to Kt. square
 10. Kt. to Q. B. third
 11. K. Kt. to K. square
 12. P. takes P.
 13. K. Kt. takes P.
 14. Q. B. to K. B. fourth
 15. K. to B. second
 16. B. to K. second
 17. Q. Kt. to Q. R. fourth
 18. K. R. to Kt. square
 19. K. to his square
 20. B. takes Q. P.
 21. Q. to her third
 22. K. to Q. square
 23. K. Kt. to K. fifth
 24. B. takes Kt.
 25. Q. B. to K. Kt. third
 26. R. to K. R. square
 27. Q. takes Q.
 28. K. to Q. second

 29. K. to Q. third
 30. P. takes Kt.
 31. K. to Q. B. fourth
 32. K. to Q. B. fifth
 33. K. P. one
 34. K. takes Q. Kt. P.
 35. K. to B. third
 36. B. to Q. third
 37. Q. R. P. one
 38. Q. R. to K. B. square
 39. K. to Q. second
 40. Q. R. to K. Kt. square
 41. K. to his second
 42. K. to B. square
 43. B. takes B.

- Black. (Mr P——G.)*
1. K. P. two
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. K. Kt. P. two
 5. Q. to R. fourth
 6. B. to K. Kt. second
 7. Q. P. one
 8. K. to Q. square
 9. Q. B. P. one
 10. K. Kt. P. one
 11. P. to K. B. sixth
 12. P. takes P.
 13. Kt. to K. R. third
 14. K. R. to Kt. square
 15. Q. Kt. P. two
 16. Q. Kt. P. one
 17. Q. B. to K. R. sixth
 18. K. Kt. to his fifth (check)
 19. Q. Kt. to Q. second
 20. Kt. to K. sixth
 21. Kt. to K. Kt. seventh (ch.)
 22. B. to K. R. third
 23. Kt. takes Kt.
 24. Q. to K. Kt. fourth
 25. Q. to K. sixth
 26. K. to his second
 27. Kt. takes Q. (check)
 28. Kt. to K. B. eighth (double check)
 29. Kt. takes B.
 30. R. takes P. (check)
 31. B. to K. third (check)
 32. R. to K. Kt. fourth (check)
 33. K. B. to his square
 34. Q. R. to Q. Kt. square (ch.)
 35. K. R. to K. Kt. sixth (check)
 36. K. to Q. second
 37. Q. B. to K. B. fourth
 38. Q. B. to K. Kt. third
 39. K. R. P. two
 40. K. B. to R. third (check)
 41. K. R. to K. sixth (check)
 42. Q. R. to K. Kt. square
 43. P. takes B.

<i>White.</i> (Mr O'S.)	<i>Black.</i> (Mr P——a.)
44. Kt. to Q. B. fifth (check)	44. K. to his second
45. Q. R. to Kt. second	45. K. R. to B. sixth (check)
46. R. to B. second	46. R. to K. Kt. sixth
47. Q. Kt. to K. fourth	47. R. to K. sixth
48. Kt. to K. B. sixth	48. Q. R. to Q. Kt. square
49. K. R. to K. Kt. square	49. K. Kt. P. one
50. Q. B. P. one	50. K. R. to K. R. sixth
51. Q. R. to K. B. fifth	51. Q. R. takes Kt. P.
52. Kt. to K. Kt. eighth (check)	52. K. to his third
53. Kt. takes B.	53. K. R. takes Q. B. P.
54. R. to K. B. second	

The *partie* was prolonged for many more moves, but was finally declared a drawn battle (*a*).

Note to Game DCCCXLIV.

(a) This game is extremely well contested by both players, and presents many instructive and entertaining points. In the previous games Mr O'Sullivan appeared bewildered by the rapid evolutions of his opponent; but in this he regained his self-possession, and played with remarkable care and judgment.

GAME DCCCXLV.

Played between Mr C. KENNY and an AMATEUR.

<i>Black.</i> (AMATEUR.)	<i>White.</i> (Mr C. K.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. R. P. two	4. K. Kt. P. one
5. Kt. to K. fifth	5. K. R. P. two
6. K. B. to Q. B. fourth	6. R. to R. second
7. Q. P. one (<i>a</i>)	7. Q. P. one
8. Kt. takes B. P.	8. R. takes Kt.
9. B. takes R. (check)	9. K. takes B.
10. B. takes P.	10. Q. Kt. to B. third
11. Castles	11. K. to K. square
12. Q. Kt. to B. third	12. Q. B. to K. third
13. B. to Kt. fifth	13. Q. to Q. second
14. Q. P. one	14. Q. Kt. to K. second
15. Q. P. one	15. B. to K. B. second
16. Kt. to K. second	16. K. B. to K. Kt. second
17. Kt. to Q. fourth	17. K. Kt. to R. third

- Black.** (AMATEUR.)
18. Q. to Q. second
 19. Q. B. P. one
 20. Kt. to K. B. fifth
 21. P. takes Kt.
 22. Q. R. to K. square
 23. K. B. P. one
 24. Q. B. P. one
 25. R. to K. second
 26. K. to R. square
 27. Q. Kt. P. two
 28. Q. takes P. (6)
 29. Q. R. to K. B. second
 30. R. to B. third
 31. R. to K. third

- White.** (Mr C. K.)
18. Q. Kt. to K. Kt. square
 19. Q. B. P. two
 20. Kt. takes Kt.
 21. K. B. to K. fourth
 22. K. to B. square
 23. B. to K. Kt. third
 24. K. to B. second
 25. R. to K. square
 26. Q. R. P. one
 27. P. takes P.
 28. B. to Q. sixth
 29. K. Kt. P. one (c)
 30. B. to K. fifth

White mates in two moves.

Notes to Game DCCCXLV.

- (a) A bad move: he should have played "Q. P. two."
- (b) This resolves itself into an interesting position. Black purposely takes this Pawn with the intention of sacrificing his Rook.
- (c) Well played. Had White taken the Rook he would have lost the game, because Black would then have played his Queen to her Kt. square; and afterwards to K. R. seventh, having a forced won game.

GAME DCCCXLVI.

This interesting *partie* was played at Cambridge lately, between Mr G. WIEL, a German amateur, long celebrated for his remarkable facility of playing without seeing the Chess-board, and a member of the Cambridge Chess Club,—the former playing blind-folded and giving his Q. Kt.

(Remove Black's Q.'s Kt. from the board.)

- Black.** (Mr G. W.)
1. K. P. two
 2. K. Kt. to B. third
 3. Q. P. two
 4. K. B. to Q. B. fourth
 5. Q. B. P. one
 6. Castles
 7. Q. takes P.
 8. Q. R. P. one
 9. Q. Kt. P. two
 10. K. P. one

- White.** (Mr ——.)
1. K. P. two
 2. Q. Kt. to B. third
 3. P. takes P.
 4. K. B. to Q. Kt. fifth (check)
 5. P. takes P.
 6. P. to Q. B. seventh
 7. K. Kt. to B. third
 8. B. to Q. R. fourth
 9. B. to Kt. third
 10. Q. P. two

<i>Black.</i> (Mr G. W.)	<i>White.</i> (Mr ——.)
11. P. takes Kt.	11. P. takes B.
12. P. takes K. Kt. P.	12. R. to K. Kt. square
13. Q. takes K. R. P.	13. K. to his second
14. K. R. to K. square (check)	14. Q. B. to K. third
15. Q. B. to K. Kt. fifth (check)	15. K. B. P. one
16. Q. to K. Kt. sixth	16. Q. to her fourth
17. Q. R. to Q. square	17. Kt. to Q. fifth
18. B. takes P. (check)	18. K. to Q. second
19. B. takes Kt.	19. Q. B. to K. B. fourth
20. Kt. to K. fifth (check)	20. K. to his second
21. Kt. to Q. B. sixth (double check)	21. K. to Q. second
22. R. to K. seventh (check)	22. K. to B. square
23. R. to K. eighth (check)	23. K. to Q. second
24. Kt. to K. fifth (check)	24. Q. takes Kt.
25. B. takes Q. (dis. check)	25. B. to Q. sixth
26. Q. to K. sixth.	

Checkmate.

GAME DCCCXLVII.

Lately played between Mr E. WILLIAMS and Mr STAUNTON, the latter giving the Pawn and two moves.

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

<i>White.</i> (Mr W.)	<i>Black.</i> (Mr S.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. B. P. two
3. K. B. to Q. third	3. Q. P. one
4. Q. P. one	4. K. B. to K. second
5. Q. B. P. two	5. K. Kt. P. one (<i>a</i>)
6. K. P. one	6. K. Kt. to R. third
7. K. B. P. two	7. Castles.
8. K. Kt. to B. third	8. Q. Kt. to R. third
9. Q. Kt. to B. third (<i>b</i>)	9. Q. Kt. to Q. B. second
10. Q. R. P. one	10. K. to Kt. second
11. Q. to her B. second (<i>c</i>)	11. P. takes Q. P.
12. K. R. P. two	12. Q. B. to K. Kt. fifth
13. Q. B. P. takes P.	13. B. takes Kt.
14. Q. to K. B. second	14. P. takes K. P.
15. P. takes B.	15. Kt. takes Q. P.
16. P. takes P.	16. Kt. takes B.
17. B. takes K. Kt. (check)	17. Kt. takes Kt.
18. Castles on Q.'s side	18. P. takes Kt.

White. (Mr W.)

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

Black. (Mr S.)

19. K. to Kt. second
20. R. takes K. B. P.
21. R. takes R.
22. B. takes K. R. P.
23. Q. to her fifth
24. K. to R. third
25. R. to Q. square
26. Q. takes Q.
27. Q. Kt. P. two
28. R. to K. square
29. R. to K. second
30. R. to Q. Kt. second
31. R. to K. second
32. Q. R. P. two
33. Q. Kt. P. one
34. P. takes R. P.
35. B. to K. B. seventh
36. B. to Q. fifth
37. K. to Kt. fourth
38. K. to B. third
39. K. to Kt. second
40. B. to K. B. third
41. K. R. P. two
42. R. to Q. R. second
43. R. to Q. R. seventh (*h*)
44. B. to K. fourth (check) (*i*)

And Black mated by force in two moves.

Notes to Game DCCCXLVII.

- (a) He would have played imprudently in taking the offered Pawn.
- (b) Had he castled now, Black would have gained a Pawn.
- (c) Again, he could not castle without loss.
- (d) It would probably have been better play to have taken the Queen, and afterwards the Q. Kt.'s P
- (e) He would evidently have lost his Bishop by taking the Pawn.
- (f) Well played.
- (g) Here probably his best move was to compel the exchange of Rooks.
- (h) This coup leads to many entertaining variations. With the best play on both sides, we believe it should decide the game in favour of Black.
- (i) In actual play, we have rarely met with a more instructive position than that presented here. White has advanced his Pawn, seeing that the adverse Bishop must be lost in taking it; and Black's most assured mode of winning would doubtless be "R. to K.'s seventh," but he preferred the more seductive move of "B. to K. fourth, checking,"—which, promising as it looks, and successful as it turned out, ought, strange to say, to have lost the game. How Black won, and far more difficult to discover, how White ought to have won, we leave as an exercise for the perspicacity of our young readers.

GAME DCCCXLVIII.

Between the same players, Mr S. giving the P. and two moves.

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

<i>White.</i> (Mr E. W.)	<i>Black.</i> (Mr S.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. Q. P. one	4. Q. P. one
5. Q. B. two	5. K. B. to K. second
6. K. Kt. to K. second	6. K. B. to his third
7. Q. Kt. to B. third	7. K. Kt. to K. second
8. Castles	8. Castles
9. K. B. P. two	9. P. takes Q. P.
10. Q. B. P. takes P.	10. Q. Kt. to R. third
11. K. R. P. one	11. Q. Kt. to B. second
12. Q. to K. square	12. Q. R. P. one
13. Q. to K. Kt. third	13. K. Kt. to his third
14. K. P. one	14. B. to K. R. fifth (a)
15. Q. to K. R. second	15. P. takes P.
16. B. takes K. Kt.	16. K. R. P. takes B.
17. B. P. takes P.	17. R. takes R. (check)
18. K. takes R.	18. Kt. takes Q. P.
19. Kt. takes Kt.	19. Q. takes Kt.
20. B. to K. third	20. B. to Q. second
21. K. to Kt. square (b)	21. Q. to her sixth
22. Q. to K. B. fourth (c)	22. Q. takes Kt.
23. B. takes P.	23. B. to Q. B. third
24. Q. to K. Kt. fourth	24. Q. takes Q.
25. P. takes Q.	

And Black wins the game.

Notes to Game DCCCXLVIII.

(a) But for this move, White's attack would have proved irresistible.

(b) This is far from a good move; but it is impossible, we believe, for any skill to save the game.

(c) Had he played B. to K. B.'s second, Black would still have had an easy winning position.

GAME DCCCXLIX.

Mr STAUNTON gives the Q. Kt. to Mr A——y.

(Remove White's Q. Kt. from the board.)

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

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

And White ultimately won the game.

GAME DCCCL.

Just played between the Hon. Secretary of the London Chess Club
and M. Horwitz, a celebrated German player.

<i>Black. (Hon. Sec.)</i>	<i>White. (Mr H.)</i>
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to B. fourth	4. B. checks
5. Q. B. P. interposes	5. P. takes P.
6. Castles	6. P. takes P.
7. Q. B. takes P.	7. B. to his square
8. Q. to Q. fifth (a)	8. Q. to K. second
9. K. Kt. to Kt. fifth	9. K. Kt. to R. third
10. B. to R. third	10. Q. to K. fourth
11. Q. to Q. second	11. B. takes B. (b)
12. Kt. takes B.	12. Castles
13. Q. R. to Q. square	13. Q. R. P. one
14. B. to Q. fifth	14. Q. Kt. P. two
15. K. B. P. two	15. Q. to K. second
16. R. to B. third	16. Q. R. to Kt. square
17. R. to K. Kt. third	17. Kt. to Q. Kt. fifth
18. B. to Kt. third	18. K. to R. square
19. Kt. to Q. B. second	19. Kt. takes Kt.
20. Q. takes Kt.	20. K. B. P. one
21. Kt. to B. third	21. Q. B. P. two
22. Q. to K. second	22. Q. B. P. one
23. B. to B. second	23. B. to Kt. second
24. Kt. to Q. fourth	24. Q. R. to K. square
25. R. to K. third	25. Q. P. two
26. K. B. P. one	26. Q. to B. fourth
27. K. Kt. P. two (c)	27. P. takes P.
28. K. R. P. one	28. B. to Q. fourth
29. K. to Kt. second	29. Kt. to B. second
30. B. takes P.	30. B. takes B.
31. R. takes B.	31. R. takes R.
32. Q. takes R.	32. Kt. to Kt. fourth
33. Q. to Q. Kt. seventh	33. Q. to Q. R. sixth
34. Kt. to K. sixth	34. Q. takes K. R. P. (check)
35. K. to B. second	35. Q. to R. seventh (check)
36. K. to B. square	36. Kt. takes Kt.
37. P. takes Kt.	37. Q. to B. fifth (check)
38. K. to K. square	38. Q. to K. fourth (check)
39. K. to B. square	39. Q. takes K. P.

And wins.

Notes to Game DCCCL.

- (a) "K. P. one" we think decidedly preferable.
 (b) He would evidently have lost his Queen by taking the Rook.
 (c) "Kt. to K. sixth" would not have been good play.
-

GAME DCCCLI.

Lately played between Mr MONGREDIEN, President of the London and Liverpool Chess Clubs, and Mr G. P——L, Hon. Secretary of the former.

White. (Mr G. P.)

1. K. P. two
2. K. B. to B. fourth
3. Q. P. one
4. K. B. P. two
5. R. takes B.
6. K. P. takes P.
7. Q. B. takes P.
8. Q. Kt. to B. third
9. K. to Q. second
10. Q. to K. B. square
11. P. to Q. sixth
12. B. to Kt. third
13. Q. R. P. one
14. K. R. P. one
15. B. takes B.
16. K. Kt. P. two
17. P. takes P.
18. Kt. to K. second
19. Kt. to Q. fourth
20. Kt. takes P.
21. Q. takes R.
22. Kt. checks
23. P. takes Kt.
24. Q. to R. fifth

Black. (Mr M.)

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

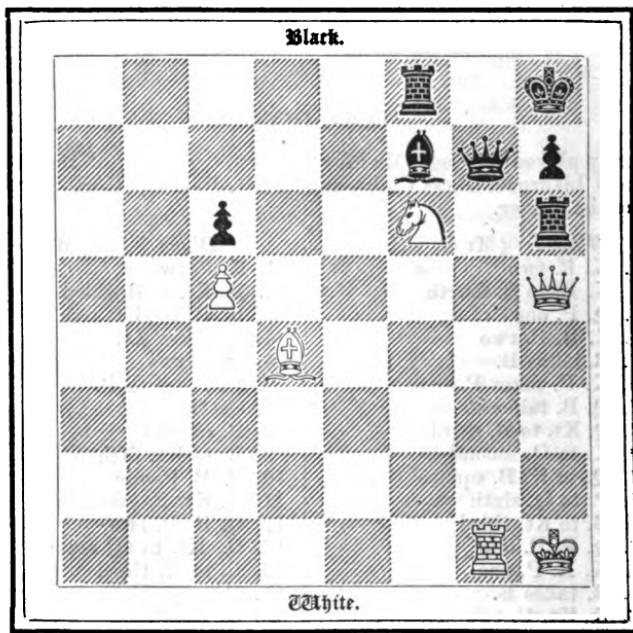
And wins.

Notes to Game DCCCLI.

- (a) Would not "R. takes R.," followed by "Kt. takes B.," have gained a piece?
 (b) A fatal error; the game is now, we believe, irredeemable.

PROBLEM 259.

By the Rev. H. BOLTON.



“THE FORTRESS.”

White to play first and mate in seven moves.

CHESS IN FRANCE.

GAME DCCCLII.

Played by Mr KISSEKITSKY against Messrs HÖRTEL, HORA, and SCHWEIG.

Black. (The Allies.)

1. K. P. two
2. K. Kt. to B. third
3. Kt. takes P.
4. Q. to K. R. fifth (check)

White. (Mr KISSEKITSKY.)

1. K. P. two
2. K. B. P. one (a)
3. P. takes Kt.
4. K. to K. second

Black. (The Allies.)

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

White. (Mr KIESERITSKY.)

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

Resigns.

Notes to Game DCCCLII.

- (a) A bad move, but it was agreed upon to play it before commencing.
 (b) He would have been mated next move if he had taken the Bishop.

GAME DCCCLIII.

Mr. KIESERITSKY gives Q. R. to Mr LAINE, in exchange for Q. Kt.

(Remove White's Q. Rook and Black's Q. Kt. from the board.)

White. (Mr KIESERITSKY.)

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

Black. (Mr LAINE.)

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

Lost.

PROBLEMS FOR YOUNG PLAYERS.

No. 290.

By Mr J. BARNES, of Durham.

White.

- K. at his R. second
Q. at K. B. fifth
R. at K. Kt. second
R. at Q. R. seventh
Kt. at K. Kt. sixth
Pawns at K. R. fifth
K. Kt. third and Q. B. fourth

Black.

- K. at his Kt. square
Q. at her R. eighth
R. at Q. seventh
B. at K. B. eighth
B. at Q. square
Kt. at Q. second
Kt. at Q. Kt. square
P. at K. R. third, K. Kt. second,
K. second and seventh, Q. B.
sixth, and Q. R. fifth

White playing first, mates in five moves.

No. 231.

By the same.

<i>White.</i>	<i>Black.</i>
K. at Q. B. sixth	K. at Q. R. fifth
B. at K. B. fourth	P. at Q. B. second, and Q. Kt.
Kt. at Q. fifth	sixth
Pawns at Q. B. fourth and fifth, Q. Kt. second and fourth	

White to play and mate in four moves.

No. 232.

By Mr M'G——v.

<i>White.</i>	<i>Black.</i>
K. at his R. second	K. at Q. R. second
Q. at her R. second	Q. at her square
B. at Q. seventh	R. at K. Kt. square
B. at Q. R. fifth	R. at Q. B. eighth
Kt. at Q. sixth	B. at Q. Kt. square
Pawns at K. R. third, K. Kt. se- cond, Q. B. fifth, and Q. Kt. fourth	Kt. at Q. fourth
	Kt. at Q. R. square
	Pawns at K. R. second, K. B. fifth, Q. Kt. third, and Q. R. third

White plays first and mates in four moves.

No. 233.

By the same.

<i>White.</i>	<i>Black.</i>
K. at his B. third	K. at Q. second
Q. at K. B. fifth	Q. at K. R. square
B. at K. R. seventh	R. at K. square
B. at Q. Kt. fourth	R. at Q. B. square
Pawns at K. B. fourth, Q. se- cond, Q. B. fifth, and Q. Kt. third	B. at K. B. eighth
	B. at Q. B. second
	Kt. at K. third
	Pawns at K. B. second, K. sixth, Q. Kt. third, and Q. R. se- cond

White to play and mate in four moves.

No. 234.

By "94."

<i>White.</i>	<i>Black.</i>
K. at his seventh.	K. at his fourth
R. at Q. R. square	Pawns at Q. Kt. second, Q. B. fifth, Q. third, K. B. fifth, and K. Kt. fourth
B. at K. square	
Pawns at Q. Kt. third and sixth, K. B. third, and K. Kt. fourth	

White playing first, mates in four moves.

No. 235.

By a LADY.

White.

K. at Q. R. fourth
 Q. at Q. B. fourth
 B. at K. R. third and Q. Kt.
 eighth
 Kt. at K. Kt. fourth
 Pawns at K. Kt. fifth, K. B.
 fourth, and Q. Kt. fourth and
 fifth.

Black.

K. at his third
 Q. at K. B. second
 R. at Q. B. square
 R. at Q. B. second
 B. at K. second
 B. at Q. fourth
 Pawns at K. B. third, and Q. Kt.
 third

White to play first and mate in four moves.

No. 236.

[This position occurred in a game wherein Mr W. P.—g, of the London Chess Club, gave the odds of his Q.'s Rook.]

Black. (Mr W. P.)

K. at his Kt. square
 Q. at K. second
 R. at K. B. square and Q. R.
 square
 B. at Q. B. square
 Kt. at K. fourth
 Pawns at K. R. second, K. Kt.
 second, K. B. third, Q. second,
 Q. B. third, Q. Kt. second,
 and Q. R. second

White. (Mr ——.)

K. at Q. second
 Q. at K. R. second
 K. R. at his square
 B. at K. second, B. at Q. B. square
 Kt. at K. R. fourth
 Pawns at Q. R. second, Q. Kt.
 third, Q. B. fourth, Q. fifth, K.
 fourth, and K. B. third

Black having to play, advanced his K. B. P. one, upon which, to save his Kt., White moved Kt. to K. Kt. third; Black then took Kt. with Kt. and forced the game.

No. 237.

By Mr G. WIEL, of Cambridge.

White.

K. at Q. B. square
 Q. at her seventh
 R. at Q. B. fourth
 R. at Q. R. sixth
 B. at Q. Kt. third
 Pawns at K. R. second and third,
 K. Kt. third, Q. second, and Q.
 B. second

Black.

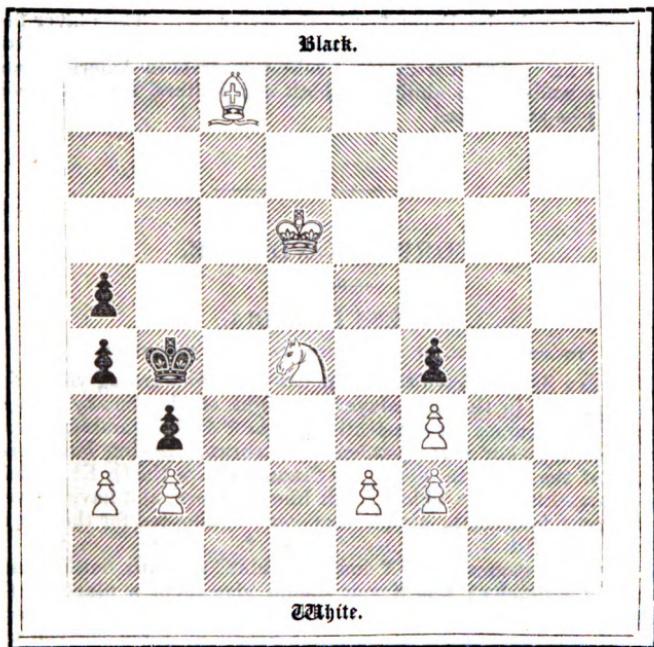
K. at K. R. fourth
 Q. at K. fourth
 R. at K. R. square
 R. at K. Kt. second
 Pawns at K. R. third, K. Kt.
 fourth, K. B. fourth, and Q.
 B. second

White playing first, mates in five moves.

PROBLEM, No. 260.

By M. HORWITZ, of Hamburg.

(From the "Illustrated London News.")



White to play first and mate in four moves.

CHESS INTELLIGENCE.

The recent arrival in London at the same time of Mr Horwitz, of Hamburg, Mr O'Sullivan and Mr S. Franklin, from New York, and Mr Williams, of Bristol,—four players of high standing in the ranks of Chess,—has given new life to the Chess circles here: and has enabled us to enrich our pages with many novel and beautiful specimens of Chess skill. Among the most striking in the present Number we may particularize the games played by Mr. Horwitz

against Mr O'Sullivan and Mr Perigal, those between Mr O'Sullivan and Mr W. P——g, and those wherein Mr Williams gives the Pawn and two moves to a member of the London Chess Club, and receives the same odds from Mr Staunton.

By a letter from Mr Stanley, the Secretary of the New York Chess Club, we are informed that the terms of his great match with Mr Rousseau, of New Orleans, are finally settled, and that it will commence on the 1st December, in the latter city. The player first winning fifteen games to be declared the conqueror. The contest seems to be regarded with the liveliest interest in America; and from the well-known ability of both competitors, some splendid play may be anticipated

CORRESPONDENCE.

CHIESS IN INDIA.

TO THE EDITOR OF THE 'CHESS PLAYER'S CHRONICLE.'

MY DEAR SIR,—I have taken the liberty of forwarding you a few games played in the Himalayas, in sight of the Snowy Range. Two of these games are illustrative of the "double gambit," which my opponent, your correspondent "SHAGIRD," having lately seen a game of the kind, in which Mr Staunton gave the Q. Kt., thinks highly attacking, but which I tell him I believe, and have proved, is the most favourable attack that can be adopted for the second player.

* * * * *

I fear these games at the "double gambit" you will hardly think deserving publicity; but if you should give them a place in the "Chess Chronicle," I shall feel much pleased. The other game which I send will scarce need any apology as I believe you will agree with us in thinking the last part admirably played by the opening player, who is a young ensign not twenty years of age, and who, when older and somewhat steadier, will doubtless take high rank among the amateurs of Chess.

Your's very truly,
"KNIGHT."

Almorah, Sept. , 1845.

P.S.—One of these games appeared in the 'Delhi Gazette,' from which I give the following note.

"TO THE EDITOR OF THE DELHI GAZETTE.

DEAR SIR,—In the 'Chess Players' Chronicle,' Vol. V. appear three games, as published in the 'Delhi Gazette,' played by "Shagird," giving the odds of Q.'s Kt. The Editor, in a note, says, 'The attack is remarkably well conducted throughout the game, and marks a player of equal genius and experience.'

"This is no doubt a high compliment, and as the games appear to have attracted attention, even in England, I send you a game played by the same parties, and at the same odds. It seems worthy of remark, that the games sent (in which the one party gives the other odds) are generally won by the player giving odds! The reason is obvious; first the player giving odds, generally recollects a game he has played well, and next the party receiving odds thinks, even if he does win, that he has little to boast of. I however think, that if more games in which the player receiving odds won were published, they would be instructive.

"The game sent is one illustrating the double gambit, which "Shagird" thinks a highly attacking opening; but if properly opposed the first dozen moves, it gives way, and the force of the odds given of course then tells; a small error, however, in the first four moves, would give first player a powerful attack.

"Your's

"KNIGHT."

GAME I.

Black, "SHAGIRD," gives his Q. Kt.

(Remove Black's Q. Kt. from the board.)

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

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

<i>Black. ("SHAGIRD.")</i>	<i>White. ("KNIGHT.")</i>
29. R. to Q. second	29. R. to K. B. fifth (check)
30. K. to Kt. second	30. Q. Kt. P. one
31. K. R. P. one	31. K. Kt. P. one
32. R. to Q. square	32. Kt. takes Q. R. P.

And after a few more moves the first player resigned.

Notes by "KNIGHT."

(a) First player here varies the attack; were he to bring out Kt. to K.'s second, White would check with Queen at K. R.'s fifth, and on Black's moving Kt.'s P. one, would move Q. to K. R.'s sixth.

(b) White should have played Kt. to his fourth.

(c) The Knight is strongly posted here.

GAME II.

Between the same players.

(Remove Black's Q.'s Kt. from the board.)

<i>Black. ("SHAGIRD.")</i>	<i>White. ("KNIGHT.")</i>
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. Kt. P. two	3. B. takes P.
4. K. B. P. two	4. Q. P. two
5. K. P. takes Q. P.	5. K. P. one
6. K. B. to Q. Kt. fifth (check)	6. B. to Q. second
7. Q. to K. second	7. K. Kt. to B. third
8. K. Kt. to R. third	8. Castles
9. B. takes B.	9. Q. takes B.
10. Castles	10. Q. takes P. at Q. fourth
11. Q. B. P. one	11. K. B. to Q. B. fourth (check)
12. K. to R. square	12. Q. Kt. to B. third
13. B. to Q. Kt. second	13. Q. R. to Q. square
14. Q. R. to Q. square	14. Q. to Q. sixth
15. Q. to K. square	15. K. P. one
16. K. R. to K. B. third	16. P. takes P.
17. Q. to K. R. fourth	17. Q. to Q. B. seventh
18. K. R. to B. square	18. Q. takes B.
19. K. Kt. to Kt. fifth	19. Q. takes Q. B. P.
20. K. B. P. one	20. Q. R. to Q. fifth
21. Q. to K. R. third	21. Q. takes Q.
22. Kt. takes Q.	22. K. Kt. to K. Kt. fifth

And Black resigned.

GAME III.

This game was played between "SHAGIRD," and the young Ensign mentioned in the foregoing letter. Black giving his K.'s Kt. and the first move.

(Take Black's K. Kt. from the board.)

<i>White. ("JUVENIS.")</i>	<i>Black. ("SHAGIRD.")</i>
1. K P. two	1. K. P. two
2. K. B. P. two	2. K. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. Q. P. one
5. Q. Kt. to Q. B. third	5. K. B. to K. Kt. second
6. Q. P. two	6. Q. B. to K. Kt. fifth
7. Castles	7. Q. B. P. one
8. Q. to Q. third	8. K. R. P. one (a)
9. Q. P. one (b)	9. Q. B. P. one
10. K. P. one	10. Q. B. takes Kt.
11. R. takes B.	11. B. takes K. P. (c)
12. Q. R. P. one	12. Q. R. P. one (d)
13. Q. Kt. P. two	13. P. takes P.
14. P. takes P.	14. Q. to her Kt. third (check)
15. K. to R. square	15. Q. takes P.
16. Q. B. to R. third	16. Q. to Q. R. fourth (e)
17. Kt. to K. fourth (f)	17. B. takes R. (g)
18. Kt. takes Q. P. (check)	18. K. to Q. second
19. Q. to K. B. fifth (check)	19. K. to Q. B. second
20. Q. takes K. B. P. (check)	20. Q. Kt. to Q. second
21. Kt. takes Q. Kt. P. (h)	21. Q. to K. eighth (check)
22. R. to K. B. square	22. Q. to her B.'s sixth (i)
23. Q. P. one (check)	23. K. to Q. B. square (k)
24. Kt. to Q. B. fifth	24. Q. to K. Kt. second
25. Q. to her fifth	25. Kt. takes Kt.
26. Q. to her B. sixth (check) (l)	26. K. to Kt.'s square
27. R. to Q. Kt. square (check)	27. Kt. to Q. Kt. second
28. Q. Kt. one	28. Q. R. to Q. R. second
29. Q. B. to Q. sixth (check)	29. K. to Q. R. square
30. Q. B. to Q. B. eighth (check)	30. R. takes Q.
31. P. takes R.	

Becomes a Queen and gives checkmate (m).

Notes by "SHAGIRD."

(a) In order to protect the K. Kt.'s P., which White might otherwise have taken with safety next move.

(b) K.'s P. one would have been preferable.

(c) Perhaps "Q. P. takes P." would be better.

(d) Castling would not have been bad play.

(e) Q. to Q. Kt. third would have been stronger.

(f) This move leads to a series of brilliant strokes by the first player, highly creditable to his skill, and indicative of first-rate Chess capacity.

(g) Black here paused to consider the propriety of taking the Rook.

He overlooked his adversary's twenty-first move, and deservedly lost the game.

(h) This move is well played. Were Black to take the Kt. he would lose the game immediately.

(i) Q. to K. square would have equally entailed the loss of the game. Try it.

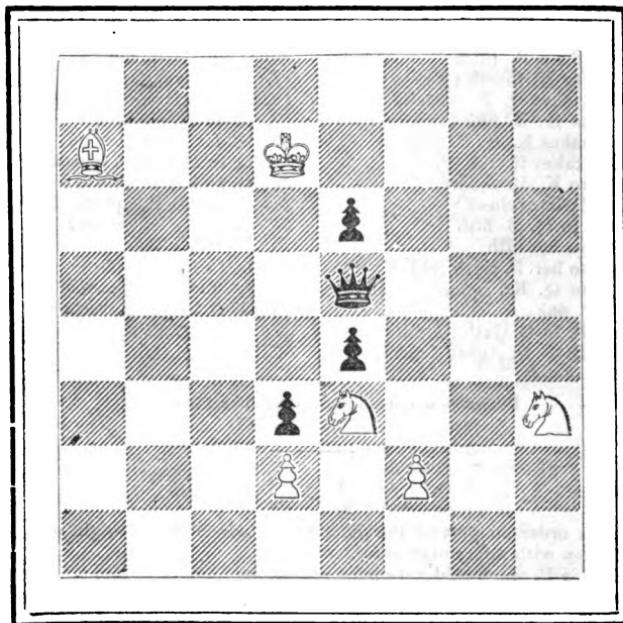
(k) Black cannot venture to take the Kt.

(l) This is the best style of Chess play.

(m) The attack from move 18 is admirably carried on by White. The game really deserves to be recorded; and will doubtless some time find a place in the 'Chess Players' Chronicle.'

PROBLEM, No. 261.

The following clever piece of manœuvring is the invention of
Mr J. W. Barnes, of Durham.



White playing first, mates him in seven moves.

SCACCIA LVDV S:

CHESSE PLAY.

(Concluded from page 352.)

The Souldiers gan to runne away,
 afraid of euerie thing :
 And running all vpon a heape,
 inuroned their King.
 Much like a Heard of Oxen faire
 or Heyfers on the Plaine,
 When as they see the Wolfe approach,
 their legges beginne to straine,
 And stand about the master Bull,
 all round as in a Ring :
 Euen so these seely fearfull Swaines,
 stood round about their King.
 But furious Queene, as Conqueror,
 ranne vp and downe the Field,
 And sets vpon the King himselfe,
 which now began to yeld.
 And had she not too hastie been
 in running of her race,
 No doubt she might haue tane the King,
 or slaine him in his place.
 That day had brought a fatal end
 to blacke Prince at a blow :
 And *Mercury Ioues Messenger*,
 had had an ouerthrow
 But *Atlas Sonne* did well perceave
Apolloes ouer-sight :
 And mocked him, and bade the Queene
 looke better to her fight.
 Thus while *Apollo* went about
 a silly Pawne to catch,
 He lost that opportunitie
 which he before did watch.
 And *Mercury*, to sauе the King,
 his Knight he did oppose
 To fight against the new made Queene,
 and to defend her blowes.
 Then seeking to offena the Rooke
 that staid the Pawne in blacke
 From being Queene : he drawes a shaft
 and shoothes him in the backe.
 Thus while *Apollo* sought in vaine
 his foe King to offend,
 His lustie Rooke he lost, alas,
 and brought him to his end.
 The blacke Pawne then without all fear
 in highest place was seene :
 Nor could *Apollo* hinder her
 from being made a Queene

Now both of them with equal force
 did fight within the Field:
 And valiantly their new made Queenes,
 did vse both speare and shield.
 And though the fortune of the Fight,
 and hope vncertaine was,
 Yet *Mercury* began to vaunt,
 and take new hart at grasse.
 As certaine of the victorie,
 he gan for to insult:
 And vseth all his subtillties
 to make a new tumult.
 When *Phæbus* did perceiue his drift,
 these words he vsed hot:
Why Mercury doost thou triumph
before the Field be got:
 When thou hast gotten victorie,
 then vse thy brauing words:
 Meane time let vs not braggarts bee,
 but fight it out with swords.
 Thy words I will confute with swords,
 thy braues with future blowes:
 This said, he animates his Queene,
 to set vpon his foes.
 Straight-waies begins a Battaille great
 and furious in the Field:
 Both sides are bold, and neither part
 is purposed to yeld.
 They runne vpon their foemens blades,
 great feare is in the Campe,
 Their hands imbrude in blood, their feete
 through thicke and thin doo stampes.
 The blacke Queene now begins to spoyle
 her foes before her face.
 The Queene in white withstood her not,
 but runnes another race:
 Vntoucht of all her Enemies,
 a secret way she takes,
 Ceasing to fly at smaller game,
 toward the King she makes.
 And setting first vpon the Guard
 that round about him stood,
 She seekes to checke the King, and bathe
 her hands within his blood.
 The blacke Queene then, when as she saw
 the white Queenes whole intent,
 Leauing the Battaille as it stood,
 to helpe the King she went.
 For rather doth she seeke to runne
 vpon her present death,
 Than see her King, before her face
 bereft of vitall breath.
 But then their chaunst another thing
 that grieued *Phæbus* sore:
 For *Mercury* sent out his Knight
 to vex him more and more.

The Horsman furiously doth fight,
 nor stayes he in his race,
 Till fearing neither King nor Queene,
 he got his wished place.
 And brauning in his armour blacke,
 a stout Knight was he seene :
 And threatneth destruction
 both to the King and Queene :
 Which when *Apollo* did perceiue
 it grieu'd him verie sore,
 And now the hope began to faille
 which he conceiud before.
 Now *Mercury* began to vaunt
 of hoped victorie,
 And glad in minde, both hart and voyce
 did lift vnto the skie.
 And with his Souldiers compassing
 the white Queene round about,
 He striketh her dead, and doth enioy
 her spoyles with courage stout.
 In which Conflikt by white Kings stroke
 he lost his valiant Knight.
Phabus (though grieved at the loose)
 yet fiercely held him Fight.
 And with his Bishop all in white
 and Pawnes that were but twaine
 He fights the Field, and doth renew
 the Battaille once againe.
 The lesser hope they haue of helpe,
 the boulder are they found :
 To sauе their King, they yeeld themselues
 to manie a fearefull wound.
 But all vaine : for *Mercury*
 gan furiously to fight,
 And sends abroad his Queene in blacke,
 to checke the King in white.
 She rangeth here and there about,
 not meaning once to yeeld,
 Till she hath got the victorie
 of white King in the Field.
 And hauing slaine the foot-men both
 that on the King did tend,
 She sets vpon the King himselfe
 to bring him to his end.
 Now had the King no hope of helpe,
 but as a captiue stands :
 Yet loath he was to yeeld himselfe,
 into his Enemies hands.
 But meanes by flight to sauе himselfe,
 and runs now here now there ;
 And seekes by all meanes possible
 to rid himselfe from feare.
 As one forsaken of his frends
 he rangeth all about :
 His foes pursue him in the chace,
 and fight with courage stout.

The blacke Prince doth pursue the white,
 and vseth all his strength,
 And euer kept behinde his foe
 about a weapons length.
 But when he see him set his foote
 vpon the highest seate :
 He bids his Queene to watchwell hym
 that he away ne get.
 The King thus brought into a straight,
 beset of all his foes,
 Doth f.aintly fight : yet to their blowes
 himselfe he doth oppose.
 The blacke Queene watching well her time
 pursude the King so fast,
 That he no place of refuge had
 to sauе himselfe at last.
 For as he ranne into a nooke
 himselfe for to defend,
 The blacke Queene pierst him to the heart,
 and so his life did end.
 The Gods and all the Goddesses
 that stode them round about,
 At *Phæbus* losse and ouerthrow
 began to to giue a shoute.
 And *Mercury* the conquerour
 thus hauing wonne the Field,
 Beganne to scoffe *Apollo* faire,
 who now of force must yelde.
Phæbus was greev'd that all the Gods
 so ill did him regard :
 And *Mercury* *Ioues* messenger
 did looke for his rewarde.
 Whom mighty *Ioue* the king of Gods,
 doth call vnto him soone :
 And giues to him a iust rewarde,
 for that which he had done.
 The gift was strange, a coniuring rod,
 which *Caducee* men call,
 Whose vertue was of great effect
 to raise the dead withall.
 To cast a man into a sleepe,
 and wake him vp againe,
 To raise the soules from Limbo lake,
 and rid them from their paine :
 To make men liuing dead, and send
 their quicke soules down to hell,
 Which caused him in Magickes Artes
 all other to excell.
 Nor wanted *Phæbus* his rewarde,
 though *Mercury* had wonne,
 For *Ioue* did giue him lea e to rule
 the Chariot, of the Sunne.
 This done, the Gods and Goddesses
 that saw this pleasant game,
 Went every one vnto the place
 from whence at first they came.

And *Mercury* long afterward,
in trauell, as I gesse,
Did teach the men of *Italie*
to play this game at Chesse.
For landed on th' *Italian* shore,
as ancient stories tell:
He spied by chance a louely Dame,
that likte him passing well,
And seeing her, and liking her,
he loued her withal:
This was a braue *Sereian Nymph*,
whome *Scacchis* men did call:
Who while she kept her snowie swannes
about the riuers wilde,
He spyde, and lou'd and lay with her,
and got the maid with childe,
And to requite such curtesie
shewd by so kinde a Dame:
To drive away the time withall,
he taught her first this game.
And for the losse of libertie,
and maidenhood withall:
Of her name *Scacchis Scachia*
this play at Chesse did call.
And that this God in memorie
the Lasse might longer haue,
A Boxen Chesse boord gilded round
vnto the gerle he gaue,
And taught her cunning in the same,
to play the game by Arte.
Which after to the country swaines
this Lady did impart:
Who taught their late posteritie
to vse this kind of play,
A game of great antiquitie
still vsed at this day.

Finis W. [G.] B.

TO THE READER.

Thus haue you here, as I do gesse,
The order of the game at Chesse :
With all the precepts lesse or more,
As it was vsde in yeeres of yore :
Which game the Gods did first inuent,
To passe the time in merriment :
And that we mortall men on earth
Might imitate their heauenly mirth,
And drive all sorrowes from the hart,
Which now and then come ouerthwart,
I thought it good to set downe plaine
This Game, which *Arcas* did ordaine
To be a solace to the Gods,
Whenas their hearts were farre at ods.
Wherein if you do take delight,
And vse the same by day or night,
To drive away your sorrowes past :
I shall be pleased at the last,
Requesting you with all my hart,
[To take the same on the] good part ;
[Of your louing] friend

G. B.

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