

CHESS.

All communications for this department should be addressed— CHESS EDITOR, Windsor, N. S.

The following problem is interesting as being the first composition of the gentleman who headed our last week's Solution Tournay List:—

Problem, by L. M. Wilkins, Windsor, N. S. (The author's first composition.)

BLACK.



WHITE.

White to play and mate in 2 moves.

An amusing game between Mr. G. B. FRASER, of Dundee, and one of the leading amateurs of Glasgow:— (King's Knight's Opening.)

BLACK (Mr.—) WHITE (Mr. FRASER.)

- 1 P to K4 P to K4
2 Kt to KB3 P to KB4
3 Kt takes KP Kt to QB3
4 Q to Kt5 (ch) P to KKt3
5 Kt takes KtP Kt to KB3
6 Q to KR3

[11 Q to KR4, the best reply seems R to KKt square, followed, if the first player take the Bishop with Knight, by R to KKt5.]

6 P takes P

[A novelty, the invention of Mr. Fraser, which, if sound, is likely to add much to the interest of this famous old defence to the King's Knight's opening

- 7 Kt takes R P to Q1
8 Q to KKt3 Kt to Q5
9 Q to K5 (ch) Kt to K3
10 B to K2

[If P to Q3, which appears to be a better move, the reply is Q to K2]

- 10 B to Q3
11 Q to QB3 Q to Q2

[The first player's forces are so hemmed in that the second can, apparently, make deliberate preparations for casting without danger.]

- 12 P to Q3 Q to K2
13 P to QR3 P to Q5
14 Q to QB4 C's. on Q's side
15 Castles B to QB3
16 R to K sq R to KKt sq
17 P to KKt3 P to K6
18 P takes P R takes KtP
19 P takes B R takes P (ch)
20 K to B sq B to Q4
21 Q to QKt4 R to Kt8 (ch)
22 K to B2 R to Kt7 (ch)
23 K to B sq Kt to KKt5
24 P to K4 R to B7 (ch)
25 K to KKt sq Q to KR5
26 B to KB4 R to Kt 7 (ch)
27 K takes R Kt takes B (ch)
28 K to B3 Kt to R7—Mate

CAXTON'S "GAME OF THE CHESS"

The following extract from Cax on's "Game of the Chess," printed at Westminster in 1474, may amuse some of our readers by its quaintness. It is perhaps needful to say that this work has not the most remote connection with Chess practically, but is

simply a translation from a French version of De Cessolis' "Moralization on the Game of Chess," written in Latin about the year 1300. Caxton's work is generally supposed to have been the first book printed in England, but of late this opinion has, with some show of reason, been called in question.

THE PAWNE.

"For so moche as noble persones can not fewle ne gouerne, without the ayuysse and werks of the people, than hit behoueth to deuysse the oultrages and the offyces of the werkmen. Then I shall begynne first at the first Pawn that is in the playe of the chesse, and signifieth a man of the comyn peple on fote, for they ha ad named pions, that is as moche to say as footmen. And thenne we wyl be gynte at the Pawn whyche standeth tofore the rooke on the right syde of the Kyng, for as moch as thys Pawn apperteyneth seruo the vycayre or lyeuo-tenant of the Kyng, and other officers under hym, of necessaries of bytaylor. And thys mauer of peple is figure and ought be maad in the forme and shappe of a man holdyng in his right haunde, a spade or shoull, and a rodde in the lyft hand—the spade or shoull is for to delue and labour therwyth the orthe, and the rodde is for to dryue and conduyte wyth al the bestys unto her pasture, also he ought to have on his gyrdel a sarpe or crookyd hachet for to cutte of the superfluytees of the vignes and trees. And we rede in the Bible th t the first laborer that ever was wis Cayn, the first sone of Adā, that was so evyl that he slewe his broder Abel. For as moche as the smoke of his tithes went strait in to Heven, and the smoke and fume of the tithes of Cayn went down ward upon the orthe. And how wel that thys cause wis to we. Yet was there another cause of envye that he had unto his broder, for when Adā, theyr fader, maryed them for to muteplye the orthe of his linge, he would not marye nor jyne to gyder the two that were borne attimes, but gaf unto Cayn her that was borne with Abel, and to Abel her that was borne with Cayn, and thus began the envye that Cayn had agens Abel. For hys wyf was fyrer than Cayn's wyf, and for this cause he slewe Abel with the cho-bone of a besto; and at that time was never no maner of yron bloody of mannes bloode. And Abel was the fyrst matir in the Olde Testament. And thys sayd Cayn dyd many other ovyl thynges which I love, for it appertaineth not to my mater."

DRAUGHTS-CHECKERS

All Checker communications should be addressed to W. Foryth, 36 Grafton Street, Halifax.

DIXIE, Antigouish—As to giving harder problems it would be very easy to do so, but this column has only been recently started and we are anxious to carry our students along with us, so that it is but occasionally that we can at present cater to the very few advanced students of the game in this province.

SOLUTIONS.

PROBLEM No. 43.

Solved by Mrs. H. Moseley, H. A. McL., Thorburne, and "Dixie," Antigouish. The position was:—Black man 3, kings 18, 24; white man 11, kings 2, 4; black to move and win.

- 18-23 24-20 20-27 19-15
2 6 (1)10 6 4 8 7 2
23-19 3-10 27-24 15-10
6 10 6 15 8 11 black
19-16 16-19 24-19 wins.
11 7 15 24 11 7
(1.) If instead of 10 G you play 7
2, 3-8, 4 11, 16-14 black wins.

PROBLEM 44.

Dixie has found a solution to this problem, which we regard as the only sound one, that by the author being in our own opinion, incorrect.

The position was:—Black men 3, 4, 5, 6, 7, 21 king 32; white men 13, 14, 20, 23, 25, 27, 30; white to play and win.

- 23 19 3-10 7 10 8-11
32-16 2 7 30-23 23 19
20 2 (1)10-15 10 26 white
6-10 30 26 4-8 wins.
14 7 21-30 26 23

(1.) Instead of 10-15, etc., move as follows:—

- 10-14 12-16 21-19 27-32
25 22 9 6 6 10 18 23
4-8 16-20 19-23 32-28
7 10 6 2 2 7 23 27
14-17 20-24 23-19 28-32
22 18 2 6 7 11 19 23
8-12 24-28 19-23 32-28
10 15 14 10 11 16 27 32
17-22 28-32 23-27 5-9
18 14 10 7 16 19 32 27
22-25 32-27 27-32 9-13
15 18 7 2 10 15 27 32
25-29 27-24 32-27 28-24
13 9 18 22 15 18 32 28

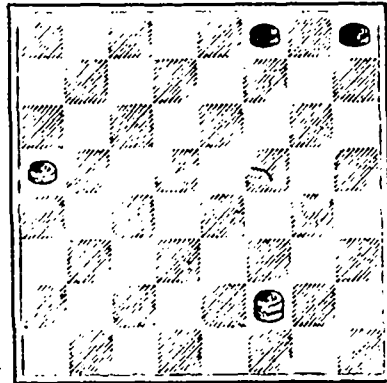
White wins.

NOTE ON PROBLEM 44—The author and one of our ablest solvers both give the following solution:—

- 14 9 21-30 20 2
5-14 23 19 32-23
30 26 30-16 (a) 2 27

(a) The play is continued, hence for a white win, but we hold that black can draw and we give this position below as

PROBLEM 47. Black men 3 and 4.

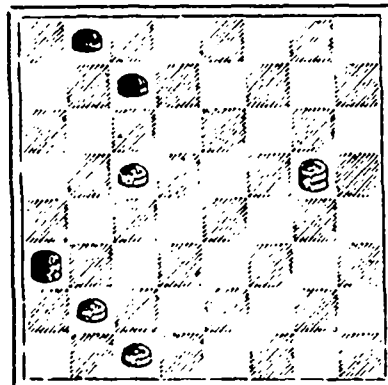


White man 13, kg., 27. Black to play and draw.

PROBLEM 48.

By L. M. Stearnes, in the Checkerist.

Black men 1, 6, kg 21.



White men 14, 25, 30, kg. 16. Black to play and white to win.

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