

CHIESS.

(To Correspondents.)

True.—There is scarcely anything more improving to the young player than the study of ingenious Chess Problems, especially such as most nearly resemble positions which occur in actual play, and which are solvable in four or five moves. We give below the solutions you require.

A. M. S.—How could you have overlooked the fact that if Black advanced his P to Q 6th, the adverse rook would be played to K 5th, and mate be given next move with one or other of the Knights.

F. W. S.—1. Stale-mate is a drawn game. 2. A player may claim a Queen for every Pawn of his which reaches the 8th sq., and have all he can obtain on the board at once.

Solutions to Problem 12, by J. B., R. E. B., and J. H. R., are correct.

Solutions to Problem 13, by J. B., J. H. R., Amy, F. W. S., and Tyro are correct.

Solutions to Enigmas in our last, by Amy, F. W. S., R. E. B., Tyro, and C. C., are correct.

SOLUTION TO PROBLEM No. XII.

White.

Black.

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|-------------------------|---------------|
| 1. Q to her Kt 6th. | B takes B. |
| 2. Q takes P (ch). | B interposes. |
| 3. Q to her B 5th (ch). | B interposes. |
| 4. Kt to Q B 7th (ch). | K to R 2d. |
| 5. Q to R 6th (ch). | R takes Q. |
| 6. Kt mates. | |

SOLUTION TO PROBLEM No. XIII.

White.

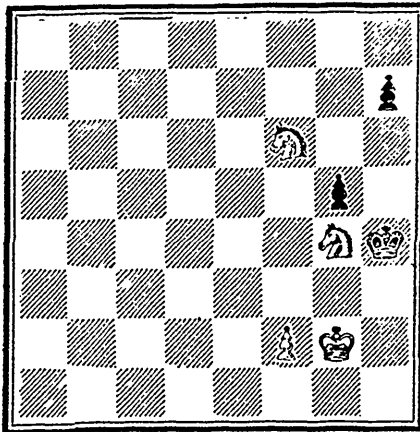
Black.

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|---------------------|-------------|
| 1. Kt to Q 4th. | K takes P. |
| 2. Q takes Kt (ch). | Kt takes Q. |
| 3. B mates. | |

PROBLEM No. XIV.

By J. B. C., Toronto.

BLACK.



WHITE.

White to play and mate in three moves.

ENIGMAS.

No. 40. By Percie.

WHITE.—K at Q B 7th; B at K B sq; Kt a. Q 7th; Ps at K 2d and 4th, Q 3d, and Q R 3d.

BLACK.—K at Q Kt 4th; Ps at Q R 4th and 5th.

White to play and mate in three moves.

No. 41. By Mr. C. E. Rankin.

WHITE.—K at Q R 4th; R at K 2d; Bs at Q 7th and Q Kt 6th; P at Q Kt 2d.

BLACK.—K at Q B 5th; Q at K Kt sq; Ps at Q 3d, Q B 2d, and Q R 2d.

White to play and mate in four moves.

No. 42. By Mr. C. E. Rankin.

WHITE.—K at K Kt 4th; B at K Kt 8th; Kts at K R 5th and K Kt 5th; P at K 6th.

BLACK.—K at his R 3d; P at K 2d.

White to play and mate in five moves.

GAME.

(King's Knight's Opening.)

White (CAPT. E.)

Black (M. H.).

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|-------------------------|------------------------|
| 1. P to K 4th. | P to K 4th. |
| 2. K Kt to B 3d. | Q Kt to B 3d. |
| 3. P to Q B 3d (a) | P to K B 4th. |
| 4. P to Q 4th. | P takes Q P. |
| 5. P to K 5th. | P takes Q B P (b). |
| 6. Q Kt takes P. | K B to Q Kt 5th. |
| 7. Q B to K Kt 5th. | K Kt to K 2d. |
| 8. K B to Q B 4th. | P to Q 4th. |
| 9. P tks P (in passing) | Q takes P. |
| 10. Q to K 2d. | Q Kt to Q 5th. |
| 11. K Kt takes Kt. | Q takes Kt. |
| 12. Castles. | Q B to Q 2d. |
| 13. Q Kt to Q 5th (c). | Castles on Q side (d). |
| 14. Q B takes Kt. | B takes B. |
| 15. Kt takes B (ch). | K to Kt sq. |
| 16. K R to Q sq. | Q to K R 5th. |
| 17. B to Q Kt 3d. | Q to K R 3d. |
| 18. R to Q 2d. | P to K B 5th. |
| 19. Q R to Q sq. | P to K B 6th. |
| 20. Q takes P. | P to Q R 3d. |
| 21. R takes B. | R takes R. |
| 22. R takes R. | Q to her B 8th (ch). |
| 23. Q to her sq. | Q takes Kt P. |
| 24. R checks. | R takes R. |
| 25. Q takes R (ch). | K to R 2d. |
| 26. Kt to B 6th (ch). | P takes Kt. |

And White mates in five moves.

Notes.

(a) We are surprised this safe and effective mode of opening the game is not more frequently adopted.

(b) This is ill judged: it brings a piece of the opponent's into immediate play.

(c) Far better than R to Q sq.

(d) A piece was inevitably lost, we believe, and Black did right in giving it up at once, to bring his other forces in action.

(e) This game is much below the average force of M. H.'s play.