

CHESS.

(To Correspondents.)

ENQUIRER.—The position you have sent us is a *four*, not a six move one. We, however, publish it as an Enigma.

CLOVERFIELD.—We have examined the position sent, though you omitted to send us the solution, which ought to accompany every problem sent for publication. Your position will appear, with a few alterations, which you will pardon us for, in our next, if not as a problem, as an Enigma.

AN AMATEUR OF GUELPH.—Thanks for the game: it shall be examined. There is an error, we apprehend, in the position sent: mate cannot be given in three moves.

H. C. H.—Get Staunton's Hand-book, and study it thoroughly. We will publish the solution to the game in our last, where mate was announced in nine moves. As yet, no correspondent has attempted it.

Solutions to Problem 8 by J. D., Betty Martin, and J. H. R. are correct.

Solutions to Enigmas in our last by Betty Martin and Enquirer are correct.

SOLUTION TO PROBLEM No. VIII.

WHITE.

P Queens.

1. Q to K B 2d.
2. Q to R 4th (ch).
3. K to Q 2d.
4. Q mates.

BLACK.

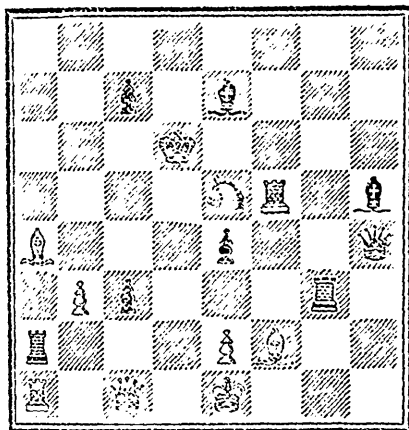
P to K Kt 7th.

All Black's moves
are forced.

PROBLEM, NO. IX.

*By a Canadian Amateur.**

BLACK.



WHITE.

White to play and mate in five moves.

ENIGMA.

No. 30. By Enquirer.

WHITE.—K at his B sq; Bs at K B 2nd and 3rd.

BLACK.—K at his R 7th.

White to play and mate in four moves.

*This beautiful stratagem is extracted from a late number of the *Chess Players Chronicle*.

THE STATU-QUO CHESS-BOARD.

We copy the following description of this very useful invention from a late English newspaper:

In this invention a convenience long since considered by chess-players has been attained, viz., the peremptory and instantaneous fixing of the men, and the power of deferring the completion of the game. A simple but most effectual mechanical process secures these advantages. By pressing a pair of small buttons on the outer rim of the board, the pieces are secured firmly on whatever squares they may happen to be; while a counter pressure on a button in the inside as immediately releases them. The value of a chess-board of this character does not require to be pointed out. Students of the game—those who investigate the theory of moves, who try combinations, and who work out problems, with a view to elucidate and confirm principles—will perceive its utility at a glance; while players of a less critical class will not be uninterested to know that a board is now within their reach which will allow them to discontinue a game at will, and recur to it just as often as opportunity permits. The action of the *Statu-quo Chess-board* is quick and facile. It is, as far as we have had the means of testing, not liable to disarrangement, and does that completely which it undertakes to do. It is, in short, an ingenious piece of mechanism, and reflects great credit upon the inventor and patentee, Mr. John Jacques, of Hatton Garden.

CHESS IN TORONTO.

We have great pleasure in presenting, in this number, the last series of games played in the Chess Club between Mr. G. Palmer—an excellent amateur, and winner of the late tournament, who has since left Toronto, and whose loss the Club cannot but feel—and the President, Professor Cherriman:—

GAME I.

WHITE.

Mr. G. Palmer.

1. P to K 4th.
2. P to K B 4th.
3. K Kt to B 3d.
4. P to K R 4th.
5. Kt to Kt 5th (a).
6. Kt takes K B P.
7. B to Q B 4th(ch) (b)
8. Q takes K Kt P.
9. Q to K R 5th (ch).

BLACK.

The President.

- P to K 4th.
- P takes P.
- P to K Kt 4th.
- P to K Kt 5th.
- P to K R 3d.
- K takes Kt.
- K to his sq.
- P to Q 4th.
- K to Q 2d.

and White gives checkmate in three moves.

Notes.

(a) This forms the Algaier gambit, the variation on which, by playing Kt to K 5th, has been lately brought so much into vogue by Harrwitz.

(b) This move is not given by any of the authorities: it occurs in the games between Prince Ouronoff and a Russian amateur, and gives a strong attack; the best reply appears to be P to Q 4th.