

CHESS.

The proprietors of THE CRITIC offer two prizes to consist of books on Chess to those subscribers who shall send in the greatest number of correct solutions during the current year. No entrance fee required. All communications for this department should be addressed to CHIEF EDITOR, Windsor, N. S.

TO CORRESPONDENTS.

Dr. M. SMITH.—Thanks for game, which shall be attended to.

W. H. H.—A pinned Knight still has the power of checking the opposing King.

"The powers of Chess as a mental exercise are, indeed, not to be surpassed. To praise it, is to paint the lily, and to gild the red, red rose. Even as the sordid and mean of soul shrink earthwards on being touched by the sun-like spear of Ithuriel, so does Chess purify, from grosser essence, that social circle which it permeates. Honor, all honor to a game embodying so many high and noble qualities. Honor to Chess." G. Walker, 1840.

Solution to Problem 30.—Q to K Kt sq.

Solution to Problem 31.—R to K5.

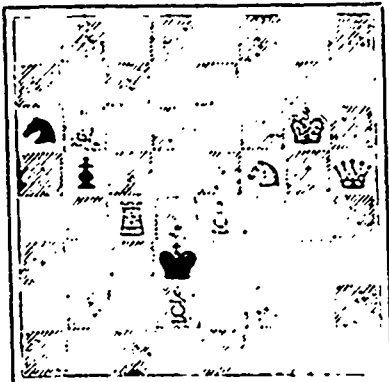
(Correct solutions to both the above received from Rev. C. E. Willots, H. B. Stairs, Mrs. H. Moseley, W. J. Calder, and "Golden Butterfly.")

(Correct solution to No. 31 received from "Voni," J. W. Wallace, W. H. H., and Dr. E. S. Creed.)

In commemoration of May 24th, 1819.

PROBLEM No. 34. From "Chess Fruits."

"H" BLACK.

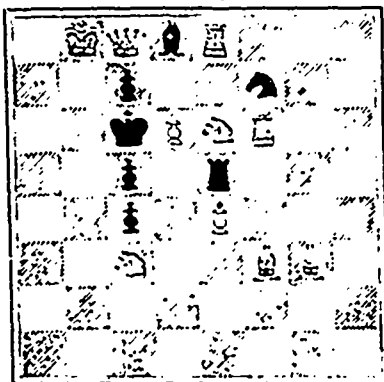


WHITE.

White to play and mate in 2 moves.

PROBLEM No. 35. From "Chess Fruits."

"L" BLACK.



WHITE.

White to play and mate in 2 moves.

Game played in New Orleans, during the year 1866.

EVANS GAMBIT.

Remove White's Queen's Knight.

- WHITE. Mr. Paul Morphy. 1 P to K4, 2 Kt to B3, 3 B to B4, 4 P to QKt4, 5 P to B3, 6 Castles, 7 P to Q4, 8 P takes P, 9 P to Q5, 10 P to K5, 11 Q to R4 ch, 12 Q takes Kt, 13 R to Ksq, 14 Kt takes P, 15 Q to QR1 ch (b), 16 Kt takes B, 17 R takes Kt ch (c), 18 B to R3 ch, 19 R to Ksq ch, 20 Q to Kt3 (e), 21 Q takes KtP, 22 P takes B, 23 B to K4, 24 R to K2!, 25 R to Q2, 26 R takes Q ch, 27 B to K7 ch!
- BLACK. A. Maunian. 1 P to K1, 2 Kt to QB3, 3 B to B4, 4 B takes KtP, 5 B to B1, 6 P to Q3, 7 P takes P, 8 B to Kt5, 9 Kt to R4, 10 Kt takes B, 11 Q to Q2, 12 Kt to K2, 13 P takes P (a), 14 Q takes P, 15 B to Q2, 16 Q takes Kt, 17 K takes R, 18 K to Ksq, 19 B to K6! (d), 20 K to Qsq, 21 R to QBsq, 22 Q to Q6, 23 P to KB4, 24 R to Ksq (f), 25 R takes P, 26 R takes R

and wins. (g)

NOTES.

(a) In playing to win the QP Black lays himself open to an attack, which Morphy carries out with his accustomed skill and ingenuity.

(b) It is possible, however, that Black may have expected 15 QxQ, 16 Kt-Kt6ch B-K3, 17 KtxR K Bsq, &c., in which case Black's preponderance of Pawns would have told in the long run.

(c) A "little bit of Morphy" as Blackburne phrases it.

(d) Very prettily played. Should Morphy capture Bishop at once, Black can escape with his K to the Q's side.

(e) But this fine counter stroke frustrates Black's plans.

(f) Mate in three follows should the Rook be taken.

(g) He must lose a Rook for the Bishop.

DRAUGHTS-CHECKERS

The proprietors of THE CRITIC offer two prizes to consist of books on Checkers to those subscribers who shall send in the greatest number of correct solutions during the current year. No entrance fee required. All Checker communications should be addressed to W. Forsyth, 36 Grafton Street, Halifax.

TO CORRESPONDENTS.

C. E. M., Milton.—Your note with solution to Problem 25 is received, and you are credited therefor. Should like to hear regularly, or at least often from you. I think that if you had tried previous problems you would have found several of them not so "simple"—in fact much harder than No. 25—to solve. Notably, No. 11, which we solve to-day, and which has proved a hard nut for our players to crack.

CHIEF EDITOR.—Your clippings are received with thanks. Will send a batch of chess clippings very shortly.

SOLUTIONS.

- PROBLEM 11.—Solved by Mrs. H. Mosely, F. Foshay, T. B. Lynch and C. P. G. H. The position is black men 5, 9, 13, K. 16; white men 21, 23, 26, K. 7. White to play and win. 26 22 2 7 11 15 19 23 16—20 19—23 26—17 22—25 23 19 7 3 15 10 13 17 20—24 23—19 14—18 25—29

- 19 15 3 8 21 14 17 21 24—19 19—16(2) 13—17 29—25 15 11 10 7 16 19 23 18 19 23 16—19 18—22 25—29 7 10 8 12(b) 10 6 18 22 (a) 23—19 19—23(3) 22—26 white wins. 11 7 7 11 6 9 19—23(1) 9—14 26—30 7 2 12 16 9 13 23—19 23—26 17—22 (a). If 23—26 is played, white wins by 10 15.

(b) This is the most important move, as without it black can draw. Many of our solvers failed at this point.

(1) If instead of 9—14 you play 23—19 the game continues as follows:

- 23—19 32—28 32—28 21—20 11 16 21 17 23 27 23 18 19—21 28—32 28—32 20—16 12 8 8 11 19 23 18 15 24—27 32—28 32—28 16—20 16 19 11 16 27 32 15 11 27—32 28—32 28—24 white wins. 19 23 16 19 32 28

(2) Instead of 13—17 play as follows:—

- 18—23 15 18 28—32 14 10 10 15 27—32 18 22 28—32 23—27 19 23 17—21 10 7 16 19 32—28 26 23(c) white wins. 13—17 23 26 32—28

(c) White can force the win by holding the black men on 5 and 21 with one of his kings.

(3) Instead of 22—26 move as follows:—

- 17—21 25—29 25—29 25—29 19 23 26 30 10 15 18 22 22—25 29—25 29—25 white wins. 23 26 6 10 15 18

PROBLEM 25.—Solved by Mrs. Mosely, F. Foshay, and C. E. M. The position was: black men on 19, 21, king, 32; white man, 28, kings, 11, 22; white to play and win.

- 22 26 11 16 31 26 26 22 32—27 21—25 (1) 25—29 26 31 16 20 20 16 white wins. 27—23 23—18 18 23

(1) Instead of 25—29 move as follows:—

- 18—23 26 30 25—29 20 24 and white wins.

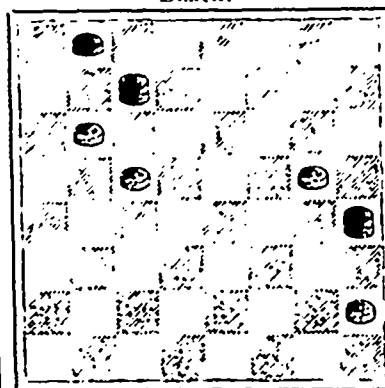
PROBLEM 26.—Solved by Mrs. Mosely and F. Foshay. Positions being: black man, 15, kings 3, 8, 21; white, kings, 14, 19, 22. Black to play and win.

- 15—18 24—15 3—10 15—19 22 15 8 12 12 16 8—11 15—10 10—15 black wins. 15 8 14 7 16 20

PROBLEM 29.

By O. H. Richmond in the American Checker Review.

BLACK.



WHITE.

White to move and win.

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Printed by Halifax Printing Co., 161 Hollis Street, Halifax, N. S.