

Centre Gambit.

WHITE.

BLACK.

Mr. J. G. Ascher.

Mr. Bird.

- | | |
|---------------------------|---------------------------|
| 1. P. to K. 4. | 1. P. to K. 4. |
| 2. P. to Q. 4. | 2. P. tks. P. |
| 3. Kt. to K. to B. 3. | 3. B. to Kt. 5. ch. (a) |
| 4. P. to Q. to B. 3. | 4. P. tks. B. |
| 5. P. tks. P. | 5. B. to B. 4. (b) |
| 6. K. to B. to B. 4. | 6. Q. to K. 2. (c) |
| 7. Castles. | 7. Q. to Kt. to B. 3. |
| 8. P. to K. 5. (d) | 8. P. to Q. to Kt. 3. |
| 9. B. to K. to Kt. 5. (e) | 9. Q. to K to B. |
| 10. R. to K. (f) | 10. P. to K. to R. 3. (g) |
| 11. B. to R. 4. | 11. P. to K. to Kt. 4. |
| 12. B. to Kt. 3. | 12. K. to Kt. to K. 2. |
| 13. Q. to Kt. to Q. 2. | 13. Kt. to K. to B. 4. |
| 14. Kt. to K. 4. | 14. B. to K. 2. |
| 15. Kt. to Q. 6. ch. | 15. B. to P. tks. Kt. |
| 16. P. tks. P. | 16. Kt. tks. B. |
| 17. R. to P. tks. Kt. | 17. K. to Q. |
| 18. P. tks. B. ch. | 18. Kt. tks. P. |
| 19. Kt. to K. 5. | 19. R. to R. 2. |
| 20. Q. to Q. 3. | 20. P. to K. to B. 4. |
| 21. Q. to R. to Q. | 21. Kt. to K. to Kt. |
| 22. Q. to Q. 5. | 22. K. to Q. to B. 2. (h) |
| 23. Q. tks. R. | 23. R. to K. 2. |
| 24. Q. tks. R. to P. ch. | 24. B. to Kt. 2. |
| 25. Q. to B. to R. 6. | Resigns. |

(f) But here White appears to slip up, and more remarkable still, his opponent omits taking advantage of it.

(g) B. tks. P. ch. not only relieves Black from much of the embarrassment of his position, but adds to his numerical superiority; having missed this chance to turn the tide, the rest of his voyage is "bound in shallows and in miseries."

(h) Immediately fatal, but what can he do? A piece is lost no matter how he moves. With the exception of his tenth move, White played the game in a very good style.

SOLUTION TO PROBLEM No. 5.

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1. Kt. to K. Kt. 3.
2. Mates.

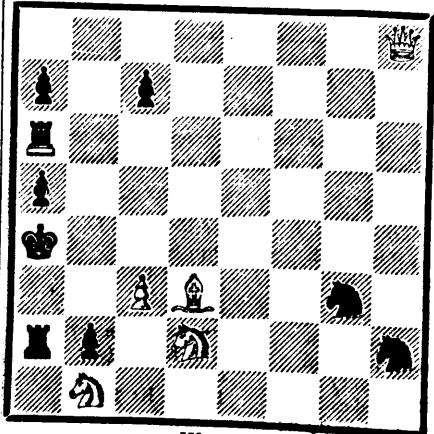
1. Anything

There are eight varieties of checkmate to this enigma.

PROBLEM No. 6.

By W. Meredith.

BLACK.



WHITE.

White to play and mate in three moves.

NOTES BY THE CHESS EDITOR OF THE "NEW YORK ILLUSTRATED."

(a) According to some authorities this move may be made without danger, but, as it results in bringing about a position almost identical with that of the Cochrane attack in the Scotch Gambit, wherein Black has a very uncomfortable game, we prefer B. to B. 4.

(b) R. 4 is the right square.

(c) Already Black has a very embarrassed position; if the B. were posted at R. 4, he might now play Q. to Kt. to B. 3, but as the position stands that move would allow White to at least recover the pawn and disorganize Black's game by B. tks K. to B. to P. ch.

(d) White's advantage in position is tantamount to a won game.

(e) Well played, cramping still further Black's already uncomfortably crowded position.

