## THE CHESS-PLAYER.

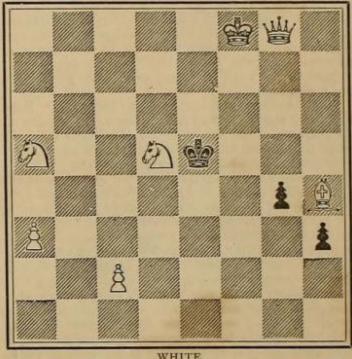
All communications for this department should be addressed to "J. E. Tippett, P. O. Box 2546, San Francisco, Cal." Original problems, games, solutions, and correspondence on Chess matters solicited.

Problem 184.—By C. H. Wheeler, Forest Hill, Ill., WHITE—King at KR6; Queen at QKt2; Bishop at KR5; Knight at KB sq; Pawn at KB3.

BLACK-King at KB5; Bishop at QKt6; Pawns at KB3, KB4, QB4, QB7.

White to play and mate in two moves.

Problem 185.—By J. Jespersen, Denmark. BLACK.



White to play and mate in three moves.

## Solutions of Problems.

No. 174-1-K B3

1—K R2 2—R attacks Kt 3—R mates. 1-Kt moves 2-Kt moves No. 175-

Solvers' comments: No. 174—"Equal to any two-move problem I have seen."—W. No. 175—"Good, but not up to author's average,"—W. "Too simple and imperfect for one of Wheeler's,"—U. H.

Solutions received: Problem No. 176, from James Harvey, Nanai-mo, B. C.; No. 180, from U. Hartnell, Salinas City.

## To Correspondents.

Geo. J. Slater.—Your favor received and your courtesy herewith ac-nowledged. We note your promise and comply with your request at knowledged. once.

Jas. Harvey.-Sorry to hear of your indisposition. No. 177 is cor-

rectly given.

J. Jespersen.—Your card received, and we at once avail ourselves of your contribution. Hope to hear from you often.

Game No. 91.

A very interesting game played in the tournament of the Irish Chess Association at Dublin, October 15, 1885, between Messrs. W. H. K. Pollock and Porterfield Rynd. Game and notes from Sporting and Dramatic News.

IRREGULAR OPENING.			
White.	Black.	White.	Black.
Pollock.	Rynd.	20-Q B sq	20-KR Q sq
1-P KB4	1-PQ4	21-P Kt4	21-B x Kt
2-P K3	2-B B4 (a)	22-B x B	22-Q K5 (e)
3-B Q3 (b)	3-Kt KR3	23-P x Kt	23-QxKt ch
4-Kt KB3	4-P B4	24-R Kt2	24-R Q6
5—Castles	5-Kt B3	25-P x P	25-BP x P
6-Kt B3	6-P KKt3	26-Q R sq	26-K B sq
7-P QKt3	7-B Kt2	27-K Kt sq	27-P K3
8-B Kt2	8—Castles	28-P KR4	28-K B2
9-Q K2	9-R B sq	29-K R2	29-K K sq
10-QR K sq	10-Kt QKt5 (c)	30-B B6	30-P B6
11-B x B	11-KtxB	31-B x P	31-QR x B
12-P QR3	12-Kt x BP	32-PxR	32-Q x KP
13-R B sq	13-P Q5	33-P R4	33-Q x P ch
14-R x Kt (d)	14-P Q6	34-K Kt sq	34-Q x RP
15-Q Q sq	15-PxR	35-PxP	35-R R6
16-Q x P	16-P B5	36-K B sq	36-R R8 ch
17-P QKt4	17-P QR3	37-R Kt sq	37-Q R7 (f)
r8-K R sq	18-P QKt4	And White resigns,	

10—K K sq 18—P QKt4 And White resigns,

19—R KKt sq 19—Q Q6

(a) A novelty that merits attention.
(b) A curious and by no means ineffective reply.
(c) Black manœuvres this knight with great ingenuity.
(d) Giving up the exchange, but he must suffer some loss. Kt Q sq loses a pawn at least.
(e) Black displays fine judgment in leaving the Knight to his fate.
(f) The neatest, and practically the shortest, mode of finishing the game, because it forces White's immediate resignation. Black could, as pointed out by himself, have given mate in five moves, thus: 37—Q B5 ch; 38 K K sq, R x R ch; 39 K K2, R Kt7 ch; 40 K K sq, Q Q7 ch; 4r K B sq, Q mates.