

HOW THE BABY CAME.

The Lady Moon came down last night— She did, you needn't doubt it— A lovely lady dressed in white; I'll tell you all about it.

You lie as quiet as can be; Perhaps you'll catch her peeping Between the window-bars, to see If all the folks are sleeping,

Across the still, along the floor, You'll see her shining brightly, Until she comes to mother's door, And then she'll vanish lightly.

We didn't just believe her then, For Aunt's always chaffing: The tales she tells to me and Len Would make you die a-laughing.

I thought myself it was a fib, And yet I wasn't certain; So I kept quiet in the crib, And peeped behind the curtain.

Then there was Aunt by my bed, And when I climbed and kissed her, She laughed and said, "You sleepy head! You've got a little sister!"

And truly it was not a joke, In spite of Len's denying, For just the very time she spoke We heard the baby crying.

But Aunt stopped us, crying, "Hush? Or else you sha'n't go in it."

And so we had to tiptoe in, And keep as awful quiet As if it was a mighty sin To make a bit of riot.

Leu says he don't believe it's true (He isn't such a gaby) The moon had anything to do With bringing us that baby,

OUR PUZZLER.

189. CHARADES.

My first is often a part of your body, Which often my whole covers o'er. My second is also a garment, Which Joseph in ancient times wore.

One day I took a pleasant stroll, Went in a shop, and bought my whole; Then round my first my second placed, And homeward then my way I traced.

190. SQUARE WORD.

A woman's name; an ancient city of Greece, an idea; a race; a thorny tree; the first word reversed.

191. DOUBLE PYRAMID.

- 1. A puzzle oft seen upon this page. 2. This foreign country has been known for an age. 3. An animal that's found in a foreign clime. 4. This is a name for a very long time. 5. A vowel commencing this line take out. 6. Sixth is a measure; 'tis a long one, no doubt. 7. For seventh an animal bring to mind. 8. In Asia this country you're sure to find. 9. And for last you must command. An Irish town—you'll understand? The centrais downsurely unfolds. One of the British great strongholds,

192. ANAGRAMS.

- 1. Girlish lot moved; 2. His clerk dances; 3. Paul's is a wheel-maker; 4. James soon hurld N; 5. Deaf need oil; 6. Helm rails, Tom.

193. DOUBLE ACROSTIC.

If firsts and finals are read the same way— Of course I mean downwards, my friend— You'll respective, see a bird and a fish; The answer I wish you to send.

- 1. Refrain from this; be good and kind. Upright and honest in your mind, 2. A famous poem you will have read, And written by a bard long dead. 3. In your garden this is often seen In summer time, so pretty and so green. 4. There is a place far across the sea Where criminals suffer by the use of me. 5. My last is done, 'tis for you to say The answer to my enigmatic lay.

194. SQUARE WORDS.

- 1. Picture preserver; one who rides; a girl's name; dissolves; to blot out. 2. A river in England, to manufacture linens &c.; demolished; an incident; teeth. 3. A hobgoblin; appellations; measures; French for mercy; a girl's name. 4. A boy's name; get up; a Shaksperian character; an island; a common visitor to all.

195. CHARADES.

My first's a fierce and dreadful foe, It lays the cot and palace low; Yet, strange to say, you'll always find I am a friend to all mankind. My next is found in every land— In fact upon the spot you stand. My whole you'll find to be a second Where first is found—at least, I've reckon'd.

My first is a Spaniard of some estimation. My second makes buttons for good of the nation. My whole for horse-races I think has a station.

196. ANAGRAMS.

- 1. I ascertain snow; 2. Irish secrete lard; 3. I be an idle man, Sir J.; 4. I shake prime walls; 5. Laws were dead till I got a man; 6. What, sir, is it I own Manor Hall.

ANSWERS.

134.—CHARADES.—1. Supera—a bun, dance; 2. Leg-ondary (ary).

135.—CHARADES.—Apricot Jam, thus: Apr(i) cot J (une) A. M. (Master of Arts.)

136.—ARITHMETICAL PUZZLE.—IX less 1 = X = 9 + 1 = 10. XIX less 1 = XX = 19 + 1 = 209.

137.—PUNIANIA.—Au (awe), Thor—Author.

138.—SQUARE WORDS.—

Table with 3 columns: 1. VALET, 2. ABRAM, 3. GOWER; 4. ADELA, 5. BRAVO, 6. OZONE; 7. LEVER, 8. RAVEN, 9. WOMAN; 10. ELEM, 11. AVERT, 12. ENACT; 13. TARES, 14. MONTH, 15. RENTS

139.—ARITHMOREM.—Jean Wolfgang von Goethe; Jedburgh, Ecclefechan, Auchterarder, Newtounmavady, Wexford, Oldham, Linnithgow, Falkirk, Galashiels, Ardrossan, Newcastle Greenock, Ventnor, Ormskirk, Norwich Glasgow, Okehampton, Elgin, Tullamore, Haddington, Enniskillen.

140.—LITTLE CHARADES.—1. Port-ray; 2. Rest-rain; 3. Ink-ling; 4. Im-pale; 5. Gin-great.

141.—ARITHMETICAL QUESTION.—19 1/2 miles. 142.—DOUBLE ARITHMOREM.—Edmund Spenser, Robert Southey, thus: EllichpooR, DesaguerO, MillersThumB, UltramarinE, Nicander, DyzarT, Spitalfields, Portico, EriaU, NeologisT, StocaH, ErminE, RodneyY.

143.—CHARADES.—Pan, try—Pantry.

CAISSA'S CASKET.

SATURDAY, Dec. 6th, 1873.

All communications relating to Chess must be addressed "CHECKMATE, London, Ont."

SOLUTION TO PROBLEM NO. 23.

Table with 2 columns: White, Black. 1. R. to K. 5th, 1. Aught. 2. Mates acc.

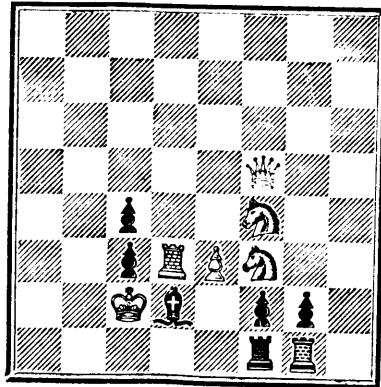
SOLUTION TO PROBLEM NO. 24.

Table with 2 columns: White, Black. 1. R. to K. R. 6th, 1. K. to Kt. 4th. 2. Kt. to K. 5th, 2. K. takes R. 3. Kt. to B. 7th mate. (a) 2. K. to B. 5th, 1. K. to Kt. 6th. 3. R. to R. 3rd mate. 2. K. to B. 6th

PROBLEM No. 25.

By A. TOWNSEND.

BLACK. 23rd



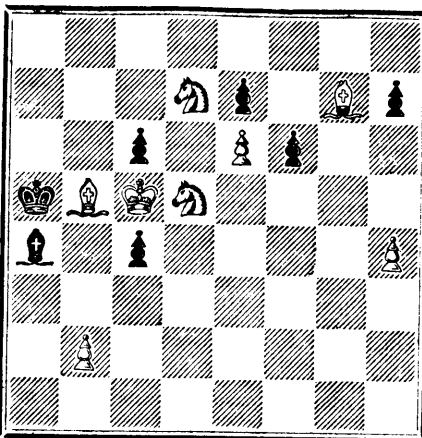
WHITE.

White to play and mate in two moves.

PROBLEM No. 26.

By J. A. W. HUNTER.

BLACK.



WHITE.

White to play and mate in four moves.

INSTRUCTION IN CHESS.

By "CHECKMATE."

We give this week two games played between the winners of the first and second prizes at the recent International Tournament in Vienna, illustrating another defence to the Luy Lopez attack:

GAME NO. 19.

Ruy Lopez Attack.

Table with 2 columns: White, Black. Mr. BLACKBURNE, Mr. STEINITZ. 1. P. to K. 4th, 1. P. to K. 4th. 2. Kt. to K. B. 3rd, 2. Kt. to Q. B. 3rd. 3. B. to Q. Kt. 5th, 2. K. Kt. to K. 2nd.

This is an old defence which a few years ago was brought into more prominent use by Herr Louis Paulsen, but more recently has been condemned as quite unsatisfactory. An able analyst of the present game expresses surprise that a player of Herr Steinitz's strength should adopt this "miser" defence. Still, it is necessary that you should know something about it, and for this reason we present these well played games illustrating this defence.

4. P. to Q. 4th This is the correct reply: whether Black take the Pawn or not he must be content with an inferior position.

5. Kt. takes P. 4. P. takes P. Better than leaving the Pawn. White's game is an extremely free one, while Black's is about as blockaded as he could wish it to be.

6. Q. takes Kt. 5. Kt. takes Kt. 6. Kt. to Q. B. 3rd Probably the best way of proceeding.

7. Q. to Q. 5th 7. B. to K. 2nd It is clear that further attacking the Queen with the Kt. would be a waste of time, which should always be avoided in chess, as elsewhere.

8. Kt. to Q. B. 3rd 8. B. to K. B. 3rd This B. is now well posted, and Black could now effectively advance Kt. to Q. 5th, attacking White's K. B. and Q. B. P.

9. B. to Q. 2nd Preparing to Castle on the Q. side which effectually prevents the proposed sortie of the Black Kt., and also avoiding the doubling of Pawns on the Q. B. file Black would be likely to force by B. takes Kt., should White have advanced his B. further down the diagonal.

Table with 2 columns: 10. Castles (Q. side), 10. P. to Q. R. 3rd. 11. B. to K. 2nd, 11. P. to Q. 3rd. 12. P. to K. B. 4th, 12. P. to K. Kt. 3rd. 13. Q. to Q. 3rd, 13. B. to K. Kt. 2nd. 14. P. to K. R. 4th, 14. P. to K. R. 4th. 15. P. to K. Kt. 4th, 15. P. takes P. 16. P. to K. R. 5th, 16. B. to K. 3rd. 17. P. takes P. 17. P. takes P. 18. P. to K. 5th, 18. Q. to K. 1st. 19. Kt. to Q. 5th, 19. Q. to K. B. 2nd

If Black take the Kt. with B., White replies 20. Q. takes B. (ch), when if Q. to K. B. 2nd, White 21. B. to Q. B. 4th winning the exchange.

20. Kt. to K. B. 6th (ch).

Mr. Blackburne, having had a powerful attack from the outset, finishes the game very neatly and forcibly.

Table with 2 columns: 21. P. takes B., 21. B. to K. B. 4th. 22. Q. to K. Kt. 3rd, 22. Q. takes Q. R. P. 23. B. to Q. B. 3rd, 23. K. to B. 2nd. 24. R. to K. R. 7th (ch), 24. K. to K. 1st. 25. B. takes K. Kt. P., 25. B. to K. 5th. 26. Q. to K. 3rd, 26. P. to Q. 4th. 27. Q. to Q. B. 5th

And Black resigns.

GAME NO. 20.

Ruy Lopez Attack.

Table with 2 columns: Black, White. MR. BLACKBURNE, MR. STEINITZ. (Play six moves as in previous game.) 7. R. takes Kt.

It will be observed that this is a deviation from the first game, but which is equally favorable for the attack.

If Q. P. takes B., Black exchanges Queens, and then castling, has much the better game.

Table with 2 columns: 8. Castles, 8. P. to K. B. 3rd. 9. P. to K. 5th, 9. P. to Q. 4th. 10. P. takes P. en pas., 10. P. takes P. 11. R. to K. 1st (ch)

Black already seems to have a winning position, yet all White's moves thus far appear to be as good as any that could be made in continuation of this unfortunate defence.

12. B. to K. B. 4th 12. K. to B. 1st White cannot castle now, or account of Q. to Q. 5th (ch) winning a piece.

13. Kt. to Q. B. 3rd 13. P. to Q. 4th. 14. R. to K. 2nd 14. K. to B. 2nd

While White has not a single piece in play, Black has all that are available in good positions.

Table with 2 columns: 15. Q. R. to K. 1st, 15. R. to K. 1st. 16. Q. to Q. 3rd, 16. P. to K. Kt. 3rd. 17. Q. to K. Kt. 3rd, 17. B. to K. B. 4th. 18. B. to K. R. 6th, 18. Q. to Q. Kt. 3rd. 19. P. to Q. Kt. 3rd, 19. Q. to Q. R. 4th. 20. B. to Q. 2nd, 20. P. to K. Kt. 4th. 21. Q. to K. B. 3rd, 21. B. takes P. 22. B. takes P., 22. B. to K. 5th. 23. Kt. takes B., 23. P. takes Kt. 24. Q. takes K. P., 24. Q. takes B. 25. Q. takes R. P. (ch), 25. K. to B. 1st. 26. R. takes B., 26. R. takes Kt. 27. Q. takes R. (ch), 27. K. to Kt. 1st. 28. R. to K. 3rd

And White resigns.

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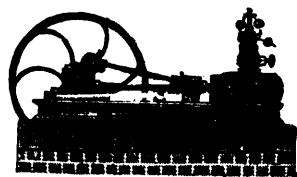
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