

## CHESS.

## CHAPTER I.—THE GAME.

Amusement has ever been found an indispensable requisite in human life. Whether it be adopted for the sake of relaxation from the toils and anxieties of business, or from the perhaps still more severe stress of pursuits especially mental, experience has proved that it is not only pleasing but necessary. Many who have been stimulated by the promptings of duty or the desires of ambition, have endeavored to do without that rest of the spirit which is found in the engagement of time without any directly profitable object in view, and which is usually designated by one of the two terms that we have applied to it above; but no one ever did so with impunity. Unremitted labour will cause a strain, and even the cheat which care has often attempted to put upon itself of obtaining the end desired, by a change of occupation, instead of a cessation of fatigue, has ever proved delusive and vain. Since, then, amusement cannot be dispensed with, the first consideration, and an important one it is, is that the means which are taken to procure it should be innocent, and the next is, that they should, if possible, have a tendency to be useful. Various devices have been resorted to for this purpose; but among them unquestionably the first in importance and value is the Game of Chess. It possesses not only the attraction of intense interest, but so effectually calls forth, nay, absolutely requires the use of the faculties in the nobility of their power, that we will venture to affirm there are few species of discipline so influentially permanent and effective. Indeed, one of our best writers has not hesitated to assert that if two individuals were to set out in the world gifted with equal ability, placed under the same circumstances, with the same education, and having the same opportunities, one of whom played chess well, and the other not, the first would inevitably checkmate his friend in every situation in life, when they should be brought into contest.

Chess is acknowledged by all writers to be the most entertaining and scientific game in existence. It allows the greatest scope to art and strategy, and gives the most extensive employment to the mind. Lord Harvey, in an essay on Chess, says that "Chess is the only game, perhaps, which is played at for nothing, and yet warms the blood and brain as if the gamesters were contending for the deepest stakes. No person easily forgives himself, who loses, though to a superior player. No person is ever known to flatter at this game by underplaying himself."

Deep and abstruse as this game is in its principles, and comparatively complex in its movements, it is yet so ancient that we have no certain account of its origin. However, to a short account of the History of the Game, we will devote another chapter.

We are tired of making apologies for the non-appearance of our chess type: when they come, we assure our readers that we will use them.

## ENIGMAS.

## No. 7. By Mr. Meymott.

WHITE.—K at K B sq.; R's at K Kt 4th, and Q 7th; B at K 7th; Kt at K 4th; P's at K R 3d, KB 4th, and Q 4th.

BLACK.—K at K B 2d; R's at K R sq., and Q Kt 3d; B at K R 2d; Kt at Q B 7th; P's at K Kt 4th, and K 3d and 4th.

White to play and mate in four moves.

## No. 8. By Mr. A. G. McC.

WHITE.—K at K R 2d; Q at Q Kt sq.; R's at K Kt sq., and Q Kt 3d; B's at Q B 8th, and Q Kt 2d; Kt at K Kt 5th; P's at K R 4th & Q 6th.

BLACK.—K at K Kt sq.; Q at Q Kt 2d; R at Q R 2d; Kt's at K B 7th and Q B 4th; P at K R 2d.

White to play and mate in three moves.

## No. 9. By D. B.

WHITE.—K at K Kt 3d; R at Q Kt 5th; Kt at K B 6th; B at Q 4th; P's at K R 2d and K Kt 4th.

BLACK.—K at K Kt 2d; Q at her 7th; R at K R sq.; P's at K Kt 3d, and K B 6th.

Either party to play and mate in four moves.

GAME BY CORRESPONDENCE, JUST TERMINATED,  
BETWEEN STOCKHOLM AND UPSALA.

(The moves appeared originally in the *Stockholm Aftonblatt*, evening paper.)

## BLACK (Stockholm),

## WHITE (Upsala).

- |                   |                |
|-------------------|----------------|
| 1. K P two        | K P two        |
| 2. K Kt to B 3d   | Q Kt to B 3d   |
| 3. B to Q B 4th   | B to Q B 4th   |
| 4. Q Kt P two     | B takes Q Kt P |
| 5. Q B P one      | B to Q R 4th   |
| 6. Castles        | B to Q Kt 3d   |
| 7. Q P two        | B to K 2d      |
| 8. P takes K P    | Q Kt takes P   |
| 9. K Kt takes Kt  | Q takes Kt     |
| 10. Q to Q Kt 3d  | Q to K R 4th   |
| 11. K P one sq    | K Kt to = 2d   |
| 12. K to R sq     | Castles        |
| 13. Q B to R 3d   | Q takes K P    |
| 14. Kt to Q 2d    | Q P two        |
| 15. Q R to K sq   | Q P takes B    |
| 16. Kt takes P    | Q to Q 4th     |
| 17. B takes Kt    | R to K sq      |
| 18. Kt takes B    | Q takes Q      |
| 19. R P takes Q   | R P takes Kt   |
| 20. B to Q 6th    | B to K 3d      |
| 21. B takes Q B P | Q R to Q-B sq  |
| 22. B takes P     | Q R takes P    |
| 23. Q Kt P one sq |                |

Drawn Game.