

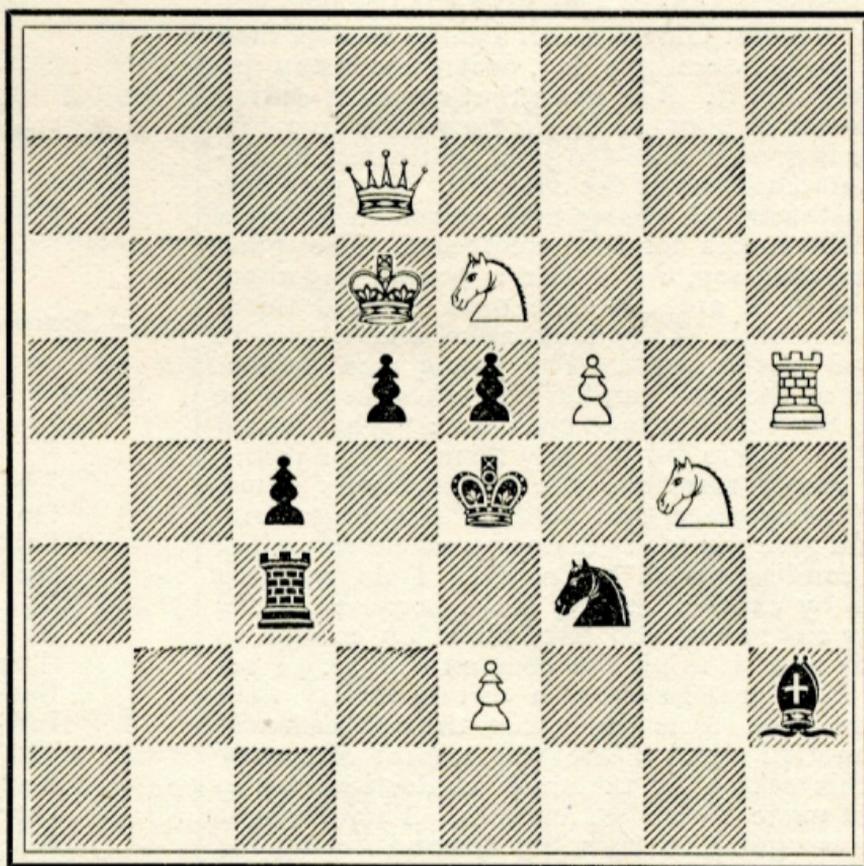
OUR CHESS COLUMN.

Problems and Other Topics of Interest in the King of Games

[All communications for this department should be addressed to "Chess Editor Argonaut, No. 2115 Fillmore Street, San Francisco, Cal."]

Strangers visiting San Francisco, who are fond of chess, are cordially invited by the officers to make themselves known at the Librarian's desk of the Mechanics' Institute, where they will be provided with visitors' tickets, and introduced to members, who are always pleased to meet and welcome lovers of Caissa from abroad.

"Vaincre par la douceur."
BLACK.



WHITE.

White to play and mate in three moves.

Very subtle and clever. For beauty and difficulty this ranks high.

The fourth game of the Redding-Jefferson match was played at the house of Mr. Redding, on California Street, on Friday evening of last week. After the "vicissitudes of war" had illustrated the "fickleness of fate" to both contestants, Mr. Redding finally won a game brimming full of pretty conceptions which were never realized. The score at present makes Mr. Redding look like a winner, the tally-sheet showing two draws and two won games, making the total three to one in Mr. Redding's favor—drawn games counting one-half for each:

SCOTCH GAMBIT.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Mr. Jefferson.	Mr. Redding.	20—P KKt3	20—KKt x KtP
1—P K4	1—P K4	21—QB x Kt	21—QKt Kt3
2—KKt B3	2—QKt B3	22—QB x P	22—R Q sq
3—P Q4	3—P x P	23—QKtP x P	23—QKtP x P
4—Kt x P	4—KB B4	24—R KB6	24—K Kt2
5—QB K3	5—Q KB3	25—QR KB sq	25—Kt KB5
6—P QB3	6—KKt K2	26—KR x Kt	26—QR x B
7—KB QKt5	7—QKt K4	27—KR KB3	27—P KB4
8—KB K2	8—P Q3	28—Kt QB4	28—QR Q sq
9—P KB4	9—QKt KKt3	29—Kt K3	29—R x B
10—Castles	10—Castles	30—Kt x P ch	30—R x Kt
11—QKt Q2	11—P QKt3	31—R x R a Q6	31—R x R ch
12—Q K sq	12—B QKt2	32—K x R	32—B QR3
13—P QKt4	13—KB x Kt	33—K K2	33—P KR4
14—QB x B	14—Q KR5	34—K K3	34—B x R
15—Q x Q	15—Kt x Q	35—K x B	35—K KB3
16—P KB5	16—PQB4	36—K QB4	36—P KKt5
17—QB K3	17—KKt x BP	37—K x P (a)	37—P KR5
18—QB KB2	18—QR K sq	38—K Q4	38—P KKt6
19—KB Q3	19—P KKt4	39—K K3	39—P x P

White resigns.

(a) A fatal error. K to Q5 would have drawn the game.

The late Mr. Buckle, after a day's work upon the "History of Civilization," is said to have hought nothing of spending half the night over the chess-board, and probably never mated his adversary with more ease and rapidity than after writing a slashing chapter upon the *ancien régime*. But we may be permitted to doubt whether this superfluity of mental force is to be found in all or any of Mr. Buckle's contemporaries or successors. Such was not the opinion of the late Mr. Staunton, who often regretted that his early passion for the game of chess prevented him in later life from doing free justice to his powers in other paths. Chess requires from those who seek excellence so exclusive a cultus that no other pursuit can be prosecuted at the same time with even equal interest. This explains why no man of great and commanding genius has ever been at the same time a great player. Napoleon was passionately fond of the game, but he was never even a second-class player. A senior wrangler might probably have to receive large odds from the winner of the "wooden spoon," even though both had learned the game at the same time. For success in chess depends upon the amount of the qualities, mental or moral, which can be concentrated on the chess-board. The game must be played as if the stake were life and death. The exact medium between excessive caution and audacity, which so few generals have practiced, must be invariably pursued in the management of so many bits of wood or ivory. Now, it is no paradox to assert that a man of vast genius—a Bacon, or a Descartes, or a Milton—could not throw his soul into such a task. Mr. Gladstone could not construct a chess plan with the care and minuteness with which he would construct a budget. General Ignatieff could not devote the same ingenuity in concealing a deadly onslaught upon the adversary's chess-king that he might have displayed an hour before in dealing with a fellow-embassador. We must pass down the intellectual scale, therefore, until precisely that point is reached where victory in a game of skill can attract and enlist all that a man possesses of invention, knowledge, patience, audacity, and resource. Add to these a fair physical constitution, to endure a twelve hours' sitting, if necessary, an absolute freedom from irritability and nervousness, and a comple knowledge of the theory and practice of the game. The product of these indispensable elements is then called Philidor, or Morphy, or Steinitz, or Zukertort.