CHESS.

(To Correspondents.)

Typo, Kingston .- If you bring out your pieces too soom before you have opened the road, they will confine your pawns and crowd your game; if you play them near your adversary, so that he may drive them back by pushing forward his pawns, the same bad consequences ensue. You had better get Staunton's Handbook, and study well the

ANDOVER, LONDON .- We are rejoiced to hear that you have organized a Chess Club in your city. The Problem you have sent appears in the present number, and we shall be glad to see the others you refer to.

R. E. B., MONTREAL,-You have made some error in the position sent, as mate is impossible by the method proposed. Send the position on a diagram, with the character of the piece marked on its square by its initials, viz. W. K. (White King), W. B. (White Bishop), or B. Kt. (Black Knight), &c.

P. T .- For admission to the Toronto Chess Club, apply to any member.

Solutions to Problem No. 21, by Amy, C. J. H., and J. B., are correct.

Solutions to Enigmas in our last by Amy, T. J. R. Pawn, and J. B., are correct.

SOLUTION TO PROBLEM NO. NYI

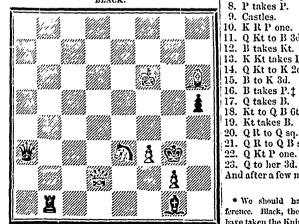
STRUCTION TO PROBREM AN. A.M.	
White.	Black.
i. R takes Q Kt P (ch).	K takes R.
2. B to Q B 6th (ch),	K to 2d.
3. R to Q R 7th (ch).	K to Q Kt sq (A).
4. R to Q Kt 7th (ch).	K to R sq.
 R to Q 7th (dis ch). 	K moves.
6. R takes B (ch).	K to Q B 2d.
7. R to Q 7th (ch).	K to Kt sq.
8. It to Q Kt 7th (ch).	K to Q B sq.
9. Kt takes Q P(ch).	K to Q sq.
10 12 mortus	· •

(A.)

K to B sq. 4. Kt takes Q P (ch). K to Kt sq. 5. R to Q Kt 7th (ch). 6. R to Q Kt 6th (dis ch). K to R sq. K to R 2d.

7. Kt mates.

PROBLEM No. XXII. By Andover, London. C. W. BLACK.



WHITE.

White to play, and check-mate in four moves.

ENIGMAS.

No. 60. By an Old Subscriber. WHITE .- K at C 3d; Q at her B 7th; Ps at K Kt 5th and K B 2d.

BLACK .- K at his 3d ; Pat K B 4th. White to play and mate in four moves.

No. 61. By Mr. R. A. B. WHITE.-K at his 2d; B at K 3d; B at K 6th; Kt at K B 5th; Kt at Q 5th.

Black.—K at his 5th. White to play and mate in four moves.

No. 62. By Mr. McG.

WHITE .- K at his Kt 7th; Q at K Kt 3d; R at K R 6th; Kt at Q 7th; P at K R 5th.

BLACK .- K at Q 4th; Q at her B 2d; R at Q 3d; P at Q B 5th.

White to play, and win in four moves.

No. 63. ByWHITE .- K at his 2d; Q at her 7th; R at QR4th; Bs at QKt 4th and 7th; Kt at KR 5th; Ps at K 3d and Q 5th.

BLACK .- Kat his 5th; Qather R 2d; Rs at KB4th and QR6th; Bat KR5th; Kts at KR sq and Q3d; Ps at KKt5th, KB2d, and Q Kt 7th.

White to play and mate in four moves.

We give the following game from a match, played some time since, between Messrs. Staunton and Horwitz, on account of the very copious and instructive remarks appended:--

CHESS IN ENGLAND.

BETWEEN MESSRS, STAUNTON AND HORWITZ.

KP two.

Black (Mr. S.)

White (MR. H.).

1. K P twò.

2.	K Kt to B 3d.	Q Kt to B 3d.
3.	K B to Q B 4th.	K B to Q B 4th.
	Q BP one.	K Kt to B 3d.
5.	Q P two.	P takes P.
6.	K P one.	Q P two.
7.	K B to Q Kt 5th.	K Kt to K 5th.
	P takes P.	B to Q Kt 3d.
9.	Castles.	Castles.
10.	K R P one.	K B P one.
11.	Q Kt to B 3d.	P takes K P.
12.	B takes Kt.	P takes B.
13.	K Kt takes P.	Q B to Q R 3d.
14.	Q Kt to K 2d.*	P to Q B 4th.†
15.	B to K 3d.	P takes P.
16.	B takes P. ‡	B takes Kt.
	Q takes B.	B takes B.
18.	Kt to Q B 6th.	Q to K B 3d.2
19.	Kt takes B.	Q takes Kt.
20.	QR to Q sq.	Q to her B 4th.
	QR to QB sq.	Q to her Kt 3d.
		35 37 37. 0.3

And after a few more moves, White surrendered. Notes.

* We should have taken off the Knight in preference. Black, then, as his best move, would probably have taken the Knight (for taking the Rook would be dangerous, on account of Queen's Knight to King's Knight | 5th), and then the game might have proceeded thus:-

Kt to K Kt 6th. Kt takes K R.