

OUR PUZZLER.

120. LETTER CHARADE.

I am composed of eight letters; my 8, 2, 6, 5 is a fish; my 8, 5, 6, 7 is what all tradespeople like to do; my 4, 3, 2, 8 are made to ornament the ladies' dresses; my 4, 5, 6, 7, 2, 3, 8 are used to 1, 7, 2, 3 the fire when it gets 7, 2, 3; my 1, 5, 6, 7, 8 you will find in a church; my 4, 2, 3 is a place in Middlesex; my 5, 6, 7 is a part of a yard; and I shall think you are very 8, 6, 2, 3 if you do not quickly find out my whole, which is one of the most interesting, amusing, and instructing publications of the day.

121. CHARADE.

My first was gentle, good, and kind To me when I was young; With fear of God she filled my mind, With armor stout and strong. She often took me by the hand To gaze upon the brook; Whilst on its banks we'd sit and stand, And talk of God's own book. My second is a useful link To join my first and third; And oft I've been afraid to think That all was true I'd heard Of my whole, but chased each fear away. And in my third I dived with zeal, Though memory oftentimes would stray, And from my work my thoughts would steal To her who'd give the whole to me Upon my marriage day.

So, now, dear readers, you've got the key, Now solve me this, I pray.

122. LITERAL CHARADE.

In boat, not in ship; log, not in chip; wind, not in rain; bruise, not in pain; least, not in most; boll, not in roast; cold, not in heat; fish, not in meat; and to have my whole is a weekly treat.

123. DOUBLE ARITHMOREM.

- 151 and ostab ann (a mountebank)
51 " or a train (void of reason)
101 " tan ear (a town of Italy)
1581 " swore or ho (a town of Russia)
500 " so a yes (one of Homer's epic poems)
100 " o or bark rap (a town of British India)
5 " engin (the close of day)
1000 " o ore (a Shakspearean character)
50 " let (a Swiss patriot)
501 " an a (a water nymph)
1 " shape on star (a celebrated comic poet)
1001 " rap (the last king of Troy)
1 " nice (an ancient people of Britain)
111 " tent (abolished)
51 " rage H (the chief town of North Carolina)

The initials and finals, read downwards, will name an English general and a celebrated poet.

124. ANAGRAMS—WRITERS AND THEIR WORKS.

- 1. Win mob, rejoice, tax thy band; 2. Nor penalty, hero, to mar folly; 3. Rank m brags loyal terms; 4. List, Archer, err, bang novel; 5. O, Horner, wilt whip a scandal? 6. Grin, monks got cheer; 7. Lo, men bled, when a rogue values metal; 8. Hi, alarm foe, despise just woe; 9. Turn, Moll, or we respect all; 10. Ah, all belief in thy vast enjoyment; 11. Fancy, move will gash at fame; 12. Hih, let mobs stay, wretch; 13. Limn foe, lash Satan, I'll preach to lords; 14. I'll rank, Hal; collect her rich share; 15. Eh, understand a war prey; 16. I scold thy chat, don't yell; 17. Row, man moans, for snobs win; 18. Err, say my game harms; 19. Oh, L, she'll be jovial; he'll get fit men; 20. Man, has shone repent; acquit great foes.

ANSWERS.

- 90. CHARADE.—Cupboard.
91. DOUBLE ACROSTIC.—Loco-foco. 1. LocF; 2. OdO; 3. CatholC; 4. OHO.
92. REBUS.—Marquis of Bute, thus: Motto, Alto, Roquelo, Querpo, Unbo, Indigo, Stoccado, Oratorio, Farrago, Buffalo, Undo, Two, Eringo.
93. CHARADE.—Weal, thy—wealthy.

- 94. SQUARE WORDS.—
1. SARAH ZEBRA
ALIVE ERBED
RIDER BREAD
AVERT BEAVE
HERTS ADDER
95. CURTAILMENT.—Pardon, Pardo, Pard, Par.
96. ARITHMETICAL QUESTION.—
A runs 200 miles, B runs 196 miles.
C " 200 " D " 188 "
B " 200 " D " 192 "

200 40000
A runs x 200 = " D runs 192.
196 39200
200 38400
C runs x 192 = " D runs 192.
188 36096
200 40000 200 38400
A runs x 200 = " C runs x 192 =
196 39200 188 36096
188 200 7520000 1175
A runs x x 200 = x 200 =
192 196 7526400 1176
2350 100
or What A loses by.
2352 1176

97. SQUARE WORDS.—

1. HOPPO OPERA PEWIT PRIZE OATEN
2. FAWN ALJOE WORT NETS

98. DIAMOND PUZZLE.—

Y
DON
ARRAS
DORKING
YORKSHIRE
BUSHIRE
CLIVE
ERA
E

99. DECAPITATION.—Answer not received.

100. LOGOGRIPII.—Grouse, Rouse, Ouse, Rose, Nose, No., number.

101. ENIGMA.—Train.

102. SQUARE WORDS.—
1. MOORE OCCUR OCHRE RURAL (revel) ERELV
2. SALA AVON LOAN ANNA
3. YACHT ABHOR CHINA HONEY TRAYS

CAISSA'S CASKET.

SATURDAY, Oct. 11th, 1873.

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

TO CORRESPONDENTS.

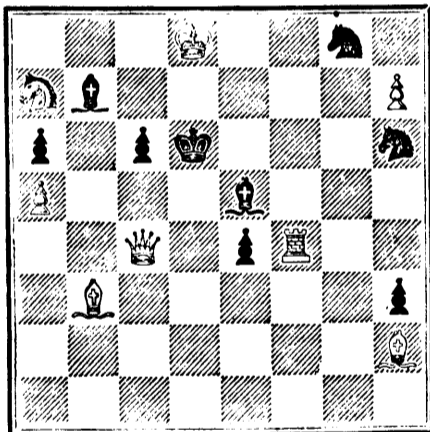
The "Rules of Chess" in Caissa's Casket this week were prepared for the FAVORITE of week before last, but owing to some untoward circumstances the manuscript miscarried. This accounts for their production after commencing our consideration of the openings.

ALPHA, Whitty.—The missing manuscript contained the following items for it: In No. 9 diagram sent us, 1. R. takes Q. Kt. P., there appears to be no mate. If sound it would be an extremely creditable problem, and we hope you may succeed in rectifying it. Your solutions are correct. No 13 is too easy. We should like to set our standard somewhat higher than "1. check; 2. checkmate," unless a multitude of variations gives the position claim to some attention.

PROBLEM No. 9.

BY TENO. M. BROWN.

BLACK.



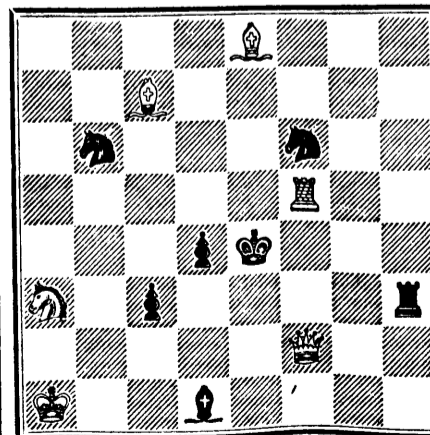
WHITE.

White to play and mate in two moves.

PROBLEM No. 10.

BY W. A. SHINKMAN.

BLACK.



WHITE.

White to play and mate in two moves.

SOLUTION TO PROBLEM NO. 5.

White. Black.
1. Kt. to K. B. 5th. 1. Any move.
2. P. to Q. 4th, mate.

SOLUTION TO PROBLEM NO. 6.

White. Black.
1. K. to K. B. 6th. 1. K. takes Kt.
2. B. to K. B. 3rd, mate.

INSTRUCTION IN CHESS.

BY "CHECKMATE."

The Rules of the Game.

RULE I.—The board must be so placed that a White square shall be at the right hand of either player.
RULE II.—If during the progress of a game it be discovered that the board is improperly placed, either player may insist upon its being at once adjusted—the game to proceed after the adjustment as if no interruption had occurred.
RULE III.—At any stage of a game, should it be discovered that at the commencement of the game the Men were not properly set upon the board, the game must be annulled.

RULE IV.—The right of making the first move (if either player require it) must be decided by lot. If a series of games are played each player take the first move alternately.

RULE V.—The choice of color if either player require it must be decided by lot.
RULE VI.—Each player must move alternately, one Man at a time (except in Castling) throughout the game.

RULE VII.—When odds are given, the player giving the odds has the first move.
RULE VIII.—Should a game be annulled, from any cause, the player that commenced it has the first move in the next game.

RULE IX.—If a player before making his fourth move discovers that he who commenced the game had not the right to do so, he may have the game annulled, and commenced properly. But after four moves on each side, the game must proceed and be considered legal. However, in a match comprising a number of games, the player deprived of his move in this way, may take an additional first move in compensation.

RULE X.—If in the course of a game a player move a Man when it is not his turn to do so, he must retract it, and if his adversary chooses, after he himself has moved, must play the man wrongly moved if it can be moved legally.

RULE XI.—A player must not touch any of the Men except when it is his turn to play, and then only the one he intends to move, or that of his adversary's which he means to take.

RULE XII.—The player who touches one of his own Men when it is his turn to move, must move it, if it can be moved legally, unless before touching it he use the words 'fadaube,' or others to that effect. And a player who touches one of his adversary's Men (under the same conditions) must take it. If in either case the move cannot be legally made, the offender must move his King, and if the King cannot move, he must play any other Man legally moveable that his adversary pleases.

RULE XIII.—A move is complete and irrevocable (provided it be a legal one) the moment the Man has quitted the player's hand.

RULE XIV.—Should a player be guilty of a false or illegal move by playing a Man to a square to which it cannot be legally moved, or illegally capturing an adverse Man, he must, at the choice of his adversary, either move his own Man or make the capture legally, forfeit his turn to move, or play any other Man legally moveable that his opponent may select.

RULE XV.—Castling contrary to the rules governing the move, or any other illegal move must be considered a false move.

RULE XVI.—If a player when it is his turn to move touch with his hand more than one of his own Men (unless in Castling) he must play the one his adversary selects, and if he touch more than one of his adversary's Men, he must take the one his adversary points out. If none of the Men touched can be legally moved or captured, the provision given in Rule XII, applies in this case.

RULE XVII.—A penalty can be only enforced before the adversary has touched a Man in reply to the improper move.

RULE XVIII.—When the King is moved as a penalty, the player cannot Castle.

RULE XIX.—The player who gives check must notify his adversary of the attack by saying "check."

RULE XX.—If a player say "check" and does not give it, his opponent may require him to retract the move upon which he uttered it, and play some other Man.

RULE XXI.—If the King of either player be placed in check and the check is not announced or discovered until one or more moves have been made, the several moves must be retracted, and the player who neglected to announce the check must make some other move.

RULE XXII.—If at any period of a game one player should persist in repeating a particular check, or series of checks, or the same line of play, his adversary can demand that the game be decided as a "draw."

RULE XXIII.—When a player's force has been reduced below mating power, he may insist on the moves being counted from that moment, and if the game be not won within fifty moves on each side, the game must be considered drawn.

RULE XXIV.—Should the board be upset and all or any of the Men throw off or out of opposition, they must be replaced, and the game must proceed in its regular course. In case a dispute arises regarding the placing of the men, the opinion of the player who did not upset the board shall always prevail over that of the player who did.

RULE XXV.—If during a game a Man be dropped from the board, and its absence is not discovered till after several moves are made, the moves must be retracted and the Man restored. Should any dispute arise regarding the restoration, which cannot be settled by appeal to bystanders the game must be annulled.

RULE XXVI.—If either player abandon the game, discontinue his moves, refuse to abide by the decision of the umpire, or wilfully upset the board, he must be considered to have lost the game.

GAMES AT ODDS.

- 1. The player giving the odds has the choice of color and the right of moving first each game, unless the move is part of the odds given.
2. When the odds of pawn and one or more moves is given, the pawn must be always understood to be the King's Bishop's pawn.

3. When a player gives the odds of Rook he cannot castle on the side from whence he takes off the Rook.

4. When a player undertakes to mate with a pawn the said pawn must not be converted into a piece.

5. When a player accepts the odds of several moves he must not play any piece or pawn beyond the middle line of the board, before his adversary makes his first move.

6. A player giving the Knight may give either Knight at his pleasure, and so also with the Rook odds.

In other respects the game at odds is governed by the rules previously laid down.

CONSULTATION GAMES.

1. The law of touch and move must be observed in these games.

2. Each party must be bound by the move communicated to the adversary, whether it be made by word of mouth, in writing, or on the adversary's board.

3. If either party in a game by consultation permits a bystander to take part in a contest, that party shall forfeit the game.

In other respects consultation games are governed by the laws previously laid down.

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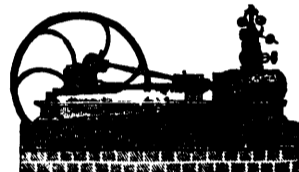
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