

OUR PUZZLER.

157. ENIGMA.

White as milk, soft as silk,
A little flower am I;
Touched with green, in spring-time seen,

158. SQUARE WORDS.

- 1. An animal; a mountain range; to make happy; a city of China; an attempt.
2. An animal; a town in Norrland; a Swedish island; tight; a name of Pluto.
3. An animal; a mountain in Spain; a French town; to cheer; subsequent.

159. CHARADE.

I.

My first is nutrition,
My second permission,
My total, you see,
A deep tragedy.

II.

My first is often full of wit;
My last a sound of death is heard;
My total, in a foreign clime,
The appellation of a bird.

160. PALINDROME.

Name an island and five towns, composed of not less than five letters each, which read backwards and forwards the same.

161. DOUBLE ACROSTIC.

First means to penetrate,
Second's a sweet singing bird.
A public speaker for my third.
Fourth is an English town.
A city in a foreign state.
These five words, if rightly placed,
The initials and finals both read down,
Two poets' names are surely traced.

162. SQUARE WORDS.

- 1. A birthplace of a famous navigator; to decree; a district of Cape Colony; a town in Spain; a mountain in the north-west of Africa.
2. An animal of South America; to affix to; to decrease; a measure; watchful.
3. A Lancashire town; a river of Chill; a town in the south of Spain; one of the Sandwich Isles; a town in Siberia.

163. CHARADE.

When people are in debt,
They generally first get
When missing the payments that are due.
For next, a number see,
As you're sure to find me.
Although what I tell you's quite true.
Before first can disgrace,
It must have whole on its face,
Or it could not be served upon you.

164. MEN OF LEARNING AND THEIR WORKS.

- 1. Lo! H. N. Phillip, of Yate, turn'd Jane R. Banks' oat ley in mineral; 2. Oh, Miss Gee! Mary sold pots and veils; 3. Dan R. Roper plant foxes at home in ale.

165. TRANSPOSITION.

If you a bird will transpose,
A portion of your frame it shows.

ANSWERS.

103. CHARADE.—Page-ant.

104. SQUARE WORDS.—

Table with 3 columns and 8 rows of words: HEART, SAVER, GRANT, EAGER, ADELA, RUNER, AGREE, VENUS, ANTRE, REEDS, ELUDE, NERVE, TREES, RASED, TREES

105. LOGOGRIPH.—Every, Ever, Very, Eve.

106. ARITHMETICAL QUESTIONS.—

- A = 9,600.
B = 6,400.
C = 3,200.

107. CHARADES.—1. Sun-shade; 2. Mankind.

108. SQUARE WORDS.—

Table with 3 columns and 8 rows of words: JAMES, EDRED, EDGAR, ABOVE, DRONE, DOURO, MOREA, ROODE, GUSTO, EVENT, ENDED, ARTIS, SEATS, DEEDS, ROOST

109. CHARADE.—Words-worth.

110. PALINDROME.—C. I. V. I. C.—Civic.

111. LOGOGRIPHS.—Words, Sword.

CAISSA'S CASKET.

SATURDAY, NOV. 8th, 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."

SOLUTION TO PROBLEM NO. 15.

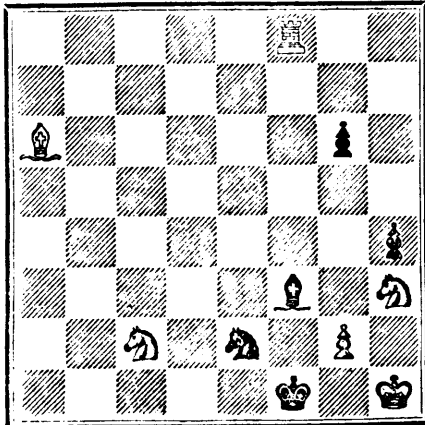
- White. Black.
1. B. to Q. 3rd 1. Any.
2. Mate.

SOLUTION TO PROBLEM NO. 16.

- White. Black.
1. B. to Q. Kt. 4th 1. B. takes B. (best)
2. Kt. to Q. Kt. 3rd 2. Any.
3. Q. Kt. or P. mates.

PROBLEM NO. 17.

By T. M. BROWN. BLACK.



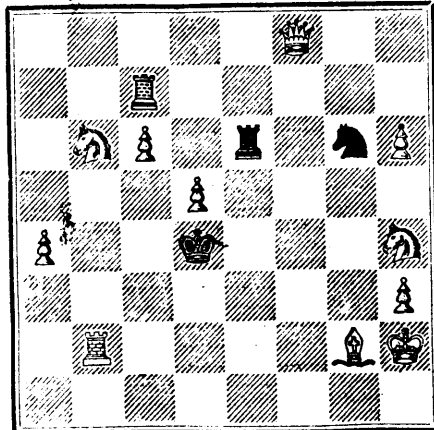
WHITE.

White to play and SELF-MATE in two moves.

Problems of this description are very interesting by way of variety, and afford equal exercise for the mind with those of ordinary character.

PROBLEM NO. 18.

By W. A. SHINKMAN. BLACK.



WHITE.

White to play and mate in three moves.

INSTRUCTION IN CHESS.

By "CHECKMATE."

GAME NO. 11.

The following, illustrative of the opening we have under consideration, is one of the prettiest of Mr. Paul Morphy's blindfold games:

Petroff's Defence.

- White. Black.
MORPHY. POTIER.
1. P. to K. 4th 1. P. to K. 4th
2. Kt. to K. B. 3rd 2. Kt. to K. B. 3rd
3. B. to Q. B. 4th

In Games 9 and 10 the attack here played 3 Kt. takes P. As for the present move little can be said about it further than that many strong players adopt it. It takes possession of the diagonal and aids in forming a strong centre.

3. Kt. takes K. P.

This is the usual move now-a-days, though some good players hesitate about taking the Pawn. If Black play 3. Kt. to Q. B. 3rd, we have the "Two Kt's Opening" brought about by a different order of moves.

4. Kt. to Q. B. 3rd

This is Mr. Boden's suggestion, and is the move generally adopted to dispose of the Black Knight, though you may also play 4. P. to Q. 3rd with the same object, when Black retreats his Kt. to K. B. 3rd, Q. 3rd, or Q. B. 4th.

4. Kt. to K. B. 3rd.

There is a great difference of opinion as to the best move here. If 4. Kt. takes Kt.: 5. Q. P. takes Kt., and Black has not a piece in the field, while the attack gained by White is almost sufficient compensa-

tion for the lost Pawn. That move, however, is very often played. If 4. P. to Q. 4th, 5. B. takes P., Kt. to K. B. 3rd; &c.

5. Kt. takes P.

Winning back the Pawn.

6. B. to Q. Kt. 3rd

Probably quite as good a move as 6. B. to Q. 3rd given by Staunton.

7. P. to Q. 4th.

8. Castles.

9. P. to K. B. 4th

10. Q. to K. B. 3rd

11. P. to K. B. 5th

12. B. to K. B. 4th

7. P. to Q. B. 3rd

8. Q. Kt. to Q. 2nd

9. Kt. to Q. Kt. 3rd

10. P. to K. B. 4th

11. Q. to Q. B. 2nd

The blindfold player, though contesting seven other games at the same moment, meets every attack of his opponent with a sufficient reply.

13. Q. R. to K. 1st

Black cannot castle with safety, on account of 14. Q. to Kt. 3rd, 15. B. to R. 6th.

14. Q. to K. Kt. 3rd.

If he had now played B. takes B. P., White could equally have checked at Kt. 6th, winning easily.

15. Kt. to K. Kt. 6th ch

At once frustrating all the designs of his opponent!

16. B. takes B.

17. B. takes Q.

18. B. P. takes P.

19. K. to R. 1st

20. R. to K. 7th

21. B. to K. 5th

22. R. to K. B. 7th ch

23. Kt. takes P.

12. B. to Q. 3rd

13. Kt. to B. 1st

14. P. to K. R. 5th.

15. B. to K. Kt. 5th

16. Q. Kt. to Q. 2nd

17. K. to B. 1st

18. K. to Kt. 1st

A remarkably beautiful combination, terminating the game in admirable style.

24. B. takes P.

25. B. to Q. Kt. 3rd

23. P. takes Kt.

24. Kt. to Q. Kt. 3rd

And Black Resigns.

GAME NO. 12.

We have here the third and last game of a match played at Philadelphia between Messrs. G. Reichel and Congdon, on the one side, and Messrs. Elson and Whiteman, on the other side:

Petroff's Defence.

Black. MESSRS. R. & C.

White. MESSRS. E. & W.

1. P. to K. 4th

2. Kt. to K. B. 3rd

3. P. to Q. 4th

1. P. to K. 4th

2. Kt. to K. B. 3rd

Mr. Petroff suggested this move, and though not so attacking as 3. Kt. takes P., it leads to many beautiful variations.

3. Kt. takes P.

Should he take the P. with P., the attack replies, 4. P. to K. 5th, when White's best move is, 4. Kt. to K. 5th.

4. B. to Q. 3rd

5. Kt. takes K. P.

4. P. to Q. 4th

5. Kt. to K. B. 3rd

Staunton in the Handbook gives as White's best move here, Kt. to Q. 3rd. The present move gives him all the advantages the other possesses and the Kt. is if anything better posted where he is.

6. Castles.

7. B. to K. Kt. 5th

8. B. takes Kt.

9. P. to K. B. 4th

10. B. P. takes B.

6. B. to K. 2nd.

7. P. to K. R. 3rd

8. B. takes B.

9. B. takes Kt.

And the attack has clearly the better opening.

10. Q. to K. R. 5th

A move more showy than useful; they have no reason to suppose their opponents will let them take the Q. P. and there is nothing to be gained by making useless moves, which enable the opposing parties to develop their game.

11. P. to Q. B. 3rd

12. Kt. to Q. R. 3rd

13. Q. to Q. 2nd

11. B. to K. 3rd

12. P. to Q. B. 3rd.

Preparing to dislodge the Q.

14. R. to K. B. 4th

15. Q. R. to K. B. 1st

13. Castles.

14. Q. to K. 2nd

Rooks when thus supporting each other are generally very powerful.

16. B. to Q. Kt. 1st

17. Q. to Q. 3rd

15. Kt. to Q. 2nd.

16. Q. to K. Kt. 4th

17. P. to K. B. 4th

Their best move to avoid the threatened mate.

18. Kt. to Q. B. 2nd.

19. Kt. to K. 3rd

19. P. to K. Kt. 3rd would have been better.

20. Kt. takes B. P.

21. R. takes B.

22. R. takes R.

23. Q. takes K.

24. Q. to K. B. 1st

18. R. to B. 2nd

19. Q. R. to K. B. 1st.

20. B. takes Kt.

21. R. takes R.

22. R. takes R.

23. Q. to Q. B. 8th ch

24. Q. to K. 6th ch

It is just possible White might have drawn now by exchanging Queens. If he take the Kt. P. Black wins by B. to K. Kt. 6th.

25. K. to R. 1st

26. P. to K. R. 3rd

27. P. takes P.

28. Q. to B. 5th

29. P. to Q. R. 3rd

30. Q. takes Q.

31. B. to Q. R. 2nd

25. Kt. to K. B. 1st

26. P. to Q. B. 4th

27. Q. takes K. P.

28. Q. to K. 3rd

29. P. to K. Kt. 3rd

30. Kt. takes Q.

31. Kt. to Q. B. 2nd

If he take the Pawn he would lose two for it.

32. K. to Kt. 1st

33. K. to B. 2nd

34. K. to K. 3rd

35. P. to Q. R. 4th.

36. P. to Q. Kt. 4th

37. B. to Q. Kt. 1st

38. B. to Q. 3rd

39. B. to K. 2nd

40. P. takes P.

41. K. to Q. 2nd

42. B. to K. Kt. 4th

43. P. to K. Kt. 3rd

44. B. to B. 3rd (ch)

45. B. takes P.

32. K. to B. 2nd

33. K. to K. 3rd

34. K. to K. 4th

35. Kt. to K. 3rd

36. P. to Q. R. 3rd

37. P. to K. Kt. 4th

38. P. to Q. R. 4th

39. P. takes P.

40. P. to Q. 5th (ch)

41. K. to Q. 4th

42. Kt. to K. B. 5th

43. Kt. to K. Kt. 3rd

44. K. to Q. B. 5th

45. K. takes P.

And White wins.

DANGEROUS COSMETICS.

In a paper read to the Paris Academy of Medicine the necessity is argued of preventing perfumers from selling poisonous or dangerous articles, which should be left exclusively to the responsibility of regular chemists, and not sold without a physician's prescription.

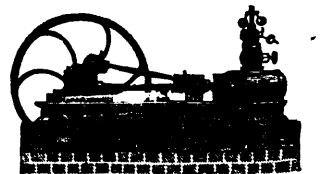
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