

# THE CHESS-PLAYER.

All communications for this department should be addressed to "J. E. Tippet, P. O. Box 2546, San Francisco, Cal." Original problems, games, solutions, and correspondence on Chess matters solicited.

**Problem 204.**—By T. Taverner, Bolton, England.

*First Prize in Bristol (Eng.) Mercury Problem Tourney.*

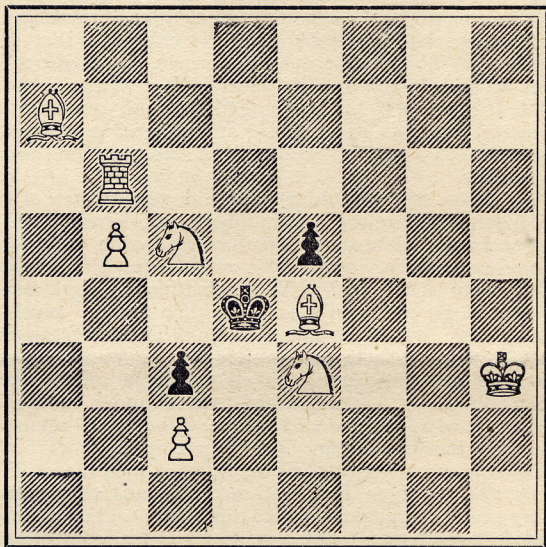
**WHITE**—King at Q8; Queen at KR2; Rooks at K3, QB3; Bishop at KR3; Knights at K7, Q6; Pawns at KKt4 QKt5.

**BLACK**—King at Q5; Rooks at Q8, KR4; Bishop at KR3; Pawns at Q7, KB5.

White to play and mate in two moves.

**Problem 205.**—By J. Jespersen, Denmark.

**BLACK.**



**WHITE.**

White to play and mate in three moves.

Solutions of Problems.

- No. 194— 1—Kt K4  
 No. 195— 1—Q QKt6 1—K Q8 (a, b)  
 2—Kt R sq 2—K moves  
 3—Q KKt sq mates.

- (a) 1— 1—K Kt7 (b) 1— 1—K B6  
 2—Kt Q4 disch 2—K moves 2—Kt R5 2—K moves  
 3—Q or Kt mates. 3—Q Kt6 mates.

No. 194 was solved by Jas. Harvey, Nanaimo, B. C., and H'y Dobinson, Oakland.

We continue the publication of the games played between Messrs. Steinitz and Zukertort, in New York, to their conclusion, as announced last week. The next games will be played at St. Louis, on February 3d, and play will be continued until one of the contestants wins three games. The score at present stands: Zukertort, 4; Steinitz, 1. The games in this issue are the third, fourth, and fifth of the match, and the notes are by Captain George H. Mackenzie.

Game No. 101.

QUEEN'S GAMBIT DECLINED.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Zukertort.	Steinitz.	24—R K sq	24—P KR4
1—P Q4	1—P Q4	25—P KR4 (i)	25—Q Q sq
2—P QB4	2—P QB3	26—B Q sq	26—P KKt3
3—P K3	3—B KB4	27—Q Q2	27—KR QKt sq
4—P QR3 (a)	4—P K3	28—Q KB2	28—B K2
5—P QB5 (b)	5—P QR4	29—B KB3	29—Kt K5 (j)
6—Q Kt3	6—Q B2	30—B x Kt	30—P x B
7—Kt QB3	7—Kt Q2	31—Kt KR sq	31—B x KRP
8—Kt R4 (c)	8—Kt KB3	32—B KKt3	32—B K2 (k)
9—Kt K2	9—B K2	33—Q Q2	33—Q Q4
10—Kt Kt3	10—B Kt3	34—Kt B2	34—P QR5
11—B Q2	11—Castles(KR)	35—K Kt2	35—R Kt6 (l)
12—B K2	12—KR QKt sq	36—R KR sq	36—K Kt2
13—Castles(KR)	13—P QKt3 (d)	37—QR R sq	37—B Q sq
14—BP x P	14—Kt x KtP	38—P KKt4	38—P x P (m)
15—Kt x Kt	15—R x Kt	39—Kt x P	39—B R4
16—Q B3	16—Q Kt2	40—R R7 ch	40—K B sq
17—R QR2	17—Kt Q2	41—R R8 ch	41—K Kt2
18—B Q sq	18—P QB4 (e)	42—R R7 ch	42—K B sq
19—B QR4	19—P B5 (f)	43—Q KB2	43—B Q sq
20—Q QB sq	20—Kt B3	44—Kt K5	44—K Kt sq
21—B QB3	21—B Q3	45—QR KR sq	45—B KB3
22—P KB3	22—Q QKt sq (g)	46—R x KBP (n)	46—R KB sq
23—P KB4 (h)	23—B Q6	47—R x B and Black resigns (o)	

(a) Up to this move the opening is identical with that of the first game. Dr. Zukertort now plays the RP one square instead of Kt QB3.

(b) Preventing the Black Bishop from occupying the important square at Q3.

(c) This hinders the Black from advancing the QKtP, but it seems to us puts the White Kt woefully out of play.

(d) Mr. Steinitz, having completed his development, now proceeds to break through on the Queen's side by P QKt3.

(e) The superiority of Black's position on the Queen's wing is now manifest.

(f) Opinions were divided among the lookers on as to whether this advance was as good as P x QP.

(g) An excellent move, almost compelling the further advance of the KBP.

(h) 23 K Q sq would lose at least a Pawn by Black's reply, 23—B Q6.

(i) This advanced Pawn is a source of weakness in White's game, which Mr. Steinitz is not slow to profit by.

(j) His preparations being completed, Black now proceeds to the attack and capture of the Pawn.

(k) With a Pawn behind, his QR and his Kt altogether out of play, White's chances are anything but promising.

(l) The object of this and of Black's previous move we have tried in vain to comprehend. Their only apparent effect is to give White time to establish an enduring attack on the Black King.

(m) If this be his best move, then Black is in a very bad way. The capture of this Pawn brings White's Kt and Queen at once into active operation.

(n) Conclusive enough, but the more brilliant *coup*, 46 Q KR4, was expected by some of the experts who were lookers on.

(o) Because if R x R, White's Queen goes to KR4, leaving Black without any satisfactory defense.

### Game No. 102.

RUY LOPEZ.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Steinitz.	Zukertort.	21—Q K8 ch	21—Kt B sq (g)
1—P K4	1—P K4	22—R K sq	22—B Kt2
2—Kt K4	2—Kt QB3	23—Q K3	23—Kt K3 (h)
3—B QKt5 (a)	3—Kt KB3 (b)	24—Q KB3 (i)	24—R Q sq
4—Castles	4—Kt x P	25—Q KB5	25—Kt B sq
5—R K sq	5—Kt Q3	26—B KB4 (j)	26—Q B3
6—Kt x KP	6—Kt x Kt	27—Kt Q2	27—B QB sq
7—R x Kt ch	7—B K2	28—Q KR5	28—P Kkt3 (k)
8—B KB sq	8—Castles	29—Q K2	29—Kt K3
9—P Q4	9—B B3	30—B Kkt3 (l)	30—Q Kt2 (m)
10—R K sq (c)	10—R K sq (d)	31—Kt B3	31—P QB4 (n)
11—P QB3	11—R x R	32—P x P	32—P x P
12—Q x R	12—Kt KB4	33—Kt K5	33—P B5
13—B KB4	13—P Q3	34—B QKt sq	34—B Kt2
14—Kt Q2	14—B K3	35—R Q sq (o)	35—B Q2
15—B Q3 (e)	15—Kt R5	36—Q QB3	36—B K sq
16—Kt K4	16—Kt Kt3	37—Kt x QBP (p)	37—P x Kt
17—B Q2	17—P Q4	38—R x R (q)	38—Kt x R
18—Kt QB5 (f)	18—B QB sq	39—Q K2	39—Kt K3
19—Q K3	19—P QKt3	and White resigns (r).	
20—Kt Kt3	20—Q Q3		

(a) Bringing about what is known as the Knight's game of Ruy Lopez, a solid opening, and one which is supposed to retain the advantage of the first move longer than any other.

(b) P QR3 was formerly considered Black's best play at this point, but Kt KB3 appears to have now superseded it in popular favor.

(c) So far, we believe, the moves are all "book."

(d) 10—Kt KB4, followed, should White play 11 P QB3 by 11—P Q4, is by no means a bad line of play.

(e) White has the freer development, but apart from that there is very little to choose between the two positions, and the indications at present point strongly toward a "draw."

(f) With all due deference to Mr. Steinitz, we must confess that we look upon this move as an error. The reply B QB is self-evident, after which P QKt3 drives the Kt to a spot where he is comparatively out of play. 18 Kt Kkt3, where he is in close proximity to the Black King, was, in our opinion, much to be preferred.

(g) Should Queen interpose, White wins a pawn at least, by 22 Q QB6.

(h) An excellent post for the Kt, both for defensive and offensive operations. Black now threatens 24 P QB4, with the object of breaking through on the Queen's side.

(i) Intending Q KB5. Had he gone at once to KR3 Black might have replied with P KR3.

(j) The attack seems formidable, but Black is equal to the emergency.

(k) White, in his turn, has now to beat a retreat.

(l) Why not B K5, thus avoiding the loss of time occasioned by this retreat?

(m) An excellent and by no means an obvious move.

(n) At last the opportunity for which Dr. Zukertort has so long been waiting has arrived, and he now forces his game considerably by the advance of this Pawn.

(o) P KB4 seems to us the more natural move, but Mr. Steinitz is probably combining his forces on the weak QP of his adversary.

(p) An astounding blunder for a player of Mr. Steinitz's calibre to commit.

(q) If Q takes Q then R takes R—mate.

(r) Mr. Steinitz could probably have prolonged the contest for several hours, but as ultimate defeat was inevitable, he, with the courtesy characteristic of the great chess-player, preferred a graceful resignation.

QUEEN'S 'GAMBIT DECLINED.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Zukertort.	Steinitz.	17—Kt K2	17—B Q2
1—P Q4	1—P Q4	18—R B2	18—QR B sq
2—P QB4	2—P QB3	19—B B3	19—Q Kt3
3—Kt QB3	3—Kt KB3	20—Q Q2	20—Kt K2
4—P K3	4—B KB4	21—QR KB sq	
5—P x P	5—P x P	(h)	21—B QKt4
6—Q Kt3 (a)	6—B QB sq (b)	22—B QKt sq	22—Q QR3
7—Kt KB3	7—Kt QB3	23—P K Kt4 (i)	23—P K Kt3
8—Kt K5	8—P K3	24—P KR3	24—R QB2
9—B Kt5	9—Q B2	25—R K sq (j)	25—Kt Kt2
10—B Q2	10—B Q3	26—Kt KB4	26—Kt QB sq (k)
11—P KB4	11—Castles	27—P x P	27—KtP x P
12—R QB sq	12—B x Kt (c)	28—R Kt2	28—K R sq
13—BP x B	13—Kt K sq	29—K R2	29—Q B3
14—Castles (d)	14—P KB3 (e)	30—QR K Kt sq	30—Kt K2
15—B Q3 (f)	15—R KB2	31—Q KB2 (l)	31—Q K sq (m)
16—Q B2	16—P KB4 (g)	32—R x Kt and	Black resigns (n).

(a) Dr. Zukertort's management of this opening (which he now adopts for the third time) in the present game, is to our thinking, a great improvement on the line of play used by him in the first and third games of the match.

(b) This retreat is of evil omen, and tacitly admits that Black's fourth move was an error.

(c) We doubt the prudence of this capture, as it opens White's KB file, and drives the Black Kt out of play for the time being.

(d) Both Kings are now safely entrenched, and in surveying the position of the opposing forces, we think the advantage is decidedly in favor of White. His pieces are not only better developed, but can also be brought much more easily into coöperation.

(e) Hoping to open the KB file, but White very cleverly thwarts him.

(f) Because if now P takes P, White wins the exchange by B takes RP ch, etc.

(g) A disagreeable necessity now, but the combined action of White's Queen and Bishop had to be neutralized at all hazards.

(h) Dr. Zukertort has utilized the superiority of his position in capital style, more after the fashion of the renowned Paul Morphy than in accordance with the principles of the "modern" school of chess.

(i) The beginning of an attack which proves irresistible in a few moves.

(j) Releasing his Kt from the "pin," and compelling Black either to capture it or see another piece brought round to the assault on his King.

(k) Black's tactics seem to lack purpose, but his game is so cramped that there is really nothing to be done.

(l) Before the commencement of the match, the Doctor told Mr. Mohle, his second, that, whenever during the progress of play, he should light a cigar or cigarette, it was a sign that he had won a game. After this move he lit a cigarette.

(m) Mr. Steinitz consumed twenty-four minutes on this move.

(n) Because, after the exchange of Rooks, White takes KP with Kt, ch, and then captures Rook, winning a piece.

The whole game is admirably played by Dr. Zukertort, who never gives the adversary a chance from beginning to end.