

*White.*  
 14. Q Kt takes Kt.  
 15. Q to her Kt 3d (ch).  
 16. Q takes Q.  
 17. K R to Q sq., &c.

*Black.*  
 Q P takes Kt.  
 Q to her 4th.  
 P takes Q.

The position, however, would, even then, have been much in favor of the second player, from the commanding situation of his two Bishops.

† This is stronger play, we believe, than taking the Q Kt. After advancing the doubled Pawn, Black remarked that, had his position been less favourable, and the advantages springing from this move less obviously certain, he should have much preferred the more enterprising play of taking the K B P, with his Kt—a sacrifice, as he demonstrated in an after game, which leads to many strikingly beautiful situations. For example—

*White.*  
 15. R takes Kt (best).  
 17. K takes R (best).

*Black.*  
 Kt takes K B P.  
 R takes R.  
 Q to K R 5th (ch).

In the first back game White now played—

18. K to his B sq.

Whereupon Black mated

him prettily enough as follows—

18. R to K B sq (ch).  
 19. K Kt to B 3d.  
 20. Q to K sq. (His only move, unless he give up the Q for the B.)  
 21. P takes R.

R to K B sq (ch).  
 B takes Q P.  
 R takes Kt (ch).  
 Q takes K R P mate.

In second back game, instead of K to B sq, White play ed

*White.*  
 18. K Kt P one.  
 19. K Kt to B 3d (or a).  
 20. Q Kt to K B 4th.  
 21. Q takes B.  
 22. K to his 3d.

*Black.*  
 Q takes K R P.  
 R to K B sq.  
 B takes Q P (ch).  
 Q to K B 5th (ch).  
 R to K sq (ch).

(If now, White plays Kt to K 5th, he loses his Q; therefore)  
 23. K to Q 2d. Black may now take the Kt, or play R to K 5th, in either case having a winning game.

α—19. Q Kt to K B 4th.  
 If White take B, he loses his Q in three moves; therefore  
 20. K to B 3d [b].  
 21. Q takes B.

B takes Q P ch.  
 R to K B sq.  
 Q to K R 5th ch.

If now the K be played to B 2d, or K 3d, Black wins the Q; therefore

22. K to Kt 4th.

B to his sq [ch], and Black wins.

There are many other variations, but these will suffice to show the resources of the attack.

β—He may also play B to K 3d, upon which Black can check with his Q, and afterwards take the Kt with B, having a better game.

‡ This move loses a clear piece. Play as he could, however, the game was irredeemable.

‡ A move White overlooked, when he, unfortunately, took the P with Bishop.

BETWEEN CAPT. KENNEDY AND MR. STAUNTON,

In which Mr. S. gives the King's Bishop's Pawn and two moves to Capt. K.

*White* (CAPT. K.).      *Black* (MR. S.).

1. K P two.
  2. Q P two.
  3. K Kt to B 3d.
  4. Q B P two.
  5. K P one.
  6. Q Kt to B 3d.
  7. B to K Kt 5th.
  8. Q B P one (a).
  9. Q B to K 3d.
  10. B to Q 3d.
  11. P takes P.
  12. Castles.
  13. P takes B.
- Q Kt to B 3d.  
 K P one.  
 Q P two.  
 B to Q Kt 5th (ch).  
 K Kt to K 2d.  
 Castles.  
 Q to K sq.  
 Q to K R 4th (b).  
 Q Kt P one.  
 Q R P takes P.  
 B takes Kt (c).  
 K Kt to K B 4th.

14. K R P one.
  15. Q R P two (e).
  16. Q to K 2d.
  17. P takes Kt.
  18. B to Q B 2d.
  19. Q to her 3d.
  20. Q takes Q.
  21. Kt to K R 4th.
  22. B to Q 3d.
  23. Kt to B 3d.
  24. Kt to Q 2d.
  25. R to K B 2d.
  26. Q R to K B sq (h).
  27. Q B P takes P.
  28. B takes K B P.
  29. R takes Kt.
  30. R takes R.
  31. R takes R (ch).
  32. P to K 4th (i).
  33. Kt takes P.
  34. Kt to Q 2d.
  35. K to B 2d.
  36. Q P one.
  37. Kt to Q B 4th.
  38. K to his 3d.
  39. K Kt P one.
  40. P takes P.
  41. K to K B 4th.
  42. Kt to Q Kt 2d.
  43. K to Kt 4th.
  44. Q P one (ch).
  45. K takes P.
  46. Kt to Q 3d.
  47. Kt takes P.
  48. Kt to B 4th (ch).
  49. K to Kt 5th.
  50. Kt to Q R 3d.
- K R P one (d).  
 Q B to Q 2d.  
 Kt takes B.  
 Kt to K 2d.  
 Kt to Q B 3d (f).  
 Q to K B 4th.  
 P takes Q.  
 Kt to K 2d.  
 K Kt P two.  
 B takes P.  
 Q Kt P one (g).  
 Q B P two.  
 P takes P.  
 Q Kt P one.  
 Kt takes B.  
 R takes R.  
 R to K B sq.  
 K takes R.  
 P takes P.  
 B to Q B 7th.  
 B to Q 6th (k).  
 K to his 2d.  
 B to Q B 7th.  
 Q Kt P one.  
 K R P one.  
 K R P one (l).  
 P takes P.  
 B to Q 6th.  
 B to K B 5th.  
 B to K Kt 7th.  
 K to his 3d.  
 B to Q B 3d (m).  
 P one.  
 K takes P.  
 K to his 3d.  
 B to Q Kt 4th.  
 B to Q 6th.

Drawn game.

*Notes.*

α—This is an objectionable move. It not only loses time at an important moment, but permits Black to free his pieces on the Queen's side.

β—The second player has now a very well-developed game: far better, indeed, than is usually obtainable by the giver of such odds. This is partly owing to his opponent's feeble play at moves 7 and 8.

γ—It is imperative to take off this Knight, which would otherwise obtain an offensive position at his 5th square.

δ—Tempting White to *fork* the two pieces, which would have given the advantage to Black.

ε—He prudently refrains from advancing the K Kt P two, foreseeing that the enemy would instantly capture the Bishop.

ζ—A lost move, which arose from Black having inadvertently touched the Knight.

g—To prevent the advance of White's Q B P.

h—He would have played very ill in taking the offered Q B P.

i—Well played; the only move, it would appear, to save the Knight.

k—That the Kt should not be moved to Q B 4th.

l—To keep one, at least, of these Pawns on a diagonal, at command of the White Bishop.

m—White would evidently win here, if the Black King took K's Pawn.