

C H E S S .

(To Correspondents.)

G. A.—You are in error respecting the solution of our last problem, making, strangely enough, the same mistake that the editor of the *Kingston Whig* appears to have fallen into, in his notice of our chess problems.

W. G. D., Kingston.—We thank you for your communication, and trust to hear from you oftener.

A MEMBER OF THE TORONTO CHESS CLUB.—The games sent will appear in our next.

G. P.—We thank you for correcting a mistake which occurred in our last chapter on chess. "The Chess Player's Chronicle has completed its *fourteenth* volume."

Solutions to Problems 2., by J. H. R. ; J. B. ; and Pawn are correct ; all others are wrong.

SOLUTION TO PROBLEM NO. II.

WHITE.

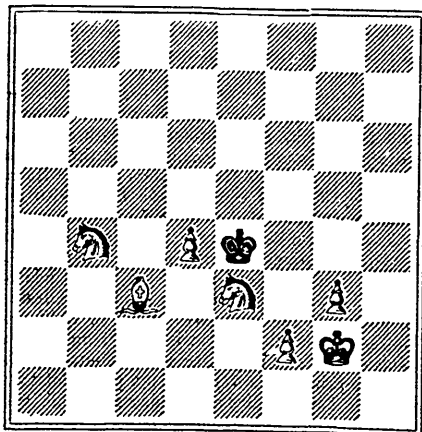
BLACK.

- | | |
|------------------------|-----------|
| 1. R to Q R 3d. | P moves. |
| 2. K to his 3d. | P checks. |
| 3. K to his B 3d. | P moves. |
| 4. K tks P disc. mate. | |

PROBLEM No. III.

By * * *

BLACK.



WHITE.

White to play and mate in five moves.

C H E S S .

CHAPTER V.—CONCLUDING REMARKS.

We propose concluding these short chapters on chess with a few remarks culled from Mr. Kenny's "Manual of Chess," to which work we have been principally indebted for the information already given. He advises practice, and re-

commends all students to endeavor to play from memory the game he has just finished. It is well to cultivate the memory in this particular, as the move, or moves, will then readily be discovered, that led to the loss of the game.

Hood, in his "Literary Reminiscences," notices the benefit resulting from this practice, following it up with a pleasing comparison. "It is pleasant," he says, "after a match at chess, particularly if we have won, to try back, and reconsider those important moves which have had a decisive influence on the result. It is still more interesting, in the game of life, to recall the critical positions that have occurred during its progress, and review the false or judicious steps that have led to our subsequent good or evil fortune. There is, however, this difference, that chess is a matter of pure skill and calculation ; whereas the chequered board of human life is subject to the caprice of chance, the event being sometimes determined by combinations which never entered into the mind of the player."

"Practice, practice, practice is the best advice after all, and I would recommend you strongly," says Kenny, "to select a player able to give you odds; you will learn more by endeavoring to defend your game from his well regulated attacks, than by winning dozens of games from inferior players. Although the great pleasure resulting from a good game of chess is the winning, still there is much more to be gained by losing a well-fought game, than by many easy conquests.

Recollect the advice given by R. Penn, Esq. "Win as often as you can, but never make any display of insulting joy on the occasion. When you cannot win, lose (though you may not like it) with good temper."

In conclusion, we give the following L'Envoiy to an old poem (N. Breton, 1638):—

"Then rule with care and quick conceit,
And fight with knowledge, as with force;
So beare a braine, to dash deceit,
And worke with reason and remorse;
Forgive a fault when young men plaie,
So give a mate, and go your way.

"And when you plaie, beware of checke,
Know how to save and give a neck;
And with a checke beware of mate;
But chefe ware had I wist too late;
Lose not the Queene, for ten to one,
If she be lost, the game is gone."

ENIGMA.

No. 18. By _____.

WHITE.—K at his 6th ; R at K 5th.

BLACK.—K at his sq.

White to play and mate in three moves.