OUR PUZZLER.

125. CENTRAL DELETIONS.

1. An animal, a garment; 2. A Christian name, a title; 3. The apex, a bridge; 4. A crown, mud; 5. A crown, a subaltern; 6. A serpent, a female name; 7. A cure, to preserve; 8. An Indian province, perpendicular to the base.

126. LITERAL CHARADE.

In hail, not in rain; stick, not in cane; vault not in bound; noise, not in some; throw, not in fling; rope, not in string; owl, but not in bat; log, not in cat; black, not in brown; and my whole's an English seaport town.

127. CHARADE.

My first is very sweet,
And from my whole is taken;
Second in a school you'll meet,
Or I'm very much mistaken.

In sultry climes my whole is found Where land and labor's cheap; But water'd well must be the ground, The goodly crops to reap.

128. ANAGRAMS.

1. Van D visit Nile god; 2. Hot doom; 3. Hub, lag bald curser; 4. O, rabble, he hew? no, ran, brute; 5. See, Richard kills; 6. O, defend a lie; 7. A war, eh, calm boy? 8. Ye sold true magical lore; 9. Go, old boy, end grog nor err; 10. Well, sir, he'll venom ode; 11. Jobs, none N.

129. VERBAL CHARADE.

In gore, and boar, "nd soar, and roar; In bribe, and tribe, and side, and wide; In rest, and crest, and best, and nest; In glow, and blow, and row, and bow; In swell, and dwell, and bell, and mell; Spell, and tell a name known well.

180. DOUBLE ARITHMOREM.

The initials and finals of the following (which are all geographical words) will name two cities of Hindostan. Hog and 1,056 e; terra and 101 o; so, as 1,000; rum and 1 a; grebe and 1,050; air and 51; pope and 190 r; roar and 1,050; these ten rats and 501; a ton and a 51 a; noses and 2,500 n.

131. LOGOGRIPH.

A hundred and two, and fifty-five added to mer transposed aright, will show what all good fellows should be

132. EXTRACTIONS.

- 1. My first you will not like to see.
 2. An animal in this you see.
 3. Upon most people these have been.
 4. And in the garden this is seen.

188. SQUARE WORDS

- 1. To turn back; an editor; a city in Italy; pertaining to the power of seeing; reversed; to rove; to journey.
- 2. An instrument to raise weights; to run away privately; a folding door, with the last two letters reversed; to puff up; to carouse.

134. CHARADES.

- A Latin preposition please put down for my first
- A little cake, my second, you'll find when it's rehearsed.

 To frisk about with measured steps will prove to be my third;
- It's done all over Europe where music's to be heard.
- " More than enough," my whole does mean; I hope by this the answer's seen.

The limb of an animal first is reckoned; And the world, we are told, will come to my se

A beam of light is my third (transpose);
And the whole something fabulous will disclose.

185. ARITHMETICAL PUZZLE.

The sums of two numbers are 10 and 20 respectively; and one taken from each of the large numbers leaves the same in each case. What are the numbers?

186, CHARADE.

So innocent! and yet that men
Their kindness should forego;
And make of him the thing you see,
And "dress him out" for show.
What will become of them for it,
Where good folk look to go?

And yet one's next, you may have found, Will sometimes do the same; They'll turn you—no, your means—into. Those birds I need not name. The creatures differ (of one kind)
In plumage greatly, so you will mind.

Sweet sacrifice ! and vet. withal. This funny thought of ours,
As whole. He to himself returns,
And his dear native bowers—
Or rather, fields. And here he strays,
(Perhaps) from man's "devouring" ways.

Dance on ! But no; how can he dance ?
His ardor how express ?
His limbs, forestalled, a bartered prize;
His head where want more freely buys;
Transposed," no lustre in his eyes—
What freedom could be less?

CAISSA'S CASKET.

SATURDAY, Oct. 18th, 1873.

- • All communications relating to Chess must be addressed "CHECKMATE, London, Ont."
- *• We should be happy to receive a few un-oublished two-move or three-move problems for " Caissa's Casket."

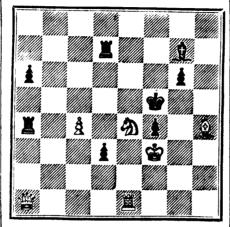
TO CORRESPONDENTS.

ALPMA. Whitby.—Your analyses of Problems Nos and 8 are quite correct. We can only accept No. 5, which is given below, for the reasons stated last

eek. Damaris.—Your request shall be attended to.

PROBLEM No. 11.

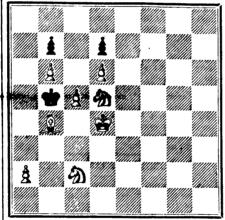
By "ALPHA," Whitby. BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. 12. By T. D. S. MOORE. BLACK.



WHITE.

White to play and mate in two moves.

SOLUTION TO PROBLEM NO. 7

White.

1. K. to Q. Kt. 1st. 2. Mates acc.

1. Any move.

Black.

SOLUTION TO PI OBLEM NO. 8.

White. Black.

1. Moves. 1. P. to B 8th claiming B. 2. B. mates

SOLUTION TO PROPER NO. 9.

White.
1. P. to K. R. 8th claiming 1. 1. Any move.
2. Mates

SOLUTION TO PROBLEM NO. 10.

White.
1. R. to Q. 5th.
1. Mates acc.

Black.
1. Anything.

INSTRUCTION IN CHESS.

By "CHECKMATE."

My DEAR READERS,—We will resume our examination of games, illustrating the "Philidor Defence," with the following, played by a party of amateurs, three on each side, in consultation:

GAME NO. 5.

Philidar Defence.

White.

White.

1. P. to K. 4th
2. Kt. to K. B. 3rd.
2. P. to Q. 3rd.
Q. to K. B. 3rd is not good; it is generally best to defend with a pawn or minor piece.
3. P. to Q. 4th
4. Q. takes P.
4. Q. takes P.
In games 3 and 4, the second players at this point advanced the Q. Kt. to attack the Q. afterwards playing B. to Q. 2. This move for Black is recommended by Mr. Boden, and is preferred by Jaenisch to the move previously given.
5. B. to K. B. 4th.
Opinion is divided as to where this B. should be

played. If advanced a square farther, the following are the moves likely to occur:

5. B. to K. Kt. 5. Kt. to Q. B. 3.
Black counter-attacks the Queen.
6. B. takes Q. Kt. takes Q.
7. Kt. takes Kt. K. takes B. 5. Kt. to. Q. B. 3rd.

You will observe that White cannot counter-attack by B. to K. Kt. 5th now without losing a piece.

7. Kt. to Q. B. 3rd. 7. Kt. to K. 2nd. 7. Kt. to K. 2nd. 7. Kt. to R. 3rd. 8. B. to K. 2nd. 7. Kt. to K. 3rd. 8. B. to K. 2nd. 7. Kt. to K. 3rd. 8. B. to K. 2nd. 7. Kt. to K. 3rd. 8. B. to K. 2nd. 7. Kt. to K. 3rd. 8. B. to K. 2nd. 7. Kt. to K. 3rd. 8. B. to K. 2nd. 8. B. to K. 2nd. 7. Kt. to K. 3rd. 8. B. to K. 2nd. 9. B. t

7. Kt. to Q. B. 3rd.

7. Kt. to K. B. 3rd.

8. B. to K. 2nd.

8. B. to K. B. 3rd.

8. Castles (Q. R.) and 9 B. to Q. 3rd. Either are, doubtless, better than the move in this game.

9. Castles, Q. side.

9. Kt. to K. Kt. 5th.

Threatening to take the B. P. and simultaneously attack both Rooks.

10. K. R. to K. B. 1st.

10. K. R. to K. 3rd.

11. P. to K. R. 3rd.

You must even be watchful that when you drive an adverse piece from his position that you do not force him to a square less advantageous to yourself.

12. P. to K. Kt. 4th.

13. Kt. to Q. 5th.

The exchanges which this move brings about do not result favorably for White. Young players are very fond of making a rattle amongst the men in this way, but you should study well that for every man you dispose of you get an equivalent either in men or position. In this case White gets an equal number of men, but his position is by no means improved, as the sequel shows.

13. B. takes Kt.

14. P. takes B.

14. Kt. takes Kt.

15. B. takes Kt.

16. B. to K. 4th.

A manifest blunder, which gives the Black allies

13. B. takes Kt.
14. P. takes B.
15. B. takes Kt.
16. B. to K. 4th.
16. B. to K. 4th.
17. A manifest blunder, which gives the Black allies B. to K. 2nd is a more natural 16. Kt. to Q. B. 5th.

16. Kt. to Q. B. om.
17. B. takes K. R. P. (ch.)
There appears to be no better move. If the Black K. takes B., White replies 18. Q. to Q. 3, (ch.) and takes the Kt. next move.

17. K. to R. 1st.

18. Q. to Q. 3rd. 18. B. takes Q. Kt. P. (ch. 19. K. to Q. Kt. 1st. 19. P. to Q. Kt. 4th. 20. Q. to K. B. 5th. 20. P. to K. Kt. 3rd. 21. B. takes P. 22. Q. to K. B. 3rd. 1f. R. takes B. White would winit by checking a R. 6th. 23. Q. to R. 5th. (ch. 24. Q. to R. 5th. (ch. 25. Q. to R. 5th. (ch. 25.

11 R. takes B. White would win it by checking at R. 6th.
23. Q. to R. 5th (ch.) 23. K. to Kt. 1st.
24. Q. to Kt. 5th (ch.) 24. Q. takes Q.
25. B. takes Q.
25. R. to K. B. 6th.
26. Q. R. to Q. 3rd.
26. Q. R. to K. B. 1st.
27. R. takes R.
Had they played R. to Q. Kt. 3rd with the hope of winning the B. and Kt. in exchange for it, the following pretty variation would have occurred:
27. R. to Q. Kt. 3. R. takes B. P.
28. R. takes R.
29. R. takes B., and Black gives mate in four moves.

27. R. takes Q. R. 28. P. to K. R. 4th. 28. B. to K. B. 3rd. And White gave up the Game.

GAME NO. 6.

Philidor Defence.

Black.

White.

MR. SZEN.

1. P. to K. 4th.
2. Kt. to K. B. 3rd.
3. P. to Q. 3rd.
4. Kt. takes P.

In the previous games the attack here captured the Pawn with his Queen.

4. P. to Q. 4th.

Liberating his K. B. and attacking the Black K. P. At one time this was thought a very powerful move, but latterly strong players are not so much inclined to adopt it. If 4. Kt. to K. B. 3rd, Black replies 5. Kt. to Q. B. 3rd.

5. P. to K. 5th.
Should he play instead of this
5. Kt. to K. B. 3rd P. takes P.
6. Q. takes Q.
7. Kt. to Kt. 5.

5. B. to Q. B. 4th.

If White had now advanced P. to Q. B. 4th, Black ould have responded 6. B. to Q. Kt. 5th (ch.)

6. B. to K. 3rd.

6. Kt. to K. 2nd.

would have responded 6. B. to Q. Kt. 5th (ch.)
6. B. to K. 3rd.
7. P. to K. 6th.
11 is not usually good policy to trade off the centre
Pawn for the K. B. P. He ought to have brought
out his pieces.

7. P. takes P. 8. B. to Q. Kt. 6th (ch.) d. 9. B. takes Kt. won the B. P. now without any 8. Kt. takes P. 9. P. to Q. B. 3rd. White might have w

9. P. to Q. B. 3rd.
White might have won the B. P. now without any danger.
10. P. takes B.
11. B. to Q. 3rd.
11. B. to K. B. 4th.
12. Castles.
12. Kt. to Q. B. 3rd.
13. P. so Kt. 5th.
13. Kt. to K. to K. to K. 4th.
14. B. takes B.
15. B. to K. B. 4th.
15. B. to K. B. 4th.
16. Q. to Q. 2nd.
With the intention of winning the exchange by 17.
Kt. takes B., and 18. Kt. to K. 6th, but his opponent does not give him the opportunity.
17. B. to K. Kt. 5th.
17. Q. to Q. 3rd.
18. Q. to Q. 3rd.
19. Q. to Q. 3rd.
18. Kt. to K. 4th.
19. Q. to Q. Kt. 3rd (ch.)
19. K. to K. 4th.
20. Kt. to Q. 2nd.
21. B. to K. S. 4th.
21. Kt. to R. 5th.
Threatening mate
22. B. to Kt. 3rd.
23. K. R. to K. 1st.
24. R. to K. 1st.
White's position appears to be full of difficulties, which this move does not seem likely to lessen. He might perhaps with better effect have played 23. Kt. to Q. 6th. and then if his opponent should attack his Q. with R., he might counter-attack by 24. Kt. to Q. B. 4th.
25. Kt. to Q. B. 4th.
24. R. takes P.

24. K. to K. R. 1st. 24. R. takes P. 25. Kt. to Q. B. 4th.
Of course if B. takes the R., mate instantly fol-

27. Q. to K. Kt. 5th. 28. Q. to K. 7th. 28. Kt. takes Kt. 28. Q. to K. 7th.

29. B. takes R.
And the game is in Black's possession.

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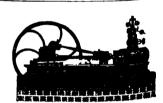
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26. Kt. takes Kt.
26. Q. to K. 5th.
White makes a most gallant defence, but the fates are against him.
27. Kt. to K. B. 3rd.
He dare not take the Q. on account of the impending mate.

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