

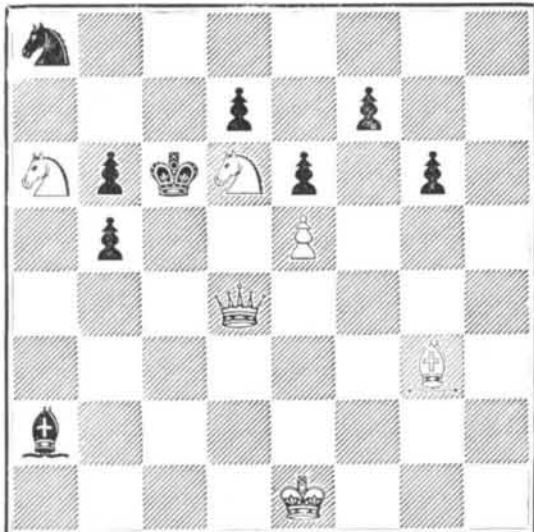
SCIENTIFIC AMERICAN CHESS RECORD.

[All contributions intended for this department, may be addressed to SAMUEL LOYD, Elizabeth, N. J.]

PROBLEM No. 17. BY SAMUEL LOYD.

'She stoops to conquer.' 1st Prize in MIRON'S FIRST TOURNAY.

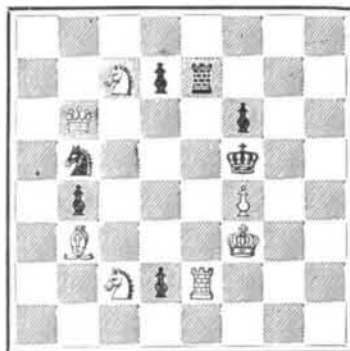
Black.



White.

White to play and mate in four moves.

HOWARD STAUNTON.



White to play and mate in 2 moves. BY LOUIS QUIEN.

of a century. Mr. Staunton is generally supposed to have reached the height of his fame and strength as a player about the year 1843, at which time he played his famous matches with St. Amant, Harwitz, and others, from which time up to the date of his death, at the age of 64, June 22, 1874, his powers were on a sure, but gradual, decline, although, from a most intimate and confidential acquaintance, I know that he was the last one in the world to admit his failing strength.

I have placed on the board a little five move knight problem that I showed to him during my last visit to London. I dare say a microscopic observation would reveal the two move position on the back of the book. S. L.

STAUNTON AND ST. AMANT.

THIS world-renowned match between Staunton and St. Amant, the chess champion of France, was played at Paris during the year 1843, with the following result: Staunton, 12; St. Amant, 5; and 4 drawn. At this date Mr. Staunton was undoubtedly entitled to be considered the strongest player of his day, having published a challenge to play any one a match for £100.

STAUNTON.

WHITE.

- 1. P to Q 4
2. P to Q 5
3. Kt to Q B 3
4. P to K 4
5. Kt x P
6. B to K Kt 5
7. P to Q B 3
8. Kt to K Kt 3
9. B to Q 3
10. Q x B
11. Kt to K 2
12. Kt to K 4
13. Castles.
14. B x B
15. Kt to Kt 5
16. Kt to K 6
17. Kt x Kt
18. P to Q Kt 4
19. P x P
20. K to R sq
21. P to K B 4
22. Q R to Q sq
23. Q to Q B 3
24. Q to Q 2
25. Kt to Kt 3
26. P x P
27. R x R
28. Q to K Kt 5
29. Q x K P ch.

ST. AMANT.

BLACK.

- 1. P to Q B 4
2. P to K B 4
3. P to Q 3
4. P x P
5. P to K 4
6. Q to R 4 ch (a)
7. B to K B 4
8. B to K Kt 3
9. B x B
10. P to K Kt 3
11. B to K 2
12. Q to Kt 3
13. Kt to Q 2
14. Kt x B
15. P to K R 3
16. Kt to K B sq
17. R x Kt
18. P x P
19. K to B 2 (b)
20. K to Kt 2
21. Q R to Q sq
22. P to K R 4
23. Q to Kt 4
24. R to K B 4 (c)
25. R to K B 3
26. R x R ch
27. P x P
28. R to Q 2
29. K to R 3, and white mates in four moves.

NOTES BY MR. STAUNTON.

(a) Had black interposed either knight or bishop he would have lost a piece.

(b) Ingeniously played.

(c) A badly calculated move; instead of it, he ought have taken the queen's pawn with his knight, and, if his opponent captured the knight, have taken the knight in return. White, however, even in that case would have got the better game.

STAUNTON AND HARWITZ.

PERHAPS Mr. Staunton was the most successful giver of odds that ever lived, and we find that he won some most remarkable games and matches at considerable odds against the most skillful players of his day. He took such pleasure in games of this kind that during the last years of his life he very seldom, if ever, played on even terms.

One of his most famous matches was that of 1846, with Harwitz, the great German player. The terms of the match were twenty-one games, in seven of which Staunton was to give pawn and two, in seven more he was to give pawn and move, and the remaining seven to be played upon even terms.

The following result of the match shows the remarkable coincidence that Mr. Staunton won a majority of the games wherein he gave the larger odds of pawn and two, but was badly beaten at the lesser odds of pawn and move.

Table with 3 columns: Odds, Staunton, Harwitz. Rows: Even games, Pawn and move, Pawn and two moves.

No. won by each 12 9
One game was drawn at pawn and move.

We select from the match one of the games scored by Mr. Staunton at the odds of pawn and move. As some of our readers may not be versed in this style of odds, we will explain that black's king's bishop's pawn must first be removed from the board, and Mr. Harwitz is allowed to commence the game by making two moves.



HOWARD STAUNTON.

HARWITZ.

WHITE.

- 1. P to K 4
2. P to Q 4
3. P to Q B 4
4. P to Q 5
5. P to K B 4
6. Kt to Q B 3
7. Kt to K B 2
8. B to Q 3
9. Castles.
10. P to Q R 3
11. P to K 5 (a)
12. Q to K 2 (c)
13. Q to Q B 2
14. B x R P ch
15. B to K 4
16. P to K R 3
17. P x Kt P
18. Kt x P
19. B x Kt
20. P to K Kt 4
21. B to Q R 2 (f)
22. K B to Kt sq
23. P x K P
24. B to Q 2
25. B to B 3
26. P to K 6 dis ch
27. R x B
28. K to Kt 2
29. K x R (g)
30. B to Q R 2
31. K to Kt 3
32. K to R 4
33. K x P

STAUNTON.

BLACK.

- 1. P to K 3
2. P to Q B 4
3. P to Q 3
4. Kt to K R 3
5. Kt to K B 2
6. B to K 2
7. Kt to Q R 3
8. Castles.
9. B to K B 3
10. B to K 2 (b)
11. Kt to K R 3
12. Kt to Q B 2 (d)
13. K to R sq
14. R to Q Kt sq
15. P to Q Kt 4
16. P x Q P
17. Kt x Kt
18. R x P (e)
19. R to Q Kt 3
20. P x K P
21. P to Kt 3
22. Kt to Kt sq
23. B to Kt 2
24. B x Kt
25. B to B 3
26. B to Q 5 ch
27. R x R
28. R x K P
29. Q to R sq ch
30. R to K 6 ch
31. P checks
32. Q to Q sq ch and wins.

NOTES BY MR. STAUNTON.

(a) Very well played.
(b) The following variation will show that he could not safely take king's pawn.

- 12. P x P
13. Kt x B
14. B x R P ch, followed by Q to R 5, etc.

(c) P to K B 5 would have been better.

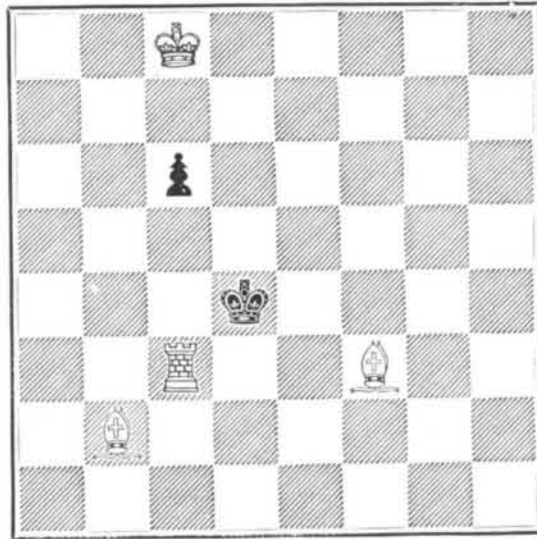
(d) It was impossible to save the pawn.

(e) It would not have been good play to take the K P with P.

PROBLEM No. 18. BY E. S. BREWSTER.

Winning the Post of Honor in MIRON'S SECOND TOURNAY.

Black.



White.

White to play and mate in six moves.

- 20. Kt x P
21. Q to Q B 4, with three pawns ahead.
19. P x K P
20. B to K 4

(f) Intending to move it to Q Kt sq, K P on would have been better play.

(g) Nothing would have been gained by taking K Kt P with Q, as his opponent could always answer with Q to K R 5

"MIRON'S TOURNAMENTS" OF 1856.

THE first of Mr. Hazeltine's problem tournaments was inaugurated in the Saturday Courier, the prize being a fine picture of Marache and Perine contesting for the New York championship, with "Miron" presiding as recording secretary. On June 7, 1856, the prize was awarded to our problem, No. 17. Shortly after Mr. Hazeltine transferred his chess department to the columns of the New York Clipper, and inaugurated a little tournament to see who should have the honor of appearing upon the opening diagram, which distinguished compliment was paid to the clever problem of Mr. E. S. Brewster, of Springfield, Mass., which we give as No. 18. This gifted young composer would have become a famous problemist had he lived to mature his talent.

SOLUTIONS TO PROBLEMS.

LETTER "N."—BY W. H. BALLANTINE.

- 1. P to Q B 7
2. Mates
1. Any move

No. 11.—BY ANDERSON.

- WHITE. BLACK.
1. K to Kt sq
2. R to Kt 6
3. Mates.
1. B to R 4 (best)
2. Moves.

No. 12.—BY ANDERSON.

- WHITE. BLACK.
1. Q to B 5 ch
2. Kt to B 6 ch
3. Kt to K 6 mate.
1. Takes Q
2. K to B 5

LETTER "A."—BY DR. C. C. MOORE.

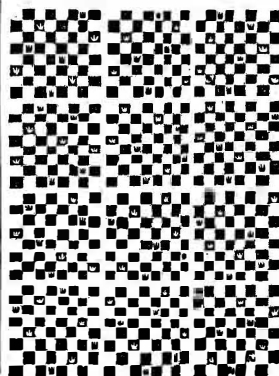
- WHITE. BLACK.
1. Kt to Q B 5 dis ch
2. Kt x P
3. R to K B 3 mates.
1. K x P
2. K to B 4
1. K to K 7
2. K moves

POSITION UPON ANDERSON'S CHESSBOARD.

- WHITE. BLACK.
1. R to B 4
2. Castles!
3. R to B 3 mate.
1. K x P
2. K to R 3

THE programme for the new "American Chess and Problem Association" Problem Tournament is being prepared and will be issued very shortly. Our players and problemists throughout the country are invited to enroll their names at once. Address the Secretary, J. B. McKim, Cleveland, O., or the Treasurer, Dr. C. C. Moore, 68 Courtlandt St., New York.

THE PROBLEM OF THE EIGHT QUEENS.



As will be seen from the accompanying Lilliputian diagrams, this problem may be varied in twelve different postures; in each of which it will be found necessary to place one of the queens on the queen's square (four squares from the corner). It may also be noticed that each file as well as row is occupied by one queen, and that on each diagram there are four queens on white squares and four on black. There are several simple rules for placing the eight queens on the board so that no one is attacked by another.