

Chess.

(Conducted by J. G. ASCHER, Montreal.)

All communications to be addressed to the Chess Editor of the "New Dominion Monthly," Box 37, P. O., Montreal.

In honor of the *Canadian Chess Association* meeting to be held this month (August) in Montreal, we present our readers with an enlarged Chess department, and are indebted to the courtesy of the publishers, Messrs. John Dougall & Son, for the extra space afforded.

TO CORRESPONDENTS.

MIRON.—Will do my best to meet your friendly wishes.

J. W. SHAW.—As usual, we are greatly indebted to your labors and the warm interest you take in our column.

QUESTION.—We refer you to our Chess Waifs in this number.

YOUTH.—Will be happy to insert problem if correct.

G. N. AND S.—Solution to problem No. 24 correct.

GAME No. 37.

CANADIAN CHESS CORRESPONDENCE TOURNEY.

Game between Mr. Joshua Clawson, St. John, N.B., and Mr. Geo. T. Black, of Halifax, N.S.

King's Bishop's Gambit.

WHITE. Mr. Clawson.	BLACK. Mr. Black.
1. P. K. 4.	1. P. K. 4.
2. P. K. B. 4.	2. P. takes P.
3. B. B. 4.	3. Q. R. 5. (ch).
4. K. B. sq.	4. P. K. Kt. 4.
5. Kt. Q. B. 3.	5. B. K. Kt. 2.
6. P. K. Kt. 3.	6. P. takes P.
7. Q. K. B. 3.	7. P. Kt. 7. (ch).
8. K. takes P.	8. Q. K. B. 5. (a).
9. Kt. Q. 5.	9. Q. takes Q.
10. Kt. takes Q.	10. K. Q. sq.
11. K. Kt. takes P.	11. Kt. K. R. 3.
12. R. K. B. sq.	12. R. Kt. sq. (b).

13. P. Q. 3.	13. P. Q. B. 3.
14. Kt. B. 6.	14. B. takes Kt.
15. R. takes B.	15. R. Kt. 3.
16. R. takes R.	16. B. P. takes R.
17. Kt. takes R. P.	17. Kt. Kt. 5.
18. B. B. 7. (c).	18. Kt. K. 4.
19. B. Kt. 5. (ch).	19. K. B. 2.
20. B. K. B. 4.	20. P. Q. 3.
21. B. takes Kt.	21. P. takes B.
22. B. takes P.	And Black resigns.

NOTES TO GAME No 37.

(a). This early offering of the exchange of Queens was hardly judicious. Kt. to K. R. 3 would, we fancy, have been better.

(b). Well conceived.

(c). White plays throughout with a good deal of skill.

GAME 38.

THE NEW AUTOMATON CHESS-PLAYER.

Mr. C. G. Gumpel, of London, has invented a new mechanical chess-player, of which both the construction and performance eclipse those of any previous chess-playing machine.

The talented inventor has named his mechanism "Mephisto," and has been inviting the leading players to a series of *séances* at his house in Leicester Square, in order to test the merits of his invention before exhibiting it at the present Paris Exhibition.

We select a specimen game played with Mr. Tinsley, which is a remarkably brilliant game. Most of the leading players have succumbed to "Mephisto's" prowess. The question among chess-players, therefore, is not so much how the combinations are formed, or the moves conveyed to the concealed director of the game, as who is the skilful player who runs the machine, for among players not one could be found to place any credence in the claims of the inventor.

The figure is entirely too small to admit of a player being concealed within, as in all previous chess automatons, being merely a slim little figure sitting before an ordinary chess table, entirely disconnected from surrounding objects, with-