

advance in scientific play. With them it seemed as if

**"Poring upon Black and White too subtly
Had turned the inside of their brains to motely."**

Taking two players, however, who are equally matched in their natural skill, and let the one study a treatise on the game and the other depend upon practice alone for advancement in the science of draughtplaying, and there can be no question that the book student, coupling his studies with a little practice, would soon outdistance the player who depended solely upon practice "cross the 'brod" for improvement.

Of the books published on the game, that issued by Mr. Anderson in 1852—his famous "Second Edition"—was undoubtedly the best, and to this day it holds the foremost place with every draughtplayer; and this new edition, revised and extended by Mr. M'Culloch, of Glasgow, there is no doubt, will now rank as the leading authority. In taking up the volume, as we believe will be the case with nearly every player, our first thought was, "How much new play is there?" and roughly comparing it with the "Second Edition," we found the following result:

Games.	Third Edition.	
	Vars.	New Vars.
Ayrshire Lassie.....	32	48
Bristol.....	26	40
Cross.....	47	61
Defiance.....	23	35
Double Corner.....	0	13
Dyke.....	45	46
Fife.....	25	33
Glasgow.....	26	32
Laird and Lady.....	88	73
Maid of the Mill.....	46	49
Old Fourteenth.....	47	63
Second Double Corner..	23	33
Single Corner.....	51	62
Souter.....	22	34
Whilter.....	89	90
Will o' the Wisp.....	58	67
	648	779
		283

In reckoning the number of variations in the "Third Edition," we have included the various "A" and "B" Vars. as well as those numbered in the usual manner; and a glance will show that more than a third of the play is new—i.e., not given in Anderson's "Second Edition."

The result of the analytical skill and patient labor expended on the various games cannot, of course, be fully criticised by us—the merits of the "Third Edition" can be fairly and fully tested only by long and constant use. Anderson did much by the systematic arrangement of play adopted in his "Second Edition" to popularize the scientific study of the game, and with the same object in view Mr. M'Culloch in the present work presents us with several improvements. Anderson recommended the use of red and white men, as presenting a fine contrast on the black squares, and, at the same time, in showing the board and men set for play, gave white and black

men on the white squares; Mr. M'Culloch shows the red and white men on the black squares, forming a beautiful frontispiece, and the board is numbered to correspond on the black squares. The moves of Black are distinguished from White, enabling the student to see at a glance which side varies; and, still further, to facilitate the working out of the games, numbers are given at the bottom of the columns to indicate the variations from which they branch. The games are arranged in alphabetical order, as in the table above—a method which will save much trouble to the reader. The laws of the game, after mature consideration, and with the concurrence of many leading players have, in many instances, been altered, while others have been rendered more definite. The standard size of the board and men has been slightly increased; and the rule, by which a player who might inadvertently touch or arrange an unplayable piece instantly forfeited the game, has been made less harsh. The instructions are written in a concise and lucid style; in the Elementary Positions, the First and Second retain their respective places, and those given as the Third and Fourth—to which number Mr. M'Culloch, with much tact, has confined the "positions"—have been selected with good judgment. A series of useful and instructive problems are also given at the end of the work. Paterson's lengthened, abstruse, and somewhat pedantic essay on the "Theory of the Move" has been admirably condensed; and is illustrated with diagrams which will enable the student at once to master the systems into which the board is divided in calculating the move; for, in the diagrams referred to, the one system is distinguished from the other in a manner which should bring "the theory of the move" within the comprehension of the veriest tyro.

Turning to the games themselves, in running over a few of them we were struck, amongst others, with a fine variation on the "Cross," on a line of play which has been much discussed. The play is as follows:

11.15	15.24	6.10	5.9	15.19
23.18	28.19	17.13	27.24	22.17
8.11	12.16	10.15	16.20	9.13
26.23	19.12	13.6	23.16	26.22
10.14	11.16	1.10	20.27	8.11
30.26	18.15	32.28	31.24	29.25
7.10	10.19	4.8	2.7	
24.19	22.17	25.22	24.20	

Anderson played 19.23 here, and although he made out a win for Black, it was afterwards demonstrated that White could draw. By boldly throwing away another man—for Black is already a man down—Mr. M'Culloch, in playing 19.24, sustains the win, and in the subsequent play gives a fine example of the power of position in defeating a superior force. We were somewhat curious to see the decision Mr. M'Culloch would come to regarding the 21.17 line of the "Fife"—Var. 2 in Anderson, as well as in this work—which has long been considered by many leading players as a loss for White. That, however, is not the view taken by Mr. M'Culloch, who varies from Anderson at an early stage. The line of play is as follows: