

CHES 1117
(I.9)

ANALYSIS

Eliza OF *Galloway's*

THE GAME

OF

CHESS;

A NEW EDITION,

GREATLY ENLARGED.

By A. D. PHILIDOR.

Ludimus effigiem belli.

VIDA.



L O N D O N :

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M. E. L.

P R E F A C E.

SEVERAL learned authors have published their inquiries on the origin of Chess. I will not venture to give my opinion on their conformity with the *Latrunculi* of ancient Rome. The Chinese play at Chess; but their game is nothing like ours, either in the moves of the pawns, or the strength of the pieces. The Arabians very probably brought this game into Europe; and their authors ascribe its invention to the Indians. Though Chess has contributed to the amusement of the greatest Heroes, for many ages past, the Spaniards and English seem to have been principally engaged in it, since the first treatises on that subject have been printed in those languages: nevertheless, Italy exceeds them in the number of volumes; and the IV. *Bücher vom Schach und Königs Spiel* of the duke of Brunswick, published under the fictitious name of Gustavus Selenus, constitute the whole of what Germany offers us of any consequence on the game. France has at all times had good players, but they have neglected to impart their discoveries to the public; and I believe I am the first of my nation, who has taken upon himself to set forth in a true light the theory and practice of this game. This work is divided into two parts; the first is the edi-

P R E F A C E.

tion of the year 1749, reprinted with amendments and new observations : the other contains a series of conclusions of games, useful and even necessary to be known, and, besides, a great number of new beginnings. As I ascribe the success of my first treatise to the notes that accompany the text, and by which the general rules must have been learned, I follow the same method in this Supplement; and I am persuaded I have brought to perfection the theory of a game, which many illustrious authors, as *Leibnitz*, &c. rank in the number of the sciences.

A D V E R T I S E M E N T.

It is to be observed, that in the Notes, I always speak of the white in the second, and the black in the third person, to avoid equivocation.

A N A L Y S I S

O F

T H E G A M E

O F

C H E S S ;

T H E

EDITION OF THE YEAR 1749.

P A R T I.

FIRST GAME,

With Two BACK-GAMES;

The first beginning from the 12th, and the second from the 37th Move.

1.

White. The king's pawn, two moves.

Black. The same.

2.

W. The king's bishop, at his queen's bishop's fourth square.

B. The same.

3.

W. The queen's bishop's pawn, one move.

B. The king's knight, at his bishop's third square.

4.

W. The queen's pawn, two moves. (a)

B. The pawn takes the pawn.

5.

W. The pawn retakes the pawn. (b)

B. The king's bishop, at his queen's knight's third square. (c).

6.

W. The queen's knight, at his bishop's third square.

B. The king castles.

7.

W. The king's knight, at his king's second square. (d)

B. The queen's bishop's pawn, one move.

N O T E S.

(a) This pawn is pushed two steps, for two reasons: the first is, to hinder your adversary's king's bishop from playing upon your king's bishop's pawn; the second, to bring the strength of your own pawns into the centre of the chess-board.

(b) When you find your game in the present situation, viz. two pawns in a front-line, you must take care not to push either of them, before your adversary proposes to change one for the other: which you will avoid, by then pushing forwards the attacked pawn.

(c) If, instead of being withdrawn, this bishop gives check, you are to cover the check with the bishop; and, in case he takes your bishop, you must retake the bishop with your knight, who shall then defend your king's pawn.

** In the former edition, the author thought it best not to be precise in the direction of this move, in order that he might have an opportunity of giving several examples, on the best way of playing the pawns.*

(d) Great care must be taken not to play the knight to his bishop's third square, before the bishop's pawn has been pushed two steps; because, otherwise, the knight would prove an hindrance to the motion of the pawn.

** The black, on that move, could take the white king's pawn, and afterwards push the queen's pawn two steps, which would break the centre of the white.*

B ij

8.

W. The king's bishop, at his queen's third square. (e)

B. The queen's pawn, two moves.

9.

W. The king's pawn, one move.

B. The king's knight, at his king's square,

10.

W. The queen's bishop, at his king's third square.

B. The king's bishop's pawn, one move. (f)

11.

W. The queen, at her second square. (g)

B. The king's bishop's pawn takes the pawn. (b)

12.

W. The queen's pawn retakes it.

B. The queen's bishop, at his king's third square. (i)

N O T E S.

(e) The bishop retires, to avoid being attacked by the adversary's queen's pawn, because you would then be forced to take her pawn with yours, which would separate your pawns.

(f) He plays this pawn to give an opening to the rook; and this cannot be hindered, either he or you take.

(g) You should not take the pawn which is offered you, because your royal pawn would then lose its column; whereas, leaving yours to be taken, you supply its place by the pawn of your queen, and sustain it afterwards with your king's bishop's pawn: these two pawns united will undoubtedly win the game.

(h) He takes the pawn to pursue his design, which is, to give an opening to his rook.

(i) He plays this bishop, to enable himself to push afterwards his queen's bishop's pawn: you could, it is true, oblige him to double a pawn, by taking his king's bishop with that of your queen: but this would make an opening to his queen's rook: besides, a double pawn, when tied to other pawns, is by no means disadvantageous; however, the present move will be the subject of a back game, making him take your queen's bishop with that of his king.

B iij

13.

W. The king's knight, at his king's bishop's fourth square. (*k*)

B. The queen, at her king's second square.

14.

W. The queen's bishop takes the black bishop. (*l*)

B. The pawn takes the bishop.

15.

W. The king castles with his rook. (*m*)

B. The queen's knight, at his queen's second square.

16.

W. The king's knight takes the bishop.

B. The queen retakes the knight.

17.

W. The king's bishop's pawn, two steps.

B. The king's knight, at his queen's bishop's second square.

18.

W. The queen's rook, at its king's place.

B. The king's knight's pawn, one move. (*n*)

19.

W. The king's rook's pawn, one move. (*o*)

B. The queen's pawn, one move.

20.

W. The knight, at his king's fourth square.

B. The king's rook's pawn, one move. (*p*)

21.

W. The queen's knight's pawn, one move.

B. The queen's rook's pawn, one move.

N O T E S.

(k) Your king's pawn being as yet in no danger, your knight attacks immediately his bishop, in order to take him, or have him removed.

(l) It is always dangerous to let the adversary's king's bishop stand on the direct line, which attacks your king's bishop's pawn; and, when your queen's pawn cannot close that direction, it is necessary to oppose him by your queen's bishop, and take his bishop, for every other piece, as soon as a convenient occasion offers.

(m) You castle on that side, in order to sustain and strengthen your king's bishop's pawn, which you will advance two steps as soon as your king's pawn is attacked.

(n) He is forced to push this pawn, to hinder you from playing your king's bishop's pawn upon his queen, which would give you two pawns in a front-line upon his ground.

(o) This pawn is played to enable you to push your king's knight's pawn.

(p) He plays this pawn to hinder your knight entering into his game, and forcing his queen to remove, which would immediately make an open field for your pawn.

(q) You play this knight to enable yourself to push your king's bishop's pawn next, which will be then supported by three pieces, the rook, the bishop, and the knight.

B iv

22.

W. The king's knight's pawn, two steps.

B. The king's knight, at his queen's fourth square.

23.

W. The knight, at his king's knight's third square. (q)

B. The king's knight, at the adversary's king's third square. (r)

24.

W. The queen's rook takes the knight.

B. The pawn retakes the rook.

25.

W. The queen takes the pawn.

B. The queen's rook takes the pawn of the opposite rook.

26.

W. The rook at its king's place. (s)

B. The queen takes the adversary's queen's knight's pawn.

27.

W. The queen, at her king's fourth square.

B. The queen, at her king's third square. (t)

28.

W. The king's bishop's pawn, one move.

B. The pawn takes the pawn.

29.

W. The pawn retakes the pawn. (u)

B. The queen, at her fourth square.

N O T E S.

(r) He plays this knight, in order to cut off the communication between your pieces, and break the strength of your pawns; which he would undoubtedly do, by pushing his king's knight's pawn; but you prevent his design, by sacrificing your rook.

(s) You play that rook to support your king's pawn, which would be left in the lurch, were you to push your king's bishop's pawn.

(t) The queen returns to this square, in order to hinder the check-mate, now ready prepared.

(u) The queen offers to be exchanged with the other queen, in order to break the scheme of a check-mate by the bishop and the adversary's queen.

30.

W. The queen takes the queen.

B. The pawn retakes the queen.

31.

W. The bishop takes the pawn in his way.

B. The knight, at his third square.

32.

W. The king's bishop's pawn, one move. (x)

B. The queen's rook, at the adversary's queen's knight's second square.

33.

W. The bishop, at his queen's third square.

B. The king, at his bishop's second square.

34.

W. The bishop, at the adversary's king's bishop's fourth square. (x)

B. The knight, at the adversary's queen's bishop's fourth square.

35.

W. The knight, at the adversary's king's rook's fourth square.

B. The king's rook gives check.

36.

W. The bishop covers the check.

B. The knight, at the adversary's queen's second square.

37.

W. The king's pawn gives check.

B. The king, at his knight's third square. (y) ~~ch~~

N O T E S.

(x) You are to observe, that, when your bishop runs upon the white squares, you must put your pawns upon the black ones; or, if your bishop runs on the black, you must have your pawns upon the white; because, then, your bishop prevents your adversary's pieces getting between your pawns. This rule is hardly ever to be dispensed with, in case you attack, and have some pawns advanced; but, in case of a defence, the rule must be reversed, and the pawns set upon the bishop's colour.

(x) Here is an example of the abovementioned note: if your bishop was black, your adversary's king might get in between your two pawns.

(y) As the king may retire to his bishop's square, we will make it the subject of a second back-game.

38.

W. The king's bishop's pawn, one move.

B. The rook, at its king's bishop's square.

39.

W. The knight gives check at the fourth square of his king's bishop.

B. The king, at his knight's second square.

40.

W. The bishop, at the adversary's king's rook's fourth square.

B. Plays any where; the white pushes to the queen.



FIRST BACK - GAME

Of the FIRST PARTY,

Beginning to change from the 12th Move of the Black.

White. 12.

B. The king's bishop takes the adversary's queen's bishop.

13.
W. The queen retakes the bishop.

B. The queen's bishop, at his king's third square.

14.
W. The king's knight, at his king's bishop's fourth square.

B. The queen, at her king's second square.

15.
W. The knight takes the bishop.

B. The queen takes the knight.

16.
W. The king castles with his rook.

B. The queen's knight, at his queen's second square.

17.
W. The king's bishop's pawn, two moves.

B. The king's knight's pawn, one move.

18.
W. The king's rook's pawn, one move.

B. The king's knight, at his second square.

19.
W. The king's knight's pawn, two steps.

B. The queen's bishop's pawn, one move.

20.

W. The knight, at his king's second square.

B. The queen's pawn, one move.

21.

W. The queen, at her second square.

B. The queen's knight, at his third square.

22.

W. The knight, at his king's knight's third square.

B. The queen's knight, at his queen's fourth square.

23.

W. The queen's rook, at its king's square.

B. The queen's knight, at the adversary's king's third square.

24.

W. The rook takes the knight.

B. The pawn retakes the rook.

25.

W. The queen retakes the pawn.

B. The queen takes the adversary's queen's rook's pawn.

26.

W. The king's bishop's pawn, one move.

B. The queen takes the pawn.

27.

W. The king's bishop's pawn, one move.

B. The knight, at his king's square.

28.

W. The king's knight's pawn, one move.

B. The queen, at the adversary's queen's fourth square.

29.

W. The queen takes the queen.

B. The pawn retakes the queen.

30.

W. The king's pawn, one move.

B. The knight, at his queen's third square.

31.

W. The knight, at his king's fourth square.

B. The knight, at his king's bishop's fourth square.

32.

W. The rook takes the knight.

B. The pawn retakes the rook.

33.

W. The knight, at the adversary's queen's third square.

B. The king's bishop's pawn, one move, or any where, the game being lost.

34.

W. The king's pawn, one move.

B. The rook, at its queen's knight's square.

35.

W. The bishop gives check.

B. The king retires, having but one place.

36.

W. The knight gives check.

B. The king removes where he can.

37.

W. The knight, at the adversary's queen's square, gives a discovering check.

B. The king moves where he can.

38.

W. Pushes the king's pawn, makes a queen, and gives check-mate in the mean time.

SECOND BACK-GAME

Of the FIRST PARTY,

Beginning from the 37th Move.

37.

W. The king's pawn gives check.

B. The king, at his bishop's square.

38.

W. The rook, at its queen's rook's square.

B. The rook gives check at the adversary's queen's knight's square.

39.

W. The rook takes the rook.

B. The knight retakes the rook.

40.

W. The king, at his rook's second square.

B. The knight, at the adversary's queen's bishop's third square.

41.

W. The knight, at his king's bishop's fourth square.

B. The knight, at the adversary's king's fourth square.

42.

W. The knight takes the pawn.

B. The rook, at its king's knight's fourth square.

43.

W. The king's pawn, one move, and gives check.

B. The king, at his bishop's second square.

44.

W. The bishop gives check at the adversary's king's third square.

B. The king takes the bishop.

45.

W. The king's pawn makes a queen, and wins the game.



SECOND PARTY,

With three BACK-GAMES :

The first beginning from the 3d, another from the 8th, and the last from the 26th Move.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop, at his queen's bishop's fourth square.

B. The queen's bishop's pawn, one move.

3.

W. The queen's pawn, two moves. (*a*)

B. The pawn takes the pawn. (*b*)

4.

W. The queen retakes the pawn.

B. The queen's pawn, one move.

5.

W. The king's bishop's pawn, two moves.

B. The queen's bishop, at his king's third square. (*c*)

6.

W. The king's bishop, at his queen's third square.

B. The queen's pawn, one move.

7.

W. The king's pawn, one move.

B. The queen's bishop's pawn, one move.

N O T E S.

(a) It is absolutely necessary to push this pawn two steps, to hinder him from bringing his pawns into the centre of the chess-board, which he certainly could do by pushing his queen's pawn two steps, and attacking your bishop, which would get him the move, and the attack upon you.

(b) Had he pushed his queen's pawn two steps, instead of taking, that would entirely change the game. So we will make of it the subject of a back-game.

(c) He plays this bishop for two good reasons: the first is, to push his queen's pawn, in order to make room for his king's bishop; the second, to oppose it to your king's bishop, and get rid of him in time, according to the rule prescribed in the first game.

C ij

8.

W. The queen, at her king's bishop's second square.

B. The queen's knight, at his queen's bishop's third square. (*d*)

9.

W. The queen's bishop's pawn, one move.

B. The king's knight's pawn, one move.

10.

W. The king's rook's pawn, one move.

B. The king's rook's pawn, two moves. (*e*)

11.

W. The king's knight's pawn, one move. (*f*)

B. The king's knight, at his rook's third square.

12.

W. the king's knight, at his bishop's third square.

B. The king's bishop, at his king's second square.

13.

W. The queen's rook's pawn, two moves.

B. The king's knight, at his bishop's fourth square.

14.

W. The king, at his bishop's square.

B. The king's rook's pawn, one move.

15.

W. The king's knight's pawn, one move.

B. The knight gives check to the king, and to the rook.

N O T E S.

(d) If, instead of getting out his pieces, as he does by playing his knight, he should continue to push on his pawns, he might easily lose the game: it must be observed, that one or two pawns, too far advanced, may be reckoned as good as lost, except when all the pieces have an open field to protect them, or when the same pawns may be sustained or supplied by others. This will be demonstrated by a back-game, which will convince you, that two pawns, in a front-line, situated upon the chess-board's fourth square, are better than upon the sixth square.

(e) He pushes this pawn two steps, to prevent your pawns falling upon his. Here is an observation to be made, that, in the present situation, two equal bodies of pawns are on the chess-board: you have four to three on your king's side, and he has likewise four to three on his queen's side: he that shall be able to separate first his adversary's pawns, on that side where they are the most in number, will undoubtedly win the game.

(f) This move is most material, because, by pushing his king's rook's pawn one step, he would immediately cut off the communication between your pawns: your king's knight's pawn could not then join that of your bishop, without being exposed to be taken by his rook's pawn.

C ij

16.

- W. The king, at his knight's second square.
B. The knight takes the rook.

17.

- W. The king takes the knight. (*g*)
B. The queen, at her second square.

18.

- W. The queen, at her king's knight's square. (*b*)
B. The queen's rook's pawn, two moves.

19.

- W. The queen's bishop, at his king's third square. (*i*)
B. The queen's knight's pawn, one move.

20.

- W. The queen's knight, at his rook's third square.
B. The king castles on his queen's side. (*k*)

21.

- W. The king's bishop gives check.
B. The king, at his queen's bishop's second square.

22.

- W. The queen's knight, at his queen's bishop's second square. (*l*)
B. The queen's rook, at her own home.

23.

- W. The king's bishop, at the adversary's queen's knight's fourth square.
B. The queen, at her own home. (*m*)

N O T E S.

(g) Though a rook is commonly a better piece than a knight, nevertheless your game is perhaps in a more advantageous situation than his; because, notwithstanding this loss, your king is safe, and you are the better enabled to form your attack on either side, where your adversary shall chuse to castle.

(h) It is of consequence to play your queen, to sustain your king's knight's pawn, for fear he should sacrifice his bishop for your two pawns, which he certainly would do, because all the strength of your game consisting in your pawns, the breaking of them would give him the attack upon you, and probably make you lose the game.

(i) You play this bishop with an intention to draw your adversary to push his queen's bishop's pawn, which would give you the game very soon, by making an opening for your knights.

(k) He castles on that side to avoid the strength of your pawns upon his king, and the more so, because they are already farther advanced than those on your queen's side.

(l) Had you given him check with this knight, you would have entangled your bishop, and lost many moves: it is better then to go back.

(m) He brings back his queen to her own home, with a design to put her next at her king's bishop's square, and better sustain his queen's bishop's pawn.

24.

W. The queen's knight's pawn, two moves,

B. The queen, at her king's bishop's square,

25.

W. The queen's knight's pawn takes the adverse queen's bishop's pawn.

B. The queen's knight's pawn takes the pawn again.

26.

W. The king's knight, at his queen's second square. (n)

B. The queen's bishop's pawn, one move. (o)

27.

W. The king's knight, at his bishop's third square.

B. The king's bishop's pawn, one move. (p)

28.

W. The queen's bishop gives check.

B. The king, at his queen's knight's second square.

29.

W. The bishop takes the knight, and gives check.

B. The king takes the bishop.

30.

W. The king's knight gives check.

B. The king, at his queen's second square. (q)

31.

W. The king's bishop's pawn, one move.

B. The bishop, at his king's knight's square,

N O T E S.

(n) You play this knight with a view to pursue your attack on his pawn.

(o) He plays this pawn in order to gain one move, and to hinder your king's knight from placing himself at your queen's knight's third square; but, as this move may be played otherwise, it will be the subject of a back-game.

(p) Whatever piece he may play now, the game is irretrievably lost for him, because your knights have got a free passage into his game,

(q) If his king takes your queen's bishop, you have his queen by a discovered check upon him; and if he removes his king elsewhere, he loses his queen's bishop.

32.

W. The king's pawn gives check.

B. The king at his home.

33.

W. The king's knight, at the adversary's queen's knight's fourth square.

B. The king's bishop, at his queen's third square.

34.

W. The queen, at her fourth square. (r)

B. Lost every where.

N O T E.

(r) The queen takes afterwards the adversary's queen's pawn, puts in danger all his pieces, and wins the game.



FIRST BACK-GAME,

Beginning from the 3d Move of the Black, in the
Second Game.

3.

W. The queen's pawn, two steps.

B. The same.

4.

W. The king's pawn takes the pawn.

B. The queen's bishop's pawn retakes the
pawn.

5.

W. The bishop gives check.

B. The bishop covers the check.

6.

W. The bishop takes the bishop.

B. The knight retakes the bishop.

7.

W. The queen's pawn takes the pawn.

B. The knight retakes the pawn.

8.

W. The queen, at her king's second square.

B. The same.

9.

W. The queen's knight, at his bishop's third
square.

B. The king castles.

10.

W. The bishop, at his king's bishop's fourth
square.

B. The queen's knight, at his bishop's third
square.

11.

W. The king castles.

B. The queen takes the queen.

12.

W. The king's knight retakes the queen.

B. The queen's pawn, one move.

13.

W. The queen's knight, at his king's fourth square.

B. The king's bishop's pawn, one move.

14.

W. The king's rook's pawn, two moves.

B. The king's rook's pawn, the same.

15.

W. The king's rook, at its third square.

B. The king's knight, at his rook's third square.

16.

W. The bishop takes the knight.

B. The rook retakes the bishop.

17.

W. The king's rook, at its queen's third square.

B. The queen's rook, at its king's square.

18.

W. The king's knight takes the pawn.

B. The knight, at the adverse queen's knight's fourth square.

19.

W. The king's rook, at its king's third square.

B. The knight takes the rook's pawn, and gives check.

20.

W. The king, at his queen's knight's square.

B. The knight retires.

21.

W. The knight checks the king and rook at once, &c.

SECOND BACK-GAME,

Beginning from the 8th Move of the Black.

8.

W. The queen, at her king's bishop's second square.

B. The queen's bishop's pawn, one move.

9.

W. The king's bishop, at his king's second square.

B. The queen's pawn, one move.

10.

W. The queen's bishop's pawn, one move.

B. The queen's pawn, one move.

11.

W. The king's bishop, at his third square.

B. The queen's bishop, at his queen's fourth square.

12.

W. The queen's knight's pawn, one move.

B. The queen's knight's pawn, two steps.

13.

W. The queen's rook's pawn, two steps.

B. The queen's bishop's pawn takes the pawn.

14.

W. The queen's rook's pawn retakes the pawn.

B. The queen's bishop takes the adversary's bishop.

15.

W. The king's knight retakes the bishop.

B. The queen's knight, at his queen's second square.

16.

W. The queen's bishop, at his king's third square.

B. The rook, at its queen's knight's square.

17.

W. The queen's bishop's pawn, one move.

B. The queen's knight, at his third square.

18.

W. The queen's knight, at his queen's second square.

B. The king's bishop, at the adversary's queen's knight's fourth square.

19.

W. The king castles, and will undoubtedly win the game; because all his pawns situated on his right side are well sustained; whilst his adversary's two pawns, being separated, are likely to be lost.

THIRD AND LAST BACK-GAME

On the SECOND GAME,

Beginning at the 26th Move of the Black.

26.

W. The king's knight, at his queen's second square.

B. The king's bishop's pawn, one move.

27.

W. The king's knight, at his queen's knight's third square.

B. The queen's bishop's pawn, one move.

28.

W. The queen's bishop gives check.

B. The king, at his queen's knight's second square.

29.

W. The king's knight gives check, at the black queen's bishop's fourth square.

B. The king's bishop takes the knight.

30.

W. The queen's bishop takes the bishop.

B. The queen, at her bishop's square.

31.

W. The rook, at its queen's knight's square.

B. The king, at his queen's bishop's second square.

32.

W. The queen's bishop gives check at the adversary's queen's third square.

B. The king, at his queen's square.

33.

W. The queen gives check, at the adversary's queen's knight's third square.

B. The king, at his home, or any where ; loses the game.

T H I R D G A M E,

Beginning with the Black.

This Game is not quite exact; but the first Moves of the white are very well calculated, especially when some advantage is granted.

1.

B. The king's pawn, two steps.

W. The same.

2.

B. The king's knight, at his bishop's third square.

W. The queen's pawn, one move.

3.

B. The king's bishop, at his queen's bishop's fourth square.

W. The king's bishop's pawn, two moves. (a)

4.

B. The queen's pawn, one move.

W. The queen's bishop's pawn, one move.

5.

B. The king's pawn takes the pawn. (b)

W. The queen's bishop retakes the pawn.

6.

B. The queen's bishop, at the adverse king's knight's fourth square.

W. The king's knight, at his bishop's third square.

7.

B. The queen's knight, at his queen's second square. (c)

W. The queen's pawn, one move.

N O T E S.

(a) It is always advantageous to change your king's bishop's pawn for his royal pawn; because, by that means, your king's and queen's pawns can place themselves in the centre of the chess-board: besides, in castling on your right wing, your rook finds itself free and fit for action in the very beginning of the game, as will be demonstrated by a back-game on the same play.

(b) If your adversary refuses taking your bishop's pawn, you are to leave it in the same place and situation, exposed to be taken, and not to push it on, till he has castled; and you must afterwards, with the pawns of your right wing, form your attack upon the pawns which cover his king, as is explained in a back-game on that move. You are to observe again, as a general rule, not to determine easily to push on the pawns, either of your right or left wing, before your adversary's king has castled; because he will otherwise retire on the side where your pawns are less advanced, and consequently less dangerous to him.

(c) If he takes your knight with his bishop, you must absolutely take his with your pawn, to bring the strength of your pawns towards the centre.

D

8.

B. The bishop retires.

W. The king's bishop, at his queen's third square. (*d*)

9.

B. The queen, at her king's second square.

W. The same.

10.

B. The king castles on his rook's side. (*e*)

W. The queen's knight, at his queen's second square.

11.

B. The king's knight, at his rook's fourth square. (*f*)

W. The queen, at her king's third square.

12.

B. The king's knight takes the bishop. (*g*)

W. The queen retakes the knight.

(d) This is the best square your king's bishop can chuse, except the fourth of your queen's bishop: in that place he may be of great service to you, to form your attack upon his king's rook's pawn, in case he castles on his left side.

(e) If he had castled on his queen's side, it would have been then your game to castle on your king's side, in order to attack him afterwards more easily with your pawns on the left. It is here again necessary to observe for a general rule, that, as it is very often dangerous to attack the adversary too soon, it must serve likewise for instruction here, not to be too hasty in your attack, till your pawns are previously sustained by one another, and also by your pieces; otherwise those hasty attacks will prove abortive, as will be seen by a back-game on this play.

(f) He plays the knight to make room for his king's bishop's pawn, with a design to advance it two steps, in order to strive to break the line of your pawns.

(g) If he had pushed his king's bishop's pawn two steps, instead of taking your bishop, you should then have attacked his queen with your queen's bishop, and pushed your king's rook's pawn the next move upon his bishop, to force him to take your knight: in this case your best way was to retake his bishop with your pawn, in order the better to support your royal pawn, and replace it in case it be taken.

D ij

13.

B. The queen's bishop takes the knight. (b)

W. The pawn retakes the bishop.

14.

B. The king's bishop's pawn, two moves.

W. The queen, at her king's knight's third square.

15.

B. The king's bishop's pawn takes the pawn.

W. The bishop's pawn retakes it.

16.

B. The king's rook, at its king's bishop's third square. (i)

W. The king's rook's pawn, two steps. (k)

17.

B. The queen's rook, at its king's bishop's square.

W. The king castles on his queen's side.

18.

B. The queen's bishop's pawn, two steps.

W. The king's pawn, one step. (l)

19.

B. The queen's pawn takes the pawn.

W. The queen's pawn, one move.

(b) If he did not take this knight, his bishop would remain imprisoned by your pawns; or he would lose three moves, which loss would entirely ruin his games.

(i) He plays this rook with two designs; either to attack and remove your queen, or to double it, as the case may require, with his other rook.

(k) You push this pawn two steps, to give room to your queen, in case your adversary attacks her with his king's rook.

(l) Here is a move, as difficult to comprehend, as it is to be well explained. In the first place, you are to observe, that, when you find yourself with a chain of pawns following one another, the pawn which is at the head of them must strive to preserve its post. Your king's pawn not being upon the same-coloured squares, or in oblique line with the others, your adversary has pushed his queen's bishop's pawn, for two reasons; the first, to engage you to push that of your queen forwards, which would then be stopped by that of his queen's, and by that means to bring about that your king's pawn, being left behind, should become useless to you; the second is, to hinder at the same time your king's bishop from battering upon his king's rook's pawn; therefore you ought to push your king's pawn forwards upon his rook, and even sacrifice it, because your adversary, by taking it, opens a free passage to

D iij

20.

B. The bishop, at his queen's bishop's second square.

W. The knight, at his king's fourth square. (*m*)

21.

B. The king's rook, at the adverse king's bishop's third square.

W. The queen, at her king's knight's second square.

22.

B. The queen, at her king's bishop's second square. (*n*)

W. The knight, at the adverse king's knight's fourth square.

23.

B. The queen gives check.

W. The king, at his queen's knight's square.

24.

B. The rook takes the bishop. (*o*)

W. The rook retakes the rook.

the pawns of your queen, which you are to advance immediately, and sustain, in case of need, with your others, in order to endeavour to make a queen with it, or draw some other considerable advantage by it, to win the game. It is true, that his queen's pawn, being now on the same line with its king, appears to have the same advantage, of having no opposition from your pawns, to make a queen: however, the difference is great, because his pawn being entirely separated, and incapable of being united and sustained by any of the others, will always be in danger of being seized on in its road by any of your pieces at war with it. This move, as I observed before, is very difficult; and one must be already a good player to judge well of it.

(*m*) It was necessary to play this knight, in order to stop his king's pawn; the rather, because this very pawn, in its present situation, stops the passage of his own bishop, and even of his knight.

(*n*) He plays his queen, in order afterwards to give check; but, instead of playing her, if he had pushed his king's rook's pawn, to hinder the attack of your knight, you must have pushed one step your queen's pawn, which would have ensured you the game.

(*o*) He takes this bishop to save his king's rook's pawn; the rather, because that bishop proves more incommodious to him than all your other pieces, and by this play he keeps in check your queen's rook with his queen.

D iij

25.

B. The queen, at her king's bishop's fourth square.

W. The queen, at her king's fourth square. (p)

26.

B. The queen takes the queen.

W. The knight retakes the queen.

27.

B. The rook, at the adverse king's bishop's fourth square.

W. The knight, at the adverse king's knight's fourth square.

28.

B. The queen's bishop's pawn, one move.

W. The queen's rook, at her king's knight's third square.

29.

B. The knight, at his queen's bishop's fourth square.

W. The knight, at the adverse king's third square.

30.

B. The knight takes the knight.

W. The pawn retakes the knight.

31.

B. The rook, at its king's bishop's third square.

W. The king's rook, at its queen's square. (q)

32.

B. The rook takes the pawn.

W. The king's rook, at the adverse queen's second square, and wins the game.

[41]
N O T E S.

(p) Having the advantage of a rook against a bishop, at the end of a party, it is your advantage to change the queen, because his queen is troublesome to you in her present situation; and to avoid the check-mate, he finds himself under the necessity of taking her.

(q) You must make yourself master of the openings, to make the rooks fit for action, especially at the end of a game.

FIRST BACK-GAME

Of the THIRD PARTY,

Beginning at the 3d Move of the Black.

3.

B. The queen's pawn, two steps.

W. The king's bishop's pawn, two steps.

4.

B. The queen's pawn takes the pawn.

W. The king's bishop's pawn retakes the pawn.

5.

B. The king's knight, at the adverse king's knight's fourth square.

W. The queen's pawn, one step.

6.

B. The king's bishop's pawn, two steps.

W. The king's bishop, at his queen's bishop's fourth square.

7.

B. The queen's bishop's pawn, two steps.

W. The queen's bishop's pawn, one step.

8.

B. The queen's knight, at his bishop's third square.

W. The king's knight, at his king's second square.

9.

B. The king's rook's pawn, two steps.

W. The king's rook's pawn, one step.

10.

B. The king's knight, at its rook's third square.

W. The king castles.

11.

B. The queen's knight, at his rook's fourth square.

W. The bishop gives check.

12.

B. The bishop covers the check.

W. The bishop takes the bishop.

13.

B. The queen retakes the bishop.

W. The queen's pawn, one move.

14.

B. The queen's bishop's pawn, one move.

W. The queen's knight's pawn, two moves.

15.

B. The queen's bishop's pawn takes it, passing by.

W. The rook's pawn retakes the pawn.

16.

B. The queen's knight's pawn, one move.

W. The queen's bishop, at his king's third square.

17.

B. The bishop, at his king's second square.

W. The king's knight, at his king's bishop's fourth square.

18.

B. The king's knight, at his own square.

W. The king's knight, at the adverse king's knight's third square.

19.

B. The king's rook, at its second square.

W. The king's pawn, one move.

20.

B. The queen, at her knight's second square.

W. The queen's pawn, one move.

21.

B. The king's bishop, at his third square.

W. The king's rook takes the pawn.

22.

B. The king castles.

W. The king's rook takes the adverse queen's knight.

23.

B. The pawn retakes the rook.

W. The queen's rook takes the pawn.

24.

B. The queen's rook's pawn, one move.

W. The rook gives check.

25.

B. The king retires.

W. The rook, at the adverse queen's bishop's second square.

26.

B. The queen, at her knight's fourth square.

W. The queen's knight, at his rook's third square.

27.

B. The queen, at her king's bishop's fourth square.

W. The queen's knight, at her bishop's fourth square.

28.

B. The queen takes the knight, knowing not how to do better.

W. The bishop gives check.

29.

B. The king retires.

W. The knight gives check-mate.

SECOND BACK-GAME,

Beginning at the 5th Move of the Black.

5.

B. The king castles.

W. The king's bishop's pawn, one move.

6.

B. The queen's pawn, one move.

W. The queen, at her king's bishop's third square.

7.

B. The queen's pawn takes the pawn.

W. The queen's pawn retakes the pawn.

8.

B. The queen's rook's pawn, two moves.

W. The king's knight's pawn, two moves.

9.

B. The queen, at her third square.

W. The king's knight's pawn, one move.

10.

B. The king's knight, at his king's square.

W. The king's bishop, at his queen's bishop's fourth square.

11.

B. The queen's bishop's pawn, one move.

W. The queen, at the adverse king's rook's fourth square.

12.

B. The queen's knight's pawn, two steps.

W. The king's knight's pawn, one step.

13.

B. The king's rook's pawn, one move.

W. The bishop takes the adverse king's bishop's pawn.

14.

B. The king, at his rook's square.

W. The queen's bishop takes the adverse king's rook's pawn.

15.

B. The king's knight, at his bishop's third square.

W. The queen, at her king's rook's fourth square, and afterwards wins the game.

THIRD BACK-GAME

Of the THIRD PARTY,

Beginning from the 10th Move of the Black.

10.

B. The king castles on his queen's side.

W. The king castles on his rook's side.

11.

B. The king's rook's pawn, one move.

W. The queen's knight, at his queen's second square.

12.

B. The king's knight's pawn, two moves.

W. The queen's bishop, at his king's third square.

13.

B. The queen's rook, at its king's knight's square.

W. The queen's knight's pawn, two moves.

14.

B. The king's rook's pawn, one move.

W. The queen's rook's pawn, two moves.

15.

B. The bishop takes the knight.

W. The queen retakes the bishop.

16.

B. The king's knight's pawn, one move.

W. The queen, at her king's second square.

17.

B. The queen's bishop's pawn, one move.

W. The queen's rook's pawn, one move.

18.

B. The bishop, at his queen's bishop's second square.

W. The queen's bishop's pawn, one move.

19.

B. The king's rook's pawn, one move.

W. The king's rook, at its queen's knight's square.

20.

B. The king's rook, at its fourth square.

W. The queen's bishop's pawn, one move.

21.

B. The queen's pawn, one move.

W. The king's pawn, one move.

22.

B. The king's knight, at his king's square.

W. The queen's knight's pawn, one move.

23.

B. The pawn takes the pawn.

W. The queen's rook retakes the pawn.

24.

B. The queen's rook's pawn, one move.

W. The queen's rook, at its knight's fourth square,

25.

B. The king's bishop's pawn, one move.

W. The king's bishop takes the queen's rook's pawn.

26.

B. The pawn retakes the bishop.

W. The queen retakes the pawn, and gives check,

27.

B. The king retires.

W. The queen gives check.

28.

B. The knight covers the check.

W. The queen's rook's pawn, one move.

29.

B. The king, at his queen's second square.

W. The queen takes the adverse queen's pawn, and gives check.

30.

B. The king retires.

W. The queen's rook's pawn, one move;
and, by different visible ways, wins the
game, without going further.

FOURTH PARTY,

With two BACK-GAMES;

One from the 5th, the other from the 6th, Move.

1.

B. The king's pawn, two moves.

W. The same.

2.

B. The queen's bishop's pawn, one move. (a)

W. The queen's pawn, two moves.

3.

B. The pawn takes the pawn.

W. The queen retakes the pawn.

4.

B. The queen's pawn, one move. (b)

W. The king's bishop's pawn, two moves.

5.

B. The king's bishop's pawn, two moves. (c)

W. The king's pawn, one move. (d)

N O T E S.

(a) This pawn is very ill played at the second move, because, by pushing your queen's pawn two steps, you again secure the advantage of the move.

(b) If, instead of this pawn, he had moved the king's knight to his king's second square, you must have pushed your king's pawn forwards, and sustained it afterwards with your king's bishop's pawn.

(c) If, instead of pushing this pawn, he had moved his queen's bishop to his king's third square, you must have moved your king's bishop to his queen's third square; and then the situation of the game would have been exactly as it is at the sixth move of the second party: but, if he had attacked your queen with his queen's bishop's pawn, he would have played very ill; because, the pawn, that is at the head of those which are on his queen's side, would be left behind. Vide Note (1) on the 18th move of the third party: nevertheless, we shall make it the subject of a back-game.

(d) It is a general rule, that you must avoid changing your king's pawn for your adversary's king's bishop's pawn. You are to observe likewise the same rule with regard to your queen's pawn against his queen's bishop's pawn; because it is demonstrated, that the king's and queen's pawns are better than the others; since they, occupying the centre, hinder your adversary's pieces from taking the most advantageous posts.

E

6.

B. The queen's pawn, one move. (e)

W. The queen, at her king's bishop's second square.

7.

B. The queen's bishop, at his king's third square.

W. The king's knight, at his bishop's third square.

8.

B. The queen's knight, at his king's second square.

W. The king's knight, at his queen's fourth square.

9.

B. The king's bishop, at his queen's bishop's fourth square.

W. The queen's bishop's pawn, one move.

10.

B. The queen, at her knight's third square.

W. The queen's bishop, at his king's third square.

11.

B. The king's bishop takes the knight.

W. The pawn retakes the bishop. (f)

12.

B. The king's knight, at his king's second square.

W. The king's bishop, at his queen's third square.

13.

B. The king castles on his rook's side.

W. The king's rook's pawn, one move.

14.

B. The queen, at her bishop's second square. (g)

W. The king's knight's pawn, two moves.

N O T E S.

(e) If, instead of pushing this pawn, he had taken your king's pawn, you should, in that case, have taken his queen, and afterwards retaken his pawn; thus, hindering him from castling, you preserve the attack upon him: but, as he could play his queen at his bishop's second square, we will make of that move the subject of a back-game.

(f) When you have two bodies of pawns separated, you must always strengthen the strongest side, by uniting at the centre as many pawns as possible.

(g) His queen being now of no use in that place, he removes her, to make room for his pawns, with a design to push them upon you.

E ij

15.

B. The king's knight's pawn, one move.

W. The king's knight's pawn, one move. (b)

16.

B. The queen's knight's pawn, one move.

W. The queen's knight, at his bishop's third square.

17.

B. The queen's bishop's pawn, one move.

W. The king castles on his queen's side. (c)

18.

B. The pawn takes the pawn.

W. The bishop retakes the pawn.

19.

B. The queen's knight, at his queen's bishop's fourth square.

W. The king's rook's pawn, one move. (d)

20.

B. The knight takes the king's bishop.

W. The rook retakes the knight.

21.

B. The queen's bishop, at his king's bishop's second square. (e)

W. The king's rook's pawn, one move.

22.

B. The queen's knight's pawn, one move. (f)

W. The queen's rook, at its king's rook's third square.

N O T E S.

(A) By the pushing of this pawn you obstruct the game ; but you will always have it in your power to make an opening with your king's rook's pawn, as soon as your pieces are all ready to form and sustain your attack.

(i) You castle on your queen's side, to have a more free attack on your right wing : but, if instead of castling you take the pawn offered to you, you thereby reunite in the centre your adversary's pawns, which would prove very incommodious to your pieces.

(k) Had you taken the knight with your queen's bishop, you had fallen into the very error above mentioned, in reuniting his pawns in the centre.

(l) He plays this bishop, to replace his king's knight's pawn, in case it be taken.

(m) He plays this pawn, to attack the knight that covers your king, having nothing better in his power ; for, by taking your pawn, he would equally lose the game.

E iij

23.

B. The queen's knight's pawn, one move.

W. The king's pawn, one move.

24.

B. The bishop, at his king's square, (*n*)

W. The king's rook's pawn takes the pawn.

25.

B. The bishop retakes the pawn.

W. The rook takes the adverse king's rook's pawn,

26.

B. The bishop takes the rook.

W. The king's rook takes the bishop.

27.

B. The king takes the rook.

W. The queen gives check at the adverse king's rook's fourth square.

28.

B. The king, at his knight's place, having no other.

W. The queen gives check-mate.

65X13
65X12

N O T E S.

(n) If he takes the pawn with his bishop, he equally loses the game.

(o) You are to observe, that, if you can succeed to make an opening upon the king, with two or three pawns, the game is absolutely won.

FIRST BACK - GAME

Of the FOURTH PARTY,

Beginning from the 5th Move of the Black.

5.

B. The queen's bishop's pawn, one move,

W. The king's bishop gives check.

6.

B. The bishop covers the check,

W. The bishop takes the bishop.

7.

B. The queen retakes the bishop.

W. The queen, at her third square,

8.

B. The queen's knight, at his bishop's third square.

W. The queen's bishop's pawn, two moves,

9.

B. The queen's knight, at his adversary's queen's knight's fourth square.

W. The queen, at her king's second square.

10.

B. The king's bishop, at his king's second square.

W. The queen's knight, at his bishop's third square.

E iv

11.

- B. The king's bishop, at his third square.
W. The queen's knight, at the adversary's queen's fourth square.

12.

- B. The queen's knight takes the knight.
W. The king's pawn retakes the knight.

13.

- B. The knight, at his king's second square.
W. The king's knight, at his bishop's third square.

14.

- B. The king castles on his rook's side.
W. The queen, at her third square.

15.

- B. The king's rook, at its king's square.
W. The king, at his bishop's second square.

16.

- B. The knight, at his king's bishop's fourth square.
W. The king's rook's pawn, two moves.

17.

- B. The knight, at the adversary's queen's fourth square.
W. The queen's bishop, at his king's third square.

18.

- B. The knight takes the knight.
W. The king retakes the knight.

19.

- B. The bishop takes the queen's knight's pawn.
W. The queen's rook attacks the bishop.

20.

B. The bishop retires to his third square.

W. The king's knight's pawn, two moves.

21.

B. The king's knight's pawn, one move.

W. The same.

22.

B. The bishop, at his king's knight's second square.

W. The king's rook's pawn, one move.

23.

B. The king's rook, at its king's second square.

W. The king's rook, at its fourth square.

24.

B. The queen's rook, at its king's square.

W. The bishop, at his queen's second square.

25.

B. The king's rook, at the adversary's king's fourth square.

W. The rook's pawn takes the pawn.

26.

B. The rook's pawn takes the pawn.

W. The queen's rook, at her king's rook's square.

27.

B. The queen's knight's pawn, two moves.

W. The bishop, at his queen's bishop's third square.

28.

B. The rook gives check.

W. The king, at his bishop's second square.

29.

B. The rook takes the queen.

W. The rook gives check-mate, at the adversary's king's rook's square.

SECOND BACK - GAME

Of the FOURTH PARTY,

Beginning at the 6th Move of the Black.

6.

- B. The queen, at her bishop's second square.
W. The king's bishop, at his queen's bishop's fourth square,

7.

- B. The queen's pawn takes the pawn.
W. The pawn retakes the pawn.

8.

- B. The queen's bishop's pawn, one move.
W. The queen, at the adversary's queen's fourth square.

9.

- B. The queen's knight, at his bishop's third square.
W. The king's knight, at his bishop's third square.

10.

- B. The queen's knight, at the adversary's queen's knight's fourth square.
W. The queen, at her own home.

11.

- B. The queen's rook's pawn, one move.
W. The queen's rook's pawn, two moves.

11.

- B. The queen's rook's pawn, one move.
W. The queen's rook's pawn, two moves.

12.

- B. The king's knight, at his king's second square.
W. The king castles.

13.

B. The king's knight's pawn, one move.

W. The queen's bishop, at the adverse king's knight's fourth square.

14.

B. The king's bishop, at his knight's second square.

W. The queen's bishop, at the adverse king's bishop's third square.

15.

B. The king's knight, at his own square.

W. The queen's bishop takes the bishop.

16.

B. The queen retakes the bishop.

W. The king's knight, at the adverse king's knight's fourth square.

17.

B. The king's knight, at his rook's third square.

W. The queen's knight, at his bishop's third square.

18.

B. The queen's knight, at his bishop's third square.

W. The queen, at the adverse queen's fourth square.

19.

B. The queen's knight, at his king's second square.

W. The queen, at the adverse queen's third square.

20.

B. The queen's bishop, at his queen's second square.

W. The king's pawn, one move.

21.

B. The queen's bishop, at his third square.

W. The queen's rook, at its queen's square.

22.

B. The king's knight, at the adverse king's knight's fourth square.

W. The queen gives check, at the adverse queen's second square.

23.

B. The bishop takes the queen.

W. The pawn retakes the bishop, and gives check.

24.

B. The king, at his queen's square.

W. The knight gives check-mate, at the adverse king's third square.



FIRST GAMBIT,

With seven BACK-GAMES;

Two at the 4th Move, one at the 5th, one at the 6th, two at the 7th, and the last at the 8th Move.

1.
W. The king's pawn, two moves.

B. The same.

2.
W. The king's bishop's pawn, two moves.

B. The king's pawn takes the pawn.

3.
W. The king's knight, at his bishop's third square.

B. The king's knight's pawn, two moves.

4.
W. The king's bishop, at his queen's bishop's fourth square. (a)

B. The king's bishop, at his knight's second square. (b)

N O T E S.

(a) Instead of that move you might have pushed your king's rook's pawn two steps, which would change the game. This will be the subject of a back-game.

(b) If, instead of playing this bishop, he had pushed one step his king's knight's pawn, that move would make another game. A new subject for a back-game.

5.

W. The king's rook's pawn, two moves. (c)

B. The king's rook's pawn, one move. (d)

6.

W. The queen's pawn, two moves.

B. The queen's pawn, one move. (e)

7.

W. The queen's bishop's pawn, one move.

B. The queen's bishop's pawn, one move. (f)

N O T E S.

(c) By playing this pawn you oblige him to defend his king's knight's pawn with that of his rook ; by which move you keep imprisoned his king's knight, who cannot get out, without leaving his pawns exposed to be taken.

(d) He might have made this move in two different manners : the first, by pushing, one step, his king's bishop's pawn ; in which case you should have sacrificed your knight, by taking his king's knight's pawn, in order afterwards to give check with your queen, which would ensure you the game ; the second, by pushing, one step, his king's knight's pawn upon your knight ; another subject of a back-game.


(e) If, instead of that move, he had advanced, one step, his queen's bishop's pawn, you must have pushed that of your king, in order afterwards to take, by the way, his queen's pawn, in case he had pushed it two steps with a design to obstruct your king's bishop ; another subject of a back-game.

You are to observe, that in the attack of gambits, the king's bishop is undoubtedly the best piece, and the king's pawn the best pawn.

(f) If, instead of moving this pawn, he had played his queen's bishop, either to his king's third square, or to your king's knight's fourth square, he might have lost the game in two ways. This is the subject of two back-games on the same moves.

8.

W. The queen, at her king's second square.

B. The queen's bishop, at the adverse king's knight's fourth square. (g) 

9.

W. The king's knight's pawn, one move.

B. The king's pawn takes the pawn. (b)

10.

W. The king's rook's pawn takes the pawn.

B. The rook's pawn retakes the pawn.

11.

W. The rook takes the rook.

B. The bishop retakes the rook.

12.

W. The queen's bishop takes the adverse king's knight's pawn.

B. The king's bishop, at his third square.

13.

W. The bishop takes the bishop.

B. The queen takes the bishop.

14.

W. The queen's knight, at his queen's second square.

B. The same.

15.

W. The king castles.

B. The same.

16.

W. The rook, at its king's knight's square.

B. The queen, at the adverse king's bishop's square.

17.

W. The queen, at her king's knight's second square.

B. The king's bishop's pawn, two moves

N O T E S.

(g) He may now, without any danger, play his bishop on this square, as your queen can no more double your king's bishop by attacking his two pawns: but, if, instead of that move, he had played his same bishop to his king's third square, he would have lost the game; the subject of a back-game.

(b) It is very material, in the attack of gambits, not to spare your pawns on the king's side, and even to sacrifice them all, if it be requisite, though merely for the sake of the adversary's king's pawn; because this pawn hinders your queen's bishop from being fit for action, and joining the pieces that form your attack.

(i) If, instead of playing that bishop, he had taken yours with his queen, or had taken your knight with his queen's bishop, he would have lost the game.

F

18.

W. The queen takes the pawn.

B. The queen takes the queen.

19.

W. The rook retakes the queen.

B. The pawn takes the pawn.

20.

W. The king's bishop takes the knight.

B. The queen's bishop takes the knight.

21.

W. The knight takes the bishop.

B. The pawn retakes the knight.

22.

W. The bishop, at the adverse king's bishop's second square.

B. The rook, at its king's bishop's square.

23.

W. The rook takes the pawn.

B. The king, at his queen's bishop's second square.

24.

W. The king, at his queen's second square. (k)

B. The queen's bishop's pawn, one move.

25.

W. The bishop, at the adverse king's rook's fourth square.

B. The rook takes the rook.

26.

W. The bishop retakes the rook. (l)

N O T E S.

(4) If, instead of playing your king, you had pushed your queen's bishop's pawn, you would have lost the game; because your adversary, by pushing his queen's bishop's pawn, would have forced you to take with your queen's pawn, and afterwards attacked your rook and your bishop at once with his knight.

(1) The bishop having retaken the rook, it is evident that it is a drawn game, except in the case of very great error in play. This game shews, that a gambit equally well attacked and defended is never a decisive party, either on one side, or the other: it is true, that he who gives the pawn, has the pleasure of having always the attack, and the prospect of winning; which would certainly happen, if he who is on the defensive did not play regularly well for the ten or twelve first moves.

F ij

FIRST BACK-GAME

Of the FIRST GAMBIT,
On the 4th Move of the White.

4.

- W. The king's rook's pawn, two moves.
- B. The king's knight's pawn, one move.

5.

- W. The king's knight, at the adversary's king's fourth square.
- B. The king's rook's pawn, two moves.

6.

- W. The king's bishop, at his queen's bishop's fourth square.
- B. The king's rook, at its second square.

7.

- W. The queen's pawn, two moves.
- B. The queen's pawn, one move.

8.

- W. The king's knight, at his queen's third square.
- B. The queen, at her king's second square.

9.

- W. The queen's knight, at his bishop's third square.
- B. The king's knight, at his bishop's third square.

10.

- W. The queen, at her king's second square.
- B. The king's pawn, one move; attacking the adversary's queen.

11.

- W. The king's knight's pawn takes the pawn.
- B. The king's knight's pawn retakes the pawn.

12.

W. The queen takes the pawn.

B. The queen's bishop, at the adverse king's knight's fourth square.

13.

W. The queen, at her king's third square.

B. The king's bishop, at his rook's third square.

14.

W. The king's knight, at his king's bishop's fourth square.

B. The queen's bishop's pawn, one move.

15.

W. The queen's bishop, at his queen's second square.

B. The king's bishop takes the knight.

16.

W. The queen retakes the bishop.

B. The queen's pawn, one move.

17.

W. The king's bishop, at his queen's third square.

B. The king's knight takes the king's pawn.

18.

W. The knight, or the bishop, takes the knight.

B. The king's bishop's pawn, two moves.

SECOND BACK-GAME

On the FIRST GAMBIT,

From the 4th Move of the Black.

4.

W. The king's bishop, at his queen's bishop's fourth square.

B. The king's knight's pawn, one move.

5.

W. The king's knight, at the adversary's king's fourth square.

B. The queen gives check.

6.

W. The king, at his bishop's square.

B. The king's knight, at his rook's third square.

7.

W. The queen's pawn, two moves.

B. The queen's pawn, one move.

8.

W. The king's knight, at his queen's third square.

B. The king's pawn, one move.

9.

W. The king's knight's pawn, one move.

B. The queen gives check.

10.

W. The king, at his bishop's second square.

B. The queen gives check.

11.

W. The king, at his third square.

B. The king's knight, at his square.

12.

W. The king's knight, at his king's bishop's fourth square.

B. The king's bishop, at his rook's third square.

13.

W. The king's bishop, at his home, attacking the queen, and taking her by force.

B. The queen takes the rook, not knowing what to do better.

14.

W. The king's bishop gives check, and afterwards takes the queen.

THIRD BACK-GAME

On the 5th Move of the Black.

5.

W. The king's rook's pawn, two moves.

B. The king's knight's pawn, one move.

6.

W. The king's knight, at the adverse king's knight's fourth square.

B. The king's knight, at his rook's third square.

7.

W. The queen's pawn, two moves.

B. The king's bishop's pawn, one move.

8.

W. The queen's bishop takes the pawn.

B. The queen's pawn, one move.

9.

W. The queen's bishop's pawn, one move.

B. The pawn takes the knight.

10.

W. The pawn retakes the pawn.

B. The king's knight, at home.

11.

W. The queen, at her knight's third square.

B. The queen, at her king's second square.

12.

W. The queen's knight, at his queen's second square.

B. The queen, at her king's bishop's square.

13.

W. The king castles on his rook's side.

B. Loses the game.

FOURTH BACK - GAME

Of the FIRST GAMBIT,

From the 6th Move of the Black.

6.

W. The queen's pawn, two moves.

B. The queen's bishop's pawn, one move.

7.

W. The king's pawn, one move.

B. The queen's knight's pawn, two moves.

8.

W. The bishop, at his queen's knight's third square.

B. The queen's rook's pawn, two moves.

9.

W. The queen's rook's pawn, two moves.

B. The queen's knight's pawn, one move.

10.

W. The queen's knight, at his queen's second square.

B. The queen's bishop, at his rook's third square.

11.

W. The queen's knight, at his king's fourth square.

B. The queen, at her knight's third square, or wherever he pleases: he loses the game.

12.

W. The knight gives check, at the adverse queen's third square.

FIFTH BACK - GAME

Of the FIRST GAMBIT,

From the 7th Move of the Black.

7.

W. The queen's bishop's pawn, one move.

B. The queen's bishop, at the adverse king's knight's square.

8.

W. The queen, at her knight's third square.

B. The queen's bishop, at his king's rook's fourth square.

9.

W. The king's rook's pawn takes the pawn.

B. The rook's pawn retakes the pawn.

10.

W. The king's rook takes the bishop.

B. The rook retakes the rook.

11.

W. The king's bishop takes the pawn, and, giving check to the king and rook, wins a piece, and consequently the game.

SIXTH BACK - GAME

Of the FIRST GAMBIT,

From the 7th Move of the Black.

7.

W. The queen's bishop's pawn, one move.

B. The queen's bishop, at his king's third square.

8.

W. The king's bishop takes the bishop.

B. The pawn retakes the bishop.

9.

W. The queen, at her knight's third square.

B. The queen, at her bishop's square, to defend the two attacked pawns.

10.

W. The king's rook's pawn takes the pawn.

B. The rook's pawn retakes the pawn.

11.

W. The king's rook takes the rook.

B. The bishop takes the rook.

12.

W. The king's knight takes the pawn.

B. The king, at his second square.

13.

W. The queen's bishop takes the pawn.

B. The queen's knight, at his bishop's third square.

14.

W. The queen's knight, at his queen's second square.

B. The queen's rook's pawn, two moves.

15.

W. The king castles.

B. The queen's knight's pawn, two moves.

16.

W. The rook, at its king's rook's square.

B. The king's knight, at his bishop's third square.

17.

W. The rook takes the bishop.

B. The queen retakes the rook.

18.

W. The queen takes the king's pawn, and gives check.

B. The king retires where he pleases, standing very badly on any square where he may go.



SEVENTH AND LAST BACK-GAME

Of the FIRST GAMBIT,

Beginning from the 8th Move of the Black.

8.

W. The queen, at her king's second square.

B. The queen's bishop, at his king's third square.

9.

W. The king's bishop takes the bishop.

B. The pawn retakes the bishop.

10.

W. The king's pawn, one move.

B. The queen's pawn takes the pawn.

11.

W. The queen's pawn retakes the pawn.

B. The queen's knight, at his queen's second square.

12.

W. The king's knight's pawn, one move.

B. The same.

13.

W. The king's knight's pawn takes the pawn.

B. The pawn retakes the knight.

14.

W. The queen retakes the pawn.

B. The queen, at her king's second square.

15.

W. The queen's knight, at his queen's second square.

B. The king castles.

16.

W. The queen's knight's pawn, two moves, to hinder the adversary's knight from advancing.

B. The king's rook's pawn, one move.

17.

W. The queen's knight, at his king's fourth square.

B. The queen's knight, at her third square.

18.

W. The bishop, at his king's third square.

B. The king's knight, at his rook's third square.

19.

W. The bishop, at the adverse queen's bishop's fourth square.

B. The queen, at her bishop's second square.

20.

W. The queen's rook's pawn, two moves.

B. The king's bishop, at his own square.

21.

W. The queen's rook's pawn, one move.

B. The bishop takes the bishop.

22.

W. The pawn retakes the bishop.

B. The queen's knight, at his queen's second square.

23.

W. The knight gives check.

B. The king retires.

24.

W. The queen's rook, at its knight's square.

B. The queen's knight takes the pawn.

25.

W. The knight takes the queen's knight's pawn.

B. The queen's knight takes the knight.

26.

W. The queen's rook's pawn, one move.

B. The queen, at his queen's rook's square.

27.

W. The rook takes the knight.

B. The queen, at her bishop's square.

28.

W. The king's rook, at its second square.

B. The queen's rook, at its queen's second square.

29.

W. The king's rook, at its queen's second square.

B. The king's rook, at its second square.

30.

W. The queen takes the adverse queen's bishop's pawn.

W. The queen's rook gives check-mate.



SECOND GAMBIT,

With Four BACK-GAMES;

Two from the 4th, one from the 9th, and the last from the 11th Move.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop's pawn, two moves.

B. The pawn takes the pawn,

3.

W. The king's bishop, at his queen's bishop's fourth square.

B. The queen gives check.

4.

W. The king, at his bishop's square. ♔

B. The king's knight's pawn, two moves. (a) ♙

5.

W. The king's knight, at his bishop's third square.

B. The queen, at her king's rook's fourth square. (b) ♚

N O T E S.

(a) There are two other different ways of playing this move: the first is, to play his king's bishop to his queen's bishop's fourth square; and the other, to push that queen's same pawn one move, which will make the subject of two back-games.

(b) He might have removed his queen to two other squares; but this is the best: for, had he made her retire to your king's knight's

6.

W. The queen's pawn, two moves.

B. The queen's pawn, one move.

7.

W. The queen's bishop's pawn, one move. (*c*)

B. The queen's bishop, at the adverse king's knight's fourth square.

8.

W. The king, at his bishop's second square.)

B. The king's knight, at his king's bishop's third square. (*d*)

9.

W. The queen, at her king's second square.

B. The queen's knight, at his queen's second square.

10.

W. The king's rook's pawn, two moves.

B. The bishop takes the knight.

11.

W. The queen takes the bishop.

B. The queen takes the queen. (*e*)

N O T E S.

fourth square, you might have taken his king's bishop's pawn, by giving check, and perhaps afterwards forced his queen: and, if he had withdrawn her to his king's rook's third square, you must have attacked the same king's bishop's pawn with your king's knight, which would have entirely decided the game in your favour.

(c) It is of consequence, in the gambits, to play this pawn, to enable yourself afterwards to place your queen at her knight's third square. In this post, that increases the strength of your position, and perplexes your adversary, especially if he has played his queen's bishop, without attacking one of your pieces. See, respecting this play, the fifth and sixth back-games of the first gambit.

(d) If, instead of playing this knight, he had taken your king's knight, a third back-game will show you how you are to proceed in that party.

(e) If, instead of taking your queen, he had given check, a fourth back-game will show you how he would lose the game.

G

12.

W. The king retakes the queen. (*f*)

B. The king's knight's pawn gives check.

13.

W. The king takes the adverse king's pawn.

B. The king's bishop gives check at the rook's third square.

14.

W. The king, at the adverse king's bishop's fourth square. (*g*)

B. The king's bishop takes the adverse queen's bishop.

15.

W. The king's rook takes the bishop.

B. The king's rook's pawn, two moves.

16.

W. The knight, at his queen's second square.

B. The king, at his second square.

17.

W. The king's rook, at its king's bishop's square. (*h*)

B. The queen's bishop's pawn, one move. (*i*)

18.

W. The queen's rook, at its king's square.

B. The queen's knight's pawn, two moves. (*k*)

19.

W. The bishop, at his queen's knight's third square.

B. The queen's rook's pawn, two moves.

20.

W. The king's pawn, one move.

B. The pawn takes the pawn.

N O T E S.

(f) I have laid it down, as a general rule, always to unite your pawns, and bring them into the centre. Here is however an exception, grounded upon two good reasons: first, if you retake with your king, you gain a pawn, your adversary being no longer able to hinder it: secondly, the queen being changed, your king has nothing to fear; and getting him into action, he may be as useful to you as any other of your pieces.

(g) Your king could not be safe on that square, if your adversary had yet a white bishop to dislodge him from that post; but, this not being the case, your king sustains all your pawns.

(h) You might have played this rook to your king's square; but in this case your queen's rook would have been almost useless to you: it is better then to retard your attack, and get all your pieces into action.

(i) He prepares to push his queen's pawn one move, to break your centre; which it behoves you to prevent, by putting him under the necessity of defending himself.

(k) He endeavours to attack you on your left, and make an opening for his rooks.

G ij

21.

- W. The queen's pawn retakes the pawn.
B. The king's knight, at his queen's fourth square.

22.

- W. The knight, at his king's fourth square. (*l*)
B. The queen's knight, at his third square.

23.

- W. The knight, at the adverse king's bishop's third square.
B. The queen's rook, at its queen's square. (*m*)

24.

- W. The king's pawn, one move.
B. The queen's rook, at its queen's third square. (*n*)

25.

- W. The pawn takes the pawn, and gives check with the rook.
B. The king takes the pawn.

26.

- W. The king, at the adverse king's knight's fourth square.
B. The king, at his knight's second square, to avoid a check by discovery.

27.

- W. The knight takes the king's rook's pawn, and gives check.
B. The king, at his rook's second square,

N O T E S.

(l) You would have played very ill in taking his knight with your bishop; because, by retaking your bishop with his pawn, this very pawn would obstruct the passage of your knight: it was necessary then to play this knight first, in order to have no useless pieces.

(m) If he had taken your knight, you should have retaken with the pawn, and afterwards attacked his king's bishop's pawn, by playing your queen's rook to its king's second square.

(n) If, instead of playing the rook, he had taken your pawn, you would have won the game in a few moves, because he would lose his queen's bishop's pawn; as, if he had taken your knight with his own, you would have taken his pawn with your's, in giving check, by discovery.

G iij

28.

W. The king's rook gives check.

B. The king, at his knight's square.

29.

W. The king's rook, at the adverse queen's knight's second square.

B. The queen's rook, at its queen's square. (o)

30.

W. The rook takes the adverse queen's knight, and wins the game in course.

N O T E.

(o) If he had played his king instead of his queen's rook, you could have given check with your queen's rook, and taken that of his king. It is convenient to observe here, that what has decided the game in favour of the white, is, that the king, having been in a situation fit for action, has been as useful as the best of his pieces,



FIRST BACK - GAME.

Of the SECOND GAMBIT,

From the 4th Move of the Black.

4.
W. The king, at his bishop's square.
B. The king's bishop, at his queen's bishop's fourth square.

5.
W. The queen's pawn, two moves.
B. The king's bishop, at his queen's knight's third square.

6.
W. The king's knight, at his bishop's third square.
B. The queen, at the adverse king's knight's fourth square.

7.
W. The king's bishop takes the king's bishop's pawn, and gives check.
B. The king, at his bishop's square, because, if he retakes, he loses his queen.

8.
W. The king's rook's pawn, one move.
B. The queen, at the adverse king's knight's third square.

9.
W. The queen's knight, at his bishop's third square.

- B. The king takes the bishop.

10.

W. The queen's knight, at his king's second square.

B. The queen, at her king's knight's third square, having no other place.

11.

W. The king's knight gives check to the king and queen, and wins the game in course.

SECOND BACK-GAME

Of the SECOND GAMBIT,
Beginning at the 4th Move.

4.

W. The king, at his bishop's square.

B. The queen's pawn, one move.

5.

W. The king's knight, at his bishop's third square.

B. The queen's bishop, at the adverse king's knight's fourth square.

6.

W. The queen's pawn, two moves.

B. The king's knight's pawn, two moves.

7.

W. The queen's knight, at his bishop's third square.

B. The queen, at her king's rook's fourth square.

8.

W. The king's rook's pawn, two moves.

B. The king's rook's pawn, one move.

9.

W. The king, at his bishop's second square.

B. The queen's bishop takes the adverse king's knight.

10.

W. The pawn retakes the bishop.

B. The queen, at her king's knight's third square.

11.

W. The rook's pawn takes the pawn.

B. The queen retakes the pawn.

12.

W. The knight, at his king's second square.

B. The queen's knight, at his queen's second square.

13.

W. The knight takes the pawn.

B. The queen, at her home.

14.

W. The queen's bishop's pawn, one move.

B. The queen's knight, at his third square.

15.

W. The king's bishop, at his queen's third square.

B. The queen, at her second square.

16.

W. The queen's bishop, at his king's third square.

B. The king castles.

17.

W. The queen's rook's pawn, two moves.

B. The king, at his queen's knight's square.

18.

W. The queen's rook's pawn, one move.

B. The queen's knight, at his bishop's square.

19.

W. The queen's knight's pawn, two moves.

B. The queen's bishop's pawn, one move.

20.

W. The queen's knight's pawn, one move.

B. The pawn takes the pawn.

21.

W. The queen's rook's pawn, one move, to hinder him from sustaining his queen's bishop's pawn.

B. The queen's knight's pawn, one move.

22.

W. The queen, at her knight's third square.

B. The king's knight, at his bishop's third square.

23.

W. The king's bishop takes the pawn.

B. The queen, at her bishop's second square.

24.

W. The queen's pawn, one move.

B. The king's bishop, at his knight's second square.

25.

W. The king's bishop, at the adverse queen's bishop's third square.

B. The king's knight, at his queen's second square.

26.

W. The knight, at his queen's third square.

B. The king's knight, at his king's fourth square.

27.

W. The knight takes the knight.

B. The bishop retakes the knight.

28.

W. The king's bishop's pawn, one move.

B. The bishop, at his king's knight's second square.

29.

W. The queen's bishop, at his queen's fourth square.

B. The bishop takes the bishop.

30.

W. The pawn retakes the bishop.

B. The queen, at her king's second square.

31.

W. The king, at his bishop's third square.

B. The queen's rook, at its king's knight's square.

32.

W. The queen's rook, at its bishop's square.

B. The queen's rook, at its king's third square.

33.

W. The bishop, at the adverse queen's knight's second square.

B. The king's rook, at its knight's square.

34.

W. The rook takes the knight.

B. The rook retakes the rook.

35.

W. The bishop takes the rook.

B. The king retakes the bishop.

36.

W. The rook gives check.

B. The king, at his queen's knight's square.

37.

W. The queen, at her bishop's fourth square.

B. The queen, at her second square.

38.

W. The king's bishop's pawn, one move, to hinder the queen's check.

B. The rook, at its king's knight's square.

39.

W. The queen, at the adverse queen's bishop's third square.

B. The queen takes the queen.

40.

W. The pawn retakes the queen.

B. The king, at his queen's bishop's second square.

41.

W. The queen's pawn, one move.

B. The king's rook's pawn, one move.

42.

W. The rook, at its king's rook's square.

B. The same.

43.

W. The rook, at its king's knight's square.

B. The rook, at its second square.

44.

W. The rook, at the adverse king's knight's square.

B. The queen's knight's pawn, one move.

45.

W. The rook, at the adverse queen's rook's square.

B. The king, at his queen's knight's third square.

46.

W. The rook gives check.

B. The king, at his queen's bishop's second square.

47.

W. The rook gives check.

B. The king, at his queen's square.

48.

W. The king's pawn, one move.

B. The pawn takes the pawn.

49.

W. The queen's pawn, one move.

B. The king, at his queen's bishop's square, to avoid the rook's giving check-mate.

50.

W. The queen's pawn gives check.

B. The king, at his queen's square.

51.

W. The rook gives check, and afterwards makes a queen, and wins the game.



THIRD BACK-GAME

Of the SECOND GAMBIT,

On the 8th Move of the Black.

8.

W. The king, at his bishop's second square.

B. The king's knight, at his bishop's third square.

9.

W. The queen, at her king's second square.

B. The bishop takes the knight.

10.

W. The queen retakes the bishop.

B. The queen retakes the queen.

11.

W. The pawn retakes the queen.

B. The king's bishop, at his knight's second square.

12.

W. The king's rook's pawn, two moves.

B. The king's rook's pawn, one move.

13.

W. The king's rook, at its knight's square.

B. The king's knight, at his rook's second square.

14.

W. The queen's bishop takes the gambit's pawn.

B. The king's bishop takes the queen's pawn, and gives check.

15.

W. The pawn takes the bishop.

B. The king's knight's pawn takes the bishop.

16.

W. The king's rook, at the adverse king's knight's second square.

B. The queen's knight, at his bishop's third square.

17.

W. The queen's knight, at his bishop's third square.

B. The queen's knight takes the pawn.

18.

W. The bishop takes the pawn, and gives check.

B. The king, at his bishop's square.

19.

W. The queen's rook, at its king's knight's square.

B. The queen's knight, at his bishop's third square.

20.

W. The bishop, at his queen's knight's third square.

B. The queen's rook, at its queen's square.

21.

W. The king's rook gives check, at the adverse king's bishop's second square.

B. The king, at his home.

22.

W. The queen's rook, at the adverse king's knight's second square.

B. The king's knight, at his bishop's square.

23.

W. The knight, at the adversary's queen's fourth square, and must very visibly win the game.

FOURTH BACK-GAME

Of the SECOND GAMBIT,
Beginning at the 11th Move of the Black.

11.

W. The queen takes the bishop.

B. The king's knight gives check, at the adverse king's knight's fourth square.

12.

W. The king, at his knight's square.

B. The king's knight's pawn takes the pawn.

13.

W. The queen's bishop takes the pawn.

B. The king's knight, at his bishop's third square.

14.

W. The knight, at his queen's rook's third square.

B. The queen takes the queen.

15.

W. The pawn retakes the queen.

B. The king's knight, at his rook's fourth square.

16.

W. The king's rook takes the pawn.

B. The king's knight takes the bishop.

17.

W. The rook retakes the knight.

B. The king's bishop's pawn, one move.

18.

W. The king, at his bishop's second square.

B. The king castles.

19.

W. The bishop, at the adversary's king's third square.

B. The bishop, at his king's second square.

20.

W. The queen's rook, at its king's rook's square.

B. The king, at his queen's knight's square.

21.

W. The bishop takes the knight.

B. The rook retakes the bishop.

22.

W. The queen's rook, at the adverse king's rook's third square.

B. The queen's knight's pawn, one move.

23.

W. The king's rook, at the adverse king's bishop's fourth square.

B. The bishop, at his queen's square.

24.

W. The king's rook, at the adverse king's rook's fourth square.

B. The king, at his queen's knight's second square.

25.

W. The king's bishop's pawn, one move.

B. The queen's bishop's pawn, one move.

26.

W. The king's bishop's pawn, one move, and wins the game.

H

THIRD GAMBIT,

With Three BACK-GAMES;

One beginning from the 2d, one from the 3d, and the last from the 11th Move.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop's pawn, two moves.

B. The queen's pawn, two moves. (a) ~~ea~~

3.

W. The king's pawn takes the pawn.

B. The queen takes the pawn. (b) ~~ea~~

4.

W. The king's bishop's pawn takes the pawn.

B. The queen retakes the pawn, and gives check.

5.

W. The bishop covers the check. (c)

B. The king's bishop, at his queen's third square.

6.

W. The king's knight, at his bishop's third square.

B. The queen, at her king's second square.

7.

W. The queen's pawn, two moves.

B. The queen's bishop, at his king's third square.

8.

W. The king castles.

B. The queen's knight, at his queen's second square.

N O T E S.

(a) If he had pushed this pawn but one move, it would have entirely changed the game; therefore I make it the subject of a back-game.

(b) If he had taken your king's bishop's pawn with his king's pawn, it would form quite another game: it will be the subject of a back-game.

(c) In this mutual situation the game must appear entirely equal on both sides: however, it is to be observed, that you have the advantage, because, on your left wing, you preserve four pawns on your queen's side, whilst your adversary's pawns are divided three by three, and all separated from the centre.

H ij

9.

W. The queen's bishop's pawn, two moves.

B. The queen's bishop's pawn, one move.

10.

W. The queen's knight, at his bishop's third square.

B. The king's knight, at his bishop's third square.

11.

W. The king's bishop, at his queen's third square.

B. The king castles on his rook's side. (d)

12.

W. The queen's bishop, at the adverse king's knight's fourth square. (e)

B. The king's rook's pawn, one move.

13.

W. The queen's bishop, at his king's rook's fourth square.

B. The queen, at her home.

14.

W. The queen's knight, at his king's fourth square. (f)

B. The king's bishop, at his king's second square.

15.

W. The queen, at her king's second square.

B. The queen, at her bishop's second square. (g)

16.

W. The queen's knight takes the knight.

B. The knight retakes the knight.

17.

W. The bishop takes the knight.

B. The bishop retakes the bishop.

N O T E S.

(d) As it was equal to him whether he castled on his king's or queen's side, I have already given, for such cases, a general rule for attacking the pawns: nevertheless, for further instruction, I shall make use of a back-game on that move.

(e) He would have played very ill if he had not castled on his queen's side, because, by pushing his king's rook's pawn, he had forced your bishop to retire; but, in the present situation, it is advantageous, to you to excite him to push the pawns that cover his king, that you may the easier form your attack.

(f) If he had not removed his queen, to replace her with his king's bishop, the play of this knight would have perplexed his game.

(g) If, instead of playing his queen, he had taken your knight, you must have then retaken with your queen, to put him upon his shifts to save the mate, with which he was threatened.

H iij

18.

W. The queen, at her king's fourth square.

B. The king's knight's pawn, one move.

19.

W. The knight, at the adverse king's fourth square.

B. The bishop takes the knight. (*b*)

20.

W. The pawn retakes the bishop.

B. The queen's rook, at its queen's square. (*i*)

21.

W. The king's rook, at the adverse king's bishop's third square.

B. The queen, at her second square. (*k*)

22.

W. The rook takes the adverse king's knight's pawn, and gives check.

B. The pawn retakes the rook.

23.

W. The queen retakes the pawn, and gives check.

B. The king, at his rook's square. (*l*)

24.

W. Takes the rook's pawn, and gives a perpetual check.

N O T E S.

(b) If, instead of taking, he had withdrawn his bishop, you must have then taken his king's knight's pawn with your knight, and that would have given you the game.

(i) If he had attacked your queen with his bishop, instead of playing his rook, you must have taken his bishop with your king's rook : this, by making an opening upon his king, would have given you an easier attack.

(k) If he had not played his queen to that square, you must have taken his bishop with your rook, and you would infallibly have won the game.

(l) If, instead of making his king retire, he had covered him with his queen, you must have taken his bishop, giving him check ; and you would have remained afterwards with two pawns and a bishop against a rook only, besides a good attack, which was enough to win the game ; but, as he has played his king instead of his rook, you cannot do better than to make an end of the party by a drawn-game, with a perpetual check.

H iv

FIRST BACK - GAME

On the THIRD GAMBIT,

At the 2d Move of the Black.

2.

W. The king's bishop's pawn, two moves.

B. The queen's pawn, one move.

3.

W. The king's knight, at his bishop's third square.

B. The queen's bishop, at the adverse king's knight's fourth square.

4.

W. The king's bishop, at his queen's bishop's fourth square.

B. The queen's knight, at his bishop's third square.

5.

W. The queen's bishop's pawn, one move.

B. The bishop takes the knight.

6.

W. The queen retakes the bishop.

B. The king's knight, at his bishop's third square.

7.

W. The queen's pawn, one move.

B. The queen's knight, at his rook's fourth square.

8.

W. The king's bishop gives check, at the adverse queen's knight's fourth square.

B. The queen's bishop's pawn, one move.

9.

W. The king's bishop, at his queen's rook's fourth square.

B. The queen's knight's pawn, two moves.

10.

W. The king's bishop, at his queen's bishop's second square.

B. The king's bishop, at his king's second square.

11.

W. The queen's pawn, one move.

B. The king's pawn takes the queen's pawn.

12.

W. The queen's bishop's pawn retakes the pawn.

B. The king castles.

13.

W. The queen's bishop, at his king's third square.

B. The queen's knight, at the adverse queen's bishop's fourth square.

14.

W. The queen's knight, at his queen's second square.

B. The queen's knight takes the adverse queen's knight's pawn.

15.

W. The king's knight's pawn, two moves.

B. The queen's knight, at the adverse queen's bishop's fourth square.

16.

W. The knight takes the knight.

B. The pawn retakes the knight.

17.

W. The king's knight's pawn, one move.

B. The knight, at his queen's second square.

18.

W. The king's rook's pawn, two moves.

B. The queen gives check.

19.

W. The king, at his queen's square.

B. The queen, at the adverse queen's rook's third square.

20.

W. The queen's rook, at its bishop's square.

B. The queen takes the rook's pawn.

21.

W. The queen, at the adverse king's rook's fourth square.

B. The queen's rook, at its knight's square.

22.

W. The king's pawn, one move.

B. The king's knight's pawn, one move.

23.

W. The queen, at her king's second square.

B. The queen's rook, at the adverse queen's knight's second square.

24.

W. The king's rook's pawn, one move.

B. The queen's bishop's pawn, one move.

25.

W. The king's rook's pawn takes the pawn.

B. The king's bishop's pawn retakes the pawn.

26.

W. The king's rook takes the adverse king's rook's pawn.

B. The king takes the rook.

27.

W. The queen gives check, at the adverse king's rook's fourth square.

B. The king, where he can.

28.

W. The queen, taking the pawn, gives check and mates the following move.

SECOND BACK - GAME

In the THIRD GAMBIT,

Beginning at the 3d Move of the Black.

3.
W. The king's pawn takes the adverse queen's pawn.

B. The king's pawn takes the bishop's pawn.

4.
W. The king's knight, at his bishop's third square.

B. The queen takes the pawn.

5.
W. The queen's pawn, two moves.

B. The queen gives check, at the adverse king's fourth square.

6.
W. The king, at his bishop's second square.

B. The king's bishop, at his king's second square.

7.
W. The king's bishop, at his queen's third square.

B. The queen, at her queen's bishop's third square.

8.
W. The queen's bishop takes the pawn.

B. The queen's bishop, at his king's third square.

9.
W. The queen, at her king's second square.

B. The queen, at her second square.

10.

W. The queen's bishop's pawn, two moves.

B. The queen's bishop's pawn, one move.

11.

W. The queen's knight, at his bishop's third square.

B. The king's knight, at his bishop's third square.

12.

W. The king's rook's pawn, one move.

B. The king castles.

13.

W. The king's knight's pawn, two moves.

B. The king's bishop, at his queen's third square.

14.

W. The king's knight, at the adverse king's fourth square.

B. The bishop takes the knight.

15.

W. The pawn retakes the bishop.

B. The king's knight, at his king's square.

16.

W. The queen's rook, at its queen's square.

B. The queen, at her king's second square.

17.

W. The king's knight's pawn, one move.

B. The queen's knight, at his queen's second square.

18.

W. The queen, at the adverse king's rook's fourth square.

B. The king's knight's pawn, one move.

19.

W. The queen, at the adverse king's rook's third square.

B. The queen gives check.

20.

W. The king, at his knight's third square.

B. The queen's knight takes the adversary's king's pawn.

21.

W. The knight, at his king's fourth square.

B. The queen, at the adversary's queen's fourth square.

22.

W. The knight gives check, at the adverse king's bishop's third square.

B. The knight takes the knight.

23.

W. The pawn retakes the knight.

B. Lost, the mate being forced.

THIRD BACK-GAME

On the THIRD GAMBIT,

At the 11th Move of the Black.

11.

W. The king's bishop, at his queen's third square.

B. The king castles on his queen's side.

12.

W. The king's rook, at its king's square.

B. The queen retires, at her king's bishop's square.

13.

W. The queen, at her rook's fourth square.

B. The king, at his queen's knight's square.

14.

W. The queen's bishop, at his king's third square.

B. The queen's bishop's pawn, one move.

15.

W. The queen's pawn, one move.

B. The queen's bishop, at the adverse king's knight's fourth square.

16.

W. The queen's knight's pawn, two moves.

B. The bishop takes the knight.

17.

W. The pawn retakes the bishop.

B. The queen's rook, at its bishop's square.

18.

W. The knight, at the adverse queen's knight's fourth square.

B. The queen's rook's pawn, one move.

19.

W. The knight takes the bishop.

B. The queen retakes the knight.

20.

W. The queen's rook, at its knight's square.

B. The queen's knight, at his king's fourth square.

21.

W. The king's bishop, at his king's second square.

B. The king's knight, at his queen's second square.

22.

W. The queen, at the adverse queen's rook's fourth square.

B. The queen gives check, at her king's knight's third square.

23.

W. The king, at his rook's square.

B. The queen, at her third square.

24.

W. The pawn takes the pawn.

B. The knight retakes the pawn.

25.

W. The queen's rook, at the adverse queen's knight's third square.

B. The queen, at her king's bishop's square.

26.

W. The king's rook, at its queen's knight's square.

B. The queen's knight, at his queen's second square.

27.

W. The queen's rook takes the adverse queen's rook's pawn.

B. The knight takes the rook.

28.

W. The queen retakes the knight.

B. The queen's rook, at its bishop's second square.

29.

W. The queen's pawn, one move; and wins the game.

CUNNINGHAM'S GAMBIT,

With two BACK-GAMES ;

One from the 7th, and the other at the 11th Move.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop's pawn, two moves.

B. The king's pawn takes the pawn.

3.

W. The king's knight, at his bishop's third square.

B. The king's bishop, at his king's second square.

4.

W. The king's bishop, at his queen's bishop's fourth square.

B. The king's bishop gives check.

5.

W. The king's knight's pawn, one move.

B. The pawn takes the pawn.

6.

W. The king castles.

B. The king's pawn takes the adverse king's rook's pawn.

7.

W. The king, at his rook's square.

B. The king's bishop, at his third square. (a)

8.

W. The king's pawn, one move.

B. The queen's pawn, two moves. (b)

9.

W. The king's pawn takes the bishop.

B. The king's knight takes the pawn.

10.

W. The king's bishop, at his queen's knight's third square.

B. The queen's bishop, at his king's third square.

N O T E S.

(a) If, instead of playing this bishop to his third square, he had played him to his king's second square, you would have won the game in a few moves, which you will see by a back-game.

(b) If he did not sacrifice his bishop, you would undoubtedly win the game; but losing him, and preserving three pawns for that piece, he must become your conqueror by the strength of his pawns, provided he is not too hasty in pushing them forwards, before he has got out all his pieces.

I

11.

- W. The queen's pawn, one move. (c) ~~a~~
 B. The king's rook's pawn, one move. (d)

12.

- W. The queen's bishop, at his king's bishop's fourth square.
 B. The queen's bishop's pawn, two moves.

13.

- W. The queen's bishop takes the pawn next to his king.
 B. The queen's knight, at his bishop's third square.

14.

- W. The queen's knight, at his queen's second square.
 B. The king's knight, at the adverse king's knight's fourth square. (e)

15.

- W. The queen, at her king's second square. (f)
 B. The knight takes the bishop.

16.

- W. The queen takes the knight.
 B. The queen, at her knight's square. (g)

17.

- W. The queen takes the queen. (b)
 B. The rook retakes the queen.

18.

- W. The queen's rook, at its king's square.
 B. The king, at his queen's second square.

19.

- W. The king's knight gives check.
 B. The knight takes the knight.

20.

- W. The queen's rook retakes the knight.
 B. The king, at his queen's third square.

N O T E S.

(c) If you had pushed this pawn two moves, you had given his knight a free entry into your game, which would have lost you the party : the subject of a back-game.

(d) This move is of great consequence to him for ensuring the party, because it hinders you from attacking his king's knight with your queen's bishop, which would have enabled you to separate his pawns, by sacrificing a rook for one of his knights, which would have turned the advantage of the game on your side.

(e) He plays this knight to take your queen's bishop, who would prove incommodious to him, in case he should castle on his queen's side. It is here proper to observe, as a general rule, that, when either has advanced pawns, the best way is to strive to get rid of the adverse bishops, because they can oppose the pawns, and stop their way much better than any other piece.

(f) Not knowing how to save your bishop, you play your queen, to assume his place again when taken.

(g) He offers to change his queen with yours, to break the direction of your queen ; so that he may place her at her third square, in case you refuse to take her.

(b) If you did not take the queen, your game would be still in a worse state.

I ij

21.

W. The king's rook, at its king's square.

B. The queen's knight's pawn, two moves.

22.

W. The queen's bishop's pawn, one move.

B. The queen's rook, at its king's square.

23.

W. The queen's rook's pawn, two moves.

B. The queen's rook's pawn, one move.

24.

W. The knight, at his king's bishop's third square.

B. The king's knight's pawn, two moves.

25.

W. The king, at his knight's second square.

B. The king's bishop's pawn, one move. (i)

26.

W. The queen's rook, at its king's second square.

B. The king's rook's pawn, one move.

27.

W. The queen's rook's pawn takes the pawn.

B. The pawn retakes the pawn.

28.

W. The king's rook, at its queen's rook's square.

B. The queen's rook, at her home. (k)

N O T E S.

(i) If he had pushed this pawn two moves, you had gained his queen's pawn, taking it with your bishop: this would have mended your game very much.

(k) It is an object, always to keep the passages, and hinder the adversary from doubling his rooks; therefore he proposes to change piece for piece.

29.

W. The king's rook returns to its king's square.

B. The bishop, at his queen's second square.

30.

W. The queen's pawn, one move.

B. The queen's bishop's pawn, one move.

31.

W. The bishop, at his queen's bishop's second square.

B. The king's rook's pawn, one move. (l)

32.

W. The king's rook, at his home.

B. The king's rook, at its fourth square. (m)

N O T E S.

(l) He plays this pawn, in order afterwards to push that of his king's knight upon your knight, with an intention to force him from his post; but if he had pushed his knight's pawn before he played this, your knight, posted at your king's rook's fourth square, would have stopped the progress of all his pawns.

(m) If, instead of playing this, he had given check with his rook's pawn, he would have played entirely against the instruction given in the first Party. Vide reflexion (x).

I iij

33.

W. The queen's knight's pawn, one move.

B. The queen's rook, at its king's rook's square.

34.

W. The queen's knight's pawn, one move.

B. The king's knight's pawn, one move.

35.

W. The knight, at his queen's second square.

B. The king's rook, at its king's knight's fourth square.

36.

W. The king's rook, at its king's bishop's square.

B. The king's knight's pawn, one move.

37.

W. The rook takes the pawn, and gives check.

B. The king, at his queen's bishop's second square.

38.

W. The king's rook, at the adverse king's knight's third square.

B. The king's rook's pawn, one move, and gives check.

39.

W. The king, at his knight's square.

B. The king's knight's pawn, one move.

40.

W. The rook takes the rook.

B. The rook's pawn gives check.

41.

W. The king takes the knight's pawn.

B. The rook's pawn makes a queen, and gives check.

42.

W. The king, at his bishop's second square.

B. The rook gives check, at its king's bishop's square.

43.

W. The king, at his third square.

B. The queen gives check at the adverse king's rook's third square.

44.

W. The knight covers the check, having no other way.

B. The queen takes the knight, and afterwards the rook, and gives mate in two moves after.

FIRST BACK - GAME

Of CUNNINGHAM'S GAMBIT,

On the 7th Move of the Black.

7.

W. The king, at his rook's square.

B. The bishop, at his king's second square.

8.

W. The king's bishop takes the pawn, and gives check.

B. The king takes the bishop.

9.

W. The king's knight, at the adverse king's fourth square, giving double check.

B. The king, at his third square; any where else, he loses his queen.

I iv

10.

W. The queen gives check, at her king's knight's fourth square.

B. The king takes the knight.

11.

W. The queen gives check, at the adverse king's bishop's fourth square.

B. The king, at his queen's third square.

12.

W. The queen gives check-mate at the adverse queen's fourth square.

SEQUEL TO THIS FIRST BACK-GAME,

At the 8th Move of the Black.

8.

W. The king's bishop takes the pawn, and gives check.

B. The king, at his bishop's square.

9.

W. The king's knight, at the adverse king's fourth square.

B. The king's knight, at his king's bishop's third square.

10.

W. The king's bishop, at his queen's knight's third square.

B. The queen, at her king's square.

11.

W. The king's knight, at the adverse king's bishop's second square.

B. The rook, at its knight's square.

12.

W. The king's pawn, one move.

B. The queen's pawn, two moves.

13.

W. The pawn takes the pawn.

B. The pawn retakes the pawn.

14.

W. The bishop takes the pawn.

B. The queen's bishop, at the adverse king's knight's fourth square.

15.

W. The queen, at her king's square.

B. The queen's bishop, at his king's rook's fourth square.

16.

W. The queen's pawn, two moves.

B. The bishop takes the knight.

17.

W. The queen's bishop gives check.

B. The rook covers the check.

18.

W. The knight, at his queen's bishop's third square.

B. The bishop takes the bishop.

19.

W. The knight retakes the bishop.

B. The queen, at her king's bishop's second square.

20.

W. The knight takes the bishop.

B. The queen retakes the knight.

21.

W. The queen takes the queen.

B. The king retakes the queen.

22.

W. The bishop takes the rook, and, with the superiority of a rook, besides a good situation, will easily win the game.

SECOND BACK - GAME

OF CUNNINGHAM'S GAMBIT,

Beginning at the 11th Move of the Black.

11.

W. The queen's pawn, two moves.

B. The king's knight, at the adverse king's fourth square.

12.

W. The queen's bishop, at his king's bishop's fourth square.

B. The king's bishop's pawn, two moves.

13.

W. The queen's knight, at his queen's second square.

B. The queen, at her king's second square.

14.

W. The queen's bishop's pawn, two moves.

B. The queen's bishop's pawn, one move.

15.

W. The pawn takes the pawn.

B. The pawn retakes the pawn.

16.

W. The queen's rook, at its bishop's square.

B. The queen's knight at his bishop's third square.

17.

W. The queen's knight takes the adverse knight.

B. The king's bishop's pawn retakes the knight.

18.

W. The knight takes the black pawn, next to his king.

B. The king castles on his rook's side.

19.

W. The queen, at her second square.

B. The king's rook's pawn, one move.

20.

W. The queen's rook, at the adverse queen's bishop's fourth square.

B. The queen's rook, at its queen's square.

21.

W. The king's bishop, at his queen's rook's fourth square.

B. The king's knight's pawn, two moves.

22.

W. The queen's bishop, at his king's third square.

B. The rook takes the rook.

23.

W. The knight retakes the rook.

B. The queen, at her third square.

24.

W. The queen, at her king's rook's second square.

B. The king, at his knight's second square.

25.

W. The queen takes the queen.

B. The rook retakes the queen.

26.

W. The queen's rook's pawn, one move.

B. The king, at his knight's third square.

27.

W. The queen's knight's pawn, two moves.

B. The king's rook's pawn, one move.

28.

W. The queen's knight's pawn, one move.

B. The knight, at his king's second square.

29.

W. The rook, at the adverse queen's bishop's second square.

B. The rook, at its queen's second square.

30.

W. The rook takes the rook; if not, it will be the same.

B. The bishop retakes the rook.

31.

W. The king, at his knight's second square.

B. The king's rook's pawn, one move.

32.

W. The queen's bishop, at his king's bishop's second square

B. The king, at his rook's fourth square.

33.

W. The king's bishop gives check.

B. The bishop covers the check.

34.

W. The bishop takes the bishop.

B. The king retakes the bishop.

35.

W. The knight gives check, at his king's third square.

B. The king, at the adverse king's bishop's fourth square.

36.

W. The king, at his rook's third square.

B. The king, at the adverse king's bishop's third square.

37.

W. The knight, at his king's knight's fourth square.

B. The knight, at his king's knight's fourth square.

38.

W. The bishop, at his king's knight's square.

B. The king's pawn, one move.

39.

W. The queen's rook's pawn, one move.

B. The king's pawn, one move.

40.

W. The bishop, at his king's bishop's second square.

B. The knight takes the queen's pawn, and wins the game.

8.

W. The rook retakes the bishop.

B. The king castles. (g) ♖

9.

W. The knight, at his queen's bishop's third square.

B. The pawn takes the pawn.

10.

W. The king's bishop takes the gambit's pawn. (b) ♗

B. The pawn takes the adverse king's bishop's pawn.

11.

W. The pawn retakes the pawn. (i)

B. The queen's bishop, at his king's bishop's fourth square.

12.

W. The queen's bishop, at his king's third square.

B. The queen's knight, at his queen's second square.

13.

W. The queen, at her second square.

B. The queen's knight, at his third square.

14.

W. The queen's bishop takes the knight.

B. The rook's pawn retakes the bishop.

15.

W. The king castles on his queen's side.

B. The king, at his rook's square.

16.

W. The king's rook, at the adverse king's knight's fourth square.

B. The king's knight's pawn, one move.

N O T E S.

(g) If he had pushed his queen's knight's pawn two moves, in order to sustain the gambit's pawn, he had lost the game, (the subject of a back-game) : and if, instead of either of these two moves, he had chosen to take your king's pawn, your retaking it would have hindered him from taking your's again with his knight ; because he would have lost the game by your giving him check afterwards with your queen.

(b) This particular move requires a back-game. If you had retaken his king's bishop's pawn with your king's bishop's pawn, you had lost the game again.

(i) In retaking with this pawn, you give an opening to your rook upon his king.

K

17.

W. The queen, at her king's third square.

B. The queen, at her third square.

18.

W. The knight, at his king's fourth square.

B. The bishop takes the knight.

19.

W. The pawn retakes the bishop, in order to rejoin his queen's bishop.

B. The king's rook, at its king's square.

20.

W. The king, at his queen's knight's square.

B. The queen, at her bishop's fourth square.

21.

W. The queen takes the queen.

B. The pawn retakes the queen.

22.

W. The queen's rook, at its king's square.

B. The king, at his knight's second square.

23.

W. The king, at his queen's bishop's second square.

B. The king's rook's pawn, one move.

24.

W. The king's rook, at its knight's third square.

B. The knight, at his king's rook's fourth square.

25.

W. The rook attacked by the knight, at its queen's knight's third square.

B. The queen's knight's pawn, one move.

26.

W. The queen's pawn, one move, to make an opening for your rook and bishop.

B. The pawn takes the pawn.

27.

W. The king's rook takes the pawn.

B. The queen's rook, at its queen's square.

28.

W. The queen's rook, at its queen's square.

B. The knight, at his king's bishop's third square.

29.

W. The king's rook gives check.

B. The king, at his rook's square.

30.

W. The bishop, at the adverse queen's fourth square, to hinder the adversary's pawns advancing.

B. The knight takes the bishop.

31.

W. The rook retakes the knight.

B. The king's rook, at its bishop's square.

32.

W. The queen's rook, at its queen's second square.

B. The king's rook, at the adverse king's bishop's fourth square.

33.

W. The queen's rook, at its king's second square.

B. The queen's pawn, one move.

K ij

34.

W. The pawn takes the pawn.

B. The queen's rook retakes the pawn.

35.

W. The king's rook, at the adversary's king's second square.

B. The king's knight's pawn, one move: if he sustained the pawn, the game was lost.

36.

W. One of the two rooks takes the pawn.

B. The rook takes the rook.

37.

W. The rook retakes the rook.

B. The rook gives check, at the adverse king's bishop's second square.

38.

W. The king, at his queen's bishop's third square.

B. The rook takes the pawn.

39.

W. The rook's pawn, two moves. (k)

B. The king's knight's pawn, one move.

40.

W. The rook's pawn, one move.

B. The knight's pawn, one move.

41.

W. The rook, at its king's square.

B. The knight's pawn, one move.

42.

W. The rook, at its king's knight's square.

B. The rook gives check.

43.

W. The king, at his queen's bishop's fourth square.

B. The rook, at the adverse king's knight's third square.

44.

W. The rook's pawn, one move.

B. The rook, at its knight's second square.

45.

W. The king takes the pawn.

B. The rook's pawn, one move.

46.

W. The king, at the adverse queen's knight's third square.

B. The rook's pawn, one move.

47.

W. The rook's pawn, one move.

B. The rook takes the pawn. (*l*)

48.

W. The rook takes the pawn. (*m*)

B. The rook, at the king's rook's second square.

N O T E S.

(*k*) If you had taken his pawn with your rook, instead of pushing this pawn, you had lost the game, because your king would have hindered your rook's coming in time to stop the passage of his knight's pawn.

(*l*) If he had not taken your pawn, you must have taken his, and that would have given you the game.

(*m*) If, instead of taking his pawn, you had taken his rook, you had lost the game.

K ij

49.

W. The pawn, two moves.

B. The pawn, one move.

50.

W. The rook, at its king's rook's second square.

B. The king, at his knight's second square.

51.

W. The pawn, one move.

B. The king, at his knight's third square.

52.

W. The king, at the adverse queen's bishop's third square.

B. The king, at his knight's fourth square.

53.

W. The pawn, one move.

B. The king, at the adverse king's knight's fourth square.

54.

W. The pawn advances.

B. The rook takes the pawn, and playing afterwards his king upon the rook, it must evidently be a drawn-game, because his pawn will cost your rook.



FIRST BACK-GAME

Of the QUEEN'S GAMBIT,
At the 3d Move of the White.

3.

W. The king's pawn, one move.

B. The king's bishop's pawn, two moves.

4.

W. The king's bishop takes the pawn.

B. The king's pawn, one move.

5.

W. The king's bishop's pawn, one move.

B. The king's knight, at his bishop's third square.

6.

W. The queen's knight, at his bishop's third square.

B. The queen's bishop's pawn, two moves.

7.

W. The king's knight, at his king's second square.

B. The queen's knight, at his bishop's third square.

8.

W. The king castles.

B. The king's knight's pawn, two moves.

9.

W. The queen's pawn takes the pawn.

B. The queen takes the queen.

10.

W. The rook retakes the queen.

B. The king's bishop takes the pawn.

K iv

11.

W. The king's knight, at his queen's fourth square.

B. The king, at his second square.

12.

W. The queen's knight, at his rook's fourth square.

B. The king's bishop, at his queen's third square.

13.

W. The king's knight takes the knight.

B. The pawn retakes the knight.

14.

W. The king's bishop's pawn, one move.

B. The king's rook's pawn, one move.

15.

W. The queen's bishop, at his queen's second square.

B. The knight, at his queen's fourth square.

16.

W. The king's knight's pawn, one move.

B. The queen's bishop, at his queen's second square.

17.

W. The king, at his bishop's second square.

B. The queen's bishop's pawn, one move.

18.

W. The knight, at his queen's bishop's third square.

B. The queen's bishop, at his queen's third square.

19.

W. The knight takes the knight.

B. The pawn retakes the knight.

20.

W. The king's bishop, at his king's second square.

B. The queen's rook, at its king's knight's square.

21.

W. The queen's bishop, at his third square.

B. The king's knight's pawn takes the pawn.

22.

W. The bishop takes the rook.

B. The pawn takes the king's pawn, giving check.

23.

W. The king retakes the pawn.

B. The rook takes the bishop.

24.

W. The king's bishop, at his third square.

B. The king, at his third square.

25.

W. The king's rook, at its queen's second square.

B. The queen's pawn gives check.

26.

W. The king, at his bishop's second square.

B. The queen's bishop, at the adversary's king's fourth square.

27.

W. The queen's rook, at its king's square.

B. The king, at his queen's fourth square.

28.

W. The king's rook, at its king's second square.

B. The rook, at its king's square.

29.

W. The king's knight's pawn, one move.

B. The bishop takes the bishop.

30.

W. The rook takes the rook.

B. The pawn takes the pawn.

31.

W. The king's rook's pawn, one move.

B. The queen's bishop's pawn, one move.

32.

W. The king's rook, at the adverse king's rook's square.

B. The queen's pawn, one move.

33.

W. The king, at his third square.

B. The king's bishop gives check, at his queen's bishop's fourth square.

34.

W. The king, at his bishop's fourth square, having no better place.

B. The queen's pawn, one move, and wins the game,

SECOND BACK - GAME

Of the QUEEN'S GAMBIT,

At the 3d Move of the Black.

1.

W. The king's pawn, two moves.

B. The queen's knight's pawn, two moves.

4.

W. The queen's rook's pawn, two moves.

B. The queen's bishop's pawn, one move.

5.

W. The queen's knight's pawn, one move.

B. The gambit's pawn takes the pawn.

6.

W. The rook's pawn takes the pawn.

B. The queen's bishop's pawn retakes the pawn.

7.

W. The king's bishop takes the pawn, and gives check.

B. The bishop covers the check.

8.

W. The queen takes the pawn.

B. The bishop takes the bishop.

9.

W. The queen retakes the bishop, and gives check.

B. The queen covers the check.

10.

W. The queen takes the queen.

B. The knight retakes the queen.

11.

W. The king's bishop's pawn, two moves.

B. The king's pawn, one move.

12.

W. The king, at his second square.

B. The king's bishop's pawn, two moves.

13.

W. The king's pawn, one move.

B. The king's knight, at his king's second square.

14.

W. The queen's knight, at his bishop's third square.

B. The king's knight, at his queen's fourth square.

15.

W. The knight takes the knight.

B. The pawn retakes the knight.

16.

W. The queen's bishop, at his rook's third square.

B. The bishop takes the bishop.

17.

W. The rook takes the bishop.

B. The king, at his second square.

18.

W. The king, at his bishop's third square.

B. The king's rook, at its queen's knight's square.

19.

W. The knight, at his king's second square.

B. The king, at his third square.

20.

W. The king's rook, at its queen's rook's square.

B. The king's rook, at its queen's knight's second square.

21.

W. The queen's rook gives check.

B. The knight covers the check.

22.

W. The king's rook, at the adverse queen's rook's fourth square.

B. The king's knight's pawn, one move.

23.

W. The knight, at his queen's bishop's third square.

B. The queen's rook, at its queen's square.

24.

W. The queen's rook takes the adverse queen's rook's pawn.

B. The rook takes the rook.

25.

W. The rook retakes, and must win the game afterwards, having the superiority of a pawn.

THIRD BACK-GAME

On the QUEEN'S GAMBIT,

At the 4th Move of the White.

4.

W. The queen's pawn takes the pawn.

B. The queen takes the queen.

5.

W. The king retakes the queen.

B. The queen's bishop, at his king's third square.

6.

W. The king's bishop's pawn, two moves.

B. The king's knight's pawn, one move.

7.

W. The queen's knight, at his bishop's third square.

B. The queen's knight, at his queen's second square.

8.

W. The king's rook's pawn, one move.

B. The king's rook's pawn, two moves.

9.

W. The queen's bishop, at his king's third square.

B. The king castles.

10.

W. The king, at his queen's bishop's second square.

B. The king's bishop, at his queen's bishop's fourth square.

11.

W. The bishop takes the bishop.

B. The knight retakes the bishop.

12.

W. The king's knight, at his bishop's third square.

B. The queen's bishop's pawn, one move.

13.

W. The king's knight, at the adverse king's knight's fourth square.

B. The queen's knight's pawn, two moves.

14.

W. The king's bishop, at his king's second square.

B. The king's knight, at his king's second square.

15.

W. The knight takes the bishop.

B. The pawn retakes the knight.

16.

W. The queen's rook's pawn, two moves.

B. The queen's knight, at the adverse queen's knight's third square.

17.

W. The queen's rook, at its second square.

B. The queen's rook's pawn, one move.

18.

W. The queen's rook's pawn takes the pawn.

B. The queen's rook's pawn retakes the pawn.

19.

W. The rook gives check.

B. The king, at his queen's knight's second square.

20.

W. The rook takes the rook.

B. The rook retakes the rook.

21.

W. The rook, at its queen's square.

B. The queen's knight gives check.

22.

W. The king, at his queen's knight's square.

B. The king, at his queen's knight's third square.

23.

W. The king's knight's pawn, two moves.

B. The pawn takes the pawn.

24.

W. The pawn retakes the pawn.

B. The queen's bishop's pawn, one move.

25.

W. The king's knight's pawn, one move.

B. The king's knight, at his queen's bishop's third square.

26.

W. The bishop, at his king's knight's fourth square.

B. The queen's knight's pawn, one move.

27.

W. The knight, at his king's second square.

B. The king's knight, at his queen's rook's fourth square.

28.

W. The knight takes the knight.

B. The pawn retakes the knight.

29.

W. The bishop takes the pawn.

B. The king, at his queen's bishop's fourth square.

30.

W. The king's bishop's pawn, one move.

B. The queen's pawn, one move.

31.

W. The king's bishop's pawn takes the pawn.

B. The knight, at the adverse queen's knight's third square.

32.

W. The pawn, one move.

B. The rook, at its queen's rook's square.

33.

W. The rook takes the pawn.

B. The rook gives check.

34.

W. The king, at his bishop's second square, having but that place.

B. The rook gives check-mate at the queen's bishop's square.

FOURTH BACK-GAME

ON the QUEEN'S GAMBIT,

At the 7th Move of the White.

7.

W. The king's bishop takes the gambit's pawn.

B. The king's bishop's pawn takes the pawn.

8.

W. The king's bishop's pawn retakes the pawn.

B. The king's knight, at the adverse king's knight's fourth square.

9.

W. The king's knight, at his rook's third square.

B. The queen gives check.

10.

W. The king, at his queen's second square.

B. The king's knight, at the adverse king's third square.

11.

W. The queen, at her king's second square.

B. The queen's bishop, at the adverse king's knight's fourth square.

12.

W. The queen, at her third square.

B. The king's knight takes the pawn.

13.

W. The king's knight, at his square.

B. The queen, at the adverse king's square, giving check.

L

14.

W. The king retires.

B. The king's bishop takes the knight, and must afterwards win the game.

FIFTH BACK - GAME

On the QUEEN'S GAMBIT,

At the 8th Move of the Black.

8.

W. The rook retakes the bishop.

B. The queen's knight's pawn, two moves.

9.

W. The knight, at the adverse queen's bishop's fourth square.

B. The king castles.

10.

W. The queen's rook's pawn, two moves.

B. The queen's knight, at his rook's third square.

11.

W. The knight takes the knight.

B. The bishop retakes the knight.

12.

W. The rook's pawn takes the pawn.

B. The bishop retakes the pawn.

13.

W. The queen's knight's pawn, one move.

B. The king's bishop's pawn takes the pawn.

14.

W. The queen's knight's pawn takes the pawn.

B. The bishop, at his queen's second square,

15.

W. The queen's bishop, at the adverse king's knight's fourth square.

B. The pawn takes the pawn.

16.

W. The pawn retakes the pawn.

B. The king, at his rook's square.

17.

W. The king's bishop, at his queen's third square.

B. The king's rook's pawn, one move.

18.

W. The king's rook's pawn, two moves.

B. The rook's pawn takes the queen's bishop.

19.

W. The pawn retakes the pawn.

B. The knight, at his rook's fourth square.

20.

W. The bishop, at the adverse king's knight's third square.

B. The knight, at the adverse king's bishop's fourth square.

21.

W. The queen, at her bishop's second square.

B. The knight takes the bishop, to avoid the mate.

22.

W. The queen retakes the knight.

B. The bishop, at his king's bishop's fourth square.

23.

W. The queen gives check.

B. The king retires.

24.

W. The king's knight's pawn, one move.

B. The bishop takes the pawn.

L ij

25.

W. The queen takes the bishop.

B. The queen, at her king's bishop's third square.

26.

W. The queen's rook, at the adverse queen's rook's third square.

B. The queen takes the queen.

27.

W. The queen's rook retakes the queen.

B. The king's rook, at its bishop's second square.

28.

W. The king, at his second square.

B. The queen's rook's pawn, two moves.

29.

W. The queen's rook, at the adverse king's third square.

B. The rook's pawn, one move.

30.

W. The rook takes the pawn.

B. The rook's pawn, one move.

31.

W. The king's rook, at its queen's rook's square.

B. The rook's pawn, one move.

32.

W. The rook, at its king's third square.

B. The king's rook, at its bishop's third square.

33.

W. The king, at his queen's third square.

B. The rook gives check.

34.

W. The king, at his fourth square.

B. The rook takes the rook.

35.

W. The king retakes the rook.

B. The rook, at its queen's rook's third square.

36.

W. The king, at his queen's fourth square.

B. The king, at his bishop's second square.

37.

W. The king, at his queen's bishop's third square.

B. The rook gives check.

38.

W. The king, at his queen's knight's fourth square.

B. The rook takes the pawn.

39.

W. The rook takes the pawn.

B. The king, at his second square.

40.

W. The queen's bishop's pawn, one move.

B. The king's knight's pawn, two moves.

41.

W. The rook, at the adverse queen's rook's second square.

B. The king, at his queen's square.

42.

W. The king, at the adverse queen's knight's fourth square.

B. The knight's pawn, one move.

43.

W. The king, at the adverse queen's bishop's third square.

B. The rook gives check.

L iij

44.

W. The pawn covers the check.

B. The pawn takes the pawn.

45.

W. The pawn retakes the pawn.

B. The king, at his home.

46.

W. The rook, at the adverse king's knight's second square.

B. The rook, at its rook's third square.

47.

W. The king, at the adverse queen's bishop's second square: and afterwards, by pushing his pawn, and making a queen, he will win the game.

• SIXTH BACK - GAME

Of the QUEEN'S GAMBIT,

At the 10th Move of the White.

10.

W. The king's bishop's pawn takes the pawn.

B. The knight takes the king's pawn.

11.

W. The knight retakes the knight.

B. The queen gives check.

12.

W. The knight, at his king's knight's third square.

B. The queen's bishop, at the adverse king's knight's fourth square.

13.

W. The king's bishop, at his king's second square.

B. The queen takes the king's rook's pawn.

14.

W. The king's rook, at its bishop's square.

B. The queen takes the knight, and gives check.

15.

W. The king, at his queen's second square.

B. The queen's knight, at his queen's second square.

16.

W. The rook takes the rook.

B. The rook retakes the rook.

17.

W. The queen, at her king's square.

B. The rook, at the adverse king's bishop's second square, and wins the game.



A N A L Y S I S
OF
T H E G A M E
OF
C H E S S.

S U P P L E M E N T
TO
THE EDITION OF 1749.

METHOD OF PLAYING,

CONSISTING OF

Four VARIABLE, and Five BACK-GAMES.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop, at his queen's bishop's fourth square. (a)

B. The same. (b)

3.

W. The queen's bishop's pawn, one move.

B. The queen, at her king's second square. (c)

4.

W. The king's knight, at his bishop's third square. (d)

B. The same. (e)

5.

W. The queen, at her king's second square.

B. The queen's pawn, one move. (f)

N O T E S.

(a) This is the best place the king's bishop can occupy in the first moves of a party. In that post he batters upon the adverse king's bishop's pawn, against which the first attacks are generally formed.

(b) As the black may play two other different ways, we will hereafter on that account make two different parties, under the name of Variable.

(c) He hinders you from establishing two pawns in a front-line, and occupying the centre. There are, on that move, three other ways of playing for the black; which will be the subject of two variable, and one back-game.

(d) If you had moved this knight to your king's second square, you would have lost the game. The subject of a back-game.

(e) Had he taken your king's bishop's pawn, he would have played very ill. Another subject of a back-game.

(f) Had he attacked your king's bishop's pawn with his knight, he would have given you time to establish your pawns in the centre. A new subject of a back-game.

6.

W. The queen's pawn, one move. (*g*)

B. The queen's bishop's pawn, one move. (*b*)

7.

W. The king's rook's pawn, one move.

B. The same. (*i*)

8.

W. The queen's bishop, at his king's third square. (*k*)

B. The king's bishop takes the bishop. (*l*)

9.

W. The queen retakes the bishop.

B. The queen's bishop, at his king's third square.

N O T E S.

(g) If you had pushed this pawn two moves, you would have occupied the centre for a moment, but could not have kept it long, as will be seen by a back-game.

(h) If he had moved his queen's bishop to your king's knight's fourth square, you should have pushed immediately your king's rook's pawn one move. You must never leave your pieces restrained by the direction of the bishops, if you can help it.

(i) These pawns have been mutually played to hinder the bishops from entangling the knights.

(k) When your queen's pawn cannot break the direction of the adverse king's bishop upon your king's bishop's pawn, you must preserve your queen's bishop, in order to post him at your king's third square; because this bishop is the only piece which can effectually be opposed to the adverse king's bishop.

(l) If he had moved his king's bishop, instead of taking your bishop, he would have lost a turn: in the exchange of the pieces, it is always best to take the first.

10.

W. The king's bishop takes the bishop.

B. The queen retakes the bishop. (*m*)

11.

W. The queen's knight, at his queen's second square.

B. The same.

12.

W. The king castles with his rook.

B. The same. (*n*)



N O T E S.

(*m*) You may conceive the advantage of your king's rook's pawn being pushed at the seventh move ; for he might now attack you with his king's knight, and afterwards push his king's bishop's pawn, to bring him again into action. These precious moments must be carefully improved, especially in parties wherein your adversary forces out your knights before your pawns.

(*n*) This game is quite equal ; the white have preserved the advantage of the move. He who first puts in motion his king's bishop's pawn, by pushing it two moves, will undoubtedly have the advantage of situation.



FIRST BACK - GAME,

Beginning at the 3d Move of the Black.

3.

- W. The queen's bishop's pawn, one move.
 B. The queen's knight, at his bishop's third square. (a)

4.

- W. The queen's pawn, two moves.
 B. The king's pawn takes the pawn. (b)

5.

- W. The king's bishop takes the king's bishop's pawn.
 B. The king takes the bishop. (c)

6.

- W. The queen, at the adverse king's rook's fourth square.
 B. The king's knight's pawn, one move.

7.

- W. The queen takes the king's bishop, and will have a very good game.

N O T E S.

(a) He plays this knight, to hinder you from pushing your queen's pawn two moves. If, instead of this knight, he had played his queen's bishop's pawn one move, your next move might equally take place.

(b) He could have prevented this move, by removing the bishop to his queen's knight's third square. This will make a supplement to this back-game.

(c) If he does not take your bishop, you must take his king's knight, and push your queen's knight's pawn two steps, attacking his bishop; and afterwards push upon his queen's knight, in order to retake the pawn with your queen's bishop's pawn.

M

S U P P L E M E N T T O T H E F I R S T B A C K - G A M E

On the 4th Move of the Black.

4.

W. The queen's pawn, two moves.

B. The king's bishop, at his queen's knight's third square.

5.

W. The king's knight, at his king's second square.

B. The king's knight, at his bishop's third square.

6.

W. The queen, at her third square.

B. The king castles.

7.

W. The king's bishop's pawn, two moves.

B. The king's pawn takes the queen's pawn.

8.

W. The king's pawn, one move. (a)

B. The queen's pawn, two moves. (b)

9.

W. The king's bishop, at his queen's knight's third square.

B. The king's knight, at the adverse king's fourth square.

10.

W. The queen's bishop's pawn takes the pawn.

B. The king's bishop's pawn, two moves. (c)

11.

W. The queen's knight, at his bishop's third square.

B. The queen's bishop, at his king's third square. (d)

N O T E S.

(a) If, on that move, he withdraws his king's knight, he gives you an opportunity of establishing your pawns in the centre.

(b) He takes this opportunity of stopping the passage of your king's bishop, and getting a settled place for his king's knight.

(c) He pushes this pawn two moves, in order to enable himself to place his queen's bishop at his king's second square.

(d) In this situation the black have as good a game as the white. There is, indeed, a pawn passed and sustained on the side of the white; but this advantage is quite counter-balanced by the post of the royal knight of the black, who cannot be dislodged but by changing piece for piece; and in that case, the pawns of the black would re-unite in the centre, giving, equally to them as to the white, a pass'd pawn.

M ij

SECOND BACK - GAME

On the 4th Move of the White.

4.

W. The king's knight, at his king's second square. (a)

B. The king's bishop takes the pawn, and gives check.

5.

W. The king takes the bishop.

B. The queen, at her bishop's fourth square, giving check.

6.

W. The queen's pawn, two moves.

B. The queen takes the bishop.

7.

W. The queen's knight, at its rook's third square.

B. The queen, at her king's third square. (b)

THIRD BACK - GAME

On the 4th Move of the White.

4.

W. The king's knight, at his bishop's third square.

B. The king's bishop takes the pawn, and gives check. (c)

5.

W. The king takes the bishop.

B. The queen, at her bishop's fourth square, giving check.

N O T E S.

(a) If a pawn were not lost by this move, this place would undoubtedly be the most convenient for the knight, because it does not obstruct the passage of the pawns.

(b) The black must win the game, having the advantage of a pawn, and a good situation besides.

(c) It is by no means disadvantageous to be precluded from castling, when your pieces may easily get out : very often it is even an advantage, provided your king be safe.

M iij

6.

W. The queen's pawn, two moves.

B. The queen takes the bishop.

7.

W. The king's knight takes the adverse pawn.

B. The queen, at her king's third square.

8.

W. The queen, at her king's bishop's third square.

B. The queen's pawn, one move.

9.

W. The king's knight, at his queen's third square.

B. The king's knight, at his bishop's third square.

10.

W. The king's rook, at its king's square.

B. The king castles.

11.

W. The queen's bishop, at his king's bishop's fourth square.

B. The queen's knight's pawn, one move.

12.

W. The queen's knight, at his queen's second square.

B. The queen's bishop, at his knight's second square. (*d*)

N O T E.

(*d*) In that situation, the advantage is on the side of the white, because his pieces are out in better order, and more conveniently disposed.

FOURTH BACK-GAME

At the 5th Move of the Black.

5.

W. The queen, at her king's second square.

B. The king's knight, at the adverse king's knight's fourth square.

6.

W. The queen's pawn, two moves.

B. The king's pawn takes the pawn.

7.

W. The queen's bishop's pawn retakes the pawn.

B. The king's bishop gives check.

8.

W. The queen's knight, at his bishop's third square. (a)

B. The king's knight, at his bishop's third square. (b)

N O T E S.

(a) If he takes this knight with his bishop, your game will be a great deal better, because this move would bring your pawns into the centre.

(b) Here you might push your king's pawn one step, and by it get two moves; but this pawn once pushed, your adversary would offer you twice the exchange of the pawn, by pushing one step his queen's pawn, as well as that of his king's bishop. Your pawn would then remain alone and separate. It is better therefore to leave your two pawns in a front-line, to avoid the opening of your game.

M iv

9.

W. The king's bishop, at his queen's third square.

B. The king castles. (c)

10.

W. The king castles.

B. The queen's pawn, one move.

11.

W. The king's rook's pawn, one move.

B. The same.

12.

W. The queen's bishop, at his queen's second square. (d)

FIFTH BACK - GAME,

At the 6th Move of the White.

6.

W. The queen's pawn, two moves.

B. The king's pawn takes the pawn.

7.

W. The queen's bishop's pawn retakes the pawn.

B. The king's bishop gives check.

8.

W. The queen's bishop covers the check.

B. The bishop takes the bishop.

9.

W. The queen's knight retakes the bishop.

B. The queen's pawn, one move. (a)

N O T E S

(c) He castles, in order to attack your king's pawn with his rook: it is therefore absolutely necessary to you likewise to castle; so that, in case of an attack, you may sustain it with your king's rook.

(d) It is plain that the white are in the more desirable situation, having the advantage of three moves more than the black, and the pawns besides farther advanced. Nothing remains on the side of the white but to strive to disengage the king's bishop's pawn: that move would entirely decide the game in its own favour.

(a) This party is entirely equal on both sides: your pawns in the centre are broken. Nevertheless you may venture this sort of play with an antagonist to whom you give some advantage.

FIRST VARIABLE,

On the 2d Move of the Black.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop, at his queen's bishop's fourth square.

B. The king's knight, at his bishop's third square.

3.

W. The queen's pawn, one move.

B. The king's bishop, at his queen's bishop's fourth square.

4.

W. The king's knight, at his bishop's third square. (a)

B. The queen's pawn, one move.

5.

W. The queen's bishop's pawn, one move.

B. The king castles. (b)

6.

W. The queen's rook's pawn, two moves.

B. The same. (c)

7.

W. The king castles.

B. The queen's bishop, at his king's third square. (d)

8.

W. The king's bishop takes the bishop.

B. The pawn retakes the bishop.

N O T E S.

(a) Though the getting out the pieces before the pawns, must be avoided as much as possible, I think this play absolutely necessary in the present situation, to keep the advantage of the move. Nevertheless you might, on the same move, push your king's bishop's pawn two moves. Such a game, though dangerous in itself, is very good against a player to whom some advantage is given.

(b) If, instead of castling, he had played his queen's bishop to your king's knight's fourth square, you must have played your queen to his knight's third square, which would have given you the game: but, if he played the same bishop to his king's third square, you must have taken him with yours, and played afterwards your queen to his knight's third square.

(c) If he had not pushed this pawn, his king's bishop must have been forced by your pawns.

(d) Had he played this same bishop to your king's knight's fourth square, you must have pushed your queen's pawn one move: and if he had taken your king's knight with his bishop, you should have retaken with your knight's pawn, in order to render your rooks more fit for action, which in such a case might attack the pawns that cover the adverse king.

9.

W. The queen, at her knight's third square. (*e*)

B. The queen, at her bishop's square.

10.

W. The queen's pawn, one move.

B. The king's pawn takes the pawn.

11.

W. The queen's bishop's pawn retakes the pawn.

B. The queen's bishop, at his knight's third square. (*f*)

12.

W. The queen's knight, at his bishop's third square.

B. The same.

13.

W. The queen's bishop, at his king's third square.

B. The king's knight, at the adverse king's knight's fourth square.

14.

W. The king's rook's pawn, one move. (*g*)

B. The king's knight takes the bishop.

15.

W. The king's bishop's pawn retakes the knight.

B. The king's rook's pawn, one move. (*h*)

16.

W. The king's knight's pawn, two moves.

B. The same.

17.

W. The king's rook, at its bishop's second square.

B. The queen, at her second square.

18.

W. The queen's rook, at its king's bishop's square.

B. The king, at his knight's second square. (*i*)

(e) Your queen attacks two pawns, which your adversary cannot sustain, but by playing his queen to his bishop's square. This situation must naturally result from the first moves of any party whatsoever: and very frequently your adversary finds himself in an absolute impossibility of sustaining the two pawns at once.

(f) If he had played his bishop to your queen's knight's fourth square, you must then have sustained your royal pawn with your queen.

(g) Doubled pawns, when not separated, are as good as the others, and sometimes prove even an advantage.

(h) He plays this pawn to hinder your knight from attacking his king's pawn; in which case he must have been obliged to defend it with his rook, and that would have afforded you time for doubling your rooks on the column of your king's bishops. It is proper to observe, that, almost in all cases, whoever makes himself master of an opening with his doubled rooks, must have the advantage: it is of consequence then to the adversary never to give up these kinds of passes.

(i) In this situation, the white must make it his principal object, to oblige the adversary to push his king's pawn one step, so that he may place, at the fourth square of the same king's bishop, a knight, sustained by two pawns: this would entirely decide the game in his favour. The black then ought, in opposition, to find the means of doubling the two rooks, and pushing the queen's bishop's pawn two moves, to put him again in action.

SECOND VARIABLE,

On the 2d Move of the Black.

1.

W. The king's pawn, two moves.

B. The same.


2.

W. The king's bishop, at his queen's bishop's fourth square.

B. The queen's bishop's pawn, one move. (a)

3.

W. The queen's pawn, two moves.

B. The king's pawn takes the pawn. (b) 

4.

W. The queen retakes the pawn.

B. The queen's pawn, one move. (c)

5.

W. The king's bishop's pawn, two moves.

B. The queen's bishop, at his king's third square. (d)


6.

W. The king's bishop takes the bishop.

B. The king's bishop's pawn retakes the bishop.

7.

W. The queen's bishop's pawn, two moves.

B. The queen's pawn, one move. (e) 

8.

W. The queen's bishop's pawn takes the pawn.

B. The king's pawn retakes the pawn. (f)

N O T E S.

(a) He prepares to push his queen's pawn two moves, in order to break the direction of your king's bishop, occupy the centre with his pawns, and retake from you the advantage of the move.

(b) According to his first design, he might have pushed his queen's pawn two steps. This will make the subject of a back-game.

(c) If he had played his king's knight to his bishop's third square, you must then have attacked this knight, with your king's pawn; and by such play you would have won many moves.

(d) As he cannot break the direction of your king's bishop with his queen's pawn, he opposes his queen's bishop to your king's bishop. If, instead of this move, he had advanced his king's bishop's pawn two steps, you must then have pushed your king's pawn.

(e) He makes this move, in order to break your pawns in the centre, and collect there all his strength, on his queen's side. He would have played very ill, if he had pushed upon your queen, his queen's bishop's pawn. The subject of a back-game.

(f) It would be very bad play on his part, to retake with his queen's bishop's pawn, because his pieces would be then shut up again, and besides occupy less ground than yours.

9.

W. The king's pawn, one move.

B. The queen's bishop's pawn, one move.

10.

W. The queen, at her king's bishop's second square. (*g*)

B. The queen's knight, at his bishop's third square.

11.

W. The king's knight, at his bishop's third square.

B. The queen's pawn, one move. (*b*)

12.

W. The king castles.

B. The queen, at her fourth square.

13.

W. The king's rook, at its queen's square. (*i*)

B. The king castles. (*k*)

14.

W. The queen's knight's pawn, one move.

B. The king's knight, at his rook's third square.

15.

W. The queen's knight, at his rook's third square.

B. The king's bishop, at his king's second square.

16.

W. The queen's bishop, at his queen's knight's second square. (*l*)

N O T E S.

(g) It would be very ill played to give check with your queen, because she is not to be removed from the centre: on the contrary, you must keep her under your pawns, especially in the beginning of a party.

(h) It would have been again very bad play, if he had pushed his queen's bishop's pawn; and it will be seen by a back-game on this move, that, with a knot of pawns, it is of great consequence to push forwards the pawn which is at the head of them.

(i) This move is very material, in order to prevent him from pushing his queen's bishop's pawn, which would bring two of his pawns in a front-line on your ground, and besides give a favorable opportunity to his king's bishop to get out.

(k) If he had pushed his queen's knight's pawn two steps, you would have won a pawn by attacking his queen with your queen's knight.

(l) This party is quite even; the situation is as good on one side as on the other; the two bishops are mutually entangled, and the rooks entirely free.

N

FIRST BACK-GAME

Of the SECOND VARIABLE,
On the 3d Move of the Black.

3.
W. The queen's pawn, two moves.
B. The same.

4.
W. The king's pawn takes the pawn.
B. The queen's bishop's pawn retakes the pawn.

5.
W. The king's bishop gives check. (a)
B. The bishop covers the check.

6.
W. The king's bishop takes the bishop.
B. The queen's knight retakes the bishop.

7.
W. The queen's pawn takes the pawn.
B. The queen's knight retakes the pawn.

8.
W. The queen, at her king's second square.
B. The same. (b)

9.
W. The queen's knight, at his bishop's third square.
B. The king castles.

10.
W. The queen's bishop, at his king's bishop's fourth square.
B. The queen's knight, at his bishop's third square.

11.
W. The king castles. (c)

N O T E S.

(a) If, instead of giving check, you had removed this bishop to your queen's third square, you would have lost the advantage of the move, and of the situation besides; because he would have immediately made himself master of the centre, by pushing his king's pawn.

(b) If he had sustained this knight in another way, he would have lost him, by your pushing immediately your king's bishop's pawn two moves.

(c) In this situation, the white must be attentive chiefly to two objects: the first is, to preserve the queen's bishop, who by his direction is very troublesome to the adverse king: the other is, to attack the queen's pawn, which, being separated from the other pawns, cannot be more sustained but by the pieces. It is always advantageous to attack a separated pawn, were it only to take up the adversary's pieces.

N ij

SECOND BACK - GAME

Of the SECOND VARIABLE,
On the 7th Move of the Black.

7.

W. The queen's bishop's pawn, two moves.

B. The queen's bishop's pawn, one move. (*a*)

8.

W. The queen, at her third square.

B. The king's knight, at his bishop's third square.

9.

W. The queen's knight, at his bishop's third square.

B. The same.

10.

W. The queen's rook's pawn, one move. (*b*)

B. The king's bishop, at his king's second square.

11.

W. The king's knight, at his bishop's third square.

B. The king castles.

12.

W. The king's knight's pawn, one move. (*c*)

B. The queen's knight, at his rook's fourth square. (*d*)

13.

W. The queen's bishop, at his king's third square.

B. The queen's knight, at the adverse queen's knight's third square.

N O T E S.

(a) This move absolutely decides the game. You must leave him no more opportunity of pushing his queen's pawn: if you can effect this, his king's bishop must remain imprisoned; and, besides, your pieces will occupy a great deal more ground than those of your adversary.

(b) This move is very material, because he would have attacked your queen with his queen's knight, and thereby got one piece more on his queen's fourth square; in order to push afterwards his queen's pawn, and by that means disengage his pieces.

(c) If you had got out and removed your queen's bishop to his king's third square, your adversary would have played his king's knight to his fifth square, in order to take your bishop, and thereby set at liberty his king's bishop. Besides, it is advantageous to preserve, as much as possible, a bishop of the same colour as that of the adversary. The directions of the bishops are very dangerous, almost in all cases: and the best way to ward off their attacks, is to oppose bishops to bishops.

(d) He plays this knight, in order to exchange him for your bishop.

N iij

14.

W. The queen's rook, at its queen's square.

B. The king's knight, at the adverse king's knight's fourth square.

15.

W. The queen's bishop, at his king's knight's square. (*e*)

B. The queen's rook's pawn, one move. (*f*)

16.

W. The king's rook's pawn, one move.

B. The king's knight, at his bishop's third square.

17.

W. The queen's bishop, at his king's third square.

B. The king's knight, at his rook's fourth square.

18.

W. The queen's knight, at his king's second square.

B. The queen's knight, at his rook's fourth square. (*g*)

19.

W. The king castles. (*h*)



N O T E S.

(e) None of these moves are attended with any danger to you, because they do not break your centre; and you may dislodge these same knights whenever you please. This proves, that real attacks cannot be made, but with the help of several united pieces, and very seldom with one or two.

(f) He makes this move, in order to hinder your queen's knight from attacking his own queen's pawn.

(g) Instead of moving this knight, he might have sustained him, by playing his queen to her knight's third square; but you would then have pushed your king's knight's pawn.

(h) In this situation the white must win, if they prevent the adverse queen's pawn from advancing, by not being too hasty in pushing the pawns on the right wing, till that king is ready to sustain them.

N iv

THIRD BACK-GAME

Of the SECOND VARIABLE,

On the 11th Move of the Black.

11.

W. The king's knight, at his bishop's third square.

B. The queen's bishop's pawn, one move.

12.

W. The queen's bishop, at his king's third square.

B. The king's bishop gives check.

13.

W. The queen's knight, at his bishop's third square. (a)

B. The king's knight, at his king's second square.

14.

W. The king castles with his rook.

B. The king's knight, at his bishop's fourth square. (b)

15.

W. The queen's rook, at its queen's square. (c)

B. The king's knight takes the bishop.

16.

W. The queen retakes the knight.

B. The queen's knight, at his king's second square.

17.

W. The king, at his rook's square. (d)

B. The king's bishop takes the knight. (e)

18.

W. The queen's knight's pawn retakes the bishop.

B. The king castles. (f)

N O T E S.

(a) If he takes your knight, his queen's pawn must necessarily fall into your hands, because it cannot be sustained by another pawn; and you may, besides, attack it with all your pieces.

(b) He plays this knight to get rid of your bishop, and open afterwards a free passage for his king's bishop upon your king and queen; which would prove very dangerous.

(c) You play this rook, with a view either to oblige him to sustain his queen's pawn, or to take your queen's knight.

(d) You might have taken his queen's pawn with your knight, and afterwards played your queen to your king's fourth square; but, to force his knight, he would then have dis-entangled his queen, by giving check: so that this move is absolutely necessary.

(e) As he can no more sustain his queen's pawn, he finds himself under the necessity of taking your knight, to preserve that pawn.

(f) In this situation, the white must win the game: the matter is now, only to hinder the adverse queen's pawn from entering again upon action, and to sustain your centre without being too hasty in advancing your pawns.

THIRD VARIABLE,

On the 3d Move of the Black.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop, at his queen's bishop's fourth square.

B. The same.

3.

W. The queen's bishop's pawn, one move.

B. The king's knight, at his bishop's third square.

4.

W. The queen's pawn, two moves, (a)

B. The king's pawn takes the pawn.

5.

W. The queen's bishop's pawn retakes the pawn. (b)

B. The king's bishop gives check. (c)

6.

W. The queen's bishop covers the check.

B. The king's bishop takes the bishop.

7.

W. The queen's knight retakes the bishop.

B. The queen's pawn, two moves. (d)

8.

W. The king's pawn takes the pawn.

B. The king's knight retakes the pawn.

N O T E S.

(a) You might push this pawn only one move; but then your situation would be the same as that already shewed in the first variable.

(b) Instead of taking, you might push the king's pawn one move. This would be a very good move against a player to whom advantage is granted. The subject of a back-game.

(c) The first part of the former edition proves, that, by the removal of this bishop to his queen's knight's third square, the adversary is set at liberty to establish his pawns in the centre.

(d) Had he not made this move, he would have given you time to occupy the centre with your pawns: the advantage derived from this, is sufficiently proved, as well in the former, as in this edition.

9.

W. The queen, at her knight's third square. (e)

B. The queen's bishop's pawn, one move.

10.

W. The king's knight, at his king's second square.

B. The king castles.

11.

W. The king castles with his rook.

B. The king's knight, at his queen's knight's third square. (f)

12.

W. The king's bishop, at his queen's third square.

B. The queen's bishop, at his king's third square.

13.

W. The queen, at her bishop's second square.

B. The king's knight's pawn, one move.

14.

W. The king's bishop's pawn, two moves. (g)

B. The same. (b)

15.

W. The queen's knight, at his king's bishop's third square.

B. The queen's knight, at his queen's second square.

16.

W. The queen's knight, at the adverse king's fourth square.

B. The queen's knight, at his king's bishop's third square. (i)

N O T E S.

(e) It is in your power to give check with your queen at your king's second square; but by this move your adversary would be impowered to get out his queen's bishop: besides, the queen and king are never to be placed on the same line, when that is opened and unguarded by the pawns.

(f) He plays this knight with a design, either to get out his queen's bishop, or to get rid of your king's bishop.

(g) You push this pawn, to break the chain of the pawns that cover his king.

(h) As he has pushed his king's bishop's pawn two moves, you must strive to post one of your knights at the adverse king's fourth square. From that place he cannot be driven out by any piece, unless he be taken, and then you may re-unite your pawns in the centre.

(i) He will not re-unite your pawns by taking your knight.

17.

W. The queen's rook, at its queen's square.

B. The king's knight, at his queen's fourth square.

18.

W. The queen, at her second square. (k)

B. The queen's rook's pawn, two moves.

19.

W. The king's knight, at his queen's bishop's third square. (l)

B A C K - G A M E

Of this THIRD VARIABLE,

On the 5th Move of the White.

5.

W. The king's pawn, one move.

B. The queen, at her king's second square. (a)

6.

W. The queen's bishop's pawn takes the pawn.

B. The king's bishop gives check.

7.

W. The queen's bishop, at his queen's second square. (b)

B. The king's bishop takes the bishop.

8.

W. The queen's knight retakes the bishop.

B. The queen's pawn, one move. (c)

N O T E S.

(k) This move is necessary, to hinder his knight from taking his place at your king's third square.

(l) In these reciprocal positions, I should think, the white has the better game, on account of the place where the queen's knight stands: nevertheless, this advantage is not of such consequence, as to decide the game on that side. The black must be mindful, not to take the knight before they have destroyed one of the pawns that sustain the knight; which may be done by changing the queen's bishop's pawn with the adverse queen's pawn; and then both games will be quite even.

(a) If he had removed his knight, by this move alone he would have given you the game.

(b) You might cover this check with your queen's knight, placing him at his bishop's third square; and if he played afterwards his king's knight to your king's fourth square, you would find some way of sustaining your centre. In that situation, his best move would be, to push his queen's pawn two moves.

(c) Had he pushed this pawn two moves, your centre would have been safe.

9.
W. The queen at her king's second square. (d)

B. The queen's pawn takes the pawn.

10.

W. The queen's pawn retakes the pawn.

B. The king's knight, at his queen's second square.

11.

W. The king's bishop's pawn, two moves.

B. The king's bishop's pawn, one move.

12.

W. The king's knight, at his bishop's third square.

B. The king's bishop's pawn takes the pawn. (e)

FOURTH VARIABLE,

At the 3d Move of the Black.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop, at his queen's bishop's fourth square.

B. The same.

3.

W. The queen's bishop's pawn, one move.

B. The queen, at her king's bishop's third square. (a)

4.

W. The king's knight, at his bishop's third square. (b)

B. The queen's knight, at his bishop's third square. (c)

N O T E S.

(d) If you had pushed your king's bishop's pawn two moves, he might have broken your pawns by pushing his queen's bishop's pawn two moves.

(e) It appears by these moves, that the black, by playing properly, came to break the white pawns in the centre. In this back-game, my design is to prove, how dangerous it is, when two pawns on a front-line stand in the centre, to advance one, before your adversary has offered to change one of the pawns, that by their way may serve to break the first pawns. If, instead of having pushed his queen's and his bishop's pawns only one move, he had advanced either of them two moves, your centre would have remained safe.

(a) As, instead of this move, he might play his queen to your king's rook's fourth square, it will be the subject of a back-game.

(b) He forces you to get out your king's knight before your pawn: but after the first moves, you must think of the proper means to put it again in action. You might have prevented this move with your queen; but she is better at her home, because, in that place, she enables you to advance, with real force, the same queen's pawn upon his king's bishop.

(c) He plays this knight in order to hinder you from pushing, two moves, your queen's pawn: nevertheless this move may be ventured. A new subject of a back-game.

O

5.

W. The queen's knight's pawn, two moves. (*d*)

B. The king's bishop; at his queen's knight's third square,

6.

W. The queen's rook's pawn, two moves.

B. The queen's rook's pawn, one move. (*e*)

7.

W. The queen's pawn, one move.

B. The same.

8.

W. The king's rook's pawn, one move.

B. The same.

9.

W. The queen, at her king's second square.

B. The queen's bishop, at his king's third square. (*f*)

10.

W. The queen's knight, at his rook's third square.

B. The king's knight, at his king's second square.

11.

W. The king's bishop takes the bishop.

B. The queen retakes the bishop. (*g*)

12.

W. The queen's knight, at his bishop's fourth square.

B. The king castles with his rook. (*h*)

13.

W. The queen's knight takes the bishop.

B. The queen's bishop's pawn takes the knight.

N O T E S.

(d) It is not always advantageous to push the pawns of the wings; and they must be advanced cautiously.

(e) If he had advanced this pawn two moves, you must have pushed yours upon his knight, according to the rule already prescribed, always to advance the attacked pawn.

(f) As he cannot break your king's bishop's direction with his pawns, he strives to do it by the help of his queen's bishop.

(g) He might retake this bishop with his pawn, and this would not be badly played.

(b) If he had castled on his queen's side, he would have given up to you the advantage of the situation.

O ij

14.

W. The queen's bishop, at his king's third square.

B. The king's knight, at his queen's bishop's square.

15.

W. The king castles with his rook.

B. The king's bishop's pawn, two moves.

16.

W. The king's pawn takes the pawn. (*i*)

B. The queen retakes the pawn. (*k*)

FIRST BACK - GAME

Of this FOURTH VARIABLE,

On the 3d Move of the Black.

3.

W. The queen's bishop's pawn, one move.

B. The queen, at the adverse king's rook's fourth square.

4.

W. The queen, at her king's second square.

B. The king's knight, at his bishop's third square.

5.

W. The queen's pawn, one move.

B. The king's knight, at the adverse king's knight's fourth square.

6.

W. The king's knight's pawn, one move, (*a*)

B. The queen, at her king's bishop's third square. (*b*)

N O T E

(i) Had you not taken this pawn, he would still have advanced it one move upon your bishop to dislodge him, and get an easy attack on your king's wing with his pawns.

(k) In the present situation, the business of the white must be, to change the king's bishop's pawn with the adversary's royal pawn; and then the advantage will be turned on his side.

(a) On this move, the king's knight might be played to his bishop's third square.

(b) If, instead of withdrawing his queen, he had taken your king's bishop's pawn, by giving check, you must have taken his bishop with your queen; you would have got a piece by it.

O ij

7.

W. The king's knight, at his rook's third square. (c)

B. The queen's pawn, one move.

8.

W. The king's bishop's pawn, one move.

B. The king's knight, at the adverse king's third square. (d)

9.

W. The queen's bishop takes the knight.

B. The king's bishop takes the bishop.

10.

W. The queen takes the king's bishop.

B. The queen's bishop takes the knight.

11.

W. The queen's knight, at his queen's second square.

B. The same. (e)



N O T E S:

(c) Though the rook's third square is not the best place for the getting out of the knights, it is nevertheless necessary in the present situation.

(d) Had he made this knight retire, you must then have played yours, now attacked, to his bishop's second square, and afterwards pushed your queen's bishop to your king's third square, to get rid of his king's bishop.

(e) It is plain that the white have several moves over the black. The reason is, that the black have been too hasty in getting out the queen, and that, in the present situation, she has not yet reached the place where she should properly stand.



ANOTHER METHOD OF PLAYING.

1.

W. The king's pawn, two moves.

B. The queen's bishop's pawn, two moves. (a)

2.

W. The king's bishop's pawn, two moves.

B. The queen's knight, at his bishop's third square.

3.

W. The king's knight, at his bishop's third square. (b)

B. The king's pawn, one move.

4.

W. The queen's bishop's pawn, one move. (c)

B. The queen's pawn, one move.

5.

W. The king's pawn, one move.

B. The king's bishop's pawn, two moves. (d)

N O T E S.

(a) This way of opening the game, when you have not the move, is absolutely defensive, and very far from being the best, especially if some advantage is granted: but it is a very good one to try the strength of an adversary with whose skill you are unacquainted.

(b) On this move, he might have forced you to play the gambit, by pushing his king's pawn two moves; and you could not have taken, without being exposed to a check from his queen; and he would have won the game.

(c) You might have pushed your queen's pawn two moves, in order to change it with his queen's bishop's pawn. This move may be played so, and not badly: but, in that case, you must preserve your queen's bishop, to oppose, in case of need, to his royal bishop, who, placed at his queen's bishop's fourth square, might hinder you from castling on your right side, and be besides very troublesome to all your pieces.

(d) Instead of this move, he might have played his queen's pawn one move. In that case, you must have taken his pawn with yours, to hinder him from settling the same position on the side of his queen, who is now standing on your king's side.

6.

W. The queen's pawn, two moves.

B. The king's knight, at his rook's third square. (e)

7.

W. The queen's bishop, at his king's third square.

B. The queen, at her knight's third square. (f)

8.

W. The queen, at her second square.

B. The king's knight, at his bishop's second square. (g)

9.

W. The queen's pawn takes the bishop's pawn. (b)

B. The king's bishop retakes the pawn.

10.

W. The queen's bishop takes the bishop.

B. The queen retakes the bishop.

11.

W. The queen's knight, at his rook's third square. (i)

B. The king's knight's pawn, two moves. (k)

N O T E S.

(e) The taking of your queen's bishop, opening the way for the getting out of his queen's knight, would be very bad play on his part; as it would be for you to take his pawn with yours, which would give an advantageous place to his king's bishop.

(f) He attacks your queen's knight's pawn, with a design to induce you to push it again one move: but it is better to sustain it, because, in case you advance it, he might, by pushing his queen's rook's pawn two moves, form a very successful attack on your left wing.

(g) Had he attacked your queen's bishop with this knight, you must not then have given him leave to change piece for piece; you should, in that case, have withdrawn your bishop, and afterwards forced his knight to retreat.

(h) As your queen's knight cannot get out, without exposing you to the risk of having either a pawn doubled, or your queen forced, it is necessary to get rid of his king's bishop.

(i) You play this knight, to the end that he may re-unite your royal knight at your queen's fourth square. It is the best place he can take in the present situation. In general, when one has two knights, it is very material to open between them a reciprocal communication, and post them on such squares, where they can be neither attacked by the pawns, nor forced to retreat.

(k) He pushes this pawn with a view to break your centre; and it would be very bad play in you to take his pawn.

12.

W. The king's knight's pawn, one move.

B. The king's rook's pawn, two moves. (l)

13.

W. The king's rook's pawn, two moves.

B. The king's knight's pawn takes the bishop's pawn. (m)

14.

W. The king's knight's pawn retakes the pawn.

B. The king's rook, at its knight's square. (n)

15.

W. The king's knight, at his fifth square.

B. The king's knight, at his rook's third square. (o)

16.

W. The queen's knight, at his bishop's second square.

B. The king's knight, at his fifth square.

17.

W. The queen's knight, at his queen's fourth square. (p)

B. The king, at his second square.

N O T E S.

(*l*) He pushes this pawn, with a design to make an opening for his king's rook; and, were you to give him time for pushing it still one move, he could force and break backwards the chain of your pawns.

(*m*) As your king's knight, being sustained by two pawns, may safely place himself at his fifth square, your adversary takes your pawn, to procure likewise to his king's knight such a post.

(*n*) He plays this rook to secure the command of all the line. Here is an example where a rook may well be sacrificed for another piece. I suppose that you don't close that line with your knight; he would then remove to your king's knight's fourth square his rook, which, supported and sustained by two pawns, could not be taken without re-uniting his pawns.

(*o*) He plays this knight with a design to procure him as good a place as yours now occupies.

(*p*) You break by this move the direction of his queen, and your two knights are now re-united to attack and take his king's pawn.

18.

W. The king's bishop, at his king's-second square.

B. The queen's bishop, at his queen's second square.

19.

W. The king castles with his rook. (q)

B. The queen's rook, at its bishop's square.

20.

W. The queen's rook, at its bishop's square. (r)



N O T E S.

(q) It would be very dangerous to castle on your left, because he might very easily form his attack upon your king. In that position, besides, your king must occupy his knight's third square, in order to keep in the adverse king's knight, and in the mean while sustain your pawns.

(r) This move is absolutely necessary, to hinder him from making himself master of that line, by changing his knight with your's. By this position alone he would undoubtedly win the game. You must always oppose your rooks to the adversary's rooks, and never give up the openings to him. In this situation the game is almost even: nevertheless, as there is a pawn advanced on the ground of the black, some sort of advantage lies on the side of the white.



GAMBIT OF SÁLVIO.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop's pawn, two moves.

B. The king's pawn takes the pawn.

3.

W. The king's knight, at his bishop's third square.

B. The king's knight, two moves.

4.

W. The king's bishop, at his queen's bishop's fourth square.

B. The king's knight's pawn, one move.

5.

W. The king's knight, at the adverse king's fourth square.

B. The queen gives check.

6.

W. The king, at his bishop's square.

B. The king's knight, at his bishop's third square. (a)

7.

W. The queen, at her king's square. (b) ♛

B. The queen takes the queen. (c) ♛

8.

W. The queen takes the queen.

B. The knight takes the king's pawn. (d) ♞

9.

W. The king's bishop takes the pawn, and gives check.

B. The king, at his second square. (e)

N O T E S.

(a) Doctor Salvio, in his Treatise, printed at Naples, in the year 1723, teaches us this defence of the gambit; but without examining any combination to the bottom. The great number of the moves which naturally arise, and succeed one another at every instant in that party, may very likely have hindered him from analysing and calculating this matter.

(b) This move may be played in many different ways; but two only can properly be hazarded: the first is, to take the pawn with the bishop, and give check; the other is, to play the queen's pawn two moves. A subject of two back-games.

(c) If, instead of taking your queen, he had pushed his king's knight's pawn, you must then have taken his king's bishop's pawn, giving check, and afterwards played your knight to your king's bishop's third square.

(d) Had he pushed his queen's pawn one move, instead of taking your pawn with his knight, you must have taken his king's bishop's pawn with your knight, and sacrificed your two pieces for two pawns and a rook. The subject of a back-game.

(e) If he had played his king to his queen's square, you should have drawn back your king's bishop, in order to give double check with your knight, and make him lose a turn.

P

10.

W. The king's bishop, at his queen's knight's third square. (*f*)

B. The king's knight, at his bishop's third square. (*g*)

11.

W. The queen's pawn, two moves.

B. The queen's pawn, one move. (*b*)

12.

W. The king's knight, at his queen's third square.

B. The king's or gambit's pawn, one move. (*i*)

13.

W. The king's knight's pawn takes the pawn.

B. The pawn retakes the pawn.

14.

W. The king, at his bishop's second square.

B. The queen's bishop, at the adverse king's knight's fourth square.

15.

W. The queen's bishop, at the adverse king's knight's fourth square.

B. The queen's knight, at his queen's second square.

16.

W. The queen's knight, at his queen's second square.

B. The queen's rook, at its king's square. (*k*)

N O T E S.

(f) In this situation you must win either a pawn, or the change of his king's rook with your knight.

(g) Had he pushed his queen's pawn one move, you must then have attacked his rook with your knight, and afterwards taken his queen's pawn with the same knight, leaving his rook exposed to be taken by your king's bishop.

(h) You would play very ill in attacking his rook with your knight, who, having no retreat, would be at length forced and taken.

(i) He pushes this pawn, because he is no longer able to sustain it. You must readily take it, because all pawns separated and advanced on your ground must be lost.

(k) In this position the advantage is undoubtedly on the side of the white, because all their pieces are disposed in a better order: nevertheless, this way of playing the gambit is by no means advantageous against a player, to whom a piece should be granted; though this party, played without any odds, is a very good one.

P ij

FIRST BACK - GAME

Of the GAMBIT,

On the 7th Move of the White, with a Variable on
the 7th Move of the Black.

7.

W. The king's bishop gives check, taking
the pawn.

B. The king, at his second square. (a)

8.

W. The king's bishop, at his queen's knight's
third square. (b)

B. The queen's pawn, one move. (c)

9.

W. The king's knight, at his queen's third
square. (d)

B. The king's knight, at his rook's fourth
square.

10.

W. The queen, at her king's square.

B. The king's knight's pawn, one move. (e)

(a) Salvio, in this situation, directs the removal of the king to his queen's square : but, after the most exact calculations, I think the king would be better played to his second square ; nevertheless, the better to enable the reader to judge of this move, I will set forth these two ways of playing, adding a variable on the seventh move of the black.

(b) You are forced to withdraw this bishop, in order to avoid the loss of a piece.

(c) If he had taken your king's pawn with his knight, you must have played your queen to your king's square, to offer the exchange of the queens, which would restore your game to a very good state of defence : but if, instead of pushing this pawn, he had played his knight to his king's rook's fourth square, you should have taken his king's knight's pawn with your queen, permitting him afterwards to give double check : but you ought then to take his knight with your pawn, and sacrifice your rook : your situation would thus be greatly improved.

(d) It is a very bad retreat for your knight ; but, if you had attacked his rook, your piece would have been forced. The adverse king, played to his second square on the seventh move, has thrown you into so perplexing a condition.

(e) If he had given double check with his knight, you would have won a piece by removing your king ; and if he had changed the queen, you would have made an end of his attack.

11.

- W. The king, at his knight's square. (*f*)
 B. The king's bishop, at his knight's second square. (*g*)

12.

- W. The queen's bishop's pawn, one move.
 B. The queen, at her king's knight's fourth square.

13.

- W. The king's bishop, at his queen's square.
 B. The queen's bishop, at the adverse king's knight's fourth square.

14.

- W. The king's bishop takes the bishop.
 B. The queen retakes the bishop.

15.

- W. The king's rook's pawn, one move. (*b*)
 B. The queen, at her king's knight's third square.

16.

- W. The queen, at her king's second square. (*i*)
 B. The queen's knight, at her queen's second square.

17.

- W. The king's knight, at his king's square. (*k*)

N O T E S.

(f) This move is very material, to disengage your king's rook.

(g) If you were to take this pawn with yours, he would immediately give you check-mate.

(h) It is better to push this pawn, than to take, because he would settle his king's knight upon your ground.

(i) There is no other way of getting out the pieces of your left wing, but by bringing your knight to his bishop's third square.

(k) In this position the scale is indeed turned in favour of the black; and yet the game is not irretrievably lost to the white, because they have still some hope of setting their pawns successfully in the centre.

V A R I A B L E

Of the FIRST BACK-GAME,

On the 7th Move of the Black.

7.

W. The king's bishop takes the pawn, and gives check.

B. The king, at his queen's square, instead of his own second square. (a)

8.

W. The queen's pawn, two moves. (b)

B. The king's or gambit's pawn, one move. (c)

9.

W. The queen's knight, at his bishop's third square. (d)

B. The queen's pawn, one move.

10.

W. The king's knight, at his queen's third square.

B. The king's pawn takes the knight's pawn.

11.

W. The king retakes the pawn.

B. The queen gives check.

12.

W. The king, at his knight's square. (e)

B. The king's knight's pawn, one move.

13.

W. The king's knight, at his bishop's fourth square. (f)

N O T E S.

(a) You lie no more under the necessity of withdrawing your bishop, as in the first back-game : so that, being placed at this square, he may hinder the adverse king's knight from posting himself at his king's rook's fourth square : a dangerous move.

(b) Had you withdrawn your king's bishop to give double check with your knight, he would then have played his knight to his king's rook's fourth square, and sacrificed his rook to win the game.

(c) He might have played this move in two other different ways : the first is, to push his queen's pawn upon your knight, to force him to retreat ; the other, to take your king's pawn with his knight : in this case you should offer to change the queens, by playing yours to your king's square.

(d) Had you taken his pawn with yours, he would have won the game.

(e) If you had removed the king to his bishop's second square, he would have won the game, by giving check with his king's knight's pawn, and at the next move another check with his king's knight.

(f) This move forces his queen to retreat, and gives you time to put your game in a good state of defence. If you could change the queens, your condition would be still improved, because your pawns stand in the centre, and are besides farther advanced than his.

SECOND BACK - GAME,

On the 7th Move of the White.

7.

W. The queen's pawn, two moves.

B. The queen's pawn, one move. (a).

8.

W. The king's knight, at his queen's third square.

B. The king's, or gambit's pawn, one move.

9.

W. The queen's knight, at his king's third square.

B. The king's, or gambit's pawn, takes the pawn.

10.

W. The king retakes the pawn.

B. The queen gives check, &c. (b)

THIRD BACK - GAME

On the 8th Move of the Black.

8.

W. The king takes the queen.

B. The queen's pawn, one move. (a)

9.

W. The knight takes the king's bishop's pawn.

B. The queen's pawn, one move.

10.

W. The king's bishop takes the queen's pawn. (b)

B. The king's knight takes the bishop.

N O T E S

(a) If he had taken your king's pawn, you should have played your queen to your king's second square.

(b) It is needless to go farther; you get again into the same moves of the variable of the first back-game, with this difference, that you have one pawn less.

(a) If, instead of this move, he had played his queen's knight to his bishop's third square, you should then have taken his knight with yours, and sustained your royal pawn, by pushing that of your queen one move.

(b) It is better to take his pawn, than to give him leave to take your bishop; because his knight remains yet in the lurch.

11.

W. The king's knight takes the rook.

B. The king's knight, at his bishop's third square. (c)

12.

W. The queen's pawn, one move.

B. The king's bishop, at his knight's second square.

13.

W. The queen's bishop's pawn, one move. (d)

B. The king's bishop takes the knight. (e)

14.

W. The queen's bishop takes the pawn.

B. The queen's bishop's pawn, one move.

15.

W. The knight, at his queen's second square. (f)



N O T E S.

(c) He might have attacked, with this knight, your queen's bishop's pawn, which, in such case, you should have defended with your queen's knight.

(d) This move is absolutely necessary, because he could have taken your king's pawn, by sacrificing his knight, and afterwards taken your queen's knight's pawn with his bishop.

(e) He could have sustained the king's or gambit's pawn, but for no more than two or three moves.

(f) In this situation, it is better to advance the king under the pawns, than to castle; and then you will have a better game than your adversary.



S U P P L E M E N T

To the FIRST GAMBIT
Of the EDITION of 1749.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop's pawn, two moves.

B. The king's pawn takes the pawn.

3.

W. The king's knight, at his bishop's third square.

B. The king's knight's pawn, two moves.

4.

W. The king's rook's pawn, two moves.

B. The king's knight's pawn, one move.

5.

W. The king's knight, at the adverse king's fourth square.

B. The king's knight, at his bishop's third square. (a)

6.

W. The queen's pawn, two moves. (b) ca

B. The queen's pawn, one move.

7.

W. The king's knight, at his queen's third square.

B. The king's knight takes the king's pawn.

8.

W. The queen's bishop takes the gambit's pawn.

B. The queen, at her king's second square.

N O T E S.

(a) In the former edition, I directed the black to push the king's rook's pawn two moves. This party may be found in the first gambit's back-game. I make two different parties of the two other ways of playing, that were there omitted; in the first, directing the black to play the king's knight to his bishop's third square; and in the second, to play the queen to her king's second square.

(b) You might have taken his king's knight's pawn with your's; but your pieces would then have been too much intangled: nevertheless, I shall make of it the subject of a back-game.

(c) In the present situation he has the superiority over you of a pawn: but it is to be observed, that this pawn, which should keep the head, being left behind, will remain useless till it gets forwards to your king's bishop's fourth square.

9.

W. The queen, at her king's second square. (*d*)

B. The king's bishop, at his knight's second square.

10.

W. The queen's bishop's pawn, one move.

B. The king's rook's pawn, two moves.

11.

W. The king's knight's pawn, one move.

B. The queen's pawn, one move.

12.

W. The king's bishop, at his knight's second square.

B. The king's bishop's pawn, two moves. (*e*)

13.

W. The queen's knight, at his queen's second square.

B. The queen's bishop, at his king's third square.

14.

W. The king castles with his rook. (*f*)

B. The queen's knight, at his bishop's third square.

15.

W. The king, at his rook's second square.

B. The king castles. (*g*)

N O T E S.

(d) What other piece soever he might have moved, you should certainly have played the same, unless he had exposed some pieces to be taken.

(e) He arms his knight with two pawns: but you must forbear taking that piece, because by so doing you would re-unite his pawns in the centre; and in that case his king's bishop's pawn, now useless, would get a good post, and ensure him the game.

(f) It is better to castle on your right than on your left side; because your king will sustain his knight's pawn, in case he takes your queen's bishop.

(g) In this position the two games are almost even. The white must make it their chief business to carry all their forces against the adverse king's bishop's pawn, in order to take it: on the contrary, the black ought to strive to give away the king's knight, in order to re-unite their pawns in the centre. It is easily seen, by this gambit, that it is by no means advantageous to push the king's rook's pawn two steps at the fourth move.

Q

B A C K - G A M E

On the 6th Move of the White.

6.

W. The king's knight takes the knight's pawn (*a*)

B. The king's knight takes the pawn. (*b*)

7.

W. The queen, at her king's second square.

B. The same. (*c*)

8.

W. The queen's knight, at his bishop's third square. (*d*)

B. The king's knight, at the adverse king's knight's third square.

9.

W. The queen takes the queen.

B. The king's bishop retakes the queen.

10.

W. The king's rook, at its second square.

B. The queen's pawn, two moves. (*e*)

11.

W. The king's knight, at the adverse king's fourth square.

B. The queen's bishop's pawn, one move.

12.

W. The queen's pawn, two moves:

B. The king's knight, at his bishop's fourth square.

13.

W. The king's knight, at his bishop's third square.

B. The king's bishop, at his queen's third square.

14.

W. The king's bishop, at his queen's third square. (*f*)

N O T E S.

(a) If you had played your king's bishop to your queen's bishop's fourth square, to attack his king's bishop's pawn, he would then have removed his queen to her king's second square; and your position would not be a good one.

(b) He would have played very ill if he had taken your knight with his own.

(c) He is forced to sustain his knight with his queen, lest he should lose him: nevertheless, he might, without danger, have sustained him, by pushing his queen's pawn two moves: in this case, you must have removed your king's knight to his bishop's second square.

(d) You play this knight to hinder him from pushing his queen's pawn two moves: but if, contrary to your expectation, he should play this same pawn, you may take it without any danger.

(e) If he had played the knight to his king's bishop's fourth square, you must then have attacked his king's bishop's with your queen's knight, to get rid of him; and if he had afterwards taken the rook's pawn, by giving check, you should have taken his bishop with your rook, to give him double check with your queen's knight.

(f) In the present condition, both games are almost even: the gambit's pawn must in time be taken, as it is separated, and cannot be sustained, but by the pieces.

Q ij

V A R I A B L E

Of the same PARTY of the GAMBIT,

On the 5th Move of the Black.

1.

W. The king's pawn, two moves.

B. The same.

2.

W. The king's bishop's pawn, two moves.

B. The king's pawn takes the pawn.

3.

W. The king's knight, at his bishop's third square.

B. The king's knight's pawn, two moves.

4.

W. The king's rook's pawn, two moves.

B. The king's knight's pawn, one move.

5.

W. The king's knight, at the adverse king's fourth square.

B. The queen, at her king's second square.

6.

W. The queen's pawn, two moves. (a)

B. The queen's pawn, one move.

7.

W. The king's knight takes the pawn.

B. The queen takes the king's pawn, and gives check.

8.

W. The queen covers the check. (b)

N O T E S.

(a) If you had taken the pawn with your knight, he would not have taken your royal pawn, giving you check with his queen; but he would have pushed his king's bishop's pawn two moves upon your knight, which you should then have removed to your king's bishop's second square: he would afterwards have taken your royal pawn with his bishop's pawn, and by that means got the advantage of position.

(b) In this situation you must change the queens, as nothing better can be done, and afterwards take the gambit's pawn. The two games are even. It is very easily seen, that this way of playing the gambit is neither of a very interesting nature, nor affords the same after-games; and that a number of variations sprung from Salvio's gambit.

Qij

M E T H O D

Of giving CHECK-MATE with a ROOK and a BISHOP
against a ROOK. (a)

Situation of the White.

The king, at the adverse king's third square.

The rook, at its queen's bishop's square.

The bishop, at the adverse king's fourth square.

Situation of the Black.

The king, at his home.

The rook, at its queen's second square,

1.

W. The rook gives check.

B. The rook covers the check.

2.

W. The rook, at the adverse queen's bishop's
second square.

B. The rook, at the adverse queen's second
square. (b)

3.

W. The rook, at the adverse queen's knight's
second square. (c)

B. The rook, at the adverse queen's square. (d)

4.

W. The rook, at the adverse king's knight's
second square.

B. The rook, at the adverse king's bishop's
square. (e)

5.

W. The bishop, at his king's knight's third
square.

B. The king, at his bishop's square. (f)

(a) In the former edition, (of 1749) I appointed this situation as the best for the black, and, besides, the only good one to make a proper defence : but, as many lovers of this game desire to know the means of forcing the black to the present position, some instructions agreeable to it will be given in my subsequent annotations.

(b) To give check-mate, you must force your adversary to place his rook either at your queen's square, or at your queen's third square. In either position, the game must be won, after a few computed moves.

(c) He is now obliged to play his rook to your queen's square, or to your queen's third square.

(d) You have already forced him to play his rook to one of those squares where he must absolutely lose the game : but this is not enough ; for your rook must not be farther from your king than the distance which a knight, by a single regular move, may go. If you were to play your rook to its queen's bishop's second square, he would play his rook to your queen's second square ; and you must be eternally beginning afresh : whereas, by passing your rook on your right, he must necessarily, to ward off the check-mate, play his rook to your king's bishop's square, which is no better than that of his queen.

(e) As he might have played his king to his bishop's square, we will make it the subject of a back-game.

(f) He could have played his rook to your king's bishop's third square. The subject of another back-game.

6.

W. The rook, at its king's knight's fourth square.

B. The king, at his home. (g)

7.

W. The rook, at its queen's bishop's fourth square.

B. The rook, at the adverse queen's square. (b) ~~en~~

8.

W. The bishop, at his king's rook's fourth square.

B. The king, at his bishop's square.

9.

W. The bishop, at the adverse king's bishop's third square.

B. The rook gives check, at the adverse king's square.

10.

W. The bishop covers the check.

B. The king, at his knight's square.

11.

W. The rook, at its king's rook's fourth square, and must win.

FIRST BACK - GAME,

On the 4th Move of the Black.

4.

W. The rook, at the adverse king's knight's second square.

B. The king, at his bishop's square.

5.

W. The rook, at the adverse king's rook's second square. (a)

B. The rook, at the adverse king's knight's square.

N O · T E S.

(g) He brings back his king, so that he may be in readiness to cover the check of your rook.

(b) He might have played the king to his bishop's square. The subject of the last back-game.

(a) You force him, by this move, to play his rook to your king's knight's square, to ward off the mate; which gives you the means of taking his rook for nothing.

6.

W. The rook, at the adverse queen's bishop's second square. (b)

B. The king, at his knight's square.

7.

W. The rook gives check at the adverse queen's bishop's square.

B. The king, at his rook's second square.

8.

W. The rook gives check, at the adverse king's rook's square, and must win.

SECOND BACK-GAME,

On the 5th Move of the Black.

5.

W. The bishop, at his king's knight's third square.

B. The rook, at the adverse king's bishop's third square.

6.

W. The bishop, at the adverse queen's third square.

B. The rook gives check.

7.

W. The bishop covers the check.

B. The rook, at the adverse king's bishop's third square. (a)

8.

W. The rook gives check, at the adverse king's second square.

W. The king, at his bishop's square. (b)

N O T E S.

(b) The only way to ward off the mate is, to play his king to his knight's square; for, if he had given you check, you would have preserved all the strength of your attack, by covering with your bishop.

(a) If he had played his king to his bishop's square, you would have played your rook to his king's rook's second square, in order to give mate at the next move.

(b) If he had played his king to his queen's square, you must then have played your rook to his queen's knight's second square, in order to give mate at the next move.

9.

W. The rook, at the adverse queen's bishop's second square.

B. The king, at his knight's square.

10.

W. The rook gives check, at the adverse king's knight's second square.

B. The king, at his bishop's square. (c)

11.

W. The rook, at its king's knight's fourth square.

B. The king, at his home. (d)

12.

W. The bishop, at his king's bishop's fourth square, and must win the game.

THIRD BACK-GAME,

On the 7th Move of the Black.

7.

W. The rook, at its queen's bishop's fourth square.

B. The king, at his bishop's square.

8.

W. The bishop, at the adverse king's fourth square.

B. The king, at his knight's square.

9.

W. The rook, at its king's rook's fourth square, and must win.

N O T E S.

(c) If he had played his king to his rook's square, you would have won his rook, giving check by discovery.

(d) If he had played his rook to your king's third square, to prevent the check of your bishop, you must then have played yours to your king's rook's fourth square, in order to give mate at the next move.



M E T H O D

Of forcing the BLACK to take the above-mentioned Situation, in order to give Mate with a Rook and BISHOP against a Rook.

Situation of the White.

The king, at his fourth square,
The bishop, at his king's third square.
The rook, at its queen's rook's second square.

Situation of the Black.

The king, at his third square.
The rook, at its queen's second square.

1.

W. The rook, at its queen's knight's second square. (a)

B. The rook, at its queen's square.

2.

W. The bishop, at his king's bishop's fourth square. (b)

B. The rook, at its king's square.

3.

W. The rook gives check.

B. The king, at his bishop's second square.

4.

W. The king, at the adverse king's bishop's fourth square.

B. The rook, at the adverse king's second square.

5.

W. The rook, at its queen's knight's square. (c)

B. The rook, at the adverse king's bishop's second square.

N O T E S.

(a) If you had given check with your rook, he would have covered with his own; but by this move he is obliged to bring back his rook, which gives you the means of making use of your bishop.

(b) As he cannot cover the check of your rook, you must force his king to retrograde.

(c) This move is very material, in order to have the use of your bishop, as above directed; that is, to hinder him from covering the check, which you will give with your rook.

6.

W. The rook gives check.

B. The king, at his bishop's square. (d)

7.

W. The king, at his fourth square.

B. The king, at his home. (e)

8.

W. The bishop, at the adverse king's fourth square.

B. The rook, at its king's bishop's second square.

9.

W. The rook gives check.

B. The king, at his second square.

10.

W. The king, at the adverse queen's fourth square.

B. The rook, at the adverse king's bishop's square.

11.

W. The rook gives check, at the adverse queen's knight's second square.

B. The king, at his home.

12.

W. The king, at the adverse king's third square, and finds himself in the position above mentioned.

N O T E S.

(*d*) If he had moved the king to his home, you must then have advanced your king to the face of his king, and left your bishop exposed to be taken. In the present situation, the whole difficulty depends upon placing your bishop at the adverse king's fourth square. Your adversary will prevent it, by leaving his king unmoved, and playing his rook, alternately, from the second to the first square of your king's bishop.

(*e*) If he had given you check with his rook, you must have played your king to the adverse queen's fourth square, and then your bishop would have been free: but, as he could have played his king to his knight's square, we will make it the subject of a back-game.

R

B A C K - G A M E,

On the 7th Move of the Black.

7.

W. The king, at his fourth square.

B. The king, at his knight's square.

8.

W. The bishop, at the adverse king's fourth square.

B. The rook, at its king's bishop's second square.

9.

W. The rook, at its queen's knight's square.

B. The rook, at the adverse king's bishop's second square.

10.

W. The king, at the adverse queen's fourth square.

B. The king, at his bishop's second square.

11.

W. The rook gives check.

B. The king, at his knight's third square.

12.

W. The rook gives check, at the adverse king's knight's second square.

B. The king, at his rook's third square.

13.

W. The king, at the adverse king's third square.

B. The rook, at the adverse king's second square.

14.

W. The rook, at its king's knight's square.

B. The rook, at the adverse king's bishop's second square.

15.

W. The bishop, at the adverse king's bishop's third square.

B. The king, at his rook's fourth square.

16.

W. The rook gives check, at the adverse king's knight's fourth square.

B. The king, at his rook's third square.

17.

W. The king, at the adverse king's bishop's second square.

B. The rook, at the adverse queen's bishop's second square.

18.

W. The rook, at the adverse queen's knight's fourth square.

B. The rook gives check.

19.

W. The bishop covers the check.

B. The rook, at its queen's second square.

20.

W. The rook, at the adverse queen's knight's square.

B. The king, at his rook's fourth square.

21.

W. The rook, at its queen's knight's fourth square, and will give check at the next move. (a)

N O T E.

(a) It may be seen by this back-game, that, when the pieces do not stand in the situation represented here, there are many different ways to force the mate: it is only to be observed, that the bishop must always stand next to his king, to cover him in case of a check.

R ij

M E T H O D

Of giving CHECK-MATE with a BISHOP and a KNIGHT.

Situation of the White.

The king, at his fourth square.

The king's bishop, at his square.

The queen's knight, at his square. (a)

Situation of the Black.

The king, at his bishop's third square.

1.

W. The bishop, at his queen's bishop's fourth square.

B. The king, at his knight's third square.

2.

W. The king, at his bishop's fourth square.

B. The king, at his bishop's third square.

3.

W. The knight, at his queen's bishop's third square.

B. The king, at his knight's third square.

4.

W. The knight, at his king's fourth square. (b)

B. The king, at his rook's third square.

5.

W. The king, at the adverse king's bishop's fourth square.

B. The king, at his rook's second square. (c)

6.

W. The king, at the adverse king's bishop's third square.

B. The king, at his rook's square. (d)

N O T E S.

(a) The mate must be given in the corner of the bishop's colour; and when the adverse king retires to the opposite corner, in eighteen or twenty moves after, the mate may be easily forced.

(b) The knight must endeavour to take away from the adverse king the opposite squares to the bishop's colour.

(c) If he had played his king to his rook's fourth square, you must have given check with the bishop at your king's second square; and then, if he gets his king on the side of the corner of your bishop's colour, you will mate him in a few moves.

(d) If he had played his king to his rook's third square, you must have played your bishop to your king's second square, to oblige his king to get into the black corner, where your knight is very soon to force him out.

R. iij

7.

W. The knight, at the adverse queen's third square.

B. The king, at his rook's second square.

8.

W. The knight, at the adverse king's bishop's second square. (e)

B. The king, at his knight's square. (f)

9.

W. The bishop, at his queen's third square.

B. The king, at his bishop's square.

10.

W. The bishop, at the adverse king's rook's second square.

B. The king, at his home.

11.

W. The knight, at the adverse king's fourth square.

B. The king, at his bishop's square. (g)

12.

W. The knight gives check, at the adverse queen's second square.

B. The king, at his home.

13.

W. The king, at the adverse king's third square.

B. The king, at his queen's square.

N O T E S.

(e) In this position, the mate is forced in about eighteen or twenty moves.

(f) Your knight prevents his king from coming back into the corner. Now, the business of your knight must be, to cut his king off from the black squares, while your bishop will keep him from the white ones.

(g) As he might have played his king to his queen's square, I make a back-game of it.

R iv

14.

W. The king, at the adverse queen's third square.

B. The king, at his home.

or

15.

W. The bishop gives check.

B. The king, at his queen's square.

16.

W. The bishop, at the adverse king's bishop's second square.

B. The king, at his queen's bishop's square.

17.

W. The knight, at the adverse queen's bishop's fourth square.

B. The king, at his queen's square.

18.

W. The knight gives check, at the adverse queen's knight's second square.

B. The king, at his queen's bishop's square.

19.

W. The king, at the adverse queen's bishop's third square.

B. The king, at his queen's knight's square.

20.

W. The king, at the adverse queen's knight's third square.

B. The king, at his queen's bishop's square.

21.

W. The bishop gives check.

B. The king, at his queen's knight's square.

22.

W. The bishop, at the adverse queen's second square.

B. The king, at his queen's rook's square.

23.

W. The knight, at the adverse queen's bishop's fourth square.

B. The king, at his queen's knight's square.

24.

W. The knight gives check, at the adverse queen's rook's third square.

B. The king, at his rook's square.

25.

W. The bishop gives check-mate.

B A C K - G A M E,

On the 11th Move of the Black.

11.

W. The knight, at the adverse king's fourth square.

B. The king, at his queen's square.

12.

W. The king, at the adverse king's third square.

B. The king, at his queen's bishop's second square.

13.

W. The knight, at the adverse queen's second square. (a)

B. The king, at his queen's bishop's third square.

14.

W. The bishop, at his queen's third square. (b)

B. The king, at his queen's bishop's second square.

15.

W. The bishop, at his king's fourth square.

B. The king, at his queen's square.

16.

W. The king, at the adverse queen's third square.

B. The king, at his home.

17.

W. The bishop gives check.

B. The king, at his queen's square.

18.

W. The king's bishop, at the adverse king's bishop's second square.

B. The king, at his queen's bishop's square.

19.

W. The knight, at the adverse queen's bishop's fourth square. (c)

N O T E S.

(a) It is proper to observe, that the knight does not change the direction of his moves either one way or the other.

(b) If you had given check with your bishop, he would have again got his king into the other corner; and this move would have entirely destroyed your attack.

(c) It is needless to proceed farther. This position is quite the same as that at the seventeenth move of this game.

A PARTY WON WITH A ROOK AND A PAWN AGAINST A BISHOP.

Situation of the White.

The king, at his fourth square.
The queen's pawn, at its fourth square.
The rook, at its queen's square.

Situation of the Black.

The king, at his third square.
The king's bishop, at his queen's bishop's
second square.

1.

W. The rook, at its queen's rook's square. (a)
B. The bishop, at his queen's knight's
square.

2.

W. The rook gives check.
B. The bishop covers the check. (b)

3.

W. The rook, at the adverse queen's knight's
third square. (c)
B. The king, at his queen's second square.

4.

W. The king, at the adverse queen's fourth
square.
B. The bishop, at the adverse king's knight's
third square.

5.

W. The rook, gives check, at the adverse
queen's knight's second square.
B. The bishop covers the check.

N O T E S.

(a) If you had pushed your pawn, in giving check, you would have furnished your adversary with the means of making a drawn-game, as will be seen afterwards.

(b) If he had withdrawn his king, you must have pushed yours forward towards your pawn. This party cannot be won, but by advancing your king, and confining that of your adversary in the last line, before you come to push your pawn.

(c) By this move you put him under a necessity of bringing back his king, and giving place to your own.

6.

W. The rook, at the adverse queen's rook's second square.

B. The king, at his queen's bishop's square.

7.

W. The king, at the adverse queen's bishop's third square. (*d*)

A DRAWN-GAME, WITH A ROOK AND A PAWN AGAINST A BISHOP.

Situation of the White.

The king, at his fourth square.

The queen's pawn, at its fourth square.

The rook, at its queen's square.

Situation of the Black.

The king, at his third square.

The king's bishop, at his queen's bishop's second square.

1.

W. The pawn gives check. (*a*)

B. The king, at his queen's second square.

2.

W. The king, at his queen's fourth square.

B. The bishop, at the adverse king's knight's third square.

3.

W. The rook, at its queen's rook's square.

B. The bishop, at the adverse king's bishop's fourth square. (*b*)

N O T E S.

(d) In this position the game is won, either by pushing the pawn, or forcing the adverse bishop.

(a) In the present position the game must come to a drawn-game, because your king will be no more capable of going forwards towards your pawn, supposing always that your adversary plays all his moves with exactness.

(b) It is material for him to keep his bishop at some distance from your king, to enable himself to give check, in case you should play the king to one of the black squares next to your pawn.

4.

W. The rook gives check.

B. The king, at his queen's third square. (c)

5.

W. The king, at his fourth square.

B. The bishop, at the adverse king's knight's third square. (d)

6.

W. The rook, at the adverse king's knight's second square.

B. The bishop, at the adverse king's square, to give check.

7.

W. The rook gives check.

B. The king, at his queen's second square.

8.

W. The pawn, one move. (e)

B. The king, at his queen's bishop's third square. (f)

9.

W. The king, at the adverse king's fourth square.

B. The bishop, at the adverse queen's knight's fourth square. (g)

10.

W. The pawn, one move, giving check to the rook.

B. The king takes the pawn.

11.

W. The king, at the adverse queen's fourth square.

B. The king, at his queen's bishop's second square. (h)

N O T E S.

(c) If he had covered the check, you would have won the game, by pushing your king forwards to the black square facing his bishop.

(d) If he had played his bishop to your king's rook's second square, you would have won the game, by playing your rook to his king's knight's second square. It is to be observed, that, in the defence of that party, the bishop must never be far distant from the adverse king.

(e) If you had advanced your king, he would have obliged you to retrograde, by a check given with his bishop.

(f) If he had made any other move, he would have lost the game.

(g) In this position your pawn is forced, as your king can no more go forwards, without covering your rook.

(h) When one remains with a bishop against a rook, he must as soon as possible bring his king into that corner of the chess-board that is not of the same colour with the bishop. It is the only place where he can be sure of a back-game.

S

A MATE WITH A SINGLE ROOK.

Situation of the White.

The king, at his fourth square.

The rook, at its king's square.

Situation of the Black.

The king, at his third square.

1.

W. The rook gives check.

B. The king, at his second square.

2.

W. The king, at the adverse king's fourth square.

B. The king, at his queen's second square. (a)

3.

W. The rook, at the adverse king's knight's third square. (b)

B. The king, at his queen's bishop's second square.

4.

W. The king, at the adverse queen's fourth square.

B. The king, at his queen's knight's second square.

5.

W. The king, at the adverse queen's bishop's fourth square.

B. The king, at his queen's rook's second square.

6.

W. The king, at the adverse queen's knight's fourth square. (c)

B. The king, at his queen's knight's second square.

N O T E S.

(a) His king must be opposite to yours, in order that you may give check with your rook ; because then his king is forced, by the check, to retrograde.

(b) If you had played your king opposite to his, he would have restored his king to the same place ; whereas at this move he plays his king to the face of yours : you may then force him back by the check of your rook.

(c) In the present case he is obliged to place his king opposite to yours, or absolutely to abandon the line.

S ij

7.

W. The rook gives check, at the adverse king's knight's second square.

B. The king, at his queen's bishop's square.

8.

W. The king, at the adverse queen's bishop's third square.

B. The king, at his queen's square.

9.

W. The rook, at the adverse queen's rook's second square.

B. The king, at his home.

10.

W. The king, at the adverse queen's third square.

B. The king, at his bishop's square.

11.

W. The king, at the adverse king's third square.

B. The king, at his knight's square.

12.

W. The king, at the adverse king's bishop's third square.

B. The king, at his rook's square.

13.

W. The king, at the adverse king's knight's third square.

B. The king, at his knight's square.

14.

W. The rook gives check-mate.

A GAME WON WITH A QUEEN AGAINST A ROOK AND A PAWN.

Situation of the White.

The king, at his bishop's fourth square.

The queen, at her third square.

Situation of the Black.

The king, at his second square.

The queen's pawn, at its third square.

The rook, at its king's fourth square. (a)

I.

W. The queen gives check, at the adverse king's rook's second square. (b)

B. The king, at his third square.

N O T E S.

(a) This party is but a drawn-game, provided the pawn has not yet been moved from its place; but, if it had been pushed forwards, the queen must win.

(b) His defence entirely depends upon not letting your king pass, and afterwards playing his rook alternately from its queen's bishop's fourth square to its king's fourth square, being always supported by his pawn.

S iij

2.

W. The queen gives check, at the adverse king's knight's square. (c)

B. The king, at his second square.

3.

W. The queen, at the adverse queen's bishop's square.

B. The rook, at its queen's bishop's fourth square.

4.

W. The queen gives check, at the adverse queen's knight's second square.

B. The king, at his third square.

5.

W. The queen, at the adverse king's knight's second square.

B. The rook, at its king's fourth square.

6.

W. The queen, at the adverse queen's bishop's second square. (d)

B. The rook, at its queen's bishop's fourth square.

7.

W. The queen, at the adverse queen's square.

B. The rook, at its king's fourth square.

8.

W. The queen gives check, at the adverse king's square. (e)

B. The king, at his queen's fourth square.

9.

W. The queen, at the adverse queen's bishop's square. (f)

B. The rook gives check. (g)

N O T E S.

(c) This move is needless ; and I point it out only to shew by what means turns may be got or lost.

(d) This move determines the winning of the game: you must then, first of all, take this position.

(e) By this check you force his king to go towards his pawn. This move will make the passage of your king more easy afterwards.

(f) You put him under the necessity of removing his rook from its king, or giving a free passage to your king.

(g) If he had played his king to your queen's fourth square, you must have played your queen to his queen's bishop's third square: but he might also have played his rook to his king's rook's fourth square, to hinder the passage of your king ; the subject of a back-game.

S iv

10.

W. The king, at the adverse king's bishop's fourth square.

B. The rook gives check.

11.

W. The king, at the adverse king's bishop's third square.

B. The rook, at the adverse king's fourth square. (*b*)

12.

W. The queen gives check, at the adverse king's bishop's fourth square.

B. The rook covers the check.

13.

W. The queen gives check, at her third square.

B. The king, at his queen's bishop's fourth square.

14.

W. The queen, at her second square. (*i*)

B. The king, at his queen's bishop's third square.

15.

W. The queen, at her fourth square.

B. The king, at his queen's second square. (*k*)

16.

W. The queen, at her bishop's fourth square.

B. The rook, at its queen's bishop's fourth square. (*l*)

17.

W. The queen gives check, at the adverse king's bishop's second square.

B. The king, at his queen's bishop's third square.

N O T E S

(b) If he had played his king to your queen's fourth square, you must have played your queen to his queen's bishop's third square.

(i) At the instant your king gets behind his pawn, the advantage of the game will turn on your side: but to attain this, you must force him to play his king.

(k) As he could have played his king to his queen's bishop's second square. Another subject of a back-game.

(l) If he had put away his rook from its king, you must have endeavoured to find some way of forcing his rook by a double check.

18.

W. The king, at the adverse king's second square.

B. The rook gives check.

19.

W. The king, at the adverse queen's square.

B. The rook, at its queen's bishop's fourth square.

20.

W. The queen gives check, at the adverse queen's second square.

B. The king, at his queen's fourth square.

21.

W. The king, at the adverse king's second square.

B. The rook, at its queen's bishop's third square.

22.

W. The queen gives check, at the adverse king's fourth square.

B. The king, at the adverse queen's bishop's fourth square.

23.

W. The king, at the adverse queen's second square.

B. The rook, at its queen's bishop's fourth square.

24.

W. The queen gives check, at her king's fourth square, and must win. (*m*)

N O T E.

(*m*) As many lovers of this game may not be acquainted with the method of giving check-mate, with a queen against a rook, we will end this party by way of back-game.

FIRST BACK-GAME,

On the 9th Move of the Black.

9.

W. The queen, at the adverse queen's bishop's square.

B. The rook, at its king's rook's fourth square. (a)

10.

W. The queen gives check, at the adverse queen's rook's square.

B. The king, at the adverse queen's bishop's fourth square.

11.

W. The queen gives check, at her rook's fourth square.

B. The king, at the adverse queen's bishop's third square.

12.

W. The queen gives check, at her rook's third square.

B. The king where he pleases, his pawn being lost. (b)

N O T E S.

(a) His rook being far off from its king, you ought to take her by a double check, or at least to take his pawn.

(b) The subject of this back-game is to prove how easy it is, with a queen, to force by a double check, a rook, when at a distance from its king.

SECOND BACK-GAME,

On the 15th Move of the Black.

15.

W. The queen, at her fourth square.

B. The king, at his queen's bishop's second square.

16.

W. The queen, at her rook's fourth square.

B. The rook, at its queen's bishop's fourth square.

17.

W. The queen gives check, at the adverse queen's rook's second square.

B. The king, at his king's bishop's third square.

18.

W. The king, at the adverse king's second square, and must win. (a)

N O T E S.

(a) As your king may go backwards, you must needs win the game.



A CHECK-MATE WITH A QUEEN AGAINST A ROOK,

By way of BACK-GAME,

Beginning at the 24th Move of the White.

24.

W. The queen gives check, at her king's fourth square.

B. The king, at the adverse queen's knight's third square.

25.

W. The king takes the pawn.

B. The rook, at the adverse queen's bishop's second square.

26.

W. The king, at the adverse queen's fourth square. (a)

B. The king, at the adverse queen's knight's second square.

27.

W. The king, at his queen's fourth square.

B. The king, at the adverse queen's rook's square. (b)

N O T E S.

(a) It is needless to give check with your queen, before your king is near the adverse king.

(b) He gives you his rook for nothing : but, if you take it, he will be stale-mate.

28.

W. The king, at his queen's third square.

B. The rook, at the adverse queen's knight's second square.

29.

W. The queen gives check, at her rook's fourth square.

B. The king, at the adverse queen's knight's square.

30.

W. The queen, at her rook's third square.

B. The rook gives check, at the adverse queen's second square. (c)

31.

W. The king, at his queen's bishop's third square.

B. The rook gives check, at the adverse queen's bishop's second square.

32.

W. The king, at his queen's third square. (d)

B. The rook gives check, at the adverse queen's second square.

33.

W. The king, at his third square.

B. The rook, at the adverse queen's knight's second square.

34.

W. The queen, at her rook's fourth square. (e)

B. The rook, at the adverse queen's bishop's second square.

35.

W. The king, at his queen's third square.

B. The rook, at the adverse queen's knight's second square.

N O T E S.

(c) Your last move was by no means the best. I laid it down, merely to shew all the after-games of your adversary. If you were to take his rook, he would be stale-mate. This cannot be too much attended to at the end of this party.

(d) If you had played your king to your queen's knight's third square, he would have made a drawn-game, by giving you check at your queen's bishop's third square.

(e) Now you may push your king forwards, without any danger of making your adversary stale-mate.

36.

W. The king, at his queen's bishop's third square. (*f*)

B. The rook, at the adverse king's rook's second square.

37.

W. The queen gives check, at the adverse queen's knight's fourth square.

B. The king, at the adverse queen's rook's square.

38.

W. The queen gives check, at the adverse queen's rook's third square.

B. The king, at the knight's square. (*g*)

39.

W. The queen gives check, at the adverse queen's knight's third square.

B. The king, at the adverse queen's rook's second square.

40.

W. The queen gives check, at the adverse queen's rook's second square.

B. The king, at his knight's square.

41.

W. The queen gives check, at her king's knight's square, and must win. (*h*)



N O T E S.

(f) He is obliged to remove his rook from his king, which gives you an opportunity of taking his rook by a double check, or making him mate.

(g) If he had covered the check, you would have given mate at your king's bishop's square.

(b) This game cannot be won, but by forcing the adversary to remove his king from his rook, in order to take it afterwards by a double check.



T

A D R A W N - G A M E,

With a QUEEN against a ROOK and a PAWN.

Situation of the White.

The king, at the adverse queen's fourth square.

The queen, at her knight's third square.

Situation of the Black.

The king, at his queen's square.

The queen's pawn, at its square.

The rook, at its king's third square.

1.

W. The queen gives check, at the adverse queen's knight's square.

B. The king, at his second square.

2.

W. The queen, at the adverse king's knight's square.

B. The rook, at its queen's bishop's third square.

3.

W. The king, at the adverse king's fourth square.

B. The rook, at its king's third square, giving check.

4.

W. The king, at the adverse queen's fourth square. (a)

N O T E.

(a) In this position, it is a drawn-game, because the queen cannot take backwards, neither the king nor the pawn, as in the former patty.

A D R A W N - G A M E,

With a Rook and a PAWN against a Rook,
Or LOST-GAME, if he who has only a Rook
plays ill.

Situation of the White.

The king, at the adverse king's bishop's fourth square.

The pawn, at its king's fourth square.

The rook, at the adverse king's rook's second square.


Situation of the Black.

The king, at his home.

The rook, at its queen's rook's third square.

I.

W. The pawn, one move.

B. The rook, at its queen's knight's third square. (a) 

N O T E.

(a) By keeping that line with his rook, he hinders your king from advancing; and if he were to desert that line before you had pushed your pawn, he would lose the game, as will be seen by a back-game.

T ij

2.

W. The rook, at the adverse queen's rook's second square.

B. The rook, at its queen's bishop's third square. (b)

3.

W. The pawn, one move.

B. The rook, at the adverse queen's bishop's square. (c)

4.

W. The king, at the adverse king's bishop's third square.

B. The rook gives check, at the adverse king's bishop's square. (d)



N O T E S.

(b) He ought not to depart from this line with his rook, but at the very instant when you shall push your pawn.

(c) If he had given check, he would have lost the game.

(d) He must continue to give you check, in order to drive you away from your pawn; and, at the very moment when your king falls upon his rook, he will attack and take your pawn.



B A C K - G A M E

On the 1st Move of the Black, when a Rook and a PAWN win against a Rook.

1.

W. The pawn, one move.

B. The rook, at the adverse queen's rook's square.

2.

W. The king, at the adverse king's bishop's third square. (a)

B. The rook gives check, at the adverse king's bishop's square. (b)

3.

W. The king, at the adverse king's third square.

B. The king, at his bishop's square. (c)

4.

W. The rook gives check.

B. The king, at his knight's second square.

5.

W. The rook, at the adverse king's square. (d)

B. The rook, at the adverse king's square.

6.

W. The king, at the adverse queen's second square.

B. The king, at his bishop's second square. (e)

7.

W. The pawn, one move, giving check.

B. The king, at his knight's second square. (f)

N O T E S.

(a) If you had played your king over-against his, he could have put himself again in a position to make a drawn-game, by giving check with his rook.

(b) Had he given check at his queen's rook's third square, you must have covered that check with your pawn: and if, instead of that move, he had played his king to his queen's square, you must have given check with your rook, and afterwards advanced your king to the second square of his own.

(c) Had he left his king at the same place, you must have given check, and changed rook for rook.

(d) This is the only move which can insure you the game: every other leads but to a drawn-game.

(e) Had he given check with his rook, you must have played your king to his king's second square.

(f) If he had played his king to his bishop's third square, you must then have given check with your rook, and at the next move pushed your pawn.

T iv

8.

W. The king, at the adverse king's second square. (g)

B. The rook, at the adverse king's second square.

9.

W. The rook, at the adverse queen's square.

B. The rook, at the adverse king's square.

10.

W. The rook, at its queen's second square.

B. The rook, at the adverse king's third square.

11.

W. The rook gives check, at its king's knight's second square.

B. The king, at his rook's second square.

12.

W. The king, at the adverse king's bishop's second square.

B. The rook gives check.

13.

W. The king, at the adverse king's square.

B. The rook, at the adverse king's third square.

14.

W. The pawn, one move.

B. The rook, at the adverse queen's third square. (b)

15.

W. The rook, at its queen's bishop's second square.

B. The king, at his knight's second square. (i)

16.

W. The rook, at the adverse queen's bishop's second square.

B. The rook, at the adverse queen's second square.

N O T E S.

(g) Had you pushed your pawn, it would have been a drawn-game.

(b) He plays this move, in order to hinder your king from going out at his left hand, and to get him in again under your pawn, by a check, in case you will bring him out at your right hand.

(i) In England, where the stale-mate is the loss of the game, you might, at your next move, play your rook to your queen's second square.

17.

W. The rook, at the adverse queen's second square.

B. The rook, at the adverse queen's knight's second square.

18.

W. The rook, at his queen's square.

B. The rook gives check.

19.

W. The king, at the adverse queen's second square.

B. The rook gives check.

20.

W. The king, at the adverse king's third square.

B. The rook gives check.

21.

W. The rook covers the check.

B. The rook, at its queen's knight's square.

22.

W. The rook, at the adverse queen's square, and will win.

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A D R A W N - G A M E, Of a QUEEN and a PAWN against a QUEEN.

Situation of the White.

The king, at the adverse king's knight's second square.

The pawn, at the adverse king's bishop's third square.

The queen, at her third square.

Situation of the Black.

The king, at the adverse queen's knight's fourth square.

The queen, at her bishop's fourth square.

I.

W. The king's bishop's pawn, one move. (a)

B. The queen gives check, at her king's knight's fourth square.

N O T E.

(a) In this position, the white ought to look for an opportunity of changing the queen against the queen; and the black, to prevent that exchange, must keep the king at a distance from the adverse king, in order to be the better enabled to give perpetual check.

2.

W. The queen covers the check.

B. The queen gives check, at her king's fourth square.

3.

W. The king, at the adverse king's knight's square. (b)

B. The queen, at her fourth square.

4.

W. The king, at the adverse king's rook's second square.

B. The queen gives check, at the adverse king's rook's square.

5.

W. The queen covers the check.

B. The queen gives check, at the adverse king's fourth square.

6.

W. The king, at the adverse king's knight's square.

B. The queen gives check, at the adverse king's knight's fourth square.

7.

W. The queen covers the check.

B. The queen, at her king's third square.

N O T E S.

(b) He can no more give you check, without losing the game; but he may hinder your pawn from making a queen.

(c) It is plainly proved, that, when the check does not continue, the pawn may be prevented from making a queen.

A G A M E

Won with a QUEEN, against a PAWN near making a QUEEN.

Situation of the White.

The king, at the adverse queen's knight's second square.

The queen, at the adverse queen's bishop's square.

Situation of the Black.

The king, at the adverse king's bishop's second square.

The pawn, at the adverse king's second square,

1.

W. The queen gives check, at the adverse king's bishop's fourth square. (a)

B. The king, at the adverse king's knight's second square.

2.

W. The queen gives check, at her king's knight's fourth square.

B. The king, at the adverse king's bishop's second square.

3.

W. The queen gives check, at her king's bishop's fourth square.

B. The king, at the adverse king's knight's second square.

N O T E.

(a) To win this game, the queen must be previously brought, as near as possible, to the adverse king.

4.

W. The queen, at her king's third square.

B. The king, at the adverse king's bishop's square. (b)

5.

W. The queen gives check, at her king's bishop's third square.

B. The king, at the adverse king's square. (c)

6.

W. The king, at the adverse queen's bishop's third square.

B. The king, at the adverse queen's second square.

7.

W. The queen gives check, at the adverse queen's fourth square.

B. The king, at the adverse queen's bishop's second square.

8.

W. The queen gives check, at her bishop's fourth square.

B. The king, at the adverse queen's second square.

9.

W. The queen gives check, at her fourth square.

B. The king, at the adverse queen's bishop's second square.

10.

W. The queen, at her king's third square. (d)

B. The king, at the adverse queen's square.

11.

W. The queen gives check, at her third square.

B. The king, at the adverse king's square.

12.

W. The king, at the adverse queen's fourth square. (e)

N O T E S.

(b) It is this move which enables you to win the game, because you force him to play his king under his pawn.

(c) As his pawn cannot make a queen, you must make a good use of this instant to bring your king next to his.

(d) It is always the same move, which forces him to play his king under his pawn.

(e) You will proceed with the same moves till your king comes next to his pawn, and then the game is won.

A D R A W N - G A M E, With a QUEEN against a PAWN near making a QUEEN.

Situation of the White.

The king, at his queen's bishop's fourth square.

The queen, at her king's second square.

Situation of the Black.

The king, at the adverse king's knight's square.

The pawn, at the adverse king's bishop's second square.

1.

W. The queen gives check, at her king's knight's fourth square.

B. The king, at the adverse king's rook's second square.

2.

W. The queen, at her king's bishop's third square.

B. The king, at the adverse king's knight's square.

3.

W. The queen gives check, at her king's knight's third square.

B. The king, at the adverse king's rook's square. (a)

N O T E.

(a) In the former party, you forced his king to come under his pawn: but he may now, without any danger, leave it exposed to be taken; for you would make a stale-mate by taking his pawn: this ought then to be a drawn-game.

ANOTHER DRAWN - GAME,

With a QUEEN, against a PAWN near making a QUEEN.

Situation of the White.

The king, at his queen's bishop's fourth square.

The queen, at her fourth square.

Situation of the Black.

The king, at the adverse king's knight's second square.

The pawn, at the adverse king's rook's second square.

1.

W. The queen gives check, at her king's knight's fourth square.

B. The king, at the adverse king's bishop's second square. 2.

W. The queen, at her king's rook's third square.

B. The king, at the adverse king's knight's square. 3.

W. The queen gives check, at her king's knight's third square.

B. The king, at the adverse king's rook's square. (a)

N O T E.

(a) Being forced to take away your queen from that line, to make room for his king, you could never bring up your king in time: so it must be a drawn-game.

It is proper to observe, that the pawns of the two bishops, and of the two rooks, at a square of the queen, make a drawn-game, against a queen; and the pawns of the king, the queen, and of the two knights, must lose in such a position.

U

A D R A W N - G A M E,

With a single PAWN:

Or a GAME won, if he who remains with his KING alone, don't play well.

Situation of the White.

The king, at his bishop's fourth square.

The pawn, at the adverse king's bishop's fourth square.

Situation of the Black.

The king, at his bishop's third square.

1.

W. The king, at his fourth square.

B. The king, at his bishop's second square. (a)

2.

W. The king, at the adverse king's fourth square.

B. The king, at his second square.

3.

W. The pawn, one move, giving check.

B. The king, at his bishop's second square.

4.

W. The king, at the adverse king's bishop's fourth square.

B. The king, at his bishop's square. (b)

5.

W. The king, at the adverse king's third square.

B. The king, at his home. (c)

6.

W. The king, at the adverse king's bishop's fourth square.

B. The king, at his bishop's second square. (d)

N O T E S.

(a) It is always necessary to bring his king to the face of the adverse pawn, so that his king may oppose the adverse king.

(b) If he had removed his king to his home, or to his king's knight's square, he would have lost the game. The subject of a back-game.

(c) Were you in the present position to push your pawn, you could not sustain it without making a stale-mate.

(d) His defence depends upon opposing his king to yours; for if, on the contrary, you could oppose your king to his, you would win the game.

U ij

7.

W. The king, at the adverse king's knight's fourth square.

B. The king, at his bishop's square. (e)

8.

W. The king, at the adverse king's knight's third square.

B. The king, at his knight's square.

9.

W. The pawn, one move, giving check.

B. The king, at his bishop's square.

10.

W. The king is forced to leave the pawn.

N O T E.

(e) He always brings his king to the face of yours, which infallibly brings on a drawn-game.



B A C K - G A M E

On the 4th Move of the Black.

4.

W. The king, at the adverse king's bishop's fourth square.

B. The king, at his home, or at his royal knight's square.

5.

W. The king, at the adverse king's third square.

B. The king, at his bishop's square.

6.

W. The pawn, one move.

B. The king, at his royal knight's second square.

7.

W. The king, at the adverse king's second square, and will win.

N O T E.

(a) It may be seen by these examples, that whoever acts defensively must always bring his king over-against his adversary's pawn.

~~XXXXXX~~
~~XXXXXX~~

A DRAWN-GAME,

Of a KNIGHT far off from his KING, against a PAWN
near making a QUEEN.

Situation of the White.

The king, at his rook's second square.
The knight, at his queen's rook's second square.

Situation of the Black.

The king, at the adverse queen's knight's third square.
The pawn, at the adverse queen's rook's third square.

I.

- W. The knight gives check, at his queen's bishop's square.
B. The king, at the adverse queen's knight's second square.

2.

- W. The knight gives check, at his queen's third square.
B. The king, at the adverse queen's bishop's second square.

3.

W. The knight, at his queen's knight's fourth square.

B. The king, at the adverse queen's knight's third square.

4.

W. The knight, at his queen's third square. (a)

N O T E.

(a) He cannot push his pawn without receiving a double check from your knight; therefore it is a drawn-game. It is necessary to observe, that in such positions, when the knight cannot give check, nor hinder the pawn from going forwards, a double check must necessarily happen at the second move.



A DRAWN-GAME,

Or a PARTY won, with two PAWNS against one.

Situation of the White.

The king, at his fourth square.

The king's bishop's pawn, at its fourth square.

The king's knight's pawn, at its fifth square.

Situation of the Black.

The king, at his third square.

The king's knight's pawn, at its third square. (a)

1.

W. The king, at his queen's fourth square.

B. The king, at his queen's third square. (b) ♖

2.

W. The king, at his queen's third square.

B. The king, at his queen's second square. (c) ♖

3.

W. The king, at his third square.

B. The king, at his second square. (d) ♖

4.

W. The king, at his queen's fourth square.

B. The king, at his queen's third square.

5.

W. The king, at his fourth square.

B. The king, at his third square. (e)

N O T E S.

(a) In the present position, if the black were to play first, the white would win the game; and if the white were to play, it would be a drawn-game.

(b) Had he played his king to his king's bishop's fourth square, you would have again got the move over him; which would have given you the game. The subject of a back-game.

(c) Had he played his king to his queen's fourth square, he would have lost the game. A new subject of a back-game.

(d) He keeps himself in such a situation, that he may oppose your king, when you please to push him forwards, either to his fourth square, or to your queen's fourth square.

(e) Supposing that your adversary makes his moves exactly, it is a drawn-game.

FIRST BACK - GAME,

On the 1st Move of the Black.

1.

W. The king, at his queen's fourth square.

B. The king, at his bishop's fourth square.

2.

W. The king, at his third square.

B. The king, at his third square. (a)

3.

W. The king, at his fourth square.

B. The king, at his queen's third square. (b)

4.

W. The king's bishop's pawn, one move.

B. The pawn takes the pawn. (c)

5.

W. The king retakes the pawn.

B. The king, at his second square.

6.

W. The king, at the adverse king's knight's third square.

B. The king, at his bishop's square.

7.

W. The king, at the adverse king's rook's second square, and will win. (d)

N O T E S.

(a) Had he played his king to your king's knight's fourth square, he would likewise lose the game.

(b) Had he played his king to his second square, or to his queen's second square, you must have advanced your king opposite to his, in order to effect the taking of his pawn.

(c) He could have declined taking your pawn; but that other way of playing will be found in our next back-game.

(d) As often as the king is before a pawn, the adversary cannot hinder you from making a queen.

SECOND BACK - GAME,

On the 5d Move of the Black.

2.

W. The king, at his queen's third square.

B. The king, at his queen's fourth square.

3.

W. The king, at his third square. (a)

B. The king, at his third square.

4.

W. The king, at his fourth square.

B. The king, at his queen's third square. (b)

5.

W. The king's bishop's pawn, one move.

B. The king, at his second square.

6.

W. The pawn, one move, giving check. (c)

B. The king, at his third square.

7.

W. The king, at his queen's fourth square.

B. The king, at his queen's third square. (d)

8.

W. The king's bishop's pawn, one move.

B. The king, at his second square.

9.

W. The king, at the adverse king's fourth square.

B. The king takes the pawn.

10.

W. The king, at the adverse queen's third square.

B. The king, at his bishop's square.

N O T E S.

(a) You again get the move over him, because he cannot play his king fronting yours: he must absolutely retrograde either to his third square, or to his queen's third square. In either case, your king may place himself in opposition to his.

(b) If he had withdrawn his king to his second square, or to his queen's second square, you must have advanced your king opposite to his.

(c) Had you taken his pawn with yours, it would have been a drawn-game.

(d) In this position he has got the move over you, since he may oppose your king; but by the sacrifice of a pawn you may recover it over him, and a single pawn is enough to win the game.

11.

W. The king, at the adverse king's third square.

B. The king, at his knight's second square.

12.

W. The king, at the adverse king's second square.

B. The king, at his knight's square.

13.

W. The king, at the adverse king's bishop's third square.

B. The king, at his rook's second square.

14.

W. The king, at the adverse king's bishop's second square.

B. The king, at his rook's square.

15.

W. The king takes the pawn.

B. The king, at his knight's square.

16.

W. The king, at the adverse king's bishop's third square.

B. The king, at his bishop's square.

17.

W. The pawn, one move, and makes a queen without any opposition.



A DRAWN-GAME,

With two SEPARATED PAWNS, against two UNITED PAWNS.

Situation of the White.

The king, at his queen's third square.

The queen's bishop's pawn, at the adverse queen's bishop's fourth square.

The queen's knight's pawn, at its fourth square.

Situation of the Black.

The king, at his queen's fourth square.

The queen's knight's pawn, at its fourth square.

The king's knight's pawn, at its fourth square. (a)

1.

W. The king, at his third square.

B. The king, at his fourth square.

2.

W. The king, at his bishop's third square.

B. The king, at his bishop's fourth square.

3.

W. The king, at his knight's third square.

B. The king, at his fourth square. (b)

N O T E S

(a) In this position, if the black were to play first, the white would win the game.

(b) Had he played his king to his bishop's third square, he would have lost the game, by your advancing your king towards his pawn.

4.
W. The king, at his knight's fourth square.
B. The king, at his bishop's third square.

5.
W. The king, at his knight's third square.
B. The king, at his fourth square. (c)

6.
W. The king, at his bishop's third square.
B. The king, at his bishop's fourth square. (d)

N O T E S.

(c) Had he played his king to his bishop's fourth square, you would have got again the the move over him; which would have given you the game.

(d) As he don't push his pawn, nor give you leave to take the place opposite to his king, it must be a drawn-game.



OBSERVATIONS

ON THE

ENDS OF PARTIES.

A Single pawn cannot win, if the adverse king is placed in opposition to it.

A single pawn may win, if the king is before the pawn.

Two pawns against one must win, almost in all cases: but he that has the two pawns, must avoid changing one of them with the adversary's pawn.

A pawn, and any piece whatsoever, must win in all cases, the two rooks pawns only excepted; where the bishop must be of the same colour with the square at which the pawn may make a queen; for if the bishop is of another colour, it is then a drawn-game.

Two knights alone cannot mate.

Two bishops alone may mate.

X

A rook, against a knight, makes a drawn game.

A rook, against a bishop, makes a drawn game.

A rook and a knight, against a rook, make a drawn game.

A rook and a bishop, against a queen, make a drawn game.

A rook and a knight, against a queen, make a drawn game.

A queen, against a bishop and a knight, may win the game.

A rook, against a bishop and two pawns, makes a drawn game.

A rook, against one knight and two pawns, makes a drawn game, because, in either case, he who has only the rook, cannot be hindered sacrificing it for the two pawns.

A queen, against one rook and two pawns, makes a drawn game.



RULES OF THE GAME.

The Laws or Constitutions of a Game are originally established, either to prevent or decide contests; because, by defining what is in itself indefinite, by determining that which, without any explanation, would be uncertain, they put an end to all obstinacy and dispute. These statutes, founded at first in reason, consecrated afterwards by custom, confirmed at length by the practice of the best players and the approbation of the most illustrious authors, may be reduced to the XVII. following Rules, which the Society or Club of Chefs in England have adopted for their code.

R U L E S.

I.

THE Chess-board must be turned in such a manner, that both players may have the white square at their right hands.

II.

He that gives a piece is supposed to have the move, unless it be agreed otherwise. In games without odds, lots must be cast for the move, which afterwards becomes alternate.

III.

If a pawn or piece has been forgotten at the beginning of a game, it will be in the adversary's choice, either to begin the game afresh, or to go on, permitting nevertheless the piece forgotten to be again set in its place.

IV.

If it is agreed to give the advantage of a piece, or a pawn, and it has been forgotten at the beginning of a game, it will be left to the choice of him who has suffered by such a mistake, to go on with the game, or to begin it again.

V.

A piece once touched must be played, unless it is said, in touching it, *J'adoube*: but if by chance it is displaced or over-turned, it will be allowed to put it right, and set it again in its place.

R U L E S.

VI.

If you touch one of your adversary's pieces without saying. *J'adoube*, he has a right to oblige you to take it; and in case it was not takeable, you, who have touched it, must play your king if you can.

VII.

When one has quite left a piece, he cannot take it again, to play it to another place; but so long as he keeps his hold of it, he is at liberty to play it where he pleases.

VIII.

Whoever makes a false move, must play his king, as in Rule VI. but no false move can be recalled after the adversary's next move: so the position must remain, as if such irregular move, not revoked in time, had been just.

IX.

Every pawn which has reached the eighth or last square of the chess-board, is intitled to make a queen, or any other piece that shall be thought proper; and this, even when all the pieces remain on the chess-board.

X.

Any pawn has the privilege of advancing two squares, at its first move: but, in this case, it may, in passing, be taken by any pawn which might have taken it if it had been pushed but one move.

R U L E S.

XI.

The king, when he castles, can only go beyond two squares, that is, the rook with which he castles must take its place next to the king; and this last, leaping over, will be posted on the other side of the rook. (a)

XII.

The king cannot castle when in check, nor after having been moved, nor, if in passing he was exposed to a check, nor with a rook which has been removed from its place: and he that castles when he should not do it, must play his rook touched, or his king, at his own choice.

XIII.

If a player gives check without warning, the adversary will not be bound to ward it off; and he may consequently play as if such check did not exist: but if the first, in playing the next move, were to say, *Check*, each must then come back from his last move, as being false, and he that is under check is to take it off.

XIV.

If the adversary warns you of a check, without however giving it, and you in consequence touch either your king, or any other piece, you will then be allowed to retract your move, so long as your adversary has not yet made his next move.

(a) The old way of castling in several countries; and which still subsists in some, was to leave to the player's disposal, all the interval between the king and the rook, inclusively, to place therein these two pieces.

J

R U L E S.

XV.

If any one touches a piece which he cannot play without giving check, he must then play his king; and if his king cannot be played, the fault is of no consequence.

XVI.

When one has nothing else to play, and his king being out of check cannot stir without coming to a check, then the game is stale-mate. In England, he whose king is stale-mate wins the game; (*b*) but in France, and several other countries, the stale-mate is a drawn game.

XVII.

At all the conclusions of parties, when a player seems not to know how to give the difficult mates, as that of a knight and a bishop against the king, that of a rook and a bishop against a rook, &c. at the adversary's request, fifty moves on either side must be appointed for the end of the game: these moves being over, it will be a drawn game.

(*b*) This rule is grounded on the decision of several authors; particularly, it is to be found in the edition of the *Calabrois*, printed in London, in the year 1656.

T H E E N D.