CHESS.

(To Correspondents.)

C. J. H., HAMILTON.-Thanks for the explanation. The game, however, possesses scarcely interest enough for our nages.

JUVENIS .- In opening a game, your first object should be to make a way for your pieces to come out, that you may post them advantageously, and have them in readiness both to attack and defend.

AMY .- We are sorry that we cannot make use of your exceedingly pretty little four-move problem, as it admits of a very common-place solution in three.

Solutions to Problem No. 20, by Amy, C. J. II, Hamilton, J. H. T., Lennoxville, C.E., and J. B., are correct.

Solutions to Enigma in our last by the above, and R. G., Cobourg, and Evans, are correct.

SOLUTION TO PROBLEM No. XX. White.

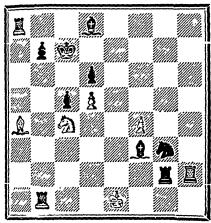
Black. 1. Kt takes K Kt P (ch). 2. Kt takes K R P (ch). 2. Kt takes K K r (ca. 2. Q to K Kt 2d (ch).

B takes Kt. R takes Kt. l' mates.

PROBLEM No. XXI.

By Stamma.

BLACK.



WHITE.

White to play and mate in ten moves.

EMIGMAS.

No. 55. By M. D'Orville.

WHITE.-K at Q R sq; Q at K B 4th: R at 29, Q to R 5th. KKt 5th; Rat Q 4th; Ps at Q 3d & Q Kt 4th. BLACK .- K at Q B 6th; Q at K R 6th; R at K 3d; R at Q Kt 6th; B at Q 4th.

White to play and mate in three moves.

No. 56. By A. Anderssen.

WHITE.—K at Q R sq; Q at K 2d; B at K 6th; Ps at K 5th, Q 4th and 6th, Q B 5th, and

BLACK .-- K at Q B 3d; Q at K R 8th; R at QKt 2d; Bat QKt sq; Kts at K sq and QKt 8th; P at Q B 2d.

White to play and mate in three moves.

No. 57. By Mr. S. Angas.

WHITE.—K at Q B 7th; R at Q B sq; Bat KKt 4th; Ktat Q 3d; Pat KB 2d.

Black.—K at Q 4th; P at Q 5th.

White to play and mate in three moves.

No. 58. By the Same.

WHITE .- K at Q 2d; Rat K B 5th; Kt at K 5th; Kt at QR 3d; Ps at K Kt 3d, & KB 4th. BLACK .- K at Q 5th; P at Q B 3d.

White to play and mate in five moves.

No. 59. By the Same.

WHITE .- K at Q B 2d; Q at her Kt3d; R at K 7th; Rat Q B 7th; B at Q B 8th. BLACK .- K at Q Kt 3d; Q at her R 6th; R at QR sq; Rat QR 4th; Bat KR 4th; Kt at K sq; Ps at Q 3d, Q B 4th, and Q Kt 4th.

CHESS IN ENGLAND.

GAME No. I.

The following fine game is one of a match recently played between two German players of some celebrity in the Chess world:

White (HERR J.), Black (HERR Z.). P to K 4th. P to K 4th. Kt to K B 3d. Kt to Q B 3d. P to Q B 3d. P to Q 4th. Q to Q R 4th. Q to Q 3d. 5. P takes P. Q takes P. 6. B to Q B 4th. Q to Q 3d. 7. P to Q Kt 4th. B to Q 2d. 8. P to Q Kt 5th P to K 5th. 9. Kt to KKt 5th (a). Kt to K 4th. 10. Kt takes K P. Q to K Kt 3d. Castles. P to K R 4th (b). 11. 12. P to K B 4th. Kt takes B. 13. Q takes Kt. Q to Q Kt 3d (ch). 14. P to Q 4th. B takes Kt P. 15. R to K sq (c). 16. Q to Q Kt 3d (d). Castles. R to K sq B to Q R 3d. Kt to K B 3d. 18. B takes B. Kt takes Kt. 19. B takes Kt P. Kt to Q B 4th (e). 20. R takes R. R takes R. 21. P takes Kt. R to K 8th (ch). 22. K to B 2d. R to B 8th (ch). Q takes P (ch). 23. K to K 3d. 24. B to Q 4th. Q to K 2d (ch). 25. B to K 5th. Q to R 5th (f). 26. Q takes B. Q to B 7th (ch). Q takes P (ch). 27. K to K 4th. 28. K to Q 4th. P to Q B 3d. P to Q Kt 3d. 30. Q takes R P. Black announced mate in four moves (g).

- (a) It would be stronger play to take Kt with P, and upon Black replying with B, takes P, White would move Q to Q Kt 3d, &c., having a superior game.
- (b) It is obvious that Black could not take the Kt withlosing his Queen.
- (c) A beautiful coup de ressource to avoid the loss of the exchange. Black cannot take the Queen without being mated in two moves.
- (d) White did not venture to capture K B P, on ac-