

11.15	22.17	14.18	25.21	3. 8
23.19	5. 9	21.17	9.14	26.23
9.14	17.13	8.11	29.25	11.16

Anderson now played 30-26, after which we do not think there is a draw for White against Black's best play; but by 24-20 (for 30-26) a draw is demonstrated in the present treatise, and a number of very interesting variations and critical end-games spring therefrom.

One variation of the "Glasgow," we have little doubt, will give rise to considerable discussion. We refer to Var. 2, where White, whose crown-head is intact, plays 11-8, with the view of weakening Black by breaking up his crown head. The game runs as follows:

11.15	7.16	9.14	7.16	7.11
23.19	20.11	25.22	22.17	26.22
8.11	3. 7	5. 9*	9.14	11.16
22.17	11. 8	17.13	31.27	32.28
11.16	4.11	14.18	16.20	1. 5
24.20	28.24	29.25	26.23	28.24
16.23	11.15	12.16	2. 7	5. 9
27.11	24.20	20.11	30.26	Black wins.

At the move indicated by the asterisk, Anderson played 15-19, and the game ended as drawn; by 5-9, Mr. McCulloch shows a win for Black, and unless a draw can be shown for White prior to that move, we are afraid the 12th move (11-8) must be considered a losing move for White.

Before quitting the games, a line of play where Mr. McCulloch varies from the trunk of the "Laird and Lady" is worthy of particular mention; he throws away two men for the White side, and yet comes out not only with a drawable game, but one in which Black has to time every move to secure a draw. The play is as follows:

11.15	10.17	4. 8	9.13	2. 9
23.19	21.14	23.19	15.10	24.19
8.11	15.18	6. 9	6.15	15.24
22.17	26.23	24.20	19.10	32.28
9.13	13.17	1. 6	11.15	17.21
17.14	19.15	28.24	10. 6*	28.19

At the starred move Anderson played 31-26—play still retained in this edition—but we think

the line of play struck out in the above superior not only for brilliancy but for the chances of win for White.

The limits of our space forbid us referring, for the present, at greater length to the merits of a work which, even in its mere externals, is incomparably the best book we have seen on the game. Combined with the improvements we have already alluded to—*i. e.*, the alphabetical arrangement of the game, distinguishing the moves of Black and White, and giving references for the root of each variation—the large and legible type and diagrams, and the general "get-up" of the work are such as will rejoice the heart of every draughtplayer. We heartily congratulate Mr. McCulloch upon the production of a work commensurate with the high estimation in which the game ought to be held. Neither the author nor players in general can expect that it will be found entirely free from errors; but we are certain it will be found more free from superficial weakness or unsound play than any existing work on the game. On this point, and in closing our present remarks, we cannot do better than quote the last paragraph of the preface:—"In conclusion," says Mr. McCulloch, "while I may reasonably solicit the indulgence that should be shown to anyone who devotes himself to the arduous task of revising a work on draughts, criticism is invited, and will be gladly acknowledged, so that any errors existing may be rectified in future editions or in a supplement. As no effort has been spared to render the work as perfect as possible, the subscriber trusts that the treatise will be found as free from unsound play as any on the game of draughts; and in the hope that it will help to spread a love for and popularize the interesting pastime, he leaves it in the hands of a discerning public."

NEW DRAUGHTS MAGAZINE.—On the 1st of next month Professor F. A. Fitzpatrick, of St. Louis, Mo., U. S., will issue the first number of a magazine devoted exclusively to the game of draughts. Intending subscribers should address F. A. Fitzpatrick, 3,030 Cass Avenue, St. Louis, Mo., U. S.

