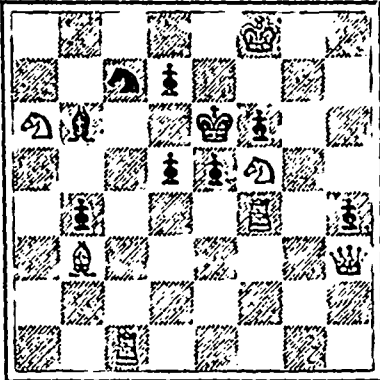


CHESS.

All communications for this department should be addressed— CHESS EDITOR, Windsor, N. S.

PROBLEM NO. 3. By W. E. Perry, Yarmouth, N. S. [FOR THE CRITIC.] BLACK.



WHITE.

White to play and mate in 2 moves.

Game played on the 1st December, in the third round of the British Chess Association Congress.

White. Black.

J. H. BLACKBURNE. I. GUNSBURG.

MUZIO GAMBIT.

- 1 P to K4 P to K4
2 P to KB4 P takes P
3 Kt to KB3 P to KKt4
4 B to B4 P to Kt5 (a)
5 Castles (b) P takes Kt
6 Q takes P (c) Q to B3 (d)
7 P to Q3 (e) B to R3 (f)
8 Kt to B3 Kt to K2
9 B to Q2 QKt to B3
10 Kt to Q5 (g) Kt takes Kt
11 P takes Kt Kt to K4
12 Q to K4 Castles
13 B takes P Q to Kt3 (ch)
14 K to Rsq B takes B
15 R takes B Kt to Kt3
16 R to B3 Q takes P (h)
17 R to Ksq P to Q3
18 P to Q4 (i) B to Q2
19 Q to Q3 QR to Ksq
20 QR to KBsq P to Kt4 (j)
21 B to Kt3 P to QR4
22 KR to B2 P to Kt5
23 P to B4 Q to B6
24 Q to Qq R to K5
25 B to B2 R takes P
26 Q to Bsq R takes BP
27 Q to Ktsq R to R5 (k)
28 P to Kt3 (l) Q takes P
29 R to Kt2 Q to K4
30 R to Ksq Q takes P
31 B to Kt3 Q to R4
32 Q to Kt2 B to B3
33 K to Ktsq B takes R
Resigns (m)

(a) The defence to the Muzio Gambit requires so thorough a mastery of its intricacies that in general it is safer to play 4...B to Kt2.

(b) The idea of the sacrifice of the Kt is credited to Muzio, but it is now known that Geronimo Cascio was the author. The attack is one of the most brilliant of any known, and it has required generations of analysts to establish its unsoundness. White is not compelled to sacrifice the Kt, but may instead enter on the complications of the Salvio or Cochrane Gambits by 5 Kt to K5. White has three good continuations, viz., (a) the text or Muzio proper; (b) 5 P to Q4, called indifferently Koch's, Donop's, or Ghulam Kassim's attack; (c) 5 Kt to B3, known as Alexander MacDonnell's attack. There is also the move 5 B takes P (ch), rightly considered weak. (a) is usually deemed the best course, and in the

case of (b) and (c), 6...P to Q4 after the capture of the Kt will be found the best defence.

(c) White sometimes plays 6 P to Q4, but Black has an effectual answer in 6...P to Q4, followed by 7...B to KKt5.

(d) Dr. Zukertort favors Horwitz and Kling's defence, 6...Q to K2, and played it against Winaver in the Berlin 1881 Tournament. Black has besides two very inferior defences in 6...P to Q3 and 6...B to K3.

(e) The usual and best move is the sacrifice of the KP to clear the K's file for the rooks by 7 P to K5. The variations consequent on that move have been so well thrashed out, and proved to result in Black's favor, that White apparently felt compelled to take refuge in a less known inferior line of play. If 7 P to B3, the books recommend Black to answer 7...Kt to QB3; and if then 8 P to Q4, to play 8...Kt takes P.

(f) The move given in Cook's "Synopsis" is 7...P to Q4, continued 8 B takes QP; P to B3, 9 B to Kt3; B to K3, 10 B takes P; Kt to Q2, 11 Kt to B3; Castles, with the better game.

(g) There seems very little sting in this attack, which only results in an exchange of pieces. However, if 16 QR to Qsq, black could play 10...Castles, or 10...P to Q3, or 10...Kt to K4. In fact, white at this stage experiences the inconvenience of his own P obstructing the king's file. The text move attains the object of opening the file, but at the expense of an exchange of pieces and the masking of the bishop.

(h) White's attack, which has never been very strong, has now practically disappeared. Black retains his extra piece, with equal pawns and a secure position; and henceforward white's game is a hopeless struggle against these odds.

(i) The black queen is now apparently shut in and out of the game; but Mr. Gunsberg was evidently prepared for this contingency, as the subsequent clever advance of the queen's pawns shows

(j) The attack has slipped from white's faltering grasp, and is now vigorously taken up and prosecuted to the end by his opponent.

(k) Threatening 28...Q to KKt6, 29 P to KR3, 30 B takes P, &c.

(l) White, in his straits, is obliged to submit to an awful slaughter of his pawns. But why not resign so hopeless a game?

(m) It is evident that white cannot capture the bishop under penalty of loss of the queen.

(The instructive notes to the above game are by Mr. R. F. Groon, of the Liverpool Courier.)

DRAUGHTS-CHECKERS

The proprietors of THE CRITIC offer two prizes to consist of books on Checkers - to those subscribers who shall send in the greatest number of correct solutions during the current year. No entrance fee required.

All matter intended for our checker column should be addressed to the Checker Editor, Critic Office, Halifax, N. S.

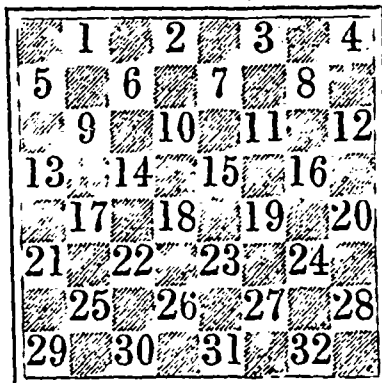
The event now pending in the checker world, which is of the most interest to students of the science, is a fifty-game match between Robert Martins, of Douglas, Scotland, and Charles F. Barker, of Boston, Mass. The stakes for which they are playing are \$1,000. What gives special interest to this match is that Mr. Barker

bears the title of Champion of America, while Mr. Martin stands second only, as regards record, to the veteran "Hord Laddie," (Mr. Wyllie), who is now visiting Australia. This match was brought about by the American challenging any checker player in Great Britain to play him a series of games. In the absence of Mr. Wyllie, the Scotch players, knowing Mr. Martins to be the strongest player in the United Kingdom, induced him to accept the challenge, and backed him with enthusiastic willingness. After a correspondence, which was brief, because both parties were eager that the contest should come off, all preliminaries were satisfactorily arranged, and Glasgow fixed as the place of meeting and of play. The first game was to commence on the 26th of December. Though no report of the progress of the match has reached us as yet, we shall doubtless be enabled to narrate to our readers in our next issue how this very interesting contest results.

LATER.—Since the above was written Glasgow papers have been received announcing that the American won by a score of three games to one. That the match was a close one is evident from the fact that there were forty-six draws. The fiftieth game was not played, because it could not affect the victory whichever won it. The only game gained by Mr. Martins was the third played in the series.

For the information of youthful students of the game of checkers, we annex a numbered board, in accordance with which problems and games will be published.

BLACK.

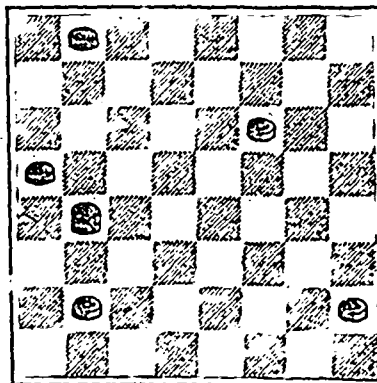


Students will note that at the beginning of a game the black men occupy the first twelve numbers, from 1 to 12 inclusive, and the white the last twelve, from 21 to 32 inclusive.

Solutions to problems will be given on the second week after they are proposed by us, and at the same time announcements will be made of the parties who have succeeded in solving them.

PROBLEM NO. 2. By Dr. Schaefer, New York.

BLACK.



WHITE.

The numbers of the above position are as follows:—

BLACK—Men on 1 and 13, and king on 17.

WHITE—Men on 11, 25, and 28. Black to move and win.

The above problem shows an especially fine position, and we hope to receive solutions from all who are interested.

The following is a transcript of the seventh game played between C. J. Barker, of Boston, Mass., and M. Reed of Pittsburg, Pa., for the championship of America.

GAME 1.

Table with 4 columns of move numbers: 11-15, 9-13, 13-17, 16-19, 23-18, 26-23, 21-14, 23-18, 8-11, 1-6, 10-17, 12-15, 27-23, 30-25, 25-22, 15-18, 4-8, 15-18, 17-26, 19-22, 23-19, 22-15, 31-22, 22-19, 9-14, 11-27, 8-11, 23-29, 18-9, 32-23, 24-20, 17-18, 5-14, 13-22, 11-16, 26-32, 22-17, 25-9, 20-11, 10-6, 9-6, 6-13, 7-16, 25-22, 29-25, 19-15, Draw.

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