

count of the attack on his Queen which would have ensued, and the consequent loss of time.

(e) Very finely conceived.

(f) Another bold sacrifice, but perfectly sound.

(g) We think the defeated party in this game missed the road to victory on his 9th move. See note (c).

GAME No. II.

Smart skirmish between Herr Kling and an Amateur:

White (AMATEUR).	Black (HERR KLING).
1. P to K 4th.	P to K 4th.
2. P to K B 4th.	P takes P.
3. Kt to K B 3d.	B to K 2d.
4. B to Q B 4th.	B to R 5th (ch) (a).
5. P to K Kt 3d.	P takes P.
6. Castles.	P takes P (ch).
7. K to R sq.	P to Q 4th (b).
8. B takes P (c).	Kt to K B 3d.
9. Kt takes B.	Kt takes B.
10. P takes Kt.	Q takes Kt.
11. R (ch).	K to Q sq.
12. Q to K 2d.	B to K Kt 5th.
13. Q to K 4th.	B to B 6th (ch).
14. Q takes B.	Q takes R (ch).
15. K takes P.	Q takes B.
16. Q takes K B P.	Q takes Q Kt P.

and White resigned.

Notes.

(a) This move constitutes the *Cunningham Gambit*, which, in the days of Philidor, was much played and esteemed.

(b) This is considered the best move at this crisis.

(c) It would, we think, be better to take P with P, instead of with the B.

GAME No. III.

A fine game played between the late Mr. Williams, of London, and Mr. Green of Oxford, the former giving the P and move:

(Remove Black's K B P.)

White (Mr. G.).	Black (Mr. W.).
1. K P two.	K P one.
2. Q B P two (a).	Q B P two (b).
3. Q Kt to B 3d.	Q Kt to B 3d.
4. K Kt to B 3d.	Q P one.
5. K Kt P one.	K Kt to B 3d.
6. K B to Kt 2d (c).	K P one.
7. Castles.	K B to K 2d.
8. Q P one.	Castles.
9. Q B to K 3d.	Q B to K Kt 5th.
10. K R P one.	B to R 4th.
11. K Kt P two.	Kt takes Kt P (d).
12. P takes Kt.	B takes P.
13. Kt to Q 5th (e).	Q R to B.
14. Q to K 2d.	Q to K.
15. Kt takes B (ch).	Kt takes Kt.
16. K to R 2d.	Q (ch).
17. K to Kt 3d.	R takes Kt (ch).

Resigned.

Notes.

(a) This is not so good a move as Q P two.

(b) Black's answer to White's last move appears the best, as it seems to prevent the adversary playing Q P two.

(c) We disapprove of this style of play, believing, as we do, that the K B is much out of play here.

(d) A bold move this to play in an important match game. However, as White may move, his opponent will recover the piece.

(e) Q Kt to Q Kt sq, and then to Q 2d, seems better; but Black will have time to attack with Q and both Rooks.

GAME BETWEEN MR. STAUNTON AND CAPTAIN KENNEDY, THE FORMER GIVING PAWN AND TWO MOVES.

Remove Black's K B P from the board.

White (CAPT. K.).

Black (MR. S.).

1. K P two.	Q Kt to B 3d.
2. Q P two.	Q P two.
3. Q B to K Kt 5th.	Q B to K B 4th.
4. K P one.	Q to Q 2d.
5. Q Kt to B 3d.	Q R P one.
6. K B to Q Kt 5th.	Q Kt P two.
7. B to Q R 4th.	K P one.
8. B to Q Kt 3d.	Q Kt to Q R 4th.
9. Q Kt to K 2d.	Q Kt takes B.
10. Q B P one.	Q B P two.
11. P takes Kt.	P takes P.
12. K Kt to B 3d.	Q B to K Kt 3d.
13. K Kt takes P.	Kt to K 2d.
14. P to Q Kt 4th.	Kt to K B 4th.
15. Castles.	K B to K 2d.
16. Q R to Q R 5th (a).	Castles, king side.
17. Q to Q 2d (b).	Kt takes B.
18. B takes B.	Kt to Q B 3d.
19. K R to Q R sq.	Q takes Kt.
20. Kt takes Kt.	Q to Q Kt 3d.
21. Kt to Q 4th.	K R to K B 4th.
22. Kt takes Q Kt P.	Q to Q sq.
23. Q to Q 4th.	K R to K B sq.
24. Kt to Q 6th.	Q R to Q Kt sq.
25. Q R takes Q R P.	Q to K Kt 4th.
26. P to Q Kt 5th.	B to K R 4th.
27. P to Q Kt 6th.	Q takes Q.
28. Q to K third.	B to K 7th.
29. P takes Q.	Q R takes P, on Q Kt 3d.
30. Q R to Q R 7th.	Q R to Q R 3d.
31. Q R to Q Kt 7th.	Q R to Q R 7th.
32. K R to K sq.	B to Q 6th.
33. K R P one (c).	P takes P.
34. P to K 4th.	K R P two.
35. Kt takes P.	B to Q B 5th.
36. Kt to K Kt 5th.	K R to Q B sq.
37. Q R to Q Kt 4th.	Q R to Q R sq.
38. K R to Q sq.	B to K 7th.
39. Q Kt P one.	Q R to Q R 7th.
40. K R to K sq.	K R to Q sq.
41. Q B P one.	K Kt P one.
42. Q R to Q Kt 7th.	K R to Q 7th.
43. Kt takes K P.	K to B sq.
44. Q R to K Kt 7th (ch).	B to K Kt 5th.
45. R takes K Kt P.	B to Q 8th.
46. Kt to K B 4th.	B to Q B 7th.
47. K P one.	Q R to R sq.
48. Q R to K Kt 5th.	Q R to K sq.
49. K P one.	And Black resigned.
50. Kt takes K R P.	

Notes.

(a) Well played. From this point it seems impossible for Black to save the Pawn.

(b) It would be very bad play on White's side to take the Bishop.

(c) If on this or the previous move White had taken the proffered piece, he would have been mated.