

CHAPTER IV

Table Games,

CHESS

THE game of chess is played by two persons on a board containing sixty-four squares, alternately coloured black and white, or red and white.

Each player has eight pieces and eight pawns, one set usually yellow or white, and the other black or red. The pieces on each side are King, Queen, two Rooks, two Bishops, two Knights, with eight soldiers called Pawns, one belonging to each piece.

On commencing the game, the board should be set with a white square at the right-hand corner. The lines of squares running upwards are termed *files*, those from left to right are called *ranks* or *lines*, while those running obliquely are known as *diagonals*. The Rooks or Castles occupy the corners of the board, a Knight occupies the square next to each Rook, a Bishop is placed next to each Knight, and the King and Queen occupy the centre of the back row, the Queen always being placed on a square of her own colour, i.e. the white Queen on a white square, and in the same file as the black Queen. The pawns occupy the second rank from the back of the board.

The moves of the several pieces are as follows, always remembering that, in placing the men, the Queen stands on her own colour:—

The King moves one square at a time, in any direction, and once in a game is allowed a jump of two squares, called Castling, which we shall explain presently. The King never leaves the board, and his person is sacred from arrest.

When, however, he is forced into such a position that, were he any other piece, he would be liable to be taken, he is said to be in *check*, and when he is so surrounded that he cannot get out of check (either by moving, taking the adversary, or interposing a piece), he is said to be *mated*, and the game is over. Two kings are not allowed to stand next each other; a vacant space must always intervene.

The Queen moves in lines in every direction, backward, forward, across, or diagonally, one or more squares at a time. Her power extends over all the unoccupied lines before her. She goes forward or retreats at pleasure.

The Rook or Castle moves only in right lines, up, down, or across the board, one or more squares at a time. His power extends over both the right lines unoccupied by his own or his opponent's pieces or pawns.

The Bishop moves to and fro diagonally on its own colour—the Black Bishop on the black, and the White Bishop on the white. The Bishops are also known as the King's Bishop and the Queen's Bishop, and they are always known as such by the colour of the square on which they move. Each Bishop commands the diagonal before it that is unoccupied by its own or its opponent's men.

The Knight has a peculiar oblique move entirely its own. From its place on the board it has three moves—to the Bishop's third square, to the Rook's third place, and to the place of the King's or Queen's Pawn, according to which side it belongs. Thence, by a series of forward or sideways jumps, it can pass over every square on the board. The other pieces require the interposing pawn removed before they can get out from the positions they occupy at the commencement of the game; but the Knight merely wants a vacant square on which to make his move, or in the case of an opponent's piece or pawn, removing it and taking its place.

The following are the pieces' places in the order of their value—the King first, which cannot be taken; the Queen, the Rooks, the Bishops, and the Knights. Belonging to them, and called by their names, as King's Pawn, Queen's Pawn, etc., are the pawns, of which we shall now speak.

The Pawns are eight in number on each side. They move

straight forward, one square at a time, except at their first move, when they have the privilege of moving two squares.

But they capture the enemy diagonally. They cannot retreat like the pieces; but if they arrive at the last square on the opposite side, they may be exchanged for, or promoted to the rank of, any other piece. Thus, you may have two or more Queens, three or more Bishops, Rooks, or Knights. But the piece usually claimed is the Queen; hence the move is generally called *going to Queen*. The amateur will soon discover that upon the proper handling of his Pawns much of the success of his game depends.

There is a move which is peculiar to the Pawns, and which is not generally understood even by tolerably good players. To explain: If a White Pawn, say, has moved forward into the fifth square, and a Black Pawn, in making the first move, takes a jump of two squares, the latter passes the empty square or field of his opponent. Then the White Pawn has the privilege of removing the black one from the board and passing into the square he previously guarded. This move is called "taking in passing" (*en passant*).

Castling is performed in this way: If the space between the King and the Castle be unoccupied, the King moves two squares from his place, and the Castle is brought to the side of the King farthest from his own proper square. Castling can only be done when neither the Rook nor the King have been previously moved.

All the pieces capture in the direction of their proper moves. In taking, the player removes the piece or pawn from the board, and places his own piece on the unoccupied square, and not, as in Draughts, on the square beyond.

The Object of the Game is to checkmate the adverse King, that is, to force him into such a position that he cannot move out of check. When the King is in such a situation that, were he any other piece, he would be liable to be taken, he is said to be in *check*. It is then obligatory on him to do one of these three things—to move out of check, interpose a piece, or take the man that threatens him.

The whole art and mystery of chess is to bring such a force to bear upon the King as allows him no escape—when he is said to be checkmated, and the game is won.

To illustrate the simplest form of checkmate : suppose the Black King to be on his own square and the White King on the third square directly opposite, so as to leave only a single vacant square between, with a White Queen or Rook on either of the corners on the Black King's line—the latter is in check and cannot escape. The whole line is commanded by the Queen or Rook, and he cannot move next the opposing King.

STALEMATE is such a position of the King that, although not in check, he cannot stir without moving into check with one or other of the opposing pieces.

The Relative Value of the Pieces is as follows :—

The Pawn, as the lowest piece in this case of value, is usually considered as the unit by which to measure the value of the other pieces. It is, however, difficult to measure the pieces by this standard. The King's, Queen's, and Bishop's Pawn are called the *centre Pawns*, and are of more value than the other Pawns, particularly in the beginning and middle of the game. The Rook's Pawns are considered as least in value.

The Bishops and Knights are considered to be equal in value ; and are worth rather more than three Pawns.

A Rook is valued at five Pawns, and may be exchanged for a minor piece and two Pawns, and two Rooks may be exchanged for three minor pieces.

The Queen is equal to two Rooks and a Pawn, and is superior in value to three minor pieces.

The relative value of the King, from the nature of the game, cannot be estimated. His powers of attack, however, from his being able to move both in right lines or diagonally, are very considerable. At the latter end of the game his strength materially increases, especially when the issue of the struggle is to be determined by Pawn play.

The Principal Laws of Chess, as here given, have been in use, with some slight exceptions, for over half a century :—

The chess board must be so placed that each player has a white corner square nearest his right hand. If the board has been improperly placed it must be re-adjusted, provided only *four* moves on each side have been played.

If a piece or Pawn be misplaced at the beginning of the

game, either player may insist upon the mistake being rectified, if he discover it before playing his fourth move, but not afterwards.

Should a player, at the commencement of the game, omit to place all his men on the board, he may correct the omission before playing his fourth move, but not afterwards.

If a player, undertaking to give the odds of a piece or Pawn, neglect to remove it from the board, his adversary, after *four* moves have been played on each side, has the choice of proceeding with or recommencing the game.

When no odds are given, the players take the first move of each game alternately, drawing lots to determine who shall begin the first game. If a game be drawn, the player who began it has the first move of the following one.

The player who gives the odds has the right of moving first in each game, unless otherwise agreed. Whenever a Pawn is given it is always understood to be the King's Bishop's Pawn.

A piece or Pawn touched must be played, unless at the moment of touching it the player say, "*J'adoube*," or words to that effect; but if a piece or Pawn be displayed or overturned by accident, it may be restored to its place.

While a player holds the piece or Pawn he has touched, he may play it to any other than the square he took it from; but having once quitted it, he cannot recall the move.

If a player make a false move, i.e., play a piece or Pawn to any square to which it cannot legally be moved, his adversary has the choice of three penalties, viz.: (1) Of compelling him to let the piece or Pawn remain on the square to which he played it; (2) to remove correctly to another square; (3) to replace the piece or Pawn and move his King.

Should a player take one of his adversary's pieces or Pawns, without saying "*J'adoube*," or other words to that effect, his adversary may compel him to take it; but if it cannot be legally taken, he may oblige him to move the King; should his King, however, be so posted that he cannot be legally moved, no penalty can be inflicted.

Should a player move one of his adversary's men, his antagonist has the option of compelling him—(1) To replace

the piece or Pawn, and move his King; (2) to replace the piece or Pawn and take it; (3) to let the piece or Pawn remain on the square to which it had been played, as if the move were correct.

If a player take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a piece or Pawn that can legally take it or to move his own piece or Pawn which he touched.

Should a player take one of his own men with another, his adversary has the option of obliging him to move either.

If a player make a false move, i.e., play a piece or Pawn to any square to which it cannot legally be moved, his adversary has the choice of three penalties, viz.: (1) Of compelling him to let the piece or Pawn remain on the square to which he played it; (2) to remove correctly to another square; (3) to replace the piece or Pawn and move his King.

Should a player move out of his turn, his adversary may choose whether both moves shall remain, or the second be retracted.

When a Pawn is first moved in a game, it may be played one or two squares; but in the latter case the opponent has the privilege of taking it *en passant* with any Pawn which could have taken it had it been played one square only. A pawn cannot be taken *en passant* by a piece.

A player cannot castle in the following cases: (1) If the King or Rook have been moved; (2) if the King be in check; (3) if there be any piece between the King and Rook; (4) if the King pass over any square attacked by one of the adversary's pieces or Pawns. Should a player castle in any of above cases, his adversary has the choice of three penalties; (1) Of insisting that the move remain; (2) of compelling him to move the King; (3) of compelling him to move the Rook.

If a player touch a piece or Pawn that cannot be moved without leaving the King in check, he must replace the piece or Pawn and move his King; but if the King cannot be moved, no penalty can be inflicted.

If a player attack the adverse King without saying

"Check," his adversary is not obliged to attend to it; but if the former, in playing his next move, were to say "Check" each player must retract his last move, and he who is under check must obviate it.

If the King has been in check for several moves, and it cannot be ascertained how it occurred, the player whose King is in check must retract his last move, and free the King from the check; but if the moves made subsequent to the check be known, they must be retracted.

Should a player say "Check," without giving it, and his adversary, in consequence, move his King, or touch a piece or Pawn to interpose, he may retract such move, provided his adversary has not completed his last move.

Every Pawn which has reached the eighth or last square of the chess-board must be immediately exchanged for a Queen, or any piece the player may think fit, even though all the pieces remain on the board. It follows, therefore, that he may have two or more Queens, three or more Rooks, Bishops, or Knights.

If a player remain, at the end of the game, with a Rook and Bishop against a Rook, with both Bishops only, the Knight and Bishop only, etc., he must checkmate his adversary in fifty moves on each side at most, or the game will be considered as drawn; the fifty moves commence from the time the adversary gives notice that he will count them. The law holds good for all other checkmates of pieces only, such as Queen, or Rook only, Queen against a Rook, etc., etc.

If a player agree to checkmate with a particular piece or Pawn, or on a particular square, or engage to force his adversary to stalemate or checkmate him, he is not restricted to any number of moves.

A stalemate is a drawn game.

If a player make a false move, castle improperly, etc., etc., the adversary must take notice of such irregularity before he touches a piece or Pawn, or he will not be allowed to inflict any penalty.

Should any question arise respecting which there is no law, or in case of a dispute respecting any law, the players must refer the point to the most skilful disinterested

bystanders, and their decision must be considered as conclusive.

To these general laws a few hints—useful alike to amateurs and players—may be appended.

Do not linger with your hand on a piece or Pawn, or over the board, but decide first and move at once. Accustom yourself to play with either black or white, and practise various openings and defences.

After your King's Pawn has moved, it is well to move your pieces out before you move other Pawns, or you may be encumbered with your own men. Avoid useless checks. Remember that the object of the game is to checkmate, and not to win exchanges. Study every move before making one, and look well over the board to see what your opponent is about. When you see that your game is gone, do not unnecessarily prolong it, but give up gracefully and at once.

DRAUGHTS

Draughts is played on a board similar to chess; each player has twelve men, which move and take diagonally by passing *over* the opponent into an empty square; a man passing on to the last row of squares becomes a King, and has the power of moving backwards or forwards one square at a time; and the board must be so placed as to leave a double "tenantable" corner at the right hand of the player.

On commencing the game, each player has twelve men respectively placed on the white squares of the three first lines of the board.

The men being placed upon the board, the game is opened and continued by each player moving alternately; the right of the first move, as well as the choice of men, being with the white, or else decided by lot.

The men move forward diagonally, one square at a time on the white squares; but any man attaining the extreme line of the board assumes the name and power of a King, and is crowned by having another man placed on him. He can then move backwards and forwards indifferently, but not off the white squares.

The men capture in the direction in which they move, by leaping over any hostile piece that may be *en prise*, and

taking up the vacant white square beyond him; the captured piece being removed from the board.

From this it will be obvious, that any man left unsupported—that is, having a vacant white square on either line of diagonals behind him—is liable to be taken by any of the enemy's men in a position to effect the capture; and, moreover, that if several men are left unsupported in a similar manner, they may all, by possibility, be taken by one and the same man of the enemy at one and the same move.

The game is won by capturing or blockading the men of the adversary, so that he has nothing left to move; but occasions will occur when the number of men remaining on the board are very few and equal in number, and the players tolerably well matched, so that neither party can hope to gain much advantage; in such a case as this a persistence in play is rather a trial of temper than of strength, and courtesy will dictate to the young player to draw the game. With two Kings on each side, the game may be claimed as drawn by the player possessing the line of the double corner.

The principal laws of the game are as follows:—

It is optional with the player either to allow his opponent to stand the huff, or to compel him to take the offered piece.

In the losing equally with the winning game it is compulsory upon the player to take all the men he can legally take up by the same move. On making a King, however, the latter must remain on his square till a move has been made on the opposite side.

When a small number of men only remain in the game either party having the minority of pieces may call upon his opponent to win in fifty moves, or declare the game drawn. With two Kings opposed to one, the game is declared drawn, unless it be won in, at most, twenty moves.

Two general hints for playing may be of some service:

It is judicious play to keep your men towards the centre of the board, in the form of a pyramid. Be careful to back up your advanced men so as not to leave a chance of your opponent taking two for one. A man on a side square is deprived of half his offensive power.

Be careful to look well over the board before making your move ; but let not your caution descend to timidity. Resolve the consequences of every move before making it.

DOMINOES

A set of dominoes usually consists of twenty-eight "stones." Each of these is divided into two compartments, and the number of points on each stone varies from the double-six downwards, through six-five, six-four, etc., to double-blank.

There are several ways of playing dominoes ; the following method, for two players, is at once the most simple and the one generally pursued. The dominoes are placed on the table, with their faces downwards, and each player takes up one at hazard to settle which of them is to have the *pose* or right of playing first. The lowest number of points decides this. The two stones used in the trial are then put back among the rest ; the dominoes are well shuffled together, and the two players choose seven stones apiece, ranging them upright in a line on the table, with the faces towards them, so that each may see his own hand, but not his adversary's. Thus the players will have taken up fourteen out of the twenty-eight stones of which an ordinary game consists. The other fourteen remain on the table, faces downwards, to form a reserve.

The winner of the *pose* now puts down on the table, face upwards, the domino that it suits him best to play (we shall give some advice on this subject presently). The adversary in his turn places a stone of his own, corresponding in one of its numbers with that placed by his adversary. Then suppose the first player to have played double-six, the second may play six-four ; the first then puts six-five ; the second follows it up with five-four ; and the first plays the double-four—the single numbers being placed lengthways, the doubles transversely, and so the game proceeds till the player who has won the *pose* has expended all his dominoes, his adversary having one stone left—say six-three. In this case the first player (i.e., the player first out) will count nine towards the game, that being the number of points in his adversary's hand. The game itself is won by the player who

first scores a hundred. The dominoes are then shuffled again, the second player having the *pose* this time, and the game continues with a fresh deal.

Generally, however, things don't go so smoothly. After two or three dominoes have been placed by the two players, one of them is unable to match any of the stones in his hand with the numbers at each end of the row on the table. In that case he draws from the reserve as many cards (except the last two, which are always left untouched) as he thinks necessary to preserve his defence. When a "block" occurs, i.e., both players are compelled to pass, neither of them having a stone that will suit, they turn their hands face upwards on the table, and the one who has the smallest number of points counts both his own and his adversary's points towards his own game. When a block occurs the player whose turn it is to play next draws all the cards, excepting two, from the reserve, and they are counted up with his pips.

The general rule for the player who had the *pose* is to play out the number which occurs most frequently in your game. For instance, if the number four occurs four times in your hand, the chances are your adversary will have only one, or perhaps none at all of the same number, and he will thus be compelled to draw, and you will have less cards to play out.

It is good policy, too, to get rid of the higher numbers in your hand as soon as possible, for in case of a block he who has the lowest number of points wins. Get rid of the *doubles* also as soon as possible, for they are the hardest to place.

It will thus be seen that the game of dominoes is one of mingled skill and chance. Of course, nothing can avail against a lucky hand; but the combinations of the game are various enough to give scope for a good deal of ingenuity.

The system of not drawing from the reserve is sometimes played, but this is generally accounted a feeble game.

Generally the game is confined to two players, but four, or even five may join in it, each playing on his own account, or four players may be divided into sides. With over three players the number of dominoes in a hand is only five. In the latter case the partners sit opposite to

each other, the players having first drawn for partners, in the same way as they would for the *pose*, and the two highest playing against the two lowest. He who has drawn the lowest stone has the *pose*. The play is from left to right, and the side of the first player who is out wins, counting to its score the number of points still held by the remaining three players.

MATADOR

The game is commenced by the player who has the double six, or failing that the next highest double. The Matador game is played in much the same manner as the one described above, except that instead of matching the cards, they must be played in such a way that the pips on the half card played must total 7 when added to the pips on the half card they are played against: thus if a 2 is open at one end, and a three the other, the next player can either play a 5 against the 2 end, or a 4 against the 3 end, and so on. If a player "cannot go," i.e. play a card at either end to count 7, he must play a "Mat," which is either the 6-1, the 5-2, the 4-3 or the double blank. Each player starts with seven cards. A "Mat" can be played in any position, usually to make the best baulk to one's opponent. If a player has not a "Mat" and cannot go, he can draw all the reserve excepting two. When one player passes after the reserve has been drawn the other has to play. The player possessing the lowest number of pips at the finish of the game wins. Sometimes the Matador game is played in a way that only permits the player who cannot "go" to draw two at one time from the reserve; if he cannot go then it is his opponent's turn; next time only two may be drawn again, and so on until only two are left in reserve; these always remain.