THE CHESS-PLAYER.

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

Problem 164.-By T. G. Hart.

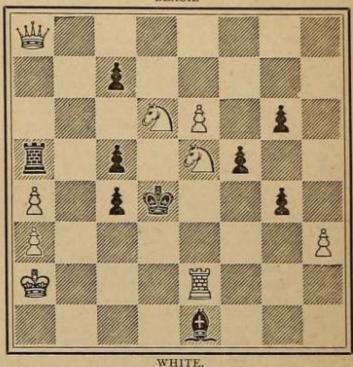
From British Chess Magazine.

WHITE—King at KR5; Queen at QR2; Rook at KR3; Bishop at KR sq; Knight at KKt3; Pawns at KR6, Q2.

BLACK-King at KB5; Knight at KKt7; Pawns at K4, KB4, Q6, White to play and mate in two moves.

> Problem 165.—By Jos. Pospisil, of Krc, near Prague. First Prize in German Chess Association Tourney.

BLACK.



White to play and mate in three moves,

Solutions of Problems.

I-Kt Q5 No. 152ı—Kt x P r-Q Kt6 (a) 2-K x Kt dis ch No. 153-2-R R₃ 3-Q K₅, mates. 1—Q x Q 2—K moves (a) I-2-Kt K6 ch 3-R R3, mates.

Solvers' comments on No. 153: "Fine and unusually difficult; 2 R R₃ is hard to find."—F. B. Phelps. "One of the best I have ever seen."—H. H.

Solutions received: Problems Nos. 155, 157, and 159, from James Harvey, Nanaimo, B. C.

Answers to Correspondents.

F. B. P.—In your No. 120, 1 B x Q, any move; 2 Kt B7, mates. J. W., Vallejo.—Accept a welcome, Will be always glad to hear

from you.

W. Z., Tucson.—Your favors received. Will reply at length shortly.

C. B. H., Boise City, Idaho.—Your criticism is just, and acknowledgment of solution too hasty. Why not send solutions?

Game No. 83.

A lively and entertaining partie, contested August 11, 1885, in the late tournament of the New Orleans Chess, Checkers, and Whist Club. Game and notes from the New Orleans Times-Democrat. ALLGAIER-KIESERITZKY.

White.	Black.	White.	- Black.
H. E. Barton	J. G. Blanchard.	20-R xKt! (g)	20-Kt x R
r-P K4	1-P K4	21-BxKt	21-Castles (KR)
2-P KB4	2-P x P	22-Q K2	22-P B3 (h)
3-KKt B3	3-PKKt4	23-B Q4	23-Q x Q
4-PKR4	4-P Kt5	24-B x Q	24—B x P
5-Kt K5	5-P Q3 (a)	25-B B4 ch	25-K Kt2
6-Kt x KtP	6-B K2	26-R R4	26—B Kt3
7-P Q4	7—B x P ch	27-P KKt4	27—P KR3
8-Kt B2	8-B x Ktch (b)	28-B K3	28—R R sq
9-K x B	9-Kt KB3	29-Kt K2	29-P QR4
10-Q Q3 (c)	10-Q K2	30-Kt B4	30-B K5
11-Kt QB3	11-P B3	31-B Q4	31-P QR5
12-B x P	12-B K3	32—Kt R5 ch	32-K Kt3
13-QR K sq	13-QKt Q2 (d)	33-Kt x P	33-K Kt4 (i)
14-P Q5	14-B KKt5 (e)	34-R R5 ch	34-K B5
15-P x P	15-P x P	35-B K5 ch (j)	
16—B x P	16-Q K3	36-R R2	36-B B6
17-P K5	17-B B4	37-R QB2	37-B Q8
18-Q R6 (f)	18—Kt Kt5 ch	And White mated in 3 moves (k).	
19—K Kt sq	19—KKt x P		
(a) A move favored by Kolisch, but generally esteemed inferior to			

Paulsen's defense, 5-B Kt2; 6 P Q4, KKt B3; 7 B B4, P Q4; 8 P x P. (b) Castles, etc. The proper continuation was 8-Q Kt4; 9 Q B3, Kt QB3; 10 P

B₃, B Kt6, etc

 (c) We would have preferred here to B Q3, followed, if neces
 Q K sq, etc.
 (d) Doubtless underrating the force of his opponent's reply. We would have preferred here to B Q3, followed, if necessary, by 13-P

(d) Doubtless underrating the force of his opponent's reply. 13-P Q5 was, we believe, a safe resource.

(e) Here, too, we think he might have played with far more advantage, 14-Kt K5 ch, followed by 15-QKt K4, and possibly B Q2.

(f) Probably better than 18 P x Kt, which, though forcing the exchange of Queens, would eventuate in a more favorable position for Black—e. g., 18 P x Kt, B x Q (best—Q x R ch is much inferior); 19 R x Q ch, P x R; 20 B x B, Kt x P.

(g) The most effective line of play, perhaps, but 20 B x Kt was also sound—e. g., 20 B x Kt, Kt x B; 21 R x Kt, Q x R; 22 Q x BP ch, K K2; 23 Kt Q5 ch, K B sq; 24 Q x R ch, K Kt2; 25 Q x RP (best), Q x Kt; 26 P QB4, and must win.

(h) The advisability of the resulting exchange of Queens is, we think, very doubtful for Black. His win of the Pawn, moreover, is only temporary, for White could have regained it at his twenty-fifth move by B KB3.

B KB3.

(i) Which is simply running his neck into the noose, sq might at least have prolonged the defense. 33-QR Q

(j) Intent on his more elaborate scheme, White overlooks a forced mate in two here, beginning with 35 K B2.
(k) By 38 R B3 ch, K Q7; 39 Kt K4 ch, K K8; 40 B KKt3 mate.

Mr. B. Grant, secretary of the Telegrapher's Chess Club, which meets every Monday evening at 195 Broadway, New York, is desirous of ob-taining the names and addresses of every one engaged in electrical business who is a lover of the game, with a view of establishing a national correspondence tournament between members of the profession. Mr. Grant also invites those residing in or near New York to join the "Knights of the Magnetic Wire" in their tourney over the board this establishing a national fall