

3. A Latin M.S., on paper, of the fifteenth century, containing chess problems.

4. A M.S., on paper, in the Italian language, containing beautiful chess problems, &c., of the fifteenth century.

5. A M.S., on paper, of the sixteenth century, by an anonymous author, intitled "L'eleganza, sottilità e verità della virtuosissima professione degli Scacchi." This is supposed to be an original work by some Italian author, from which the Spanish writer, Ruy Lopez, composed his treatise.

6. A parchment Italian M.S., "Comparazione del Giuoco degli Scacchi all' note militare discorsa, per Luigi Guiccardini, all' Eccellmo S. el S. Cosimo de Medici Duca 2o, della Repubblica Fiorentina (architipo)."

7. A rich parchment M.S., "Trattato del nobilissimo Giuoco de Scacchi il quale è ritratto di guerre e di ragion di stato; diviso in Sbaratti, Partite, Gambetti, et Gioochi moderni, con bellissimo tratti occultati tutti diverse di Gioachino Greco Calabrese."—1621 (unedited).

This appears, beyond all question, to be an original work, presented by Greco to the King, to whom the dedication is addressed. The frontispiece and dedication are in letters of gold; every page is profusely ornamented; and the binding is studded with rich gold decorations, and has the arms of the King of Naples upon it. To the practical chess-player, Greco's MS. will probably be of higher interest than any other, since it contains scores of games and several problems, by the famous old Calabrian, which have never yet been published.—*Illustrated London News*.

CHESS IN TORONTO.

Lively little game between two Toronto amateurs:—

(*Evans' Gambit.*)

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| <i>Black.</i> (Mr. P——.) | <i>White.</i> (Mr. L——.) |
| 1. P to K 4th. | P to K 4th. |
| 2. K Kt to B 3d. | Q Kt to B 3d. |
| 3. K B to Q B 4th. | K B to Q B 4th. |
| 4. P to Q Kt 4th. | B takes Q Kt P. |
| 5. P to Q B 3d. | B to Q R 4th. |
| 6. Castles. | P to Q R 3d (a). |
| 7. P to Q R 4th. | P to Q 3d. |
| 8. Q to her Kt 3d. | Q to K B 3d. |
| 9. P to Q 3d (b). | Q Kt to Q sq. |
| 10. Q B to K Kt 5th. | Q to K Kt 3d. |
| 11. Q Kt to Q 2d. | K Kt to B 3d. |
| 12. P to K R 3d (c). | P to K R 3d. |
| 13. B takes K Kt. | Q B takes K R P. |
| 14. B to K Kt 5th (d). | K R P takes B. |
| 15. Kt P takes B. | R takes P. |
| 16. K to Kt 2d. | Q to K R 4th (e). |
| 17. B tks K B P(ch)(f). | Kt takes B (g). |
| 18. Q to K 6th (ch). | K to B sq. |

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| 19. Q takes K R. | Q takes Q (ch). |
| 20. K takes Q. | B takes Q B P. |
| 21. Q R to Q B sq. | B to Q R 4th. |
| 22. K to Kt 4th. | P to K Kt 3d. |
| 23. Q Kt to his 3d, and White resigns (h). | |

Notes.

- (a) With a view to dislodge the adverse B.
 (b) P to Q 4th is more attacking, and better every way.
 (c) Hastily played.
 (d) Apparently his only move.
 (e) Threatening, in anticipation of Black's playing 17. K R to his sq., to check with the Queen at Kc's 5th and win both the Rooks. *White, however, evidently played in perfect unconsciousness of the rejoinder Black had in store.*
 (f) This move changes the aspect of affairs at once.
 (g) It is evident that Black wins equally whether White take with Kt or Q.
 (h) White cannot now hope to save the game, and with good grace resigns.

A game played some time back between two members of the Toronto Chess Club:—

(*King's Bishop's Gambit.*)

White. (Mr. C——.) *Black.* (Mr. P——.)

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| 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 Kt to B 3d (a). |
| 4. K Kt to B 3d. | K Kt to K 2d. |
| 5. K Kt to his 5th. | P to Q 4th. |
| 6. P takes P. | K Kt takes P. |
| 7. Q to K 2d (ch). | B to K 2d. |
| 8. Kt takes K B P. | K takes Kt. |
| 9. Q to K R 5th (ch). | K to B sq (b). |
| 10. B takes K Kt. | B to K R 5th (ch). |
| 11. P to K Kt 3d. | Q to K 2d (ch). |
| 12. K to B 2d. | P takes P (ch). |
| 13. P takes P. | B to K Kt 4th (c). |
| 14. P to Q 4th. | B takes Q B. |
| 15. Q Kt to B 3d (d). | B to K 6th (ch) (e). |
| 16. K to Kt 2d. | Q B to K 3d. |
| 17. K R to K B sq (ch). | K to Kt sq, |
| 18. Q R to K sq. | Black now unfortunately took B with B checking, whereupon White checkmated him in two moves; his best move at this juncture would have been 18. P to K Kt 3d, which gives rise to some interesting situations. |

Notes.

- (a) The proper play is to check with Queen.
 (b) Better, perhaps, to have interposed the Kt P.
 (c) Well played. Threatening to check with Q at Q B 4th, and win the adverse B.
 (d) White must get his Queen's pieces into play.
 (e) Tempting, but loses too much time. Better to have left this B and brought out the Q B; after this Black's game is hopeless.