

## C H E S S .

(To Correspondents.)

C. K. H.—There is no rule to compel you to apprise a Queen of danger by saying "check."

V. W.—We never heard of such a rule.

F. W. S.—In the solution you refer to, the direction means that White will mate either with one or other of the Kts, according to Black's defence, that is, if the Black Rook moves from the royal rank, the Kt mates at Q Kt 5th; and if it remain there, the other Kt mates at K 5th.

A. M. S.—Thanks for your problem. We use it in the present number.

Solutions to Problem 14 by J. B., G. W. D., Kingston, W. C. C., Amy, and A. M. S., are correct.

Solutions to Enigmas in our last by Amy, W. C. C., A. M. S., Tyro, and J. B., are correct.

## SOLUTION TO PROBLEM No. XIV.

White.

Black.

1. Kt to K 5th.

P to K Kt 5th.

2. P to K B 4th.

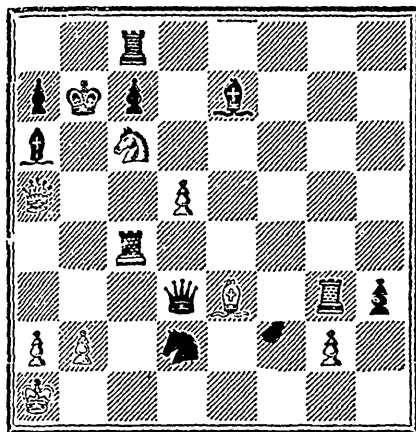
Anything.

3. Kt mates.

## PROBLEM No. XV.

By A. M. S., Toronto.

BLACK.



WHITE.

White to play and draw the game.

## ENIGMAS.

No. 43. By W. H. C.

WHITE.—K at his B 5th; R at Q B 8th; B at K Kt 5th; Kt at Q Kt 3d; P at K R 2d.

BLACK.—K at Q 4th; Ps at K R 4th & Q 3d.

White to play and mate in four moves.

No. 44. By J. A. Christie.

WHITE.—K at Q B 5th; R at K B 8th; B at K B 7th; Kt at Q 7th; P at K Kt 4th.

BLACK.—K at his 5th; B at K B 5th; Ps at K 6th and 7th.

White to play and mate in three moves.

No. 45. By H. B. B.

WHITE.—K at his Kt 7th; B at K Kt 3d; Kts at K Kt 5th and K B 6th; P at K R 2d.

BLACK.—K at K B 4th; Ps at K R 6th, K Kt 3d, and K 3d.

White to play and mate in four moves.

No. 46. From the Hundert Schachkunstspiele.

WHITE.—K at Q sq; Q at Q R sq; Rs at Q 5th and Q B 7th; Bs at Q 6th and Q Kt 3d; Kt at K R 3d; Ps at K R 2d, K 7th, & Q R 4th.

BLACK.—K at K R 2d; Q at K Kt 7th; Rs at K R sq and Q B sq; B at K 6th; Kts at K Kt 3d and 5th; Ps at K R 5th and Q Kt 3d.

White to play and mate in three moves.

## CHESS IN ENGLAND.

GAME PLAYED BETWEEN MR. HARRWITZ AND MR. CLARKE.

(The former playing without seeing the board.)

White (Mr. H.).

Black (Mr. C.).

1. P to K 4th. P to Q B 4th.
2. P to K B 4th. P to K 3d.
3. P to Q 4th. P takes P.
4. K Kt to B 3d. B to Kt 5th (ch).
5. B to Q 2d. B to Q B 4th.
6. P to Q Kt 4th. B to Q Kt 3d.
7. B to Q B sq. P to Q 4th.
8. P to K 5th. P to K B 3d.
9. K B to Q 3d. K Kt to R 3d.
10. Castles. Kt to K B 4th.
11. B takes Kt. P takes B.
12. P to Q R 4th. P to Q R 3d.
13. P to Q R 5th. B to Q R 2d.
14. Kt takes Q P. Q Kt to B 3d.
15. P to Q B 3d. P takes K P.
16. P takes P. Kt takes K P.
17. K to R sq (a). Castles.
18. B to K B 4th. Kt to K Kt 5th.
19. P to K R 3d. Q to K R 5th.
20. Q to K B 3d. K R to Q sq.
21. Q Kt to Q 2d. P to K Kt 3d.
22. B to Q B 7th (b). R to Q 2d.
23. B to K Kt 3d. Q to R 4th.
24. Q R to K sq. P to Q Kt 4th.
25. R to K 6th (c). B takes Kt.
26. P takes B. B to Q Kt 2d.
27. Kt to Q Kt 3d. Q R to K B sq.
28. B to K B 4th. K R to K B 2d.
29. B to Q 6th. K R to B 3d.
30. K R to K sq. R takes R.
31. R takes R. R to Q B sq.
32. Kt to Q B 5th. B to Q R sq.
33. Q to K 2d. Kt to K B 3d.
34. Q to K 5th. B to Q B 3d (d).
35. R takes Kt. R to K sq.
36. Kt to K 6th. P to K Kt 4th.

And White mated in two more moves.

Notes.

(a) With the chess-board before him, Mr. Harrwitz would here have played R to K sq.

(b) When one takes into account the difficulty of foreseeing consequences, where a player has no chess-board to