

109. CHARADE.

In books I am found, in numbers large,
And uttered every day;
Indeed, some think, without their aid,
My first you could not say.

Possessed of next, I am very sure
'Tis readily perceived;
And only those who have it not,
Who feel themselves aggrieved.

So, too, of whole. Were I to say
That verse is it, you'd own
"A something new" therewith expressed,
Oft wished there might be shown.

110. PALINDROME.

Now, as I've a riddle, I'll begin it to tell.
Five letters I contain, all numbers as well,
And think you may it easily find
By thinking it over in your mind.

111. LOGOGRIPIH.

When you read this, my whole you know;
But put my last letter first, then you'll view
A kind of weapon it will sure to show.

112. LETTER "X" PUZZLE.

A market town in the north of Yorkshire; a
town of Naples, consisting of five letters; with-
out life; a large city in Burmah; two thousand;
a personal pronoun; one thousand eight hundred
and twice five score; a female's name; an ex-
plot; capital city of one of the Azores; the sis-
ter of a noted scriptural character. The initials,
finals, and diagonals will, with the addition of a
comma properly placed between the central let-
ters, read the same forwards or backwards, and
will form an expression very likely used by
Adam when he introduced himself to his wife.

113. DOUBLE ARITHMOREM.

- 101 and rash bop (a dignitary of the Church)
51 " a rage (the ensigns of royalty)
2051 " a rot (perpetual)
1002 " rent (a town of the Island of Sicily)
1000 " he gone (a Thrasian poet in the age of
Alecibiades)
1001 " a yard (ten thousand)
56 " ore (a man's name)
501 " or gore (a character in "Othello")
1005 " ah'see (a town in England)
1000 " or o (a celebrated poet)

The initials and finals, read downwards, will
name two kinds of puzzles.

114. STAR PUZZLE.

The head of a rabbit; a place of abode; a
foreign country; a town in Switzerland; a
foreign bird; an insect; and a vowel. The
initials, down, will name a great musician.

115. CHARADE.

First rests upon my first,
Whilst sitting in my second;
And in my whole I rest with ease,
And east it is reckon'd.

Of my first my second owns a pair—
So do you and I;
And now, I'm sure, with little care
You'll guess me if you try.

116. SQUARE WORDS.

- 1. Nearly all to perform; a prophet; a novice.
2. Green for against; want; a bird; vainly.
3. Fates; a constellation; furnished with ribs
(curtailed); grand; contempt.

117. ANAGRAMS—AUTHORS AND THEIR
WORKS.

- 1. Eh, my broken classics; an odd end; 2.
Money under sod; but safety, don; 3. Sin, liar,
stupid liar; who aims? no shallow rant; 4.
Grim mongrel, ye escaped worry; 5. Try rare
aims; shun indecent tales; 6. March, vile rake;
shift devil goes it, wed fool; 7. Strange things;
one will favor a vile art; 8. Sad sin, bold adul-
teress; ye cry mad; 9. Tell the charming tale
to the pest, Toby.

118. GEOGRAPHICAL PUZZLE.

A cape in Siberia; a city on the Po; a lake
in Switzerland; a continent; an ocean; a river
in Bulgaria; a state in Germany. The centrals,
downwards and across, name a large division of
land.

119. PUZZLES.

I.
I'm half of twelve, and yet I'm seven,
Which no one can deny:
Take half of ten, then add eleven,
Then guess you needn't try.

II.
If to twenty you add one more,
Nineteen will appear,

Then from half take one and four,
There's four or six left there.

III.

Add one and two to ninety-one,
And show me less than ten;
And when you have this nicely done,
Surprised you'll be, I ken.

ANSWERS.

58. DOUBLE PYRAMID PUZZLE.—

CHARLOTTE
MARINER
RAVEN
LEG
R
APE
POOLE
CAROUSE
MISTLETOE

59. REBUS.—Cervantes, thus: 1. Corrunna;
2. Estremadura; 3. Rosas; 4. Vittoria; 5. Al-
maraz; 6. Navarre; 7. Trafalgar; 8. Ecija; 9.
Salamanca.

60. CHARADES.—1. I, van, hoe; 2. Art, I,
choke.

61. PROVERBS.—Scorn to do a mean action.
Spare well and spend well. Procrastination is
the thief of time. Where there is a will there
is a way.

62. CHARADE.—Shipmate.

63. ANAGRAMS.—1. Christopher Columbus;
2. Captain Cook; 3. Dr. Livingstone; 4. Sir
John Franklin; 5. George Stephenson; 6. Rich-
ard Arkwright; 7. William Armstrong; 8.
David Brewster; 9. James Hargreaves; 10.
Humphrey Davey; 11. James Watt; 12. Guido
Aretine.

64. CHARADE.—Kingfisher.

65. CHARADE.—Crocus—C, roc, us.

66. ARITHMETICAL PUZZLES.—

- 1. A, 20; B, 30; C, 50; D, 80.
2. A, 16; B, 32; C, 48.
3. A, 24; B, 36; C, 48.

67. DECAPITATION.—Dyle, Ely.

68. VERBAL PUZZLES.—1. Charles Dickens;
2. Henry John Byron.

69. CHARADE.—Sand-ring-ham.

70. LOGOGRIPIH.—Grouse, Rouse, Ouse, Rose,
Nose, One.

71. CHARADE.—Love-tale.

72. ANAGRAMS.—1. Allan Ramsay; 2. Wil-
liam Shakspeare; 3. Thomas Moore; 4. Robert
Burns; 5. Thomas Campbell.

73. METAGRAM.—Fame, Same.

CAISSA'S CASKET.

SATURDAY, Oct. 4th, 1873.

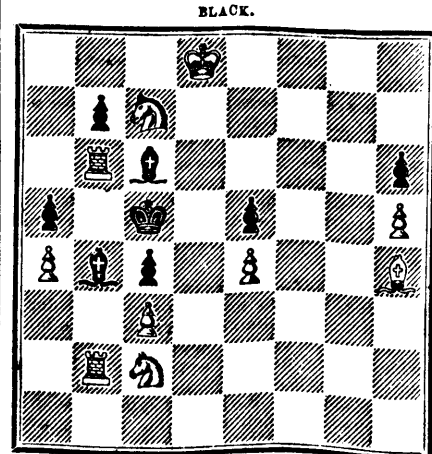
All communications relating to Chess must
be addressed "CHECKMATE, London, Ont."
We should be happy to receive a few un-
published two-move or three-move problems for
"Caissa's Casket."

ERRATA.—In Caissa's Casket for Sept. 13th one
or two errors occurred, which need correction. In
the game read: White's moves 9. K. Kt. P. takes P. 10
K. Kt. to K. B. 4th. Solution to Prob. No. 2 should
read 1. B. to K. B. 6th, &c. When we get fairly
started blunders like these shall not occur.

TO CORRESPONDENTS.

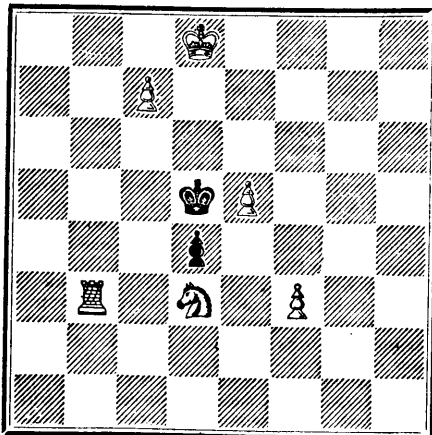
ALPHA, Whitby.—Your solutions to Problems No.
5 and 6 are quite correct. The Chess Record is still
published at Philadelphia, but at this writing (Sept.
18th) the current number has not come to hand. Send
on your three-pounders as soon as you like. We
shall divide our attention between two and three
shortly.
We shall be glad to hear from any of the FAVORITE
readers who are fond of chess and can find time to
write to us.
F. G. S.—You are right. Many thanks.

PROBLEM No. 7.
BY JOHN GARDNER.



White to play and mate in two moves.

PROBLEM No. 8.
By E. B. Cook.



White to play and mate in two moves.

INSTRUCTION IN CHESS.
BY "CHECKMATE."

MY DEAR READERS.—I think you are now prepared
to commence with me the examination of a number
of chess games, played by men of acknowledged
skill and experience, from which we may learn how
to open the game safely and well, how to conduct it
after we have passed the opening moves, and, also,
how to bring it to a satisfactory close. By devoting
our time to the opening moves alone we might be
able to give attention to a greater number of varia-
tions than we purpose doing, but we should lose the
instruction to be derived from a study of the body of
the game, and also the ending, which are equally im-
portant with the opening. Therefore, we shall take
a number of games, in which the opening moves
differ, and we shall not only soon become acquainted
with the best moves for attack and defence in any
particular opening, but at the same time storing our
minds with useful information relative to other parts
of the game. We shall commence with "Philidor's
Defence to the King's Knight's opening," and shall
number our games in order for convenience of refer-
ence. Let me here recommend you to ask your
friends to play this opening with you as often as
possible, and by degrees, if you study carefully, you
will profit a great deal more by following out this
plan than by playing hap-hazard.

GAME No. 3.

This is one of the games played at the Vienna
Tournament between Prof. A. Anderssen, the celeb-
rated Prussian chess master, and Dr. Meitner.

PHILIDOR DEFENCE.

White. PROF. ANDERSSSEN. 1. P. to K. 4th.
Black. DR. MEITNER. 1. P. to K. 4th.
Before any of the pawns are moved, with the ex-
ception of the Kts., all the pieces are penned in. By
pushing forward the K. P. each player liberates his
Q. and K. B.
2. K. Kt. to B. 3rd.
Attacking the P. This sally constitutes the K. Kt.
opening, and is more frequently played than any
other opening. The Kt. is in a position to take the
pawn or go to his own 5th, from whence he can co-
operate with his fellows in an attack upon Black's
weak point—his K. B. P.
2. P. to Q. 3rd.

This mode of defending the pawn is called the
"Philidor Defence," and though somewhat confin-
ing the K. B. is considered quite safe.
3. P. to Q. 4th. 3. P. takes P.
White brings a second attack upon the pawn, and
Black replies with one of the best and most usual
moves. If instead of taking the pawn he counter-
attacks White's K. P. by 3. K. Kt. to B. 3rd, White
defends it with his Q. Kt. at Q. B. 3rd.
4. Q. takes P.

Each player has now gained a pawn, but White
has his game the better developed. His Queen is
well posted, and while Black endeavors to force her
back, he tries to maintain her where she is.
4. Kt. to Q. B. 3rd.
Attacking the Queen. Formerly it was the rule to
play 5. Q. to Q. 1st, now White pins the Kt. before
his K.
5. K. B. to Q. Kt. 5th. 5. B. to Q. 2nd.
6. B. takes Kt. 6. B. takes B.
Black now has his Q. B. well posted.
7. B. to K. Kt. 5th.

White bringing his own men into effective play,
White endeavors to keep up the attack and thereby
control his opponent's movements. Black must now
either move the Queen or defend it. The latter is
the usual course pursued, although 7. Q. to Q. 2nd
is sometimes played.
7. Kt. to K. B. 3rd.

B. to K. 2 now would be bad on account of 8. Q.
takes Kt. P. In game 4, Black defends with 7. P. to
K. B. 3. The books generally dismiss the game here
as about equal.
8. Kt. to Q. B. 3rd. 8. B. to K. 2nd.
If White plays 8. B. takes Kt., Q. takes B.; 9. Q.
takes Q., P. takes Q., and though he has doubled
Black's pawns White's advantage is of a very ques-
tionable character, his opponent having a clear file
for his K. R.
9. Castles Q. side. 9. Castles.
10. K. R. to K. 1st. 10. Kt. to K. 1st.
Black forces White to exchange B's (there by free-
ing his Q.), or to retreat.
11. B. takes B. 11. Q. takes B.
12. Q. to B. 4th.

The object of this move is not easy to define unless
it be to strengthen the attack of 13. Kt. to Q. 5th.
However, 12. P. to K. 5th, attacking the pawn and
threatening a double attack on the Q. would be
stronger.
13. Kt. to Q. 5th. 12. Q. to K. 3rd.
14. P. takes B. 13. B. takes Kt.
14. Q. to Q. 2nd.

This move of Black's and the remaining moves of
this game would lead us to believe that Dr. Meitner
at least did not expect to do more than draw, and
that he played even move to obtain that end. You
need not spend much time over them.
15. P. to K. R. 3rd. 15. Kt. to K. B. 3rd.
16. R. to Q. 4th. 16. K. R. to K. 1st.
17. K. R. to Q. 1st. 17. Q. to B. 4th.
18. Q. to Kt. 3rd. 18. Q. to B. 1st.
19. Kt. to K. R. 4th. 19. R. to K. 5th.
20. R. takes R. 20. Kt. takes R.
21. Q. to K. B. 3rd. 21. Kt. to K. B. 3rd.
22. Kt. to K. B. 5th. 22. Q. to Q. 2nd.

23. P. to K. Kt. 4th. 23. R. to K. 1st.
24. Q. to K. B. 4th. 24. B. to K. 4th.
If White 24. P. to Kt. 5th; R. to K. 4th; 25. P.
takes Kt.; Q. takes Kt.; and Black would have the
better game.
25. Q. to K. Kt. 5th. 25. Kt. to K. 1st.
(Threatening mate.) 26. R. to K. 7th.
26. P. to K. B. 4th. 27. R. to K. 5th.
27. Kt. to Q. 4th. 28. Q. to Q. R. 5th.
28. P. to K. B. 5th. 29. Q. takes Q. R. P.
29. Q. to Q. 8th. 30. Q. to Q. R. 8th (ch.)
30. Kt. to K. 6th. 31. Q. to Q. R. 4th (ch.)
31. K. to Q. 2nd. 32. Q. to Q. R. 5th.
32. K. to B. 1st.
33. P. to Q. Kt. 3rd.

At this stage the game was declared a draw, though
Black is a pawn ahead. Evidently Black could force
the draw if he chose by perpetual check.
GAME No. 4.

This game was played in Virginia between Messrs.
Kinnier and Kreutner.
PHILIDOR IS DEFENCE.

White. J. A. KINNIER. 1. P. to K. 4th.
Black. M. KREUTNER. 1. P. to K. 4th.
2. Kt. to K. B. 3rd. 2. P. to Q. 3rd.
3. P. to Q. 4th. 3. P. takes P.
4. Q. takes P.
If instead of re-taking the Pawn at once, Black
play 4. B. to Q. B. 4th, White may reply 4. Kt. to
K. B. 3rd, 4. B. to K. 2nd, or 4. Kt. to Q. B. 3rd. In
the last case we have a position to the Scotch Gambit.
5. B. to Q. Kt. 5th. 4. Kt. to Q. 2nd.
6. B. takes Kt. 5. B. to Q. 2nd.
7. B. to K. Kt. 5th. 6. B. takes B.
7. P. to K. B. 3rd. 7. P. to K. B. 3rd.
In game 3, at this stage, the defence played his
Kt. to K. B. 3rd. This move not only defends the Q.,
but gives White a momentary attack.
8. B. to K. R. 4th. 8. Kt. to R. K. 2nd.
White may also play here 8. Kt. to K. R. 3rd and
9. Kt. to K. B. 2nd. 9. Kt. to K. Kt. 3rd.
10. B. to Q. Kt. 3rd. 10. Kt. to K. 4th.

The exchange which follows gives more freedom to
White's men.
11. Kt. takes Kt. 11. B. P. takes Kt.
12. Q. to K. B. 4th. 12. Q. to Q. 2nd.
13. Castles Q. side. 13. Q. to K. Kt. 5th.
White relinquishes the object for which he played
his Q. to her 2nd, and permits his opponent to ad-
vance the Kt. Perhaps 13. P. to Q. Kt. 4th would
have improved his game.
14. Kt. to Q. Kt. 5th. 14. Q. to K. Kt. 4th (ch.)
White would lose at once by taking the Kt. with B.
15. P. to K. B. 4th. 15. P. takes P.
The defence apparently expected his opponent to
take the R. at his 17th move, and by this manoeuvre
meant to win the B. and Kt. in exchange for it.
16. Kt. takes Q. B. P. (ch.) 16. K. to Q. 2nd.
17. Kt. to K. 6th.
If Kt. takes R., White replies 17. P. takes B. (dis.
ch.), and the Kt. cannot escape.
17. Q. to K. R. 3rd.

18. Kt. takes B. P.
Should the B. take P., White of course takes the
Kt. with Q.

19. K. to Q. Kt. 1st. 18. B. to K. 2nd.
20. Kt. to Q. 5th. 19. Q. R. to Q. 1st.
21. P. to K. 5th. 20. K. R. to K. 1st.
22. P. takes P. 21. B. to B. 1st.
23. Kt. to Q. B. 7th. 22. R. to K. 3rd.
23. R. takes P. 23. R. takes P.
White can hardly do anything better on account of
the danger associated with the check of the Black Q.
24. Kt. to Kt. 5th. 24. B. takes Kt.
Black has obtained a powerful attack, and his op-
ponent seems to have no other resource.
25. Q. takes B. (ch.) 25. K. to Q. B. 1st.
26. Q. to Q. B. 5th (ch.) 26. K. to Q. Kt. 1st.
27. R. takes R. 27. B. takes R. 3rd.
28. R. to Q. 1st. 28. Q. to K. B. 1st.
29. R. takes B. 29. K. to R. 1st.
30. B. to K. B. 2nd. 30. K. to Kt. 1st.
And Black forces checkmate in six more moves,
forming a very pretty termination indeed.

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