

GAME No. 11.

Our contributor Herr H. Myer gives the odds of K Kt.

KING'S B'S OPENING.

WHITE, <i>Herr Meyer.</i>	BLACK, <i>Mr. W.</i>
1. P. to K. 4.	P. to K. 4.
2. K. B. to B. 4.	P. to Q. B. 3.
3. P. to Q. 3.	P. to Q. 4.
4. K. P. takes P.	B. P. takes P.
5. K. B. to Kt. 3.	Q. Kt to B. 3.
6. Castles.	Q. B. to K. 3 (a)
7. P. to K. B. 4.	K. B. to B. 4. (ch.)
8. K. to his R. sq.	K. B. to Q. 3.
9. P. to K. B. 5.	Q. B. to Q. 2.
10. K. B. takes P.	K. Kt. to B. 3.
11. Q. B. to Kt. 5.	P. to K. R. 3.
12. B. to K. R. 4.	Q. to her Kt. 3.
13. Q. B. takes Kt.	Kt. P. takes B.
14. Q. to K. R. 5.	K. R. to his 2.
15. Kt. to Q. B. 3.	Castles.
16. Q. Kt. to K. 4.	K. B. to K. 2.
17. K. B. takes P.	Q. takes Kt. P.
18. P. to Q. B. 3.	K. R. to Kt. 2.
19. P. to K. Kt. 3.	Q. R. to R. sq. (b)
20. Q. R. to Kt. sq.	Q. to her B. 7.
21. K. B. to B. 4.	Q. B. to K. sq.
22. Q. to K. B. 3.	Q. Kt. to R. 4.
23. K. B. to K. 6. (ch.)	Q. B. to Q. 2.
24. Q. R. to Kt. 5.	P. to Q. Kt. 3.
25. Kt. to K. B. 2.	K. to Q. B. 2.
26. K. B. takes B.	K. takes K. B.
27. Q. R. takes Kt.	Kt. P. takes R.
28. Q. to Kt. 7. takes	K. to home.
29. Q. Kt. to K. 4.	Q. takes Q. P.
30. K. R. to B. 2.	K. R. to Kt. 5.
31. Q. to B. 8. (ch.)	Q. to home.
32. Q. to her B. 4.	P. to K. R. 4.
33. P. to K. R. 3.	K. R. to Kt. 2. (c)
34. K. R. to Q. 2.	Q. to R. sq.
35. K. to his R. 2.	P. to K. R. 5.
36. P. to K. Kt. 4.	Q. to Kt. sq.
37. Q. to K. 6. (d)	K. to his B. sq.
38. Kt. takes B. P!	P. to K. 5. <i>dis</i> (ch.)
39. K. to his R. sq.	K. B. to B. 4.
40. R. to Q. Kt. 2.	Q. to R. sq.
41. Kt. to Q. 7. (ch.)	K. R. takes Kt.
42. Q. takes K. R.	K. B. to Kt. 3. (e)
43. P. to K. B. 6.	P. to K. 6. <i>dis</i> (ch.)
44. R. to K. Kt. 2.	Q. to K. 5.
45. Q. to Kt. 7. (ch.) and wins.	

And White resigns.
NOTES TO GAME II.

(a) He wastes time, and deploys his Bishops but indifferently.

(b) To advance R. P; but he does not see time to do it effectively.

(c) Would better take Kt.

(d) A grasp his adversary does not shake off.

(e) If R. to R. 3, White's win seems more difficult.

GAME No. 12.

Skirmish Played at Montreal Chess Rooms, a few evenings ago, Mr. Ascher giving the odds of Queen's Knight to a well-known strong member of the club.

(Remove White's Queen's Knight.)

Philador's Defence.

WHITE, <i>Ascher.</i>	BLACK, <i>Mr. —</i>
1. P. to K. 4.	1. P. to K. 4.
2. K. Kt. to B. 3.	2. P. to Q. 3.
3. P. to Q. 4.	3. B. to Kt. 5. (a)
(a.) This player believes the great strength of one who receives odds lies in exchanging as quickly and often as possible.	
4. B. to B. 4.	4. B. takes Kt.
5. Q. takes B.	5. Q. to B. 3. (b)
(b.) More exchanges.	
6. Q. to Q. Kt. 3.	6. P. to Q. Kt. 3.
7. P. takes P.	7. P. takes P.
8. Castles.	8. B. to Q. 3.
9. P. to K. B. 4.	9. P. takes P.
10. B. to Q. 2.	10. Kt. to K. 2.
11. B. to B. 3.	11. Q. to Kt. 3.
12. P. to K. 5.	12. B. checks.
13. K. to R. sq.	13. B. to K. 6.
14. Q. B. to Kt. 4.	14. Kt. to B. 4. (c)
(c.) A splendid <i>coup</i> , threatening mate in two moves.	
15. R. to B. 3. (d)	
(d.) Ill-considered—in fact a bad move.	
15. Kt. to Kt. 6. ch. (e)	
(e.) Black fails to take advantage of White's last weak move; he should have played Kt. to R. 5.	
16. R. takes Kt.	16. P. takes R.
17. Q. takes B.	17. P. to B. B. 4.
18. B. to Kt. 5. ch	18. K. to K. 2. (f)
(f.) Why Black wishes thus needlessly to rush into danger by bringing out his King we fail to understand.	
19. B. takes P. ch (g)	
(g.) A sound sacrifice.	
19. P. takes B. (h)	
(h.) Now all is over.	
20. Q. takes P. ch	20. K. to Q. 4.
And White mates in a few moves.	

CHESS WAIFS.

The match between Zukertort and Blackburne has come to an inglorious end. Two games only were played. The first, won by Blackburne, was very mediocre; the second—a much better specimen of chess skill—was scored by Zukertort; then for some reason (we believe the non-placement of stakes by one or both) the