

**EASTBOURNE GAZETTE**  
**EASTBOURNE, ENGLAND**  
**9 MAY 1894**

**CHESS NOTES**

The following game was played in the match for the Championship of the world now proceeding.

RUY LOPEZ.

Mr. Steinitz.

1. P to K 4.
2. Kt to K B 3.
3. B to Kt 5.
4. P to Q 3.
5. P to Q B 3.
6. B to Q R 4.
7. Q Kt to Q 2.
8. Kt to Q B 4.
9. Kt to K 3.
10. B to Kt 3.
11. P to K R 4 !
12. Kt to Kt 5.
13. P to K B 3.
14. B to K Kt 4.
15. B P x P.
16. Q to B 3.
17. B to Q B 2.
18. Kt to K R 3.
19. Kt to K B 2.
20. P to Kt 5.
21. Kt to K B 5.
22. P x P.
23. P to Kt 6.
24. P x Kt.
25. R to K Kt Sq.
26. P x P.
27. R x B !
28. Q to B 5 Ch.
29. Q x P Ch.
30. Q x Kt.
31. B to K 3.
32. P to R 4.
33. P x P.

Herr Lasker.

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

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|-------------------|----------------------|
| 34. Q x Q.        | 34. R x Q.           |
| 35. R to R 6.     | 35. R to Q B Sq.     |
| 36. Kt to Kt 4.   | 36. R to K 2.        |
| 37. B to B 5.     | 37. R (K 2) to K Sq. |
| 38. Kt to K 3.    | 38. B to B Sq.       |
| 39. B to Q 4.     | 39. K to B 2.        |
| 40. P to R 5.     | 40. B to K 2.        |
| 41. B to Kt 3 Ch. | 41. K to B Sq.       |
| 42. Kt to B 5.    | 42. Resigns.         |

We append the following interesting game.

RUY LOPEZ.

White.

1. P to K 4.
2. Kt to K B 3.
3. B to Kt 5.

Black.

1. P to K 4.
2. Kt to Q B 3.
3. Kt to B 3.

There is still a controversy going on as to whether this move P to Q R 3, P to Q 3 (Steinitz) or P to K Kt 3 is preferable. We prefer P to Q R 3.

4. Castles
5. P to Q 4.

4. Kt x P.

Or 5. Kt x P as suggested in a recent article.

6. Q to K 2.
7. B x Kt.
8. P x P.
9. Kt to Q 4.
10. Kt to Q B 3.

5. B to K 2.
6. Kt to Q 3.
7. Kt P x B.
8. Kt to Kt 2.
9. Castles.
10. Kt to B 4.

Is it possible to conceive of a game where it is best to move a Knight five times in the first ten moves?

11. R to K Sq.

11. Kt to K 3.

Yet again.

12. Kt to B 5.

12. B to Kt 4.

Most unwise. The Knight at B 5 is not to be trifled with. P to B 3 would have been preferable.

13. Kt to K 4 !

Excellent! Ere long we may have trouble with these Knights.

14. Q R x B.

13. B x B.

15. Q to K 3 !

14. Kt to B 5.

Twice more. Black is now in great straits.

16. Kt to B 6 ch !

15. Kt to Kt 3.

17. Kt to R 5.

16. K to R Sq.

18. Kt (R 5) x Kt P.

17. P to Q 3 ?

Better P x P but the game can hardly be saved now.

18. Kt x P ?

19. Q to Q B 3.

20. P to B 4.

21. Kt to K 8 !

22. P x Kt.

White announced mate in seven moves, commencing

23. R x P.

19. P to B 3.

20. Kt to Kt 3.

21. Kt to K 4.

22. B P x P.

It would be difficult to find a game where a man moved his Klug's Knight *more* than eleven times in twenty-two moves.

#### PROBLEM No 15

8 | 8 | 8 | 1 p 6 | 3 Kt 1 p 2 | 1 P 1 | 1 P 2 | 2 R 2 P 2 | B 6 K  
White mates in three moves.

In No. 13 the Black Bishop at White's K Kt 3 should be a White one.

TA DHUIBH.