

MOVES in the FIVE GAMES at CHESS,

Played between the

London and Edinburgh Chess Clubs,

Commenced 25th April 1824 and Ended 31st July 1828.

First Game.		Second Game Cont'd.		Third Game Cont'd.		Fourth Game.		Third Game Cont'd.		Fifth Game.	
Edinburgh.		London.		Edinburgh.		London.		Edinburgh.		Edinburgh.	
1 K.P. 2 Sq ^r .	K.P. 2 Sq ^r .	26 Q to Ad QB. 4.	K to K. 1.	34 K.R.P. 1.	Q to K. 2.	1 K.P. 2 Sq ^r .	K.P. 2 Sq ^r .	98 B to Ad K. 1.	B to Q. R. 2.	1 K.P. 2 Sq ^r .	K.P. 2 Sq ^r .
2 K.B. to Q.B. 4.	Q to K. 2.	27 K.R. takes P. *	P takes R.	35 B to K. 4.	Q.P. takes P.	2 K.B. to Q.B. 4.	K.B. to Q.B. 4.	99 K to K. 4.	R to Q. Kt. 3.	2 K.Kt. to K.B. 3.	Q.Kt. to Q.B. 3.
3 Q.B.P. 1.	Q.P. 1.	28 Q takes P. *	K to K. 3.	36 K.R. to Ad K.B. 4.	Q to K.B. 1.	3 Q.B.P. 1.	Q to K. 2.			3 Q.P. 2.	P takes Kt. 2.
4 K.Kt. to K.B. 3.	K.Kt. to K.B. 3.	29 B to Q. 4.	K to K. 3.	37 K.R. to Ad K.Kt. 4.	B to Q. 1.	4 Q.P. 1.	Q to K. 2.			4 K.Kt. takes Q.Kt.	K.Kt. takes Q.Kt.
5 Q.P. 1.	K.Kt. to K.B. 3.	30 Q to Ad QB. 4.	K to K. 1.	38 Q to Q.B. 1.	B to Q. 1.	5 Q.B.P. 1.	Q to K. 2.			5 Q takes P.	K.Kt. to K. 2.
6 Q to K. 2.	K.K.R. Castle.	31 Q to Ad K.Kt. 4.	K to K. 1.	39 K.R. takes P. Ad K. 4.	B to K.B. 3.	6 K.B. to Q.B. 4.	K.B. to Q.B. 4.			6 K.B. to Q.B. 4.	Kt. to Q.B. 3.
7 Q.B. to Ad K.Kt. 4.	K.R.P. 1.	32 Q.B. to Ad QB. 4.	K to K. 1.	40 K.R. to Ad K.B. 4.	Q.R. to K. 1.	7 Q to Ad Q. 4.	Q to K. 2.			7 Q to Ad Q. 4.	Q to K.B. 3.
8 Q.B. to K. 3.	K.B. takes B.	33 Q to Ad Q. 4.	Q.R. to Q.R. 3.	41 Q.Kt. takes Q.B.P.	Q.Kt. takes P.	8 K.B. to Q.B. 4.	Q to K. 2.			8 Kt. to Q.B. 3.	K.B. to Q.B. 3.
9 K.R. to K. 3.	K.Kt. to Q.B. 3.	34 Q to Ad Q.Kt. 2.	Q to K.R. 4.	42 K.R. takes Q.R.P.	K to K.Kt. 2.	9 Q.B. to Q. 2.	Q to K. 2.			9 Q.B. to Q. 2.	Q.P. 1.
10 Q.R.P. takes B.	Q.Kt. to Q.B. 3.	35 K.B.P. 1. *	K takes P.	43 K.R. to Ad QB. 4.	Q.R. to K. 3.	10 K.B. to Q. 2.	Q to K. 2.			10 K.B. to Q. 2.	Q.P. 1.
11 Q.Kt. to Q. 2.	Q to K. 3.	36 Q.R. to K.B. 1. *	K to K.Kt. 3.	44 Q to Q.B. 4.	Q to K. 2.	11 Q to Q.B. 4.	Q to K. 2.			11 Q to Q.B. 4.	K.B. to Q.B. 4.
12 P to Q. Kt. 4.	K.B. to Q.Kt. 3.	37 Q to K. 4.	B to K.B. 4.	45 Q.R. to K. 3.	Q to Q.R. 2.	12 K to K.R. Castle.	Q.B. to K.R. Castle.			12 K to K.R. Castle.	K to K. 4.
13 Q.B. takes Kt.	Q takes B.	38 Q to Ad K. 1. *	K.R. to K.B. 2.	46 R to K. 2.	R to Q. 3.	13 Q to Q. 3.	Kt. to K. 4.			13 Q to Q. 3.	Q.B. takes B.
14 Q.Kt. to Q.B. 4.	Q to K. 2.	39 Q to Ad K.Kt. 1. *	K to K.B. 3.	47 Q.R.P. 1.	R to Ad Q. 1.	14 Q to Q. 3.	Kt. to K. 4.			14 Q to Q. 3.	Q.B. takes B.
15 K.Kt. to K.R. 4.	Q.Kt. to K. 2.	40 K.Kt. P. 2.	Q.R. to Q.R. 1.	48 B to K.B. 3.	B to Ad Q. 4.	15 K to K. 4.	Kt. to K. 4.			15 K to K. 4.	Q.B. takes B.
16 K.M.P. 2.	Kt. to K.Kt. 3.	41 Q takes Q.R.	Q takes P. *	49 K.R. to Ad K.Kt. 4.	R to Q. Kt. 3.	16 K to K. 4.	Kt. to K. 4.			16 K to K. 4.	Q.B. takes B.
17 K.Kt. takes Kt.	K.R.P. takes Kt.	42 K to K.R. 1.	K.R. to Q. 2.	50 Q takes P. Ad QB. 3.	B to K.B. 3.	17 B to Ad K.Kt. 4.	Kt. to K. 4.			17 B to Ad K.Kt. 4.	Q to K.R. 3.
18 K.K.R. Castle.	K.R. to Ad K.B. 4.	43 B to Q.R. 3.	K to K.B. 2.	51 R. takes R. *	P takes R.	18 Q.Kt. P. 1.	K.B.P. 1.			18 Q.Kt. P. 1.	K.B.P. 1.
19 K.R.P. 1.	Q.R. to K.B. 1.	44 Q to Q.R. 3.	K.R. to Ad Q. 1.	52 Q to Ad Q.Kt. 3.	Q to K.B. 2.	19 K.R.P. 1.	Q takes Q.			19 K.R.P. 1.	Q takes Q.
20 K.P. takes B.	Q.R.P. takes Kt.	45 Q takes Q.Kt. P.	Q to Ad K. 4. *	53 R to Q. 2.	R to Q. 2.	20 K.P. takes B.	Q takes Q.			20 K.P. takes B.	Q takes Q.
21 K.B. P. 1.	Q to K.B. 3.	46 K to K.Kt. 1.	K to K. 3.	54 B to Ad QB. 3.	K to Q. 2.	21 K.B. P. 1.	Q takes Q.			21 K.B. P. 1.	Q takes Q.
22 K to K.B. 2.	P to Q.Kt. 4.	47 Q to K.Kt. 2.	Q to Ad K.Kt. 4. *	55 K to R. 2.	R to Ad Q. 4.	22 K to K.B. 2.	Q takes Q.			22 K to K.B. 2.	Q takes Q.
23 K.R. to K.B. 2.	K.R. P. 1.	48 Q to K.Kt. 2.	Q takes Q.	56 Q to Ad Q.R. 2. *	Q to Ad Q. 4.	23 K.R. to K.B. 2.	Q takes Q.			23 K.R. to K.B. 2.	Q takes Q.
24 Q to K. 3.	K.R. P. 1.	49 K takes Q.	B to Ad K.R. 3. *	57 B to K.B. 3.	Q to Ad K. 3.	24 Q to K. 3.	Q takes Q.			24 Q to K. 3.	Q takes Q.
25 K to K. 1.	Q to K. 2.	50 K takes B.	R takes R.	58 Q to Ad K.B. 2.	R to Ad Q. 2. *	25 K to K. 1.	Q takes Q.			25 K to K. 1.	Q takes Q.
26 Q.R. to K. 1.	K to K. 2.	51 B to Ad K. 2.	Q.R. P. 1.	59 R takes R.	Q takes R.	26 Q.R. to K. 1.	Q takes Q.			26 Q.R. to K. 1.	Q takes Q.

THE GAMES
OF
THE MATCH AT CHESS

PLAYED BETWEEN

THE LONDON AND THE EDINBURGH

CHESS CLUBS,

IN 1824, 1825, 1826, 1827, AND 1828 ;

WITH

NOTES AND BACK-GAMES ;

AS REPORTED BY THE

COMMITTEE OF THE EDINBURGH CHESS-CLUB.

WILLIAM BLACKWOOD, EDINBURGH ; AND
T. CADELL, LONDON.

MDCCCXXIX.

(1829.)

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INTRODUCTION

REPORT OF THE COMMITTEE
APPOINTED BY
THE EDINBURGH CHESS CLUB,
TO PLAY THE MATCH WITH
THE LONDON CHESS CLUB.

INTRODUCTION.

IN March 1824 the Edinburgh Chess Club made a proposal to the London Chess Club, to play a match at Chess by correspondence ; which was agreed to.

It was stipulated that the match should consist of three games ; that two of the games should be played simultaneously, the Edinburgh Club having the move in the one game, and the London Club the move in the other ; that the Club winning the game first finished should have the move in the third ; that, in the event of either of the two first games being drawn, another should be played instead of it, the move remaining with the party that had commenced the drawn game ; that the games should be played according to the rules laid down in Sarratt's Treatise on Chess ; and that the stake to be played for should be a silver cup of the value of twenty-five guineas.

The following gentlemen were appointed a Committee* to conduct the match on the part of the Edinburgh Club, viz.

Capt. AYTOUN,	Mr MEIKLEJOHN,
Mr BUCHANAN,	Mr MORE,
Mr BURNETT,	Mr PENDER,
Mr CRAWFURD,	Mr ROSE,
Mr DONALDSON,	Sir S. STIRLING, Bart.
Mr GREGORY,	Mr WAUCHOPE,
Rev. H. LISTON,	and
Mr MACKERSY,	Mr WYLIE.

Mr DONALDSON, Convener.

The Committee thus appointed now beg leave to submit to the Club a report of their proceedings.

The FIRST GAME was begun by the Edinburgh Commit-

* The Committee originally consisted of seven only; but in consequence of the absence of members from town, and other considerations, additions were made to it from time to time.

The Committee of the London Club consisted of the following gentlemen:—

Messrs BRANDE,	Messrs PARKINSON,
COCHRANE,	PRATT,
FRASER,	SAMUDA,
KEEN,	TOMLIN,
LEWIS,	WILLSHIRE,
MERCIER,	WOOD.

tee on the 23d of April 1824, and was declared by the London Committee to be drawn, on the 14th of December following. It consisted of thirty-five moves.

This game may perhaps be regarded as well played on both sides, although it seems to possess no critical point at which it might have been interesting to give a variation of the play, and is therefore submitted to the Club without any comment.

The SECOND GAME was begun by the London Committee on the 28th of April 1824, and was resigned by them on the 23d of February 1825. It consisted of fifty-two moves.

The Edinburgh Committee must acknowledge, that being altogether unacquainted with the opening adopted by the London Committee, they were taken by surprise, and early in the game committed an error which continued for a long time to embarrass their play. Their adversaries, however, in too eagerly prosecuting a course of attack which ultimately failed, overlooked an opportunity of winning, which the situation of the game might at one time have afforded them. The game then became equal. Afterwards the Edinburgh players acquired the advantage; and it was at last resigned by the London Club, at the fifty-second move.

In the course of this game the London Committee proposed to recall two of their moves; but upon this being objected to by the Edinburgh Committee as contrary to the stipulated rules of play, they at once agreed to the construction put upon the law by the Edinburgh Committee, adhered to the moves they had sent, and went on with the game. As this refusal, however, to allow the London Committee to retract their moves, has been commented on by Mr Lewis, in his edition of the Match Games, and an impression conveyed, which appears to the Committee not to be warranted by the circumstances, they have thought it their duty to enter into a full examination of this matter. It will be found in the Appendix.

The **THIRD GAME** was begun by the Edinburgh Committee on the 20th of December 1824, and was drawn by them on the 18th of March 1828. It consisted of ninety-nine moves.

The only difference of opinion ever formally discussed and brought to a vote in the Committee, regarded the opening to be chosen for this game. Some members were of opinion that more spirit and enterprise would be displayed, and that, if successful, greater honour would be achieved, by returning upon their antagonists, the opening of which they themselves had set an example, in the second game,

than by adopting any other ; while other members thought that it would be rash and hazardous to adopt a mode of opening which, it was now known, had been the subject of much examination in the London Club, and against which, in all probability, the proper defence had been discovered. The former opinion prevailed by a considerable majority, and the result showed that this was not to be regretted ; for although latterly the advantage of the Edinburgh players was not so decided as to enable them to win, still they maintained a superiority over their antagonists from beginning to end. In the early part of the game, the London Committee were far from being happy in their moves, but afterwards they conducted a difficult defence with great skill and dexterity, and finally succeeded in drawing the game.

The FOURTH GAME was begun by the Edinburgh Committee, on the 26th of February 1825, and was resigned by them on 15th of September 1826. It consisted of fifty-five moves.

The Committee must in candour admit, that they bestowed by far too little attention upon this game ; so little, indeed, that from having put up the pieces erroneously, they sent off on one occasion an impossible move, and on another, a very bad one.

They may here take the liberty of remarking, that it is by no means advisable, in a match like this, to play two games at once, the one game being apt to engross too great a share of attention, to the exclusion of what is properly due to the other. Indeed the match had not been long in dependence when this undue partiality to one of the games was felt to be unavoidable. And with regard to the Third Game, it was in its own nature so interesting, and the hope of winning the match with it was for a long time so strong, that, whatever occasion there may be for regret, it ought to excite little surprise that its less favoured contemporary, the Fourth Game, should have been in a great measure neglected.

The FIFTH GAME was begun by the Edinburgh Committee, on the 6th of October 1826, and was resigned by the London Committee on 31st July 1828. It consisted of sixty moves, and determined the match in favour of the Edinburgh Club.

This game, which it was unanimously resolved should be opened in the same manner with the Third, had the benefit of the undivided attention of the Committee; for although thirty-two moves of the third game were played along with it, the third game was during all that time in

effect drawn,* and gave the Committee little or no trouble. The fifth game is perhaps the most remarkable of the whole. Looking upon it at some of the earlier stages, and judging of it according to the common maxims against doubled and isolated pawns, an ordinary player would be apt at first sight to imagine that the situation of the Edinburgh game was inferior to that of their adversaries; but on a closer examination, he would find that their pieces had greater scope for action, and that at no time could it be truly said that their game was inferior. Taking this game at a later stage, at the thirty-eighth move, for example, it may be recommended to the amateur as an excellent subject for study.

With these general remarks, the Committee beg to sub-

* In fact, the fifth game was properly the *successor* of the third, although begun while the latter was still pending. In order to save time, and on the supposition that the third game would eventually be drawn, the London Club proposed that in the meanwhile a fifth game should be begun; to which proposal the Edinburgh Club agreed. It would have been premature, however, in the Edinburgh Club to have declared the third game at this time drawn, because, having a pawn of advantage, there was at least some chance of their winning the game, but none of their losing it.

In the letter transmitting the first move in the fifth game, it was added, that as the match had been protracted much beyond the period originally anticipated, it was the general wish of the Edinburgh Club that it should terminate with the fifth game. This proposal, on being laid before a general meeting of the London Club, "was negatived."

mit to the Club the several games in the order in which they were played, accompanied with a few notes and variations, which, it is hoped, may serve to elucidate them.

Before doing so, however, it may not be improper to take notice of an observation which has been applied to a match played by correspondence, namely, that its result “ must not always be taken as a proof of the relative “ strength of the parties playing in the ordinary way ; for “ it is an undoubted fact, that a match by correspondence “ puts the inferior more on an equal footing with the su- “ perior player, than had they played as usual across the “ board, where no experiments can be tried, but where “ every piece that is touched must be moved, and where “ much more depends on the foresight and calculation of “ players. Those who may feel inclined to doubt what is “ here stated, may convince themselves of the truth of it, “ by playing a match with any one to whom they are in “ the habit of giving a Knight, and making even games : “ let them give a Knight and play by correspondence, each “ player being allowed three or four days to examine his “ move, and I will venture to assert that he will scarcely “ win one game in twenty.”* The remark, and the example given in illustration of it, are quite just, so far as

* Preface to Mr Lewis's Edition of the Match Games, 1828, p. vii.

they go. But, the Committee may be allowed to add, that although playing by correspondence may lessen the distance between the inferior and superior player, and may enable a person unpractised in the game to avoid the grosser errors into which he would otherwise fall; still it will not enable the inferior player to beat the superior, where equal diligence and application are made use of by the contending parties; nor will it even enable an indifferent player to rise into positive and general excellence in his play, although, no doubt, in the course of his experiments he must occasionally stumble upon a good move. The most industrious mediocrity never could elaborate a series of games teeming with invention like those with which Philidor favoured the world. In a word, playing by correspondence may enable a party to avoid palpable blunders; but it will never convert a bad player into a good one.

FIRST GAME.*

BEGUN BY THE EDINBURGH CLUB,

23d April 1824.

Edinburgh.

1. K. P. two squares
2. K. B. to Q. B. 4th square
3. Q. B. P. one square
4. K. Kt. to K. B. 3d square
5. Q. P. one square
6. Q. to K. 2d square
7. Q. B. to adv. K. Kt. 4th sq.
8. Q. B. to K. R. 4th square
9. K. B. to Q. Kt. 3d square
10. Q. R. P. takes B.
11. Q. Kt. to Q. 2d square
12. P. to Q. Kt. 4th square
13. Q. B. takes Kt.
14. Q. Kt. to Q. B. 4th square
15. K. Kt. to K. R. 4th square
16. K. Kt. P. two squares
17. K. Kt. takes Kt.
18. K. castles with K. R.

London.

1. K. P. two squares
2. K. B. to Q. B. 4th square
3. Q. to K. 2d square
4. Q. P. one square
5. K. Kt. to K. B. 3d square
6. King castles
7. K. R. P. one square
8. Q. B. to K. 3d square
9. B. takes B.
10. Q. Kt. to Q. B. 3d square
11. Q. to K. 3d square
12. K. B. to Q. Kt. 3d square
13. Q. takes B.
14. Q. to K. 3d square
15. Q. Kt. to K. 2d square
16. Kt. to K. Kt. 3d square
17. K. B. P. takes Kt.
18. K. R. to adv. K. B. 4th sq.

* In Mr Lewis's Edition of the Match Games, this is called the *Second* Game.

Edinburgh.

19. K. R. P. one square
20. Kt. takes B.
21. K. B. P. one square
22. K. to K. Kt. 2d square
23. K. R. to K. B. 2d square
24. Q. to K. 3d square
25. K. to K. Kt. 3d square
26. Q. R. to K. square
27. Q. to K. 2d square
28. Q. to K. 3d square
29. R. to K. R. 2d square
30. K. R. P. takes P.
31. K. takes R.
32. K. takes Q.
33. R. to Q. R. square
34. K. to K. 2d square
35. K. to K. third square

London.

19. Q. R. to K. B. square
20. Q. R. P. takes Kt.
21. Q. to K. B. 3d square
22. Q. B. P. one square
23. P. to Q. Kt. 4th square
24. K. R. P. one square
25. Q. to K. Kt. 4th square
26. K. to K. R. 2d square
27. R. to K. R. square
28. K. to K. Kt. square
29. K. R. P. takes P.
30. R. takes K. B. P. checking
31. Q. takes Q. checking
32. R. takes R.
33. R. to adv. K. R. 3d sq. chg.
34. R. to adv. K. R. 2d sq. chg.
35. R. to adv. K. R. 3d sq. chg.

GAME DRAWN.

SECOND GAME.*

BEGUN BY THE LONDON CLUB,

28th April, 1824.

London.	Edinburgh.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. 3d square	2. Q. Kt. to Q. B. 3d square
3. Q. P. two squares	3. K. P. takes P.
K. B. to Q. B. 4th square	4. K. B. to Q. B. 4th square
5. Q. B. P. one square	5. Q. to K. 2d square†
6. K. castles	6. P. takes P.‡
7. Q. Kt. takes P.	7. Q. P. one square
8. Q. Kt. to adv. Q. 4th sq.	8. Q. to her 2d square
9. Q. Kt. P. two squares	9. Q. Kt. takes P.
10. Q. Kt. takes Kt.	10. K. B. takes Kt.
11. K. Kt. to adv. K. Kt. 4th sq.	11. K. Kt. to K. R. 3d square
12. Q. B. to Q. Kt. 2d square	12. K. to K. B. square

* In Mr Lewis's publication, this is called the *First Game*.

† 5. This is a bad move, and continued for a long time to embarrass the play of the Edinburgh Club.

‡ 6. It was soon seen that this was far from being a judicious move, as it enabled the London Club to bring their Queen's Knight at once into powerful action.

|| 12. It is very obvious, that if Edinburgh had castled, London would have played Queen to her fourth square, and given checkmate in a few moves.

London.	Edinburgh.
13. Q. to Q. Kt. 3d square	13. Q. to K. 2d square
14. K. Kt. takes K. B. P.	14. K. Kt. takes Kt.
15. Q. takes K. B.	15. K. Kt. to K. 4th square
16. K. B. P. two squares	16. Kt. takes K. B.
17. Q. takes Kt.	17. Q. to K. B. 2d square
18. Q. to Q. B. 3d square	18. Q. B. to K. 3d square*
19. K. B. P. one square	19. Q. B. to adv. Q. B. 4th sq.
20. K. R. to K. B. 4th square	20. Q. Kt. P. two squares
21. K. P. one square	21. P. takes P.
22. Q. takes P.	22. K. R. P. one square
23. Q. R. to K. square	23. K. R. to K. R. 2d square
24. K. B. P. one square†	24. K. Kt. P. two squares
25. K. R. to adv. K. B. 4th sq.‡	25. Q. R. P. two squares§

* 18. The Bishop is played into this square preparatory to being moved to adverse Queen's Bishop's fourth square, where he will be found to be very useful.

† 24. At this point of the game the London Club do not appear to have been aware of the full strength of their position. They ought to have played:—

London.	Edinburgh.
24. Q. to adv. Q. B. 4th checking	24. K. to K. Kt. square
25. Q. R. to adv. K. 2d square	25. Q. to her 4th square
26. R. takes B. and has a winning position.	

‡ 25. Still London do not appear to have been aware of the strength of their game. Edinburgh expected them to play, 25. Q. to adv. Q. B. 4th checking. Had they done so, they would have won the game. See first Back-game, p. 20.

§ 25. This is a most important move, as it completely defeats the plan which London adopted of giving check with their Queen, and afterwards exchanging their Rook for the Pawns. Had Edinburgh played any thing else, the London attack would have been irresistible. See second Back-game, p. 23

London.

Edinburgh.

- | | |
|------------------------------------|------------------------------|
| 26. Q. to adv. Q. B. 4th sq. ch.* | 26. K. to K. Kt. square |
| 27. K. R. takes P. checking† | 27. P. takes R. |
| 28. Q. takes P. and checks | 28. K. to K. B. square |
| 29. B. to Q. 4th square | 29. B. to K. 3d square |
| 30. Q. to adv. Q. B. 4th sq. chg. | 30. K. to K. Kt. square |
| 31. Q. to adv. K. Kt. 4th sq. chg. | 31. K. to K. B. square‡ |
| 32. Q. B. to adv. Q. B. 4th ch. | 32. K. to his square |
| 33. Q. to adv. Q. 4th square | 33. Q. R. to Q. R. 3d square |
| 34. Q. to adv. Q. Kt. 2d square | 34. Q. to K. R. 4th square |
| 35. P. to adv. K. B. 2d sq. ch.§ | 35. K. takes P. |
| 36. R. to K. B. square checking | 36. K. to K. Kt. 3d square |
| 37. Q. to K. 4th square checking | 37. B. to K. B. 4th square |
| 38. Q. to adv. K. sq. checking | 38. K. R. to K. B. 2d square |
| 39. Q. to adv. K. Kt. sq. checking | 39. K. to K. B. 3d square |

* 26. Bishop to Queen's fourth, would perhaps have been better play, although it may be doubted whether this move would have enabled the London Club to do more than draw the game. See third Back-game, p. 23.

† 27. This seems to be just as good a move as it was now in the power of the London Club to make, although Mr Lewis, in his edition of the match games, speaks of the giving up of the Rook, as being a "sacrifice" and a "great error" on their part. He has *not shown*, however, that it was either a sacrifice, or an error, as not one of the variations given by him touches the point at issue.

It is proper to make some observations on Mr Lewis's note to this move; but as they would take up too much room for a foot-note, they will be found in the Appendix.

‡ 31. In the letter transmitting this move, it was added, that should London play for their 32d move, Queen to adverse Queen's Bishop's 4th checking, Edinburgh would, in answer, play K. to King's Knight's square. This was done in the expectation that London would declare the game drawn. It is not clear that they ever afterwards had it in their power to draw the game.

§ 35. It has been said, that by taking Queen's Rook with their Queen, London might have drawn the game. This, however, may be doubted. See fourth Back-game, p. 25.

London.	Edinburgh.
40. K. Kt. P. two squares	40. Q. R. to its square
41. Q. takes Q. R.	41. Q. takes K. Kt. P. checking
42. K. to his R. square*	42. R. to Q. 2d square
43. B. to Q. R. 3d square	43. K. to K. B. 2d square
44. Q. to adv. Q. B. 3d square†	44. R. to adv. Q. square
45. Q. takes Q. Kt. P.‡	45. Q. to adv. K. 4th square, ch.
46. K. to his Kt. square	46. K. to his Kt. 3d square
47. Q. to Q. Kt. 2d square§	47. Q. to adv. K. Kt. 4th sq. ch.
48. Q. to K. Kt. 2d square	48. Q. takes Q. checking
49. K. takes Q.	49. B. to adv. K. R. 3d sq. ch.
50. K takes B.	50. R. takes R.
51. B. to adv. K. 2d square	51. Q. R. P. one square
52. Q. R. P. one square	52. R. to K. B. 4th square

THE LONDON CLUB RESIGNED THE GAME.

* 42. If London had either interposed their Queen, or played King to King's Bishop's 2d square, they would have lost the game.

† 44. It would have been bad to have played Q. to adv. K. B. sq. chg. Thus:

London.	Edinburgh.
44. Q. to adv. K. B. square checking	44. K. to K. Kt. 3d square
45. Q. to adv. K. Kt. square checking	45. R. interposes
46. Q. to adv. K. square checking	46. K. to K. R. 2d square

It is impossible for London to prevent checkmate.

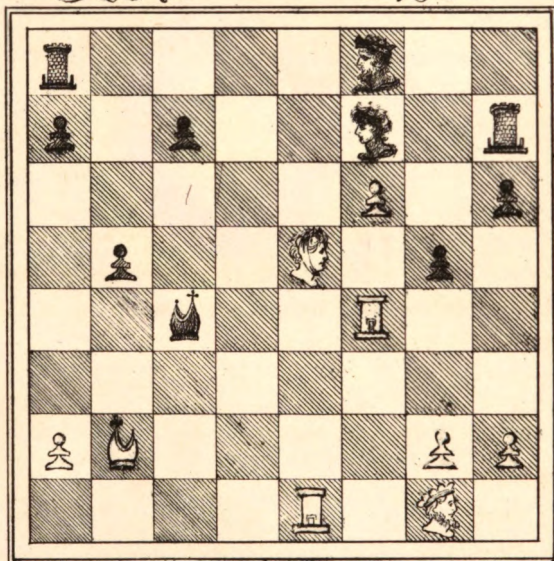
‡ 45. If London had taken Queen's Bishop's pawn, they would have lost the game in a few moves.

§ 47. If London had taken Rook with Rook, they would have been checkmated in four moves. See fifth Back-game, p. 29.

|| The 47th, 48th, 49th, 50th, and 51st moves, were all transmitted in one letter, the moves of the London Club, to which they were the answers respectively, having been assumed by the Edinburgh Committee.

SECOND GAME.

FIRST BACK GAME



*Beginning at the 25th Move of the
London Club.*

FIRST BACK-GAME.

BEGINNING AT THE TWENTY-FIFTH MOVE OF THE
LONDON CLUB.

It is the object of this Back-game to show, that London, by playing as they did K. R. to adv. K. B. 4th square, overlooked the strength of their game ; had they played Q. to adv. Q. B. 4th checking, they would have won the game.

SITUATION OF THE PIECES.

London.

K. at K. Kt. square
 Q. at adv. K. 4th square
 K. R. at K. B. 4th square
 Q. R. at K. square
 B. at Q. Kt. 2d square
 P. at Q. R. 2d square
 P. at adv. K. B. 3d square
 P. at K. Kt. 2d square
 P. at K. R. 2d square

Edinburgh.

K. at K. B. square
 Q. at K. B. 2d square
 K. R. at K. R. 2d square
 Q. R. at Q. R. square
 B. at adv. Q. B. 4th square
 P. at Q. R. 2d square
 P. at Q. Kt. 4th square
 P. at Q. B. 2d square
 P. at K. Kt. 4th square
 P. at K. R. 3d square

FIRST BACK-GAME CONTINUED.

London.

Edinburgh.

- | | |
|---------------------------------|--------------------------------|
| 25. Q. to adv. Q. B. 4th check. | 25. K. to his Kt. square |
| 26. K. R. takes B. | 26. Q. Kt. P. takes R. (or A.) |
| 27. R. to adv. K. 2d square | 27. Q. to K. B. square |
| 28. Q. to adv. Q. 4th checking | 28. R. to K. B. 2d square |
| 29. R. takes R. | 29. Q. takes R. |
| 30. Q. takes Q. R. checking | |

London having gained a piece, and being otherwise in a favourable situation, must win the game.

(A.)

London.

Edinburgh.

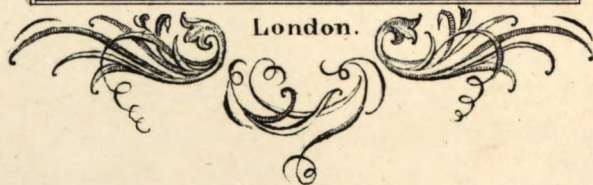
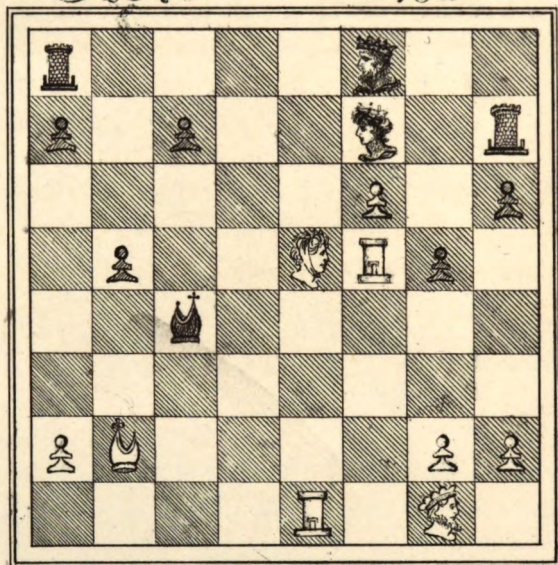
- | | |
|-----------------------------------|-------------------------------|
| | 26. Q. takes R. |
| 27. Q. to adv. K. B. 4th sq. | 27. R. to K. B. 2d square |
| 28. Q. to adv. K. Kt. 3d check. | 28. K. to his B. square |
| 29. Q. takes K. R. P. checking | 29. K. to his Kt. square |
| 30. Q. takes K. Kt. P. checking | 30. K. to his B. square |
| 31. Q. to adv. K. R. 3d check. | 31. K. to his Kt. square |
| 32. R. to adv. K. 4th square | 32. K. R. to K. R. 2d square* |
| 33. K. B. P. to adv. K. B. 2d ch. | 33. Q. takes K. B. P.† |
| 34. R. to adv. K. Kt. 4th check. | 34. R. to K. Kt. 2d square |
| 35. B. takes R. & wins the game | |

* 32. Let any thing else be done, and either the Queen will be lost, or checkmate received.

† 33. If the King were to take the P. checkmate would be given in four moves; or, if the Rook were to take the pawn, the same result would follow in two moves.

SECOND GAME.

SECOND BACK GAME



*Beginning at the 25th Move of the
Edinburgh Club.*

SECOND BACK-GAME.

BEGINNING AT THE TWENTY-FIFTH MOVE OF THE
EDINBURGH CLUB.

It is the object of this Back-game to show, that by playing any other move than Q. R. P., two squares, Edinburgh must have lost the game.

SITUATION OF THE PIECES.

London.	Edinburgh.
K. at K. Kt. square	K. at K. B. square
Q. at adv. K. 4th square	Q. at K. B. 2d square
K. R. at adv. K. B. 4th square	K. R. at K. R. 2d square
Q. R. at K. square	Q. R. at Q. R. square
B. at Q. Kt. 2d square	B. at adv. Q. B. 4th square
P. at Q. R. 2d square	P. at Q. R. 2d square
P. at adv. K. B. 3d square	P. at Q. Kt. 4th square
P. at K. Kt. 2d square	P. at Q. B. 2d square
P. at K. R. 2d square	P. at K. Kt. 4th square
	P. at K. R. 3d square

SECOND BACK-GAME CONTINUED.

London.

Edinburgh.

- | | |
|---|----------------------------------|
| | 25. K. to K. Kt. square |
| 26. R. takes K. Kt. P. checking | 26. P. takes R. |
| 27. Q. takes P. checking | 27. K. to K. R. square* |
| 28. R. to adv. K. 2d square | 28. Q. R. to K. Kt. square |
| 29. Q. to Q. 2d square | 29. Q. to K. R. 4th square† |
| 30. P. to adv. K. B. two sq. dis-
covering check | 30. K. R. to K. Kt. 2d square |
| 31. P. takes Q. R. | 31. B. takes P. at K. Kt. square |
| 32. R. takes K. R. | 32. B. to Q. 4th square‡ |
| 33. R. to K. Kt. 3d sq. disc. check | 33. K. to K. R. 2d square |
| 34. Q. to Q. 3d checking | 34. K. to K. R. 3d square |
| 35. B. to adv. K. Kt. 2d square
giving checkmate | |

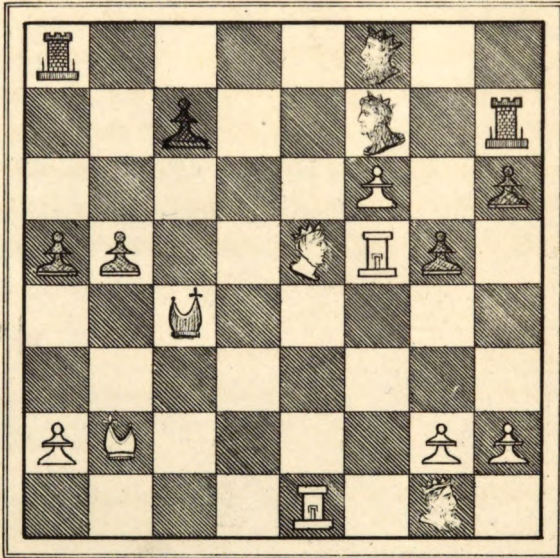
* 27. Q. R. P. not having been played up two squares, the King cannot go into his Bishop's square, without being exposed to a fatal check from the adverse Bishop.

† 29. It would be better to let the Queen remain and be taken. Still, however, the game could not be saved.

‡ 32. The Bishop must be played away to prevent checkmate being at once given.

SECOND GAME.

THIRD BACK GAME.



Beginning at the 26th Move of the

London Club.

THIRD BACK-GAME.

BEGINNING AT THE TWENTY-SIXTH MOVE OF THE
LONDON CLUB.

It is not pretended that this Back-game contains the best moves possible for the London side. Indeed the Game at this stage of it seems susceptible of so great a variety of play on both sides, that a thorough analysis of it would be extremely tedious, and is perhaps impracticable. All that is intended is, to follow out to their results the few early moves which would probably at first sight suggest themselves to an ordinary Amateur, as being the best for both parties.

The Committee of the Edinburgh Club think it at least doubtful whether the London Club could have made more of it than a drawn game, had their 26th move been Bishop to Queen's 4th square.

SITUATION.

London.	Edinburgh.
K. at K. Kt. square	K. at K. B. square
Q. at adv. K. 4th square	Q. at K. B. 2d square
K. R. at adv. K. B. 4th square	K. R. at K. R. 2d square
Q. R. at K. square	Q. R. at Q. R. square
B. at Q. Kt. 2d square	B. at adv. Q. B. 4th square
P. at Q. R. 2d square	P. at Q. R. 4th square
P. at adv. K. B. 3d square	P. at Q. Kt. 4th square
P. at K. Kt. 2d square	P. at Q. B. 2d square
P. at K. R. 2d square	P. at K. Kt. 4th square
	P. at K. R. 3d square

THIRD BACK-GAME CONTINUED.

London.

Edinburgh.

- | | |
|---|------------------------------------|
| 26. B. to Q. 4th square | 26. Q. to Q. 2d square |
| 27. B. to adv. Q. B. 4th chg. | 27. K. to K. Kt. square |
| 28. Q. to K. 4th square | 28. Q. B. P. one square |
| 29. K. R. to K. B. 3d square | 29. Q. R. to Q. Kt. square * |
| 30. Q. to adv. K. Kt. 3d chg. | 30. K. to K. R. square |
| 31. Q. R. to adv. K. 2d square | 31. Q. to adv. Q. sq. checking |
| 32. K. to K. B. 2d square | 32. K. R. takes Q. R. |
| 33. P. takes R.† | 33. Q. to adv. K. 2d sq. chg. |
| 34. K. to K. Kt. 3d square | 34. Q. to K. 4th sq. checking |
| 35. K. to K. R. 3d square‡ | 35. P. to adv. K. Kt. 4th sq. chg. |
| 36. K. takes P. | 36. R. to K. Kt. square |
| 37. R. to adv. K. B. square | 37. Q. to K. 4th sq. checking |
| 38. To whatever square the King may go, Edinburgh will take Queen with Queen, and win the Game. | |

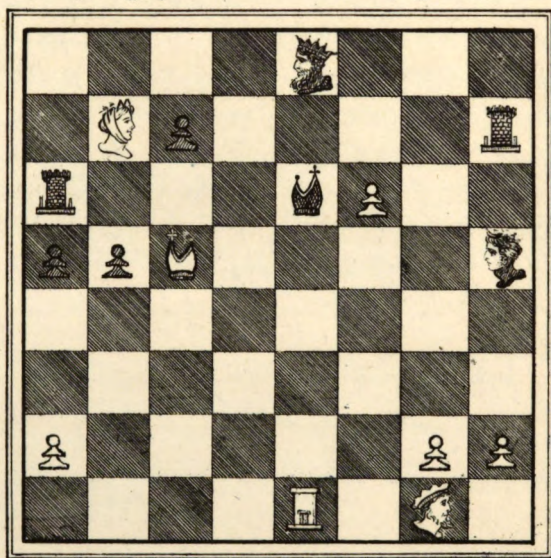
* 29. Bishop to King's Bishop's 2d square, though a more obvious move, would have been a bad one.

† 33. It would be worse play to take with the Bishop.

‡ 35. If, instead of this, the King were played back to his Bishop's 2d square, the game would be drawn.

SECOND GAME.

FOURTH BACK GAME.



*Beginning at the 35th. Move of the
London Club.*

FOURTH BACK-GAME.

BEGINNING AT THE THIRTY-FIFTH MOVE OF THE
LONDON CLUB.

It is the object of this Back-game to show, that there is reason for doubting whether London could have drawn the game, if they had taken the Rook with their Queen at their 35th move, instead of playing, as they did in the Text-game, P. to adv. K. B. 2d square checking.

SITUATION OF THE PIECES.

London.	Edinburgh.
K. at K. Kt. square	K. at K. square
Q. at adv. Q. Kt. 2d square	Q. at K. R. 4th square
Q. R. at K. square	K. R. at K. R. 2d square
B. at adv. Q. B. 4th square	Q. R. at Q. R. 3d square
P. at Q. R. 2d square	B. at K. 3d square
P. at adv. K. B. 3d square	P. at Q. R. 4th square
P. at K. Kt. 2d square	P. at Q. Kt. 4th square
P. at K. R. 2d square	P. at Q. B. 2d square

London.	Edinburgh.
35. Q. takes Q. R.	35. Q. takes K. R. P. checking
36. K. to K. B. square*	36. Q. to adv. K. B. 4th chg.

* 36. Had London played King to King's Bishop's second square, it would have made no difference on the subsequent play.

FOURTH BACK-GAME CONTINUED.

London.

37. K. to K. 2d square *
 38. K. to Q. square † and ‡
 39. K. to Q. B. 2d square
 40. K. to Q. 2d square §
 41. K. to his 3d square
 42. K. to K. B. 4th square
 43. K. takes B.
 44. K. to adv. K. Kt. 4th sq.

Edinburgh.

37. K. to K. B. 2d square
 38. B. to adv. K. Kt. 4th sq. chg.
 39. Q. to adv. Q. B. 4th sq. chg.
 40. Q. to Q. 4th sq. checking
 41. Q. takes B. checking
 42. Q. to adv. K. B. 2d sq. chg.
 43. R. to adv. K. R. 4th sq. chg.
 44. Q. to adv. K. B. 4th square
 giving checkmate

* 37. As London might have played King to King's Knight's square, there will be a variation upon this move. See first variation on the fourth Back-game, page 27.

† 38. Had London played Bishop to King's 3d, Edinburgh would have checked with Bishop at adverse King's Knight's fourth square, and on London playing King to Queen's 2d square, Edinburgh would give check with Queen at adverse Queen's Knight's fourth square, and gain the Rook.

‡ 38. Were London to play Queen to adverse Queen's Bishop's third square, they would lose the game. See second variation on the fourth Back-game, page 28.

§ 40. Had London played King to Queen's Knight's 2d square, Edinburgh, by playing Bishop to Queen's 3d square, would have had a winning game.

FOURTH BACK-GAME CONTINUED.

FIRST VARIATION,

BEGINNING AT THE THIRTY-SEVENTH MOVE OF THE
LONDON CLUB.

London.	Edinburgh.
37. K. to K. Kt. square	37. R. to adv. K. R. sq. chg.
38. K. takes R.	38. Q. to adv. K. R. 4th chg.
39. K. to K. Kt. square	39. Q. takes R. checking
40. K. to K. R. 2d square	40. Q. to K. 4th square chg.
41. K. to K. R. sq. (or A.)	41. Q. to K. R. 4th square chg.
42. K. to K. Kt. square*	42. Q. takes B. checking
43. K. to K. R. square	43. B. takes Q. R. P.

Edinburgh have so much the best
of it, that they must finally win.

(A.)

London.	Edinburgh.
41. K. Kt. P. one square	41. Q. to adv. Q. Kt. 2d sq. chg.
42. K. to K. Kt. square	42. Q. to adv. Q. B. sq. chg.
43. K. to K. R. 2d square†	43. Q. to adv. Q. B. 2d sq. chg.
44. K. to K. Kt. square	44. Q. takes B. checking, and must win the game.

* 42. Had London played King to King's Rook's square, they would have been checkmated in two moves.

† 43. Had London played King to King's Knight's second square, Edinburgh would have checked with Bishop, gaining the London Bishop, and having a winning game.

FOURTH BACK-GAME CONTINUED.

SECOND VARIATION,

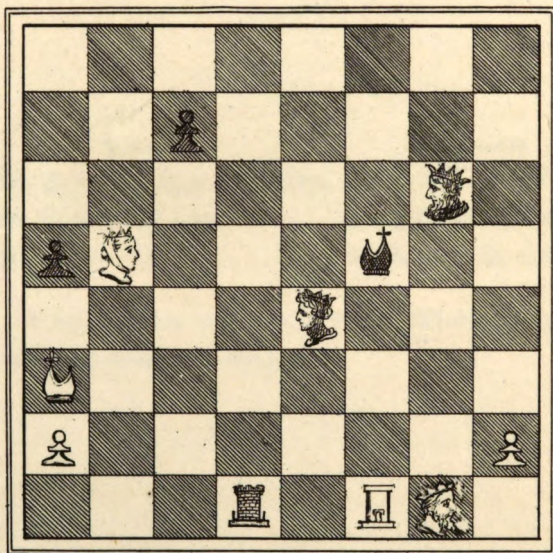
BEGINNING AT THE THIRTY-EIGHTH MOVE OF THE
LONDON CLUB.

London.	Edinburgh.
38. Q. to adv. Q. B. 3d square	38. R. to K. R. 4th square
39. B. to K. 3d square	39. Q. to adv. Q. B. 4th sq. chg.
40. Q. takes Q.	40. B. takes Q. checking

When London move their King, Edinburgh gain a pawn, and must finally win the game.

SECOND GAME.

FIFTH BACK GAME.



*Beginning at the 47th Move of the
London Club.*

FIFTH BACK-GAME.

BEGINNING AT THE FORTY-SEVENTH MOVE OF THE
LONDON CLUB.

SITUATION OF THE PIECES.

London.	Edinburgh.
K. at K. Kt. square	K. at K. Kt. 3d square
Q. at adv. Q. Kt. 4th square	Q. at adv. K. 4th square
R. at K. B. square	R. at adv. Q. square
B. at Q. R. 3d square	B. at K. B. 4th square
P. at K. R. 2d square	P. at Q. R. 4th square
P. at Q. R. 2d square	P. at Q. B. 2d square

London.	Edinburgh.
47. R. takes R.	47. Q. to adv. K. 3d sq. checking
48. K. to K. Kt. 2d square	48. B. to adv. K. R. 3d sq. chg.
49. K. to K. R. square	49. Q. to adv. K. B. 3d sq. chg.
50. K. to K. Kt. square	50. Q. to adv. K. Kt. 2d square giving checkmate.

THIRD GAME.*

BEGUN BY THE EDINBURGH CLUB,

20th December 1824.

Edinburgh.	London.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. 3d square	2. Q. Kt. to Q. B. 3d square
3. Q. P. two squares	3. K. P. takes P.
4. K. B. to Q. B. 4th square	4. K. B. to ad. Q. Kt. 4th chg.†
5. Q. B. P. one square	5. K. P. takes P,
6. K. castles	6. Q. P. one square‡
7. Q. R. P. one square	7. K. B. to Q. B. 4th square
8. Q. Kt. P. two squares	8. K. B. to Q. Kt. 3d square
9. Q. to Q. Kt. 3d square	9. Q. to K. B. 3d square
10. Q. Kt. takes P.	10. Q. B. to K. 3d square
11. Q. Kt. to adv. Q. 4th square	11. Q. B. takes Kt.§
12. B. takes B.	12. K. Kt. to K. 2d square**

* Mr Lewis calls this the *Fourth* Game.

† 4. This seems to be a bad move. All the future difficulties of the London side may, it is thought, be traced back to it.

‡ 6. This is certainly better than taking Queen's Knight's Pawn.

§ 11. This seems to be a necessary move. The London Game would have been completely broken up had they removed the Queen.

|| 12. It is better to take with the B. than with the Pawn.

** 12. By taking Queen's Rook, London might have got two Rooks in exchange for the Queen. But although abstractly the value of a Queen is less than that of two Rooks, yet, in the particular situation of this game, they could not have safely given up their Queen for the two Rooks.

Edinburgh.

London.

- | | |
|------------------------------------|----------------------------------|
| 13. Q. B. to adv. K. Kt. 4th sq. | 13. Q. to K. Kt. 3d square |
| 14. Q. B. takes K. Kt. | 14. K. takes Q. B. |
| 15. Q. R. P. one square | 15. Q. R. P. 2 squares |
| 16. Q. K. P. one square | 16. Q. R. to Q. Kt. square |
| 17. Kt. to K. R. 4th square* | 17. Q. to K. B. 3d square |
| 18. Kt. to adv. K. B. 4th sq. chg. | 18. K. to K. B. square |
| 19. Q. R. to Q. B. square† | 19. Kt. to K. 4th square |
| 20. K. to K. R square | 20. K. R. P. two squares |
| 21. K. Kt. P. one square‡ | 21. K. Kt. P. one square |
| 22. Kt. to K. R. 4th square | 22. K. Kt. to ad. K. Kt. 4th sq. |
| 23. K. R. P. one square | 23. K. Kt. P. one square |
| 24. Kt. to K. B. 3d square§ | 24. Q. B. P. one square |
| 25. B. to Q. B. 4th square | 25. K. R. to K. R. 2d square |
| 26. K. to K. Kt. 2d square | 26. K. to K. Kt. 2d square |
| 27. B. to K. 2d square | 27. Kt. to K. 4th square |

* 17. It would not have been good play to have taken the Kt.

† 19. To have taken the Kt. with Q. Kt. P., would have been bad play. See first Back-game, p. 36.

‡ 21. This move serves three purposes. 1st, It prevents the further advance of the adv. K. R. P. 2dly, It secures a place of retreat (K. R. 4th square) for the Kt.; and, 3dly, It provides an additional square (K. Kt. 2d square) for the King to go into if necessary.

§ 24. Obviously it would have been bad play to have taken Kt. with K. R. P.

|| 27. If the pawn had taken the Knight, Edinburgh would have lost the game. See second Back-game, p. 38. In a note on this 27th move of the Edinburgh Club, Mr Lewis remarks, that if Edinburgh had taken K. B. P. with their B. they ought to have won the game. In the first defence against this move he proposes, that London should play Q. takes B.; and in the second he proposes, that they should play Q. R. to K. B. square; neither of which, however, he conceives to be effectual. But a third defence, namely, Kt. to K. 4th, seems to be better than either, and would give London an equal game. With great submission, the move actually played by the Edinburgh Club, appears to be better than the one suggested by Mr Lewis.

Edinburgh.	London.
28. Kt. takes K. Kt. P.	28. Q. takes Kt.
29. K. B. P. two squares	29. Q. to K. Kt. 3d square
30. K. B. P. takes Kt.	30. Q. takes P. checking
31. B. to K. B. 3d square	31. Q. to adv. K. 3d square
32. Q. to Q. Kt. square	32. K. to K. R. square
33. Q. R. to K. square	33. Q. to K. Kt. 4th square
34. K. R. P. one square	34. Q. to K. Kt. 2d square
35. B. to K. 4th square	35. K. R. to K. R. 3d square
36. K. R. to adv. K. B. 4th sq.	36. Q. P. takes P.
37. K. R. to adv. K. Kt. 4th sq.	37. Q. to K. B. square
38. Q. to Q. B. square	38. B. to Q. square
39. K. R. takes K. P.	39. B. to K. B. 3d square
40. K. R. to ad. K. B. 4th sq.	40. K. R. to K. square
41. Q. Kt. P. takes Q. B. P.	41. Q. Kt. P. takes P.
42. K. R. takes Q. R. P.	42. K. to K. Kt. 2d square
43. K. R. to ad. Q. B. 4th sq.	43. Q. R. to K. 3d square
44. Q. to Q. B. 4th square	44. Q. to K. second square
45. Q. R. to K. 3d square*	45. Q. to Q. R. 2d square
46. Q. R. to K. 2d square	46. Q. R. to Q. 3d square
47. Q. R. P. one square	47. Q. R. to ad. Q. square
48. B. to K. B. 3d square	48. B. to ad. Q. 4th square
49. K. R. to ad. K. Kt. 4th sq. ch.	49. K. R. to K. Kt. 3d square
50. Q. takes P. at ad. Q. B. 3d sq.	50. B. to K. B. 3d square
51. R. takes R. checking†	51. P. takes R.
52. Q. to ad. Q. Kt. 3d square	52. Q. to K. B. 2d square

* 45. This move is necessary to prevent London from taking K. R. P. with their B. while supported by the Queen, by which they would have been enabled to make an equal game. See third Back-game, page 40.

† 51. It would have been better for Edinburgh to have played Q. to ad. Q. Kt. 3d square. See fourth Back-game, page 41.

Edinburgh.

London.

- | | |
|----------------------------------|--------------------------------|
| 53. R. to Q. B. 2d square | 53. R. to Q. 2d square |
| 54. B. to adv. Q. B. 3d square | 54. Q. to K. 3d square* |
| 55. K. to K. R. 2d square | 55. R. to adv. Q. 4th square |
| 56. Q. to adv. Q. R. 2d sq. chg. | 56. K. to K. R. 3d square |
| 57. B. to K. B. 3d square | 57. Q. to adv. K. 3d square |
| 58. Q. to adv. K. B. 2d square | 58. R. to adv. Q. 2d sq. chg.† |
| 59. R. takes R. | 59. Q. takes R. checking |
| 60. K. to K. R. 3d square | 60. Q. to adv. K. B. 2d square |
| 61. B. to K. Kt. 2d square‡ | 61. B. to adv. Q. 4th square |
| 62. Q. to K. B. 4th sq. chg. | 62. K. to K. Kt. 2d square |
| 63. B. to K. 4th square | 63. B. to Q. R. 2d square§ |
| 64. B. to Q. 3d square | 64. B. to adv. Q. 4th square |
| 65. B. to Q. B. 4th square | 65. K. to K. R. 2d square |
| 66. Q. R. P. one square | 66. K. to K. Kt. 2d square |
| 67. Q. to K. 4th square | 67. Q. to K. B. 3d square |

* 54. This, it is believed, is the only move that could have saved the game. It is very obvious, that if Bishop were to take Rook, London would play Queen to adv. King's 4th square checking, and then take the Rook.

† 58. If London had taken Bishop with their Queen, they would have lost the game. Thus :

- | |
|------------------------------------|
| 58. Q. takes B. checking |
| 59. Q. to adv. K. B. sq. chg. |
| 59. To prevent being mated with R. |
| 60. Q. takes Q. |
| B. interposes. |

‡ 61. If Edinburgh had taken Bishop with their Queen, London could have forced a drawn game, by giving alternate checks with their Q. at adv. K. B. and adv. K. B. 2d squares, Edinburgh not being able to interpose their Bishop without losing their Queen.

§ 62. If London had taken the Queen, they would have lost the game.

Edinburgh.

- 68. Q. to K. B. 4th square
- 69. K. to K. Kt. 2d square
- 70. B. to Q. 3d square
- 71. K. to R. 2d square
- 72. K. to R. 3d square
- 73. Q. to K. 4th square
- 74. Q. to adv. Q. 4th square
- 75. B. to Q. B. 4th square
- 76. Q. to adv. K. Kt. sq. chg.
- 77. B. to Q. 3d square
- 78. B. to K. 4th square
- 79. Q. to adv. Q. B. square
- 80. Q. to adv. Q. 2d sq. chg.
- 81. B. to K. Kt. 2d square
- 82. Q. to adv. Q. Kt. 4th sq.
- 83. B. to K. 4th square
- 84. Q. to Q. 3d square
- 85. K. to R. 2d square
- 86. B. to K. Kt. 2d square
- 87. K. to K. R. 3d square
- 88. B. to K. B. 3d square
- 89. K. to K. R. 2d square
- 90. Q. to Q. square
- 91. B. to K. Kt. 2d square

London.

- 68. B. to Q. Kt. 3d square
- 69. B. to adv. Q. 4th square
- 70. B. to Q. R. 2d square
- 71. Q. to adv. Q. Kt. 2d sq. chg.
- 72. Q. to K. B. 3d square
- 73. B. to adv. Q. 4th square
- 74. B. to Q. R. 2d square
- 75. B. to adv. Q. 4th square
- 76. K. to K. R. 3d square
- 77. B. to Q. R. 2d square
- 78. B. to adv. Q. 4th square
- 79. K. to K. Kt. 2d square
- 80. K. to K. R. 3d square
- 81. Q. to adv. K. B. 2d square
- 82. K. to K. Kt. 2d square
- 83. Q. to K. B. 3d square
- 84. Q. to K. 3d sq. checking
- 85. Q. to adv. Q. R. 2d sq. chg.
- 86. Q. to adv. K. B. 2d square
- 87. Q. to K. B. 3d square *
- 88. Q. to K. 3d sq. checking
- 89. Q. to adv. K. 3d square
- 90. Q. to adv. K. B. 2d sq. chg.
- 91. B. to K. 4th square

* 87. If London had played Q. to K. B. 4th square, checking, Edinburgh would have taken Queen with Queen, and by separating the London pawns, Edinburgh would ultimately have won the game.

Edinburgh.

92. Q. to Q. 3d square
 93. Q. to K. 4th square
 94. B. takes Q.
 95. K. to K. Kt. 2d square
 96. K. to K. B. 3d square
 97. B. to adv. Q. B. 3d square
 98. B. to adv. K. square
 99. K. to K. 4th square

London.

92. Q. to adv. Q. 4th square
 93. Q. takes Q.
 94. B. to Q. Kt. square
 95. K. to K. B. 3d square
 96. B. to Q. R. 2d square
 97. B. to Q. Kt. 3d square
 98. B. to Q. R. 2d square
 99. B. to Q. Kt. 3d square

GAME DRAWN.

FIRST BACK-GAME.

BEGINNING AT THE NINETEENTH MOVE OF THE
EDINBURGH CLUB.

SITUATION OF THE PIECES.

Edinburgh.	London.
K. at K. Kt. square	K. at K. B. square
Q. at Q. Kt. 3d square	Q. at K. B. 3d square
K. R. at K. B. square	K. R. at K. R. square
Q. R. at Q. R. square	Q. R. at Q. Kt. square
K. B. at adv. Q. 4th square	K. B. at Q. K. 3d square
K. Kt. at adv. K. B. 4th square	Q. K. at Q. B. 3d square
P. at K. R. 2d square	P. at K. R. 2d square
P. at K. Kt. 2d square	P. at K. Kt. 2d square
P. at K. B. 2d square	P. at K. B. 2d square
P. at K. 4th square	P. at Q. 3d square
P. at adv. Q. Kt. 4th square	P. at Q. B. 2d square
P. at Q. R. 4th square	P. at Q. Kt. 2d square
	P. at Q. R. 4th square

Edinburgh.	London.
19. Q. Kt. P. takes Kt.	19. P. takes P.
20. Q. R. to Q. R. 2d sq. (or A.)	20. P. takes B.*

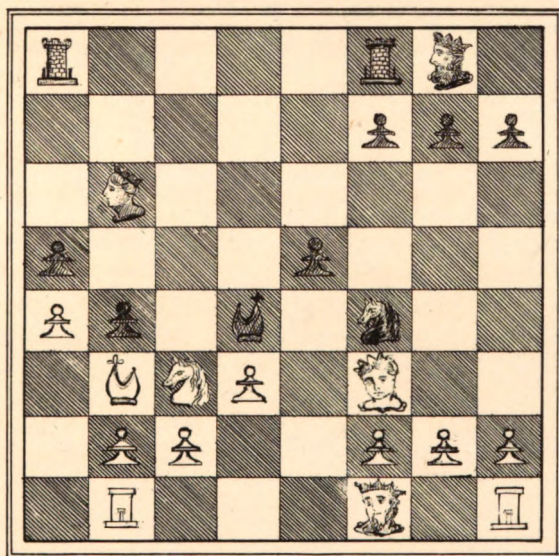
* 20. It would be bad play had London taken King's Bishop's pawn with the Bishop, though winning the Queen Thus:

21. Q. R. takes B.	20. B. takes K. B. P. checking
22. B. takes Q. R.	21. Q. R. takes Q.

Edinburgh has evidently the better game.

THIRD GAME.

FIRST BACK GAME.



*Beginning at the 19th Move of the
Edinburgh Club.*

FIRST BACK-GAME CONTINUED.

Edinburgh.

21. Q. takes P.

London.

21. K. Kt. P. one square

London has the better game.

(A.)

20. Q. R. to Q. Kt. square

20. P. takes K. B.*

21. Q. takes P.

21. K. Kt. P. one square

22. Kt. to K. 3d square

22. K. to K. Kt. 2d square

London has at least an equal
game.

* 20. If London take the King's Bishop's Pawn, and afterwards the Queen, they would lose the game. Thus:

21. K. R. takes B.

20. B. takes K. B. P. checking

22. Q. R. takes Q. R.

21. Q. R. takes Q.

23. K. R. to Q. Kt. 2d square

22. Q. to Q. square

24. Q. R. to adv. Q. Kt. square

23. P. takes K. B.

25. Q. R. takes Q.

24. K. or Q. to K. square

26. K. R. to adv. Q. Kt. square.

25. K. takes Q. R.

And wins.

SECOND BACK-GAME.

BEGINNING AT THE TWENTY-SEVENTH MOVE OF THE
EDINBURGH CLUB.

SITUATION OF THE PIECES.

Edinburgh.

K. at K. Kt. 2d square
Q. at Q. Kt. 3d square
K. R. at K. B. square
Q. R. at Q. B. square
B. at Q. B. 4th square
Kt. at K. B. 3d square
P. at Q. R. 4th square
P. at ad. Q. Kt. 4th square
P. at K. 4th square
P. at K. B. 2d square
P. at K. Kt. 3d square
P. at K. R. 3d square

London.

K. at K. Kt. 2d square
Q. at K. B. 3d square
K. R. at K. R. 2d square
Q. R. at Q. Kt. square
B. at Q. Kt. 3d square
Kt. at ad. K. Kt. 4th square
P. at Q. R. 4th square
P. at Q. Kt. 2d square
P. at Q. B. 3d square
P. at Q. 3d square
P. at K. B. 2d square
P. at K. Kt. 4th square
P. at K. R. 4th square

Edinburgh.

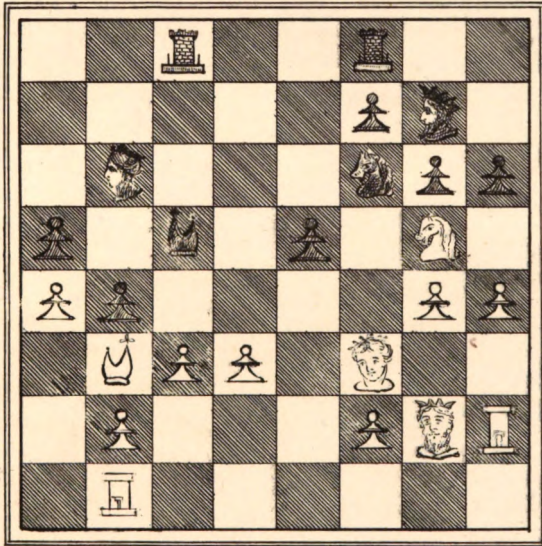
27. K. R. P. takes Kt.
28. Kt. to K. R. 2d sq. (or A.)
29. K. takes R.
30. K. to K. Kt. square

London.

27. P. takes P.
28. K. R. takes Kt. checking
29. Q. to K. R. 3d sq. checking
30. Q. R. to K. R. square
And wins the game.

THIRD GAME.

SECOND BACK GAME.



*Beginning at the 27th Move of the
Edinburgh Club.*

SECOND BACK-GAME CONTINUED.

(A.)

Edinburgh.

London.

28. Kt. to Q. 2d square

28. K. R. to ad. K. R. 2d sq. chg.

29. K. takes R.

29. Q. to K. R. 3d sq. chg.

30. K. to K. Kt. 2d square

30. Q. to ad. K. R. 3d sq. chg.

31. K. to K. Kt. square

31. Q. takes K. Kt. P. chg.

32. K. to K. R. square

32. R. to K. R. square, giving
checkmate.

THIRD BACK-GAME.

BEGINNING AT THE FORTY-FIFTH MOVE OF THE
EDINBURGH CLUB.

SITUATION OF THE PIECES.

Edinburgh.

K. at K. Kt. 2d square
Q. at Q. B. 4th square
K. R. at adv. Q. B. 4th square
Q. R. at K. square
B. at K. 4th square
P. at Q. R. 4th square
P. at K. Kt. 3d square
P. at K. R. 4th square

London.

K. at K. Kt. 2d square
Q. at K. 2d square
K. R. at K. R. 3d square
Q. R. at K. 3d square
B. at K. B. 3d square
P. at Q. B. 3d square
P. at K. B. 2d square
P. at K. R. 4th square

Edinburgh.

45. Q. R. P. one square
46. K. Kt. P. takes B.
47. Q. to Q. B. 3d sq. checkg.
48. K. R. to Q. B. 4th square
49. B. takes R.
50. K. to K. B. square
51. K. to K. 2d square
52. K. to Q. square
53. Q. takes R.
54. Q. to Q. 2d square

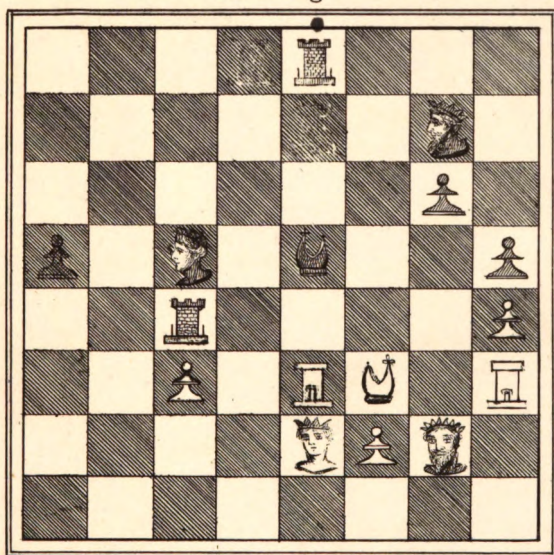
London.

45. B. takes K. R. P.
46. Q. takes K. Kt. P.
47. K. to K. B. square
48. K. R. to K. Kt. 3d sq. chg.
49. R. takes B. checking
50. Q. to adv. K. R. sq. chg.
51. R. to K. 3d sq. checking
52. R. takes R. checking
53. Q. to Q. 4th sq. checking
54. Q. takes R.

London has at least an equal
game.

THIRD GAME.

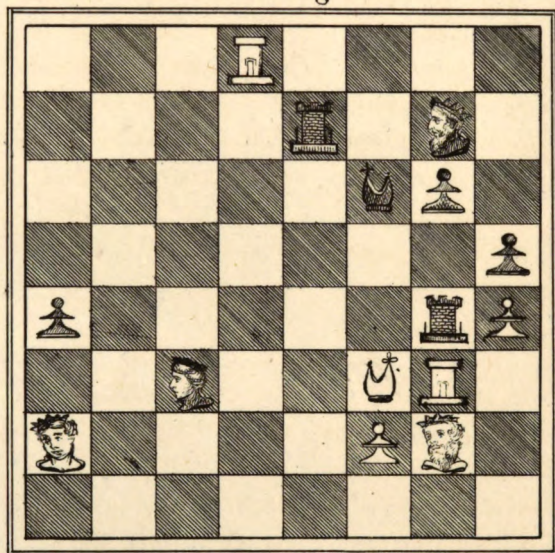
THIRD BACK GAME.



*Beginning at the 45th Move of the
Edinburgh Club.*

THIRD GAME.

FOURTH BACK GAME.



*Beginning at the 51st Move of the
Edinburgh Club.*

FOURTH BACK-GAME.

BEGINNING AT THE FIFTY-FIRST MOVE OF THE EDINBURGH CLUB.

SITUATION OF THE PIECES.

Edinburgh.	London.
K. at K. Kt. 2d square	K. at K. Kt. 2d square
Q. at adv. Q. B. 3d square	Q. at Q. R. 2d square
K. R. at adv. K. Kt. 4th square	K. R. at K. Kt. 3d square
Q. R. at K. 2d square	Q. R. at adv. Q. square
B. at K. B. 3d square	B. at K. B. 3d square
P. at adv. Q. R. 4th square	P. at K. B. 2d square
P. at K. Kt. 3d square	P. at K. R. 4th square
P. at K. R. 4th square	

Edinburgh.	London.
51. Q. to adv. Q. Kt. 3d square	51. Q. R. to Q. 2d square
52. K. R. takes K. R. checking	52. K. B. P. takes R.
53. R. to adv. K. 3d square	53. R. to ad. Q. 2d sq. ch. (or A.)
54. K. to K. R. 3d square	54. Q. to Q. 2d square
55. Q. R. P. one square	55. B. to adv. Q. 4th sq. (or B.)
56. Q. to adv. Q. Kt. 2d square	56. B. to K. B. 3d square
57. Q. takes Q.	57. R. takes Q.
58. R. takes B.	58. K. takes R.

59. B. to adv. K. Kt. 2d square The best play for London is to move their Rook to a square, enabling them to exchange it for the pawn on its becoming a Queen. It is therefore evident that Edinburgh must win.

FOURTH BACK-GAME CONTINUED.

(A.)

Edinburgh.

London.

54. P. takes Q.

53. Q. takes Q.

55. K. to K. R. square

54. R. to adv. Q. 2d square chg.

56. P. to adv. Q. Kt. 2d square

55. B. to adv. Q. 4th square

57. R. to adv. K. square

56. R. to adv. Q. Kt. 2d square

58. K. to K. R. 2d square

57. R. to adv. Q. Kt. square chg.

59. B. to K. Kt. 2d square

58. R. to adv. Q. K. 2d sq. chg.

60. R. to adv. Q. R. square, and

59. B. to Q. R. 2d square

must win.

(B.)

55. R. to adv. Q. Kt. 2d square

56. Q. to adv. Q. 3d square

56. R. to adv. Q. 2d sq. (or C.)

57. Q. takes Q.

57. R. takes Q.

58. R. takes B.

58. K. takes R.

59. B. to adv. Q. Kt. 2d square

London must give up their Rook for Queen's Rook pawn on its becoming a Queen, and finally lose the game.

(C.)

56. Q. to Q. B. square

57. Q. R. P. one square

57. Q. to adv. Q. B. 2d square

58. Q. to adv. Q. 2d square chg.

58. K. to K. R. 3d square

59. R. to K. 2d square

London must now exchange a piece for Queen's Rook's pawn, and finally lose the game.

FOURTH GAME.*

BEGUN BY THE EDINBURGH CLUB,

26th February 1825.

Edinburgh.

1. K. P. two squares
2. K. B. to Q. B. 4th square
3. Q. B. P. one square
4. Q. P. one square
5. K. Kt. to K. B. 3d square
6. K. castles
7. Q. B. to K. 3d square
8. Q. Kt. to Q. 2d square
9. K. R. P. one square
10. Q. to Q. B. 2d square
11. Q. Kt. takes B.
12. Q. R. P. two squares
13. K. B. to Q. R. 2d square
14. Q. B. takes K. B.
15. K. to K. R. 2d square
16. K. Kt. Pawn one square

London.

1. K. P. two squares
2. K. B. to Q. B. 4th square
3. Q. to K. 2d square
4. Q. P. one square
5. K. B. to Q. Kt. 3d square
6. Q. B. to adv. K. Kt. 4th sq.
7. Q. Kt. to K. 2d square
8. K. Kt. to K. B. 3d square
9. Q. B. to K. R. 4th square
10. Q. B. takes Kt.
11. K. Kt. to K. R. 4th square
12. Q. R. P. two squares
13. K. R. P. one square
14. Q. Kt. takes Q. B.
15. K. Kt. P. two squares
16. Q. Kt. to Q. 2d square

* This is what Mr Lewis calls the *Third* Game.

Edinburgh.	London.
17. Kt. to K. Kt. square*	17. Q. to K. B. 3d square
18. Q. P. one square	18. Q. to K. Kt. 3d square
19. Kt. to K. B. 3d square	19. K. Kt. to K. B. 3d square
20. Kt. to Q. 2d square	20. K. R. P. one square
21. K. to K. Kt. 2d square	21. Q. Kt. P. one square
22. Q. to Q. 3d square	22. K. castles with K. R.
23. K. to K. R. 2d square	23. K. to K. R. square
24. Q. R. to K. square	24. Q. P. one square

* In consequence of having put up the game erroneously, the Edinburgh Committee at first sent off as their 17th move "Knight to King's Rook's 2d square." On discovering the error, they applied at the post-office to be allowed to correct the move. This was done by a note, in the following terms, written on the outside of the letter: "Owing to a mistake in putting up the Fourth Game, we have, in the within letter, directed the Knight to be played to a square already occupied by the King. We hold ourselves bound to move the Knight; and therefore our 17th move is Knight to King's Knight's square."

The answer made by the London Club was as follows: "With regard to the false move sent in your last, the Committee desire me to state, that agreeably to the rules by which it was settled the Games should be played, the adversary may oblige the party making a false move, to play either the King or the piece touched. In this case, they accept your move of King to King's Knight's square."

In a note upon this move, Mr Lewis, after noticing the mistake made by the Edinburgh Committee, says, "The London Club could of course have obliged them to move the King instead of the Knight, as a penalty for having made a false move; but under the circumstances they declined taking that advantage of the mistake."

Now, the Edinburgh Committee would not have regarded it as any penalty had they been called upon to play their King. On the contrary, they would have been much better pleased to have moved their King than their Knight. In fact, being aware of the option possessed by the London Club, the Edinburgh Committee moved the Knight just because they believed their adversaries would prefer it to moving the King. When the above-quoted answer was received, the Edinburgh Committee considered it as being at once an assertion by their adversaries of their privilege, and an exercise of it in the way most favourable for themselves.

Edinburgh.

25. K. B. to Q. Kt. square
26. Q. to adv. Q. Kt. 4th sq.
27. Q. to Q. Kt. 3d square
28. Q. P. takes P.
29. K. B. P. two squares *
30. K. R. takes P.
31. Kt. to K. B. square
32. Q. takes Q. Kt. P.
33. R. takes Kt.
34. Q. to Q. 4th square
35. K. to K. Kt. 2d square
36. Q. to K. Kt. square
37. K. Kt. P. one square
38. Q. to Q. 4th square
39. K. to K. R. square
40. Kt. to K. R. 2d square
41. K. to K. Kt. square
42. K. to K. B. square
43. K. to his 2d square
44. Q. to K. Kt. square
45. Q. takes R.
46. K. takes Kt.
47. Kt. to K. B. 3d square
48. R. takes P.
49. B. takes R. checking
50. B. to ad. Q. B. 3d square
51. K. to K. Kt. 2d square

London.

25. Q. R. to K. square
26. Q. B. P. one square
27. Q. P. takes P.
28. Q. Kt. takes Q. P.
29. K. Kt. P. takes K. B. P.
30. Q. R. to Q. square
31. Q. R. to ad. Q. 3d square
32. Kt. to ad. K. B. 3d sq. chg
33. R. takes R.
34. K. to K. R. 2d square
35. R. to K. square
36. K. R. P. one square
37. Kt. to Q. 4th square
38. Kt. to ad. K. B. 4th sq. chg.
39. Kt. takes K. R. P.
40. Kt. to ad. K. B. 2d sq. chg.
41. K. R. P. one square
42. Kt. to ad. Q. 3d sq. dis. ch.
43. Q. B. P. one square
44. R. to ad. K. B. 2d sq. chg.
45. Kt. takes Q.
46. Q. to Q. 3d square
47. Q. to ad. K. B. 4th square
48. R. takes R.
49. K. to K. Kt. 2d square
50. K. R. P. one square
51. Q. to K. R. 3d square

* This is decidedly a bad move.

Edinburgh.

52. Kt. takes K. R. P.
53. Kt. to K. B. 3d square
54. K. to K. Kt. 3d square
55. Kt. to Q. 4th square

London.

52. Q. takes B. checking
53. Q. takes Q. R. P.
54. Q. to ad. Q. Kt. 3d square
55. P. takes Kt.

THE EDINBURGH CLUB RESIGNED THE GAME.

FIFTH GAME.

BEGUN BY THE EDINBURGH CLUB,

6th October 1826.

Edinburgh.

1. K. P. two squares
2. K. Kt. to K. B. 3d square
3. Q. P. two squares
4. Kt. takes Kt.
5. Q. takes P.
6. K. B. to Q. B. 4th square
7. Q. to adv. Q. 4th square*
8. Kt. to Q. B. 3d square
9. Q. B. to Q. 2d square
10. K. B. to adv. Q. Kt. 4th sq.
11. Q. to Q. B. 4th square
12. K. castles with K. R.
13. Q. to Q. 3d square
14. Q. to K. Kt. 3d square
15. Kt. takes B.

London.

1. K. P. two squares
2. Q. Kt. to Q. B. 3d square
3. Q. Kt. takes P.
4. P. takes Kt.
5. K. Kt. to K. 2d square
6. Kt. to Q. B. 3d square
7. Q. to K. B. 3d square
8. K. B. to ad. Q. Kt. 4th sq.
9. Q. P. one square
10. Q. B. to Q. 2d square
11. K. B. to Q. B. 4th square
12. K. castles with K. R.
13. Kt. to K. 4th square
14. B. takes B.
15. Q. B. P. one square

* Perhaps this attack is premature.

Edinburgh.

London.

- | | |
|----------------------------------|--------------------------------------|
| 16. Kt. to Q. B. 3d square | 16. Kt. to adv. Q. B. 4th sq. |
| 17. B. to adv. K. Kt. 4th sq. | 17. Q. to K. Kt. 3d square |
| 18. Q. Kt. P. one square | 18. K. B. P. one square |
| 19. B. to Q. B. square | 19. Q. takes Q. |
| 20. K. R. P. takes Q. | 20. B. to adv. Q. 4th square |
| 21. P. takes Kt.* | 21. B. takes Kt. |
| 22. Q. R. to Q. Kt. square | 22. Q. Kt. P. one square |
| 23. K. R. to Q. square† | 23. Q. R. to K. square |
| 24. Q. R. to Q. Kt. 3d square | 24. B. to Q. R. 4th square |
| 25. K. B. P. one square | 25. K. B. P. one square |
| 26. P. takes P. | 26. Q. R. to adv. K. 2d sq. ‡ |
| 27. P. to K. Kt. 4th square | 27. R. takes Q. B. P. |
| 28. B. to K. B. 4th square | 28. R. takes P. at ad. Q. B. 4th sq. |
| 29. B. takes Q. P. | 29. K. R. to K. square |
| 30. Q. R. to Q. R. 3d square § | 30. K. R. P. one square |
| 31. B. to adv. Q. B. 2d square ¶ | 31. K. R. to K. 2d square ¶¶ |

* 21. The doubling of the pawns is in some respects a disadvantage; but here it is more than compensated by the opening given for the action of the Edinburgh pieces.

† 23. This move is made with the view of driving the London Bishop back to Queen's Rook's 4th square, where he will be found to remain for a long time very much out of play.

‡ 26. Perhaps it would have been better to have taken Pawn at King's Bishop's fourth square.

§ 30. This move is made for the purpose of still confining the Bishop.

|| 30. In the First Back-game, London plays Rook to adverse King's second square, having a bad game.—See First Back-game, page 52.

¶ 31. This seems to be altogether a lost move. In fact, it forwards the attack meditated by Edinburgh.

Edinburgh.

32. K. R. to adv. Q. sq. chg.
 33. R. to adv. Q. B. square
 34. K. to K. R. 2d square
 35. K. to K. R. 3d square
 36. B. to K. R. 2d square
 37. P. to K. B. 4th square
 38. P. to K. Kt. 3d square
 39. Q. R. to K. 3d square §
 40. P. to adv. K. Kt. 4th sq.
 41. K. to K. Kt. 4th square
 42. K. to K. B. 3d square
 43. K. to K. 4th square

London.

32. K. to K. R. 2d square
 33. Q. R. to adv. Q. B. sq. chg.
 34. K. R. to adv. K. square *
 35. R. to adv. K. R. sq. chg.
 36. B. to adv. Q. B. 3d square
 37. B. to adv. Q. 2d square †
 38. B. to Q. R. 4th square ‡
 39. Q. R. to adv. Q. B. 2d sq.
 40. K. R. takes B. checking
 41. K. R. P. one square chg. ||
 42. K. R. to adv. K. B. 2d sq. ch.
 43. K. Kt. P. one sq. ¶

* 34. This attack is rendered nugatory by Edinburgh advancing their King to King's Rook's third square, and, after being checked with the Rook, interposing Bishop.

† 37. The move expected by Edinburgh was Queen's Rook's Pawn two squares, which seems by far the best move that London could have played; although it would not have been sufficient to save the game. When London played their Bishop to Queen's second square, they must have imagined that Edinburgh would not venture to push their Pawn to King's Knight's third square.

‡ 38. When London played their 37th move, it is probable that they contemplated playing, as their 38th move, Queen's Rook to adv. Queen's Bishop's second square, by which they would very soon have lost the game. See Second Back-game, p. 54.

§ 39. By this time the Edinburgh Club considered the game as won.

|| 41. If London had taken the Pawn, Edinburgh would have played Queen's Rook to adverse King's square, threatening checkmate.

¶ 43. If London had played Rook to adverse Queen's Bishop's 4th square checking, the game would have been brought,

Edinburgh.

London.

- | | |
|-------------------------------------|----------------------------------|
| 44. R. to adv. Q. B. 2d sq. chg. | 44. K. to K. Kt. square |
| 45. K. to adv. K. 4th square | 45. Q. R. to Q. B. 4th sq. chg.* |
| 46. K. to adv. K. B. 3d square | 46. Q. R. takes P. checking |
| 47. K. takes K. Kt. P. | 47. R. to K. B. square |
| 48. R. to adv. K. Kt. 2d sq. chg. | 48. K. to K. R. square |
| 49. K. to adv. K. R. 3d sq. † | 49. B. to adv. Q. Kt. 4th sq. ‡ |
| 50. Q. R. to adv. K. 3d square | 50. Q. R. to K. B. 4th sq. § |
| 51. K. R. to adv. K. R. 2d sq. ch. | 51. K. to K. Kt. square |
| 52. Q. R. to adv. K. Kt. 3d sq. ch. | 52. K. to K. B. square |
| 53. Q. R. takes Q. B. P. | 53. Q. R. to Q. B. 4th sq. |
| 54. Q. R. to adv. K. B. 3d sq. ch. | 54. K. to K. square |

at the 47th move, into precisely the same situation with that into which it is brought at the 46th move of the Text Game. See Third Back-Game, p. 55.

* 45. If London had played Rook from adverse Queen's Bishop's 2d square, to adverse Queen's second square, they would still have lost the game. See Fourth Back-game, p. 57.

† 49. This is an important move, though at first sight its importance may not be very obvious. It opens up adverse King's Knight's 3d square for Rook to be played into; and by keeping Queen's Rook still at King's 3d square, the London Bishop is prevented from being played to adverse Queen's Bishop's 3d square, which would have proved fatal to the attack made by the Edinburgh Club.

‡ 49. If London had played King's Rook to adverse Queen's 2d square, they would still have lost the game. See Fifth Back-Game, p. 59.

§ 50. If London had played Queen's Rook to Queen's square, they would have lost the game. See Sixth Back-Game, p. 60.

|| 53. If London had played King to King's Knight's square, they would have lost the game. See Seventh Back-Game, p. 61.

Edinburgh.

London.

- | | |
|-----------------------------------|---------------------------------|
| 55. P. to adv. K. Kt. 3d square | 55. Q. R. to adv. Q. B. 3d sq.* |
| 56. P. to K. Kt. 4th square | 56. B. to K. B. square chg. |
| 57. Q. R. takes B. checking | 57. K. takes R. |
| 58. P. to adv. K. Kt. 2d sq. chg. | 58. K. to K. B. 2d square |
| 59. R. to adv. K. R. square | 59. R. to Q. B. 3d square chg. |
| 60. K. to adv. K. R. 2d square | |

LONDON RESIGNED THE GAME, AND LOST THE MATCH,

31ST JULY, 1828.

* 55. If London had played Bishop to adverse Queen's Bishop's 3d square, Edinburgh would have played Pawn to adverse King's Knight's 2d square, and afterwards to Queen giving checkmate.

FIRST BACK-GAME.

BEGINNING AT THE THIRTIETH MOVE OF THE
LONDON CLUB.

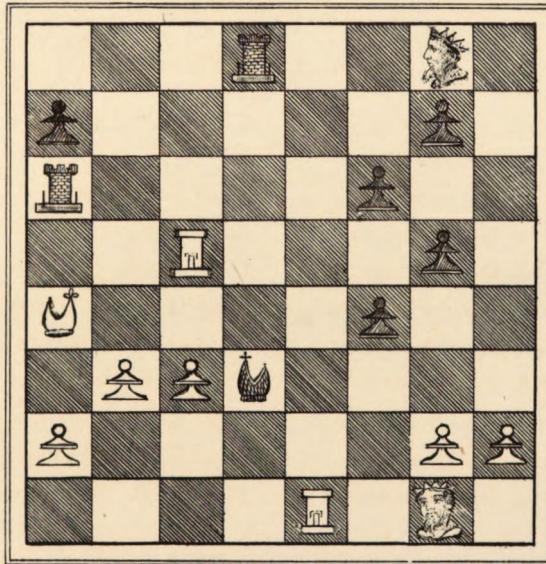
SITUATION OF THE PIECES.

Edinburgh.	London.
K. at K. Kt. square	K. at K. Kt. square
K. R. at Q. square	K. R. at K. square
Q. R. at Q. R. 3d square	Q. R. at adv. Q. B. 4th square
B. at adv. Q. 3d square	B. at Q. R. 4th square
P. at Q. R. 2d square	P. at Q. R. 2d square
P. at K. B. 3d square	P. at Q. Kt. 3d square
P. at adv. K. B. 4th square	P. at Q. B. 3d square
P. at K. Kt. 2d square	P. at K. Kt. 2d square
P. at K. Kt. 4th square	P. at K. R. 2d square

Edinburgh.	London.
	30. K. R. to adv. K. 2d square
31. B. to adv. Q. B. 2d square	31. Q. R. to adv. Q. B. 2d sq.
32. K. R. to adv. Q. sq. chg.	32. K. to K. B. 2d square
33. B. to adv. Q. 3d square	33. K. Kt. P. two sqrs. (or A.)
34. K. to K. R. square	34. K. R. takes K. Kt. P.

FIFTH GAME.

FIRST BACK GAME,



*Beginning at the 30th Move of the
London Club.*

FIRST BACK-GAME CONTINUED.

Edinburgh.

London.

35. Q. R. to K. 3d square 35. K. R. to adv. K. 2d square
 36. K. R. to adv. Q. 2d sq. chg. 36. K. to K. Kt. square
 37. Q. R. takes K. R. 37. R. takes Q. R.
 38. P. to adv. K. B. 3d square, and must go up to Queen.
-

(A.)

Edinburgh.

London.

33. K. R. to K. square
 34. K. R. to adv. Q. 2d sq. chg. 34. K. to K. B. 3d square*
 35. P. to K. B. 4th square 35. K. R. to adv. K. 2d square
 36. B. to adv. K. 4th sq. chg. 36. K. R. takes B.
 37. P. takes K. R. checking 37. K. takes P.
 38. K. R. takes Q. R. P. 38. K. to K. B. 3d square
 39. P. to adv. K. Kt. 4th sq. chg. 39. K. takes P. at K. Kt. 4th sq.
 40. K. R. takes K. Kt. P. chg. 40. K. takes P. at K. B. 4th sq.
 41. K. R. takes K. R. P.

Edinburgh having the difference between a Bishop and a Rook, and being equal in Pawns, must ultimately win.

* 34. If King had been played to King's Knight's square, Edinburgh would have played 35th Queen's Rook to King's third square. London cannot take it, without being checkmated in two moves, therefore

35. R. to Q. B. or Q. R. square.
 36. B. to adv. K. 4th, &c. and must win.
-

SECOND BACK-GAME.

BEGINNING AT THE THIRTY-EIGHTH MOVE OF THE
LONDON CLUB.

SITUATION OF THE PIECES.

Edinburgh.

K. at K. R. 3d square
K. R. at adv. Q. B. square
Q. R. at Q. R. 3d square
B. at K. R. 2d square
P. at Q. R. 2d square
P. at K. B. 4th square
P. at adv. K. B. 4th square
P. at K. Kt. 3d square
P. at K. Kt. 4th square

London.

K. at K. R. 2d square
K. R. at adv. K. R. square
Q. R. at adv. Q. B. square
B. at adv. Q. 2d square
P. at Q. R. 2d square
P. at Q. Kt. 3d square
P. at Q. B. 3d square
P. at K. Kt. 2d square
P. at K. R. 3d square

Edinburgh.

39. P. to adv. K. Kt. 4th sq.
40. Q. R. takes Q. R. P.
41. Q. R. to adv. Q. R. square
42. K. to K. Kt. 4th square
43. P. takes R.

London.

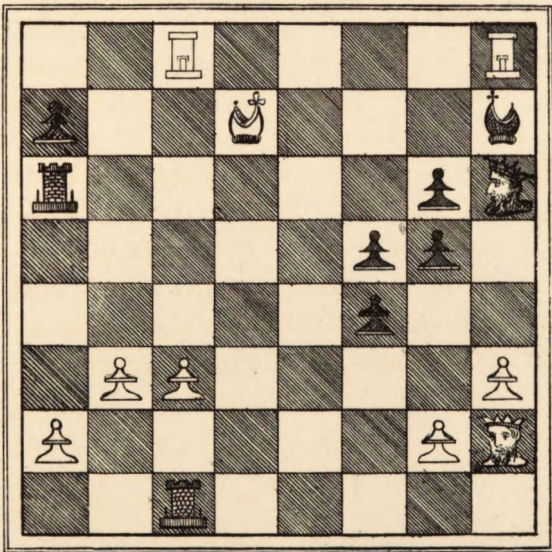
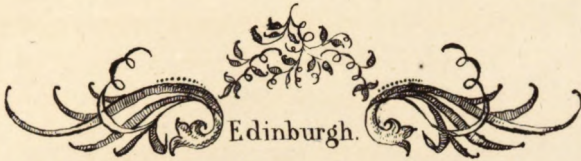
38. Q. R. to adv. Q. B. 2d sq.
39. P. takes P.
40. B. takes P. at ad. K. B. 4th*
41. Q. R. takes B. checking
42. R. to adv. K. R. 4th sq. chg.

Edinburgh must win in a few moves.

* 40. If P. had taken P., Edinburgh would have pushed P. to ad. King's Bishop's 3d. square. This pawn cannot be prevented from going to Queen.

FIFTH GAME

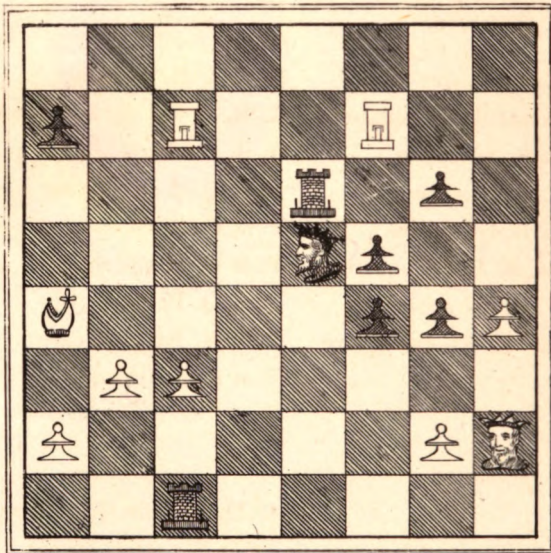
SECOND BACK GAME.



*Beginning at the 38th Move of the
London Club.*

FIFTH GAME.

THIRD BACK GAME.



*Beginning at the 43rd Move of the
London Club.*

THIRD BACK-GAME.

BEGINNING AT THE FORTY-THIRD MOVE OF THE
LONDON CLUB.

SITUATION OF THE PIECES.

Edinburgh.

London.

K. at K. 4th square
K. R. at adv. Q. B. square
Q. R. at K. 3d square
P. at Q. R. 2d square
P. at K. B. 4th square
P. at adv. K. B. 4th square
P. at K. Kt. 3d square
P. at adv. K. Kt. 4th square

K. at K. R. 2d square
K. R. at adv. K. B. 2d square
Q. R. at adv. Q. B. 2d square
B. at Q. R. 4th square
P. at Q. R. 2d square
P. at Q. Kt. 3d square
P. at Q. B. 3d square
P. at K. Kt. 2d square
P. at K. R. 4th square

Edinburgh.

London.

44. K. to adv. K. 4th square
45. K. to adv. K. 3d square
46. K. R. to adv. Q. B. 2d chg.
47. K. to adv. K. B. 3d square

43. Q. R. to adv. Q. B. 4th sq. chg.
44. Q. R. to Q. B. 4th chg. (or A.)
45. K. Kt. P. one square
46. K. to K. Kt. square
47. Q. R. takes P. checking.

The Game is now in precisely the same situation as at the
forty-sixth move of the Game actually played.

THIRD BACK-GAME CONTINUED.

(A.)

Edinburgh.

London.

44. B. to adv. Q. B. 3d chg.

45. K. to adv. K. 3d square 45. K. Kt. P. one square

46. K. to adv. K. B. 2d square 46. P. takes P.

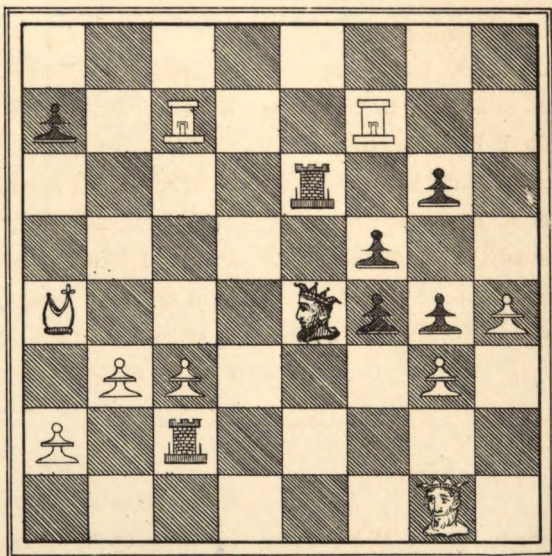
47. Q. R. to adv. K. 3d square 47. B. to K. Kt. 2d square

48. Q. R. to ad. K. R. 3d chg. 48. B. takes R.

49. P. to adv. K. Kt. 3d square,
giving checkmate

FIFTH GAME.

FOURTH BACK GAME.



*Beginning at the 45th Move of the
London Club.*

FOURTH BACK-GAME.

BEGINNING AT THE FORTY-FIFTH MOVE OF THE
LONDON CLUB.

SITUATION OF THE PIECES.

Edinburgh.	London.
K. at adv. K. 4th square	K. at K. Kt. square
K. R. at adv. Q. B. 2d square	K. R. at adv. K. B. 2d square
Q. R. at K. 3d square	Q. R. at adv. Q. B. 2d square
P. at Q. R. 2d square	B. at Q. R. 4th square
P. at K. B. 4th square	P. at Q. R. 2d square
P. at adv. K. B. 4th square	P. at Q. Kt. 3d square
P. at K. Kt. 3d square	P. at Q. B. 3d square
P. at adv. K. Kt. 4th square	P. at K. Kt. 3d square
	P. at K. R. 4th square

Edinburgh.	London.
	45. Q. R. to adv. Q. 2d square
46. K. to adv. K. B. 3d square	46. R. to Q. 3d sq. chg. (or A.)
47. R. interposes	47. R. takes R.
48. P. takes R.	48. B. to adv. Q. Kt. 4th sq.
49. K. takes K. Kt. P.	49. B. to. K. B. square
50. R. to adv. Q. B. square	50. R. to adv. K. 2d square
51. P. to adv. K. B. 4th square	51. P. to Q. B. 4th square
52. K. to adv. K. B. 3d square	

It is impossible to prevent the advance of pawn on King's Knight's file, without allowing pawn on King's file to advance to Queen.

FOURTH BACK-GAME CONTINUED.

(A.)

Edinburgh.

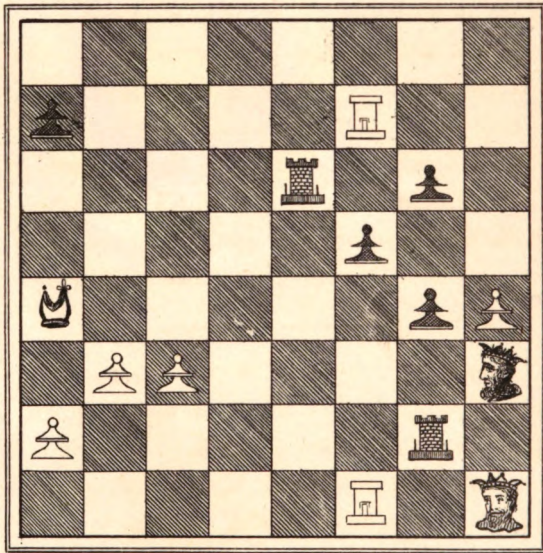
London.

- | | |
|------------------------------------|----------------------------------|
| 47. K. takes K. Kt. P. | 46. B. to adv. Q. B. 3d sq. chg. |
| 48. P. to adv. K. B. 3d square | 47. R. to Q. square |
| 49. K. R. to ad. K. Kt. 2d sq. ch. | 48. B. to adv. Q. 4th square |
| 50. K. R. to adv. K. R. 2d sq. | 49. K. to K. B. square |
| 51. Q. R. to adv. K. 2d sq. | 50. K. to K. Kt. square |

Edinburgh will next play Queen's Rook to adverse King's Knight's 2d square, checking, and then give checkmate with King's Rook.

FIFTH GAME.

FIFTH BACK GAME.



*Beginning at the 49th Move of the
London Club.*

FIFTH BACK-GAME.

BEGINNING AT THE FORTY-NINTH MOVE OF THE
LONDON CLUB.

SITUATION OF THE PIECES.

Edinburgh.	London.
K. at adv. K. R. 3d square	K. at K. R. square
K. R. at adv. K. Kt. 2d square	K. R. at adv. K. B. 2d square
Q. R. at K. 3d square	Q. R. at K. B. square
P. at Q. R. 2d square	B. at Q. R. 4th square
P. at K. B. 4th square	P. at Q. R. 2d square
P. at K. Kt. 3d square	P. at Q. Kt. 3d square
P. at adv. K. Kt. 4th square	P. at Q. B. 3d square
	P. at K. R. 4th square

Edinburgh.	London.
	49. K. R. to adv. Q. 2d. sq.*
50. Q. R. to adv. K. 3d square	50. Q. R. to Q. square
51. K. R. to adv. K. R. 2d chg.	51. K. to K. Kt. square
52. Q. R. to adv. K. Kt. 3d chg.	52. K. to K. B. square
53. Q. R. to adv. K. Kt. 2d sq.	
and must win.	

* 49. Had London played for their 49th move Q. R. to Q. square, Edinburgh would have played Q. R. to adverse K. 2d square; and should London then double their Rooks, they would be check-mated in a few moves. If they should play 50th B. to adverse Q. B. 3d square, Edinburgh would play K. R. to adverse K. Kt. 3d square, and afterwards give mate with Q. R. at adverse K. R. 2d square.

SIXTH BACK-GAME.

BEGINNING AT THE FIFTIETH MOVE OF THE
LONDON CLUB.

SITUATION OF THE PIECES.

Edinburgh.

London.

K. at adv. K. R. 3d square	K. at K. R. square
K. R. at adv. K. Kt. 2d sq.	K. R. at adv. K. B. 2d square
Q. R. at adv. K. 3d square	Q. R. at K. B. square
P. at Q. R. 2d square	B. at adv. Q. Kt. 4th square
P. at K. B. 4th square	P. at Q. R. 2d square
P. at K. Kt. 3d square	P. at Q. Kt. 3d square
P. at adv. K. Kt. 4th square	P. at Q. B. 3d square
	P. at K. R. 4th square

 Edinburgh.

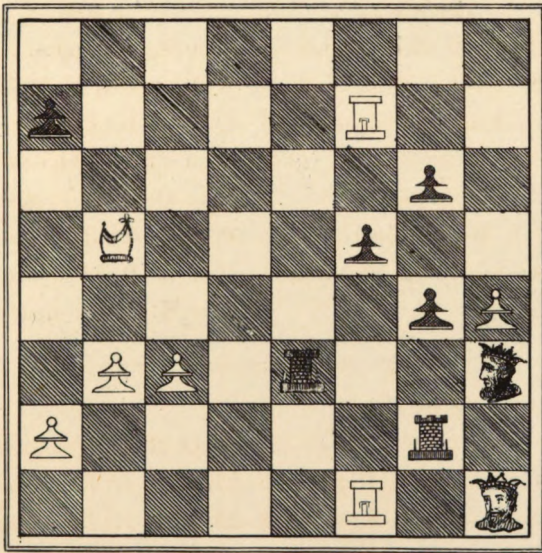
London.

	50. Q. R. to Q. square
51. K. R. to adv. K. R. 2d sq. ch.	51. K. to K. Kt. square
52. Q. R. to adv. K. Kt. 3d sq. ch.	52. K. to K. B. square
53. K. R. to adv. K. R. sq. chg.*	53. K. to K. 2d square
54. Q. R. to adv. K. Kt. 2d sq. ch.	54. K. to K. 3d square
55. K. R. takes Q. R. and must win.	

* If Edinburgh had played Q. R. to adverse K. Kt. 2d square, London would have moved K. to K. square, enabling them to interpose their B. against a check from either Rook.

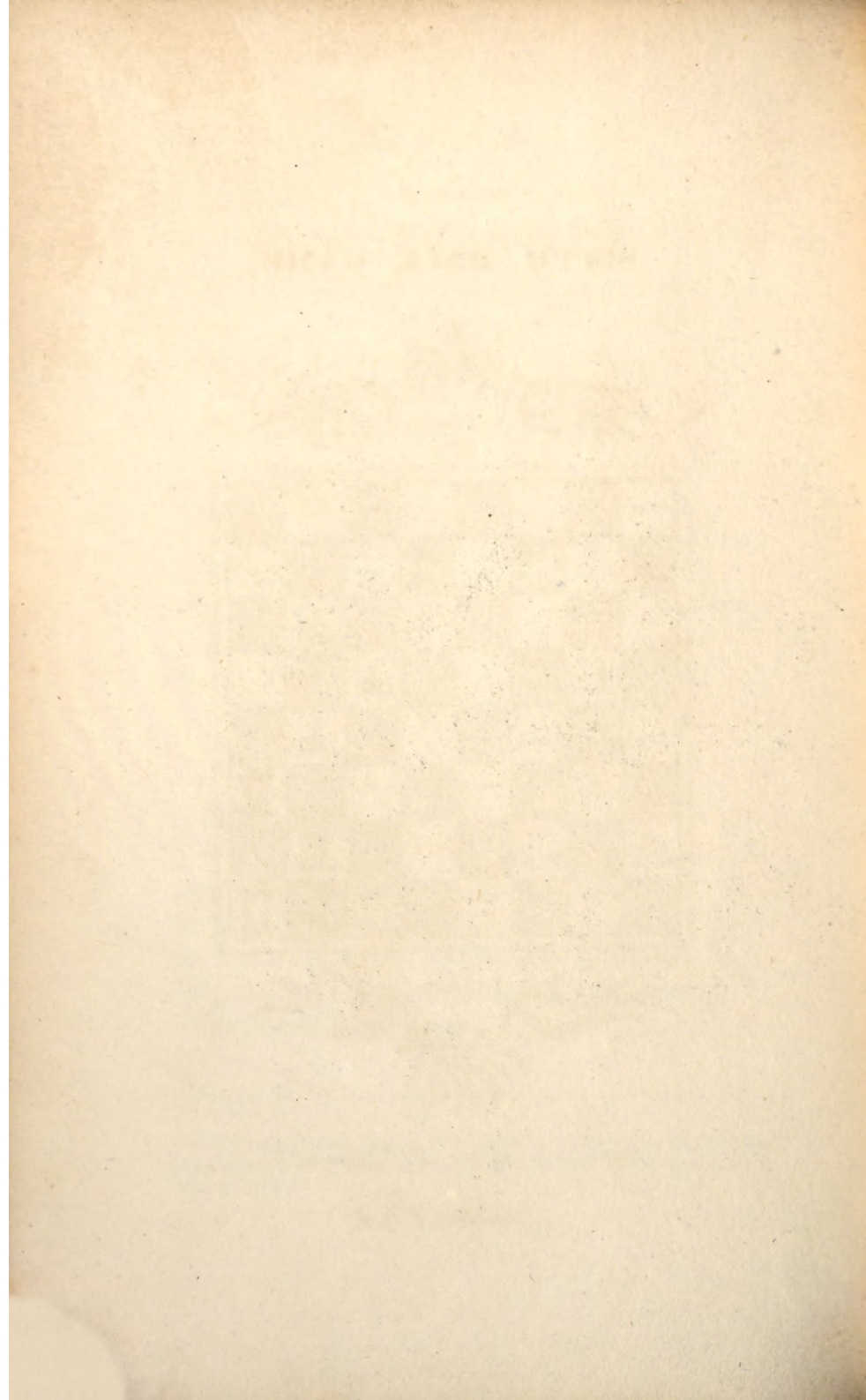
FIFTH GAME.

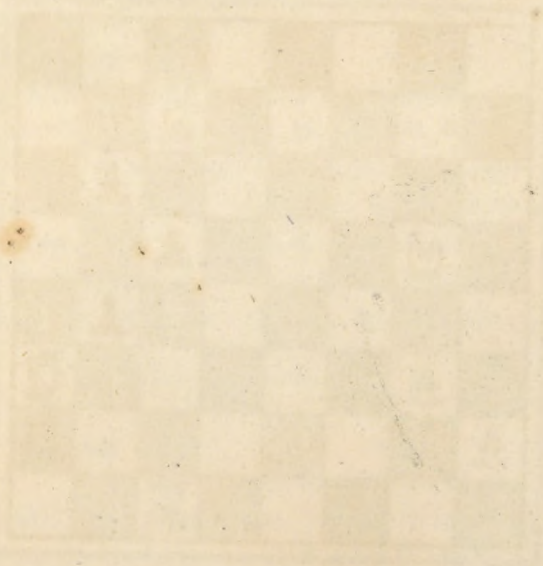
SIXTH BACK GAME.



Beginning at the 50th Move of the

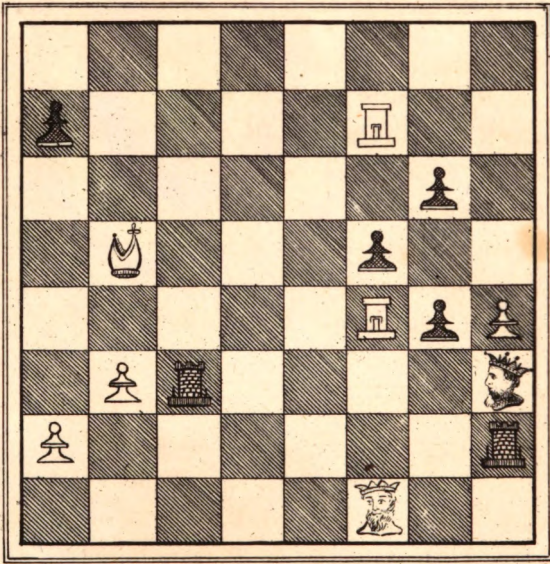
London Club.





FIFTH GAME.

SEVENTH BACK GAME.



*Beginning at the 53rd Move of the
London Club.*

SEVENTH BACK-GAME.

BEGINNING AT THE FIFTY-THIRD MOVE OF THE
LONDON CLUB.

SITUATION OF THE PIECES.

Edinburgh.	London.
K. at adv. K. R. 3d square	K. at K. B. square
K. R. at adv. K. R. 2d square	K. R. at adv. K. B. 2d square
Q. R. at adv. Q. B. 3d square	Q. R. at K. B. 4th square
P. at Q. R. 2d square	B. at adv. Q. Kt. 4th square
P. at K. B. 4th square	P. at Q. R. 2d square
P. at K. Kt. 3d square	P. at Q. Kt. 3d square
P. at adv. K. Kt. 4th square	P. at K. R. 4th square

Edinburgh.	London.
	53. K. to K. Kt. square
54. P. to adv. K. Kt. 3d square	54. B. to K. B. square chg.
55. P. to adv. K. Kt. 2d square	55. B. takes P. chg.*
56. K. R. takes B. checking	56. London must lose.

* 55. If, instead of this, London had played K. to K. B. 2d square, Edinburgh would have moved Pawn to Queen, taking the Bishop and giving check ; and on the Queen being taken by the King, Queen's Rook gives checkmate.

APPENDIX.

WERE THE LONDON CLUB ENTITLED TO RECALL THEIR TWENTY-SEVENTH AND TWENTY-EIGHTH MOVES IN THE SECOND GAME? AND, IF THEY HAD BEEN ALLOWED TO RECALL THOSE MOVES, COULD THEY HAVE WON THE GAME?

WHATEVER may have been the intention of the respectable and ingenious Editor of the Match Games published at London, there can be no doubt that his Note on the 27th move of what he calls the *first* game, but which was always marked in the correspondence as the *second* game, is calculated, in several respects, to convey an impression by no means warranted by the circumstances of the matter in controversy. That a correct opinion may be formed upon it, the matter shall be fully stated.

The following is a copy, in so far as respects the Second Game, of the letter dated 12th October 1824, in which the London Club conveyed their 26th, 27th, and 28th moves :—

“ SECOND GAME.

“ 26th move, Queen to adverse Queen’s Bishop’s 4th square
“ checking.

“ In the event of the King being moved to his Knight’s square,
“ we shall, as the 27th move, take the King’s Knight’s pawn

“checking; and should the Rook’s pawn take the Rook, we shall,
 “as our 28th move, take the said pawn with the Queen again
 “checking.

“N. DOMETT, Jun.”

This letter, addressed in the known hand-writing of the Secretary to the London Club, was opened by the first member of the Edinburgh Committee who happened to enter the Club-Room; and he and the other members, as they appeared, proceeded to consider what moves should be sent in answer. Some time afterwards, the Secretary of the Edinburgh Club called at the Club-Room, and found another letter addressed to him, which he opened and laid before the Committee. It was in the following terms:—

“*London, 12th Oct. 1824.*

“H. C. MEIKLEJOHN, Esq.

“*Edinburgh Chess Club.*

“SIR,

“In the absence of the Secretary to the London Chess Club,
 “and by order of the Committee, I beg leave to inform you that
 “an inaccuracy has been discovered in the moves in the second
 “game sent off by this night’s post.

“I have, by their desire, applied at the Post-office to release
 “the letter, which I find cannot be accomplished without an order
 “from the Secretary of State. Under these circumstances, the
 “Committee desire me to say, that they adhere only to the 26th
 “move, viz.: the Queen checks at the adversary’s Queen’s Bi-
 “shop’s 4th. Mr Domett has left town unusually early to-day,
 “but he will confirm this by to-morrow’s post. I am, &c.

“W. YATES.”

Next day the following letter of confirmation was received by the Edinburgh Club:—

*“ London Chess Club,
13th Nov. 1824.*

“ H. C. MEIKLEJOHN, Esq.

“ Edinburgh Chess Club.

“ SIR,

*“ I beg leave to confirm a letter addressed to you yesterday
“ by Mr Yates, a copy of which I annex, and remain, &c.*

“ N. DOMETT, Jun.”

On considering these communications, the Committee of the Edinburgh Club were decidedly of opinion, that the London Club were not entitled to retract their moves. They, therefore, transmitted their next move in due course, and added the following postscript to their letter :—

*“ P.S.—I have to acknowledge the receipt of Mr Yates’ letter
“ of the 12th, and of your letter of the 13th current. In answer
“ to these, I am directed by the Committee of this Club to say,
“ that they are extremely sorry any mistake of the nature allu-
“ ded to in these letters should have occurred ; but it is their
“ decided opinion, that according to the rules by which we are
“ playing these games, the moves contained in your letter of
“ the 12th current cannot be recalled.”*

The reply of the London Club to the above-quoted postscript was as follows :—*“ In reply to the postscript of your letter, I
“ am directed by the Committee to state, that they are not aware
“ of any law which applies to this particular case ; but, at the
“ same time, they feel no hesitation in acceding to your construction ;
“ and accordingly adhere to the moves they have already sent.”*

Nothing further was said upon the subject till after the game was concluded, when a paragraph appeared in the various Lon-

don newspapers, commencing in these terms : “ We understand “ the Edinburgh Chess Club have won the first game in the “ match between England and Scotland. The Scotch game was “ at one period of it considered desperate ; but it appears that “ the English Club, *in their eagerness to obtain a victory, which, “ with a little caution, might have been easily secured, sacrificed a “ Rook.* Even after this *sacrifice*, they might have forced a drawn “ game by giving perpetual check ; but confiding,” &c.

In this paragraph, which appeared to have emanated from the London Club, or, at all events, to have been written by some person acquainted with the conduct of the match, the failure of the London Club to win the game is ascribed to their having rashly sacrificed a Rook. The Edinburgh Committee, however, were of opinion, that the want of success, on the part of the London Club, was by no means attributable to their having exchanged their Rook for two pawns ; and, with the view of having the point fairly tried, the following proposal was made by one of their members :—“ A member of the Edinburgh Committee will “ be happy to play two Back-games, upon the Second Game of “ the match, with any member or members of the London Committee who may be disposed to give themselves the trouble. The “ *first* Back-game to commence with a new 25th move, and the “ Edinburgh player to take the London side. The *Second Back- “ game to commence with a new 27th move, in place of the one by “ which a Rook was sacrificed ; and by which sacrifice, it has been “ said, the London Club deprived themselves of the power of winning the game. In this Second Back-game the London player to “ take the London side.*”*

* No copy was made of this proposal before it was sent off ; but a copy, of which the above is an exact transcript, was next day written down from memory. It is not only *substantially* the same, but is believed to be *verbatim et literatim* the same, with that which was sent to London.

The object of this proposal was to show to the London Club, in the *first* place, that, if they had played differently at their 25th move, they might have won the game ; and, *secondly*, that even if they had been allowed to retract their 27th and 28th moves, they could have done nothing more than draw the game.

The following was the first notice taken of the above proposal :—

“ 11th March, 1825.

“ P. S.—A reply to the proposition of one of your members
“ to play two Back-games, on the Second Game of the match,
“ shall be sent in a few days ; several members of our Commit-
“ tee being, through absence, hitherto unacquainted with the
“ same.”

And the following reply was finally made to it :—

“ 28th March, 1825.

“ P. S.—I am desired to state, that the Committee of the Lon-
“ don Club think it would be a waste of time to play the two
“ Back-games proposed by the member of the Edinburgh Chess
“ Club, because, even if both those Back-games were to termi-
“ nate in his favour, such a result would tend only to prove what
“ they admit (submit?) to be indisputable, namely, that they
“ ought at one time to have won the game, and that after the
“ sacrifice of the Rook, they should have contented themselves
“ with drawing it.”

After this correspondence had taken place, Mr Lewis, a distinguished and leading member of the London Committee, published the two First Games of the match with “ numerous variations and remarks.” His Note on the 27th of the Second Game,*

* It is called by him the *First* Game.

is in the following terms:—" It may seem unaccountable to the reader how the Committee on the part of the London Club *could have made so great an error as sacrificing the Rook*,—the following statement of facts will in some measure explain it. The 26th, 27th, and 28th moves were sent on the same day to the Edinburgh Club; this was done in order to save time; it so happened on that day that the Secretary whose duty it was to write the letters, had an engagement which compelled him to leave the Club two hours earlier than usual, the letter was therefore put into the post-office at three instead of five o'clock; in the meantime one of the members discovered that the second move had not been sufficiently examined; an application was immediately made at the post-office for the letter, which was refused; in consequence a second letter was transmitted *by the same post* to the Edinburgh Club, retracting the *second* and *third* moves, abiding only by the *first*. The Edinburgh Club in answer gave it as their decided opinion that the London Club were bound by their letter, and that no move could be retracted; they therefore insisted on the moves being played,—the London Club conceded the point, though they differed in opinion.

" Without entering into any discussion on the subject, I may perhaps be permitted to add, that there is no law expressly providing for the above case, and that the best-informed chess players do not agree on the subject."

And again, in the preface to the match games, page 6, Mr Lewis says, " One would naturally expect that games played by correspondence, without limit as to time, would be entirely free from gross errors; *yet the London Club, after gaining an easy winning position, committed a great and a fatal one in the first [second] game, under very peculiar circumstances. (See the Note to the 27th move).*"

The impression conveyed by the passages now quoted from Mr Lewis's book is, *first*, That the Edinburgh Club insisted on the rigorous enforcement of a law, which, in the opinion of the London Club, did not expressly apply to the case that had occurred, and with regard to which the best-informed chess players did not agree in opinion; and, *secondly*, That if the law had not been thus rigorously enforced against them, and if they had been allowed to recall the 27th move, by which they committed the "fatal error" of "sacrificing a Rook," they would have won the game. These two points shall now be examined.

1. Before the match was begun, it was proposed by the London, and agreed to by the Edinburgh Club, that the games should be played according to the laws contained in Sarratt's Treatise on Chess, edition 1822. In article 8th of these laws, it is laid down, that "as long as a player holds a piece, he is at liberty to play it where he chooses; but when he has *let it go*, he cannot recall his move." Now, according to the only fair and rational interpretation of this law, as applicable to a game played by correspondence, the instant a player has placed the letter containing his move beyond his own control, the move must be held to be completed. In the language of the rule, he has *let the piece go*; and, therefore, he is not entitled to recall his move. This is not a merely speculative interpretation of the law; it is one to which the Committee of the Edinburgh Club had already, in this very game, given practical effect against themselves. On one occasion, great doubts having been entertained of the propriety of a move, application was made to the post-office to have the letter containing it restored, but without effect. Finding this to be the case, the letter was looked upon as delivered, the post-office being regarded as holding it, not on behalf of the Club from which it had been sent, but on behalf of the Club to which it was ad-

dressed ; and, therefore, no attempt was made to countermand the move, by transmitting another letter by the same post. The 8th article of the laws was considered to be too clear and explicit to warrant a recall.

Such having been the view of the matter upon which the Edinburgh Committee had previously acted as against themselves, they conceived that it would have been to betray the trust committed to them by their constituents, had they allowed the London Club to recall their moves, in direct violation, as it appeared to them, of one of the rules according to which it had been stipulated that the games should be played. And, certainly, after the cheerful and unhesitating manner in which the London Club had acceded to the construction put upon the law by their northern antagonists, the Edinburgh Committee did not expect that further notice would ever have been taken of the matter, and far less that they should have felt themselves called upon thus formally to vindicate their interpretation and enforcement of the law.

2. But, even supposing that the London Club had been allowed to retract their 27th and 28th moves, it is denied that they could have won the game. They could have done nothing better than draw the game ; and this they had it in their power to do, with more certainty and greater elegance, by adhering to their 27th move, than by adopting any other.

It is singular enough that Mr Lewis, while he has given no fewer than *thirteen* variations of this game, some of them commencing at points comparatively unimportant, has not thought it necessary to give a single variation beginning at the 27th move. He has contented himself with *asserting*, first in a foot-note, and afterwards in his Preface, that the London Club, "after gaining "an easy winning position, committed a great and fatal error," in sacrificing their Rook at the 27th move. But if, in truth, they

had acquired an easy winning position, and if this 27th move was so fatally bad, there surely could have been little difficulty in giving a variation showing *how* the London Club might have won the game had they not sacrificed their Rook. The omission to give such a variation is the more remarkable, that, being a member of the London Committee, Mr Lewis must have been aware of the proposal which had been made to play a Back-game commencing at this move; and should therefore have been prepared to expect that the Edinburgh Committee would not be satisfied with any thing short of a variation *demonstrating* that the London Club could have won the game by being allowed to retract their 27th move. In a matter of this sort, mere *assertion* is not enough, even though proceeding from a gentleman of great and deserved celebrity for his skill in the game.

On the whole, the Committee submit, that they have conclusively made out, 1st, That, according to the laws by which the match was played, the London Club were not entitled to recall their 27th and 28th moves; and 2dly, That even although they had been allowed to recall those moves, *it has not been shown* that they could have won the game.

FINIS.

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ERRATA.

- Page 16. Foot note, † 25, instead of p. 20, read *p.* 19.
Foot note, § 25, instead of p. 23, read *p.* 21.
- Page 22. At 30th move of London Club, instead of two, read *2d.*
- Page 24. At 37th move of Edinburgh, instead of Q. to K. 4th sq. chg., read
Q. to *adv.* K. 4th sq. chg.
- Page 26. Foot note, § 40, instead of Bishop to Queen's 3d square, read Bishop
to *King's* 3d sq.
- Page 32. At 40th move of London, instead of K. R. to K. sq., read Q. R. to
K. sq.
- Page 33. The mark of reference, §, should be at move 62 of the London Club,
and not at move 63.
- Page 44. Foot note. In quotation of London Club's answer, instead of King
to King's Knight's sq., read *Knight* to King's Knight's square.