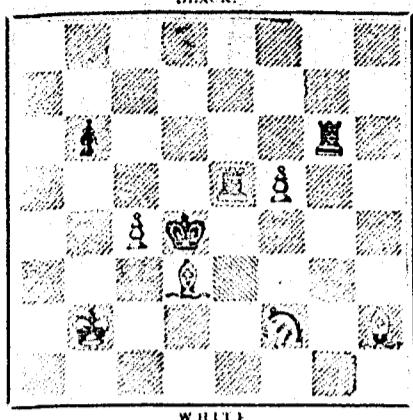


evening amusement of some nature in many cases must be provided for all members of the family, a more innocent one than Chess could not be selected, and it has the advantage over many others of affording a most invigorating exercise of the mental powers.

PROBLEM No. 145.
BY J. W. ABBOTT.

BLACK.



WHITE

White to play and mate in three moves.

CHESS IN ENGLAND.
GAME 2130.

Played by correspondence between A. Smith, Esq., of London, and Mrs. Brown, of Brighton.
(Petroff Defence.)

WHITE.

(Mr. A. Smith)

1. P to K 4
2. Kt to K R 3
3. Kt to B 3
4. P to K R 3 (ch)
5. B to B 4
6. P to Q 4
7. Kt takes P
8. Kt to B 3
9. Q to Q 3
10. P to K 5
11. Q takes B
12. B to K 3 (ch)
13. Kt to Q 5 (ch)
14. Kt takes Kt (ch)
15. Q to K 4 (ch)
16. Kt takes B
17. Kt to B 3
18. Q to K 3
19. Castles K side
20. B to K 5
21. Q to K 8 (ch)
22. Kt takes B
23. P to K 4
24. P to K 5
25. Q to K 8
26. P to K 6
27. Q to K 7 (ch)
28. Kt takes Kt (ch)
29. Q to K 4 (ch)
30. Kt takes B
31. P to K 5
32. Q to B 7 (ch) (ch)
33. Q takes R P
34. B takes R
35. Q takes P
36. Q to Q 4 (ch)
37. Q to B 8 (ch)
38. B to Q 7
39. P to K 6 and wins.

NOTES.

- (By W. N. Potter. Condensed.)
- (a) Avoiding the complexities of the four knights game.
- (b) P to Q 4 is better here.
- (c) Not so good as Kt to Q B 3.
- (d) By this move a pawn is lost.
- (e) A skillful and embarrassing move.
- (f) The correct reply was Kt takes Kt, followed by Q to B 2.
- (g) A formidable stroke, winning back the pawn and casting on Q's side would, perhaps, have been dangerous at this point in the game.
- (h) The only move.
- (i) White's best chance was P to R 3.

CHESS IN CANADA.
GAME 2140.

(From the Illustrated New York.)
Played at the Annual Congress of the Canadian Chess Association, held at Quebec 28th August, 1877.

(Sicilian Defense.)

WHITE.

(Mr. J. W. Shaw.)

1. P to K 4
2. P to B 4 (ch)
3. Kt to K B 3
4. B to K 2
5. P to Q 3 (ch)
6. B to K 3 (ch)
7. Kt takes Kt
8. Kt to Q 2
9. P to K 5
10. Kt to K 4
11. B takes K P
12. P takes P (en pass)
13. P to B 3
14. B to K 5 (ch)
15. Q to B 2
16. Kt takes P
17. B to R 5 (ch)
18. B takes B (ch)
19. P to K R 4
20. Q takes B
21. Q to K 7 (ch)
22. Q takes Kt (mate)

NOTES.

- (a) Not a good continuation; it allows the second player to convert the game into a variation of the French opening, favourable to the defense.
- (b) He should rather have played (3) P to Q 4, which would have given him the better game, whilst Kt to Q B 3 leads to positions nearer equality.
- (c) Again, P to Q 4 should have been played—the text move is very feeble and entirely unnecessary.
- (d) White, on the other hand, has so far played his opening as recommended for the variation he has chosen, and this is the orthodox 5th move; but Black having wasted time on his last play, White, perhaps, had better have castled here, preparing for a vigorous attack.
- (e) Black appears unconscious of any necessity of developing his game.
- (f) We should have preferred (6) P to Q B 3, which would lead to a formidable centre of pawns.
- (g) A move like this, in the present state of Black's game, is absolutely suicidal.
- (h) Even thus early, his game is hopelessly compromised.
- (i) Better than taking the pawn at once. If, in reply, Black moves P to B 3, White can first check with Bishop, and then castle.

(j) To put himself out of his misery as speedily as possible, we presume.

SOLUTIONS.*Solution of Problem No. 143.*

- | | |
|-----------------------------|---------------|
| WHITE. | BLACK. |
| 1. B to R 7 | 1. K takes B |
| 2. P to B 8 becoming a Rook | 2. K takes Kt |
| 3. R mates. | |

Solution of Problem for Young Players, No. 141.

- | | |
|--------------------|--------------|
| WHITE. | BLACK. |
| 1. Q takes Kt (ch) | 1. P takes Q |
| 2. B to K R 6 (ch) | 2. K to Kt 9 |
| 3. R takes R (ch) | 3. Q covers. |
| 4. R takes Q mate. | |

PROBLEMS FOR YOUNG PLAYERS NO. 142.

- | | |
|---------------|---------------------------|
| WHITE. | BLACK. |
| K at K Kt sp. | K at K R 5 |
| Q at Q K 3 | Q at Q 9 |
| R at K K 7 | R at K 2 |
| P at K K 2 | Pawn at K R 4, and K Kt 5 |
- White to play and mate in two moves.