

mouth, and with their lips do honour me, but have removed their heart from me and their fear toward me is taught by the precept of men.' The Saviour repeated this to those, He called hypocrites. So Brandon, I think it better to put aside the temptation, as I told you, than run the risk of becoming one of these."

"My lad! my lad!" said his Uncle who had seemingly been dozing by the fireside. "You rebuke me for what was our custom. He is right, Brandon; when you get to my age you will find making money has not satisfied a craving we all have more or less; it leaves us in fancied peace for a time, only to return with redoubled strength, and the soul's hunger never yet was appeased by anything this world offers, though I have been long in finding it out."

A great hush fell upon the little group, for this was the first open declaration on the part of Mr. Ralph Brandon: he had yielded to the mysterious drawings towards the answer, but for sometime each had felt a wondrous change in the old man, and excepting Brandon experienced no astonishment. The conflict between love for Brandon and duty towards her Heavenly Father was telling upon Violet. For a time there seemed as if the fear Miss Fitzroy had foreseen would be realised, and her hold on the Helm be loosed. It looked so easy from the far-off view of what her married life was to be, to be counsellor through it. *Never to be helped or guided was of little importance.* That her own steps might falter from want of this, love gilded over. But all too soon was her need and weakness made apparent to herself. There were almost daily struggles of like nature with the one between he and Noel which had to be met and faced, and none but the Unseen knew what it was costing to come into collision so constantly. It was wearing out body and spirit alike. If only she could have carried her burden to one other of the dear ones, she felt it would be lighter. How the last words of counsel from Aunt Mary came to startle her back into the silence she was often tempted to break for one word of loving sympathy and encouragement, but distinctly came the reminder "You must not droop because of incessant warfare; ever remember it is your own deliberate choice; when pressed in the fight, forbear to murmur." What had become of all the hopeful anticipations concerning him who never became dear? She found it hard to counsel, when a good humoured laugh and loving caress were the only results of the attempt. When she saw, as the years rolled by he grew impatient at being cropped in wishes he had set his heart upon attaining, but from some scruple on her part denied to him, then her love would bid conscience be still, while she at the expense of it laboured to give him what he craved. This continual conflict told its tale to those to whom never had she been as dear as now. Miss Fitzroy missed the joyous ring in the laugh, saw with pain the shadow settling on the pure sweet face, but too well she knew no human hand could heal what needed Infinite power. The long struggle, combined with nature's throes, brought her very near to the border-land. But for unflagging love to help the highest skill, she must have followed the wee blossom, only given to bestow the kiss of ownership, and then return it to the Giver. So long she lay in her weakness, making no progress towards returning health, that something like despair began to settle upon the two households. Violet had a strange yearning to know something of her mother's early life; often had she framed the words of inquiry: had that mother married knowing her father was not one concerning the things for which only life is given, but how ask the question that would own to conviction of some motive connected with herself in the asking? The desire to inquire grew, but the knowledge seemed no nearer, until Aunt Jane, now transformed into Grandma, came to relieve the worn-out watchers in nursing. Between Violet and the inmates of the Rectory there could be little affinity, but Aunt Jane was still the same placid individual, who, in greeting her niece as daughter, only thought she ought to consider herself a very fortunate girl in getting so devoted a husband. Now that she was with her, Violet was feverishly anxious to gain the information she now could obtain without raising any suspicions as to her object. She felt a wild impatience to have the room and Aunt Jane to herself, for in moments of excitement the old familiar title rose to her lips, and as that lady very comfortably sat with screen in hand rocking to and fro before the fire, Violet asked, with throbbing pulse, all sorts of questions irrelevant to the one she was clearing the way for. At last, with faltering words she managed to ask Aunt Jane to tell her something about her mother's early life.

"My dear, you are the exact image of her. Uncle Ralph does nothing but inquire if I am not struck with the resemblance."

"So Auntie says. I am so glad," said Violet a little impatiently, "but I want to know what she was. O, Aunt Jane, was she always a Christian?"

"My dear child," was the horrified exclamation "Whatever do you mean? Did you think she was a heathen?"

"No no, but how did she and papa agree?" and as soon as the words were out, Violet felt she had made another blunder.

"Why, Violet, has anyone been telling you idle tales of your own father and mother?" asked the scandalized lady. "I wonder Miss Fitzroy has not saved you from such ideas. I loved your mother as did everyone; she was the brightest, most lovable girl I ever knew."

"O, I know," almost groaned Violet. "Did she think the same before she married about—about the hereafter?"

"Well, you fairly astonish me," was the reply. "If you mean had she the same peculiar ideas as Mary Fitzroy, she had not when I first knew her; but I believe the terrible bereavement and affliction of her friend brought a change in her sentiments, though as I often told her I thought such were quite unneeded, as did your father. I know he had many reasonings with her to show she was too strict, but he failed to convince her, and that is the only fault I have to find in you, dear, if you will not feel hurt at my saying so. I think you if were less exacting about trifles, you would run along smoother in your life, but of course dear, it is only an opinion. Papa (her usual designation of the Rector) would have come with me now, but he really quite dreads coming into collision with Miss Barbara. She is shockingly abrupt in her remarks."

Violet heard the smooth, even tones, but as to the meaning of the words she failed to comprehend them. One hope now had gone for ever, that in her marriage she had only followed where her mother had led.

(To be continued.)

Chess.

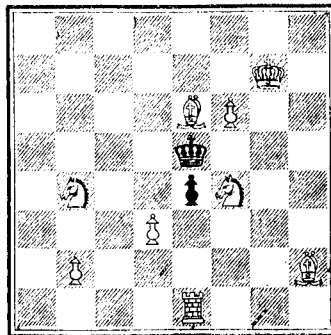
All Correspondence intended for this Column, and Exchanges, should be directed to the CHESS EDITOR, CANADIAN SPECTATOR Office, 162 St. James Street, Montreal.

Montreal, September 11th, 1880.

CANADIAN SPECTATOR PROBLEM TOURNEY.

SET NO. 15. MOTTO: "Ars est celare artem."

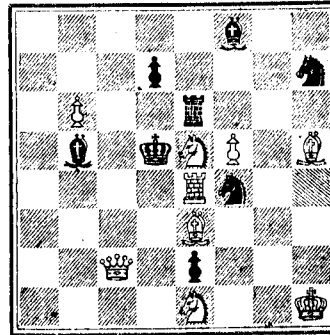
PROBLEM No. CVI.
BLACK.



WHITE.

White to play and mate in two moves.

PROBLEM No. CVII.
BLACK.



WHITE.

White to play and mate in three moves.

SOLUTIONS OF TOURNEY SET NO. 12.—MOTTO: "Gemini."

PROBLEM No. 99.—B to K 5.

Correct solution received from:—J.W.S. "Difficult, with interesting and abundant variations."

PROBLEM No. 98.

White.	Black.	White.	Black.	White.
1 B to K B 5	Kt to Q Kt 8	2 Kt takes K P	Kt takes Q	3 B to Q 7 mate
	Kt to Q B 5	2 Q to Q B 5 (ch)	P takes Q	3 Kt to B 3 mate
	Kt takes Kt	2 B takes Kt	Anything	3 Q to Kt 4 mate
	Kt to Q Kt 6	2 Kt takes K P	Kt takes R P	3 Q takes Kt mate
	K takes Kt	2 Q to Q B 5 (ch)	K to Kt 2	3 Q to Q 5 mate
	R takes R P	2 B to Q 7	R takes Kt	3 K takes K P mate

SOLUTION TO PROBLEM No. 100. By Dr. S. Gold.

White.	Black.	White.	Black.
1 R to Q 5 (ch)	P takes R	3 P to Q 4 (ch)	P takes P en passant
2 R to Q B 4 (ch)	P takes R	4 Q to B 2 (ch)	P takes Q mate

ANSWERS TO CORRESPONDENTS.

C. P., NAPANEE.—Your solution to No. 104 is not quite correct; in the defence, 1 B to Q 2; 2 R to B 8 (ch)—K to B 2; 3 P queens, will not mate. 3 Kt to Kt 5 mate, is the proper play. In other variations your solution is correct, and shall be acknowledged. Shall be glad to hear from you again.

PAX.—Have not heard from you lately. Why?

CHESS INTELLIGENCE.

BRENTANO'S MONTHLY.—The *Holyoke Transcript* says: "This excellent magazine for August is a great improvement on previous numbers. An article entitled 'Are Problems End-games?' gives overwhelming arguments that such is the fact."

Now, while we agree with the *Transcript* that the August No. is an excellent one, and are convinced that succeeding numbers will be quite equal, if not superior, we are not ready to acknowledge that the article "Are Problems End-games" finally disposes of the question. There is a good deal to be said on the other side.

Mr. Allen remarks: "Problems had their origin, or course, from the game; that is, it was observation of the fact that complicated and ingenious mates could be given in actual play that suggested to the first problem composer the idea of inventing curious end positions without the formality of making the antecedent moves in the game." True; but this was only the birth of a new art. Was it always to remain in the condition in which it first saw the light? Is not the tendency of all forms of art towards development? The answer to both these questions may be found in the fact that problems, as now composed, bear very little resemblance to end-games. Many of the conditions which obtain in the end-game are rarely found in modern problems. In the end-game the opposing forces are usually nearly equal in number and kind; and for the simple reason that the pieces are generally changed off for others of equal power. It may happen that a Knight is opposed to a Bishop, or a Queen contends against two Rooks, or more rarely, against three minor pieces; but any change more unequal than this leaves one of the players with an inferior force, when he very sensibly resigns the game, without waiting until his adversary has acquired such a preponderance of force as we so often see given to the white pieces in problems of our day. The object of a game, even of an end-game, is to gain such an advantage of position or power as will enable one of the players to checkmate the other; but neither player thinks of continuing the game until the final mate is actually given. The necessary force for this being gained by one of the players, the other abandons the game. But in problems we often see six or eight white pieces glorying in their ability to checkmate a solitary black king. Would any player, however hopeful, protract a game to such a degree? Again, the position in many problems is such as would not be allowed to occur in the game; for Black by simply capturing one of your nicely arranged pieces, on the move which preceded your announcement, would destroy the whole combination. Your success, in fact, depends upon his last move having been one of the worst on the board. The conditions of a problem presuppose a marvellous degree of skill on your part, and little or none on his, before the position, as constructed, could be brought about.

Mr. Allen further says that problems were at first constructed to resemble positions occurring in play; but the desire to make them look natural gradually gave way to the more refined notions of the modern school. But this was only one of many signs that problem composing was beginning to develop into an art itself, and was no longer regarded merely as a branch of the game.

In end-games there are nearly always more pawns than officers left on the board; and the object is to queen a pawn, so as to gain a winning advantage in force over the adversary. The general appearance of an end-game is well known, and is easily recognized by a player. In problems there are generally more pieces than pawns employed, because they lead to more interesting positions than the latter, and the object is to give mate in a certain way, and in no other, in a stipulated number of moves. If a problem can be solved by any other key-move than that intended, it is unsound; and even if there are two or more ways of proceeding on any move but the first, the problem is, at least, faulty. Now, suppose in an end-game you announced mate in three moves, and your adversary were to declare your announcement null and void, because he could prove that the mate might be given by