

# 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 210.—By F. B. Phelps, Sandwich, Ill.**

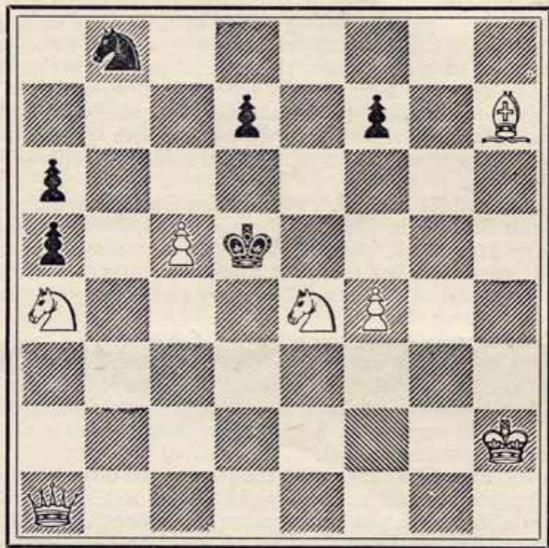
**WHITE**—King at QB7; Queen at KR sq; Rook at QB3; Bishops at KB sq, KB6; Knights at KR3, Q sq; Pawns at KB5, K7, Q4, QB5.

**BLACK**—King at Q4; Rooks at KK16, KB7; Pawns at K5, Q3, Q6.

White to play and mate in two moves.

**Problem 211.—By John J. Hanauer, Dayton, Ohio.**

**BLACK.**



**WHITE.**

White to play and mate in three moves.

Solutions of Problems.

No. 200— 1—Q QR3

No. 201— 1—Q Kt7 1—K K5 (a, b)  
2—Kt B7 2—K B4  
3—Kt x P mates.

(a) 1— 1—Kt x P  
2—Kt x Kt ch 2—K B4  
3—Q B3 mates.

(b) 1— 1—K B4  
2—Kt Q3 ch 2—K x P  
3—Q B3 mates.

No. 200 was solved by U. Hartnell, Salinas City; J. Y. Somavia, Santa Clara; Robert Syer, San Jose; C. L. T., Marysville; Eugene A.; W., Tombstone, A. T.; C. H. Wheeler, Forest Hill, Ill.; and F. B. Phelps, Sandwich, Ill.

No. 201 was solved by U. Hartnell, J. Y. Somavia, W., Eugene A., Robert Syer, James Harvey, and F. B. Phelps.

Comments: No. 200—"The key is most ingenious and unexpected, leading to a number of very pretty mates."—F. B. Phelps.

No. 201—Our solvers are all unanimous as to the excellence of this problem and its interesting variations.

The games published in this issue are the seventh, eighth, and ninth of the match, as concluded at St. Louis. The notes appended are by Captain George H. Mackenzie.

Game No. 106.

QUEEN'S GAMBIT DECLINED.

White.		Black.	
Zukertort.	Steinitz.	White.	Black.
1—P Q4	1—P Q4	19—Q Q2	19—Q R3 (e)
2—P QB4	2—P K3 (a)	20—B Kt5	20—Kt B4
3—Kt QB3	3—Kt KB3	21—P KKt4 (f)	21—Kt x QP
4—P K3	4—P QB4	22—Kt x Kt	22—P K4
5—Kt KB3	5—Kt QB3	23—Kt Q5	23—R x R
6—P QR3 (b)	6—QP x P	24—Q x R	24—P x Kt
7—B x P	7—BP x P	25—R x P	25—Kt x Kt
8—P x P (c)	8—B K2	26—R x Kt	26—R x R
9—Castles	9—Castles	27—B x R	27—Q K7 (g)
10—B K3	10—B Q2	28—P KR3	28—P KR3
11—Q Q3	11—QR B sq	29—B QB4 (h)	29—Q KB6
12—QR B sq	12—Q QR4	30—Q K3	30—Q Q8 ch
13—B R2	13—KR Q sq(d)	31—K R2	31—B QB3
14—KR K sq	14—B K sq	32—B K7 (i)	32—B K4 ch
15—B QKt sq	15—P KKt3	33—P B4 (j)	33—B x P ch
16—Q K2	16—B KB sq	34—Q x B	34—Q R8 ch
17—KR Q sq	17—B Kt2	35—K Kt3	35—Q Kt8 ch
18—B R2	18—Kt K2	White resigns (k)	

(a) Mr. Steinitz, in this game, abandons his former method of declining the gambit, by 2—P QB3, and adopts what, in the chess world, for the last forty-odd years, has been considered Black's best line of play—viz., 2—P K3.

(b) Whether this advance is necessary is still a mooted question among chess experts of the present day.

(c) White has now an isolated pawn, which in all probability, sooner or later, will prove an element of weakness in his game.

(d) Already aiming at the weak spot in White's position.

(e) An excellent move, preventing a series of exchanges which, had the Black Queen remained at R4, White might have compelled by 20 Kt K4.

(f) It is difficult to account for such a reckless move as this is, in an important match game. Dr. Zukertort must have altogether failed to take into account the telling counter-stroke of his adversary.

(g) The series of exchanges resulting from Black's twenty-first move tells altogether in favor of Mr. Steinitz, whose Queen now occupies a very aggressive post.

(h) Surely B K3 was preferable to this almost suicidal move, which permits the Black Queen and Bishop to be brought to bear with deadly effect against the White King.

(i) If 32 B x RP, Black wins by:

32—B x B	
33—Q x B	33—Q R8 ch
34—K Kt3	34—Q B6 ch
35—K R4	35—Q x BP ch
36—K Kt5	36—Q K6 ch, winning the Queen.

(j) Should Queen take Bishop, then follows:

33—Q R8 ch	
34—K Kt3	34—Q B6 ch
35—K R4	35—Q x BP ch
36—Q Kt3	36—P Kt4 ch
37—B x P	37—P x B ch, winning the Queen.

(k) Because Queen must interpose, whereupon Black wins, as before, by P KKt4 ch, etc., etc.

The termination is beautifully played by Mr. Steinitz, who appears to have quite recovered from the depressing effect which his defeat in New York must have caused him.

### Game No. 107.

RUY LOPEZ.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Steinitz.	Zukertort.	13—R K2	13—P Q4
1—P K4	1—P K4	14—B Kt2	14—B B3
2—Kt KB3	2—Kt QB3	15—QR K sq	15—Q Q3
3—B QKt5 (a)	3—Kt KB3	16—R K8 (f)	16—B Q2
4—Castles	4—Kt x KP	17—R x QR	17—R x R
5—R K sq (b)	5—Kt Q3	18—Kt Q sq	18—Kt KKt4
6—Kt x KP	6—B K2 (c)	19—Q K2	19—R K sq
7—B Q3 (d)	7—Castles	20—Q KB sq	20—B x B
8—Q KR5 (e)	8—P KB4	21—R x R ch	21—B x R
9—Kt QB3	9—Kt x Kt	22—Kt x B	
10—R x Kt	10—P KKt3	And the game was given up as drawn (g).	
11—Q KB3	11—P QB3		
12—P QKt3	12—Kt KB2		

(a) The Ruy Lopez seems to be as great a favorite with Mr. Steinitz as the Queen's gambit is with Dr. Zukertort. This is the third time that he opens with it, out of the four games in which he has had the move.

(b) We have mentioned before that in our opinion 5 P Q4 is more attacking than the text move.

(c) Dr. Zukertort varies here from his play in the fourth and sixth games, in both of which he took Kt with Kt.

(d) As a general rule the posting of the B at Q3 before the QP is moved, is not to be commended, but as Mr. Steinitz in his plan of attack deploys the QB at QKt2, the blocking of the QP is not of much consequence.

(e) This appears to us to be premature. The mate threatened is easily guarded against, and the White Queen is so liable to attack in her present position that Black in all probability will gain time and develop his forces in driving her back.

(f) This appears to us to indicate a wish to draw the game, which, from the nature of the positions on both sides, would probably be the natural result.

(g) Black, it seems to us, has a shade the best of it, but the advantage—if any—is so slight that Dr. Zukertort probably acted wisely, and saved himself some severe mental labor in agreeing to call the game a draw.



## QUEEN'S GAMBIT DECLINED.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Zukertort.	Steinitz.	20—B x B	20—Q x B
1—P Q <sub>4</sub>	1—P Q <sub>4</sub>	21—B x Kt	21—R x B
2—P QB <sub>4</sub>	2—P K <sub>3</sub> (a)	22—P QB <sub>4</sub>	22—KR Q sq
3—Kt QB <sub>3</sub>	3—Kt KB <sub>3</sub>	23—R K <sub>3</sub>	23—Q Q <sub>3</sub>
4—Kt KB <sub>3</sub> (b)	4—P x P	24—R Q sq	24—P B <sub>3</sub>
5—P K <sub>3</sub>	5—P QB <sub>4</sub>	25—R KR <sub>3</sub>	25—P KR <sub>3</sub> (h)
6—B x P	6—P x P	26—Kt Kt <sub>4</sub>	26—Q B <sub>5</sub>
7—P x P (c)	7—B K <sub>2</sub> (d)	27—Kt K <sub>3</sub>	27—B QR <sub>5</sub>
8—Castles	8—Castles	28—R KB <sub>3</sub>	28—Q Q <sub>3</sub>
9—Q K <sub>2</sub>	9—QKt Q <sub>2</sub>	29—R Q <sub>2</sub>	29—B QB <sub>3</sub>
10—B QKt <sub>3</sub> (e)	10—Kt Kt <sub>3</sub>	30—R KKt <sub>3</sub>	30—P KB <sub>4</sub>
11—B KB <sub>4</sub>	11—QKt Q <sub>4</sub>	31—R Kt <sub>6</sub> (i)	31—B K <sub>5</sub>
12—B KKt <sub>3</sub>	12—Q QR <sub>4</sub>	32—Q QKt <sub>3</sub>	32—K R <sub>2</sub>
13—QR QB sq	13—B Q <sub>2</sub>	33—P QB <sub>5</sub> (j)	33—R x BP
14—Kt K <sub>5</sub>	14—KR Q sq	34—R x KP	34—R B <sub>8</sub> ch
15—Q KB <sub>3</sub> (f)	15—B K sq	35—Kt Q sq	35—Q KB <sub>5</sub>
16—B KR <sub>4</sub>	16—Kt x Kt (g)	36—Q QKt <sub>2</sub> (k)	36—R Kt <sub>8</sub>
17—P x Kt	17—Q QB <sub>2</sub>	37—Q QB <sub>3</sub>	37—R QB sq
18—KR K sq	18—QR QB sq	38—R x B (l)	38—Q x R
19—Q Q <sub>3</sub>	19—Kt Q <sub>4</sub>		And White resigns (m).

(a) Mr. Steinitz has evidently come to the conclusion that the "old school" in chess was correct, in preferring the text move to the inferior defense of 2—P QB<sub>3</sub>.

(b) In the previous games at this opening Dr. Zukertort generally played P K<sub>3</sub> at this juncture. From the course the game takes, however, it appears to be immaterial which is played first.

(c) An isolated pawn has a certain amount of weakness about it, and it is well known that Mr. Steinitz is always well pleased when he can bring about this element of weakness in the adversary's game. For that reason alone we should have captured the Pawn with our Knight.

(d) These games would seem to prove that B K<sub>2</sub> is a better development for the Bishop than B Q<sub>3</sub>, which was formerly considered the best square for him.

(e) Anticipating the attack on the Bishop by Kt Kt<sub>3</sub>.

(f) Two Bishops are looked upon as being somewhat stronger than two Knights, so that we should have felt very much inclined to have now taken Bishop with Knight. It is very possible, however, that White did not wish to give the adversary an opportunity of rapidly doubling his Rooks on the Q P.

(g) This, it is true, unites White's pawns, but an examination of the position will show that they are intrinsically weak, while those on Black's side are compact and impregnable.

(h) Had he taken the Kt, the following variation might have occurred:

	25—P x Kt
26—Q x RP ch	26—K B sq (best)
27—R B <sub>3</sub> ch	27—B B <sub>2</sub>
28—Q R <sub>8</sub> ch	28—K K <sub>2</sub>
29—Q R <sub>4</sub> ch	

Drawing by perpetual check, or recovering the piece sacrificed, with much the better game.

(i) It is not easy to say where White played badly, but there can be no doubt that at the present stage of the game his pieces, both for defensive and offensive operations, are most awkwardly situated; we believe, in fact, that his game is now hopelessly lost.

(j) The only chance left; for if the attacked Rook retreat to KKt<sub>3</sub>, then comes P to B<sub>5</sub>, winning a piece; but the weakness of the White Pawns now becomes apparent.

(k) He can not play 36 Q to K<sub>3</sub>, for Black would exchange Queens, and then win easily by 37—B to B<sub>7</sub>.

(l) Should Queen go to QR<sub>5</sub>, Black can either attack the Queen with KtP, or move R from QB sq to QB<sub>8</sub>, winning easily.

(m) He must now exchange Queens, whereupon Black will play R from QB sq to B<sub>8</sub>, gaining the Kt.

The whole game is a beautiful example of the patient skill with which Mr. Steinitz, after obtaining a slight advantage in position, slowly but surely keeps on increasing it, until the adversary is completely in the toils, beyond all hope of extrication.