

80. DOUBLE ACROSTIC.

- 1. A town in England 'tis, I ween, From which the sunny waves are seen. 2. This is in Europe, we are told; The weather there is somewhat cold. 3. A Turkish name you here may see; He once was great as man may be. 4. This is in Russia, I confess; 'Tis very easy, too, to guess. 5. A process logical, I say; We often do it every day. 6. In a republic 'tis a town, Some time ago of great renown. 7. Scholastic town near London; ay, A poet there one time did stay. If the initials down you read, And fnals upwards, then, indeed, You'll see a class, of whom, tho', The British nation may be proud.

JOSEPH XAVIER.

81. ANAGRAMS—WRITERS.

- 1. Paint nice, Amy dear; 2. O, Will, nice silk; 3. Usage gags a true soul; 4. Game, Joe wonder; 5. Another toll pony; 6. Search, dealer; 7. Dip on him, Will, how extra; 8. Lor, kiss her boy; 9. In man see jail bird.

OLD SALT.

82. ARITHMETICAL PUZZLES.

I. Take eleven times five, One hundred more, Then please add to it A fifth of a score. The first of all figures Then place them aright, And a brave old soldier You'll bring into sight.

II.

Twice one hundred, Seven times one, One-fourth of nine, And then you've done. Put them in order, Then quickly is seen, That to part or separate My total does mean.

C. P. MITCHELL.

83. DECAPITATIONS.

- 1. Whole, I am a great power; behead, a greater. 2. Whole a great power; behead, and find a smaller. 3. Whole, I darken; behead, I connect; again, I mark. Whole, I'm a change; beheaded, I strive; again, I open.

EUREKA.

84. CHARADE.

My first, transposed, a weapon will state; Value my second will indicate. If you the twain will correctly bind, A famous poet you then will find.

R. W. G. ADKINSON.

85. DOUBLE ARITHMOREM.

- 100 and ha shireff (a prussian lagoon) 501 " no take rear (a town of Russia) 500 " he poor (a celebrated courtesan of Greece) 1008 " a (a man's name) 151 " rob fame (a town in Devonshire) 1 " harp soon (an ancient city of Persia) 101 " K a a (a fixed body) 101 " no tree (modern) 2000 " book say o o (an ancient register of estates) 1 " queer s (a title) 1150 " rare K (a well-known fish) 500 " ogrape (one of the harpies) 300 " ere tin (singularity of disposition) 50 " refuge N. T. (Brilliant) 100 " he too (a Shak-sperian character) 100 " or he rest (a city in Kent). 101 " orono (a river of South America) 50 " a fast if (a character in "Merry Wives of Windsor") 50 " big (smooth) 2 " a stone sport (a maritime province of Brazil) 1 " large H (a celebrated Englishman) 200 " ye son ne (the Goddess of Memory) 2001 " not urd (the birth place of "Sallust") 6 " on (a town of northern Italy) 2002 " say a ko (an island of Japan).

The initials and finals of the above, read downwards, will name two generals opposed to each other during the "Thirty Years' War."

86. FIGURE REBUS.

"He fell in harness, as a soldier ought, The ink scarce dry in the unwearied pen, Thinking of other battles to be fought, Fresh laurels to cull, new praise of men."—Punch.

My 6, 33, 34, 30, 4, 39, 33 name the inventor of the acromatic telescope—he died in 1761. My 21, 17, 2, 7, 3, 28, 9, 6 name the founder of a famous pottery ware—died 1795. My 24, 31, 10, 33, 18, 25, 32, 9, 29 name a famous poet—died 1824. My 15, 20, 14, 39, 2, 8, 23 name the elder of two brothers—African travellers; he died 1834. My 18, 5, 19, 29, 12, 30 name a great engineer, who died 1849. My 6, 1, 32, 19, 35, 27, 22, 10 name a Dutch admiral beaten by Blake, February, 1653. My 23, 9, 18, 12, 5, 36, 25, 1, 13, 38, 10, 6, 17 name a physician and the author of several works on "Knowledge;" he died 1558. My 9, 21, 8, 29, 11, 16, 1, 39, 2, 31, 21, 1, 32 name a valorous Welshman who fought by the side of Hotspur at the battle of Hatley Field. My 21, 4, 37, 26, 35, 30, 17, 5 headed an insurrection by the peasantry in 1381.

W. GODBY.

87. ENIGMA.

Daughter of Eve, just listen and wonder,

Never more grieve, you of forty and under, If beauty and you should be torn asunder, And loveliness fade from your cheek. When you have much you always abuse me, When you have little you try to amuse me: When it's curtailed, you cannot but choose me, For then you will get what you seek.

P. J. O'H.

88. DOUBLE ARITHMOREM.

- 302 and ohannah (a country in Asia) 550 " a hen (a celebrated musician) 600 " near of (a town in Germany) 100 " horse ter (a town in England) 52 " rope (one of the Oceanides) 1000 " wear (a man's name) 501 " pert rows (a flower) 500 " roe (a celebrated artist) 1 " hop on (a son of Sophocles) 105 " near (a cave) 500 " inky (benevolent) 1500 " aone Spain (a famous Theban) 101 " onun (a messenger) 50 " soon (one of the seven wise men of Greece)

G. J. B., Jun.

89. CHARADE.

My first is best used by those—oh for a rhyme! Who justly consider the value of time; For business, for pleasure, or for play, Its beat is consulted by night and by day. My second's too easy to guess, I much fear, I'm bound to transcribe it so plainly here. My third will be found in the science balloon, Though e'en in the depths of the seas 'tis a boon; In the work-bag, the toilette, by hedge, or by brook, Worn by gardener, gamekeeper, mistress, and cook. My whole, store of history, science, and art, To wisdom what help do its treasures impart! My first brought it to me; my second, with care, Laid its stores, interesting, and curious, and rare, And my third brought no few of the gems that are there.

B. J. T.

ANSWERS.

58.—SQUARE PUZZLE.—Denham and Milton.—

DENHAM ENZELI NICKEL HERMIT APOLLO MILTON

54.—LOGOGRIPHS.—1. Beast, best. 2. Claret, clear.

55.—CHARADE.—Spurgeon—Spur, Ge, On.

56.—CONUNDRUMS.—1. Because it is a corn (acorn) field. 2. When it is a dress (the address). 3. Because they need (knead) bread. 4. Wells. 5. When they are belles (bells).

57.—CONICAL PUZZLE.—

C RAT OUNCK VULTURE HINDOSTAN LONDONPRIDE

CAISSA'S CASKET.

SATURDAY, Sept. 20th, 1878.

All communications relating to Chess must be addressed "CHECKMATE, London, Ont." We should be happy to receive a few unpublished two-move problems for "Caissa's Casket."

TO CORRESPONDENTS.

ALPHA.—We purpose very shortly to give you ample information relative to the proper method of opening the game. N. W. COX.—For directions how to castle on the Queen's side see below.

SOLUTION TO PROBLEM No. 3.

- White. Black. 1. B. to Q. 7th. 1. Any move. 2. Q. or B. mates accordingly.

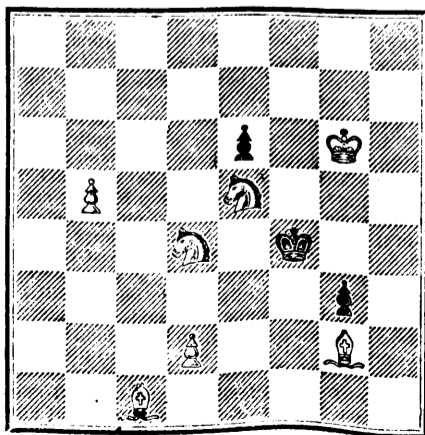
SOLUTION TO PROBLEM No. 4.

- White. Black. 1. B. to K. B. 8th. 1. Any move. 2. B. or Kt. mates accordingly.

PROBLEM No. 5.

By "CHECKMATE."

BLACK.

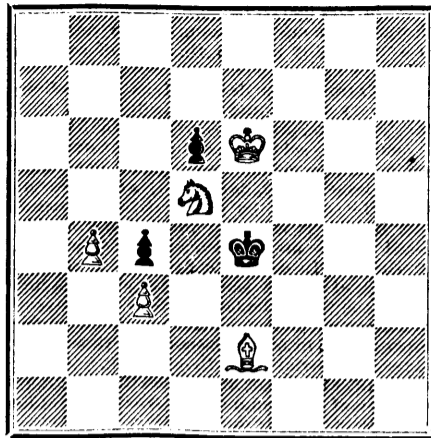


WHITE.

White to play and mate in two moves.

PROBLEM No. 6.

By D'ORVILLE. BLACK.



WHITE.

White to play and mate in two moves.

INSTRUCTION IN CHESS.

By CHECKMATE.

Technical terms used in the game.

Without a knowledge of the technical language of chess, my readers will scarcely understand much that will follow in the course of these lessons. I therefore, propose to give you a list of the terms usually employed by chess players, for present instruction and for future reference.

CHECK, has been already explained. When the King is within range of an adverse piece or Pawn, he is "in check," and the player whose man makes the attack must announce the fact by saying, "check."

CHECKMATE is such position that the King, being actually in check, cannot escape; when that occurs, the game is lost to the player whose King is so confined; he is checkmated.

STALEMATE is when the King not being in check, has the move but can make no move without going into check. The game is then drawn, and neither side can claim it. Stalemate cannot occur, however, if the player has any piece or Pawn which is capable of being moved. We see, then, that the sole object of the player is either to checkmate his adversary's King, or prevent his own from being checkmated.

DISCOVERED CHECK occurs when by moving one piece another is made to check the adverse King. Set up the following pieces on the squares named:

- White. Black. K. on Q. Kt. 4th. K. on Q. R. 3rd. B. on K. B. 1st. P. on Q. R. 2nd. Kt. on Q. 3rd. P. on Q. R. 5th.

By moving the White Kt. you discover check to the Black K. from the Bishop.

DOUBLE CHECK is when the King is attacked by two pieces at the same time, which can only occur when a piece discovers check from another and also gives check itself. In the position above, if the Kt. be moved to Q. B. 5th. you have an illustration of double check and also of checkmate. By moving the Bishop (instead of the Knight) to K. Kt. 2nd., you will observe that Black can neither move the King or Pawn and is therefore stalemated.

CHECK PENETRANT occurs when by checking a King you are enabled to attack or capture a piece, on the removal of the King, which was previously covered or protected by it.

PERPETUAL CHECK occurs when one player at every successive move can check the other, without the latter being able to evade or escape the attack. If the assailant persists in making that move or series of moves, the other player may claim to have the game declared drawn.

SMOTHERED MATE is a term sometimes employed to express the position of a King so surrounded by his own forces that he cannot escape the attack of a Knight or a Pawn; with good players such an accident rarely occurs.

DRAWN GAMES are those in which neither side can win.

A DOUBLED PAWN is the first one of two of the same color standing upon the same file.

A PASSED PAWN is one that has no adverse Pawn in front of it, either upon its own file or the file adjoining.

AN ISOLATED PAWN is one that is unprotected by any other Pawn or piece.

QUEENING A PAWN is accomplished by advancing it to its eighth rank, and immediately exchanging it for a Queen or other piece. Thus a player may have two or more Queens, three or more Rooks, Bishops or Knights, on the board at the same time.

TAKING EN PASANT (pronounced en passant).—This is a move confined to the Pawns. At its first move a Pawn may go two squares. If in doing so it pass over a square attacked by an adverse Pawn standing on its fifth rank, the last mentioned Pawn may take the other, if the player choose, at the next move (only) as if it had gone but one square. This capture is called taking en passant (in passing).

RANK AND FILE.—Each line of eight squares running across the board from left to right is called a "rank," and each line of eight squares running across the board from player to player, is called a "file." The ranks number in order from each player's side of the board; the files are named after the piece which stands upon either end.

FORKING is a term used to express a simultaneous attack by one piece or Pawn upon two or more of the enemy's men.

EN PRISE.—A man which is liable to be taken by the enemy at his next move, is said to be en prise.

TO INTERPOSE, is to place a man on a square between the attacking man and the man attacked.

CASTLING.—Once in every game the King is permitted to "castle," provided (1) that neither the King nor the Rook with which he intends to castle has moved during that game, (2) that the King is not in check; (3) that all the squares between the King and the Rook are unoccupied; (4) that the King neither passes over nor on to a square attacked by any of the adverse men. This peculiar move is performed in the following manner:—If a player wishes to castle on his King's side, and can do so without violating any of the rules I have given, he moves the King to K. Kt. 1st. and then places the King's Rook on K. B. 1st. If he castle on the Queen's side, he plays his K. to Q. B. 1st. and Q. R. to Q. 1st. The object of this compound move is, generally, to place the K. out of danger, and to bring the Rook from the corner into better play.

GAMBIT, in chess, means the offering of a Pawn, Knight or Bishop in an early stage of the game, with a view to obtaining a stronger position if the offer be accepted. The Pawn sacrificed and the one which captures are equally spoken of as the Gambit Pawn.

J'ADOURE, which means "I replace," or "I adjust," is used by a player when, without intending to move a man, he touches it for the purpose of setting it straight on its square.

THE EXCHANGE.—When a player succeeds in winning a Queen or a Rook for a piece of less value it is termed "winning the exchange."

MINOR PIECE.—To distinguish them from the Queen and Rook the Bishops and Knights are called minor pieces, being of less value.

We have now explained to you the meaning of about all the technical terms used in the game of chess. You will very soon become accustomed to their use and will then wonder how you learned them so easily, although just now, I have no doubt, they appear to you extremely dry study. Next week you will be prepared to take up a few of the laws of the game, which it will be necessary for you to be somewhat acquainted with before you can expect to play with your companions in a lawful manner.

You may now play over the moves of—

GAME No. 2.

The following are the moves in a game played recently at Vienna, Austria, between Prof. Anderssen and Mr. Rosenthal.

EVANS' GAMBIT.

- White. Black. PROF. ANDERSSSEN. MR. ROSENTHAL. 1. P. to K. 4th. 1. P. to K. 4th. 2. Kt. to K. B. 3rd. 2. Kt. to Q. B. 3rd. 3. B. to Q. B. 4th. 3. B. to Q. B. 4th. 4. P. to Q. Kt. 4th. 4. B. takes P.

This offer of the Q. Kt. P. at the 4th move in this opening constitutes the gambit invented some years ago by the late Capt. Evans, and gives white a very free and strong position. Black's last reply is

- 5. P. to Q. B. 3rd. 4. B. takes P. 6. P. to Q. 4th. 5. B. to K. R. 4th.

Many players when conducting the attack (the first player is usually said to "attack" and the second player to "defend") prefer to castle before advancing the Queen's Pawn, but the best authorities agree that reversing the order of the moves is the strongest play.

- 7. Castles. 6. P. takes P. P. to Q. 3rd. is Black's usual move in this position and is much preferable to this. 7. P. to Q. 6. 8. Q. to K. Kt. 3rd. 8. Q. to K. B. 3rd. 9. R. to K. 1st. 9. K. Kt. to K. 2nd. 10. B. to K. Kt. 5th.

By this attack upon the Queen and Knight White prevents his opponent castling and greatly improves his position.

- 11. B. takes Kt. 10. Q. to K. Kt. 3rd. 11. K. takes B. If Kt. takes B. White replies 12. Kt. to K. 5th. attacking the Queen and winning a Pawn at least.

- 12. P. to K. 5th. 12. K. to B. 1st. 13. Q. Kt. to Q. 2nd. 13. B. to Q. Kt. 3rd. 14. Kt. to K. 4th. 14. Kt. to Q. 1st. 15. Q. to K. R. 3rd (ch.) 15. K. to K. 1st.

If Black at this stage plays K. to Kt. 1st. Q. to K. 7th wins for White. Professor A. finishes the game very prettily.

- 16. Kt. to K. B. 6th. (ch.) 16. P. takes Kt. 17. P. takes P. (dis. ch.) 17. Q. to K. 5th. 18. R. takes Q. (ch.)

And mates next move.

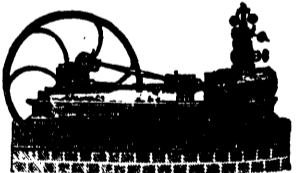
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