3. B to Q B 4th.	B to QB 4th.
4. P to Q Kt 4th.	B takes Kt P.
5. Castles.	K Kt to B 3d.
6. P to Q B 3d.	B to Q R 4th.
7. P to 2 4th.	Castles.
8. B to Q R 3d.	P to Q 3d.
9. P takes K P.	K Kt takes P.
10. Q to Q B 2nd.	Kt to Q B 4th.
11. K R to Q sq.	Q to K 2d.
12. Q B takes Kt.	P takes B.
13. Q to K 4th.	P to K Kt 3d.
14. R to K sq.	D to K B 4th.
15. Q to K B 4th.	B takes Q Kt.
16. Q to K R 6th (a).	K to R sq $(b)$ .
17. Kt to his 5th.	P to K B 3d.
18. K P takes P.	Q takes R (ch).
19. B to K B sq.,	

And Black resigns.

## Notes.

(a) A brantiful move, and one which leaves Black with out any resource

(b) To admit of the advance of the K. B. P.

Slight skirmish, lately played at the Toronto Chess Club, in which Mr. G. Palmer gives the odds of the Queen's Kt. to another amateur. (Before playing over this game, remove Black's Q Kt. from the board.)

(Erans' Gambit.)

(12 vans	Gambit.)
Black (Mr. P.)	White. (Mr)
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 Kt P.
5. P to Q B 3:1.	B to Q R 4th.
6. Castles.	K Kt to B 3d.
7. P to Q 4th.	B takes Q B P (a).
8. Q to her Kt 3d.	B takes Q R.
9. B takes K BP (ch).	K to B sq.
10. Q B to Q R 3d (ch).	P to Q 3d.
II. R takes K B.	Q Kt takes Q P (b).
12. Kt takes Kt.	P takes Kt.
13. P to K 5th.	Kt to K 5th.
J4. P takes P.	P takes P.
15. R to K sq.	Q to K B 3d (c).
16. R takes Kt.	Q takes B.
17. B takes P (ch).	K to Kt sq.
18. R mates.	_
Notes.	
(a) Imprudent. His lost play was to Castle.	

- (b) Kt to Q R 4th would have been much more effective.
- ( ) If to K B 1th seems his best move here.

Another brief skirmish just played between two members of the Toronto Chess Club.

## (King's Knight's Gambit.)

Black. (Mr. P---.) White. (Mr. R-1. P to K 4th. P to K 4th.

2. P to K B 4th. P takes P.

P to K Kt 4th. 3. K Kt to B 3d. 4. B to Q B 4th. B to K Kt 2d.

5. Castles. P to Q 3d.

6. P to Q 4th. P to KR 3d. 7. P to Q B 3d. K Kt to K 2d (a)

8. Q to Q Kt 3d. Castles.

9. P to K Kt 3d. P takes P (b). 10. Q B takes P. P takes K R P (ch).

11. K to R sq. P takes B.

Q B to K 3d (c). 12. Kt takes K Kt P.

13. B takes B. P takes B.

And Black announced checkmate in five moves. Notes.

(a) Up to this point the game is correctly opened, but White should here play 7. Q B to K 3d, having a good de-

(b) The proper play is to advance the K Kt P on the Kt.

(c) By this move he loses all chance of the game. P to Q 4th looks much more promising.

## CHESS IN GERMANY.

We are tempted to give the subjoined game, which appeared in the Berlin Chess Magazine, the Schachzeitung, some few months back, on account of the instructive problem presented at the end.

(Allgaier Gambit.) Black. White.

.(Mr. FALKBEER.) (M. MATSCHEGO.)

1. P to K 4th. P to K 4th.

2. P to K B 4th. P takes P. P to K Kt 4th.

3. K Kt to B 3d.

4. P to KR 4th. P to K Kt 5th.

5. K Kt to K 5th. K Kt to B 3d (a).

6. Q Kt to B 3d (b). P to Q 3d.

KB to K2d. 7. Kt to Q B 4th.

Kt to K R 4th. S. P to Q 4th.

B takes KRP (ch). 9. K B to K 2d (c).

10. K to Q 2d. Q to Kt 4th (d).

Q Kt to B 3d. 11. K to Q 3d.

12. P to Q R 3d. B to K B 7th.

B takes Q P. 13. Q Kt to Q 5th.

14. QKt tks QBP (ch). K to Q sq.

15. Q Kt to Q 5th. P to K B 4th.

16. K Kt takes Q P. P takes K P (ch).

17. K to Q B 4th.

And here Black announced mate in nine moves. We leave the solution to the sagacity of our readers.

(a) This defence is commended by Heydebrand in his last edition of the German Handbuch.

(b) Better to play K B to Q B 4th.

(c) The Schachzeitung recommends Q to her 3d at this point.

(d) Mr. Falkbeer has now an attack which nothing can withstand.