

THE CHESS-PLAYER.

[All communications for this department should be addressed to "Chess Editor Argonaut, 213 Dupont Street, San Francisco, Cal."]

The Chess Editor is absent for a few weeks at the East, during which he requests the indulgence of his correspondents. All solutions and other communications will be acknowledged upon his return.

Problem No. C.—By L. P. Rees.

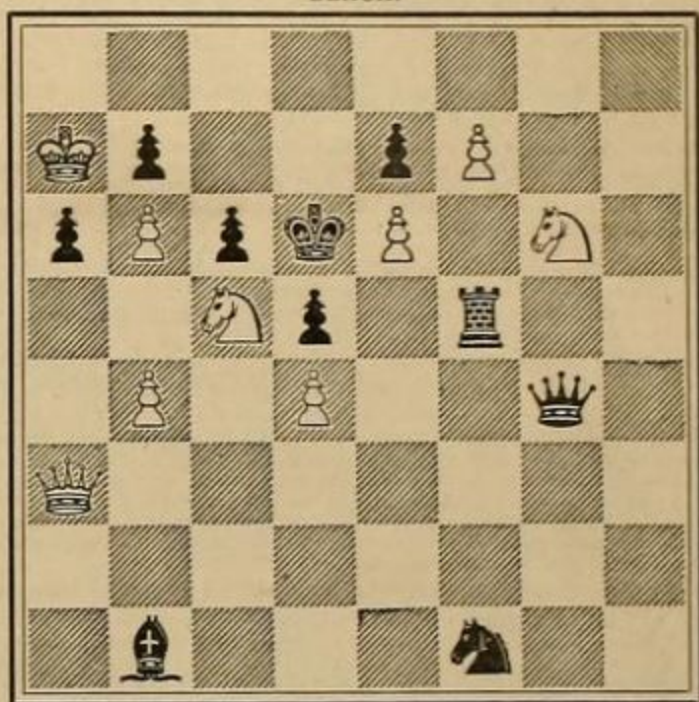
WHITE—King at KB5; Bishops at KR4, K8; Knight at QR5; Pawns at K7, QB4.

BLACK—King at Q3; Rook at QB sq; Bishop at Q sq; Pawns at QB5, QK16.

White to play and mate in two moves.

Problem No. Cl.—By J. Berger, Gratz.

BLACK.



WHITE.

White to play and mate in three moves.

Game No. 58.

A lively specimen of the blindfold play of the late Mr. A. T. Marriott, of Nottingham, England. It was one of three games conducted by him simultaneously and *sans voir* at Bournemouth. The notes are from *Land and Water*.

EVANS GAMBIT.

White.	Black.	White.	Black.
Mr. Marriott.	Mr. F. Budden.	17—P B5	17—Q Kt3 ch
1—P K4	1—P K4	18—K R sq	18—K B sq
2—KKt B3	2—QKt B3	19—Kt B4 (d)	19—Q QB3
3—B B4	3—B B4	20—Q K4 ch	20—P Q3 (e)
4—P QKt4	4—B x KtP	21—Kt Q5	21—Q Q2 (f)
5—P B3	5—B R4	22—P B6	22—P KKt4
6—P Q4	6—P x P	23—QR K sq	23—P Kt3 (g)
7—Castles	7—P x P	24—P K5	24—P B4 (h)
8—Q Kt3	8—Q B3	25—Q K4	25—K Kt sq
9—B KKt5 (a)	9—Q Kt3	26—Kt K7 ch	26—K R sq (i)
10—Kt x P	10—KKt K2 (b)	27—Q x R	27—B Kt2
11—B x Kt	11—B x Kt (c)	28—P K6! (j)	28—R x Q (k)
12—Kt Kt5	12—Kt K4	29—P x Q	29—R Q sq
13—P B4	13—Kt x B	30—Kt K16 ch(l)	30—K R2
14—Q x B	14—K x B	31—R K8	31—R x P
15—Q x Kt	15—P KR3	32—Kt B8 ch	Resigns.
16—Kt R3	16—R K sq		

(a) Adopted by Steinitz in his match with Zukertort. Theoretically 9 P to K5 is superior; but the text move, as less known, offers chances.

(b) The correct defense is 10—B x Kt; 11 Q x B, P to B3; 12 B to B4, P to Q3.

(c) This introduces a curious but not unprofitable position as far as Black is concerned.

(d) It is now position against numerical superiority.

(e) He might and perhaps ought to play 20 Q to Q3, after which he could keep on opposing Queen to Queen until White veered off to a less favorable part of the board. If White refused to go away, then of course a draw by repetitions would ensue. It would certainly be a somewhat cowardly policy to adopt with two Pawns ahead.

(f) This allows of the formidable line which White proceeds to adopt, but there is nothing better as R to QB is threatened.

(g) 23—R to K4 is preferable.

(h) The position is difficult in the extreme. We decide upon 24—R to Kt as the best course open to him.

(i) He evidently thinks that White can not advantageously take the Rook, but in this he is mistaken. 26—R x Kt is incumbent upon him.

(j) This pretty device yields White a clear won game.

(k) If 28—P x P, then 29 Q x R ch, Q x Q; 30 P to B7, and the game is of course over.

(l) A pleasing and elegant wind up.