

one square; this is called *taking in passing*.

Every piece and pawn attacks, checks, and guards the squares on which he could legally capture an adverse piece or pawn from the position he occupies.

The Knight *only* has the privilege of passing *over* a square occupied by any other piece or pawn.

A Problem is a position towards the end of a game; and the ingenuity of the student is taxed to discover how to checkmate the adverse King (finishing the game) in a stipulated number of moves.

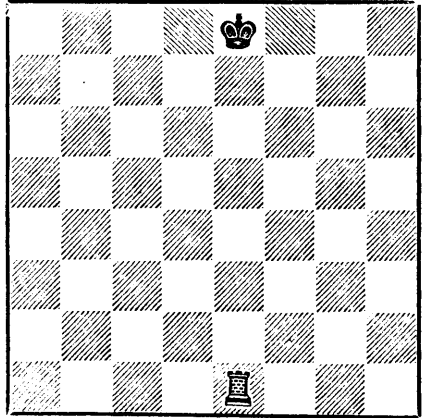
In giving the solutions to our problems, and when we present games or openings, &c., played, the initials only of the pieces will be used, thus: W. or B. to denote the color, K. for King, Q. for Queen, R. for Rook, B. for Bishop, Kt. for Knight, and P. for Pawn, ch. for check, dis. ch. for discovered check, dle. ch. for double check, and *en. pass.* for "in passing."

We commence with the following problem. It is a remarkably easy one to begin

with. We invite solutions, and will proceed, by slow degrees, to what will try the patience of our cleverest readers.

PROBLEM NO. I.

Black.



White.

White to play and mate in three moves.

## Literary Notices.

THE FISHING TOURIST: Angler's Guide and Reference Book. By Charles Hallock, Secretary of the "Blooming Grove Park Association." New York: Harper Bros.

We are already in May looking forward to summer recreations, and books treating out-door sports are in season. The volume now before us will prove interesting, not only to the disciples of Isaak Walton, but to the general reader. It speaks of the natural history of the Salmonidæ, of the art of fishing, of the out-fit required by sportsmen, and other similar topics, and then proceeds to sketch the various regions visited by amateurs. The greater part of these are in the Dominion, and we have descriptions of salmon-fishing in Nova Scotia, Cape Breton, New Brunswick, Baie des Chaleurs, the Lower St. Lawrence, the Saguenay, Labrador and

Newfoundland, Anticosti, the Ottawa districts and Lake Superior.

An extract or two will show the author's style, which is easy and by no means stilted.

### GAME FISH.

There are some kinds of fish, comely in appearance, bold biters, and rather successful torturers of fine tackle, which are styled *game-fish* and angled for as such, but which by no means deserve the name and reputation. Such customers may possibly "pass in a crowd," as the shabby genteel frequently do among the masses of human society. But the superior qualities and attributes of the true game-fish are readily detected.

Define me a *gentleman* and I will define you a "game" fish; "which the same" is known by the company he keeps, and recognized by his dress and address, features, habits, intelligence, haunts, food, and manner of eating. The true game-fish, of which the trout and salmon are frequently the types, inhabit the fairest regions of