

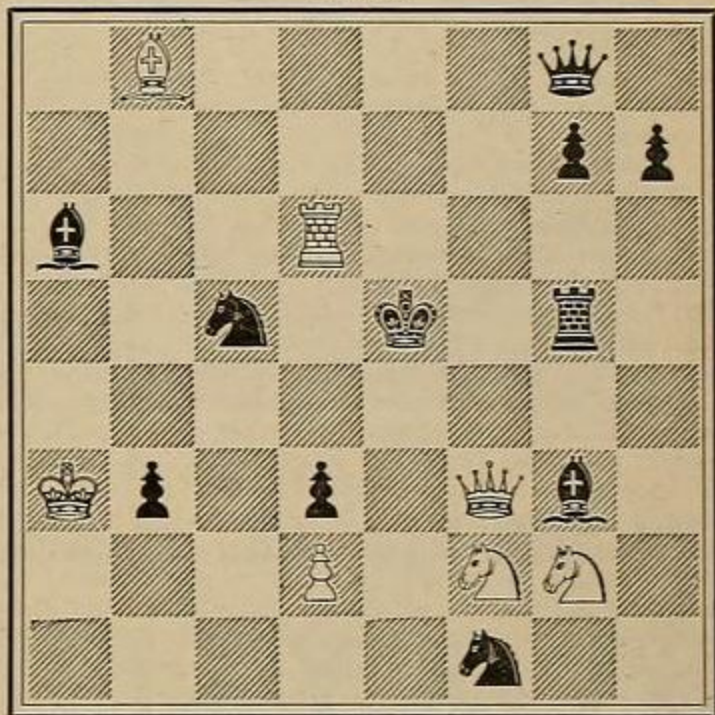
## OUR CHESS COLUMN.

[ All communications for this department should be addressed to "Chess Editor Argonaut, No. 213 Dupont Street, San Francisco, Cal." ]

Problem No. XXVII.—By G. W. Gale, Sacramento.



Problem No. XXVIII.—By J. Dobrusky, Prague.  
BLACK.



WHITE.  
White to play and mate in three moves.

Solution of Problem No. XXI.

1—R R4	1—Q x B (a)	(a) 1—	1—P Q4 (if K x Kt, Q KB6 mate.)
2—R K4 mate.			

Solution of Problem No. XXII.

1—Kt Kt8	1—B x Kt (a)	(a) 1—	1—Kt x R
2—R K5 ch	2—K Q3 (if K x B, Kt Q7 mate).	2—P Q's ch	2—Any move
3—P Knight's mate.		3—Q or Kt mates.	

Game.

A beautiful specimen of Mr. Blackburne's blindfold play, at Glasgow, on December 1st, 1882. Considering that the English player was contesting seven other games simultaneously, the reader will appreciate the wonderful beauty and accuracy of the play, more particularly in the elegant finish of the partie. Of the eight games played, Mr. Blackburne won seven and drew one. The notes are condensed from the *British Chess Magazine*:

SCOTCH GAMBIT.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Mr. Blackburne.	Mr. Fyfe.	14—P x P	14—Kt x P
1—P K4	1—P K4	15—Kt x Kt	15—Q x Kt
2—Kt KB3	2—Kt QB3	16—Castles KR	16—Kt K4
3—P Q4	3—P x P	17—B K2	17—P Q4 (e)
4—Kt x P	4—B QB4	18—QR Q sq	18—B K3
5—B K3	5—Q B3	19—B Q4	19—Kt B2
6—P QB3	6—KKt K2	20—B Q3	20—Q Kt4 (f)
7—Q Q2	7—P KR3 (a)	21—P KB4	21—Q R5
8—Kt QKt5	8—B Q3 (b)	22—P B5	22—B Q2
9—Kt x B ch(c)	9—P x Kt	23—R B4	23—Q Q sq
10—Kt R3	10—Q KKt3 (d)	24—P B6	24—P KKt4
11—Kt K5	11—Castles	25—R R4 (g)	25—K Kt sq
12—Kt x QP	12—P KB4	26—B R7 ch(h)	
13—B B4 ch	13—K R sq		Black resigns.

(a) Apparently with the mistaken idea that White threatened B KKt5. If any P be moved, QP or QRP better, but we prefer 7 B x Kt and 8 P Q4.

(b) Very weak; no harm in the alternative course, 8 B x B, 9 Q x B. K Q sq, beyond the loss of castling powers, compensated by ability to bring R speedily to K sq.

(c) Mr. Blackburne could win piece by P KB4, but preferred advantage of position by doubling Black's Pawns and hindering development.

(d) The game in its nature is lost for Black; he can not save doubled Pawn, and may as well Castle at once.

(e) We do not know Black's play if White took Pawn, which he could safely do, but he wisely chooses bringing up reserve instead.

(f) Again fatally losing time and position. The Queen should go to R4, and if White P KB4, then B B4.

(g) In an ordinary game this would be a very fine conception, but its merits are here greatly enhanced by the circumstances. If 25 P x R, 26 Q x P ch, and mate in two moves.

(h) We call attention to this splendid finish. R x P would have sufficed for most men, but this was too commonplace for Mr. Blackburne. If K x B, White mates in five moves by Q Q3 ch, etc.; if K R sq, the winning move is R x P.

The *Chess Monthly* states that Mr. Hours-Humbert, President of the Besançon Chess Society, has constructed a chess-board in which the score of the game is automatically registered. The editor promises to test the claim and report upon the merits of the invention.

First prize in "Nuova Rivista degli Scacchi" Fifth Problem Tournay, by E. Dworzak, of Walden.

White—K at QKt6; Q at QR8; R at QKt5, Q7; B at QKt sq, KR2; Kt at QR3, Q3; P at QB2, Q2, Q6, KB5.

Black—K at Q5; R at Q4; P at QR4, QKt5, K3.

White to play and mate in two moves.

Robt. Clarke & Co., Cincinnati, Ohio, announce the first American edition of Cook's "Synopsis of Chess Openings," it being now out of print. It will contain a "Supplement" of recent discoveries in the openings, under the supervision of the chess editor of the Cincinnati *Weekly Gazette*.