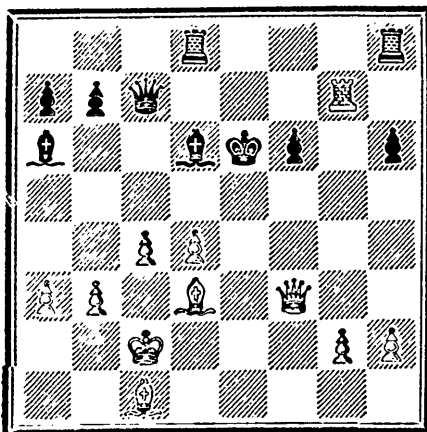


## PROBLEM No. XVI.

By Ali Shatranji.\*

BLACK.



WHITE.

White to play and mate in eight moves.

The above position is given as one of eighteen by Khajja Ali Shatranji, and is said to have occurred to Ali when playing against an opponent to whom he had given the odds of the Queen's Rook. The position is quite simple and natural. Ali had the White, and we see that already he had gained two Pawns of his opponent. There must have been a great deal of manœuvring with the Knights and Rook on the part of Ali, so as to have brought the game to this state. It is now White's move. The reader must bear in mind that in the mediæval game the Queen commanded only the four diagonal squares next to her, and the Bishops, the four diagonal squares next to them but one; in short, the Bishop was the weakest of the pieces, as there were only eight squares on the board on which he could leap, backwards and forwards, without any change. For instance, in the above problem the White Rook can take the Black Queen at once, for the Black Bishop does not command the square she is on. These conditions must be remembered in attempting the solution of this Problem.

## CHESS IN CANADA.

Our thanks are due for the following games, which were recently played at the rooms of the Toronto Chess Club, between the President and a member, Mr. R——:

\* From the ILLUSTRATED LONDON NEWS, Vol. XXVI., p. 118.

## GAME I.

(Evans' Gambit.)

White (Mr. R——). Black (PRESIDENT).

1. P to K 4th. P to K 4th.
2. Kt to K B 3d. Kt to Q B 3d.
3. B to Q B 4th. B to Q B 4th.
4. P to Q Kt 4th. B takes Kt P.
5. P to Q B 3d. B to Q R 4th.
6. Castles. Kt to K B 3d.
7. P to Q 4th. Castles.
8. Q B to K Kt 5th (a). P to Q 3d.
9. P to Q 5th (b). Q K' to K 2d.
10. B takes Kt. P takes B.
11. K Kt to R 4th. P to K B 4th.
12. P takes P. Kt takes P.
13. Kt takes Kt. Q B takes Kt.
14. Q to K B 3d. B to K Kt 3d.
15. Kt to Q 2d. Q to K R 5th.
16. B to Q Kt 3d. P to K B 4th (c).
17. Q R to Q B sq. K B to Q Kt 3d.
18. K to R sq. K to R sq.
19. Q to K Kt 3d. Q to K R 3d.
20. Q R to Q sq. Q R to K sq.
21. Kt to K B 3d. K R to Kt sq.
22. Q to K R 4th. B to K R 4th.
23. P to K R 3d (d). R takes K Kt P.
24. R to K Kt sq. B takes Kt.

And White resigns.

Notes.

(a) The Q B can seldom be advantageously employed on the R's side in the Evans' gambit. To this and the next move White's defeat is due.

(b) This compels Black to double a Pawn, but it locks up White's B for the rest of the game, the doubling of the Pawn being actually an advantage to Black in this position.

(c) Intending to dislodge Q and win the Q B P

(d) This provides against Black's taking Kt with B, leaving his Q en prise, and threatening mate, but does not prevent the other attack actually made. R to Kt sq. might have prolonged but could not have saved the game.

## GAME II.

King's Bishop's Gambit.

Black (PRESIDENT). White (Mr. ——).

1. P to K 4th. P to K 4th.
2. P to K B 4th. P takes P.
3. B to Q B 4th. Q to K R 5th (ch).
4. K to B sq. P to Q 3d (a).
5. Q Kt to B 3d. P to Q B 3d.
6. P to Q 4th. K Kt to B 3d.
7. K Kt to B 3d. Q to K R 4th.
8. Q B takes P. Q B to K Kt 5th.
9. P to K 5th. P takes P.
10. P takes P. K Kt to Q 2d.
11. Q Kt to K 4th. K B to K 2d (b).
12. Kt to Q 6th (ch). K B takes Kt.
13. Q takes B. B takes Kt.
14. B tks K B P (ch). Q takes B.
15. P to K 6th. B takes K Kt P (ch).
16. K to Kt sq (c). Q to K Kt 3d.
17. P takes Kt (ch). K to Q sq (d).

and Black mates in four moves.

Notes.

(a) This is equivalent to resigning the gambit pawn; the move P to Kt 4th is absolutely essential to preserve it.

(b) Taking the P would have led him into difficulties.

(c) The situation of the pieces is now extremely curious.

(d) K to B 2d would have been much better.