

people, either by seeing the man himself or his never-wearying portraits, and I concluded he must a person of some importance, whoever he was. We talked more than the rules allow as the game went on, and his face would illuminate in a wonderful way whenever he made a good point against me. Suddenly the shrill whistle of a steamer sounded, and my opponent sprang to his feet. "That is the Alton boat, and I must go." We both urged him to stay and finish the game, but he was immovable and declared he could not remain longer.

"Standing and looking over the game a moment he said: 'You would soon beat me anyhow, I believe, but remember how it stands and we will some day meet and finish it.'"

"Agreed," was the answer. "I shall remember."

"Then he inquired our name, and I in turn asked for his."

"Lincoln," was his answer.

"Lincoln, of Illinois?"

"Yes, that's what they call me."

"What! Are you the man who, in debate with Douglas all over the State, has turned the people nearly crazy all summer?"

"He laughed a loud, hearty, joyous laugh, and said: 'Well, they call me Abe Lincoln. I was worn out and went off into the Northwest to hunt buffalo awhile, and met with those friends of mine on the car.'"

"He kindly grasped our hands in goodbye, charged me to be sure and finish that game with him some time, and with a cheerful smile strode away, we watching him to his boat. But I never spoke to him again, nor saw him but once, when he rode by our home here in an enormous procession in an open barouche en route to his inauguration." —(Philadelphia Times.)

### Game.

Played by correspondence between Miss Rudge, Bristol, and Mr. J. D. Chambers, Glasgow. Terminated 1st June, 1887.

#### TWO KNIGHT'S DEFENCE.

White.	Black.
Miss Rudge.	Mr. J. D. Chambers.
1 P to K4	1 P to K4
2 Kt to KB3	2 Kt to QB3
3 B to B4	3 Kt to KB3 a
4 Kt to Kt5	4 P to Q4
5 P x P	5 Kt to QR4 b
6 P to Q3 c	6 P to KR3
7 Kt to KB3	7 P to K5
8 Q to K2	8 Kt x B
9 P x Kt	9 B to QB4
10 P to KR3	10 Castles
11 Kt to R2	11 P to QKt4 d
12 P to QKt3	12 P x P
13 Q x KtP	13 Q to Q3 e
14 Q to K2	14 B to R3
15 P to QB4	15 Kt x P
16 Castles	16 Kt to Kt5
17 B to R3	17 P to KB4
18 Kt to QB3	18 Kt to Q6
19 B x B	19 Q x B
20 Kt to R4	20 Q to Q5
21 KR to Qsq	21 QR to Qsq
22 QR to Ktsq	22 B to Kt2
23 Kt to Kt2	23 P to KB5
24 Kt x Kt	24 P x Kt
25 Q to Kt2	25 Q to QKt3
26 Kt to Kt4	26 P to KB6
27 Q to K5	27 P x P
28 Q to QKt5	28 R to B6 g
29 Q x Q	29 P x Q
30 Kt to R2	30 R x RP
31 P to B3	31 B x P
32 Kt x B	32 R x Kt
Resigns h	

### NOTES.

a This constitutes the Two Knight's Defence—seldom adopted—highly commendable for bringing about interesting and instructive positions; analysis has not yet decided if it is a satisfactory defence.

b Black may play Kt x P, White usually follows with Kt x BP, Black K x Kt, and soon gets into such a hot position that the Italians have named it *Fried Liver* or *Fegetello*; with best play Black emerges safe a piece up and wins.

c Mr. Bird says that this move has merits and deserves examination, on the surface it looks inferior to 6 B to Kt5 ch.

d This move of Suhl's is generally thought to turn the tide in favor of the second player.

e Stronger than Q x P.

f Practically Black has now a won game.

h Of course it is quite useless continuing.

### REMARKS.

As White seems to have played all the best moves it would seem to show that the defence can get the best of this game. —(Sheffield Independent.)

### Game.

The following game, played in the match between Mr. J. H. Blackburne and Dr. J. H. A. Zukertort, is a fine example of the Ruy Lopez, and will repay the closest study.

#### RUY LOPEZ.

White.	Black.
Blackburne.	Zukertort.
1 P to K4	1 P to K4
2 Kt to KB3	2 Kt to QB3
3 B to Kt5	3 Kt to KB3 a
4 Castles b	4 Kt x P
5 P to Q4	5 P to QR3 c
6 B to R4	6 P to QKt4
7 B to Kt3	7 P to Q4
8 P x P	8 B to K3
9 P to B3 d	9 B to K2
10 B to KB4	10 Castles
11 Kt to Q4	11 Kt x Kt e
12 P x Kt	12 P to KB3
13 Kt to B3	13 P x P
14 B x P	14 Kt x Kt f
15 P x Kt	15 Q to Q2
16 Q to K2	16 QR to K sq
17 P to QR4	17 P to B4
18 RP x P	18 RP x P
19 R to R6 g	19 P to B5
20 B to B2	20 B to KB4
21 KR to R sq	21 B to B3
22 P to B4	22 KB x B
23 BP x B	23 B x B
24 Q x B	24 Q to Kt5 h
25 Q to Q2	25 P to KR4
26 Q to K3	26 R to B5
27 R to RS4	27 R x R
28 R x R ch	28 K to R2
29 R to R sq	29 P to Kt5
30 P to R3	30 Q to Kt4
31 R to K sq	31 P x P
32 P to K6	32 P to B7
33 P to K7	33 R to K5 i
34 Q x Q	34 R x R ch
35 K to B2	Resigns.

### NOTES.

(a) Of the many defences in the Ruy, this is the present fashion. The old P to Q R 3 is said to be lost time; but it is played as often as any.

(b) Steinitz generally plays (4) P to Q 3, followed by R to K sq, after castling.

(c) All the masters, from Morphy and Paulsen down to the present, seem to agree in playing this move early or late, for the Bishop must be dislodged or take off Kt.

(d) Not equal to (9) B to K 3, according to Cook's Synopsis.

(e) Black must take off Kt, for White threatens P to B 3; or should he play his Kt to R 4, White's reply B to B 2 would be a troublesome move.

(f) Black is obliged to change Kts again as White's centre pawns are becoming strong, and he now manoeuvres to win a pawn at least. White's Q B also is admirably posted, and may be supported by the advance of K B Pawn.

(g) The opening of Q Rook's file and posting Q R at R 6 was cleverly contrived by Blackburne, and was the turning point in the game.

(h) To be followed by P to Kt 5 with the intention of attacking Q P; but White has ample defence.

(i) To prevent Black Q R to K B sq.

(j) A very pretty finish; Black might play R to B 8 ch, but White's reply K x B would keep him at the lead, for Black Q x Q is met by R x Q; then Black P to B 8 (Queen) ch, White R to K 2, and must win with P at K 7. —*Dublin Mail*.

**PHOTOGRAPHIC GROUP.**—The unpretentious representatives of the Chess Press of the United Kingdom have been introduced to the public in the form of a photographic group, published recently by Mrs. T. B. Rowland of Clontarf, Dublin. There are as many as thirty-nine of these toilers of the pen, and all appear smiling benevolently from the frame. Among them are two Scotch, three Irish and thirty-four English. Among the latter are the compiler of the group, Mrs. T. B. Rowland, who edits the chess of *Sheffield Independent*, *Bristol Mercury Science Monthly*, &c.; Dr. J. H. Zukertort and Mr. L. Hoffer, of the *Field* and *Chess Monthly*; Rev. G. A. MacDonnell and Mr. P. T. Duffy, of the illustrated London papers; Rev. A. B. Skipworth, I, Gunsberg, J. Watkinson, J. Pierce, M.A., C. Planck, M.A., and other celebrities. The picture is admirably printed, each likeness stands out clear and distinct, and has autograph attached. It will be a great acquisition to chess libraries, chess clubs, rooms, and resorts, and will enable chess players who may be desirous of knowing by appearance those who are, and have been, working for their benefit. Two sizes are published, one large at 3s., and one cabinet size, suitable for albums, at 1s.; postage extra.

### Zukertort v. Blackburne.

The match between Dr. J. H. Zukertort and J. H. Blackburne commenced at the British Chess Club on Saturday, the 7th May, under the conditions that the winner of the first five games be the victor, drawn games not to count; games to be played on Tuesdays, Thursdays and Saturdays in each week, beginning at two o'clock, with adjournment from 5.30 to 8.30 p.m., and then continuing till 11.30 p.m., a time limit of 20 moves per hour to be adopted. Stakes £25. It terminated on the 9th June, in favor of the English player, score:—Blackburne 5, Zukertort 1, Drawn 8.

### To Our Confreres.

Thermometer 91° in shade, hence our brevity this month—promise you another of Keeney's stories next month.

"What is the great need of the hour?" exclaimed a lecturer on "The Amelioration of the Evils of Humanity." To which an inebriated auditor replied: "A night key with an e-o-electric light at the end of it."