Black.

White.

No. 15.

White to Move.

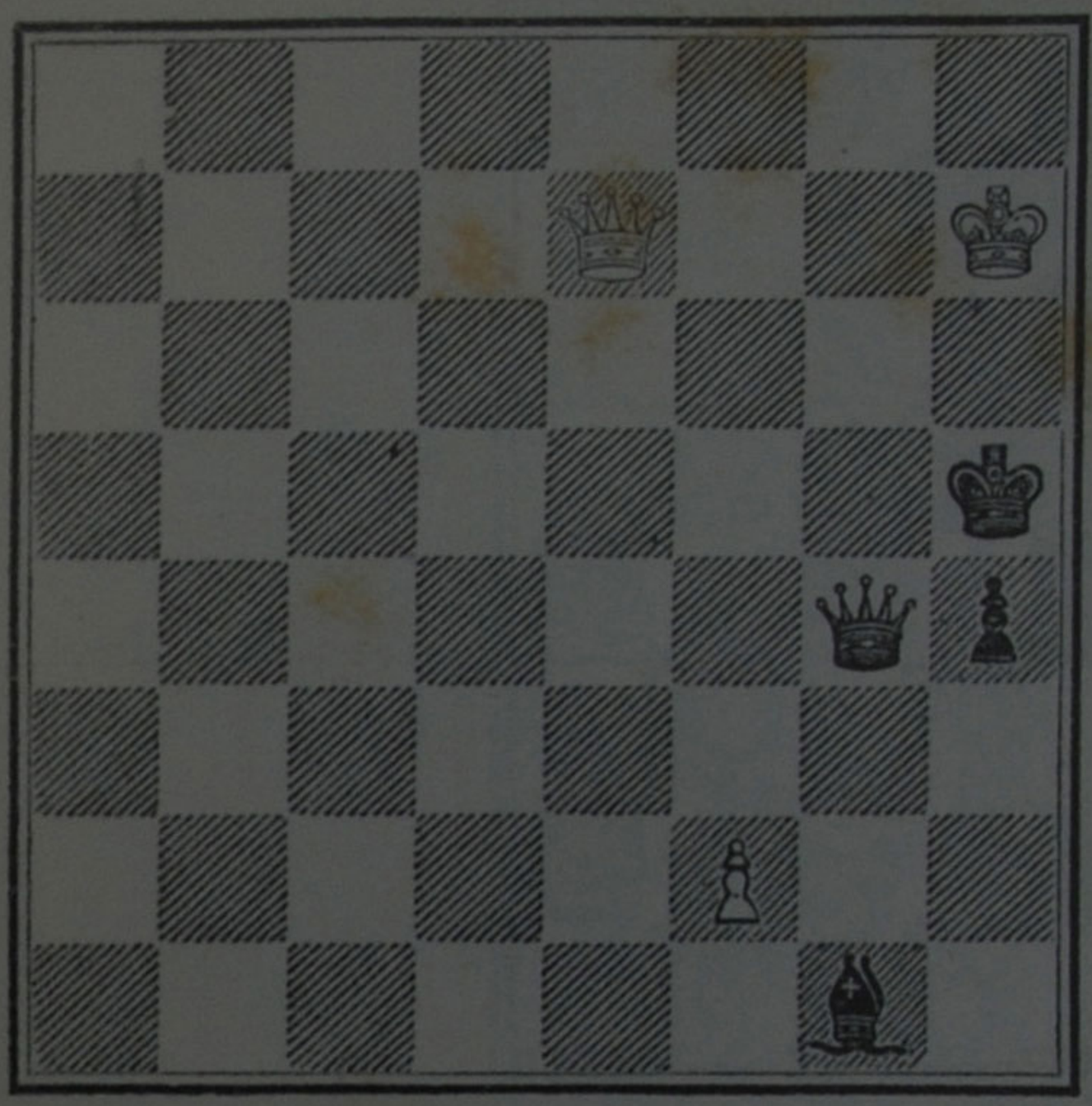
Black.

White.

No. 16.

White to Move.

Black.

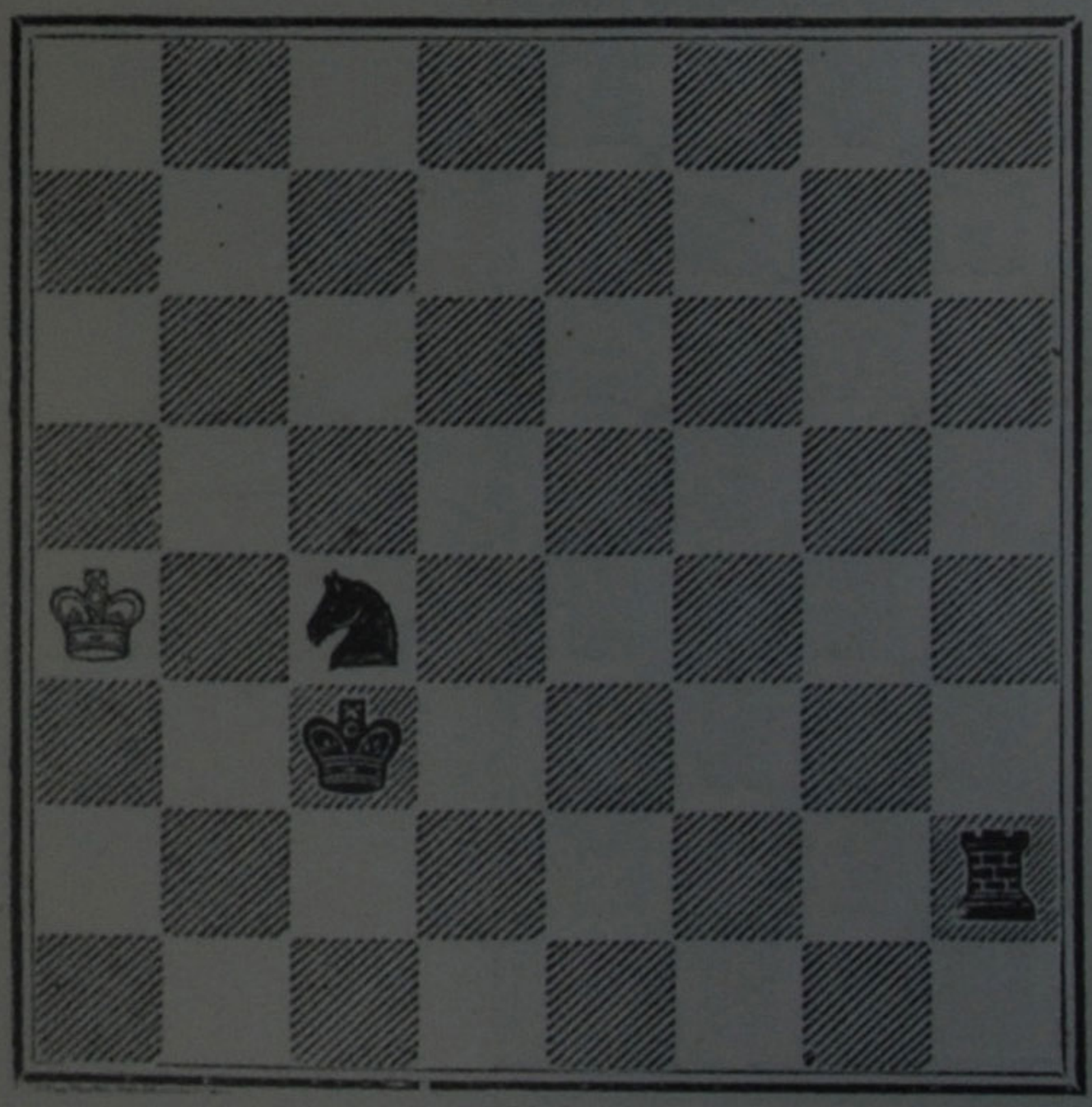


White.

No. 17.

White to Move.

Black.

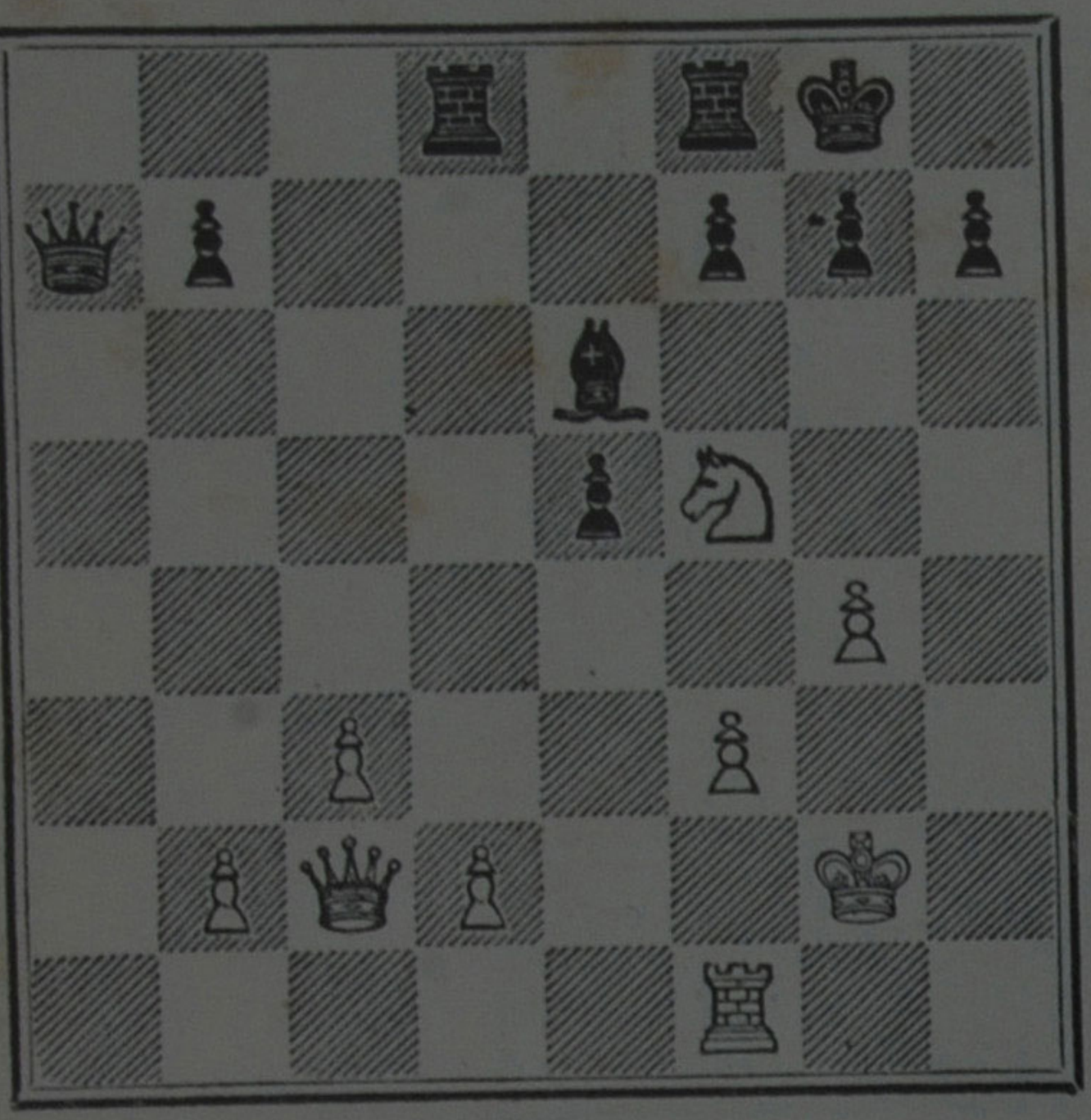


White.

No. 18.

Black to Move.

Black.



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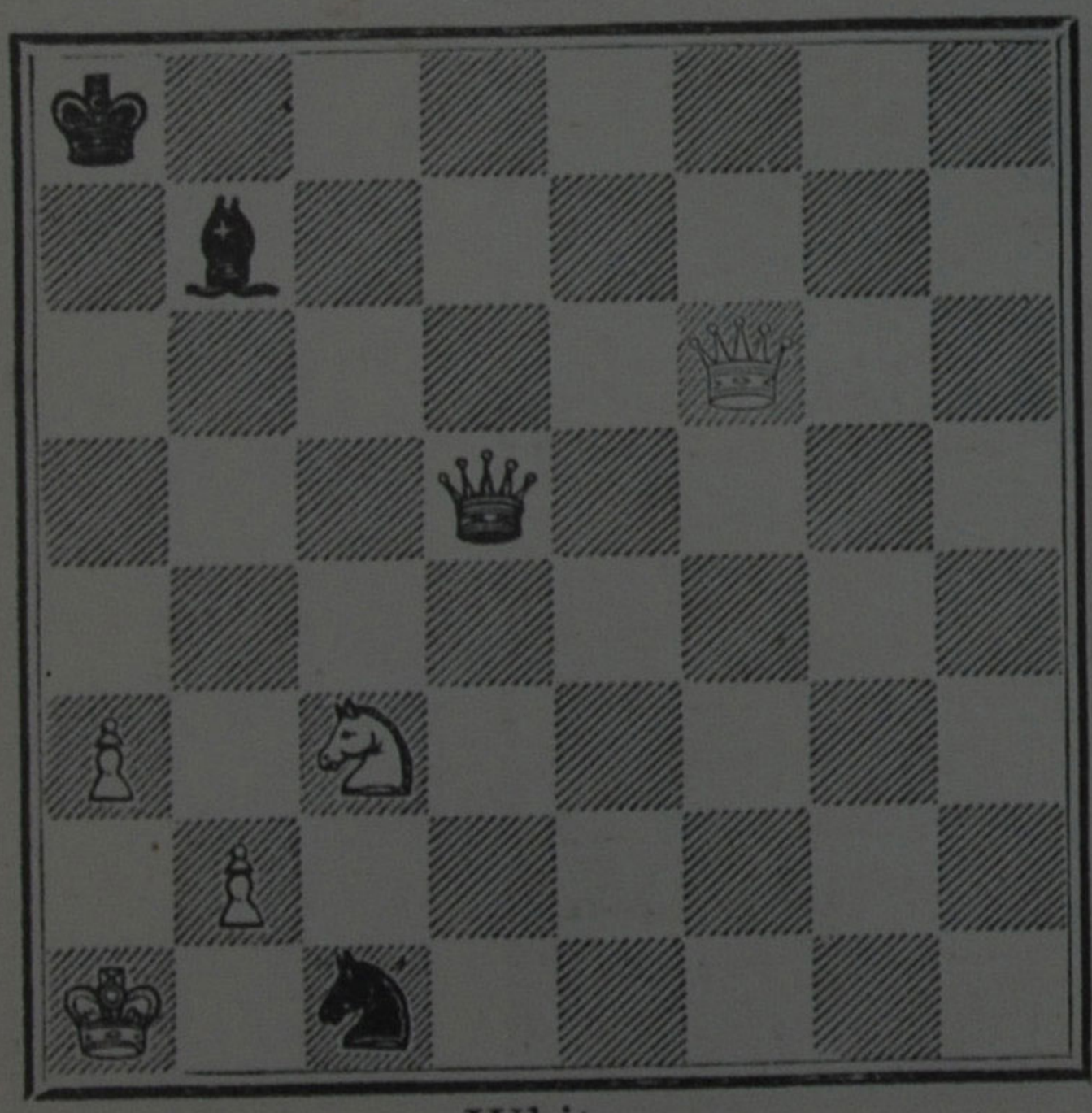
No. 19.

White to Move.

Black.

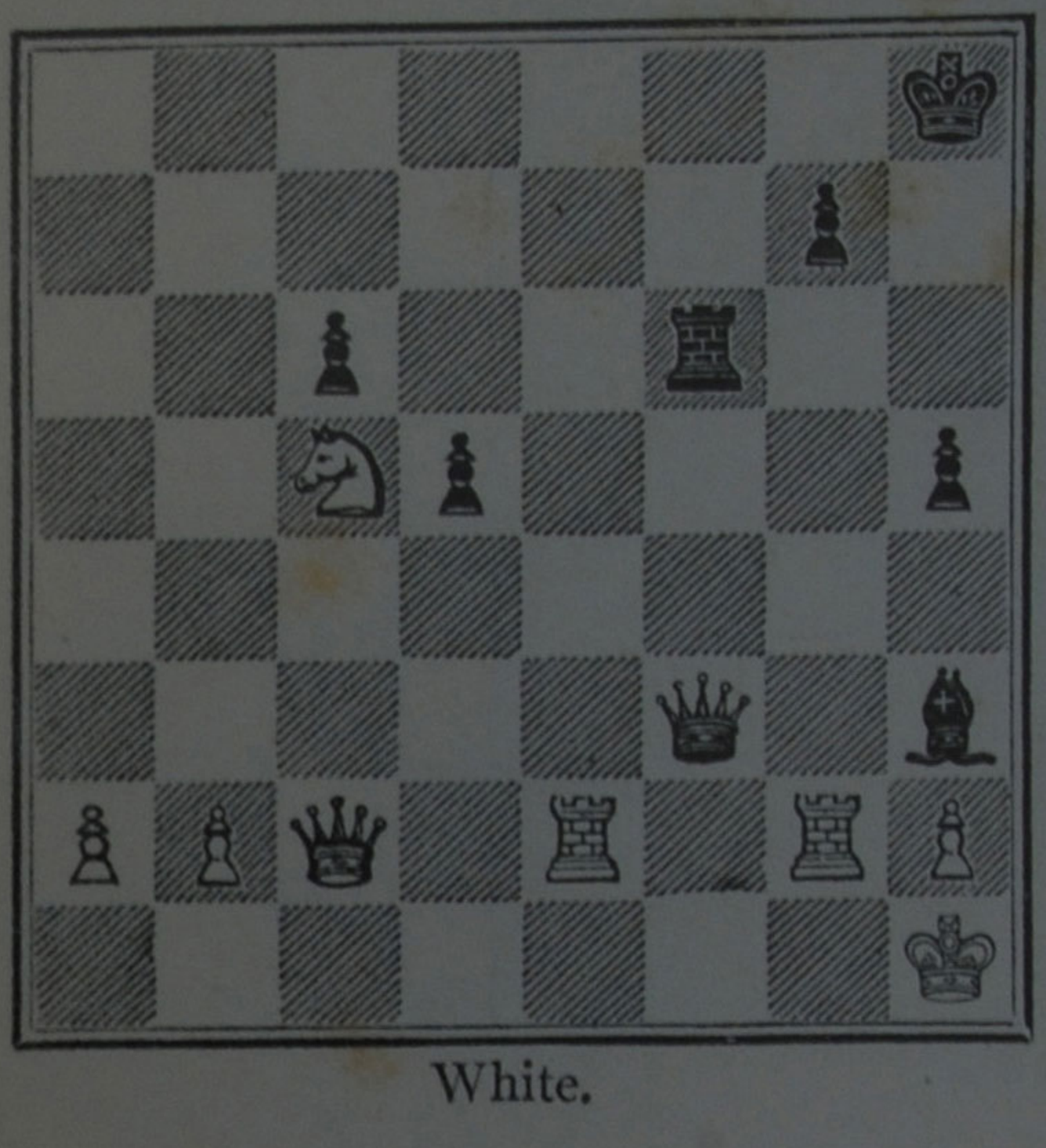


White.

No. 20.

Black to Move.

Black.



White.

No. 21.

Black to Move.

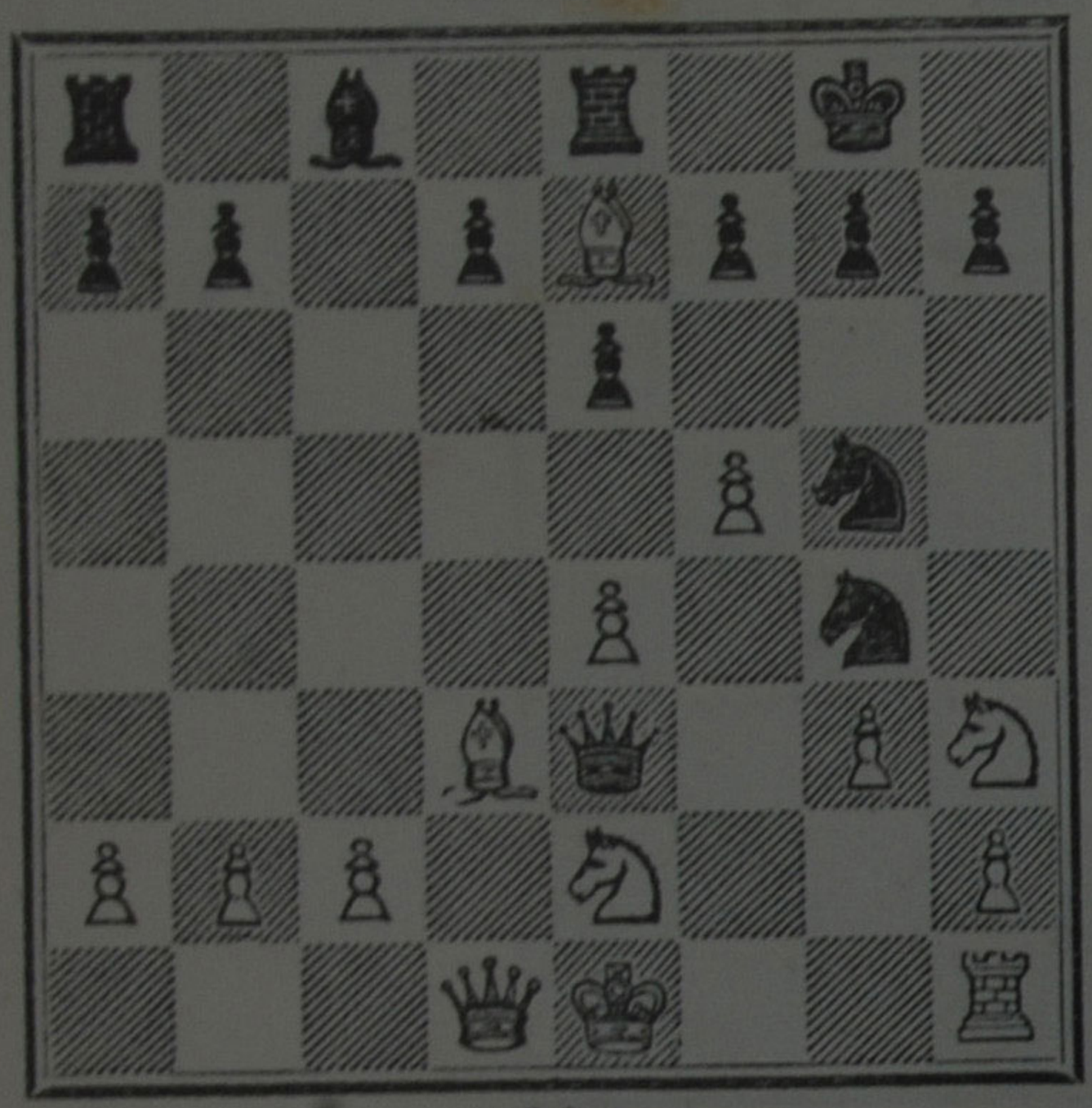
Black.

White.

No. 22.

White to Move.

Black.

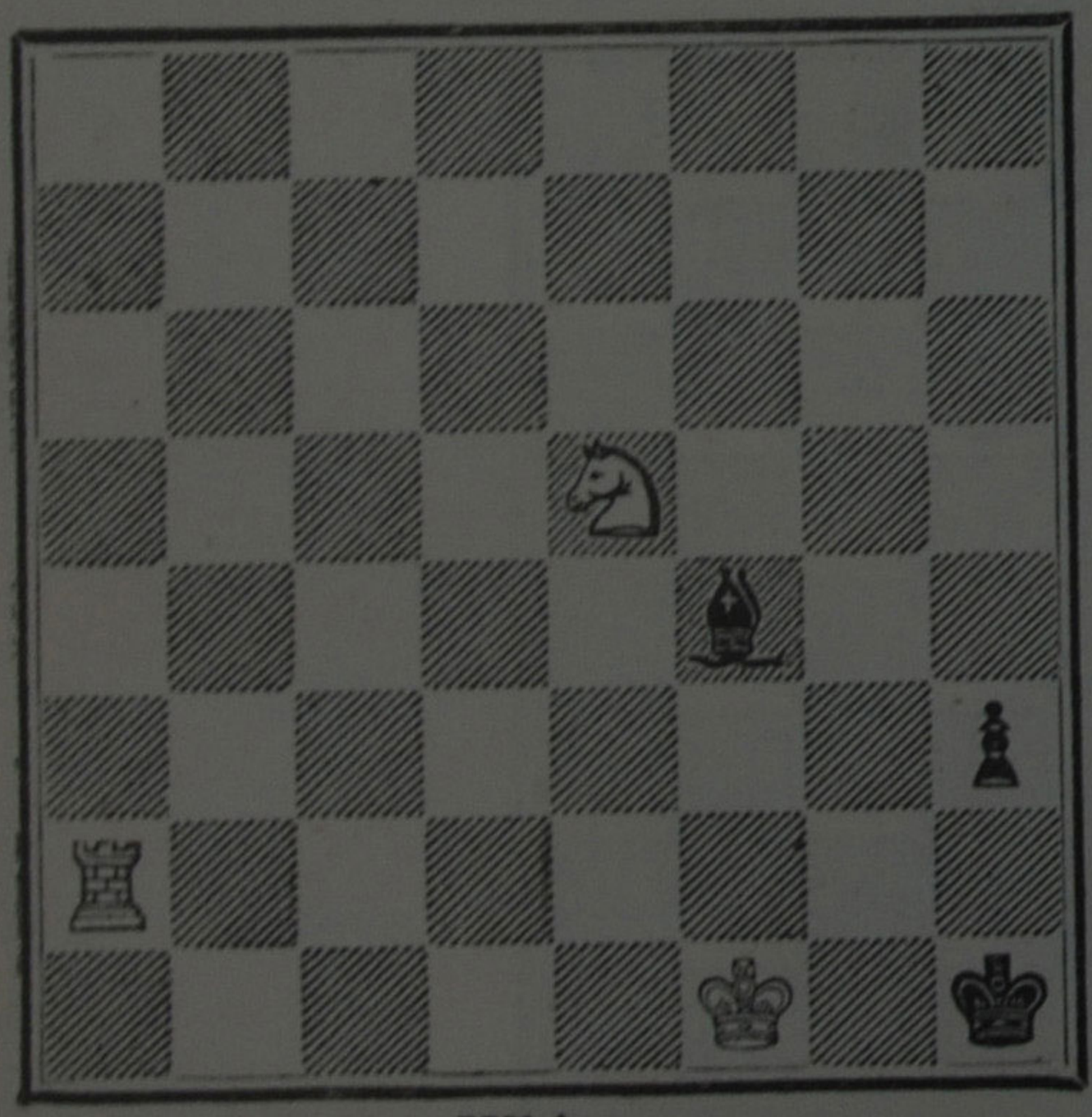


White.

No. 23.

Black to Move.

Black.

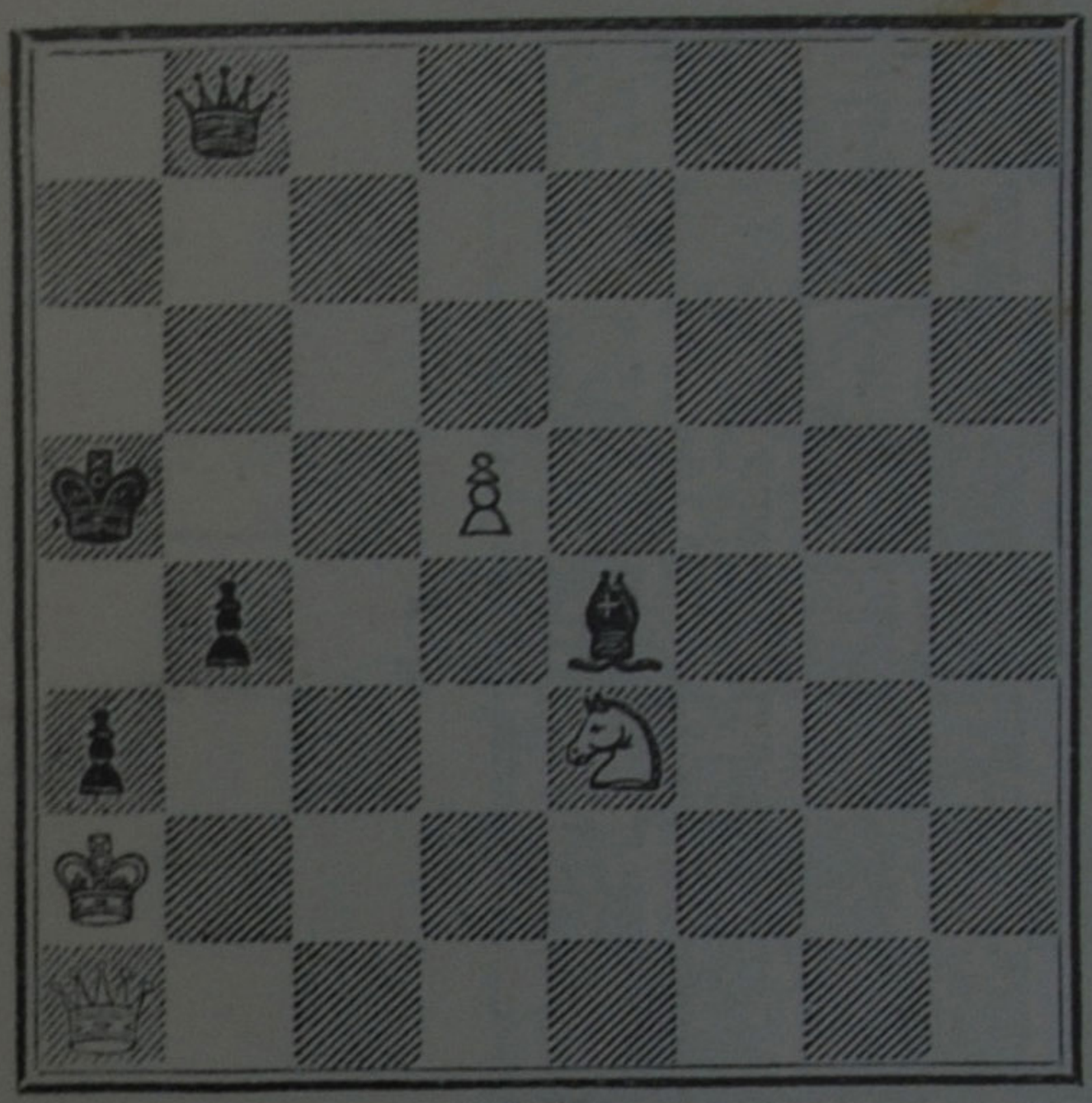


White.

No. 24.

White to Move.

Black.

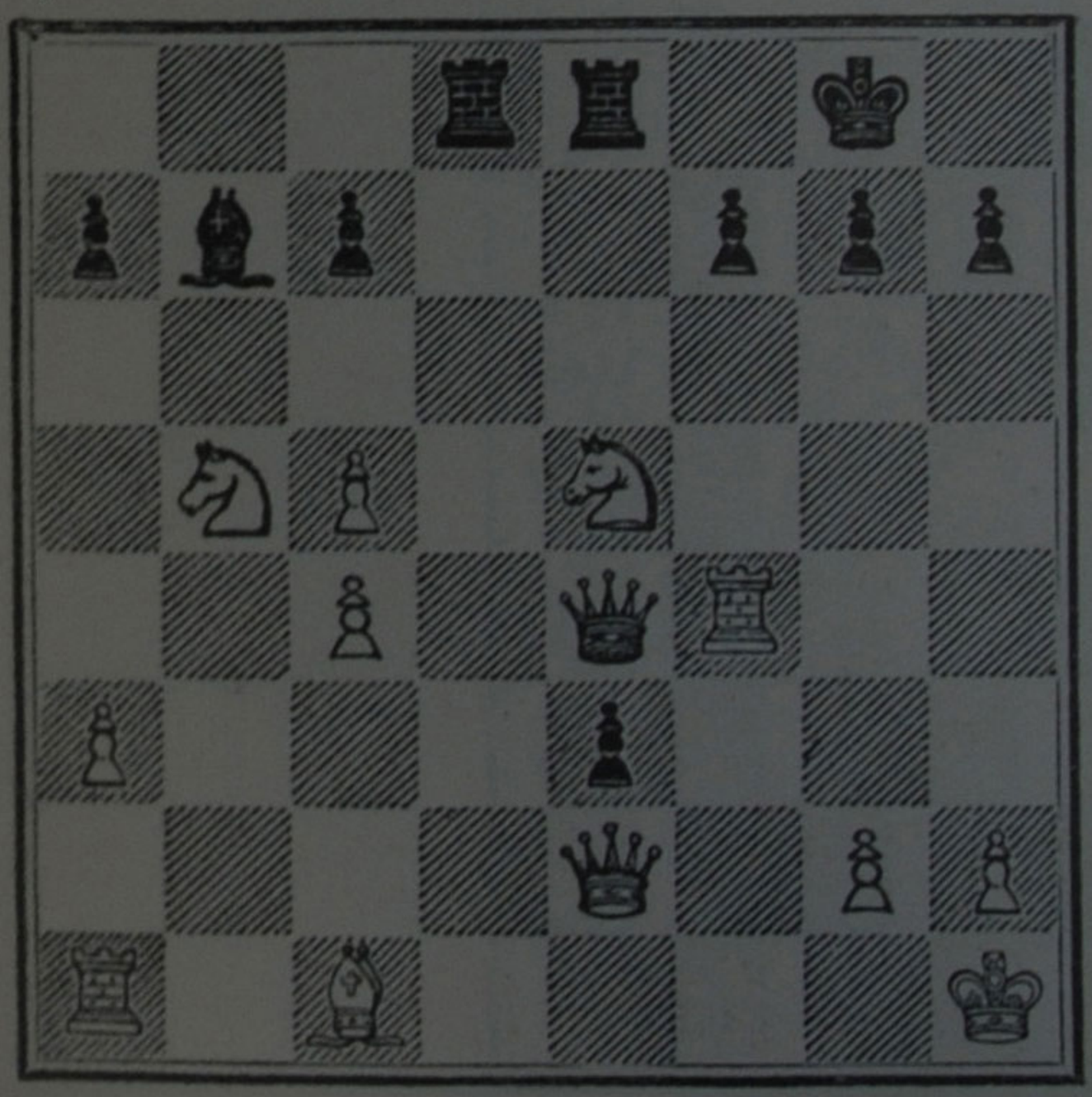


White.

No. 25.

Black to Move.

Black.

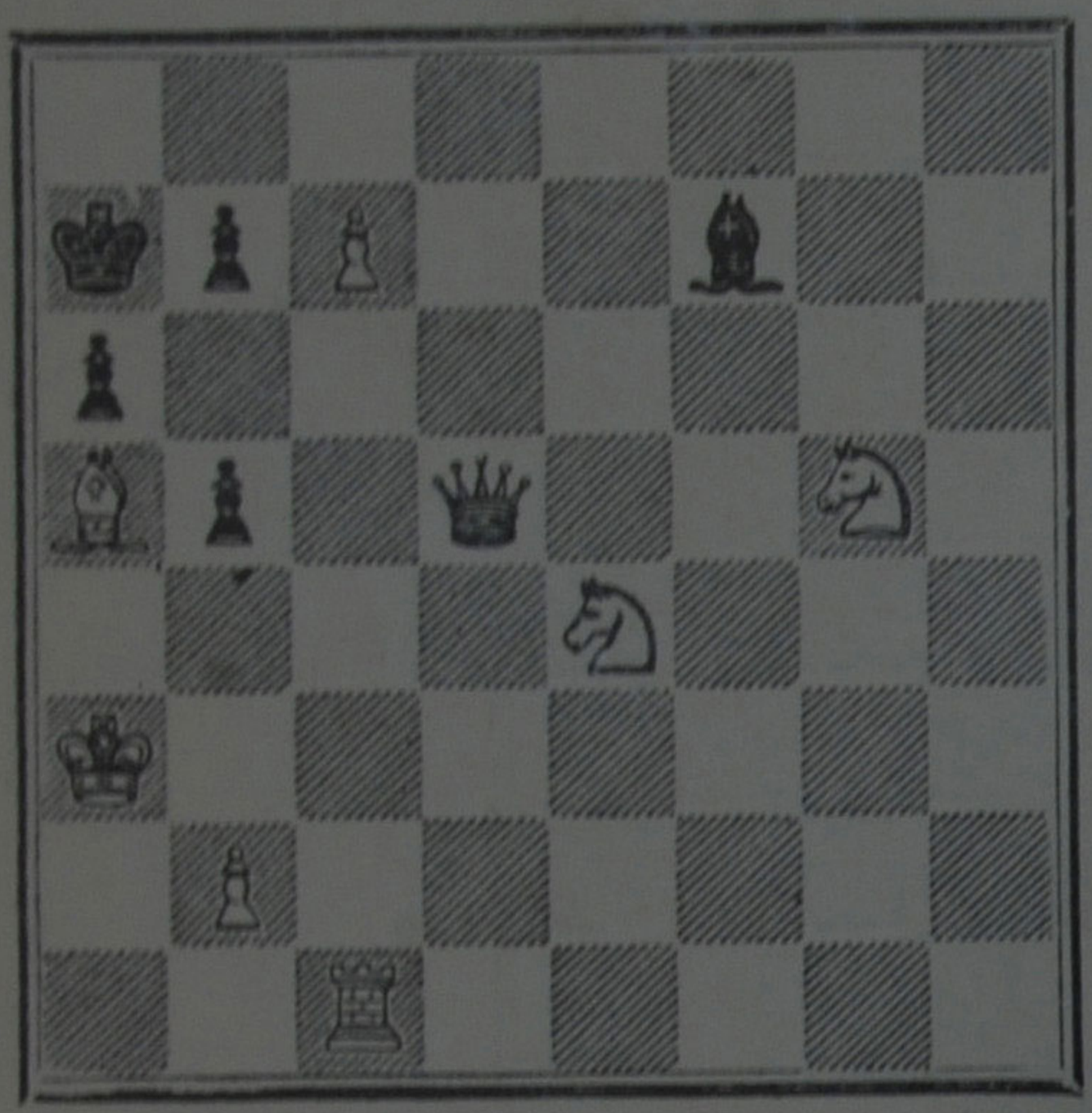


White.

No. 26.

Black to Move.

Black.

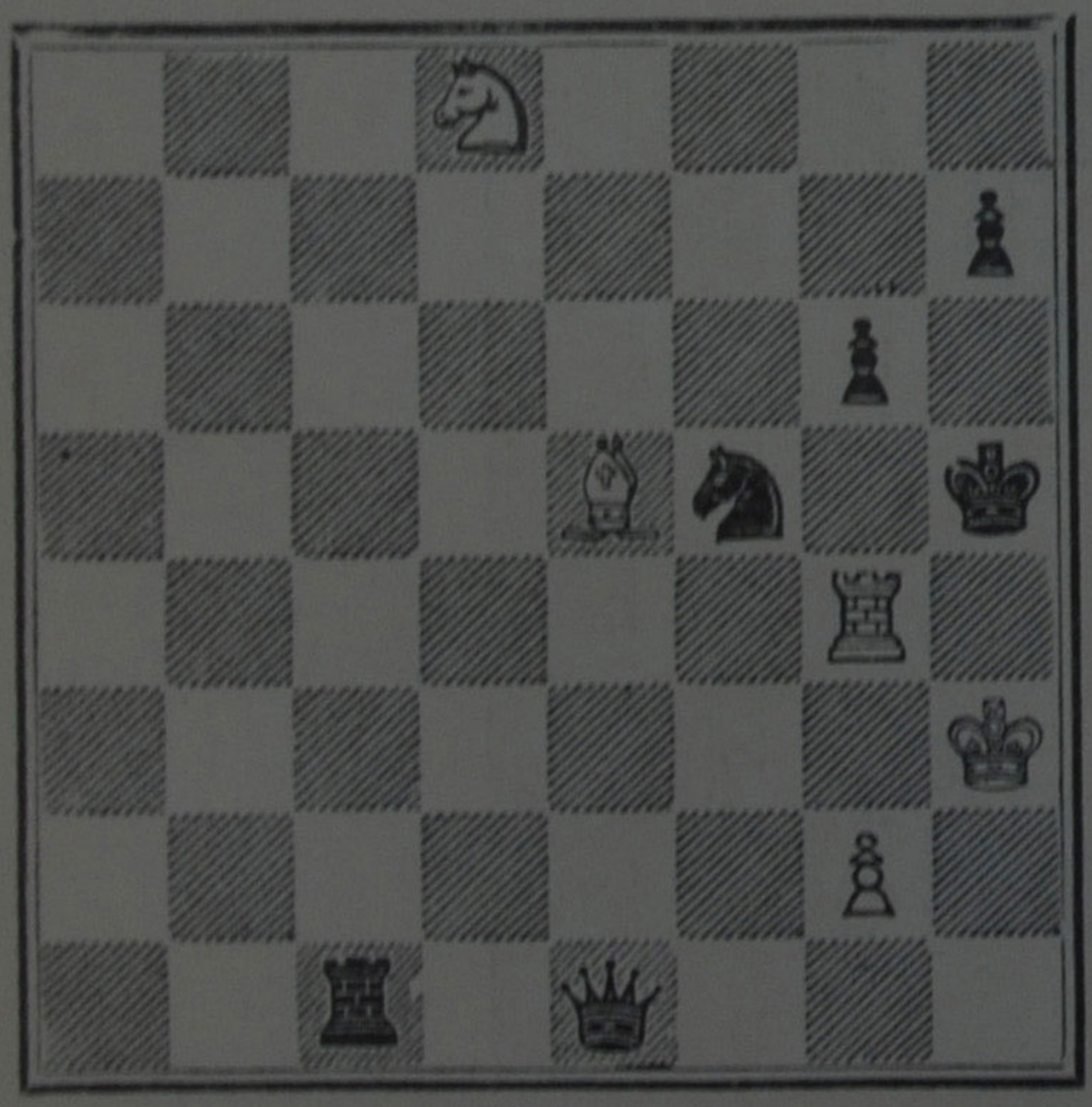


White.

No. 27.

White to Move.

Black.

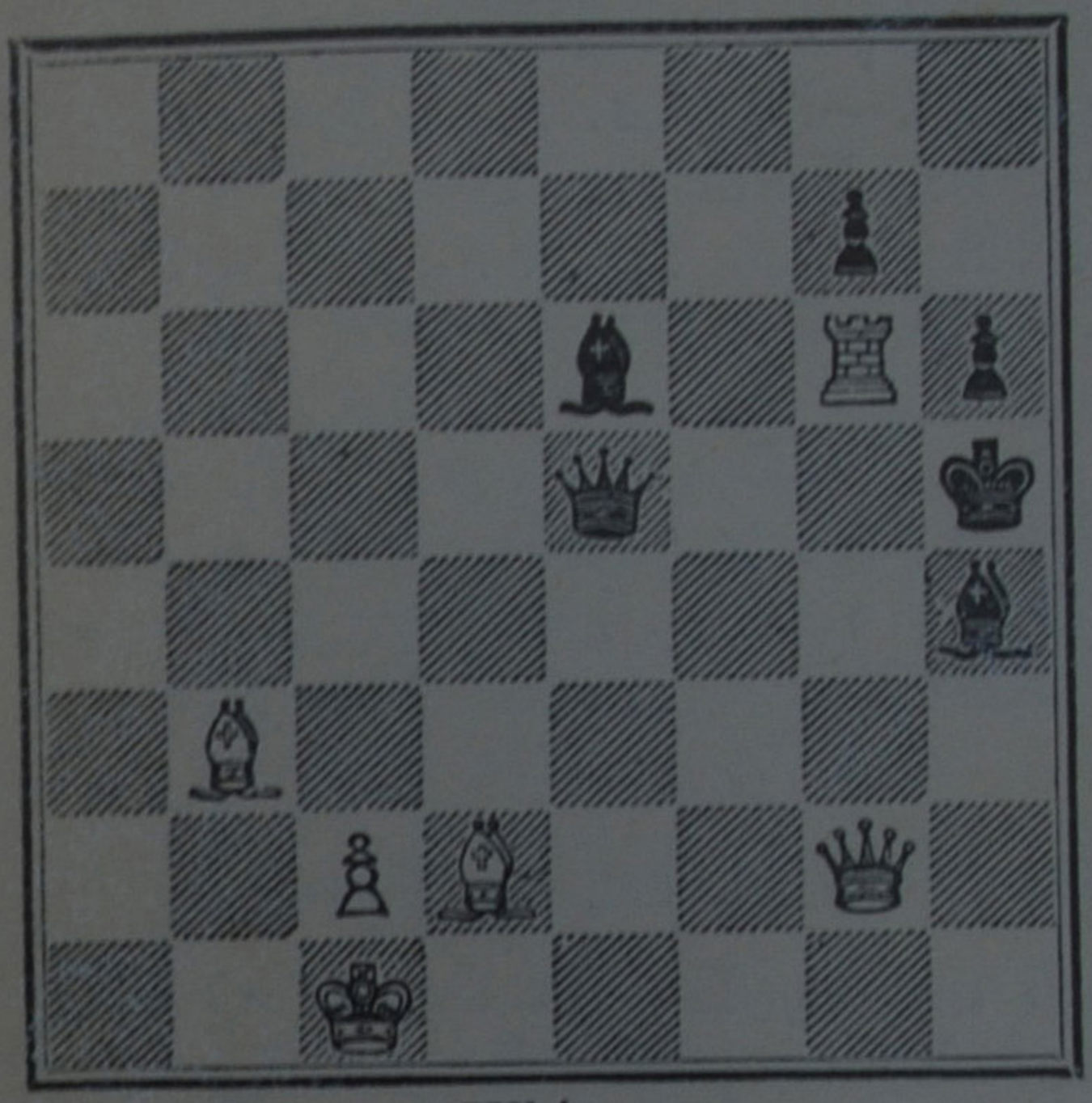


White.

No. 28.

White to Move.

Black.

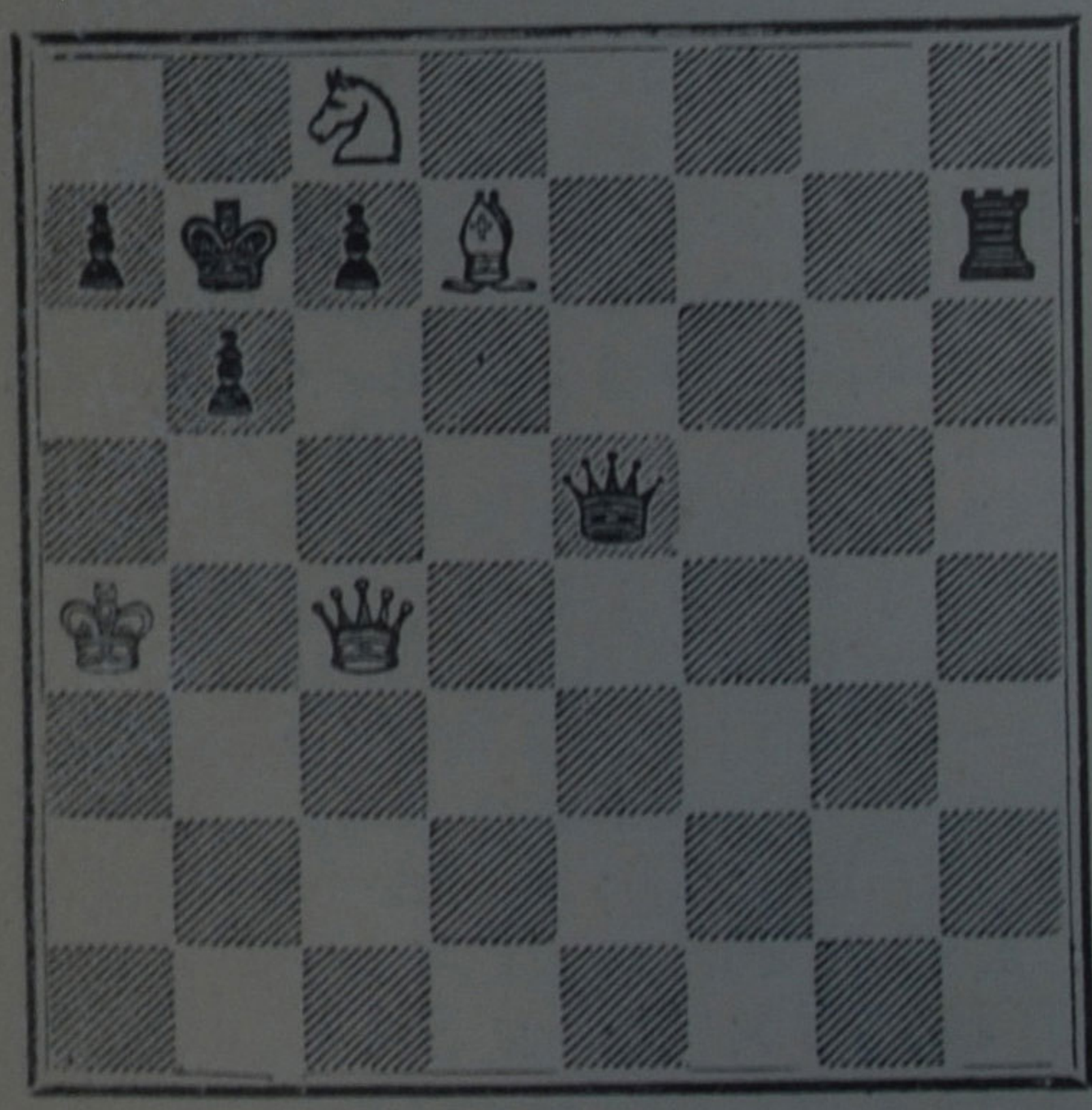


White.

No. 29.

White to Move.

Black.



White.

No. 30.

White to Move.

The mating moves to problem in text (p. 42).

If 1. . . . . R × R; 2. P—B4. 1. . . . . R—KB5 (or KR6); 2. P—B3. 1. . . . . R—Kt6; 2. P × R. 1. . . . . R—K6 ch; 2. P × R. 1. . . . . R × BP ch; 2. B × R. 1. . . . . R × QP; 2. Q × R. 1. . . . . B—Kt7; 2. Q × B. 1. . . . . B—B6 ch; 2. Q × B. 1. . . . . Kt(R3) moves; 2. Q—B5. 1. . . . . Kt(Kt3) moves; 2. R × QP. 1. . . . . P × R; 2. Kt × P(B6). 1. . . . . P × Q; 2. Kt × P(B2). 1. . . . . P—Kt7; 2. Q—B3. 1. P—B3; 2. Kt—K6. 1. . . . . P—Kt6; 2. Kt × R.

## Solutions to Mates in Two.

(1) 1. K—Kt6 dis ch, K—Kt sq; 2. Q—Kt7 or R8; or 1. Q—KKt sq, K—R2; 2. Q—Kt7. (1. Q—KR sq ch wastes time.)

(2) 1. . . . . K—Kt6; 2. K—Kt sq, R—Q8. (If 1. . . . . R—QKt7, stalemate.)

(3) 1. P—Kt6, K—Kt sq; 2. R—B8.

(4) 1. . . . . Kt—B sq; 2. P—R7, Kt—Kt3.

(5) 1. Q—R 8 ch, K × Q; 2. Kt—B7.

(6) 1. . . . . Q × P ch; 2. K × Q, R—K R5.

(7) 1. P—B8 bec R, K—R3; 2. R—QR8. (If P bec Q, stalemate.)

(8) 1. R—Q5 ch, K—B3; 2. Q—Kt5 or Kt7.

(9) 1. . . . . Q—Kt7 or R7; 2. K—Q3, R—B6.

(10) 1. Q—B4, K—K8; 2. Q—KB sq.

(11) 1. . . . . Q—Q5 ch; 2. Kt × Q, P × Kt.

(12) 1. Kt—Kt6 ch, K—Kt sq; 2. Q × B.

(13) 1. Q × P ch, K × Q; 2. Kt—K7 (or 1. . . . . K—R sq; 2. Q × P).

(14) 1. Q × P ch, K × Q; 2. B—K3 (or 1. . . . . K—R2; 2. Q × RP or Q—R5).

(15) 1. .... Q—R8 ch; 2. B—Kt sq, Q × B (at R sq). (If 1. .... Q—K7; 2. B—B3 ch, delays mate.)

(16) 1. .... K—B5; 2. K—K5, Q—Q5.

(17) 1. Kt—Kt3 ch, K—B3 or Kt3; 2. Q—R6 (or B6, if 1. .... K—Q3).

(18) 1. .... R—Q4; 2. K × R, Q—Q3.

(19) 1. .... K—Kt6; 2. K—R5, R—B4.

(20) 1. Q—K7, P × P; 2. Q—Q6.

(21) 1. Kt—Q8, K—Kt4; 2. Kt—B7.

(22) 1. .... R × P ch; 2. P × R, B—R6.

(23) 1. .... R—R6 ch; 2. P × R, R—R7.

(24) 1. Q × P ch, P × Q (or K—R sq); 2. B × R.

(25) 1. R × P ch, Kt × R; 2. R × P.

(26) 1. .... R—QKt6; 2. K × R (or B moves), Q—QKt8.

(27) 1. R—KKt6, K—Kt8; 2. R—Kt sq.

(28) 1. R—Q5 ch, P or R × R; 2. Q—K3. (If 1. .... K—K5; 2. Q—Q3.)

(29) 1. .... B—K3 ch; 2. K × B, Q—Q2. (If 2. K—K4, Q—K6; if 2. K—Kt6, Q—R3.)

(30) 1. .... Kt—B4 ch, K—B6; 2. R—KB5. (If 1. .... K—B5; 2. R—KB2; if 1. .... K—Q5; 2. B—B6.)

(31) 1. Q × P ch, R × Q; 2. R—K8. (If 1. .... K—R sq; 2. Q × R.)

(32) 1. Q—B5 ch, P × Q; 2. R—Q8.

## Solutions to Mates in Three.

(1) 1. Q—R8 ch, K × Q; 2. Kt × BP dou ch, K—Kt sq; 3. Kt—R6.

(2) 1. . . . . R—K3; 2. K—Kt sq, R—KR3; 3. K—B sq, R—R8.

(3) 1. Q—Q8 ch, Q—Kt sq; 2. P—Kt7 ch, K × P; 3. Q—B6.

(4) 1. . . . . Q—B7 ch; 2. K moves, K—B6; 3. K moves, Q—K7 or B7 or KKt7.

(5) 1. Q—K6 ch, K—R2; 2. R × P ch, P × R; 3. Q—B7.

(6) 1. . . . . Kt—Kt7 ch; 2. K—K8, Kt—Q6 ch; 3. K moves, R to Q7 or KB7.

(7) 1. P—R3 ch, K × P; 2. R—R sq. ch, K—Kt5; 3. R—R4.

(8) 1. . . . . P—Kt4; 2. K—Q6, P—B3; 3. K—Q5, Q—K4.

(9) 1. Kt—Q7 ch, K—R sq; 2. Kt—B6 dis ch, Kt—R3; 3. Kt—Kt6.

(10) 1. Kt—Kt3 ch, K—R5; 2. K—B4, P—R4; 3. Kt—B5.

(11) 1. . . . . P—B3 ch; 2. K—R4, B—B7 ch; 3. P—KKt3, B × P.

(12) 1. Q—Kt6, K—K4; 2. Q—Q8, K—B4; 3. P—Q4. (If 1. . . . . P—K4; 2. B—Kt3.)

(13) 1. Kt—Kt5 ch, R × Kt; 2. R—B6 ch, K × R; 3. R—Q6.

(14) 1. K—Q3, P—B4 (best); 2. R × P ch, R × R; 3. Kt—Kt4.

(15) 1. K—Kt5 dis ch, K moves; 2. R—Kt6 ch, K—R2; 3. R—B7.

(16) 1. R—R6 ch, R—R5; 2. R—Q sq, R × R (or K—R7); 3. R mates.

(17) 1. Q—KB7 ch, K—Kt4; 2. P—B4 ch, Q × P; 3. Q—Kt6.

(18) 1. . . . . Kt—R6; 2. K × Kt, K—B5; 3.

K—R4, R—R7 (or 2. K—R5, R—R3; 3. K—R4, R—R3).

(19) 1. Kt—K7 ch, K—R sq; 2. Q × P ch, K × Q; 3. R—KR sq.

(20) 1. .... Q—R7 ch; 2. Kt × Q, Kt—Kt6 ch; 3. K—Kt sq, B—K5.

(21) 1. .... Q—B8 ch; 2. R—Kt sq, Q × R ch; 3. K × Q, R—B8.

(22) 1. Kt—B5 dis ch, K—K5; 2. Kt—Kt3 ch, K × R; 3. Q—B3.

(23) 1. .... Kt—B6 ch; 2. K—B sq, Q—B7 ch; 3. Kt × Q, Kt—K6.

(24) 1. Kt—Kt4, B—Kt6; 2. R—R2 ch, B × R; 3. Kt—B2.

(25) 1. .... Q—R7 ch; 2. K—Kt3 (best), Q—QB7 ch; 3. Kt × Q, B × P.

(26) 1. .... R—Q8 ch; 2. R—B sq. (best), Q × KtP ch; 3. Q × Q, R × R.

(27) 1. B—Kt6 ch, K × B (best); 2. P bec Kt ch, K—R4; 3. P—Kt 4.

(28) 1. R—Kt5 ch, K × R (best); 2. Kt—B7 ch, K—R4; 3. P—Kt4.

(29) 1. Q—Kt4 ch, B × Q; 2. R × P ch, P × R; 3. B—B7.

(30) 1. Kt—Q6 ch, Q × Kt; 2. Q—R6 ch, K × Q; 3. B—B8. (If 1. .... K—Kt sq; 2. Q—Kt8 ch, &c.; if 1. .... P × Kt; 2. Q—B8 mate.)

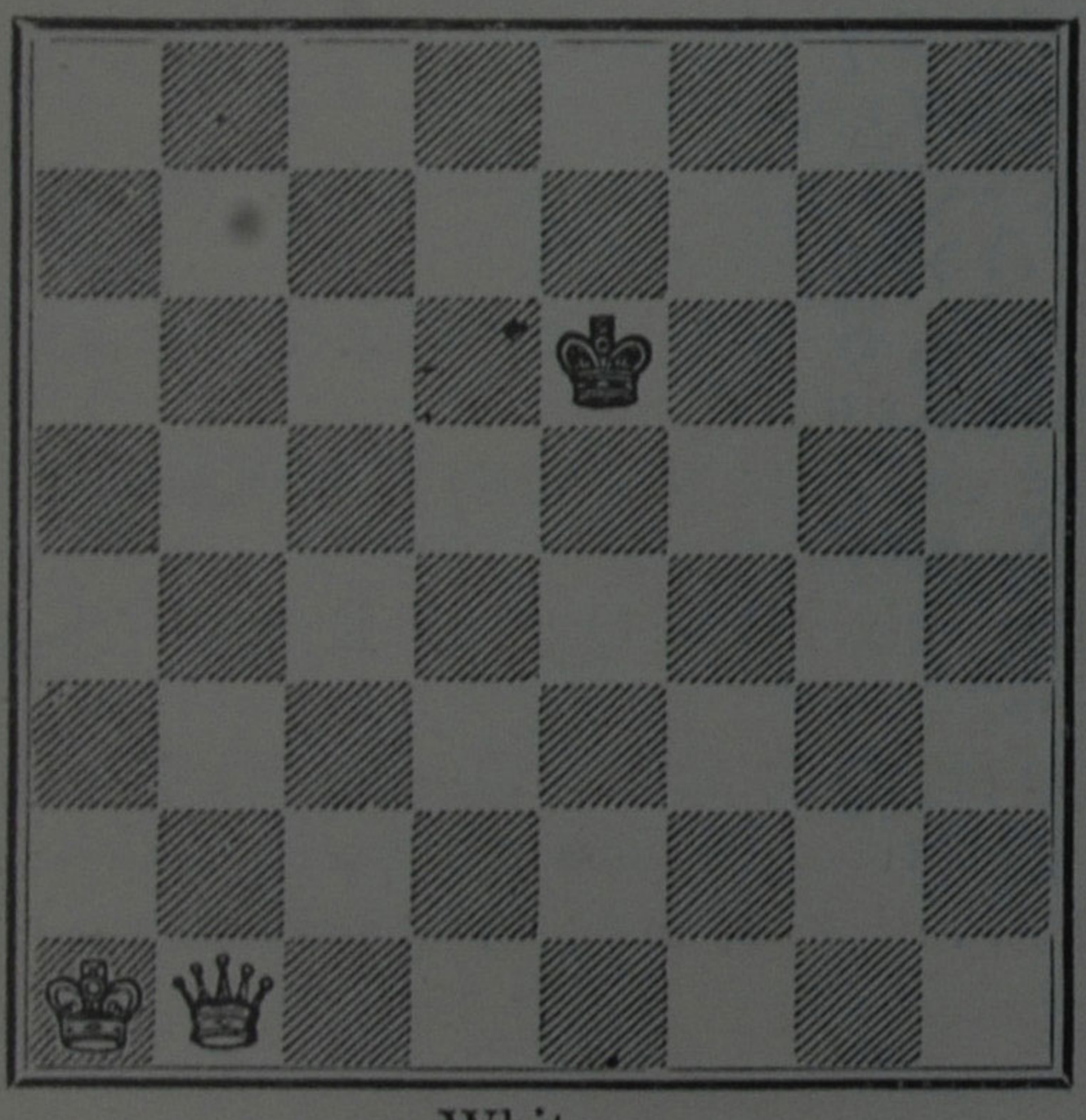
# CHAPTER VI.

## Standard Checkmates.

### Mating with King and Queen.

Although in such a position Black would generally resign, yet you ought to be able to force

Black.



White.

checkmate upon him and to do so neatly. It can always be brought about in nine moves. Take the example given. The Black K must be driven to an edge of the board, and your own K brought

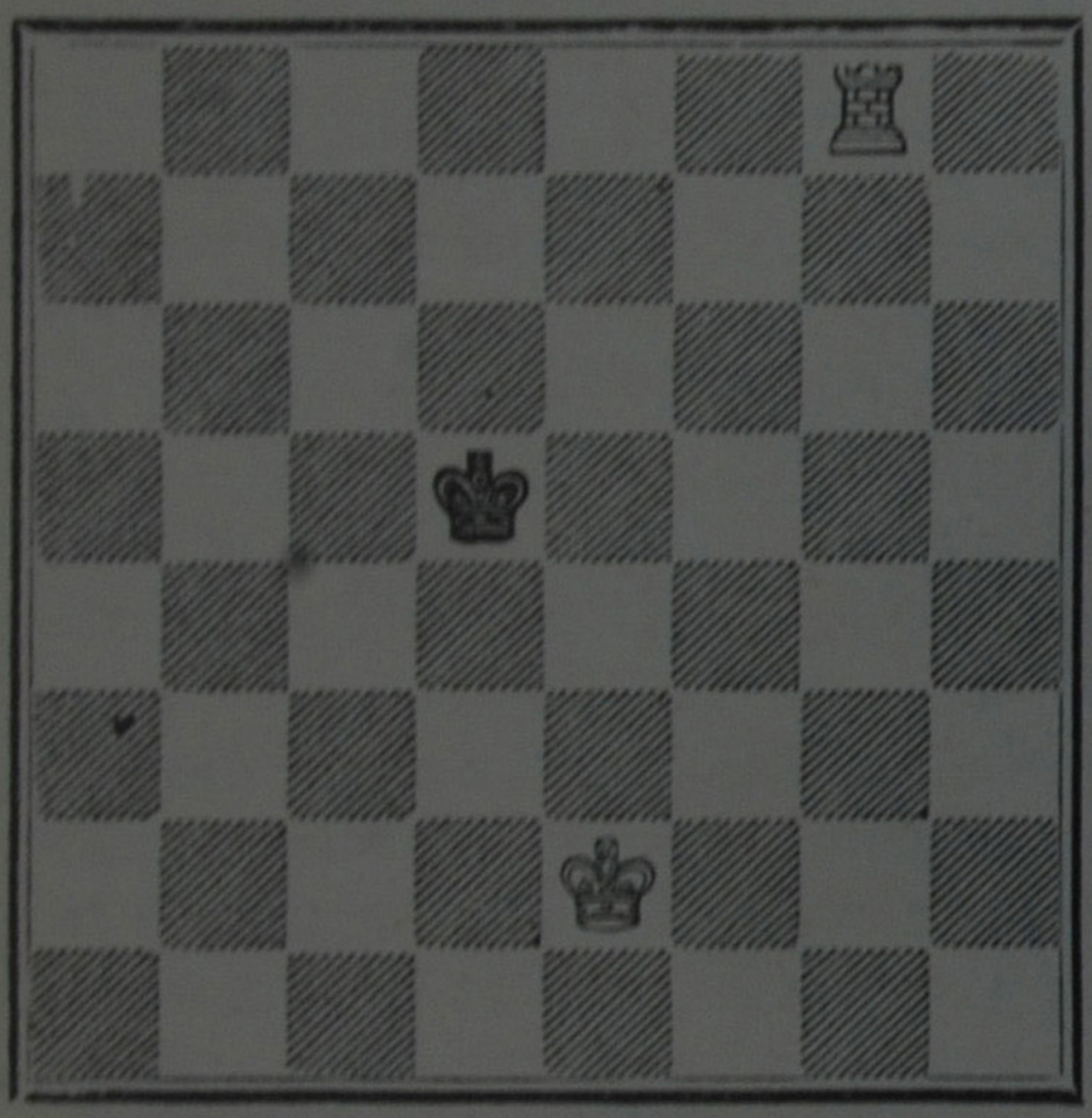
up to confront him. The Black K will of course keep in centre while he can. 1. Q—QKt6 ch, K—Q4; 2. K—Kt2 (further checking would waste time), K—K4; 3. K—B3, K—B4 (if he played K—K5 or Q4, you would play Q—KB6); 4. K—Q4, K—B5 (keeping as near the middle as he can); 5. Q—KB6 ch, K—Kt5; 6. K—K3 (better than K4), K—Kt6 (suppose he here played K—R4, you must avoid playing 7. K—B4, which would stalemate him, but play 7. Q—Kt7, driving him down the board); 7. Q—Kt5 ch, K—R6; 8. K—B2, K—R7; 9. Q—R4 (or Kt2) mate. Another way of doing it (it will accustom you to playing the Q and show you her great restraining power). 1. Q—K4 ch, K—Q3; 2. K—Kt2, K—B4; 3. K—B3, K—Q3; 4. K—B4, K—B2; 5. K—B5, K—Q2; 6. Q—K5, K—B sq; 7. K—B6, K—Q sq; 8. Q—K4 (K6 would stalemate Black K), K—B sq; 9. Q—K8 mate. Your eighth move is what is called a "waiting move," practically the same thing as not moving at all. If you checked him at move eight he would go to K sq (or K2), and you would want at least a move more than you have had. Here is a pretty exercise to work out. Place White K at QB6, Q at Q6, Black K at QR8; White moves and mates in ten moves without moving his K once. The Black K must be driven to his QR4. This is done chiefly by the Q keeping a Kt's distance from him. Learn to do it from memory and practise it against a friend. 1. Q—Q2, K—Kt8; 2. Q—B3, K—R7; 3. Q—B sq, K—Kt6; 4. Q—Q2, K—B5 (trying to get out); 5. Q—K3 (driving him back), K—Kt5; 6. Q—Q3, K—R5;

7. Q—Kt5 ch, K—R6; 8. Q—Kt sq, K—R5; 9. Q—Kt2, K—R4; 10. Q—Kt5 or R3 mate.

## Mating with King and Rook.

The K must be driven to a side-square, with your K brought up close. The K and R work best side by side; the R may let the K attack it

Black.



White.

when its own K is near enough to come and support it; never let the K get back into ground from which you have once driven him. The process takes time, but is simple and sure. 1. K—K3, K—K4; 2. R—Kt5 ch, K—Q3 (if he here plays K—B3, you support the R by 3. K—B4); 3. K—K4, K—K3; 4. R—Kt6 ch, K—Q2; 5. K—K5, K—B2; 6. R—Q6 (R—Kt7 ch wastes

time, as Black K would go down board), K—Kt2 ; 7. K—Q5, K—B2 ; 8. K—B5, K—Kt2 ; 9. R—Q7 ch, K—B sq (if K—R3, you play 10. R—K7, a waiting move, *practically* not moving at all ; and, as he must then go to R4, you can mate him next move with R at QR7) ; 10. K—B6, K—Kt sq ; 11. R—Q8 ch, K—R2 ; 12. R—K8, K—R3 ; 13. R—QR8 mate. Another way : 1. K—K3, K—B4 ; 2. K—K4, K—Q3 ; 3. R—Kt5, K—B3 ; 4. R—Q5, K—B2 ; 5. K—K5, K—B3 ; 6. K—K6, K—B2 ; 7. R—Q6, K—Kt2 ; 8. K—Q7, K—Kt sq ; 9. R—QKt6 ch, K—R sq ; 10. K—B7, K—R2 ; 11. R—Q6, K—R sq ; 12. R—QR6 mate. Try this : Place White K at K6, R at QKt7 ; Black K at Q sq ; White to move. 1. K—Q6, if Black moves the K to B sq, do not check, or move K to support R ; but move the R anywhere down the file, and as Black must then return to Q sq, you mate with R at Kt8. If he plays, 1. K—K sq, you play 2. R—QR7 ; if he then goes to B sq, you follow with your K to K6 ; and if he goes on to KR sq, your K follows him up to KKt6 ; he must then return to KKt sq, and you mate him by R—R8.

You will find the following a useful and interesting exercise : Place White K at K sq ; Rs at KR sq and QR sq ; Black K at K4 ; White, with the move, mates in five moves : 1. R—QR5 ch, K—B3 ; 2. R—KR6 ch, K—Kt2 ; 3. R—QKt6 (at QR6 he would hamper his fellow), K—B2 ; 4. R—R7 ch, K—K sq ; 5. R—Kt8 mate. If Black went at first move to Q5, he would be mated in four moves, thus : 1. R—QR5 ch, K—Q5 ; 2. K—Q2, Black now has two moves ; (A) 2. . . . .

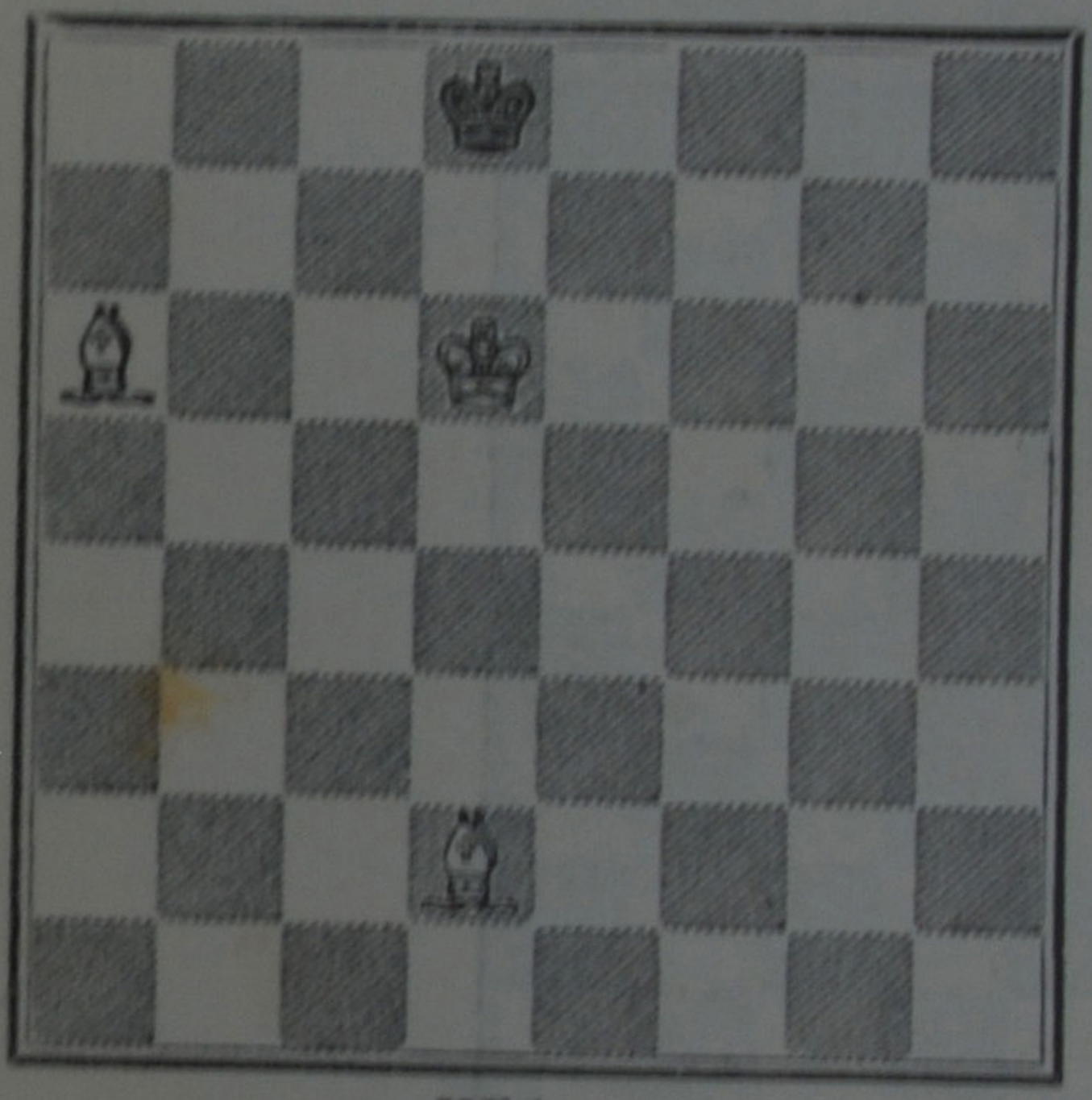
K—B5; 3. R—QKt sq, K—Q5; 4. R—Kt4 mate; (B) 2. ....K—K5; 3. R—KB sq, K—Q5; 4. R—B4 mate. Another exercise: Place White K at Q3; Rs at QR sq and KKt2; Black K at Q4; White mates in three moves: 1. R—R6 (forming a cordon, or barrier, against K), K—B4 (or K4); 2. R—QKt2 (or KB2), K—Q4; 3. R—Kt5 (or B5) mate. Yet once more: White K at K5, Rs at Q5 and KB5; Black K at K2; White mates in three moves: 1. R—KB6 (or down the file), K—K sq; 2. K—Q6, K—Q sq; 3. R—B8 mate. And lastly: White K at QKt6, Rs at KKt6 and KKt4; Black K at KB4; White mates in four moves: 1. K—B7, K—K4; 2. K—Q7, K—B4 (if to Q4 he is mated next move); 3. K—K7, K—K4; 4. R (Kt6)—Kt5 mate.

## Mating with King and Bishops.

This can always be done in eighteen moves. We will skip the process of driving the K to edge of board—it is easy enough. When he is there, he must be *kept* on the edge, and driven into a corner, where you leave him two squares (so as not to stalemate him) till your Bps are ready, one with a check to close one square, the other to mate the K in his corner square. The Bps do this work best at some distance from the Ks; your K must confront the other K. Starting from the diagram:—1. B—R5 ch, K—K sq; 2. K—K6, K—B sq; 3. K—B6, K—K sq; 4. B—Kt5 ch, K—B sq; 5. B—Kt4 ch, K—Kt sq; 6. K—Kt6, K—R sq; 7. K—R6, K—Kt sq; 8. B—B4 ch, K—R sq; 9. B—B3 mate. But Black,

at move 3, can vary his proceedings; let him do so; start afresh, but, at move 3, play for Black, 3. .... K—Kt sq; 4. B—Q3! (notice this, to keep him from escaping down the R's file), K—B sq; 5. B—Kt5, K—Kt sq; 6. K—Kt6, K anywhere; 7. B—Kt4, K—Kt sq; 8. B—B4 ch, K—R sq.; 9. B—B3 mate. And, if you still have

Black.



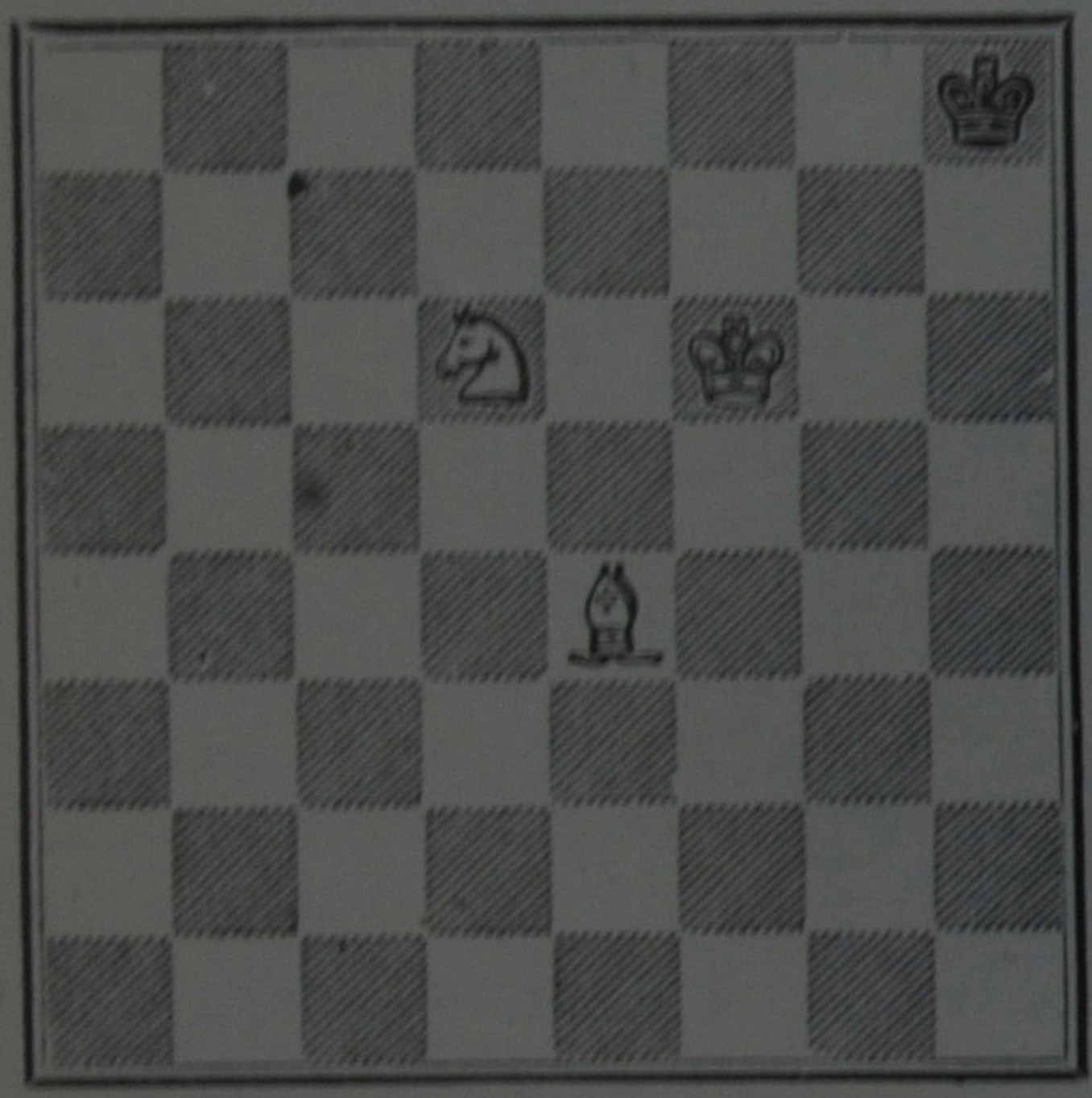
White.

patience, and wish to see it all out, in this last let Black play 4. .... K—R sq; 5. K—Kt6, K—Kt sq; 6. B—Kt4 (if you checked him, he would break loose), K—R sq; 7. B—Kt sq (a waiting move—you must give him elbow-room), K—Kt sq; 8. B—R2 ch, K—R sq; 9. B—B3, and there is peace.

## Mating with King, Bishop, and Knight.

The most difficult, and the most elegant, of all the "standard" mates. It takes some thirty moves, where Black K is well placed, *i.e.* has most freedom. We will pass over the more mechanical part, and suppose you have got him to the edge. You then must drive him towards one of the two corner

Black.



White.

squares commanded by your B. Set up the men from diagram. Then play—and the beauty of the process will surprise you—1. Kt—B7 ch, K—Kt sq; 2. B—B5 (a waiting move), K—B sq; 3. B—R7 (heading him where he is to go), K—K sq; 4. Kt—K5 (blocking his Q2), K—B sq; 5. Kt—Q7 ch, K—K sq; 6. K—K6, K—Q sq; 7. K—Q6, K—K sq; 8. B—Kt6 ch, K—Q sq; 9. B—R5,

K—B sq; 10. Kt—B5 (to block his Kt2), K—Q sq; 11. Kt—Kt7 ch, K—B sq; 12. K—B6, K—Kt sq; 13. K—Kt 6, K—B sq; 14. B—Kt4 ch, K—Kt sq (not much liberty now); 15. B—B5 (waiting move; we must proceed with deliberation), K—R sq; 16. Kt—B5, K—Kt sq; 17. Kt—R6 ch, K—R sq; 18. B—K4 mate. When you have recovered from this effort, you may try this variation, in which Black tries to break loose into middle of board, and you have to devise means to control him. Begin as before, but substitute, 4. . . . . K—Q sq; 5. K—K6, K—B2; 6. Kt—Q7 !! K—B3 (a bold bid for liberty); 7. B—Q3 !! K—B2; 8. B—K4, K—B sq (back again); 9. K—Q6, K—Q sq; 10. B—Kt6, K—B sq; 11. Kt—B5 ! K—Q sq; 12. Kt—Kt7 ch, K—B sq; 13. K—B6, K—Kt sq; 14. K—Kt6, K—B sq; 15. B—B5 ch, K—Kt sq; 16. Kt—B 5, K—R sq; 17. B—Q7, K—Kt sq; 18. Kt—R6 ch, &c. When you can successfully practise this upon a friend, you may justly feel that you are making progress.

K and two Kts can only checkmate when the lone K is very badly handled. They can force *stalemate*, that is all.

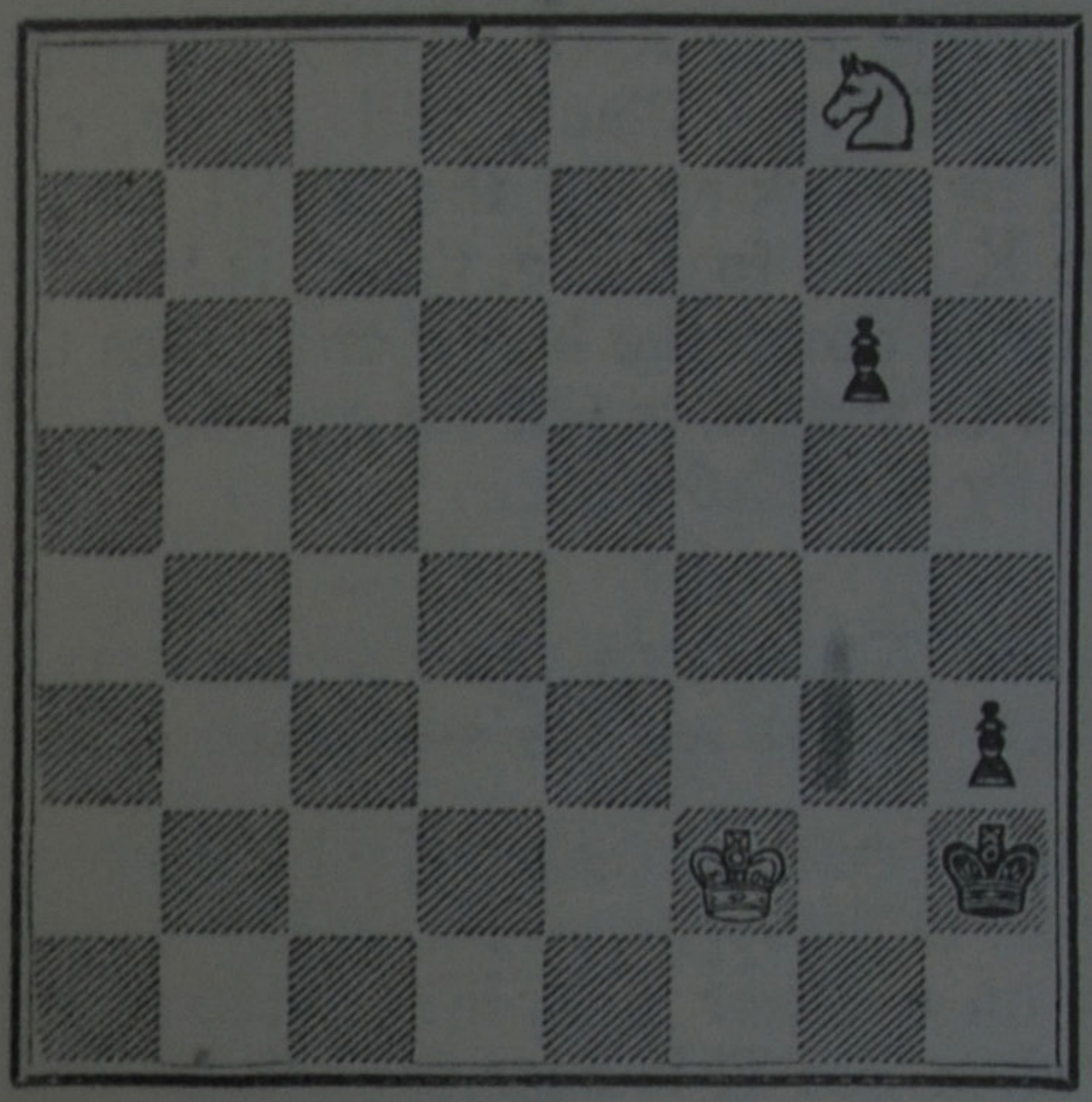
Although two Kts cannot force mate against a lone K, yet when the K is under serious restraint and also has a P, or Ps, which can move while he is held in an otherwise stalemate position, even a single Kt not infrequently can bring about a mate. In the position (top, p. 87), White, without move, win; 1. . . . . K—R8 (we give Black's best moves); 2. Kt—B6, K—R7; 3. Kt—Kt4 ch, K—R8; 4. K—B sq, P—Kt4; 5. K—B2, P—R7; 6. Kt—

R6, P—Kt 5 ; 7. Kt—B5, P—Kt6 ch ; 8. Kt × P mate. White, with move, would play 1. Kt—B6, P—Kt4 ; 2. Kt—Kt4 ch, K—R8 ; 3. K—B sq, P—R7 ; 4. Kt mates.

## Winning with King and Queen against King and Rook.

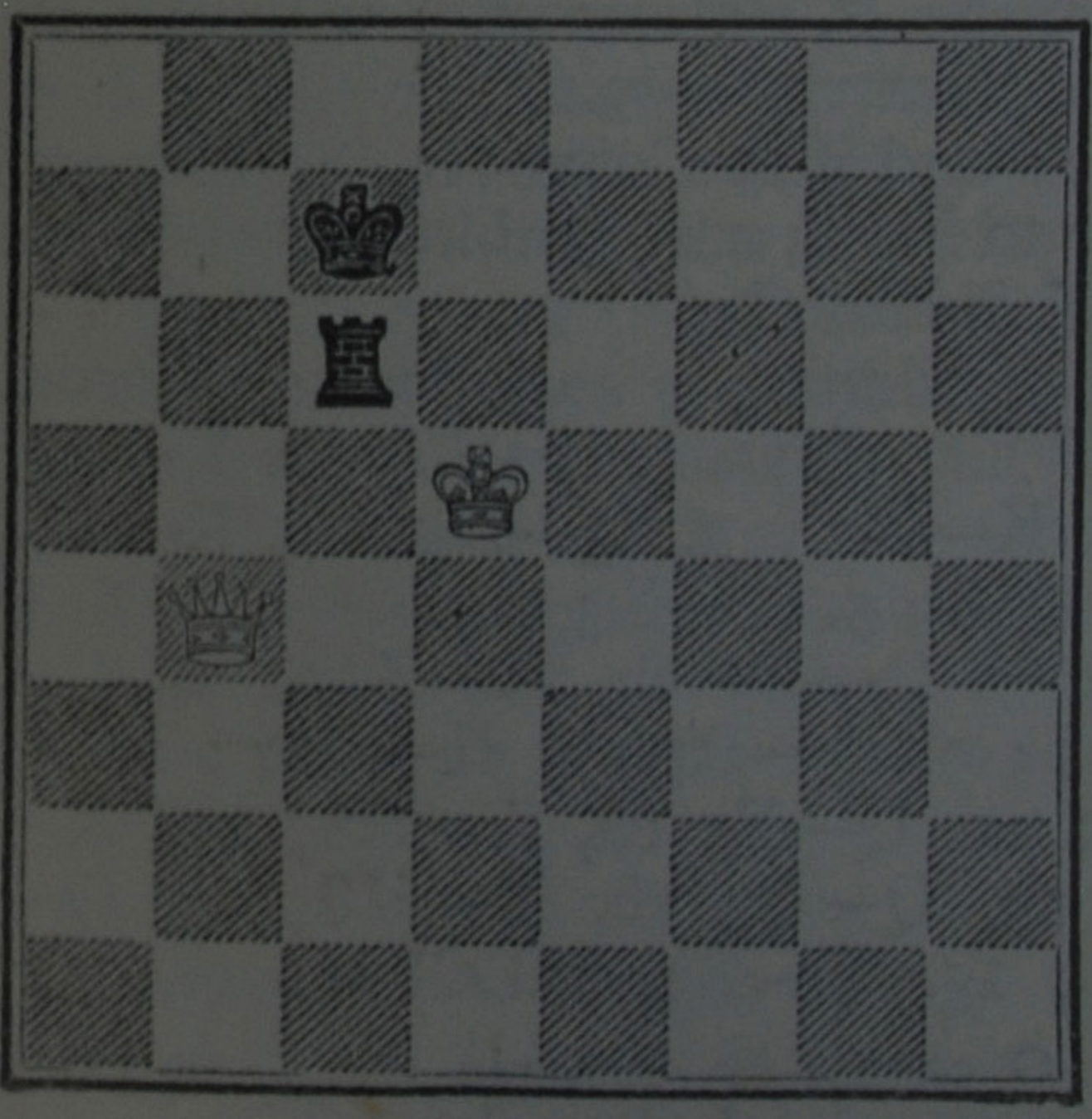
This is by no means an easy win for the stronger side ; the R may survive, in favourable positions, for twenty or more moves. The Q *does* win—sooner or later—except when the weaker side can force a drawn game by stalemate, or can win the Q for the R. The Q will try to win the R by a divergent check ; or she will place herself where she prevents the R from checking (or moving) without being lost ; or a waiting move—that simply "marks time"—with the Q, may force the R to move with loss. The R will be kept near the K, protecting and protected, as far as possible. Place the men as in diagram. Black to move : 1. .... R—QKt3 ; 2. Q—K7 ch, K—B sq ; 3. Q—K8 ch (K—B5 would win in same number of moves), K—B2 ; 4. K—B5, R—Kt2 ; 5. Q—QR8 ! (checking would hinder progress), R—Kt8 ; 6. Q—K4, R—QB8 ch ; 7. K—Kt5, K—Q sq ; 8. Q—Q4 ch (if K—Kt6, Black plays R—B2 !), K—B sq ; 9. K—Kt6, R—Kt8 ch ; 10. K—R6, R—Kt sq ; 11. Q—K5 and wins easily ; for if K moves, R is lost ; if R goes down file, he will be lost by a divergent check ; if he goes to R sq ch, then 12. K—Kt6 (threatens 13. Q—K8 mate), R—Kt sq ch ; 13. K—B6, and all is over. The Q must be careful as to placing herself at a Kt's

Black.



White.

Black.



White.

distance from adverse K when latter is at side of board; set up White K at KR8, Q at K3; Black K at KB8, R at KKt7. Black, with move, can force stalemate, by checking on the R, Kt, and B files. If White K goes to K file, the Q is lost for the R; if he comes down the board and takes the R at KR2, there is stalemate; if he goes to KB3, Black can draw by R—Kt6 ch.

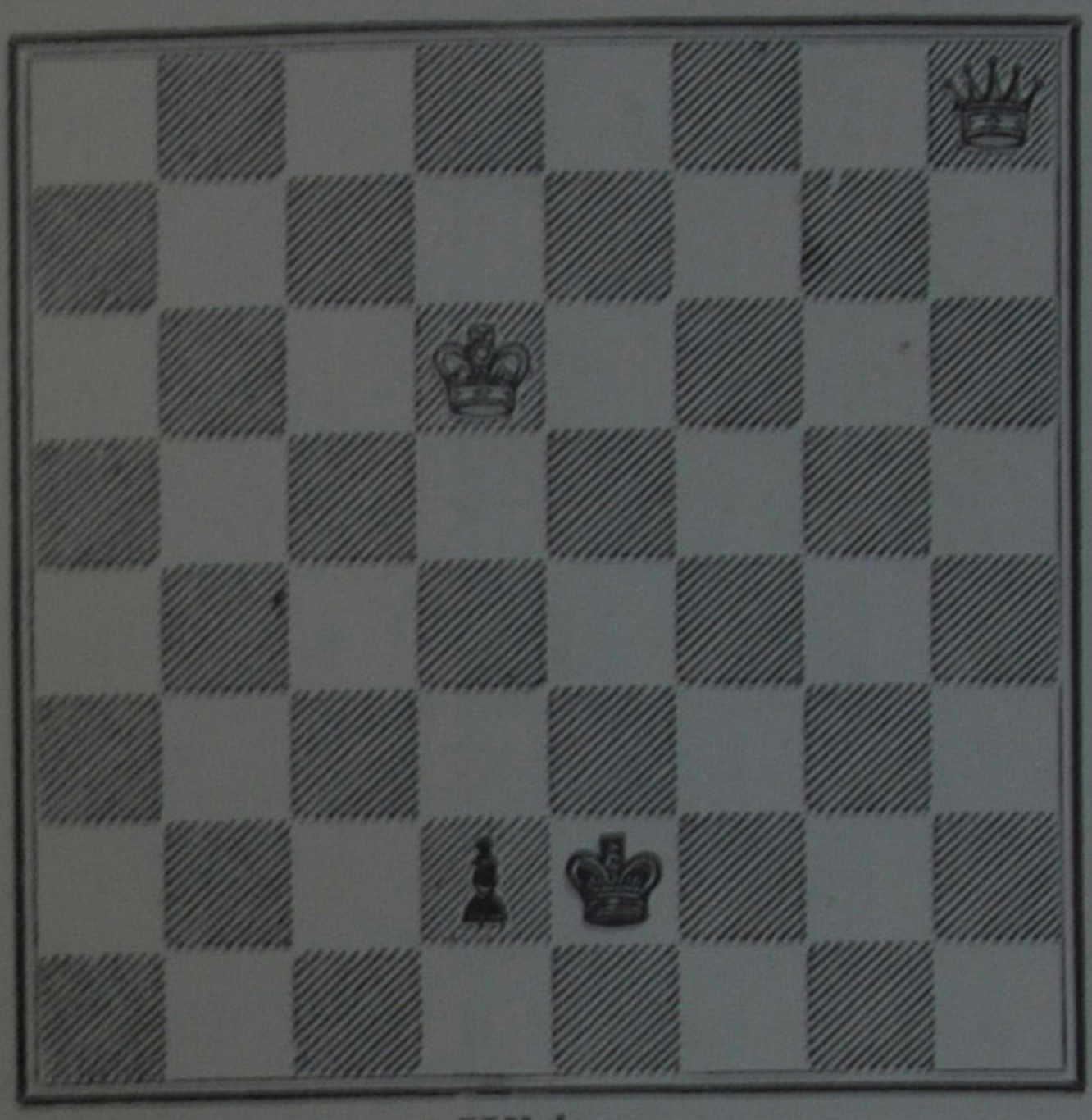
## Winning with King and Queen against King and Pawn at its seventh.

The Q wins in all such cases—against a Pawn at its seventh square and supported by its K—except when the P is on a R, or a B, file;* the Q can only win then when her K is near enough to help her give mate, before (or shortly after) the Pawn queens. With a BP its K can go to R8, allowing the Q to capture the P, stalemating; with RP, the K at R8 is in a stalemate position, while Q is on adjacent Kt file; and if she leaves it, the K moves to and fro close to his P, and nothing can be done unless the Q's K is close by.

The method of winning is as follows:—Starting from diagram, White plays, 1. Q—K5 ch, K—B7; 2. Q—B4 ch, K—K7; 3. Q—K4 ch, K—B7; 4. Q—Q3, K—K8; 5. Q—K3 ch, K—Q8; 6. K—Q5, K—B7; 7. Q—B5 ch, K—Kt7; 8. Q—Kt4 ch, K—B7; 9. Q—B4 ch, K—Kt7; 10. Q—Q3, K—B8; 11. Q—B3 ch, K—Q8; 12. K—Q4, K—K7; 13. Q—Q3 ch, K—K8; 14. Q—K3 ch, K—Q8; 15. K—B3, and all is over.

* Or when the Q cannot at once pin the P, or check without being lost or allowing the P to Queen.

Black.



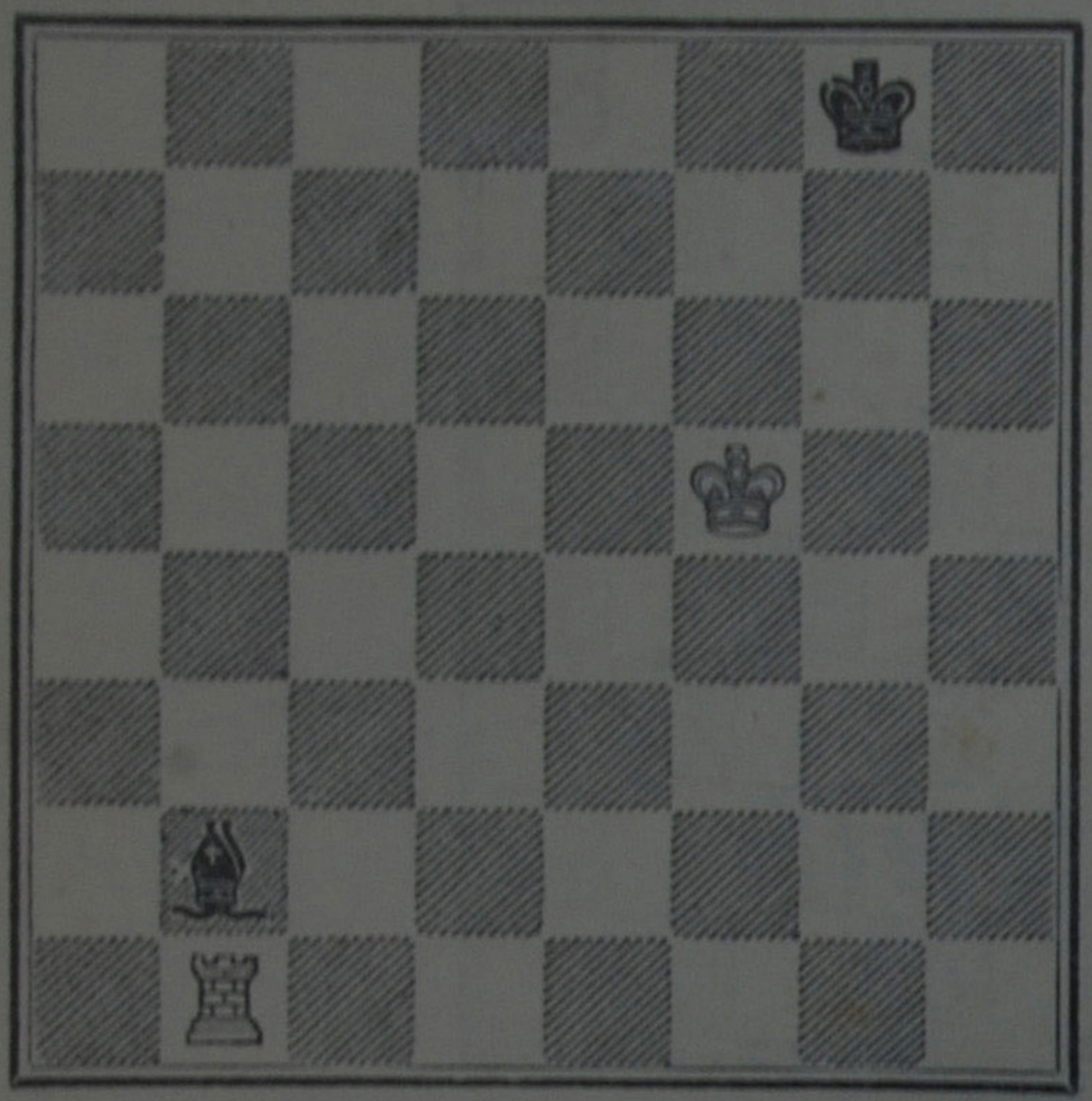
White.

## Various Endings.

A K and B can usually draw against K and R. If the Bishop's K can reach a corner square, not commanded by the B, he is safe; for the B will then be able to safely interpose if the R checks. In the position (p. 90) Black plays and can draw; if he moved the B to Kt2 or to R sq, he would lose; for White would answer with 2. K—Kt6 (threatening mate by 3. R—Kt8), and Black must lose the B or be mated; *e.g.* 2. . . . . B—B sq; 3. R—Kt8, K—R sq; 4. R × B mate. But Black should play 1. . . . . B—B6 (or Q5); now 2. K—Kt6 does not win, for Black can play . . . . K—B sq, and with the B can prevent White K from occupying his KB6.

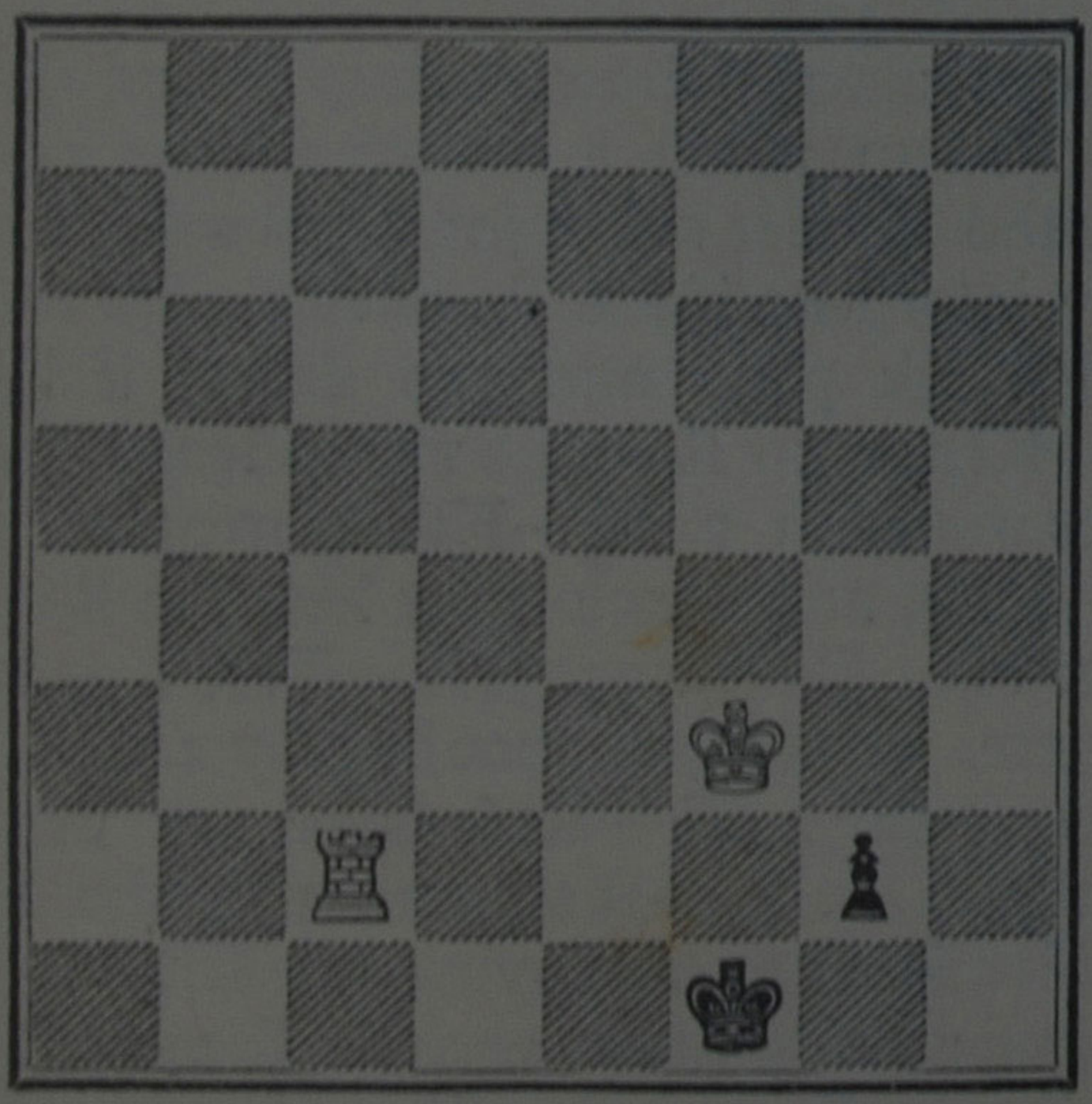
K and Kt also usually draw against K and R, but not as easily as K and B. The Kt should

Black.



White.

Black.



White.

be kept near the K; and, when driven to side of board, both should avoid the corner squares. The position given * is an instance where R wins against Kt. Black with move plays, 1. .... P—Kt8 bec Kt ch (if he takes R, Q, or B, he is mated at once); 2. K—K3 (if to Kt3, the Kt checks), Kt—R6; 3. R—KR2, Kt—Kt4; 4. R—R6 wins; the Kt is trapped; if the Black K moves to Kt file, then R—Kt6; if Kt—B2, then R—KB6 ch.

K and R usually draw against K, R, and B (or Kt), but careful play is needed; the reader is referred to more advanced treatises for this and various other endings.

The following win with R and Kt *v.* R is from Boden ("Popular Introduction to Chess"):—

Place White K at KB6, R at KKt2, Kt at QB2; Black K at KB sq, R at QB4.

White, with move, wins by 1. Kt—Q4; suppose Black answers 1. .... K—K sq; then we get 2. Kt—K6; the Black R must now move; he cannot go to B2 or B7; if he goes to B6 or B8, White wins by 3. R—Kt8 ch, K—Q2; 4. R—Q8 ch, K—B3; 5. R—QB8 ch, gaining the R; if Black plays 2. .... R—B5, B3, or B sq, White answers 3. R—Kt7, and how can Black successfully stop 4. R—K7 mate (notice the slight trap 3. .... R—B2; 4. R × R? stalemate). If 2. .... R—KR4, then 3. Kt—Kt7 ch wins R; while other moves of R along fourth rank are met by 3. R—Kt7; *e.g.* 2. .... R—QKt4; 3. R—Kt7, R—Kt2; 4. R—Kt8 ch, K—Q2; 5. Kt—B5 ch).

If Black plays the R at first move, we get 2. Kt—K6 ch, leading into the same play.

* No. 2, on page 90.

# CHAPTER VII.

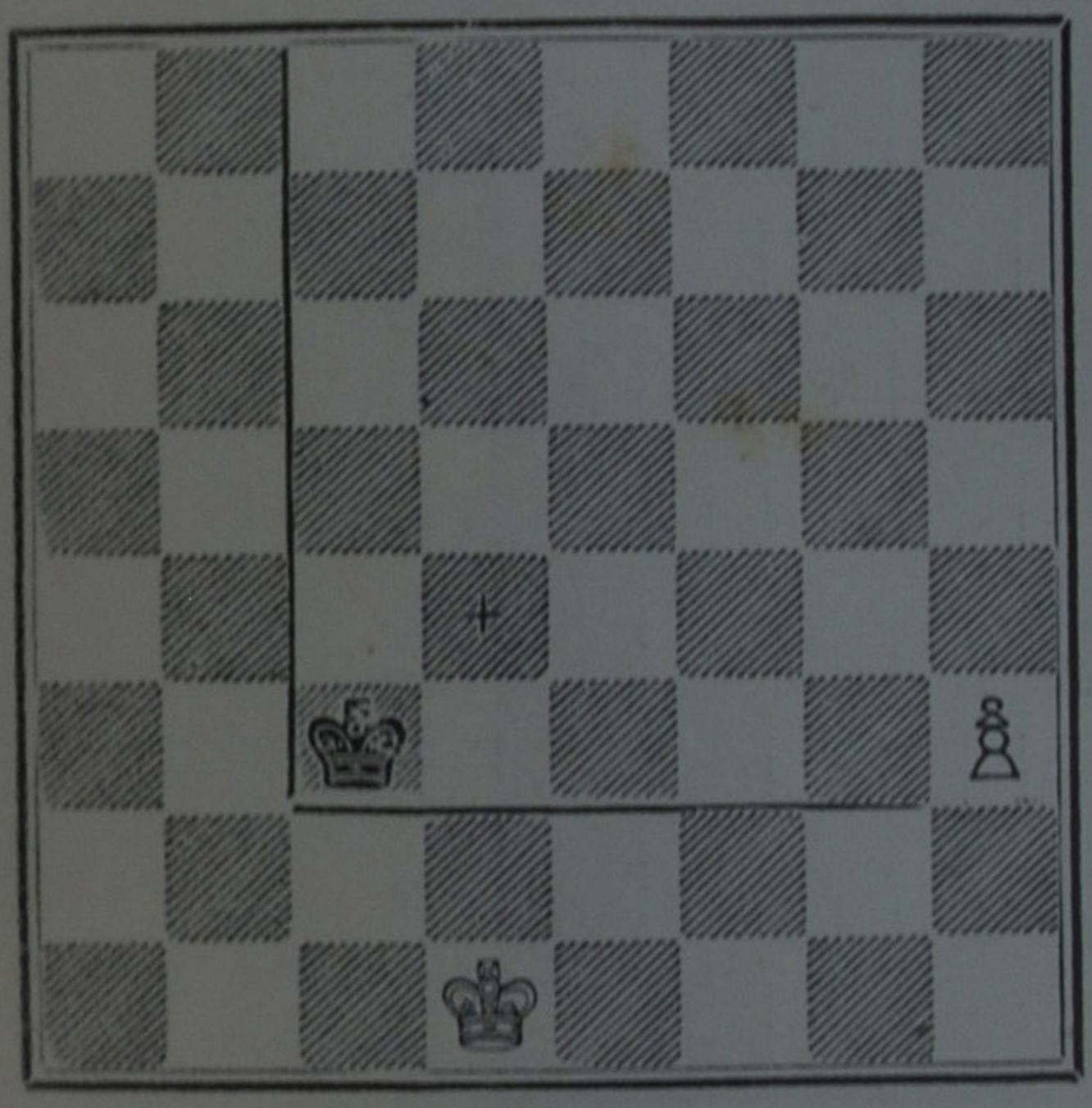
## Pawn Play.

The student, who wishes to excel, must devote time and thought to the different endings of games, especially those in which the management of Ps is the chief point. The subject, in appearance dull, is in reality most fascinating; but, be that as it may, of the necessity of a fair acquaintance with its leading principles, there can be no doubt. "The conduct of Ps," says Walker, "is the soul of chess; but the crowd arrogantly underrate its vast importance. Many, otherwise strong amateurs, will not take the trouble to study in solitude the clear and simple theory of Pawn-manœuvre, and never, therefore, rise above the odds of the R. They affect to disdain what they have not acquired, and are bat-blind to the greatness of the subject. Such persons even foolishly glory in their indifference and appear to bless Heaven for their ignorance."

(1) You need to be sure as to when your K can stop an advanced P on an open board. Your K can stop a single P that has once moved, provided he stands within the square area shaped by the square on which this P stands and its queening

square. Thus, in diagram, the Black K can (from any square within the cordon) catch the P at or before queening, whether White or Black have the move. If Black has the move, his K may be placed a square outside the cordon. If the board is not clear, allowance must be made for obstruction; thus, in diagram, a *Black* P at Q5 would delay its K's arrival at his KKt2 by one move;

Black.



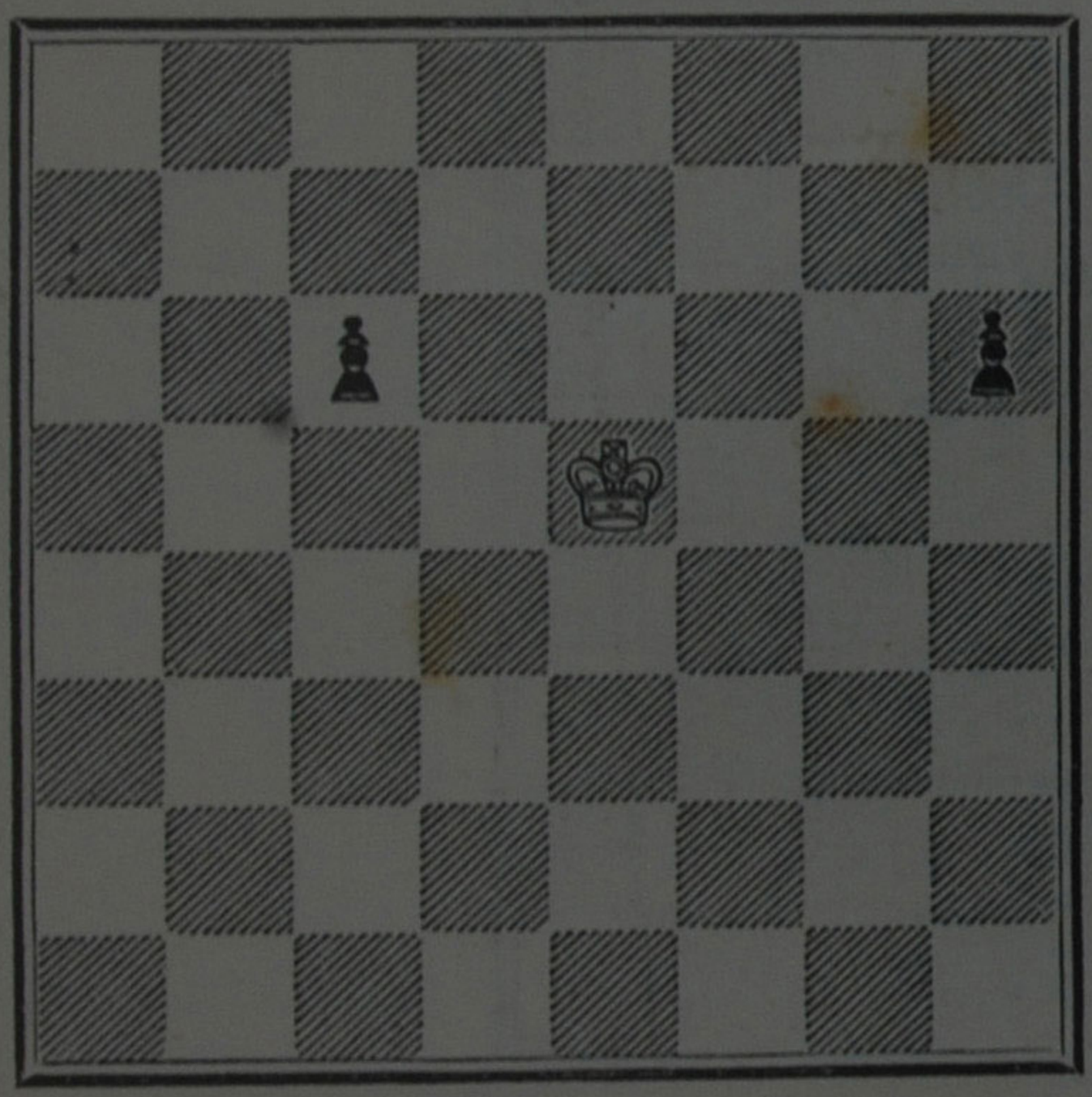
White.

and, if White had first move, White would safely queen the P. If the P stands on its original square, then allowance must be made for its power of moving two squares at once.

(2) Two passed Pawns on the same rank win against the K if the number of squares to their queening points does not exceed by more than one the number of squares directly between the

Ps; and if the K is unable, with move, to capture one of them at once. (An exception is when the Ps are on their sixth rank, *e.g.* Black Ps at K6 and KKt6, with White K at KB sq; here the Ps, *having to move*, are both lost.) Thus, in diagram, the Ps win (*i.e.* one will go to Queen) with or without the move (the number of squares between them being only one less than the number

Black.



White.

of squares to the queening point of each); Black does not seek to save whichever P may be attacked, but pushes on the other. Prove the win by actual tests. But transfer the RP to KKt3, and White wins the Ps; but with care, if, *e.g.* White moves 1. K—B6? the other P goes to B4; then 2. K—K5, P—Kt4, and one of the Ps will queen; but 1. K—K6!, P—Kt4; 2. K—B5,

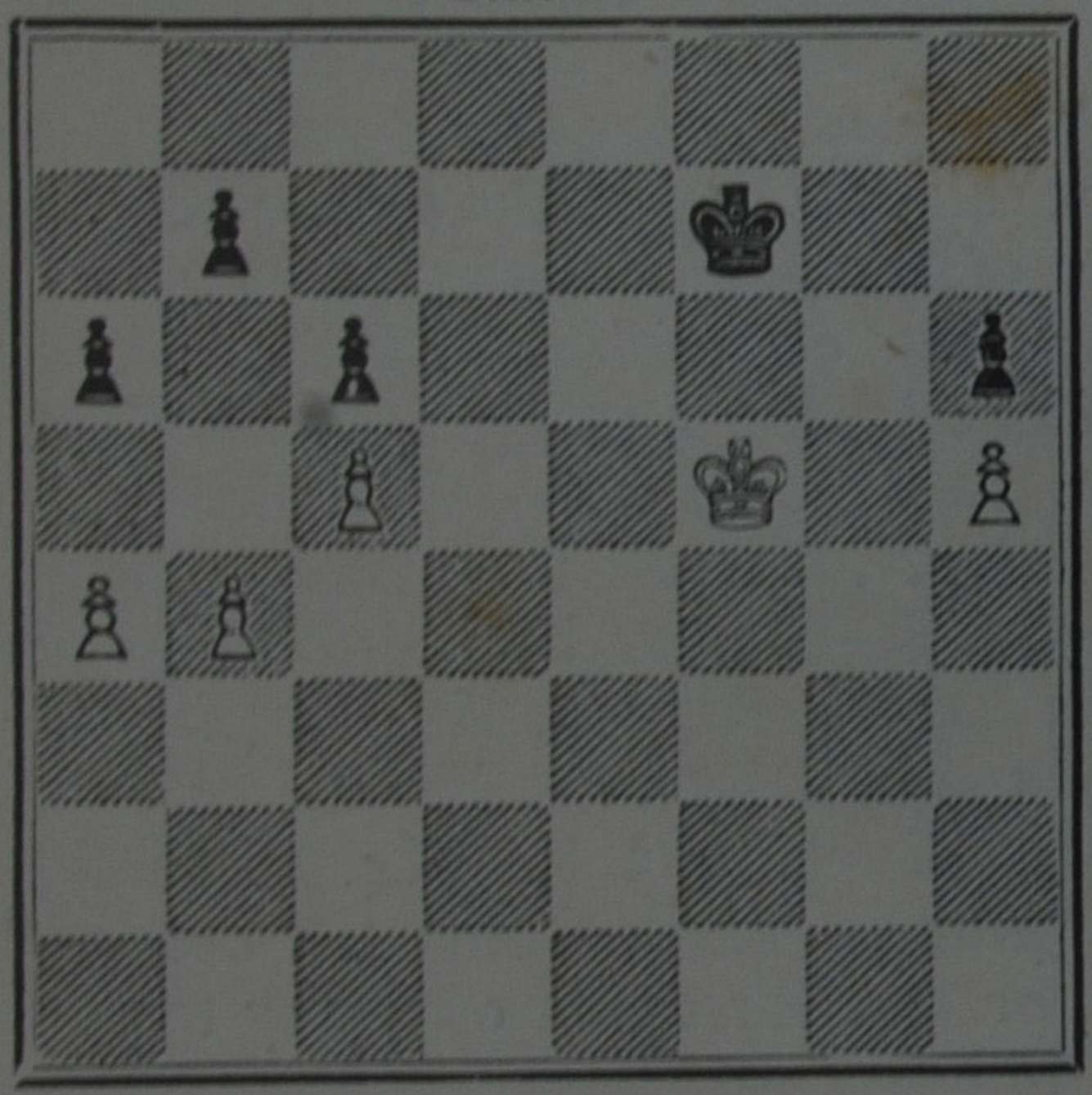
P—B4; 3. K × P, and captures the other after it has queened. If the Ps stood at KKt2 and QB2, the K (at K5) still wins them by 1. K—K6; if 1. .... P—Kt3; 2. K—K5! if 1. .... P—Kt4; 2. K—B5. A most useful exercise. (The Black K is supposed unable to help his Ps.)

(3) You need a clear knowledge of what is called "the opposition." You "have the opposition" when the rectangle,* shaped by the squares occupied by the two Ks and having its sides parallel to those of the board, consists of an odd number of squares, *and it is your opponent's turn to play.* Thus, with Black K at QR sq, the White K, on any white square of White's second, fourth, sixth, or eighth rank, has the opposition, *if it is Black's turn to play.* Place White K at QB2, Black K at KKt sq; White, *with Black to move*, has the opposition. If, *e.g.* 1. .... K—Kt2, White keeps the opposition by 2. K—B3 (or by K—B sq—any other move loses it), K—Kt3; 3. K—B4 (if 3. K—Q3, Black might gain it by .... K—B4 or B2), K—B3; 4. K—Q4, K—K3; 5. K—K4. Plainly, White can now prevent Black from ever coming down the board, or can force his own way to his eighth rank (not to every square of it), but by this latter course he gives up the opposition, *e.g.* 5. .... K—Q3; 6. K—B5, and Black can now take the opposition, *e.g.* at Q4, and prevent (if he chooses) White K from crossing to Q side of board. White has, at move 5, a strong hold on Black. When you have the opposition, and your opponent's K moves to a square of a different colour, you can

* This rectangle may be a single line of squares, *e.g.* White K at K sq, Black K at K2.

only keep it by moving either parallel to, or along, the line of movement taken by him (and you have choice of two squares only); while if he moves to a square of the same colour, you must (to keep it) move on a line parallel, or at right angles, to that taken by him (and you have, except as limited by edges of the board, choice of four squares). From the diagram, we shall see the great practical use of

Black.



White.

having the opposition. It is White's turn to play; by 1. P—R5, he gains the opposition; *i.e.* Black (not to lose KtP) must move his K and thus lose the power of guarding his Ps on both sides of board. Suppose 1. .... K—Kt2; 2. K—K6, K—B sq; 3. K—Q7, K—B2; 4. K—B7, K—B3; 5. K×P, K—Kt4; 6. K×BP, K×P; 7. K—Q7, and plainly White can get a queen several moves

before Black. But if White's QRP had been at R5 at start, White, *with move*, could do nothing; for suppose—1. K—K5, K—K2; and the Ks will keep on facing each other on the K and KB files, neither player being able to do anything better. Many a game is won by gaining the opposition on a file, with only one square between the Ks, thus shouldering aside the adverse K and forcing your way into his quarters.

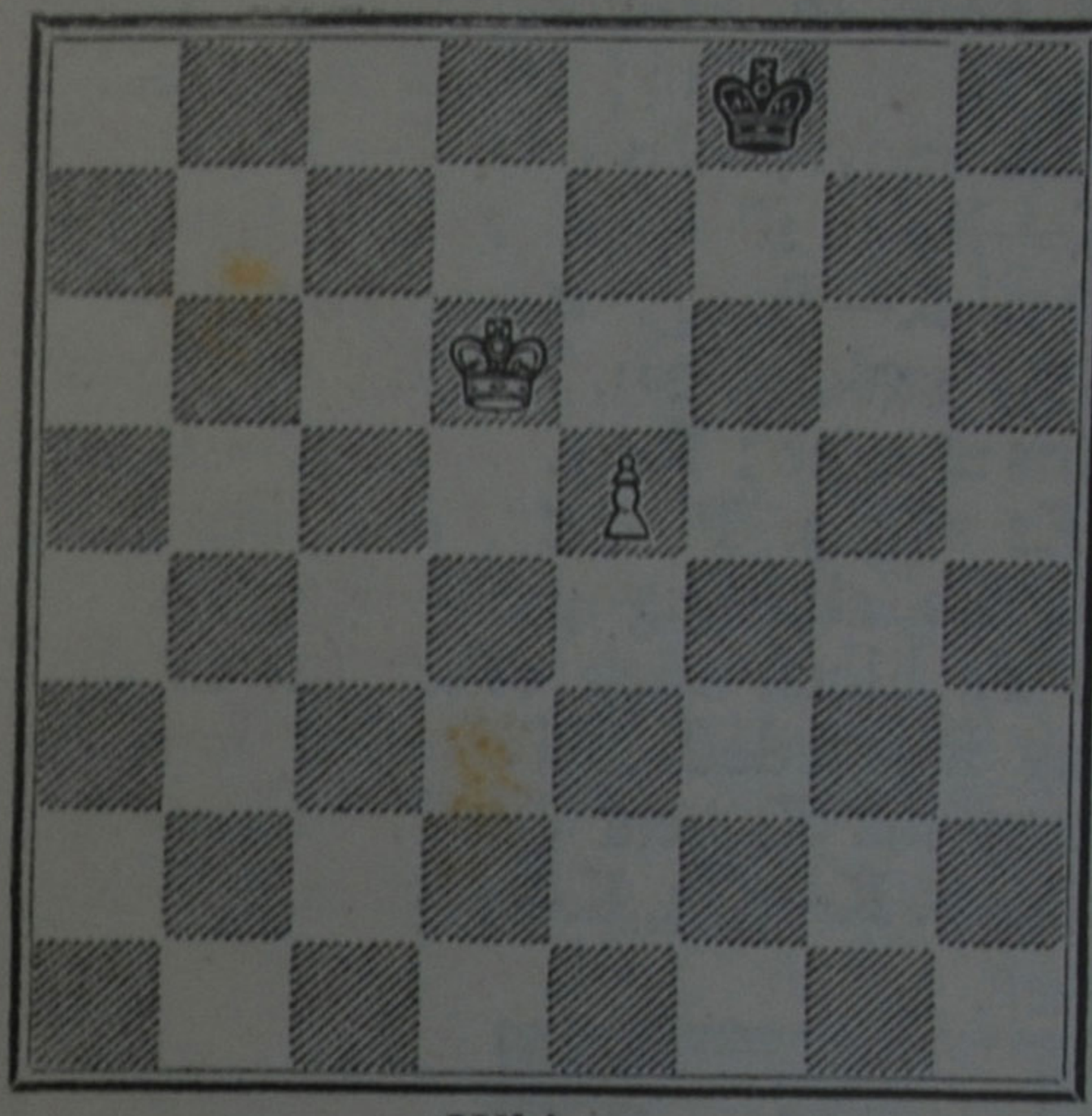
We add that, when the Ks are at some distance from each other, you may sometimes, without harm, lose the opposition; the reason being that a player having the opposition at a greater distance cannot forcibly convert it into the opposition at a less distance; in trying to do so, he allows his opponent to take it. Instance: White K at K3, Black K at K 2; White, having to move, has not the opposition; say, 1. K—B3, then if 1. . . . . K —B3, or K3, or Q3; White can take the opposition, accordingly, by 2. K—B4, or K4, or B4; yet, Black, by 1. . . . . K—Q3, gains a certain power, which he could not gain if White could reply 2. K —Q4. It might help Black to get to QB4 (or to KKt4, if White played 1. K—Q3). So that it is always safest to keep the opposition according to strict rule.

(4) The following facts are worthy of notice, and should be verified with board and men. When your P is at its fifth square (or beyond), you win * if your K can place himself before the P on its, or an adjacent, file, wherever the adverse K may be (this K having no supporter). Thus (top, p. 99) White wins, with or without move. If White moves, 1. K —Q7, and the P goes straight on; or, 1. P—K6

* But see § 7 as to RP.

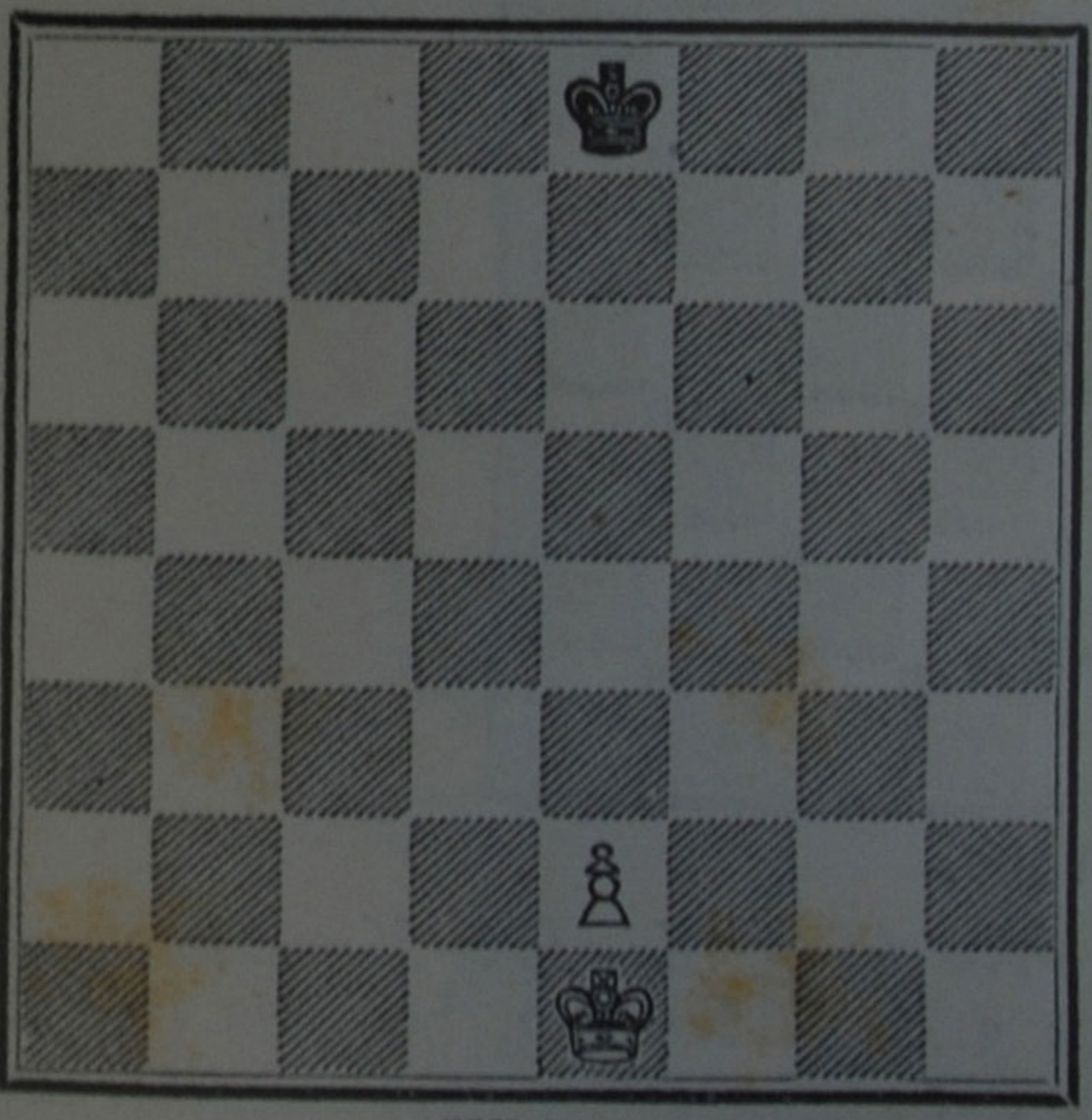
would win after 1. .... K—K sq; 2. P—K7, K—B2; 3. K—Q7, and 4. P bec Q. If Black moves first, 1. K—K sq; 2. K—K6 (P—K6 would only draw, for Black would answer 2. .... K—Q sq, drawing, as will be shown), K—Q sq; 3. K—B7, and the P goes on. You always win if your P (supported by K) reaches its seventh square without giving check; if it then checks (with K supporting it from behind), you only draw. When your K is before your P on its, or an adjacent, file, this P not having reached its fifth rank, the adverse K will often draw, if he can place himself before your K, gaining the opposition in so doing. These points may be illustrated by 2nd diag., p. 99. White, with move, wins; 1. K—B2, K—K2; 2. K—K3, K—K3; 3. K—K4, K—B3; 4. K—Q5, K—K2 (if 4. .... K—B4; 5. P—K4 ch, K—B3; 6. K—Q6, and wins in way already shown); 5. K—K5 (if P—K4, Black would draw by 5. .... K—Q2), K—B2; 6. K—Q6, K—B sq; 7. K—K6, K—K sq (he has the opposition, but now it is useless); 8. P—K4, K—B sq; 9. K—Q7, K—B2; 10. P—K5, and Black is helpless. But Black, with move, draws; 1. .... K—K2; 2. K—Q2, K—Q3; 3. K—K3, K—K4 (any other loses, *e.g.* 3. .... K—Q4; 4. K—B4, K—K3; 4. K—K4, winning, as shown); 4. K—B3, K—B4; 5. P—K4 ch, K—K4; 6. K—K3, K—K3; 7. K—Q4, K—Q3; 8. P—K5 ch, K—K3; 9. K—K4, K—K2; 10. K—Q5, K—Q2; 11. P—K6 ch, K—K2; 12. K—K5, K—K sq; 13. K—Q6, K—Q sq draws; for if 14. P—K7 ch, K—K sq, and White must either abandon the P, or give stalemate by 15. K—K6.

Black.



White.

Black.

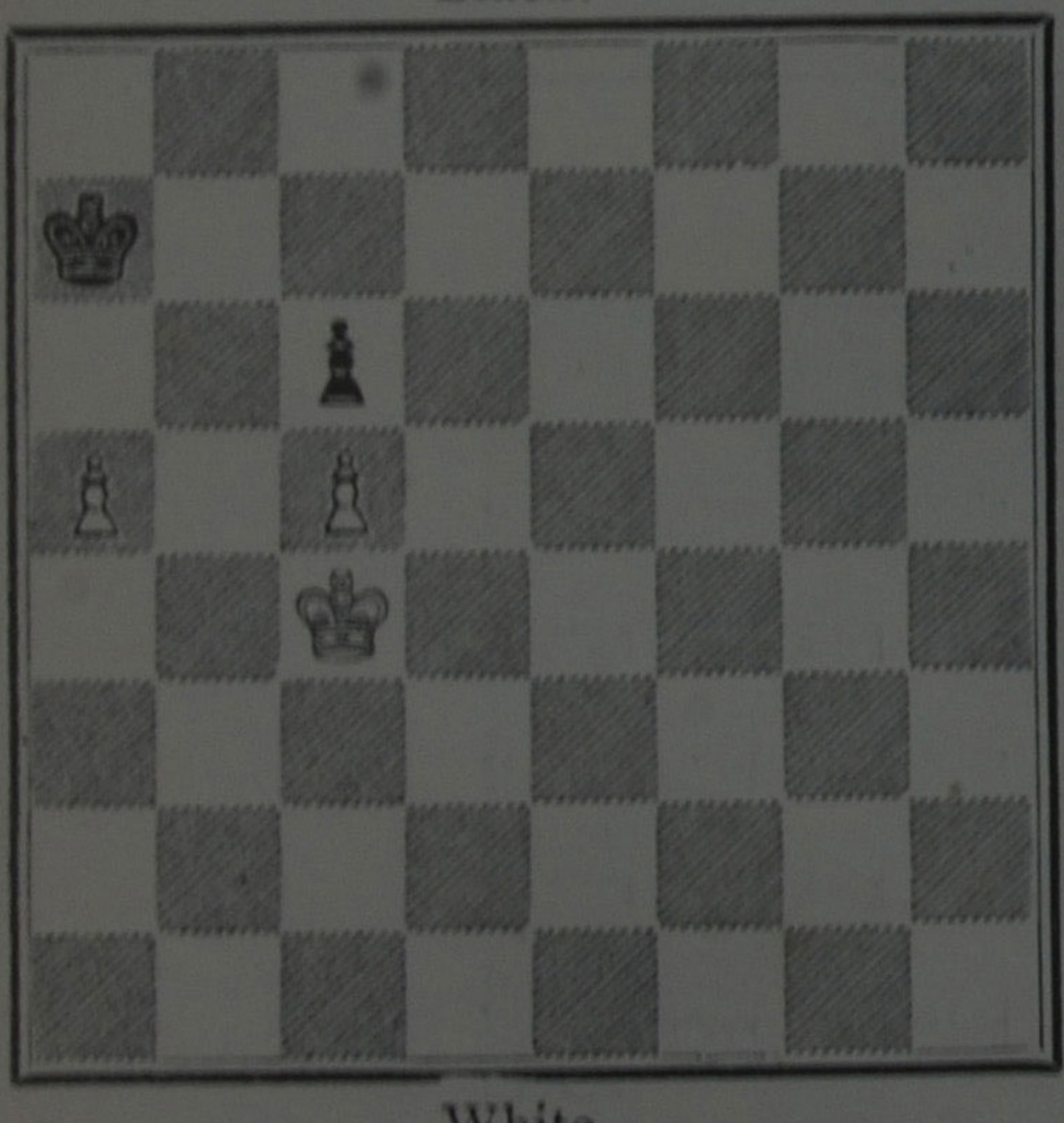


White.

A KtP needs care in bringing to Q. Place White P at KKt5, K at KKt6; Black K at KKt sq. If White (with move) plays 1. K—B6, Black answers, .... K—R2; if then 2. P—Kt6 ch, Black plays 2. .... K—R sq; whereupon 3. P—Kt7 ch (3. K—B7 stalemates), K—Kt sq draws. But 1. K—R6 wins at once; for 1. .... K—R sq; 2. P—Kt6, K—Kt sq; 3. P—Kt7, and Black K must go out to his B2, allowing 4. K—R7, &c.

(5) When two Ps block each other (as in diagram) careful play is needed. White can here do no better than keep his K near QRP. However, suppose him to play 1. K—Q4, K—R3; 2. K—K5,

Black.



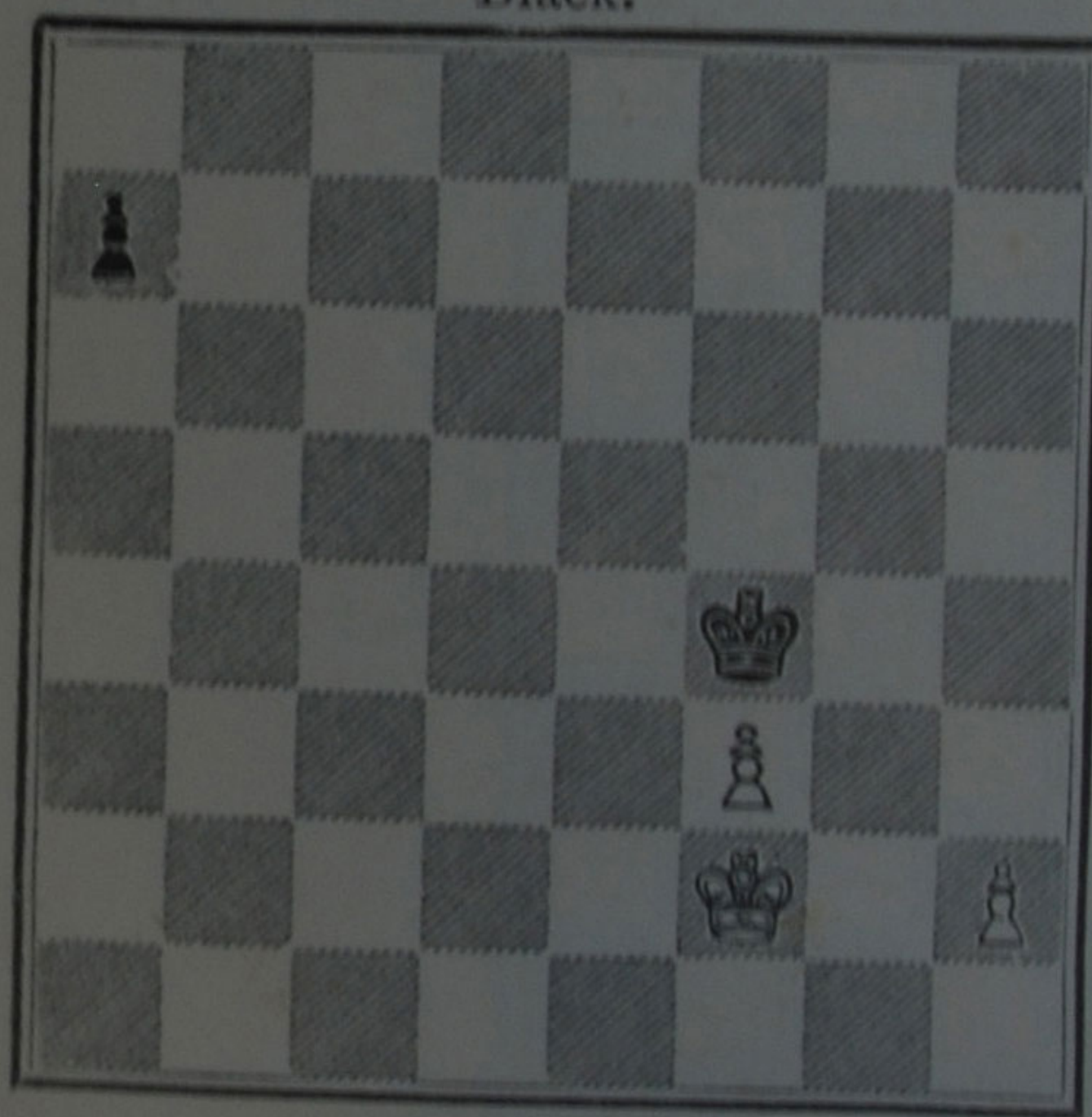
White.

K × P; 3. K—K6 (if 3. K—Q6, K—Kt4 !), if Black now plays 3. .... K—R3, he falls into a snare (called by the French, "le trèbuchet"), for White answers 4. K—Q7, K—Kt4 (if .... K—

Kt2; White makes same reply, viz.), 5. K—Q6 and wins P (and game, as shown in last ex.). But if Black played 3. .... K—Kt5! he would win after 4. K—Q6, K—Kt4. Place White K at QKt6, P at K6; Black K at KR4, P at K2. White wins by 1. K—B7, K—Kt3; 2. K—Q8 (K—Q7? would fall into the snare just shown), K—B3; 3. K—Q7 and takes P next move.

(6) The following is a useful example. White, with move, wins; 1. P—R4, P—R4; 2. K—K2, P—R5; 3. K—Q2, P—R6; 4. K—B2, K—B4; 5. K—Kt3, K—Kt3; 6. P—B4 (if here White

Black.



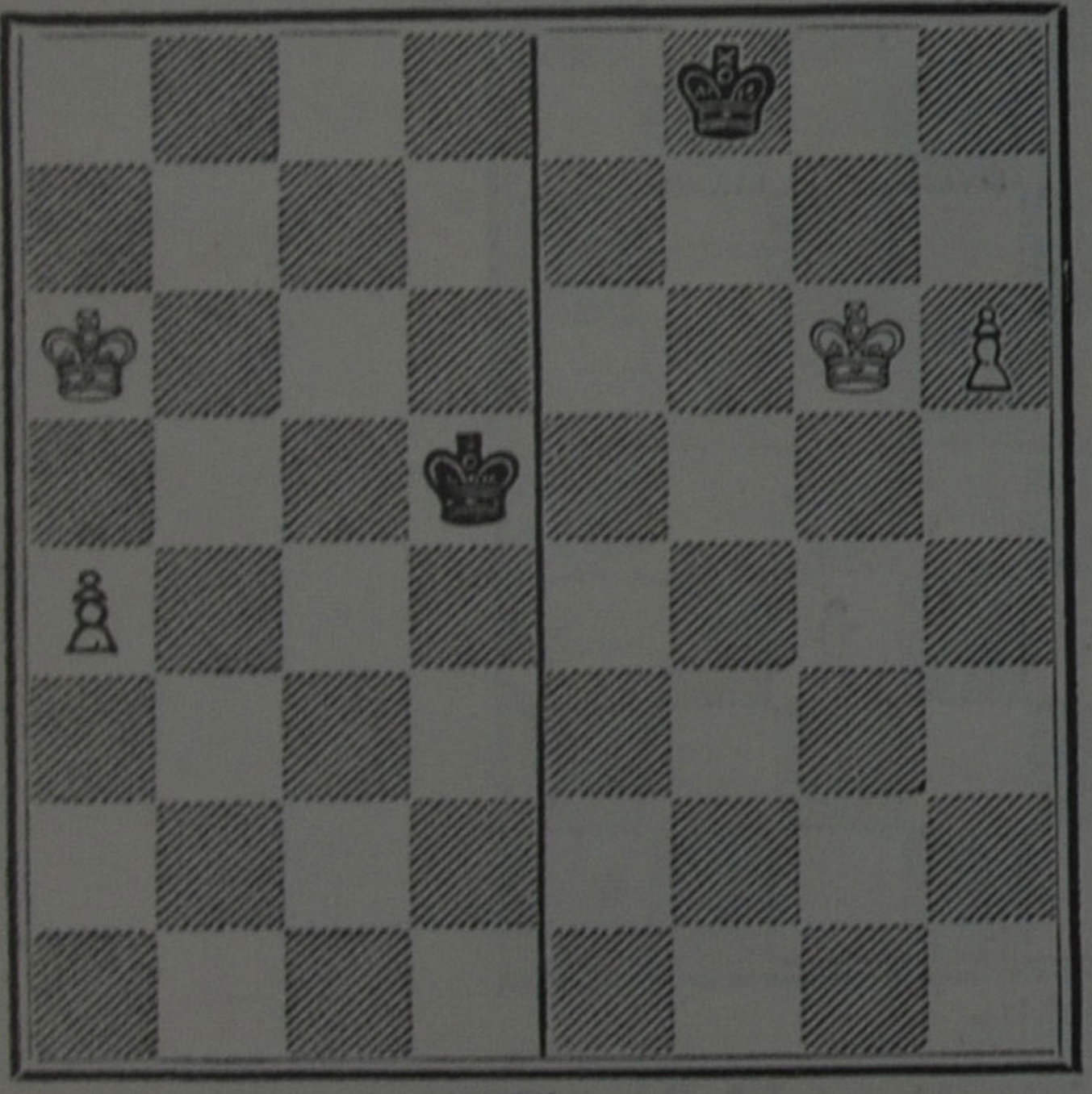
White.

played K × P, Black could draw by .... K—R4, afterwards taking both Ps), K—R4; 7. P—B5 (for Black dares not take the RP now), K—R3; 8. K × P, and what can Black do? If he moves

to R4, the Ps wait for their K to come up; if he plays 8. .... K—Kt2, White moves up the RP; if then 9. .... K—R3; White follows with 10. P—B6, K—R2; 11. K—Kt 4, K—Kt sq; 12. P—R6, K—R2; and 13. P—B7, or something very similar. But Black, with move, draws by 1. .... P—R4; White dares not move on his RP, but must at once go to stop the Black P with K (for if he hurried on his RP, obviously Black, queening one move earlier, would capture White's P as it queened); whereupon the Black K captures both Ps.

(7) The weakness of the RP for winning purposes should be noticed and remembered. A RP

Black.



White.

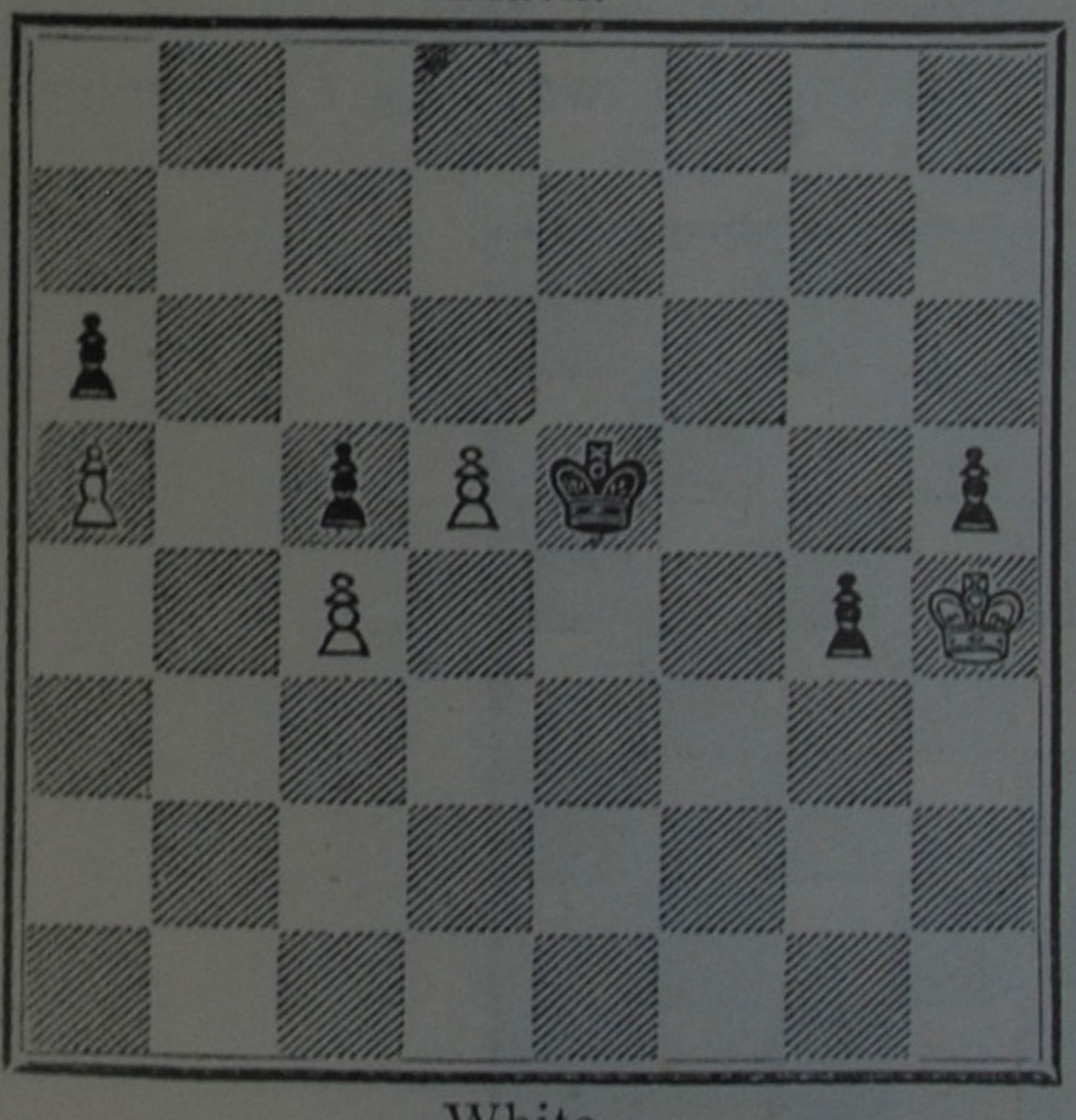
can never queen if the adverse K once fronts it. Thus (see right of diagram) Black, with move, draws by 1. .... K—Kt sq; 2. P—R7 ch, K—R

sq; and White must give up the P, or stalemate. Even the addition of White's KB (unless it governed Black's KKt sq, preventing him from getting into corner) would not lead to a win.

In left of diagram, Black draws by 1. .... K—B3; 2. P—R5, K—B2 (not B4; else 3. K—Kt7 forces a passage for the P); 3. K—R7, K—B sq; 4. K—R8, K—B2; 5. P—R6, K—B sq, &c. From this deduce that it is an advantage to transfer a RP to the Kt's file.

(8) The position here given introduces some fine and instructive Pawn play, demanding nice calculation. Black has the move. Evidently he

Black.



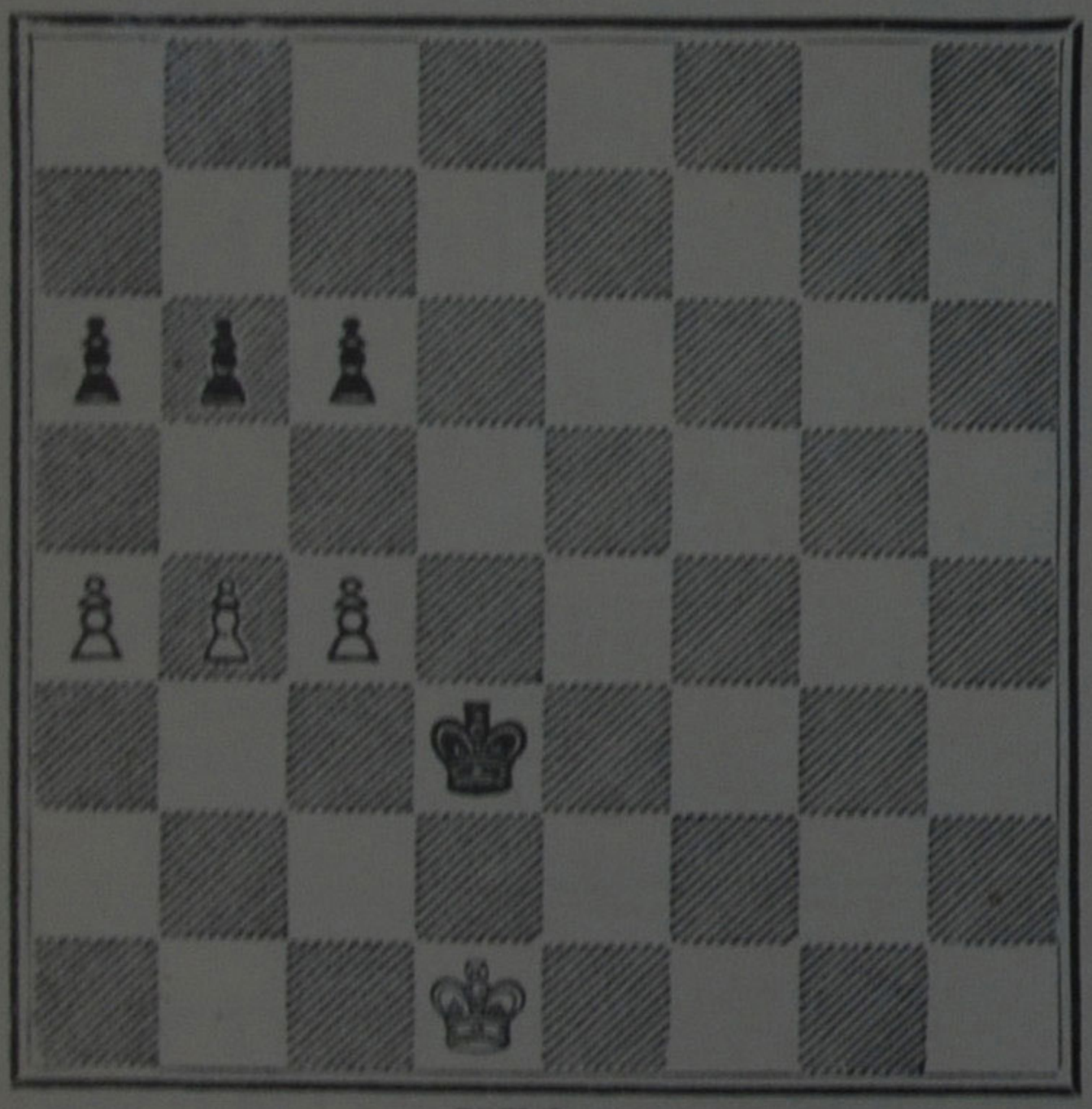
White.

can *draw* easily enough by simply moving K to Q3, as the White K dares not move up the board. But can he do more than draw? Yes, and thus: 1. .... K—B4 (if he went to B5 the White QP would at once advance, and each would make

a Q—drawing); 2. K—Kt3, K—Kt4 (he can still catch the White P if it advances); 3. K—B2, P—R5; 4. K—Kt2, P—Kt6; 5. K—B3, K—B4; 6. K—K2 (if he here went to Kt2, then 6. .... K—Kt5; 7. P—Q6, P—R6 ch; 8. K—Kt sq, K—B6—not P—R7, else White would win by 9. K—Kt2—9. P—Q7, P—R7 ch; 10. K—R sq, K—B7; 11. P = Q, P—Kt7 ch; 12. K × RP, P = Q ch, and mates next move), P—R6; 7. K—B sq, P—R7; 8. K—Kt2, K—K5 (burning his bridges); 9. P—Q6, K—K6; 10. P—Q7, P—R8 bec Q ch; 11. K × Q, K—B7; and Black mates (as already shown) after White has made a useless Queen.

(9) A player should be on the look-out for chances of a P forcing its way to Q through

Black.



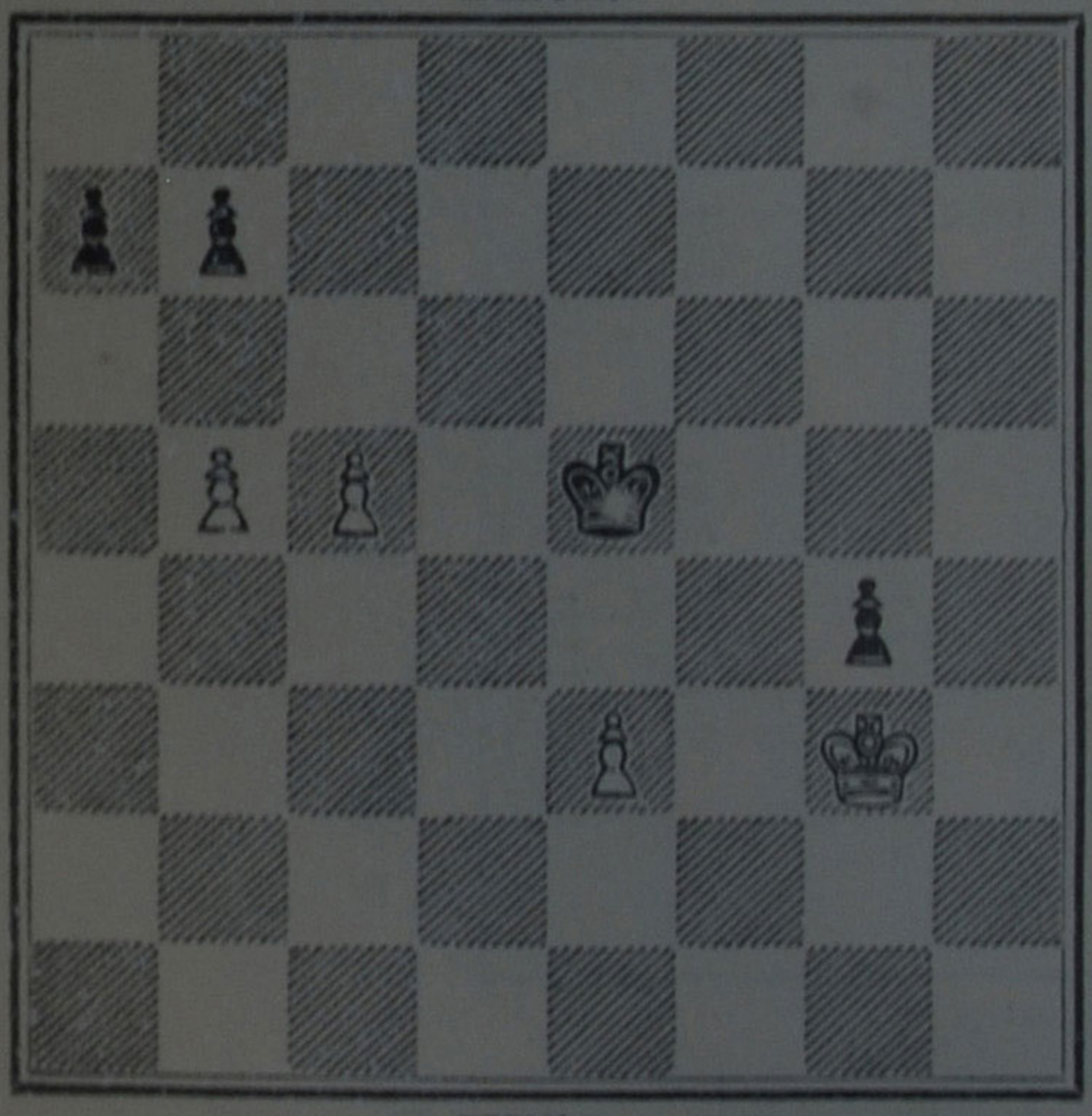
White.

adverse Ps, in some such way as here shown; the White Ps (see diagram) can win, with move, by

sacrificing one or two of themselves; 1. P—Kt5! RP × P; 2. P—B5! and one of the Ps must get through. Suppose Black takes the front one, .... P × BP; 3. P—R5 and will win; the White Q being in time to prevent the Black Ps from queening. In the diagram add a White P at Q4 and a Black P at Q3; White, with move, wins in several ways, but all on the same principle: *e.g.* 1. P—Q5, P × P; 2. P—R5, P × RP; 3. P—B5, P × KtP; 4. P—B6, and goes on to queen, the K easily dealing with the Black Ps.

(10) A position involving nice calculation. White wins; 1. P—K4! (to keep Black from

Black.



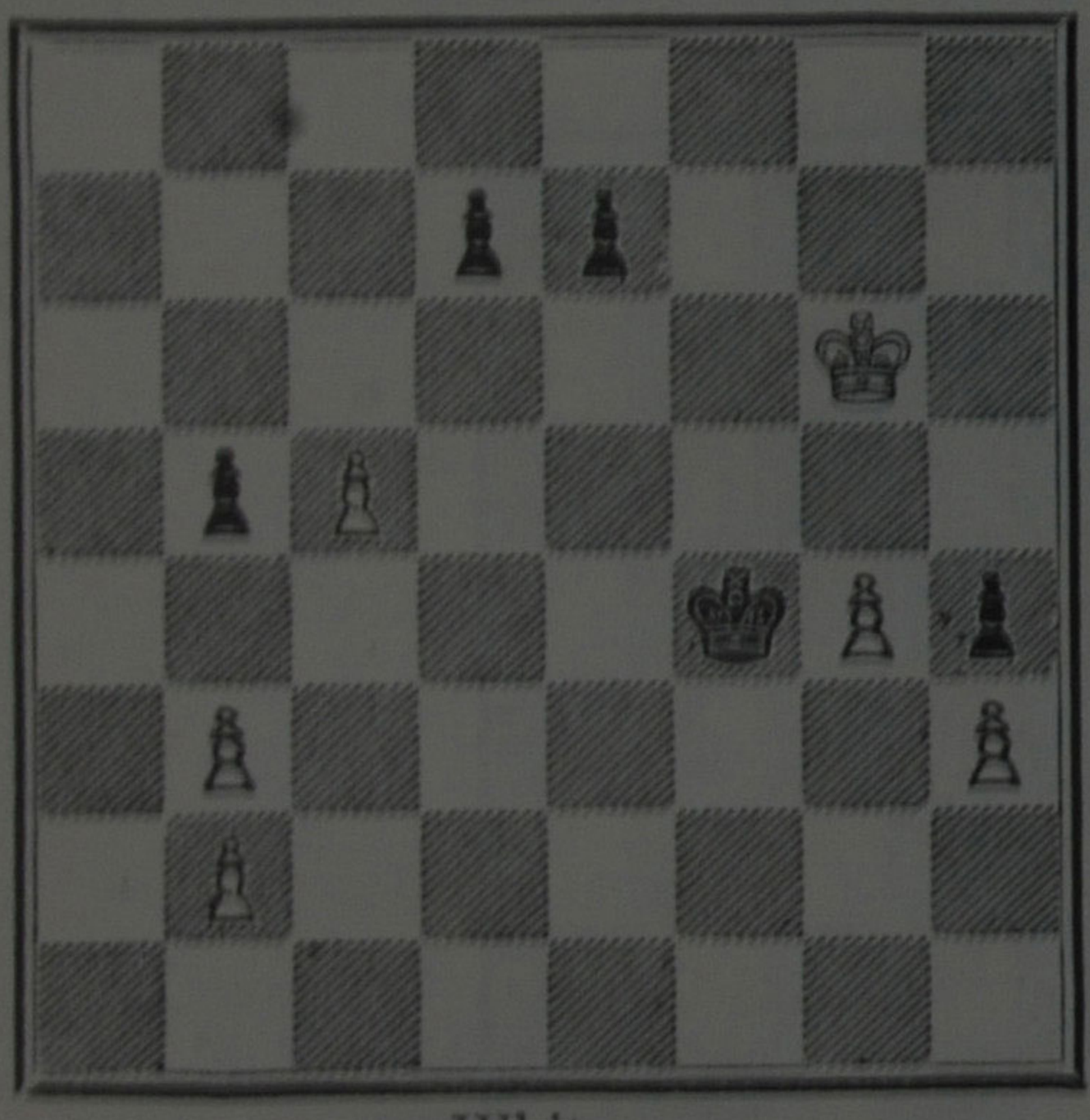
White.

attacking the Ps by 1. . . . . K—Q4), if Black take P, then we get 2. P—B6, and a P will queen straight off; if 1. . . . . P—R3; 2. P—B6! with same

result; if 1. . . . . P—R4; 2. P—Kt 6, K—K3; 3. P—B6 wins; so, as best, 1. . . . . K—K3; 2. K×P, P—R4; 3. P×P i p, P×P; 4. K—B3, and will catch the P, only taking care if Black should play . . . . K—Q2 (threatening to win the Ps by . . . . K—B3), to answer it by P—K5; then, if . . . . K—B3; P—K6 makes safe.

(11) A position full of points; White win, 1. K—R5 (if 1. K—B7, this might happen, . . . . P—K4; 2. K—B6, P—K5; 3. P—Kt5, with a probable draw), P—K4; 2. P—B6! (for a reason

Black.



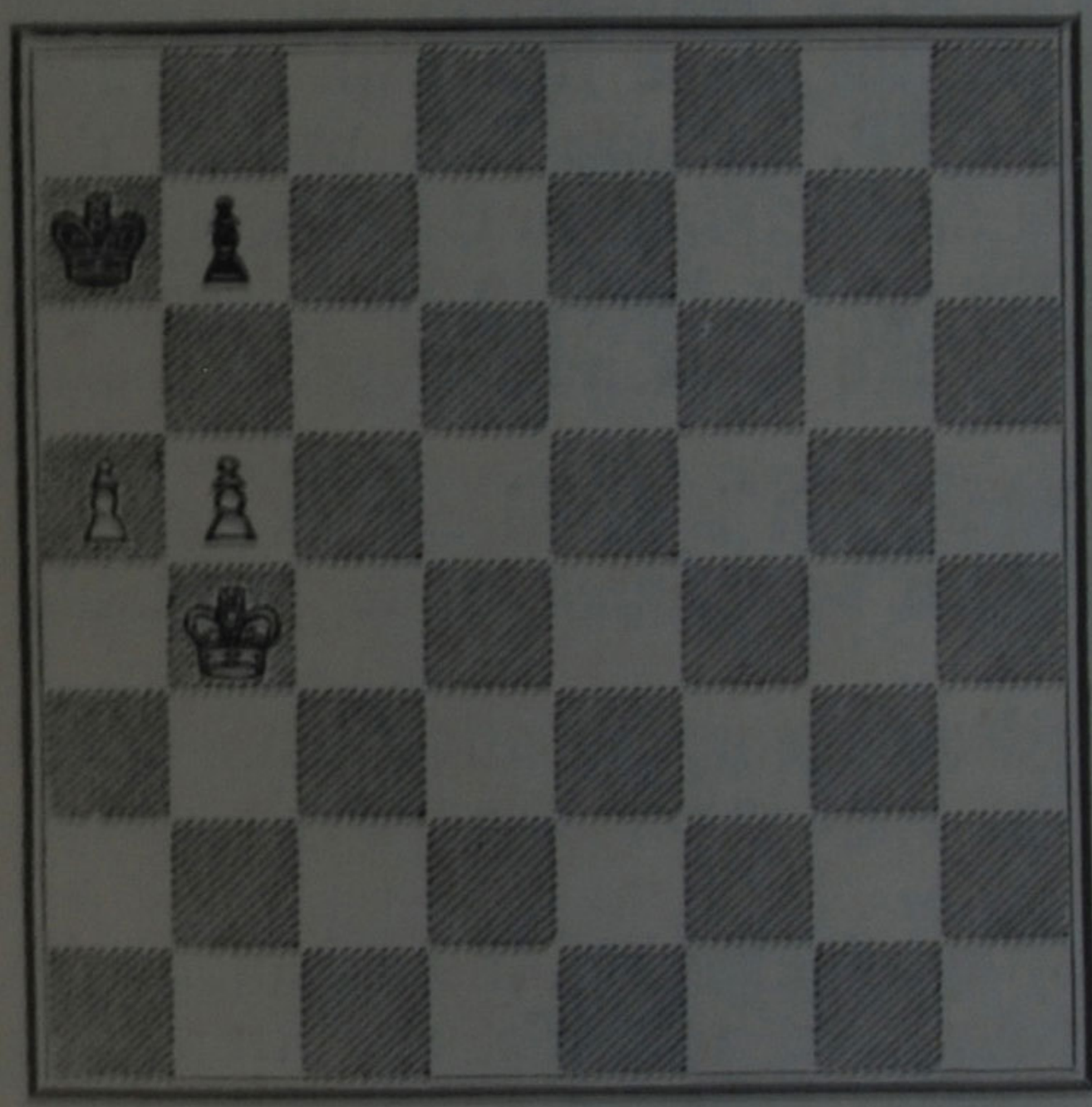
White.

that will appear), P × P; 3. P—Kt5, P—K5; 4. P—Kt6, P—K6; 5. P—Kt7, P—K7; 6. P = Q, P = Q; but White can force a winning exchange of Qs by 7. Q—Kt5 ch (if to Kt4 ch, Black K would go to K4!), if K to K file, then 8. Q—

K7 ch; so 7. . . . . K—B6; 8. Q—Kt4 ch, K—K6 (or B7); 9. Q—K6 ch (or Q × P ch), White easily winning. Now is seen the force of White's 2nd move; without it, Black's QP would have prevented White forcing (after 8. . . . . K—K6) exchange of Qs, and led to a draw.

(12) White, with move, wins: 1. K—B5, K—R sq; 2. K—Q6, K—Kt sq; 3. K—Q7, K—R2; 4. K—B8, K—R sq; 5. P—R6, P × P; 6. P—Kt6 and wins; for, while the Black P goes uselessly on,

Black.



White.

White queens; but suppose Black plays 1. . . . . K—Kt sq, then White's right move is 2. K—Kt6, K—R sq (if K—B sq, 3. K—R7); 3. K—B7 (if he played P—R6, Black would not take the P, for, if he did, White K (not P) would retake, and White would win, but Black would play K—Kt sq

and draw), K—R2; 4. P—R6 and wins, whether Black take or not. But Black, with move, draws by 1. .... K—Kt sq; 2. K—B5, K—B2 (taking the opposition); 3. P—Kt6 ch, K—B sq; 4. K—Q6, K—Q sq; and White can do nothing.

(13) Do not hastily push on the Ps of either your right or left wing before your adversary's K has castled; because he will otherwise retire on the side where your Ps are less advanced and consequently less able to hurt him. (Philidor.)

As a general rule, avoid changing your K's P for your adversary's KBP [except in the regular gambits]. Observe the same rule with regard to your QP against QBP, because it is proved that the K and Q Ps are better than the others, since they, occupying the centre, hinder your adversary's pieces from taking the most advantageous posts. (Philidor.)

Doubled Ps, when not isolated, are as good as the others, and even sometimes more profitable. (Philidor.)

It is always advantageous to attack an isolated P, were it only to employ the adversary's pieces. (Philidor.)

Apart from any special reason, in exchanging Ps aim to bring your own towards, not from, the centre of the board. But exchange QP from centre, if this prevents a breach on Q side.

In general, two united Ps are stronger abreast than on a diagonal. Abreast they command two black squares and two white squares; in the latter case, one of the squares is occupied by a P, and all the squares commanded are only of one colour. (Steinitz.) One move defends either with the

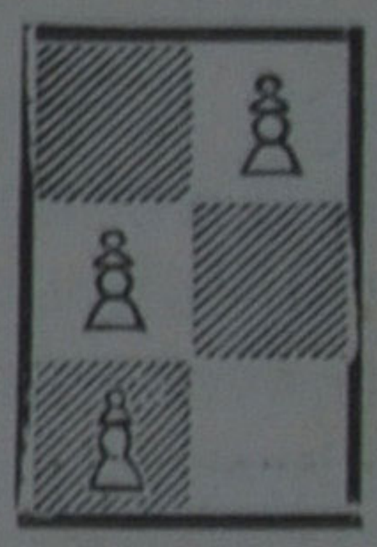
other, and one adverse P cannot stop both as it can when the two are on a diagonal.

A hostile P may be a great protection to your K; taking it may open out an avenue of attack for your opponent's pieces.

Avoid "marking time" with your Ps. By movement of a P the groundwork of the position is altered for good or ill. When in doubt, or in search of a point of departure, or awaiting events, attend to your pieces. (J. Mason.)

A RP is the strongest P against a Kt. Put Black Kt at its KKt2; White P at KR5 (with move), queens by P—R6.

Apart from adverse obstructing men, a P's weakness is measured by the number of moves necessary to get this P into a position where it is defended by another P. Thus, see margin, for the rearmost P, even if it is on second rank, five moves are needed (unless its predecessor be captured) to get it where the P on next file will defend it.



Often a P on K5 is weakness; often a P on Q5 is strength.

It is seldom good to play P—KKt3 in front of your castled K, unless you have a B to occupy KKt2.

Morphy always took the earliest opportunity of playing P—KB4, after castling on K side.

Often a very powerful move for breaking up an adverse centre of Ps is P—QB4.

Two Ps on sixth rank, and on adjacent files, win against an unassisted R, unless the R can take one of them on the move.

Where both players have castled on K side, it is an advantage to obtain a majority of Ps on the Q side of board.

Against a castled K, disunite your Ps in order to force a passage for your pieces.

A wedge-shaped formation of Ps is weak when the point of the wedge is towards the player of the Ps; the loss of the hindmost P is often fatal; this arrangement is especially bad when the foremost Ps are obstructed.

As a general rule, P—KB3 is bad in all K side gambits for the defence.

P—KB3 is useful against B—QKt2.

After P—K5, back it up by P—KB4 as soon as possible.

Whenever your KP at K4 can take the adverse QP, it is well to do so.

Two united Ps, with all clear before them, are self-supporting against adverse K (unless K on move can capture one of them while they are abreast); they will get on a diagonal, and the K dares not capture the hinder one. Even two disunited Ps may be quite safe, *e.g.* White Ps on K4 and KKt4 with Black K at K4; White having the move; 1. P—Kt5, and wait so, till their K can come up. (See § 6.)

A B is stronger than a Kt if your Ps are in two separated bodies on different sides of the board.

In games opening otherwise than by 1. P—K4, play P—QB4 as soon as you can.

Note the binding power of a B when Ps are doubled and separated and the B cannot be taken without uniting the Ps, *e.g.* B at Q3 and Ps at QB3, QB4, and K2.

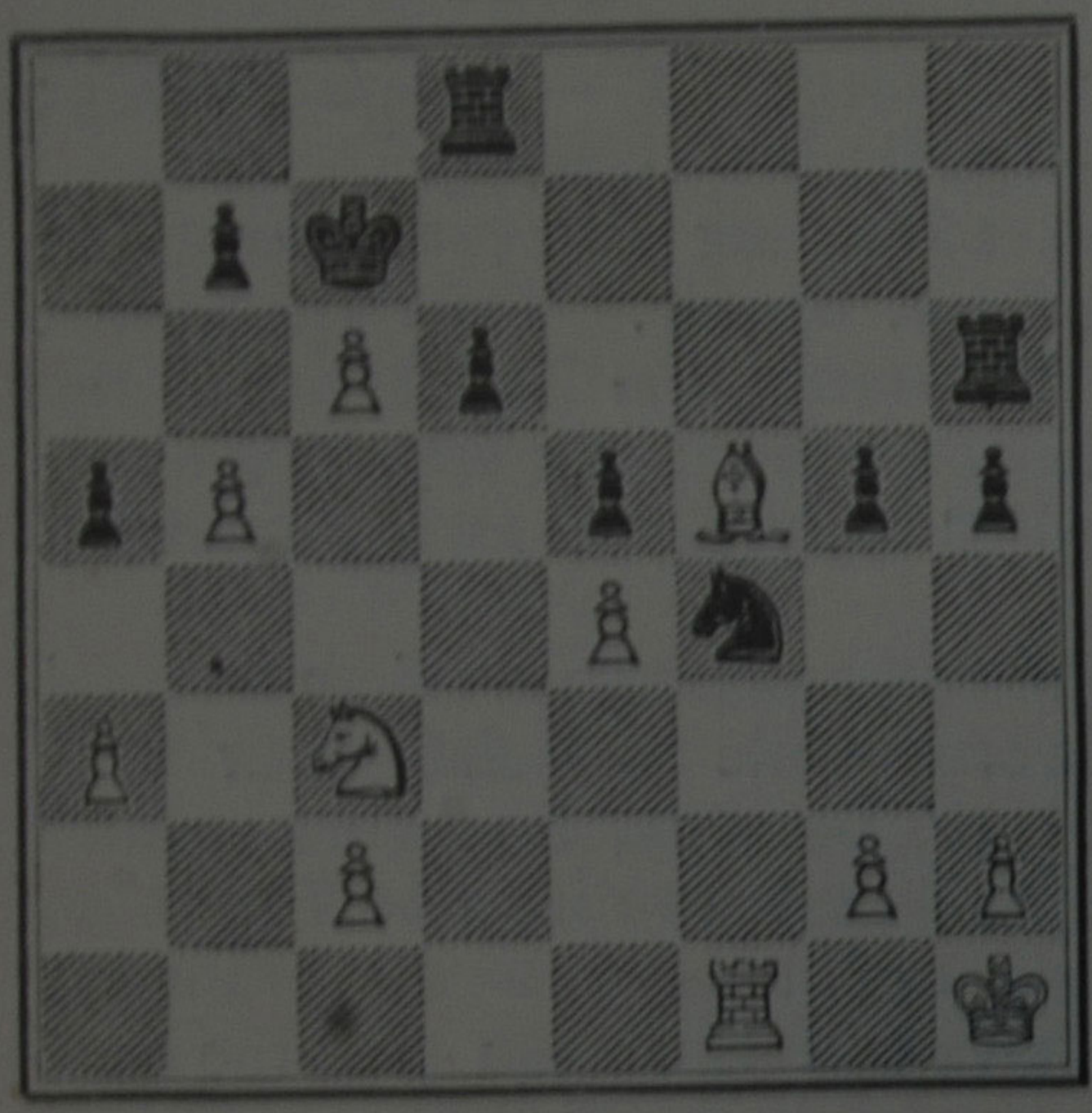
With Kt and P fighting against K, keep the Kt behind the P.

The natural complement of P—QKt3 is P—K3; of P—KKt3, P—Q3 (in the opening).

A R best halts advancing Ps by attacking the leader not on rank but on file. Thus with united Ps on fifth and sixth ranks, the R must attack the leading one in front or rear; if it attacks it along rank, the attacked P simply goes forward and the R is helpless.

A player may be too much afraid of an isolated P. It may be worth while to isolate your P in order to *pass* it; or, possibly, to secure greater freedom for your Rs. Even two isolated Pawns on the same file are not always a disadvantage, especially if you have a B which can play the part of a neighbour to one or both of them (*e.g.* Ps on QB2 and 3, B on Q3). In the Queen's Gambit an isolated QP is not a serious matter. It is protected when at Q4 by the Q, KKt, and (if need be) QB; and, moreover, you have good chances of exchanging it. A similar remark applies to the Black QP in the Sicilian Defence where Black treats the opening as a kind of Queen's Gambit Declined.

Black.

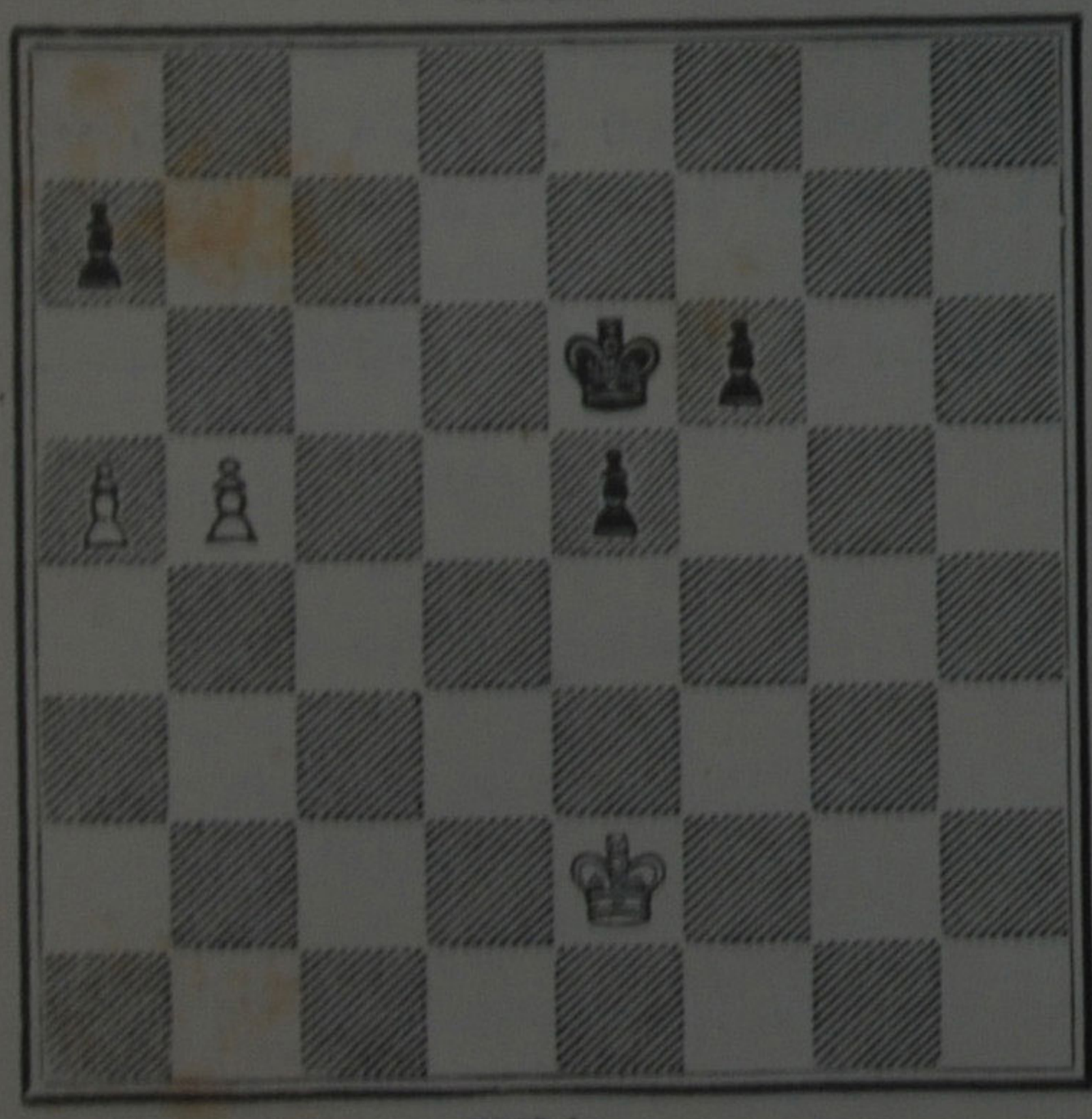


White.

No. 1.

Win by
a sacrifice.

Black.



White.

No. 2.

Win by
a sacrifice.

# CHAPTER VIII.

## Chess Traps and Stratagems.

### No. 1.

White wins by giving up the exchange, so as to get command of Q5 for his Kt.

| White. | Black. |
|---|---|
| 1. R × Kt ! | Now if Black does not take the R, he will lose by being a piece behind ; while if he takes it, we get |
| 1. . . . . | either P × R |
| 2. Kt—Q5 ch | K—Kt sq |
| 3. P—B7 ch, and 4. P × R bec Q. | |

---

### No. 2.

White, with move, wins ; Black, having move, wins by 1. . . . . K—Q3 ; 2. P—R6 (or K—Q3), K—B4, gaining the White Pawns.

| | |
|---|---|
| 1. P—Kt6 | P × P |

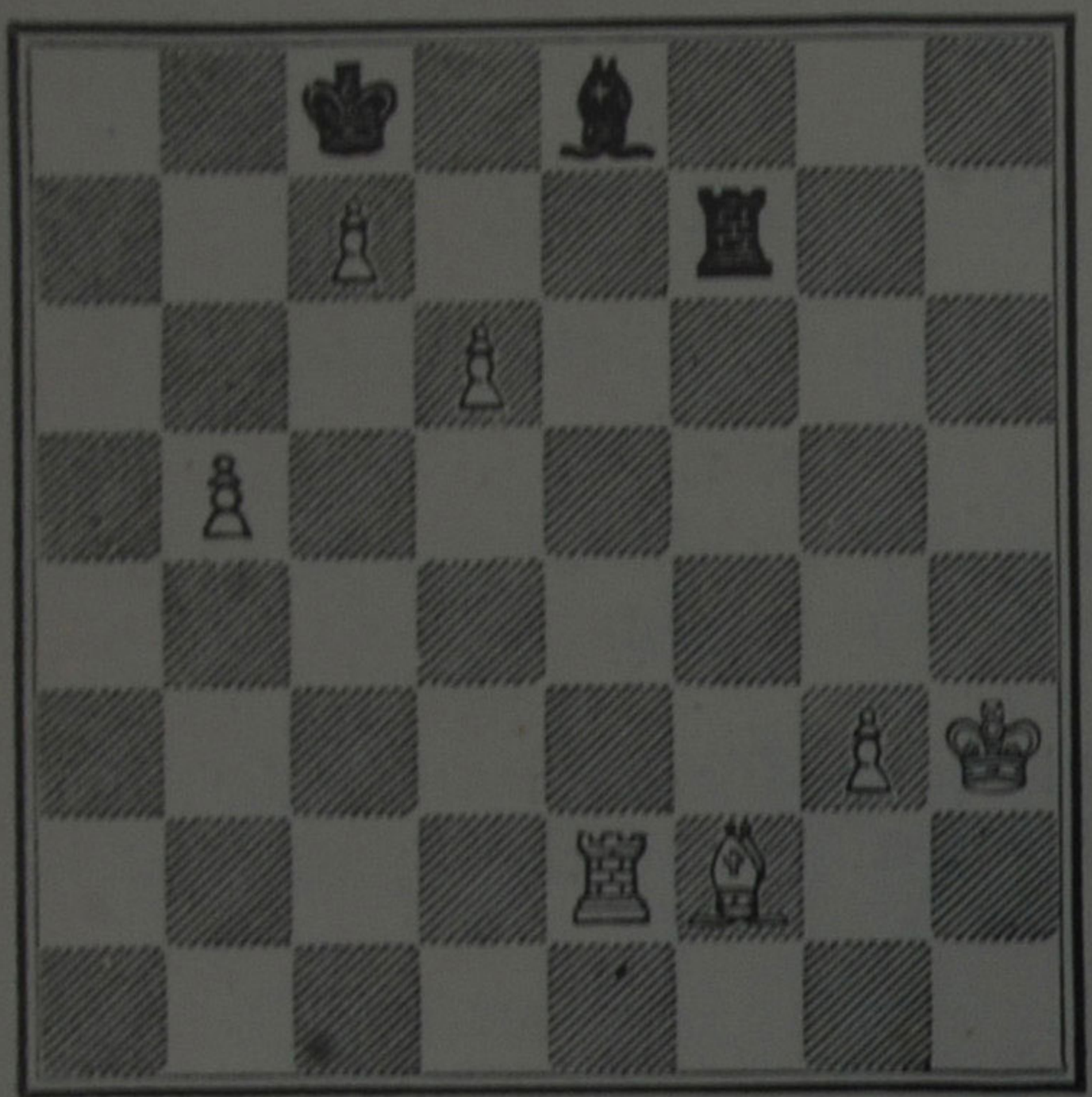
(else the KtP queens ; if 1. . . . . K—Q2 ; 2. P × P) ;

2. P—R6 ! If 2. P × P, the Black K could come up in time to capture P after it has queened.

---

A stalemate (by Ponziani). White K at KR sq, R at QR8, P at QR7 ; Black K at KKt4, R at QR7, P at KR5. Black play and neatly draw ; 1. . . . . K—Kt5 ; 2. R—KKt8 ch, K—R6 ; 3. P = Q, R—R8 ch ; 4. Q × R, stalemate.

Black.



White.

No. 3.

Black to play and Draw.

Black.

White.

No. 4.

Win by sacrifice of Kt.

No. 3.

Evidently White's Ps must win, unless Black has some unexpected escape.

| White. | Black. |
|---|---|
| 1. .... | R—R2 ch |
| 2. K—Kt2 (best) | B—B3 ch ! |

Now if 3. P × B, Black's K is in a stalemate position, and Black can draw by constantly offering R in checking K; *e.g.* 3. .... R—R7 ch; 4. K—B sq, R × B ch, etc. Therefore, 3. K—B sq (not to Kt sq, else 3. .... R—R8 mate).

| | |
|---|---|
| 3. .... | R—R8 ch |
| 4. B—Kt sq | B × P |
| 5. K—Kt2 | R × B ch |

and draws, as the K and B easily control the Ps, after exchange of Rs.

---

No. 4.

Note here the effect of opening the R file and of the block caused by Black's doubled Ps.

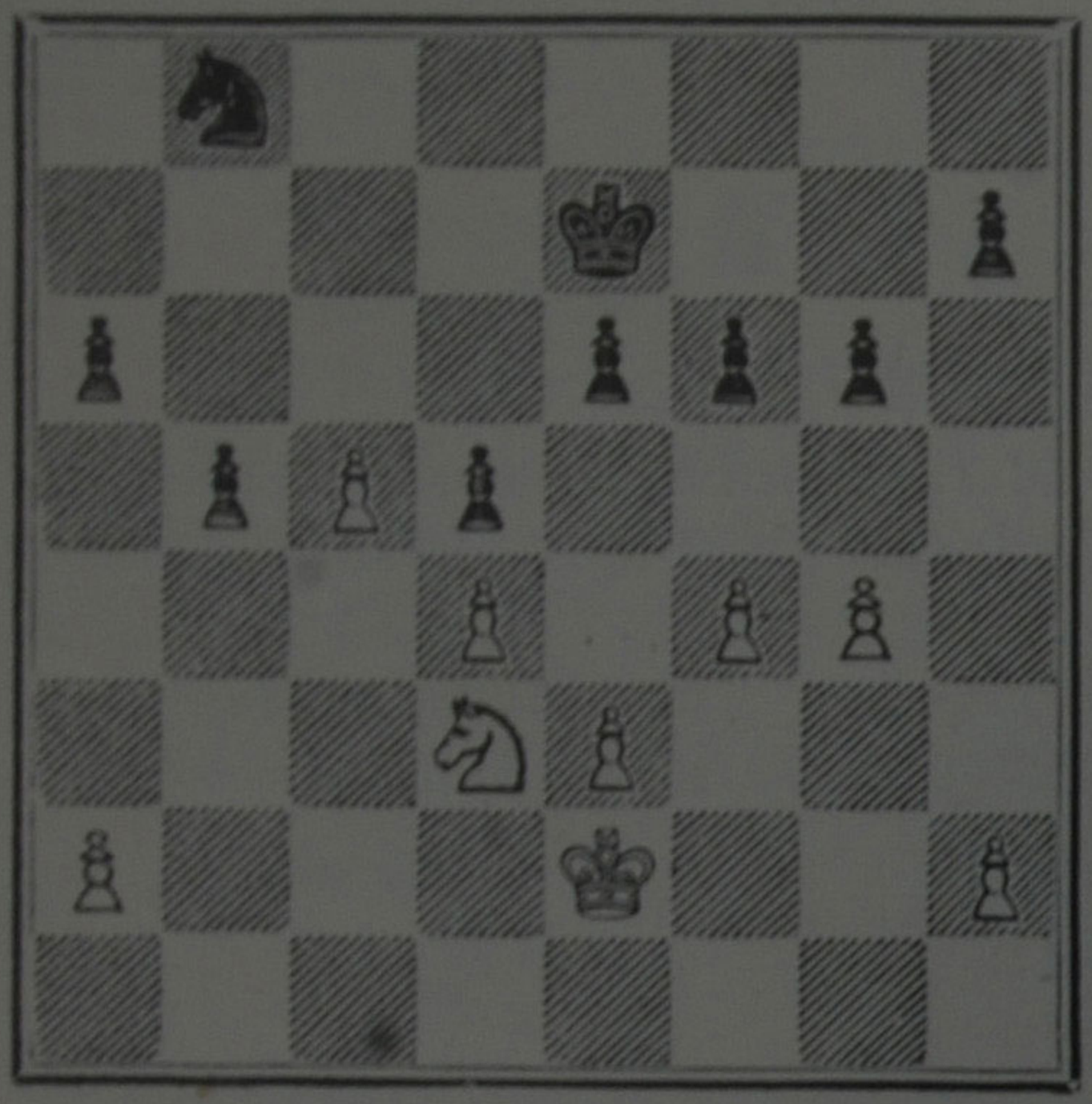
| | |
|---|---|
| 1. Kt—Kt6 ch | P × Kt |
| 2. R—Q3, threatening | R—KR3 ch |

Black has nothing better than 2. .... Q—Kt4; 3. R—R3 ch, Q—R3, losing Q for R.

---

A four move problem (by Horwitz). White K at KB3, Q at QB sq, Kt at Q5, P at QKt 3; Black K at Q5, Ps at KB5, QKt5; 1. Kt—B7, K—Q6 (if 1. .... K—K4; 2. Q × P mate); 2. Kt—K8, K—Q5; 3. Q—B4 ch, K—K4; 4. Q—K4 mate.

Black.

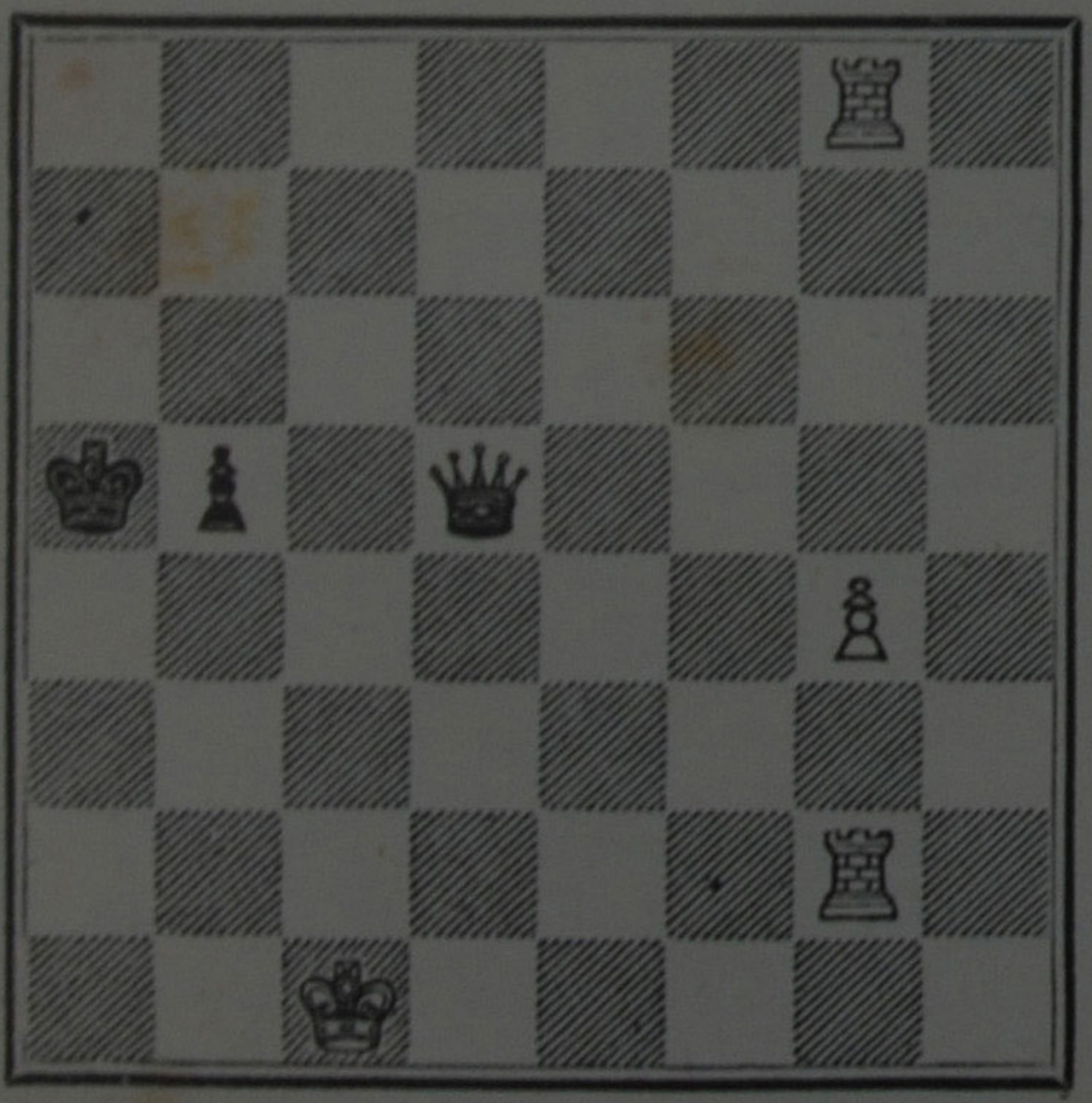


White.

No. 5.

Pawn Play.

Black.



White.

No. 6.

Trap by a move of R.

## No. 5.

White (Pillsbury) won in the following way; every move of his is of the highest order:—

1. P—B5, P—Kt4 (if .... KtP × P; 2. P × P, P × P; 3. Kt—B4, gaining the QP; if .... KP × P; 2. P × P, P—Kt4; 3. Kt—Kt4); 2. Kt—Kt4, P—QR4 (White threatens 3. P × P, K × P; 4. P—B6, K—Q3; 5. P—B7, K × P; 6. Kt × QP ch); 3. P—B6 (threatens P—B7), K—Q3; 4. P × P, Kt × P (if .... P × Kt; 5. P—K7, K × KP; 6. P—B7 wins); 5. Kt × Kt, K × Kt; 6. P—K4, P × P (if .... K—Q3; 7. P × P, K—K2; 8. K—K3, K—Q3; 9. K—K4, K—K2; 10. K—B5, P—Kt5; 11. P—Q6 ch, wins); 7. P—Q5 ch, K—Q3; 8. K—K3, P—Kt5; 9. K × P, P—R5; 10. K—Q4, P—R4; 11. P × P, P—R6; 12. K—B4 wins.

---

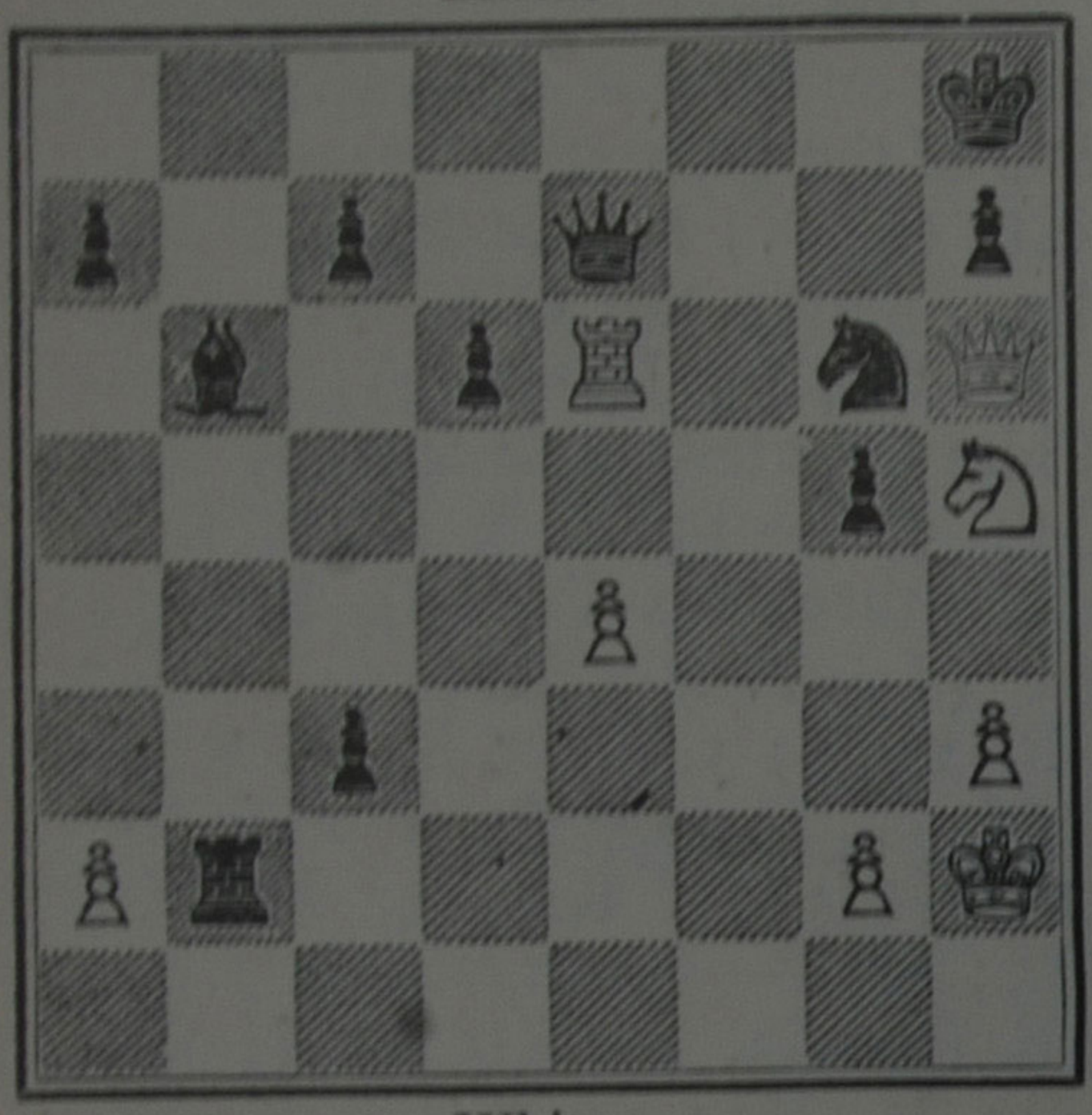
## No. 6.

Notice how the Q attacks both Rs, and guards QR sq and QR7.

| White. | Black. |
|---|---|
| 1. R—QR8 ch. This is better than 1. R—QR2 ch; as if the trap does not catch, the R moved may go to QR2 to stop Black P. | |
| 1. .... | Q × R |
| 2. R—QR2 ch, winning Q. | |

Suppose Black, being wary, had played 1. .... K—Kt3, laying a counter-mine, White could still draw the game by 2. R (R8)—R2; but if he heedlessly checked by 2. R—QKt8, K—B2 would win a Rock.

Black.

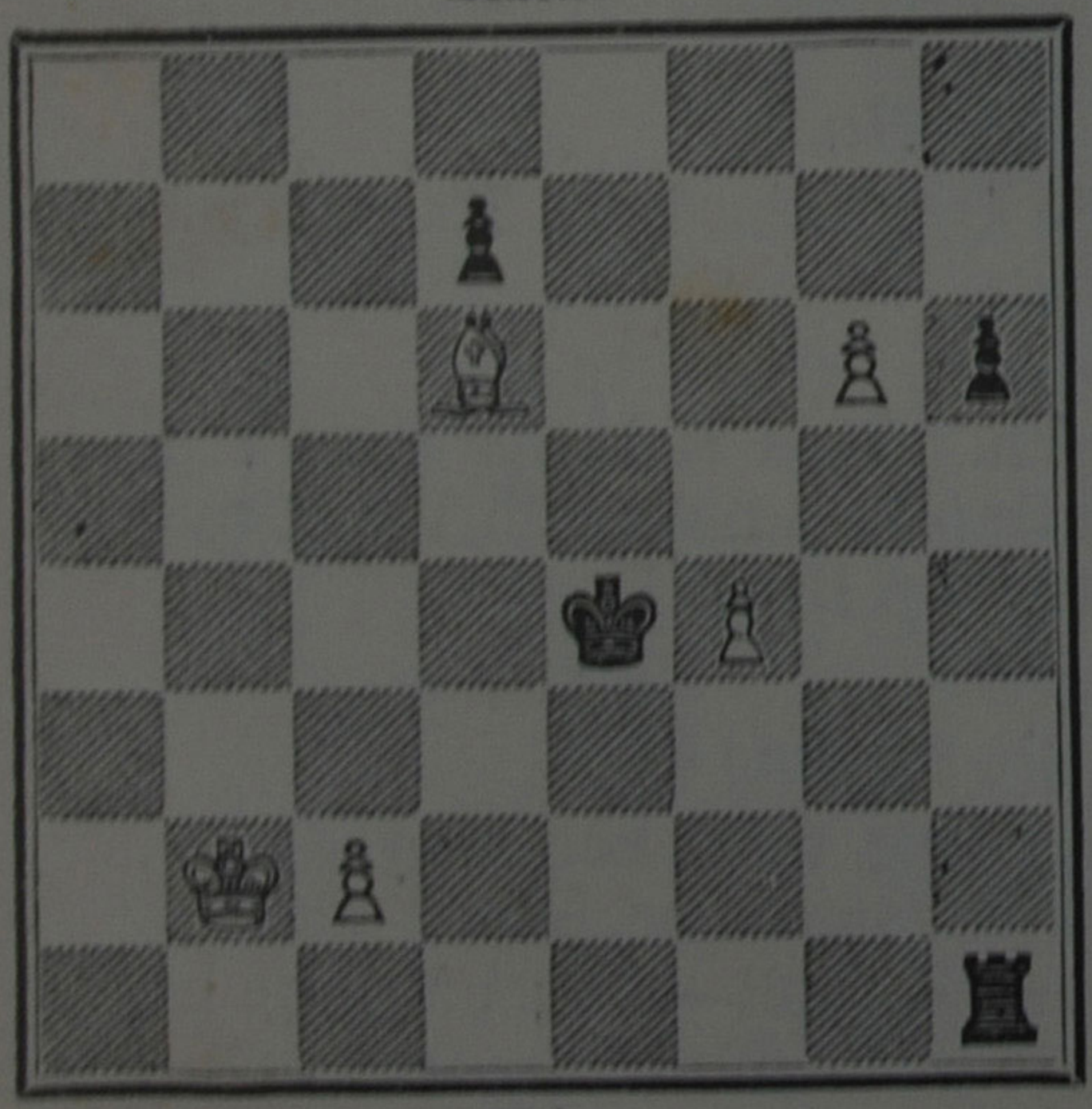


White.

No. 7.

Black to play and Draw.

Black.



White.

No. 8.

White to play and Win.

## No. 7.

Black's position is not as good as it looks; plainly, if 1. . . . . Q × R, he is mated. If 1. . . . . Q—B2, White may safely play 2. R × Kt; for if . . . . Q × R; 3. Q—B8 ch, Q—Kt sq; 4. Q—B6 ch, mating next move.

Black accordingly plays

1. . . . . Kt—R5 (threatens 2. . . . . R × P ch; 3. K—R sq, R—Kt8 ch; 4. K—R2, Kt—B6 mate);

| White. | Black. |
|---|---|
| 2. Q—B6 ch! | K—Kt sq |

(If 2. . . . . Q × Q; 3. R—Q8 ch, &c.)

3. R × Q (the Q must stay on B file, to guard against the mate shown at Black's move 1);

| | |
|---|---|
| 3. . . . . | R × P ch |

and draws by alternately checking at Kt7 and Kt8.

---

## No. 8.

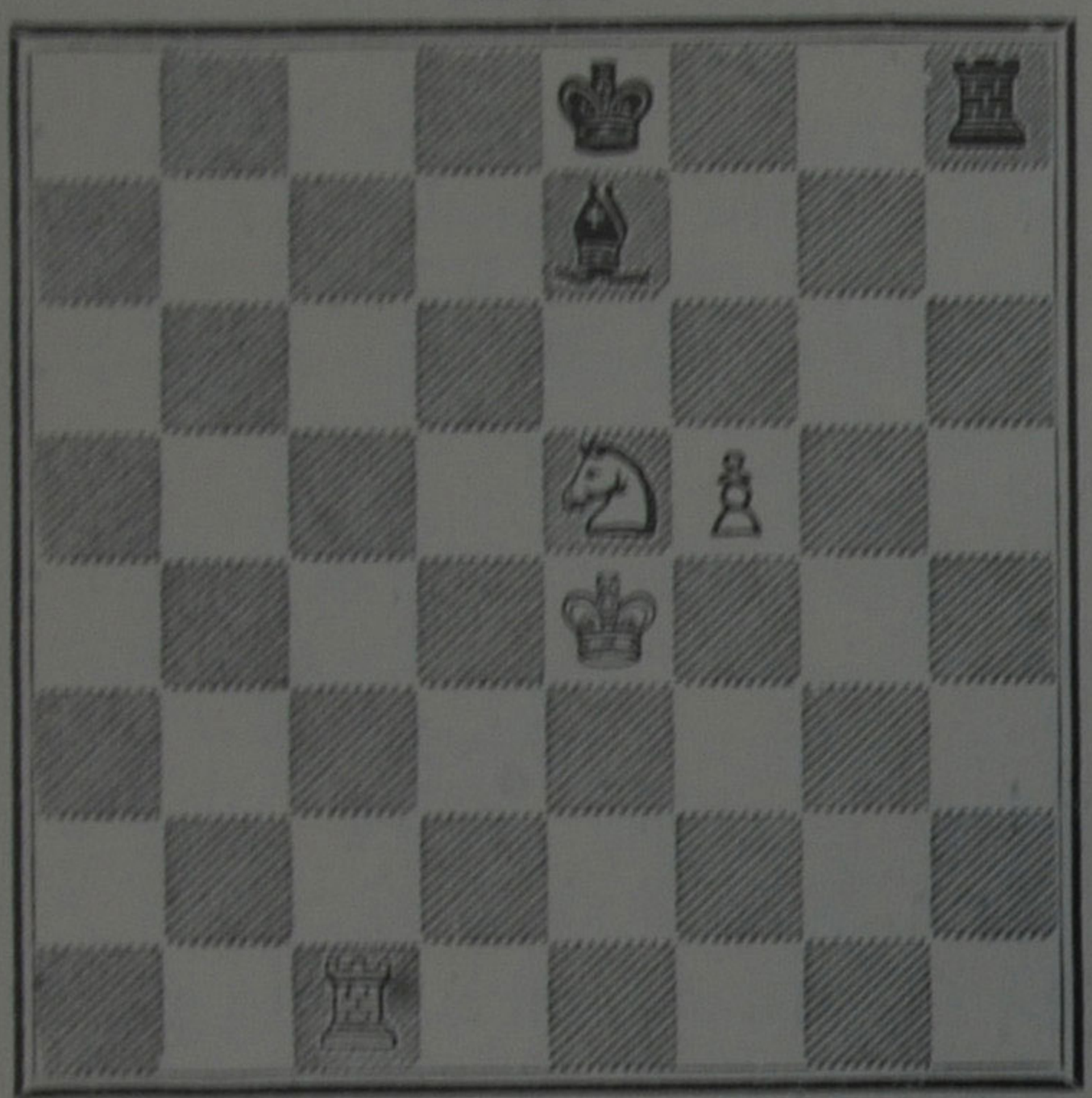
An excellent example of skill in forcing a passage for Pawn to its queening square.

| | |
|---|---|
| 1. B—K7 | R—KKt8 |
| 2. B—Kt5! | P × B |

3. P—B5! keeping the Kt file blocked, and White's KtP goes safely on.

1. . . . . K × P is no better, for White will play 2. B—Kt5 ch; and if then . . . . K or P × B, the KtP goes on.

Black.

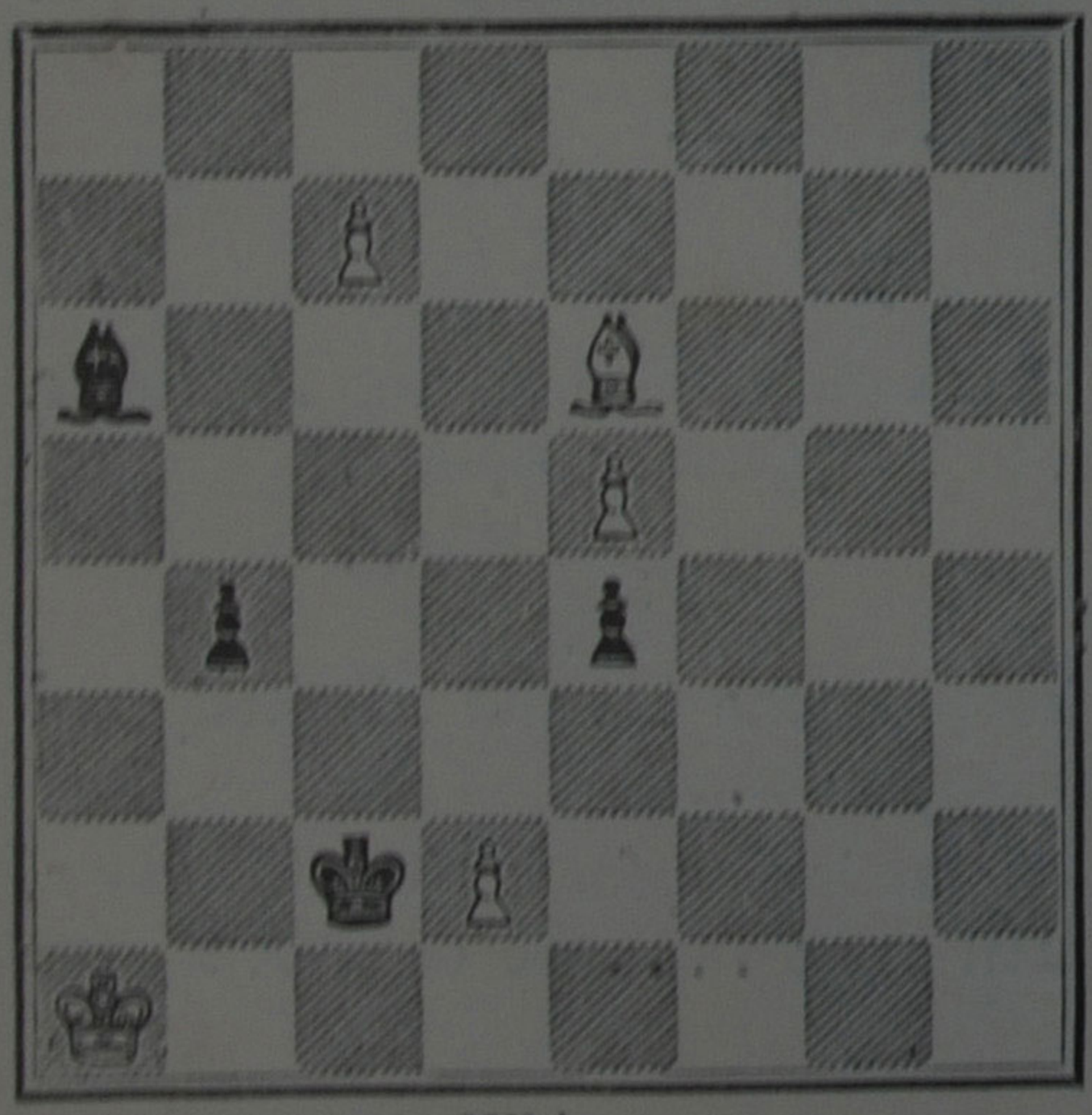


White.

No. 9.

Win by sacrifice of the exchange.

Black.



White.

No. 10.

Black to play and Win.

## No. 9.

White here takes advantage of the forking powers of Kt.

| White. | Black. |
|---|---|
| 1. R—B8 ch | B—Q sq |
| 2. R × B ch | K × R |
| 3. Kt—B7 ch | K moves |
| 4. Kt × R, winning easily. | |

---

## No. 10.

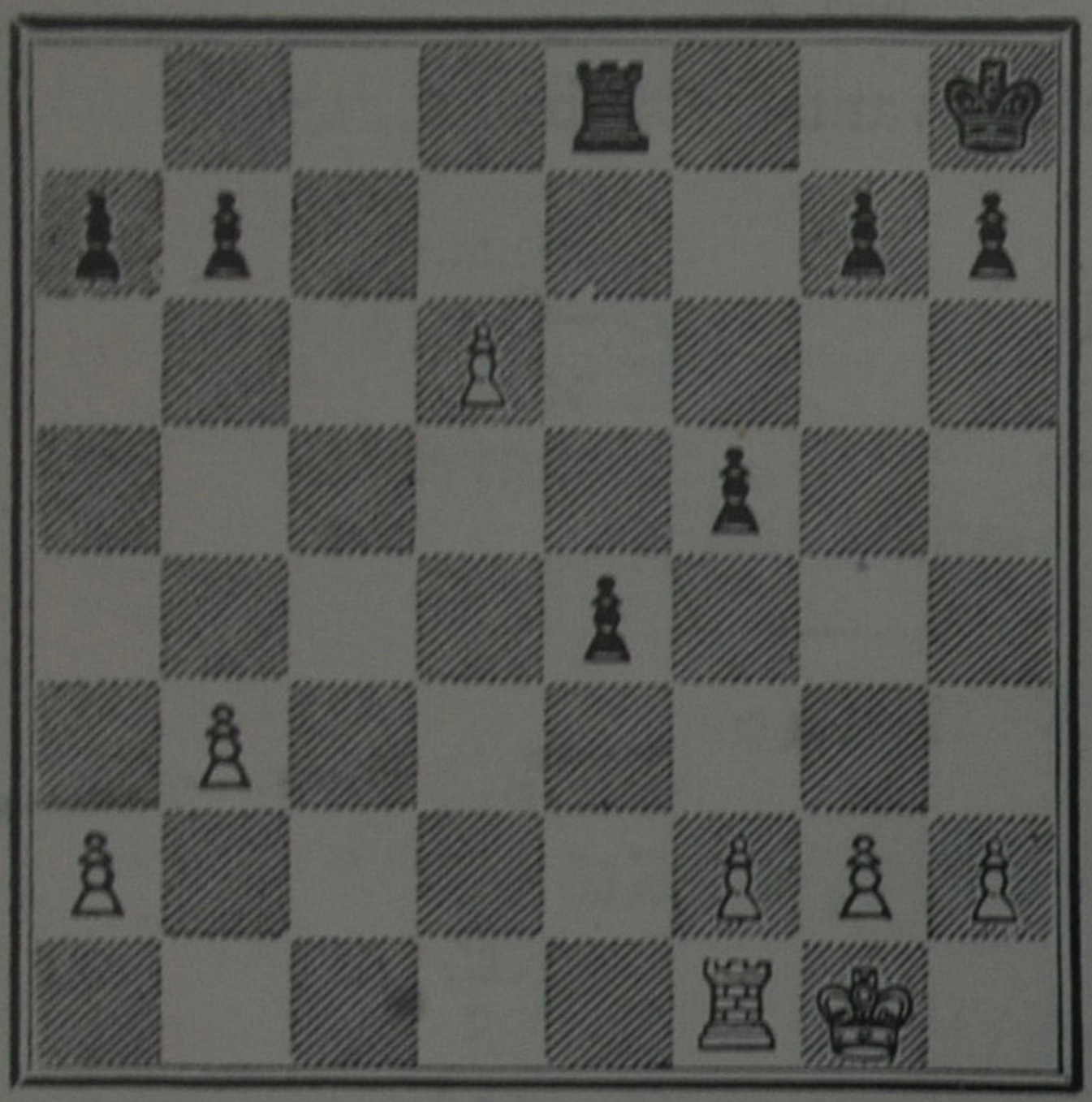
| | |
|---|---|
| 1. . . . . | B—B sq |
| 2. B—Q5 if B × B, P—Kt6 wins).* | |
| 2. . . . . | P—Kt6 |
| 3. B × KP ch (A) | K—B8 |
| 4. P—Q4 | B—R3 ! |
| 5. KP or QP on (B) | B—B5 |
| 6. any move | P—Kt7 mate. |
| (A) If 3. B × KtP ch | K × B |
| 4. K—Kt sq | K—B5 |
| 5. K—B2 | K—Q5 |
| 6. K—Q sq | K—Q6 |
| 7. K—B sq | B—Kt5 ! |

Now White's Ps, one after another, must fall, while the Black P will go safely on to queen.

(B) If 5. B—Q3, Black would lose by . . . . B × B, for White would queen with a check ; but . . . . B—B5 wins, as shown.

* The win is brought about thus : 3. B—K6, P—Kt7 ch ; 4. K—R2, P—Kt8 bec Q ch ; 5. K—R3, Q—Kt7 ch ; 6. K—R4, Q—Q5 ch ; 7. K—Kt5 (best), Q × KP ch ; 8. K—B6, Q × B ch ; Black now gives up his Q for the BP, and easily queens the KP.

Black.

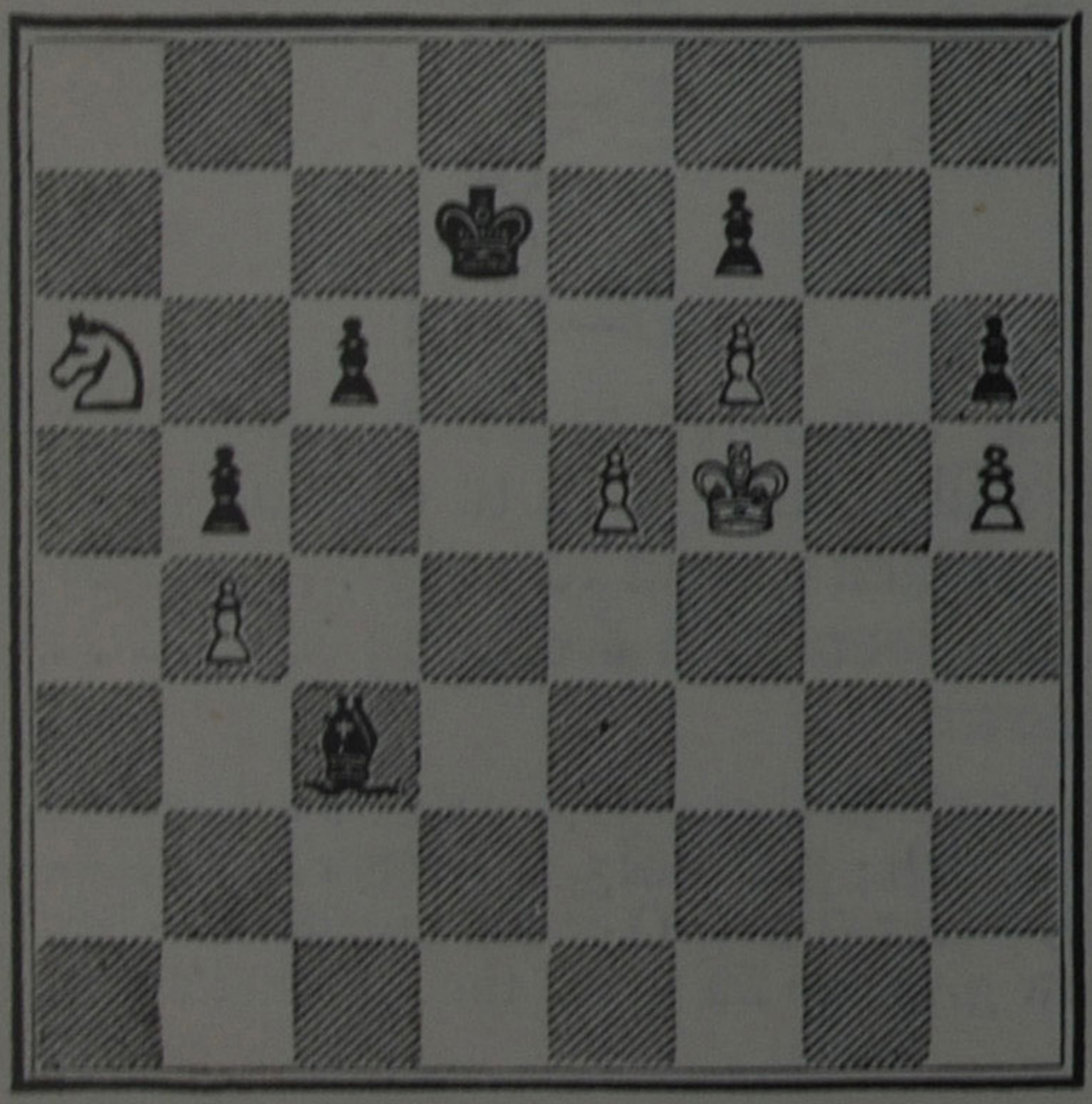


White.

No. 11

White play and Win.

Black.



White.

No. 12.

Win by a P sacrifice.

## No. 11.

A most instructive example. Although players are rightly warned against rash advance of Ps before castled Ks, they must, on the other hand, watch against a surprise mate by Q or R on the eighth rank. Had Black made a "bolt-hole" by P—KR3 (KKt3), he would not have lost as he does now.

| White. | Black. |
|---|---|
| 1. P—Q7 | R—Q sq |

2. R—B sq. If Black had played, *e.g.* 1. . . . . R—KKt sq, White would have made the same reply with same result.

| | |
|---|---|
| 2. . . . . | K—Kt sq |

3. R—B8, evidently winning R for nothing, or exchanging Rs and getting a Queen.

---

## No. 12.

Here White, by an ingenious sacrifice, forces his way to queen.

| | |
|---|---|
| 1. P—K6 ch ! | P × P ch |
| 2. K—Kt6 | K—K sq |

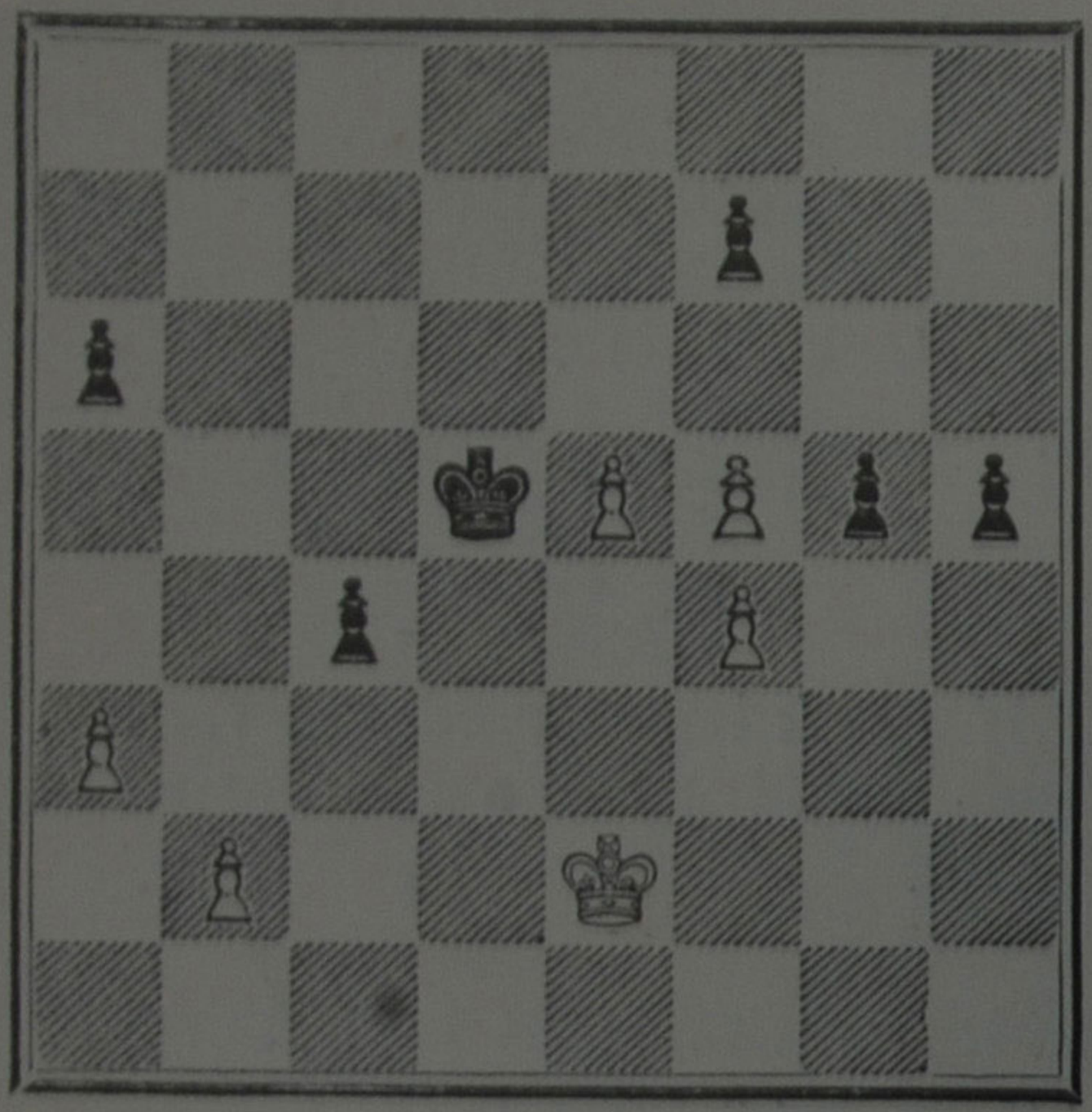
(If 2. . . . . B × BP, the Kt would easily win against the Pawns.)

| | |
|---|---|
| 3. P—B7 ch | K—K2 |

( . . . . K—B sq is no better ; the Kt cannot be kept from Q7 ; it can go *viâ* B5 or *viâ* Kt8, and the B cannot guard both routes.)

4. Kt—Kt8, and will go to Q7 next move, forcing the way for P—B8. An instance of the truth, that in the average position in an end-game, a single Kt is stronger than a single B.

Black.

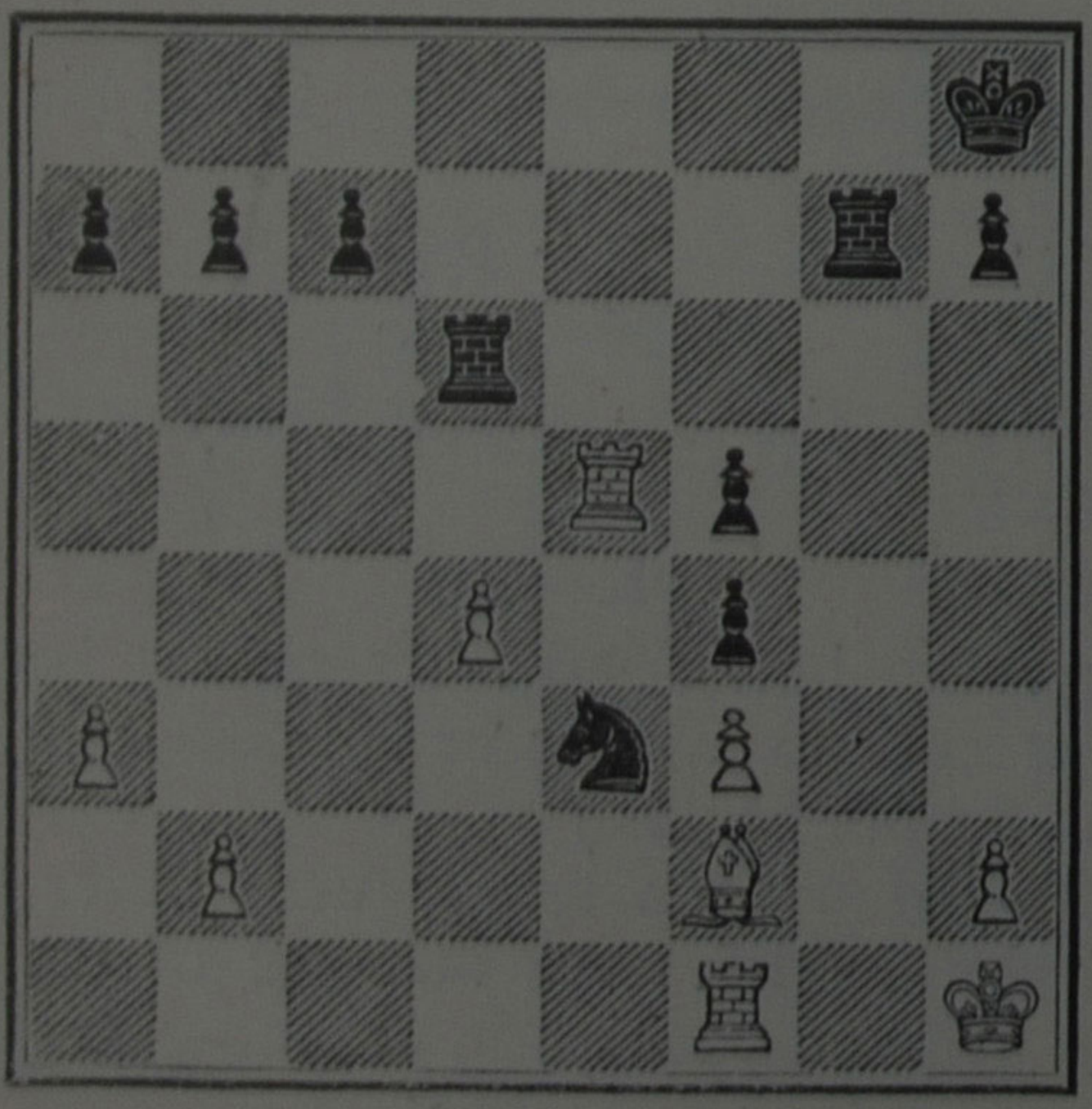


White.

No. 13.

Win by a P sacrifice.

Black.



White.

No. 14.

Trap by offer of a R.

## No. 13.

Won by Walker (the chess-writer) against Cochrane.

| White. | Black. |
|---|---|
| 1. P—K6 | BP × P |

The only other feasible move is . . . . K—Q3; 2. P × BP, K—K2; 3. P bec Q ch (this, on the *principle* of drawing the K from scene of action—not that it actually matters here); K × Q; 4. P × P, and White's K-side Pawns are self-protecting, while the K can at leisure take the KRP.

| | |
|---|---|
| 2. P—B6 | K—Q3 |
| 3. P × P | P—K4 |
| 4. P—B7 | K—K2 |
| 5. P—Kt6 | P—R4 |
| 6. P—R4 | K—B sq |

White's next moves demand some little care, simple as they may seem.

| | |
|---|---|
| 7. K—B3 | K—K2 |
| 8. K—K4 | P—R5 |
| 9. K—B3, and win. | |

---

## No. 14.

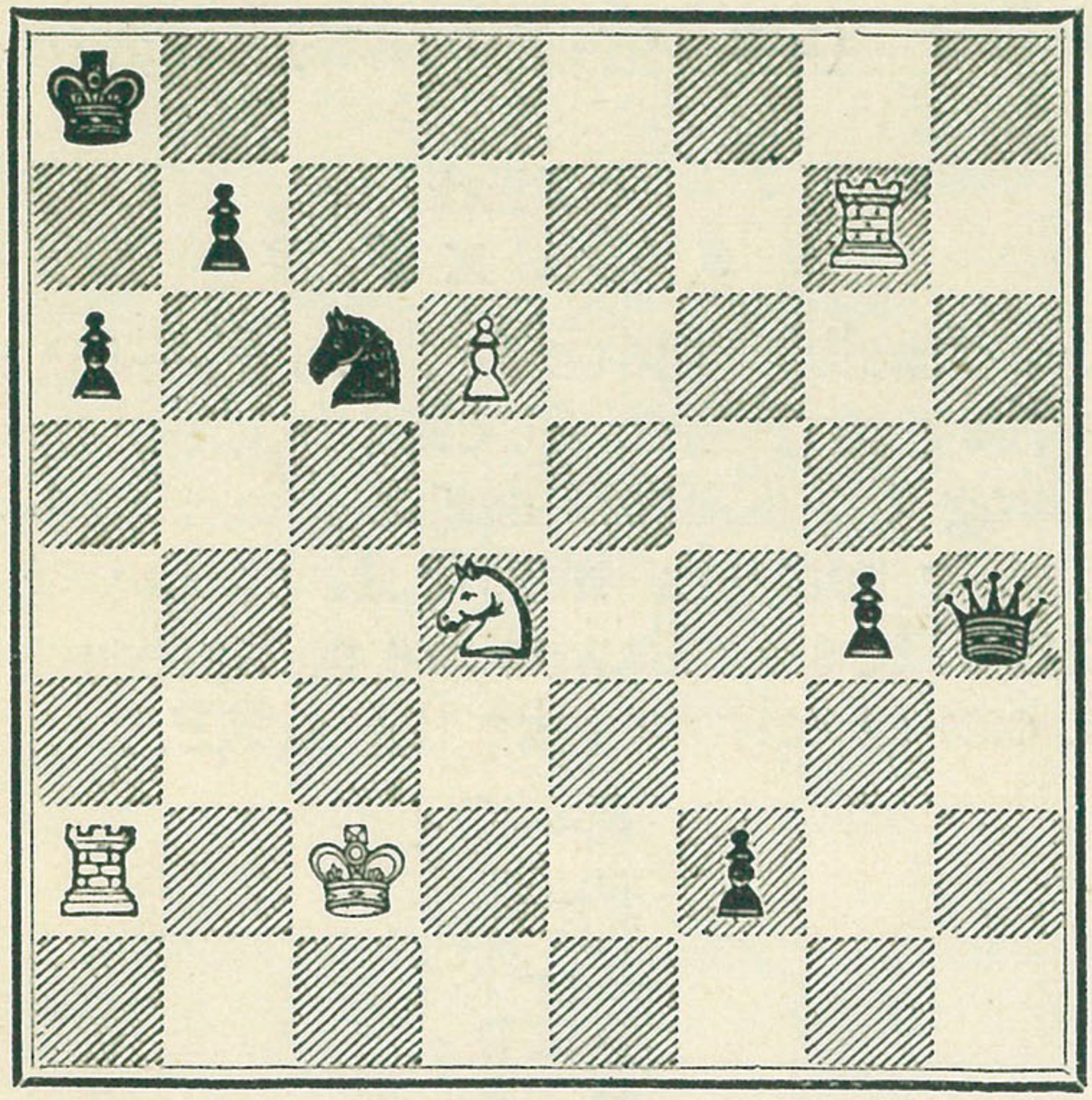
| | |
|---|---|
| 1. P—Q5 | K—Kt sq ! |

Seeing the teeth; if 1. . . . . Kt × R; 2. R—K8 ch, R—Kt sq; 3. B—Q4 ch, and mates next move.

| | |
|---|---|
| 2. R—K sq | R × P |

and Black has the better game. White should have taken the dangerous Kt by 1. B × Kt, P × B; 2. R × KP, and his game is not lost.

Black.

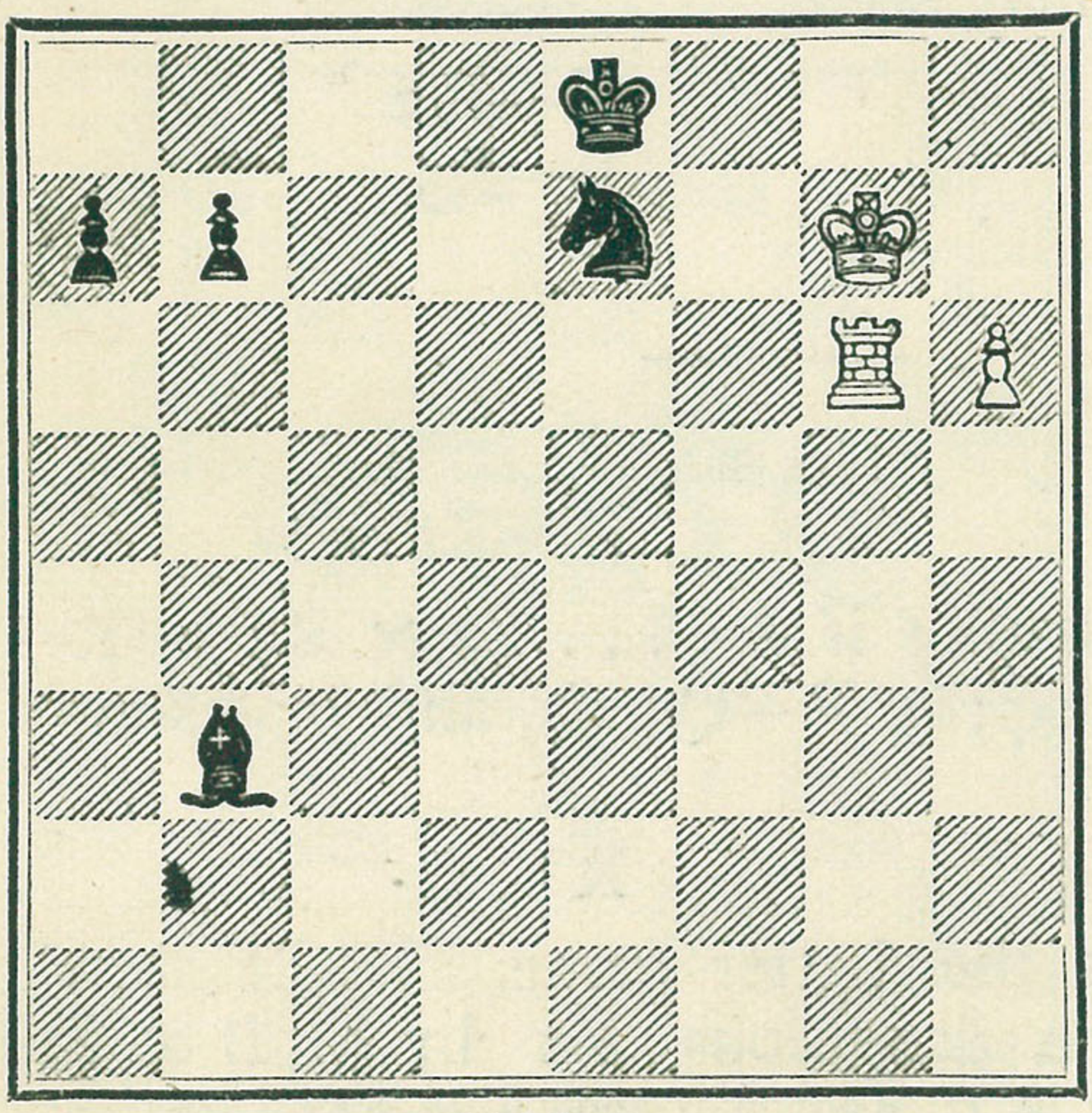


White.

No. 15

White to play and Draw.

Black.



White.

No. 16.

Trap by a sacrifice of R.

## No. 15.

| White. | Black. |
|---|---|
| 1. R × RP ch | K—Kt sq |

For if he hastily played 1. . . . . P × R, White answers 2. Kt × Kt! and Black has not any way of preventing R—QR7 mate.

| | |
|---|---|
| 2. Kt × Kt ch | P × Kt |

(it is that, or mate)

3. R—Kt6 ch. If now Black plays . . . . K—B sq; 4. R—QB7 ch, and 5. R—Kt8 mate. But he plays 3. . . . . K—R sq; and White draws by repeating checks at R6 and Kt6.

---

## No. 16.

Morphy, in this position, won by a Rook-sacrifice, his opponent rashly receiving the gift.

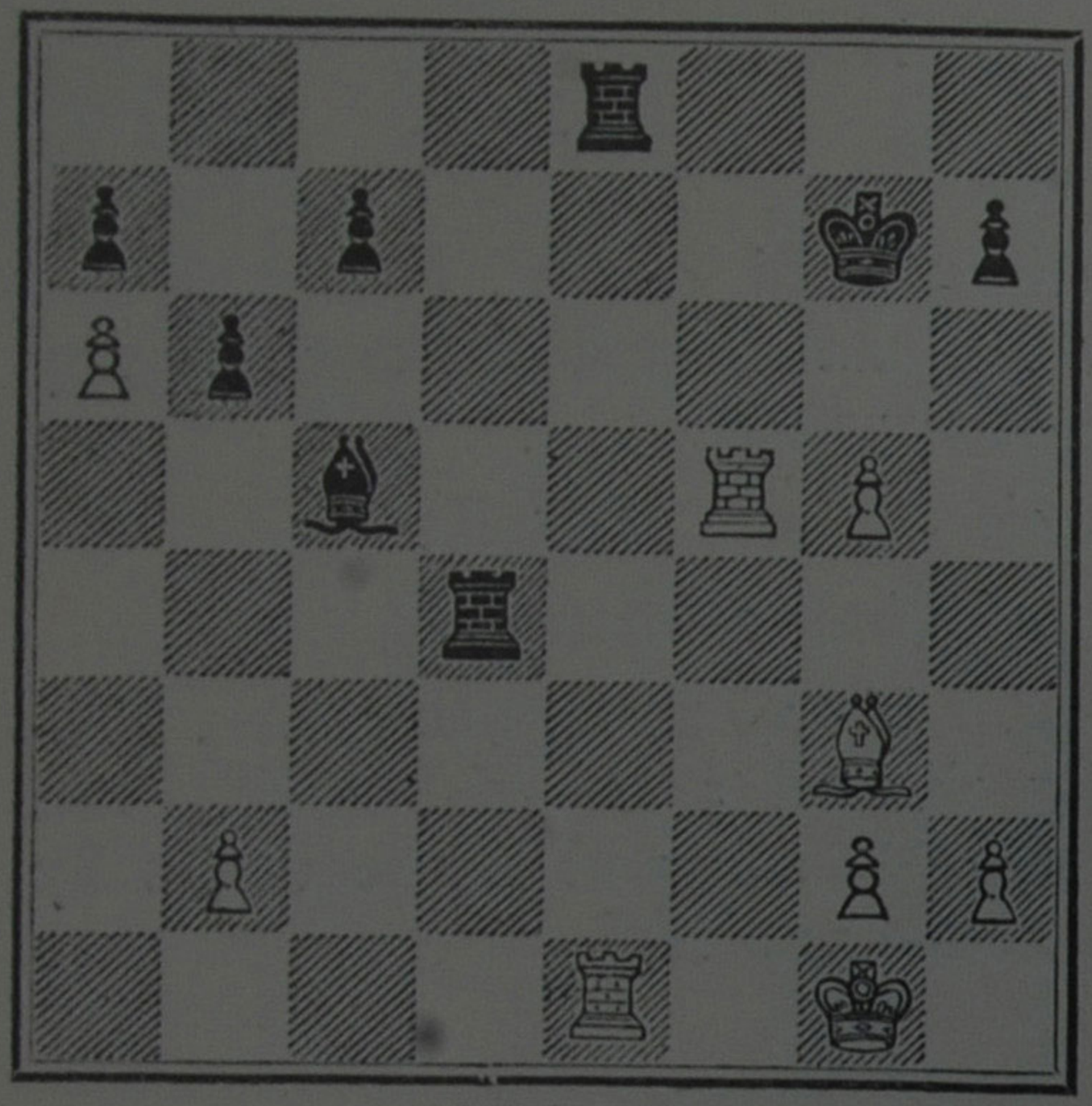
| | |
|---|---|
| 1. R—K6 | B × R |

2. P—R7, and cannot be stopped.

Black's proper play was 1. . . . . B—B7; and the game might go on; 2. K—B6, K—B sq; 3. R × Kt, K—Kt sq; and Black draws (even when the Ps are lost), moving his B between K5 and Kt8 (so as to prevent White playing K—KKt6); or, if White K goes to KKt5, and the P advances to R7, Bishop may take P, and, if then White plays K—R6, . . . . B—Kt sq draws easily enough, the Black K having gone into corner.

If 1. P—R7, Black wins by 1. . . . . Kt × R; 2. K × Kt, B—B7 ch, and . . . . B × P.

Black.

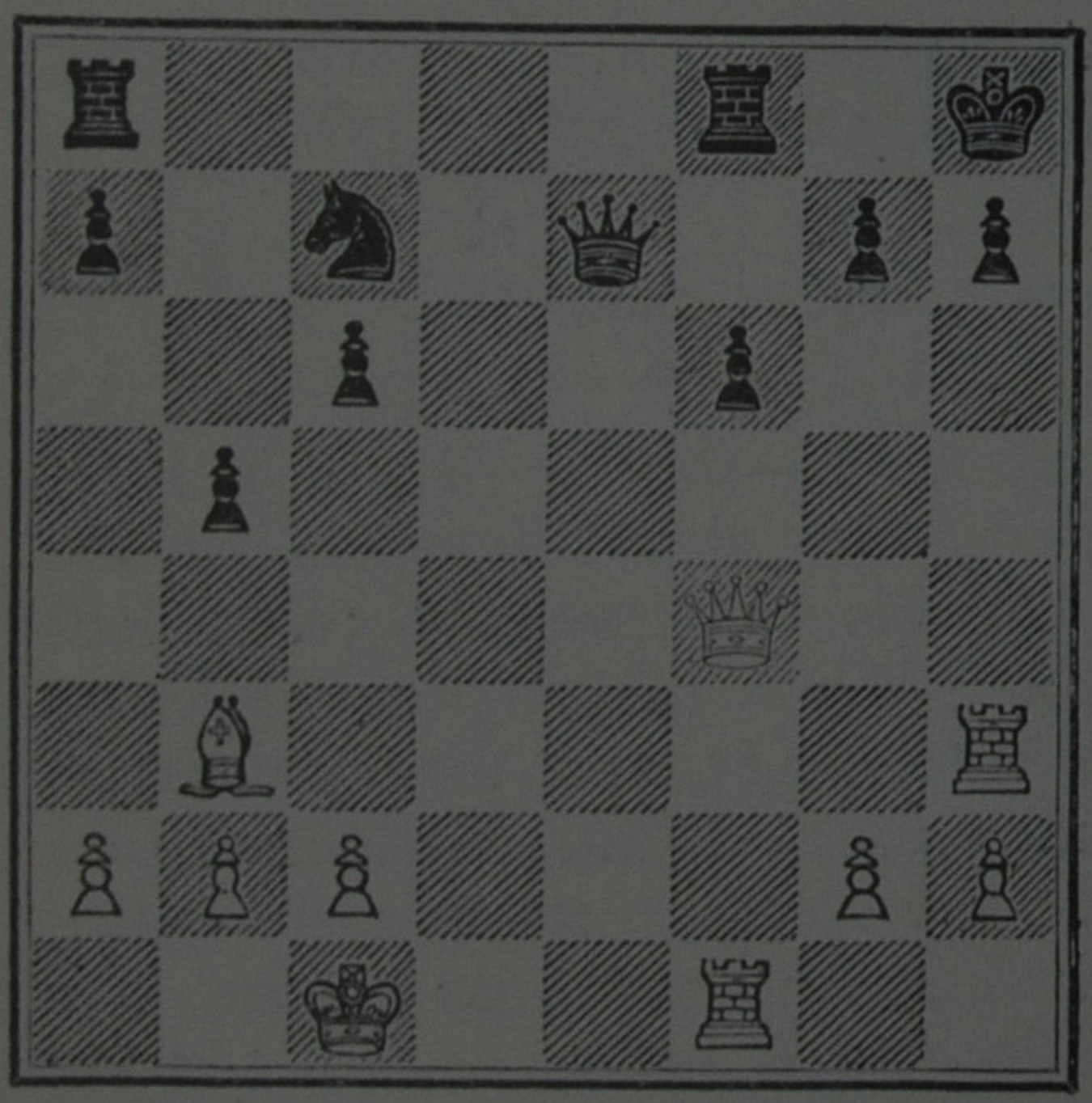


White.

No. 17.

An ending full of points.

Black.



White.

No. 18.

Draw by sacrifice of a R.

## No. 17.

(From a game of the Steinitz *v.* Zukertort match, 1886; Black (Zukertort) has just played .... B—B4.)

| White. | Black. |
|---|---|
| 1. R × B ! | R × R ch |

It is obvious why White does not play 1. R × R? He calculates that he can get back the sacrifice of the exchange and break up Black's Ps into the bargain.

| | |
|---|---|
| 2. B × R | P × R |
| 3. B—B3 | K—Kt3 |
| 4. B × R | P × B |
| 5. P—R4 | K—B4 |
| 6. K—B2 | K—K5 |

7. K—K2, else Black K would go to Q6 and B7 and then bring his P to queen.

| | |
|---|---|
| 7. .... | P—B4 |
| 8. P—QKt3 ! | K—K4 |
| 9. K—Q3 | K—B5 |

10. P—QKt4 wins, for the Black Q side Ps will fall; and then if Black plays K—Kt6, White answers by P—R5, followed by P—Kt6, &c. (or, if .... K—Kt5; White plays P—Kt3, coming to same thing).

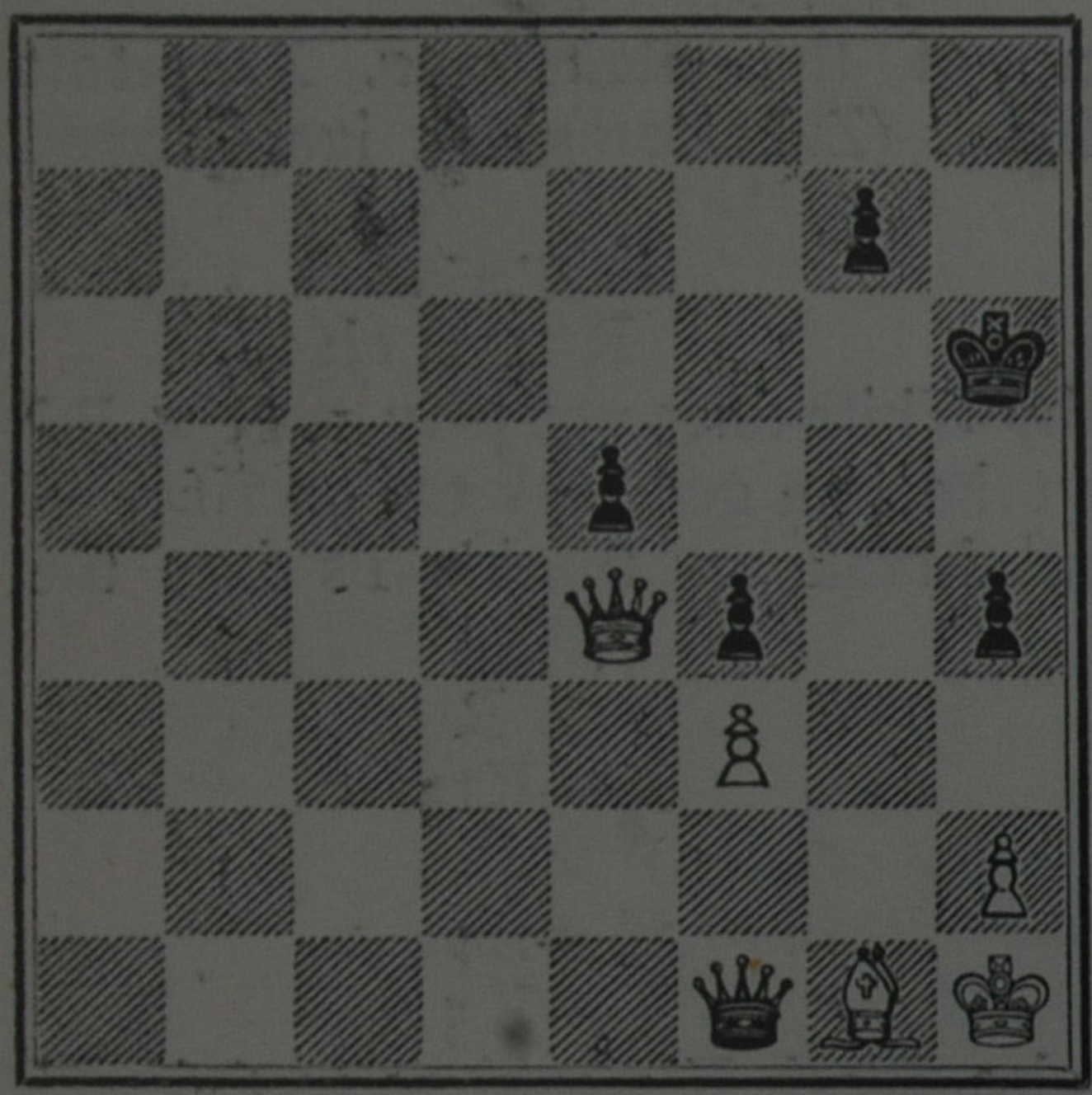
## No. 18.

When you have no chance of winning, look out for a draw. White here, with a P behind, and nothing by way of compensation, draws by perpetual check, thus:

| | |
|---|---|
| 1. R × P ch | K × R |
| 2. Q—R4 ch | K—Kt3 |
| 3. Q—Kt4 ch | K—R3 |

and White keeps on checking at R4 and Kt4.

Black.

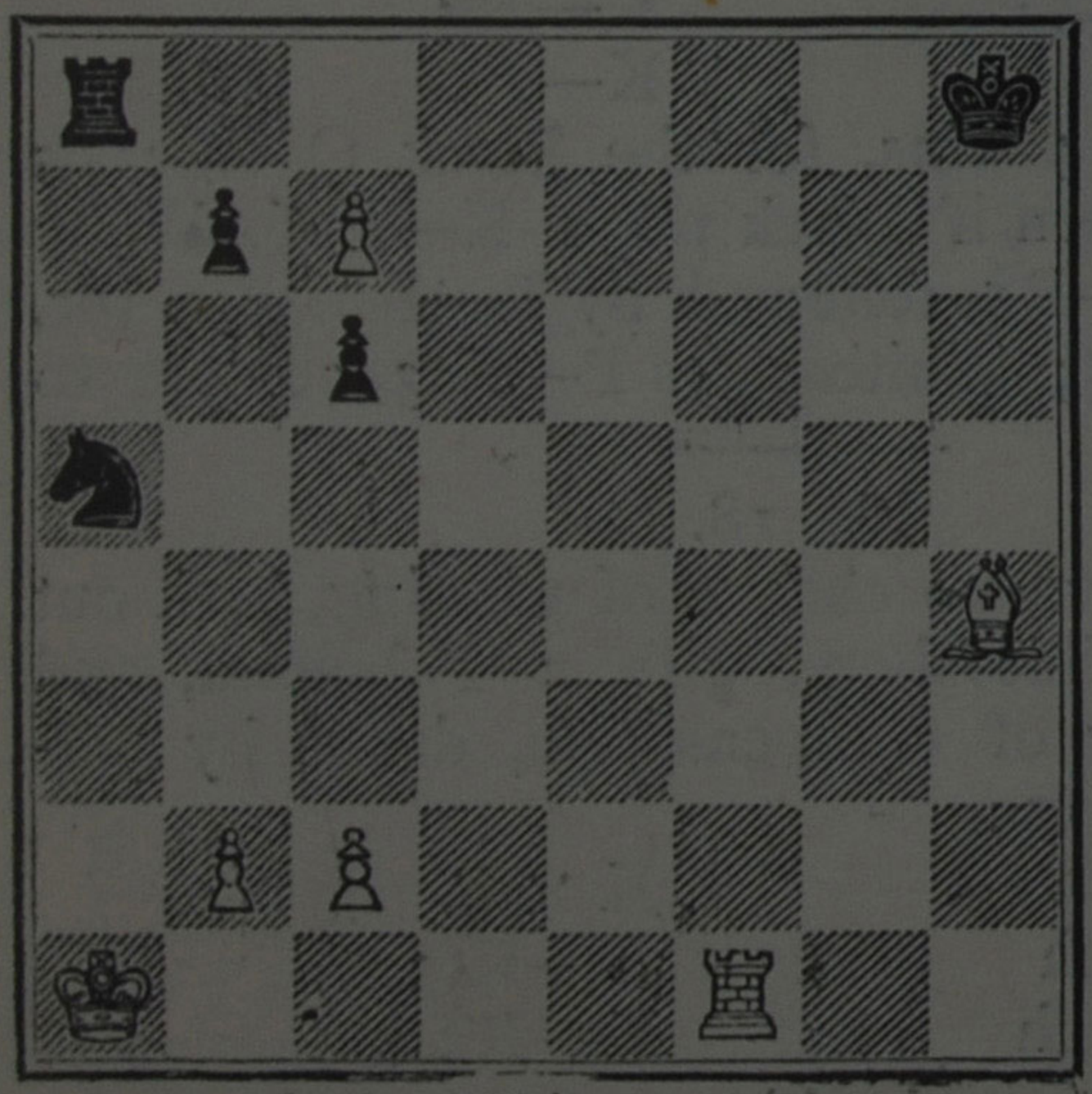


White.

No. 19.

White to play and Draw.

Black.



White.

No. 20.

Sacrifice to ensure Queening.

## No. 19.

Evidently Black threatens 1. .... P—R6, followed by either .... Q—Kt7, or .... Q × P; but White plays

| White. | Black. |
|---|---|
| 1. Q—B6 ch | P—Kt3 |

(1. .... K—Kt4 has the same reply, viz.):

2. Q—K4, he must keep Q guarding the KBP.

| | |
|---|---|
| 2. .... | P—R6 |
| 3. Q × KtP ch | K × Q |

and White is stalemated. If 2. .... P—Kt4; 3. Q—B6 ch, K—R4; 4. Q—K8, and draw by perpetual check; if 2. .... K—Kt4; 3. Q × KP ch, &c.

Suppose White played 1. Q—B2, he might lose by 1. .... Q × P ch; 2. Q—KKt2, Q × Q ch; 3. K × Q, P—K5! Nor would 1. P—R3 be good; for 1. .... Q × RP ch; 2. B—R2, Q—B8 ch; 3. B—Kt sq, P—R6, &c.

---

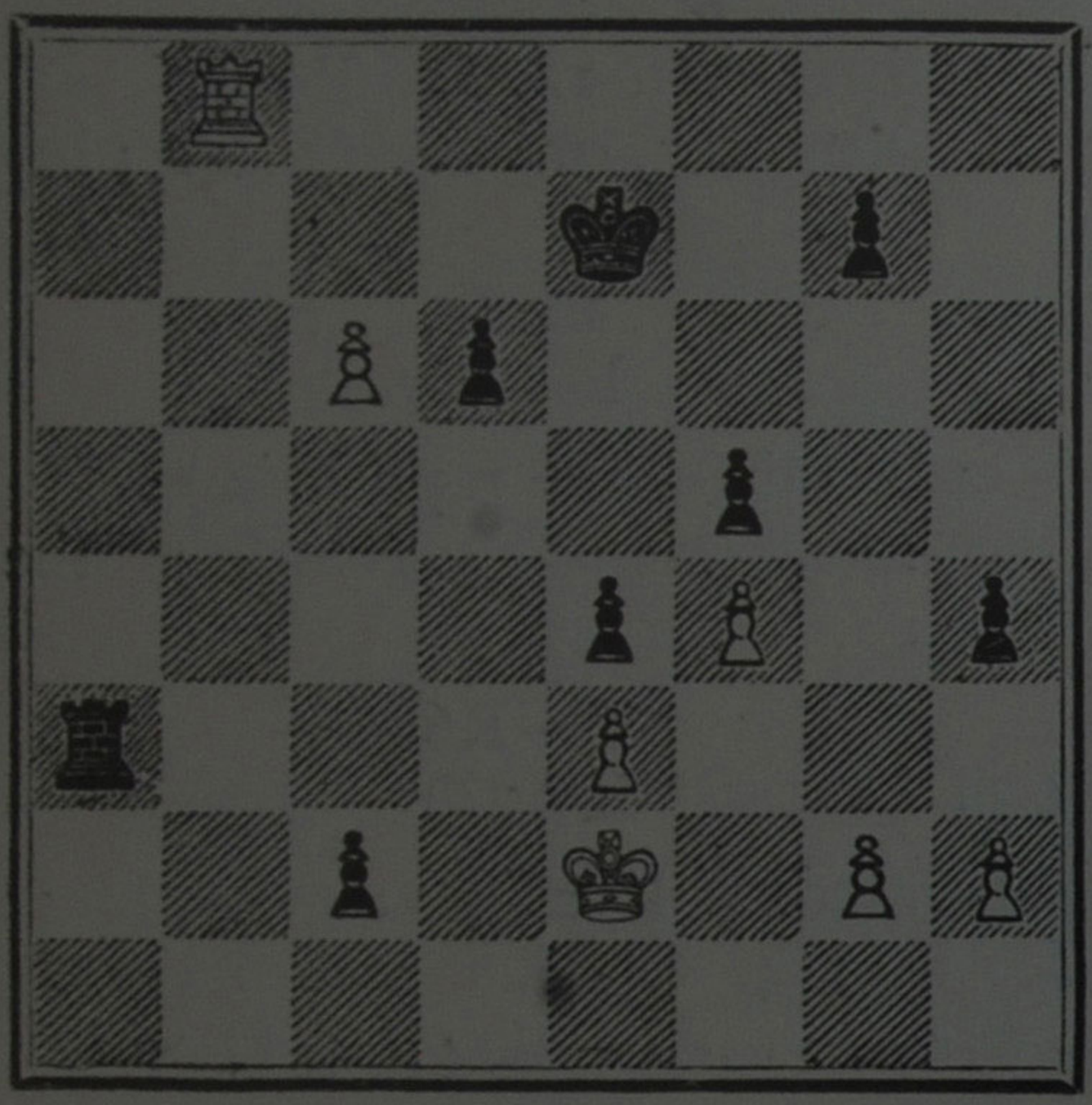
## No. 20.

White, moving first, wins; had Black the move, then 1. .... Kt—Kt6 dou ch; 2. K—Kt sq, R—R8 mate.

| | |
|---|---|
| 1. R—B8 ch! | R × R |

2. B—Q8, and the P cannot be stopped. White has the best of it in any case, but the method he adopts is swift and certain.

Black.

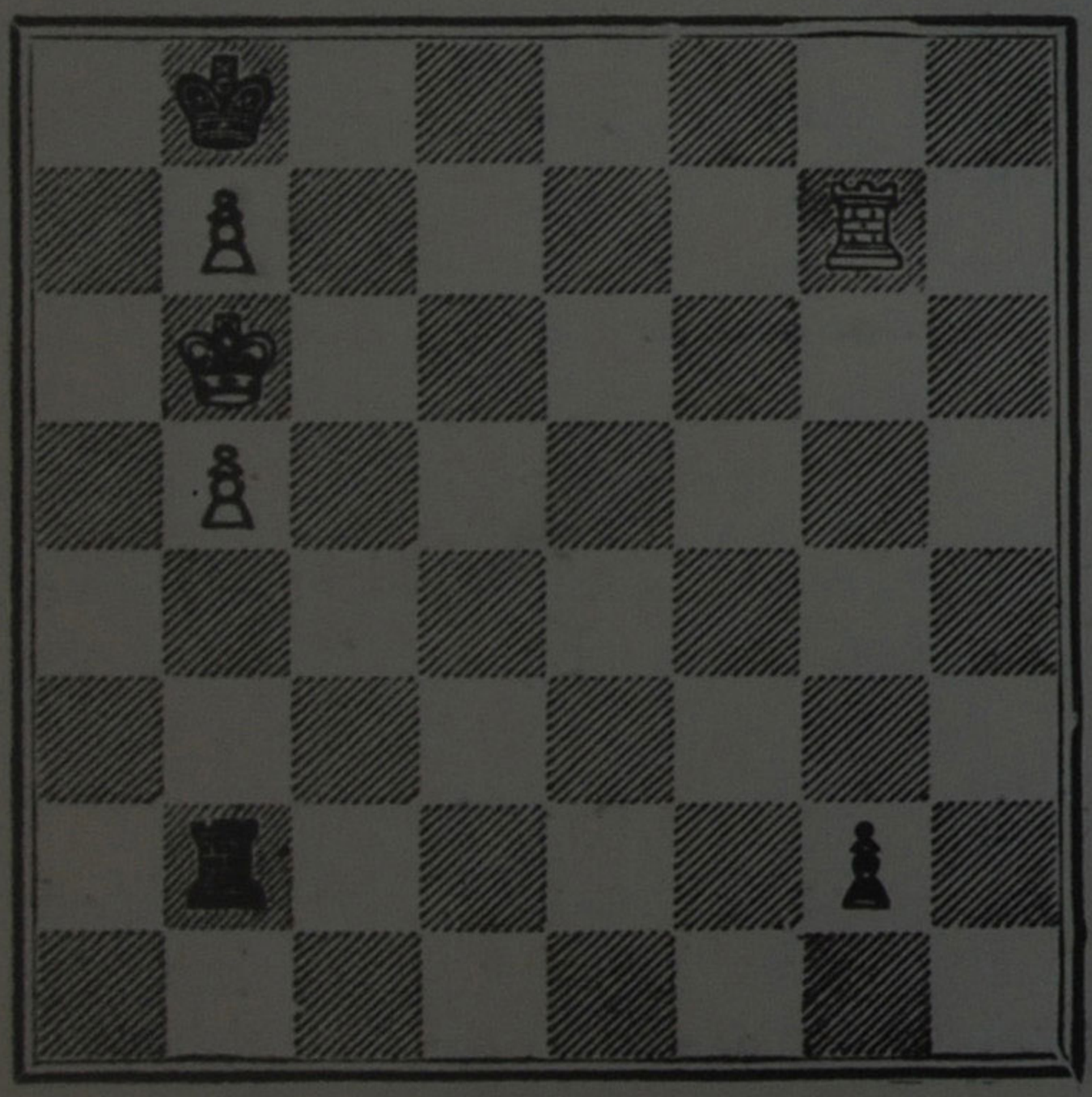


White.

No. 21.

Trap by sacrifice of a R.

Black.



White.

No. 22.

Draw by stale-mate or repetition of Moves.

## No. 21.

(Morphy was Black, playing against Harrwitz, third game.)

| White. | Black. |
|---|---|
| 1. K—Q2, a very natural move, and quite necessary. | |
| 1. . . . . | R—B6 ! |
| 2. K—B sq | R × BP |

(a clear gain of a dangerous P).

3. R—Kt3, to prevent the Black R from going to B6 and afterwards taking KP.

| | |
|---|---|
| 3. . . . . | K—B3 |
| 4. R—R3 | P—Kt4 |
| 5. P—Kt3 | RP × P |
| 6. RP × P | P × P |
| 7. KtP × P | K—Kt3 |

and Black wins easily, his K coming round to rear of the White Ps. Note Black's first move.

---

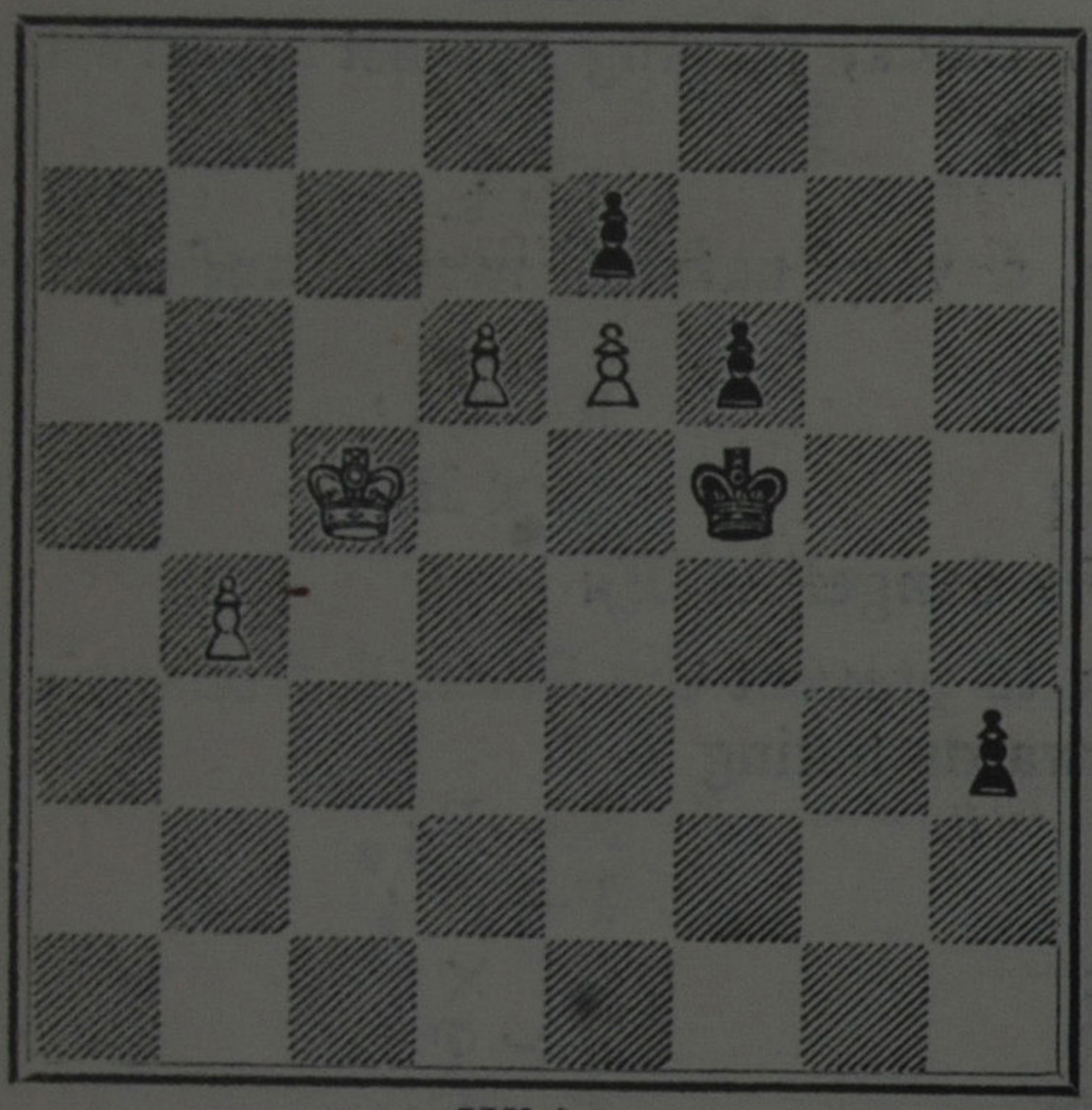
## No. 22.

White threatens mate ; and Black (who has the move) looks quite helpless ; his R and K can do nothing, and his P (if moved) is taken by R ; but herein is his one loophole :

| | |
|---|---|
| 1. . . . . | P—Kt8 bec Q ! |
| 2. R × Q | R—Kt7 ! |

If the R takes Black R, the K is stalemated ; if the White R moves along rank, so does its enemy, constantly offering itself upon the corresponding square. Black would do no good by such play as 3. . . . . R—Kt3 ch (winning the P at Kt2) ; so it is better to be contented with a certainty.

Black.

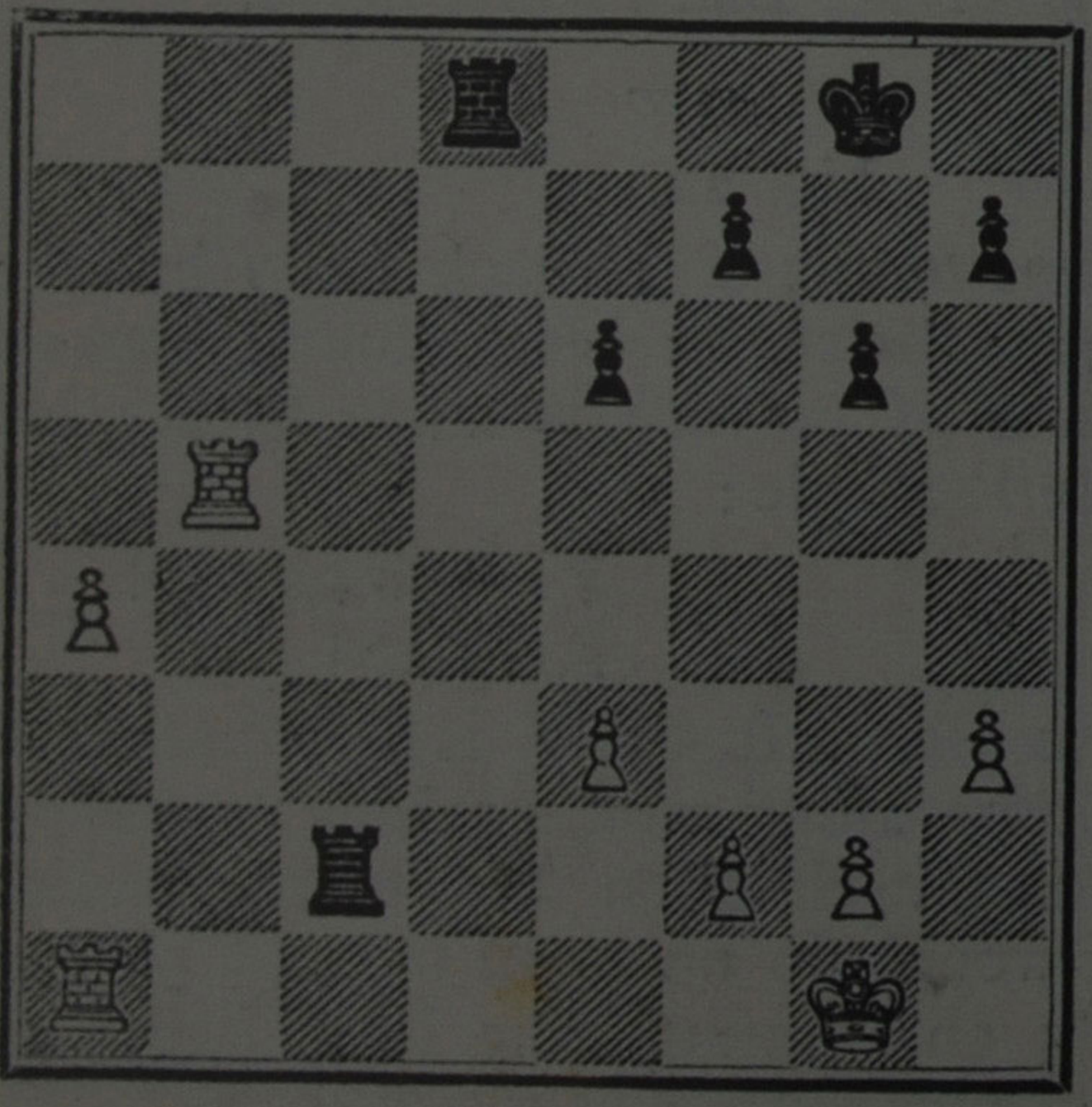


White.

No. 23.

White to play and Win.

Black.



White.

No. 24.

White can only Draw.

## No. 23.

Where there is choice of squares, on which to queen a P, consider how the after-play will shape itself. Can the new Q be lost by a check? Does it check as it comes into being? Will it have open lines of action? &c.

Here if 1. P × P, P—R7; 2. P—K8 bec Q, P—R8 bec Q; and Black has drawing chances. But White, by looking ahead a few moves, wins with ease.

| White. | Black. |
|---|---|
| 1. P—Q7 ! | P—R7 |
| 2. P bec Q | P bec Q |

3. Q—Q5 ch, forcing the exchange of Qs; and the KtP cannot be stopped.

---

## No. 24.

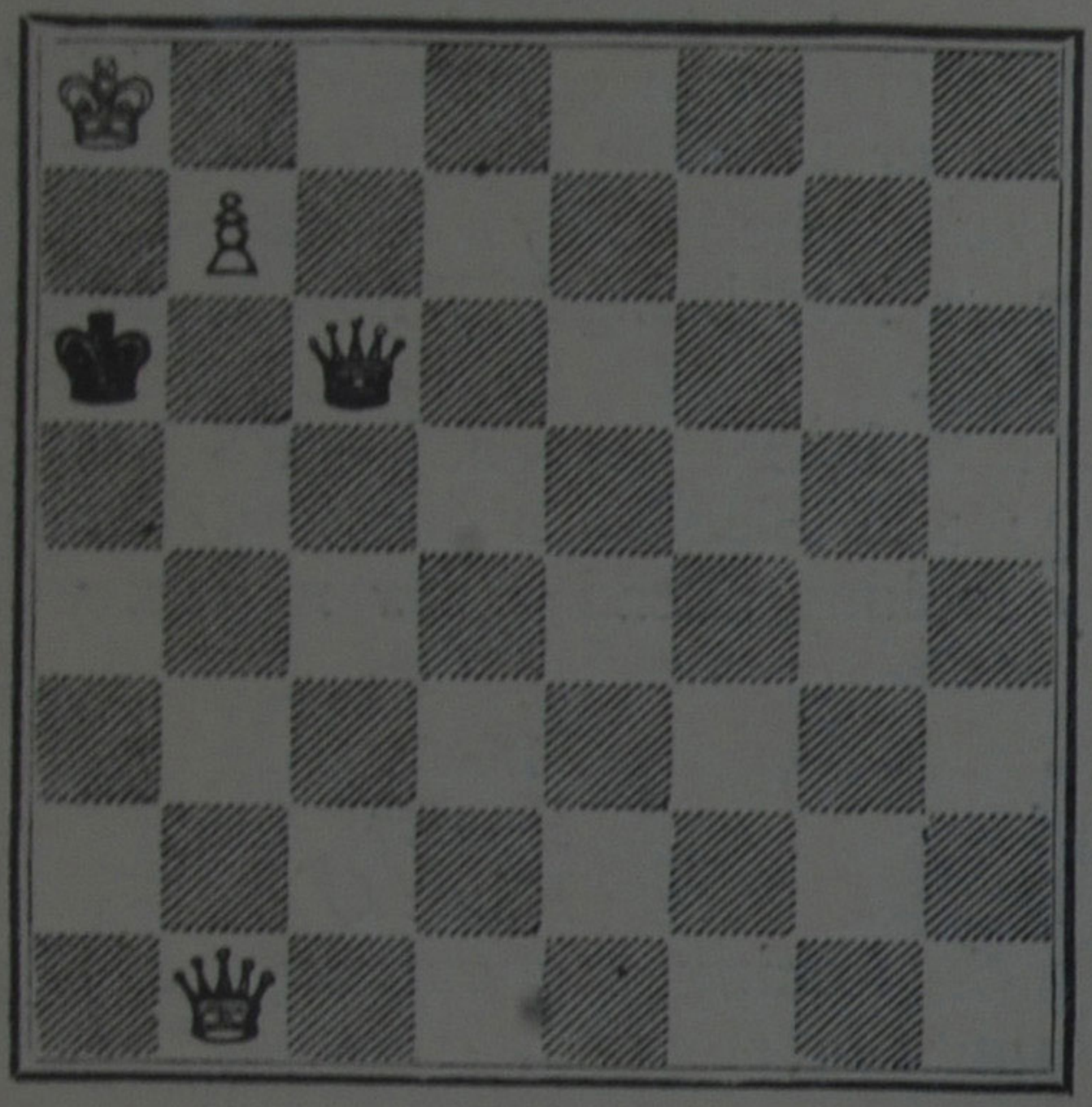
The point here is the strength of Rs doubled on their player's seventh rank.

If White play 1. P—R5 (the plausible move), Black reply with 1. . . . . R (Q sq)—Q7; 2. P—R6, R × P; 3. P—R7, R × P ch, and draw by checks with this R.

Suppose, in this, White were to play 2. R—KB sq, then, by R—R7, Black will detain White's other R to defend the QRP; or can gain this P by . . . . . R—R6, followed by the other R to R7.

If 1. R (Kt5)—Kt sq, . . . . R (Q sq)—Q7 is still a good reply; *e.g.* 2. R—KB sq, R—R7; 3. P—R5, R × KBP, and Black would emerge with a Pawn to the good; White therefore will play 3. R × R, R × R, and the isolated Pawn is lost.

Black.

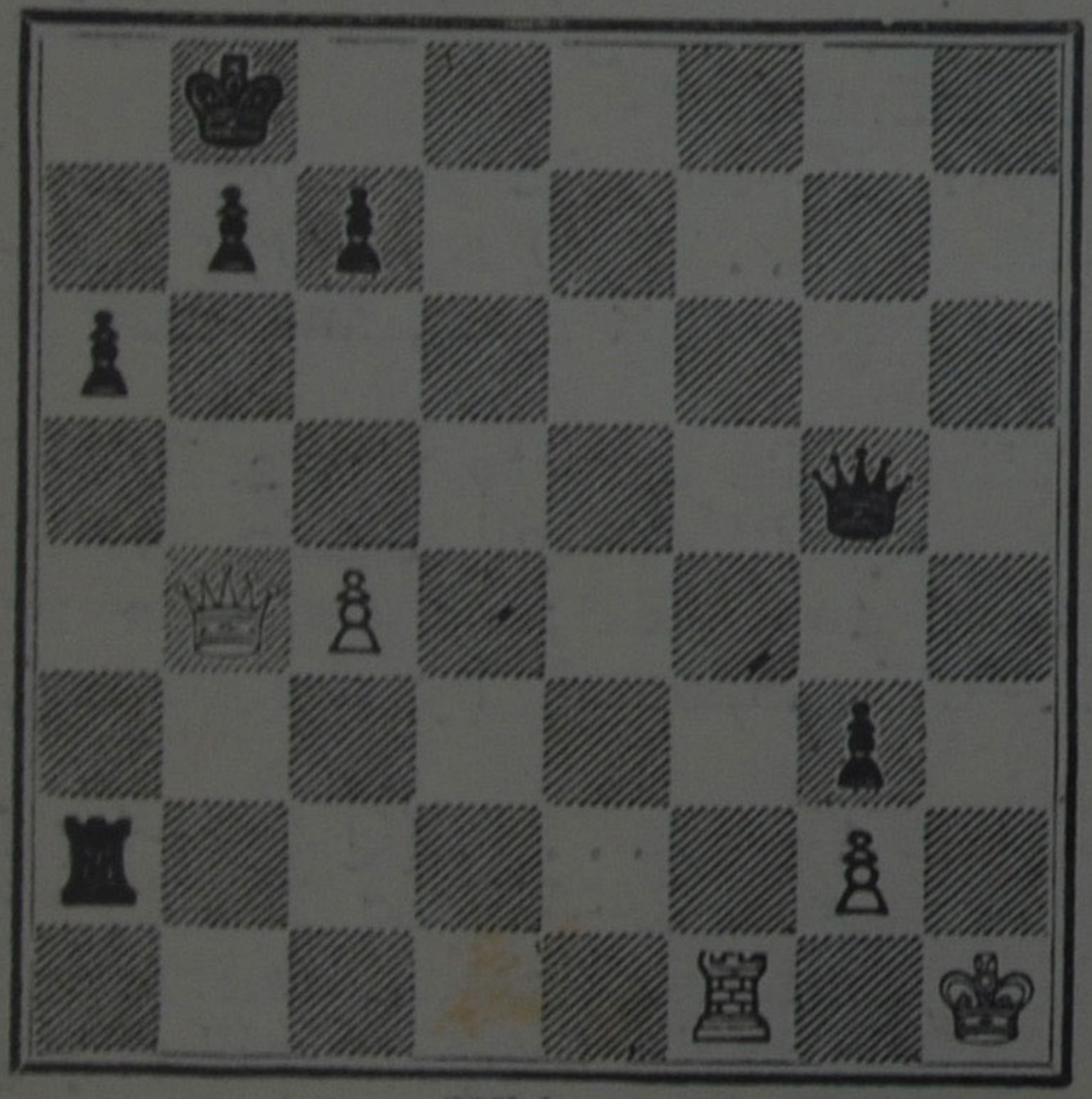


White.

No. 25.

White to play and Win.

Black.



White.

No. 26.

White to play and Draw.

## No. 25.

A study, as elegant as instructive, by L. van Vliet. White to move. 1. Q—Kt4, paralysing K; checks would be useless; Black Q must keep on her long diagonal. She has four moves: 1. . . . . Q—Q4; 2. Q—QR4 ch, K—Kt3; 3. Q—Kt3 ch !, Q × Q; 4. P bec Q ch, wins Queen. After 1. . . . . Q—B6, exactly similar play. Now, try 1. . . . . Q—Kt7; 2. Q—R3 ch, K—Kt3; 3. Q—Kt2 ch, winning in same way. But, after 1. . . . . Q—R8, White may have to vary his method; 2. Q—R3 ch, K—Kt3; 3. Q—Kt2 ch, K—B2; 4. Q—KR2 ch !, Q × Q; 5. P bec Q ch, &c. If, in this, 3. . . . . K—B4; 4. K—R7, Q—R2 (to stop the P); 5. Q—Kt6 ch, and after 6. K—R6, White will soon have a Q to the good. If 3. . . . . K—R3, then 4. Q—QR2 ch., and 5. Q—Kt sq ch, as before. Or 1. Q—Kt4, Q—R8; 2. Q—R3 ch, K—Kt4; 3. Q—Kt2 ch, K—B5; 4. K—R7, and Black is helpless.

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## No. 26.

A useful position from Sarratt.

Black, moving, mates by 1. . . . . Q—R5 ch, &c.; but White, moving, can draw; if he tried for more, he would lose through the extra Ps. 1. R—B8 ch, K—R2; 2. R—QR8 ch, K × R; 3. Q—B8 ch, K—R2; 4. Q—QB5 ch ! and now, if Black takes Q, White is stalemated; if Black interposes the KtP, White plays 5. Q × BP ch, and drives K to and fro on the R file; if Black returns the K to first rank, White must check again at B8 (for if 5. Q × Q?, R—R8 ch wins); or, 1. R—B8 ch, K—R2; 2. Q—B5 ch, Q × Q; 3. R—QR8 ch, K—Kt3; 4. R × P ch, &c.

## Some Traps in the Openings.

(1.) A favourite is the following (Evans Gambit Declined—but it may occur in other openings): 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—QKt4, B—Kt3; 5. P—Kt5, Kt—Q5; 6. Kt × P? Q—Kt4!—what is White to do? If 7. Kt × BP, this may happen, 7. . . . . Q × KtP; 8. R—B sq, Q × KP ch; 9. Q—K2, Kt × Q; or 9. B—K2, Kt—B6 mate; if 7. Kt—Kt4, P—Q4 (attacking two pieces); 8. B × P, B × Kt; and White has lost much. His best (after 6. . . . . Q—Kt4) is 7. B × P ch, K—B sq; 8. Castles. But, at move 6, he should have castled, or exchanged Kts. The same trap might be set at Black's third move.

(2.) A curious possibility is this (Queen's Gambit Accepted): 1. P—Q4, P—Q4; 2. P—QB4, P × P; 3. Kt—KB3, P—QB4; 4. P—K3, P × P; 5. B × P, P × P? 6. B × P ch! and the Black Q is lost. The right move is 5. . . . . P—K3.

(3.) There is much to be learned from the following little game actually lost by Philidor (in his early days): 1. P—K4, P—K4: 2. B—B4, P—Q3; 3. Kt—KB3, P—KKt3; 4. Kt—QB3, B—KKt5? 5. Kt × P, B × Q; 6. B × P ch, K—K2; 7. Kt—Q5 mate. Black's best fifth move was . . . . P × Kt, losing a P only.

(4.) An amusing instance of the "biter bit": 1. P—K4, P—K4; 2. B—B4, Kt—KB3; 3. P—Q4, P—QB3; 4. P × P, Kt × P; 5. Kt—K2, Kt × P? (he should have played . . . . B—B4!); with this design, 6. K × Kt, Q—R5 ch; 7. K—B sq, Q × B, gaining a P; but White turns the tables

by 6. Castles ! Kt × Q; 7. B × P ch, K—K2; 8. B—Kt5 mate.

(5.) The following, in the Ruy Lopez Opening, is worthy of close attention: 1. P—K4, P—K4, 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—KB3; 4. Castles, Kt × P; 5. R—K sq, Kt—Q3; 6. Kt—QB3, Kt × B; 7. Kt × P, tempting Black to take one of the Kts. (7. . . . . B—K2 is Black's right move.) Suppose 7. . . . . KKt × Kt; 8. Kt × Kt ch, B—K2; 9. Kt × B, Kt × Q; 10. Kt—Kt6 ch, Q—K2; 11. Kt × Q, with a piece ahead; or suppose 7. . . . . QKt × Kt; 8. R × Kt ch, B—K2; 9. Kt—Q5, Castles; 10. Kt × B ch, K—R sq; 11. Q—R5 (threatens 12. Q × RP ch, K × Q; 13. R—R5 mate), P—KKt3; 12. Q—R6, P—Q3; 13. R—R5, P × R; 14. Q—B6 mate; or, in this, 11. . . . . P—KR3; 12. P—Q3 (threatens B × P, and to mate by retreating the B).

(6.) Another trap in the Ruy Lopez Opening is: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Castles, P—Q3; 6. P—Q4, P—QKt4; 7. B—Kt3, P × P; 8. Kt × P? (falling into snare—there is no hurry to take a P which cannot be well defended—he might play 8. Kt—Kt5 ! winning at least a P; for if 8. . . . . Kt—K4; 9. P—KB4), Kt × Kt; 9. Q × Kt, P—QB4; 10. Q moves, P—B5; winning the B. (Another is given in the chapter "General Hints.")

(7.) In the Queen's Gambit Declined, the following may occur: 1. P—Q4, P—Q4; 2. P—QB4, P—K3; 3. Kt—QB3, Kt—KB3; 4. B—KKt5, QKt—Q2; 5. P × P, P × P; 6. Kt × P? (he should play P—K3 !), Kt × Kt; 7. B × Q, B—QKt5 ch;

8. Q—Q2, B × Q ch ; 9. K × B, K × B ; with a piece to the good.

(8.) Another strange occurrence ; 1. P—K4, P—K4 ; 2. Kt—KB3, P—Q4 ; 3. P × P, P—K5 ; 4. Q—K2, B—K2 ; 5. Q × P, Kt—KB3 ; 6. B—Kt5 ch, P—B3 ? (B—Q2 is right) ; 7. P × P !, P × P (best ; for if 7. . . . . Kt × Q ; 8. P × P dis ch, B—Q2 ; 9. P × R bec Q, B × B ; 10. Q × KKt !) ; 8. B × P ch, Kt × B ; 9. Q × Kt ch, with three Ps ahead.

(9.) Something like this happens not seldom, Q checking and then taking an unsupported piece : 1. P—K4, P—K4 ; 2. B—B4, B—B4 ; 3. P—QB3, P—Q4 ; 4. P × P ? (B × P is right), B × P ch ; 5. K × B, Q—R5 ch ; 6. K—B sq, Q × B ch ; and Black will be a P ahead, while White K is exposed and cannot castle.

(10.) Pawns are often lost, about as follows, by the heedless pinning of a Kt. Thus, in the King's Gambit Declined : 1. P—K4, P—K4 ; 2. P—KB4, B—B4 ; 3. Kt—KB3, P—Q3 ; 4. B—B4, B—KKt5 ? (Kt—KB3 is right) ; 5. P × P, P × P ; 6. B × P ch, K × B ; 7. Kt × P ch, K moves ; 8. Kt × B with two Ps ahead.

(11.) A possible occurrence in the Philidor : 1. P—K4, P—K4 ; 2. Kt—KB3, P—Q3 ; 3. B—B4, P—QB3 ? ; 4. Kt—QB3, P—QKt4 ? (useless ; Kt—Q2 is better) ; 5. Kt × KtP !, if . . . . P × Kt ; 6. B—Q5 !

(12.) Rather later in game, in the French Defence, many a one has been caught in this way : 1. P—K4, P—K3 ; 2. P—Q4, P—Q4 ; 3. Kt—QB3, Kt—KB3 ; 4. B—KKt5, B—K2 ; 5. B × Kt, B × B ; 6. Kt—B3, Castles ; 7. B—Q3, Kt—

B3; 8. P—K5, B—K2; 9. P—KR4, P—B3; 10. Kt—KKt5, P × Kt? (P—B4, shutting off White B!); and White has now a forced mate; 11. B × P ch, K × B (if .... K—R sq; 12. Q—R5, &c.); 12. P × P ch, K—Kt sq; 13. R—R8 ch, K × R; 14. Q—R5 ch, K—Kt sq; 15. P—Kt 6, &c.

(13.) A possibility in the King's B Gambit: 1. P—K4, P—K4; 2. P—KB4, P × P; 3. B—B4, Q—R5 ch; 4. K—B sq, P—KKt4; 5. Kt—KB3, Q—Kt5? (Q—R4 is right); 6. B × P ch!, K—Q sq (if .... K × B; 7. Kt—K5 ch); 7. P—KR3, Q—Kt6; 8. Kt—QB3, and 9. Kt—K2, the Black Q having no escape. (If 8. .... B—B4; then 9. P—Q4, and continue as shown.)

(14.) In the Two Knights Defence, the following is curious: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, Kt—B3; 4. Kt—Kt5, Kt × KP; 5. B × P ch, K—K2; 6. Kt × Kt, K × B; 7. Q—B3 ch, K—Kt sq?; 8. Kt—Kt5! and Black cannot guard both his KB2 and his Q4 from White Q. Of course, 7 .... K—K sq!

(15.) The danger (especially for Black) of moving the KBP one square at beginning of a game may be thus illustrated: 1. P—K4, P—K4; 2. P—KB4, P × P; 3. Kt—KB3, P—KKt4; 4. B—B4, P—KB3?; 5. Kt × P!, P × Kt; 6. Q—R5 ch, K—K2; 7. Q × KtP ch, K—K sq; White could now win the Q by checking with B at B7, but still better is 8. Q—R5 ch, K—K2; 9. Q—K5 mate. A warning!

(16.) A well-known trap in the Ruy Lopez is this—known as Tarrasch's: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3;

4. B—R4, Kt—B3; 5. Castles, Kt × P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; 8. P × P, B—K3; 9. P—B3, B—K2; 10. R—K sq, Castles; 11. Kt—Q4, Q—Q2? [. . . . Q—K sq!]; 12. Kt × B, Q or P × Kt; 13. R × Kt! winning a piece.

(17.) A young player might easily fall into the following: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—B3; 4. Castles, P—QR3?; 5. B × Kt, QP × B; 6. Kt × P, and Black dares not take the P with Kt (either at once, or after 6. . . . . Q—Q5; 7. Kt—KB3) because of R—K sq.

(18) Here are some possible results from two of Black's second moves after 1. P—K4, P—K4; 2. Kt—KB3 (mentioned at beginning of next chapter):—

(A.) 2. . . . . P—KB3; White may safely take the KP; 3. Kt × P (making the Damiano Gambit); if Black jumps at the Kt, by . . . . P × Kt; he will lose after 4. Q—R5 ch, K—K2; 5. Q × KP ch, K—B2; 6. B—B4 ch, and Black has no real defence (*e.g.* 6. . . . . P—Q4; 7. B × P ch, K—Kt3; 8. P—KR4, P—KR4; 9. B × KtP, B × B; 10. Q—B5 ch, K—R3; 11. P—Q4 dis ch, &c.). But Black can get a fair game by 3. . . . . Q—K2; 4. Kt—KB3, P—Q4; 5. P—Q3, P × P; 6. P × P, Q × P ch; White's best course is not to take the KP, but to develop his game by 3. B—B4, Kt—QB3; 4. Castles, &c.

(B.) 2. . . . . Q—B3; 3. B—B4, Q—KKt3, attacking two Ps, but White may safely leave them exposed. Suppose he leaves the KtP by 4. P—Q3, and that Black replies . . . . Q × KtP; White may continue 5. B × P ch, K × B; 6. R—Kt sq,

Q—R6; 7. Kt—Kt5 ch; or if Black plays 5. . . . . K—K2 (or Q sq); 6. R—Kt sq, Q—R6; 7. R—Kt3, &c.

If White at move 4 castles (leaving the KP exposed), and Black plays . . . . Q × KP, White may answer again by 5. B × P ch; plainly Black dares not capture the B (because of 6. Kt—Kt5 ch), so 5. . . . . K—K2 (if 5. . . . . K—Q sq; 6. Kt × P, Q × Kt?; 7. R—K sq, mating or winning Q); 6. R—K sq, Q—B5; 7. R × P ch, K × B; 8. P—Q4, Q—B3; 9. Kt—Kt5 ch, K—Kt3; 10. Q—Q3 ch, and Black is ruined. Ancient history; but history repeats itself!

(19.) A way in which a P may be picked up: 1. P—K4, P—K4; 2. B—B4, B—B4; 3. P—QB3, Q—K2; 4. Kt—K2?, B × P ch; 5. K × B, Q—B4 ch; 6. P—Q4, Q × B, with a P ahead; White's right fourth move, Kt—KB3, would have prevented loss.

(20.) An instance of loss of Q through giving a useless check: 1. P—K4, P—K4; 2. P—KB4, P—Q4; 3. KP × P, Q × P; 4. Kt—QB3, Q—K3 (threatening to take the BP, discovering check); 5. Kt—KB3, P × P ch; 6. K—B2, B—B4 ch? [P—QB3!]; 7. P—Q4, B—Kt3? [B—K2!]; 8. B—Kt5 ch, P—QB3; 9. R—K sq, winning the Q for R and B. If 8. . . . . K—Q sq or B sq; 9. R—K sq, wins Q, or mates by 10. R—K8. The same result may happen in slightly different ways.

(21.) In the Evans Gambit, if Black should harmlessly vary by 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—QKt4, Kt × P; White should continue by 5. P—B3, driving Kt

back to B3; he must not snatch the KP; else, 5. . . . . Q—B3 ! will spell Ruin to him.

(22.) This once happened in a correspondence game (Ruy Lopez): 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3: 3. B—Kt5, KKt—K2 ?; 4. P—B3, P—QR3 [Kt—Kt3 !]; 5. B—R4, P—QKt4; 6. B—Kt3, P—Q4; 7. Q—K2, P × P; 8. Q × P, B—B4 [Kt—Kt3 !]; 9. Kt × P, and Black dares not take Q on pain of mate.

(23.) In the Ruy Lopez, once more, try 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—B3; 4. Castles, Kt × P; 5. P—Q4, P—QR3; 6. B—Q3, P—Q4; 7. P—B4, B—KKt5 !; but if 7. . . . . KP × P; Black loses a piece by 8. P × P, Q × P; 9. B × Kt; for the Q dares not take the B, because of 10. R—K sq.

(24.) This is curious in the Scotch Gambit: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. P—Q4, P × P; 4. B—B4, B—Kt5 ch; 5. P—B3, P × P; 6. Castles, Q—B3; 7. P × P, P—Q3; White cannot at once take the B, but try 8. B—KKt5, driving the Q off the long diagonal !

(25.) This has happened in the Ruy Lopez: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Q—K2, B—B4; 6. P—B3, P—QKt4; 7. B—B2, P—Q4? [P—Q3 !]; 8. P × P, Q × P [Kt × P would lose a P]; 9. P—Q4, plainly the B must retreat, rightly to Kt3 or K2, actually to Q3, to hold the P; White now played 10. B—Kt3, Q—K5; 11. Q × Q, Kt × Q; 12. B—Q5, winning a piece.

(26.) A danger to be avoided in the Ruy Lopez: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Castles, Kt

× P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; 8. P × P, Kt—K2; 9. R—K sq, Black should now retreat the Kt to QB4; but suppose he plays .... P—QB3; White can gain the Kt by R × Kt; for if 10..... P × R; 11. B × P ch wins the Q.

(27.) The following will be found diverting: 1. P—K4, P—K4; 2. Kt—KB3, Kt—KB3; 3. Kt × P, Kt × P? [P—Q3 !]; 3. Kt—QB3, Kt—B4? [Kt × Kt ch !]; 5. B—B4, P—KB3?; 6. Q—R5 ch, P—KKt3; whereupon White announces mate on his own QKt sq, in thirteen moves (Black's are nearly all forced); 7. B—B7 ch; 8. Kt—Q5 ch; 9. Kt—QB4 ch; 10. Kt—Kt4 ch; 11. P—QR4 ch; 12. P—QB3 ch; 13. R—R3 ch; 14. Q—Q sq ch, K—Q6 (best); 15. Q—K2 ch; 16. P—Q4 ch; 17. Castles, Kt—Q6 (best); 18. B—K3 dis ch; 19. R × Kt mate.

(28.) In the KB Gambit, Black may fall upon mishap thus: 1. P—K4, P—K4; 2. P—KB4, P × P; 3. B—B4, P—Q4; 4. B × P, Q—R5 ch; 5. K—B sq, P—KKt4; 6. Kt—KB3, Q—R4; 7. P—KR4, P—KR3? [B—Kt2 !]; 8. B × P ch, if Black play .... K × B, he loses the Q after 9. Kt—K5 ch; he must play .... Q × B; with probable continuation, 9. Kt—K5, Q—B3; 10. Q—R5 ch, K—Q sq; 11. Kt—B7 ch, K—K2; 12. Kt × R, Q × Kt; 13. P × P, Q—K4; 14. P × P, Q × Q; 15. R × Q, B × P; 16. Kt—B3, and White should win.

# CHAPTER IX.

## The Openings.

There are twenty possible moves by which the first player may start a game, and the second player may reply in twenty ways; and the game may be continued in almost any conceivable way, without breaking any law of the game. But reason and experience have settled upon certain best ways of commencing a game, and these ways are called "The Openings." And, till you have a clear insight into the nature of the game, it is better to keep to well-beaten tracks.

Of the twenty possible moves that White may make, the advance of one of the four centre Ps two squares is the best; and of these, 1. P—K4, or 1. P—Q4, is again the best; the reason being that the advance of either of these Ps opens outlets at once for two important pieces, Q and a B. The quicker you can develop your pieces—*i.e.* get them into good places for attack and defence—the better.

The second player must, so to say, keep an even balance, meeting force with force, developing step by step as the first player does—not merely copying moves, but keeping parallel in command of the

board — *i.e.* controlling, commanding, the same number (as near as may be) of squares, defending attacked points, &c., each player clearing his first rank of Bps, Kts, and lastly Q, and getting ready for combined action of his forces.

## King's Knight's Opening.

In this, after each player has moved his KP two squares, the first player at once attacks his opponent's KP by bringing his own KKt to KB3. Either this P must be defended, or a counter-attack must be set up. Black's best way of *defending* is to bring his QKt to B3, thus making the P safe (Q—B3, Q—K2, and B—Q3, though each answers the *immediate* purpose, are all bad—mainly as hindering the free movement of Black's forces *in the future*—for P—KB3, see page 142—for P—Q3, see later on). White may now bring out his KB to QB4 (making ready to castle) where it bears upon the Black KBP which only the K defends. Suppose Black makes the similar move, [B—QB4], and that White continues with either 4 Castles, or P—QB3, or P—Q3, we get a regular "Opening," called "Giuoco Piano" (= "quiet game"), which we may express thus :—

*Giuoco Piano* (or *Italian Game*).

| White. | Black. |
|---|---|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |

(If 2. Q—R5, Q—K2; followed by .... Kt—KB3.)

| | |
|---|---|
| 3. B—B4 | B—B4 |
| 4. *Castles*, or *P—Q3*, or *P—B3*. | |

These moves make the "Opening" so called. From this point the play may vary almost infinitely. We give specimens following on from each of these :—

| | White. | Black. |
|---|---|---|
| 4. | Castles | Kt—B3 |
| 5. | P—Q3 | P—Q3 |
| 6. | Kt—B3 | B—KKt5 |
| 7. | B—QKt5 | B—Q2 |
| 8. | B—K3 | Castles |

The following variations are considered as better for White, in that they reserve for a longer period the option of castling.

| | | |
|---|---|---|
| 4. | P—Q3 | P—Q3 |
| 5. | Kt—QB3 | Kt—KB3 |

6. B—K3, so that if Black should take it, White would have the KB file open for his R (after castling).

| | | |
|---|---|---|
| 6. | . . . . | B—Kt3 |
| 7. | Kt—K2 | B—K3 |
| 8. | B—QKt3 | Kt—K2 |
| 9. | Kt—KKt3* | |

Or

| | | |
|---|---|---|
| 4. | P—QB3. | Kt—KB3 |

(or 4. . . . . Q—K2 ; 5. Castles, P—Q3, &c.)

| | | |
|---|---|---|
| 5. | P—Q4 | P × P |

(Not 5. . . . . B—Kt3 ; else 6. P × P ; if then 6. . . . . KKt × P ; 7. Q—Q5, B × P ch ; 8. K—B sq, and Black, to avoid mate, must lose a piece.)

* Where no remark is made, the game is left at a stage at which neither player has any appreciable advantage.

| | White. | Black. |
|---|---|---|
| 6. | P—K5 | P—Q4 |
| 7. | B—QKt5 | Kt—K5 |
| 8. | P × P | B—Kt3 |
| 9. | Castles | Castles |

The Jerome Gambit (in the Giuoco Piano) is quite unsound: 4. *B × P ch*, K × B; 5. Kt × P ch, Kt × Kt; 6. Q—R5 ch, and Black gets a good game by 6. . . . . K—K3, or K—B sq.

(See also Game 3.)

### *Max Lange's Attack.*

This is a somewhat dashing variation of the Giuoco Piano (it may also occur in the Two Knights or the K Bishop game). White, by sacrificing his QP, gains a move with a strong attack, which Black ought to repel.

| | | |
|---|---|---|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—B4 | B—B4 |
| 4. | Castles | Kt—B3 |
| 5. | *P—Q4* | P × P |

The question is, *how* is Black to take the QP? Not by 5. . . . . Kt × P, for then 6. Kt × P, Kt—K3 (best); 7. B × Kt, BP × B (if QP × B?; 8. Q × Q ch, K × Q; 9. Kt × P ch, and takes R); 8. Kt—Q3, and White's game is better. But 5. . . . . B × P is safe, and less complicated than the text; then 6. Kt × B, Kt × Kt; 7. P—B4, P—Q3; 8. P × P, P × P; 9. B—KKt5, B—K3; and Black should keep his P ahead with a good game. But returning, we might get (as a specimen):

| White. | Black. |
|---|---|
| 6. P—K5 | P—Q4 ! |

(or .... Kt—KKt5 ; 7. P—KR3, KKt × KP, &c.)

| | |
|---|---|
| 7. P × Kt | P × B |
| 8. R—K sq ch | B—K3 |
| 9. Kt—Kt5 | Q—Q4 ! |

(N.B.—If 9. .... Q × P? ; 10. Kt × B, P × Kt ; 11. Q—R5 ch, and 12. Q × B !)

| | |
|---|---|
| 10. Kt—QB3 | Q—B4 |
| 11. P—KKt4 | Q—Kt3 |
| 12. QKt—K4 | B—Kt3 |
| 13. P—B4 | Castles (Q) |
| 14. P—B5 | B × P |
| 15. P × B | Q × P (B4) |

16. P × P, and almost anything may happen ; a state of affairs satisfactory or not, according to temperament.

### *Evans Gambit.*

This branches off from the Giuoco Piano at White's fourth move, by the aggressive 4. P—QKt4. White thus offers to give up a P for opportunities of attack. If Black takes the P, White has obtained two good squares (QKt2, QR3) for his QB ; at once moving his QBP one square, he drives back the B, and the advance of this P enables him to play P—Q4, getting much control of the centre of the board ; his Q, too, has another outlet—the Q side of board being nearly free ground to mass and manœuvre his forces. We give, as specimens :—

| | |
|---|---|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—B4 | B—B4 |

| White. | Black. |
|---|---|
| 4. *P—QKt4* | B × KtP |

5. P—B3. Black now retreats the B, usually to B4 or R4.

I.

| | |
|---|---|
| 5. . . . . | B—B4 |
| 6. Castles | P—Q3 |
| 7. P—Q4 | P × P |
| 8. P × P | B—Kt3 |

(These moves produce what is known as the "Normal position.")

A.

| | |
|---|---|
| 9. P—Q5 | Kt—R4 |
| 10. B—Kt2 | Kt—K2 |

11. B—Q3, not B × KtP, which opens file for the Black R.

| | |
|---|---|
| 11. . . . . | Castles |
| 12. Kt—B3 | Kt—Kt3 |
| (provides against | P—K5) |
| 13. Kt—K2 | P—QB4 |
| 14. Q—Q2 | P—B3 |

One purpose of which is to prevent White from sacrificing B for KtP after playing Kt to Kt3. Black ought not to lose.

B.

| | |
|---|---|
| 9. Kt—B3 | Kt—R4 |
| 10. B—Kt5 (Göring's attack) | |
| 10. . . . . | P—KB3 |
| 11. B—B4 | Kt × B |
| 12. Q—R4 ch | Q—Q2 |

(or 12. . . . . K—B2 ; 13 Q × Kt ch, B—K3)

| | White. | Black. |
|---|---|---|
| 13. | Q × Kt | Kt—K2 |
| 14. | KR—K sq | Q—Kt5 |
| 15. | B—Kt3 (if 15. P—K5, BP × P; 16. P × P, P—Q4) | |
| 15. | . . . . | B—K3 |
| 16. | Q—R4 ch | K—B sq |

Castling (Q), after 16. . . . . B—Q2, exposes Black to a severe attack.

II.

| | | |
|---|---|---|
| 5. | . . . . | B—R4 |
| | A. | |
| 6. | P—Q4 ! | P—Q3 |
| 7. | P × P | P × P |
| 8. | Q × Q ch | Kt × Q |
| 9. | Kt × P | P—KB3 |
| 10. | Kt—Q3 | Kt—K2 |

and Black's Pawn position is better for the ending. But, if Black elects to play 6. . . . . P × P; 7. Castles, P × P; 8. Q—Kt3, he is playing the "Compromised Defence," in which White, by Black's seventh move, gains time, while Black is in difficulties. However, try the following :—

| | | |
|---|---|---|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—B4 | B—B4 |
| 4. | P—QKt4 | B × KtP |
| 5. | P—B3 | B—R4 |
| 6. | P—Q4 | P × P |
| 7. | Castles | P × P |
| 8. | Q—Kt3 | Q—B3 |
| 9. | P—K5 | Q—Kt3 |

(.... Kt × P would lose after 10. R—K sq, P—Q3; 11. Kt × Kt, P × Kt; 12. Q—Kt5 ch, winning the Black KB).

| White. | Black. |
|---|---|
| 10. Kt × P | KKt—K2 |
| 11. B—R3 | B × Kt |

(The right policy—to reduce forces.)

| | |
|---|---|
| 12. Q × B | P—QKt3 |
| 13. B—Q3 | Q—R3 |

(guarding the KKtP, in case of White's soon playing P—K6).

Suppose now 14. B × Kt, Black must answer K × B (not Kt × B, else 15. Q × BP); or suppose 14. B—B sq, Q—R4; 15. P—K6, BP × P (and White Q cannot well take the KtP); or 14. KR—Q sq, B—Kt2, and Black, with his two Pawns ahead, has perhaps the better game.

B.

| | |
|---|---|
| 6. Castles | P—Q3 |
| 7. P—Q4 | B—Q2 |

This is Sanders' Defence.

(or 7. . . . . B—KKt5; 8. Q—R4, P × P; 9. P × P, P—QR3; 10. B—Q5, B—Kt3; 11. B × Kt ch, P × B; 12. Q × P ch, B—Q2).

| | |
|---|---|
| 8. Q—Kt3 | Q—K2 |
| 9. B—R3 | Kt—R3 |
| 10. P × P | Kt × P |
| 11. Kt × Kt | Q × Kt |
| 12. Q × KtP | Kt—Kt 5 |

(if White now plays 13. Q × R ch, K—K2; he is mated, or loses Q for R).

| | White. | Black. |
|---|---|---|
| 13. | P—KB4 | B—Kt3 ch |

14. K—R sq, the Q cannot take the B, because of 14 . . . . Q—KR4, threatening mate.

| | | |
|---|---|---|
| 14. . . . . | | Q—KR4 |
| 15. | P—KR3 | Castles |

and Black has the best of it; but the variations possible are infinite; *e.g.* 9. P × P, P × P; 10. R—Q sq, &c.

(See also Game 11.)

*Evans Gambit Declined.*

Black may avoid the Gambit by 4. . . . . B—Kt3; 5. P—QR4, P—QR3; 6. Castles, P—Q3, &c.; but White, by 5. P—Kt5, Kt—R4; 6. Kt × P, can lead into play of a complicated and difficult nature; *e.g.* 6. . . . . Q—Kt 4; 7. Q—B3, Q × Kt; 8. Q × P ch, K—Q sq; 9. B—Kt2 !, Q × KP ch; 10. K—Q sq, Kt × B; 11. B × P (not R—K sq, because of . . . . Kt × B ch), Q—K2; 12. Q × Q ch, Kt × Q; 13. B × R, P—Q4 (not B × P, because of R—B sq, gaining B, or mating); 14. P—KB3, with about equal game. Interesting and lively enough!

Once again, Black may risk 4. . . . . P—Q4; 5. P × P, Kt × P; 6. Kt × P, Kt × QP; 7. B—Kt5 ch, K—B sq (or P—B3; 8. Kt × QBP, Q—Kt3; 9. Q—K2 ch, K—B sq; 10. Kt—Kt4, B—K3; 11. Kt × Kt, B × Kt; 12. Castles, Q—Kt3; 13. P—Kt3, Q × BP).

*Scotch Game.*

Here we break off at White's third move by playing forward the QP.

| White. | Black. |
|---|---|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |

3. *P—Q4*, clearing the way for both the White Bps, leading to a safe good game. Black's best is to take the P with Kt or P, *e.g.* :—

| | |
|---|---|
| 3. . . . . | P × P |

(or 3. . . . . Kt × P; 4. Kt × Kt, P × Kt; 5. Q × P, Kt—K2).

| | |
|---|---|
| 4. Kt × P | Kt—KB3 |
| 5. Kt × Kt | KtP × Kt |
| 6. B—Q3 | P—Q4 |
| 7. Q—K2 | B—K2 |

Or

| | |
|---|---|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. P—Q4 | P × P |
| 4. Kt × P | Q—R5 |

White cannot well answer this by 5. Kt—QB3, because of . . . . B—QKt5; or by 5. Q—Q3, because of . . . . Kt—KB3.

5. Kt—Kt5 (threatening Kt × BP ch, taking the QR).

| | |
|---|---|
| 5. . . . . | Q × KP ch |

(or 5. . . . . B—B4; 6. Q—B3, Kt—Q5).

| | |
|---|---|
| 6. B—K3 | K—Q sq |
| 7. Kt—Q2 | Q—Kt3 |
| 8. Kt—KB3 | P—QR3 |

White, though a P short, is better developed, so that the game is fairly equal; in fact, White's future is generally preferred.

(See also Game 4.)

White sometimes plays 4. B—QB4, leaving P for a while; then it is the Scotch *Gambit*.

| White. | Black. |
|---|---|
| 4. . . . . | B—B4 |
| 5. Castles | P—Q3 |
| 6. P—B3 | B—KKt5 |
| 7. Q—Kt3 | B × Kt |
| 8. B × P ch | K—B sq |
| 9. P × B | Kt—K4 |

Black has the better game; now try

| | |
|---|---|
| 4. . . . . | B—B4 |
| 5. P—B3 | P × P |

(or 5. . . . . P—Q6; 6. P—QKt4, B—Kt3; 7. Q—Kt3, Q—K2; 8. Castles, P—Q3).

| | |
|---|---|
| 6. B × P ch | K × B |
| 7. Q—Q5 ch | K—B sq |
| 8. Q × B ch | P—Q3 |
| 9. Q × BP | Q—B3 |

and the game is even enough, Black's inability to castle being of little importance.

Black may vary by 4. . . . . B—Kt5 ch; 5. P—B3, P × P; 6. P × P (or 6. Castles, P—B7; 7. Q × BP, &c.), B—R4; 7. Castles, P—Q3; 8. P—K5, KKt—K2 (if . . . . P × P, this might happen, 9. B × P ch, K × B; 10. Kt × P ch, and Black K and Q must take care); 9. Q—R4, Castles; 10. R—Q sq, and White has fair chances. The Scotch Gambit, though its soundness may be questioned, leads to a lively interesting game; White, in actual play, winning as often as not.

If the Gambit is offered, Black may avoid complications by 4. . . . . P—Q3 or Kt—B3.

## *Ruy Lopez* (*or Spanish Game*).

This, again, varies at White's third move.

| White. | Black. |
|---|---|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |

3. *B—Kt5*. A very good move, but difficult to explain. It constrains Black's game by the *threat* of 4. B × Kt (and to avoid this, 3. . . . . Kt—Q5 is sometimes played). Black's best replies are P—QR3 and Kt—KB3, *e.g.*:

| | |
|---|---|
| 3. . . . . | P—QR3 |

4. B—R4. It *looks* as if White might gain the KP by here playing B × Kt; but this is not the case; Black answers QP × B; 5. Kt × P, then Q—Q5 recovers the P.

| | |
|---|---|
| 4. . . . . | Kt—B3 |

White may now continue with Castles, or Kt—B3, or P—Q3, or P—Q4, or Q—K2; for instance,

| | |
|---|---|
| 5. Castles | Kt × P |
| 6. P—Q4 | P—QKt4 |
| 7. B—Kt3 | P—Q4 |
| 8. P × P | B—K3 |

Or

| | |
|---|---|
| 5. Kt—B3 | B—K2 |
| 6. Castles | P—QKt4 |
| 7. B—Kt3 | P—Q3 |
| 8. P—Q3 | B—Kt2 |
| 9. B—K3 | Castles |

Or

| | |
|---|---|
| 5. P—Q3 | P—Q3 |
| 6. P—B3 | B—K2 |
| 7. QKt—Q2 | Castles |
| 8. Kt—B sq | Kt—Q2 |
| 9. B—K3 | P—B4 |