

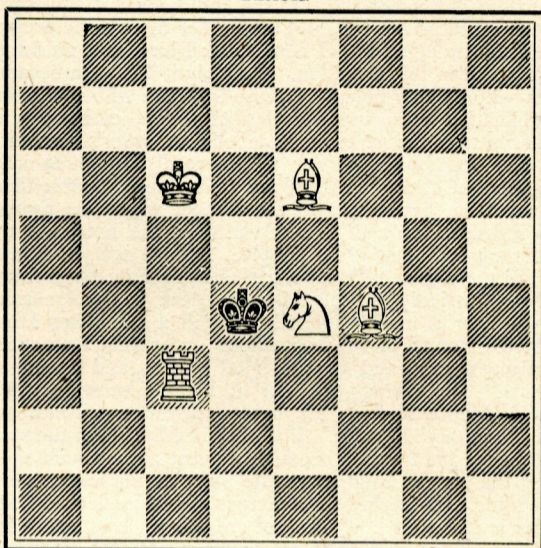
# THE CHESS-PLAYER.

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 158.—By T. B. Rowland, Dublin, Ireland.**

WHITE—King at KR sq; Queen at QB7; Knights at Q4, KR5; Pawns at Q2, KR4.  
 BLACK—King at K4; Rook at Q3.  
 White to play and mate in two moves.

**Problem 159.—By John O. Flagg, West Boylston, Mass.**  
 BLACK.



WHITE.  
 White to play and mate in three moves.

### Solutions of Problems.

- No. 146— 1—Kt KB4  
 No. 147— 1—Kt Kt7                      1—K x R  
           2—Kt K6 dis ch                2—K B4  
           3—P Kt4, mates.

Solutions received: Problems Nos. 153, 154, and 155, from F. W.; No. 151, from Jas. Harvey and P. R. Smith, Nanaimo, B. C.; Nos. 152 and 153, from F. B. Phelps, Sandwich, Ill.

### To Correspondents.

W. Z., Tucson, A. T.—If there is an error in the game, why not point it out? Will write in a few days.  
 P. R. S.—No date or address to your note. Please inform me of locality that I may use item. In 153, Black's reply to your move of White is Q KKt6, which prevents mate.

### Game No. 80.

Played in the Hamburg Tournament, July 25, 1885, between Messrs. I. Gunsberg and H. von Gottschall. Game and notes from *The Field*:

RUY LOPEZ.

White.	Black.	White.	Black.
Gunsberg.	Gottschall.	17—P B4	17—P QR4 (e)
1—P K4	1—P K4	18—P Kt5	18—P x P
2—Kt KB3	2—Kt QB3	19—Kt x KtP	19—P R5
3—B Kt5	3—P QR3	20—B Q sq (f)	20—KR Kt sq
4—B R4	4—Kt B3	21—Q B3	21—B K sq
5—P Q3	5—P Q3	22—Q Kt3	22—B Q sq (g)
6—P B3	6—B Q2	23—P R4	23—Kt B sq
7—B K3	7—P R3 (a)	24—P R5	24—R R2
8—QKt Q2	8—Kt K2	25—QKt B3	25—KR Kt2
9—B B2	9—Kt Kt3	26—Kt R4	26—Q B sq
10—P KR3	10—B K2	27—Kt B5	27—Kt K3
11—Q K2	11—Castles	28—Kt x KtP	28—Kt x Kt
12—Castles QR	12—P B4	29—Kt R7	29—Kt x RP
13—QR Kt sq	13—Q R4 (b)	30—B x Kt	30—P B4
14—Kt B4 (c)	14—Q B2	31—B x B	31—P B5
15—P KKt4	15—P Kt4 (d)	32—Q R2	Resigns (h)
16—Kt Q2	16—P Kt5		

- (a) Unnecessary at this stage. 7—B K2 should be played. In this particular instance Black's text move enabled White to force an open KKt file, whereas, had Black's KRP remained at R2, he might perhaps have gained time for a counter demonstration.  
 (b) To this move may be ascribed the loss of the game. 13—P Q4 would have yielded a promising counter attack.  
 (c) Very clever. If 14—Q x RP, then 15 K Q2 and Black's Queen would have no escape.  
 (d) Here 15—P Q4 would still have been feasible. Even after the next move, Black had an opportunity to move his QP and get the Knight at B3 out of the way, which would have somewhat blunted White's subsequent P Kt5.  
 (e) This advance is quite harmless, whereas White's attack is extremely dangerous. 17—Kt R2 might have been preferable under the circumstances. If then 18 P Kt5, then 18—P x P; 19 Kt x P, Kt x Kt; 20 B x Kt, B x B; 21 R x B, Kt B5, etc.  
 (f) This move secures White's position perfectly. If 20—P Kt6, then 21 P R3, and if 20—P R6, then 21 P Kt3.  
 (g) 22—B B sq would have somewhat strengthened the Kt P; but Black did not want to shut in his king.  
 (h) If 32—P x B, White mates in four moves with 33 Kt B6 ch, K B sq; 34 Q R8 ch, K K2; 35 Kt Q5 ch, K K3; 36 Q R3 ch, Kt B4; 37 Q x Kt, mate. There are several other ways of mating.

The chess automaton has been resurrected, according to the following extract from the *Evening Telegram*: "The famous chess automaton, Ajeeb, which, it is claimed, has won over one hundred thousand games against the leading players of Europe, is giving daily séances at the Eden Musée, on Twenty-third Street, and is creating quite an excitement among the chess fraternity. We paid our respects Saturday evening, and found a crowd of well-known chess celebrities who had suffered defeat at the hands of the wonderful player. The figure differs from that of its famous rival, 'Mephisto,' in that it represents a life-size figure of a Turk reclining before an ordinary chess table. In every respect it accords with the description of the well-known chess automaton that created such a furor a hundred years ago. . . . Vice-President Hendricks had to succumb to his winning ways, Ajeeb having played Philador's legacy upon his distinguished opponent."

The first annual congress of the newly formed Irish Chess Association will take place in Dublin on October 3d, and end on Saturday, October 17th. Prizes are offered in the following: 1—Tournament, open to residents of Great Britain and Ireland; 2—Tournament, confined to residents of Ireland; 3—Tournament between the clubs federated with the Association; 4—Handicap Tourney; 5—Problem Tourney; 6—Problem Solution Tourney; 7—Blindfold match; 8—Telegraphic match, etc. Mr. T. B. Rowland is the Secretary and Treasurer, with address at 10 Victoria Terrace, Clontarf, Dublin.