

CHIESS.

All communications for this department should be addressed Chess Editor, Windsor, N. S.

DR. MORPHIA ON THE RAMPAGE.

"What on earth was he up to? First he tried all the windows, seemingly to see whether they were fastened or not, then he piled the fire irons in one corner of the room, then he removed the bell-pulls, and finally, after locking the door, sat himself down at a very short distance, directly in front of me, and stared. So did I, for after all these freaks it just dawned upon me that Dr. Morphias's eccentricity was the eccentricity of madness, and there was he, half as big again as I was, alone with me, all communication with the household cut off, armed with a sword and master of the situation. Not a single weapon of any sort within my reach. Stay—the decanters. No note—it only added to my fright to note they were as near him as me and I should be spitted before I could grasp one. What was to be done? Good heavens! My hair stood up—I didn't—my knees were powerless to effect it. I tried to think, but I only got as far as thinking I couldn't think of anything at all when he scattered even that much by saying, 'We will play a game, and I will name the stakes.' I said nothing, my tongue was paralysed. He set the men and went on—'Whoever wins shall have the use of this sword,' tapping the blade he wore, 'and give the other's soul its freedom to seek in an unknown world a fitter area for Chess.'"

"When I came to a little, I found I had tacitly acceded to his conditions and had actually played

1 P to K4
So had he.

1 P to K4
'You needn't dwell' he said snappishly; 'you've touched your KB Pawn and of course will play it somewhere.' Ha! I touched it? I wasn't aware of it, but mechanically I pushed the thing

2 P to KB4 P takes P in a moment. I didn't hurry.
3 KKt to B3 P to KKt4
How quick he plays, I thought, and they won't be at home for another hour and a-half.

4 P to KR4
I thought I'd try the Allgaier; gossip has decreed it a favorite, and I knew it in every variation.
4 P to K5

5 Kt to Q5
I wondered if any of the servants would come near.

5 Kt to KB3
The American's resuscitated defence, and the very one I hated of all others.

6 B to QB4 P to Q4
What a good thing it would be if they wanted me to fetch the doctor for Fanny

7 P takes P B to Q3
Ten minutes to ten. I hoped my watch wasn't fast.

8 P to Q4
How I stumbled on the proper moves I can't imagine, I was so dazed at this point that I actually contemplated putting my watch on an hour.

9 Kt to P4
So far I had held my own.

pulled myself together here, and recollected Selkirk's 'Book of Chess' said K to B2 now gave White the superior game. I tried it.

9 K to B2 Kt to Kt6
Capital. He was out of his depth, this forced on me the very move I wished to make.

10 R to K sq
I trusted he would stick to his terms, and give me the sword when I'd won the game.
10 Q takes RP
I played

11 Kt to Kt 6 (dis. ch) and felt respited.
11 K to Kt 5 (dbl. ch.)
"This was rather unexpected. I saw King must go to Kt square or I lost a piece. So I played it there, still having his Queen and Rook en prise of my Kt.

"He deliberated for the first time during the game, and I breathed freely again, feeling almost myself when he swept all the men off with his arm after realising his predicament. 'I will show you another problem,' he began, evidently wishing to back out of his agreement. 'Not to night, thanks,' I replied, 'I want to catch an early train to town in the morning, and shall be glad to go to bed now.' 'You will look at my problem, nevertheless,' he went on, setting up a board full of pieces. 'There,' said he, 'White mates in two moves. I hope you won't find it so difficult as the others.'"

"Horror! He had simply changed the color of the men and set up our game where we had left off, his move, and surely—yes—Q to B seventh, check, P takes Kt. mate he was right. I had an awful relapse. He was marching up and down the room, as he came near me, he asked if I could see the solution. 'Not exactly,' I stammered out, glad to find him going off to the other end of the apartment again. I waited until he was as far away as it was possible for him to get, and then I made a bolt for it. How I reached the door, unlocked it, got to my own room and locked myself in, I don't know, but of this I am certain. I didn't feel entirely safe until I found myself breakfasting next morning in my own room in London."—From "Madly Mated," in the *Huddersfield College Magazine*.

DRAUGHTS-CHECKERS

All Checker communications should be addressed to W. Forsyth, 36 Grafton Street, Halifax.

The proprietors of THE CRITIC offer two prizes to consist of books on Checkers to those subscribers who shall send in the greatest number of correct solutions during the current year. No entrance fee required.

AN INTERNATIONAL AFFAIR ON A SMALL SCALE.

The following amusing incident we transcribe from the graphic pen of Sergeant W. Muir, formerly of the 47th Regiment, and, we think, it will prove interesting to checkerists the world over.

"In the latter portion of July last, while strolling through Lincolnshire, turning down a lane, listening to the ever-welcome notes of the lark, I suddenly came upon two men lying full stretch on the grass, and between them a full-sized glass "dam bred" checker board—furnished, I concluded, from a glass frame that stood beside one of them, while a large

wallet, with a soldering iron and other implements of a pot and pan mender, supplied the "men." The adjoining field furnished the worthies' lunch. On going close up to them, they each eyed me, as I thought, rather suspiciously, but neither spoke or returned the "good morning" that I gave to them. So I put them down as not being over-stocked with good manners. Then I began pitying them, thinking that they might be two travelling trade-men and mates. One thing was certain. They were very intent on the game, which was played by them as follows:—

11-15	7-10	12-19	30-23
22 18 25	22 23 16	27 2	
15-22	14-18	10-19	10-27
25 18 30	25 22 15	32 16	
(a) 12-16	9-14	(b) 2-7	(d) 1-6
29 25 26	23 (c) 15 10	2 9	
10-14	8-12	6-15	5-14
18 15 31	26 21 17		
16-20	4-8	14-30	drawn.
23 19 19	16 15 12		

(a) This was where they had got to when I arrived on the scene.

(b) Here the Knight of the soldering iron (who was the first to break the silence and seemed very satisfied with his last move,) looking up, asked me in "braid" Scotch "hoo ye got a licht?"

(c) The Glazier after long consideration evidently saw his way out of his supposed difficulty, and moving 15 10 sat up, gave me a look as much as to say "let him crack that nut," pulled out a black dudeen and asked me "av its plaizing wid ye give me a match." As I complied I laughingly remarked, "this is a sort of an international affair on a small scale."

(d) I here happened to remark that I thought white might have played stronger at "c" by 16 11, 7-16, 26 23, 19-26, 24 19, 16-23, 27 2. Well, if a bomb-shell had burst between them they could not have shown greater surprise than what this remark caused them. They both wanted to know at the same time what I knew about the game. In reply I offered to play Jock, who seemed to be satisfied that he had a cheap affair on, if he would allow Patrick to move for me. That matter being settled, the next question was, what would I play for? I could see that Jock was "a bit drouthy." Here Pat clinched the matter with "Arrah, play for a pint of whisky," to which proposal I agreed, assuring the Irishman that if I won he should have my share. I having got the blacks the game proceeded as follows:—

11-15	15-18	(b) 6-10
23 19 24	20 23 18	
8-11	4-8	1 6 black wins
22 17(a)	27 23 29 25	
9-13	18-27	(c) 6-9
17 14 32	23 (d) 25-22	
10-17	13-17	(e) 11-15
21 14 25	21 (f) 18 4	

(a) I made up my mind to play a losing game from this move, with just a chance of winning.

(b) The look that Pat gave me when I asked him to move this! He evidently began to think I was not all right in the top story.

(c) Trap No. 1. 28-24 wins easily. My assistant was about giving over playing for me here.

(d) Jock dropped into it, and I concluded I could draw at any rate.

(e) When I called out to play 11-15 Pat refused, with "Arrah, play it yourself," getting up and walking away a few yards. On his coming back he

was just in time to see my opponent play into trap No. 2 and lose the game.

(f) When the two cronies saw the result of this move their looks baffled description. I bade them good morning, giving my countryman a side look. Pat burst into a roar of laughter that might have been heard a mile away.

SOLUTIONS.

PROBLEM 57.—Solved by "Dixie." Position.—black man 3, kgs. 1, 23; white men 11, 17, kg. 24, black to play and win.

1-6	23-18	6-10	23-19
17 13	24 19	2 9	4 8
6-1	18-14	5-14	19-16
13 9	19 16	8 4	8 4
1-5	14-10	14-18	15-11
9 6 (1)	16 12	12 16	black
5-1	1-5	18-23	wins
6 2	11 8	16 12	

VAR. I.

16 19	2 7	7 2	black
1-5	10-6	3-7	wins

We withhold the solution to problem 58, as only one of our correspondents has sent us an attempt thereto, and he is faulty in that he proposes to move men in a direction that only kings can go.

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