

C H E S S .

(To Correspondents.)

II. C. H.—Below you will find the solution of the game recorded in our July No., page 104, between M. Matshego and Mr. Falkbeer. Your attempt is far from correct.

A. M. S.—Thanks. We publish your problem in the present number.

Cloverfield.—Your Enigma appears (this month considerably altered, though we think we have maintained your idea.

PHILAS.—Your communication was received too late to be acknowledged last month. You have solved Enigmas 28 and 29 correctly. You have failed in the Problem.

Solution to Problem 9 by J. H. R. is correct.

Solutions to Enigma in our last by J. B. Amy, and C. C. are correct.

* We withhold the solution to Problem 9 until our next issue.

SOLUTION TO END GAME.*

White. (M. M.)

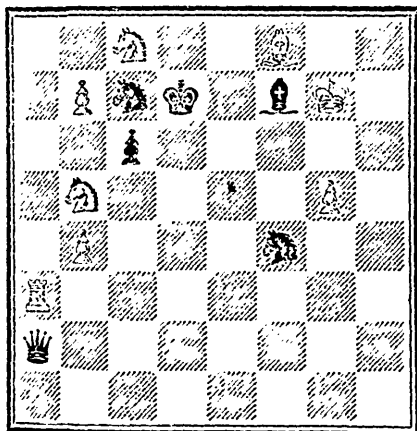
Black. (Mr. F.)

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|-----------------------------|-------------------------|
| 17. K takes Q. | Q takes Kt (ch). |
| 18. K to Q B 4th. | Kt to K B 3d (ch). |
| 19. K to Kt 5th. | Q B to K 3d (ch). |
| 20. K to R 4th. | P to Q R 3d (ch). |
| 21. Kt tks P (best) or (A.) | P to Q Kt 4th (ch). |
| 22. K takes P. | P takes Kt (double ch). |
| 23. K takes P. | R to R 4th (ch). |
| 24. K takes Kt. | B to Q 4th (ch). |
| 25. K to Q 6th. | Kt mates. |
- (A.)
- | | |
|-----------------|------------------------|
| 22. B takes P. | P takes B (double ch). |
| 23. K takes P. | R to R 4th (ch). |
| 24. K takes Kt. | B mates. |

PROBLEM No. X.

By A. M. S. of Toronto.

BLACK.



WHITE.

White to play and mate in four moves.

* Published in July No., page 104.

ENIGMAS.

No. 31. By Cloverfield.

WHITE.—K at K 5th; Q at K sq.; B at Q 6th.
BLACK.—K at Q R 7th; P at Q Kt 7th.

White to play and mate in four moves.

No. 32. By C. W.

WHITE.—K at Q Kt 5th; Q at K sq.; Bs at K R 4th and Q Kt sq.; Kts at Q 7th and Q Kt 4th.

BLACK.—K at Q 5th; Rs at K B sq and 3d; B at K R 3d; Ps at K 6th, Q 4th, and Q Kt 3d and 6th.

White to play and mate in two moves.

No. 33. Curious Partito Practico, from Lalli's "Centuria di Partiti."

WHITE.—K at his R sq; R at K Kt 2nd; R at Q B sq.

BLACK.—K at Q B 3d; R at K Kt 2d; Kt at K Kt 3d; B at Q B 4th; Ps at K R 3d and Q Kt 3d.

White to draw the game in ONE move.

REMARKABLE DISCOVERY OF VALUABLE M.S.S. ON CHESS.

A discovery of singular interest—not simply to the votaries of chess, but to all who have a taste for mediæval lore—has recently been made in two of the fine libraries of Florence. Signor Fantacci, Ministero del' Interno, has succeeded in disinterring from the dust in which they have slumbered, uncatalogued and unknown for centuries, some M.S.S. on Chess, of priceless rarity. Immediately upon the discovery of these treasures, M. Fantacci, with a liberality rare as the M.S.S. themselves, set about procuring copies of the chief works; and with the sanction of the Grand Duke, placed the whole, in the most flattering manner, at the disposal of Mr. Staunton, a noble compliment to that gentleman's services in the promotion of the game of chess.

Some idea of the value and importance of these M.S.S. both to the chess-player and the bibliophile, may be formed from the following list of those of which copies have been completed, or are in progress:—

1. A beautiful parchment M.S., in Latin, by Bonus Socius (evidently a pseudonym), containing finely-executed diagrams, in colours, of problems and curious End games, supposed to be one of the earliest European works on practical chess extant, and to have been written at the latter end of the thirteenth, or beginning of the fourteenth century.

2. A parchment M.S., in Latin, of the fifteenth century, containing problems and critical positions.