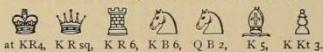
OUR CHESS COLUMN.

Problems and Other Topics of Interest in the King of Games.

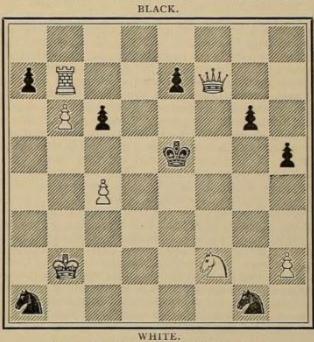
[All communications for this department should be addressed to "Chess Editor Argonaut, No. 213 Dupont Street, San Fran-cisco, Cal."]

Problem No. XVII.-By George W. Gale, Sacramento.



at KB4 K 5. White to play and mate in two moves.

Problem No. XVIII .- By George Chocholous, of Prague.



White to play and mate in three moves,

Solution of Problem No. XIII.

Kt K4

Kt Q2 ch

-Kt Q2 ch

Z-K Q4 or 5 1-Kt K4 2-Kt Q2 ch 3-Q Q6 mate.

I—K x Kt 2—Any move I—P x Kt 2—Any move (b) 1—— 2 -B K3 ch 3—Q mates. (a) 1—— 2—Q x P ch 3—Q mates.

The following game was one of a series played in 1848, in match between Messrs. D. Harrwitz and A. Anderssen, and taken, with notes, from the Chess Players' Chronicle of 1856: in a

KING'S BISHOP'S GAMBIT.

Black. | White P'S GAMBIT.

White.

10—P KKt4

11—QB KKt5

12—I' x KBP

13—KKt K5

14—Q x KKt

15—QKt KB6

double c' White. Black. Anderssen, 1—P K4 2—P x P 3—Q KR5 ch 4—B QB4 (a) 5—B QKt3 6—Q K2 Harrwitz. -P K4 10-PxP en pass 11-P KB3 12-P x KBP 1-P K4 2-P KB4 2—P KB4
3—B QB4
3—B QB4 (a) |
4—K B sq 4—B QB4 (a) |
5—P Q4 5—B QKt3 |
6—KKt KB3 6—Q K2 |
7—QKt QB3(b) 7—KKt KB3 |
8—P K5 8—KKt KR4 |
GKt Q5 9—Q to her sq |
GRt Q5 9—Q to delty admitted to 13—Castles 14—P x B dis ch double ch 15-K Kt2 16-QxKRP ch 16-K x K 17-Kt KKt4 mate (c)

(a) This is generally admitted to be an unsound defense to the Bishop's Gambit.

(b) He may also capture the Gambit Pawn. The reader may refer to the English "Hand-book," p. 337, where the subject is considered concisely, or to Walker's "Art of Chess Play," 1846, pp. 215-216, where the position is analyzed more fully.

(c) Black's opening in this game was so extremely hazardous that no player, however great his skill, could have escaped an early defeat.

feat.

A chess jewel from Nuova Rivista degli Scacchi:

Black. GIUOCO PIANO Black. 8—P KR4 9—P R5 10—P x B! White. White. Black. White. 8—B KKt3 9—Kt x KtP 10—Kt x BP 11—Kt x Q 12 -Q Q2 13—P KR3 14—K to R Sig. Mismer. 1—P K4 2—KKt B3 Sig. de Madrazo 1—P K4 2—QKt B3 10-2—KKt B₃ 3—B B₄ 4—P Q₃ 5—Castles 6—B KKt₅ 7—B R₄ 3-B B4 4-P Q3 5-KKt B3 II-12-Kt Q5 ! 13-Kt K7 ch -P KR3 -P KKt4 Black mates in two moves.

Correct solutions received as follows:
Problem, March 29.—From F. H. Poindexter, Alameda.
Problem No. XIII.—From J. Chester Lyman, San Rafael.
G. W. G., Sacramento.—Hope to hear from you often.
J. C. L., San Rafael.—Solutions will hereafter be acknowledged.
F. H. P., Alameda.—The name is merely a motto, used by the

author to designate this particular problem.

Chess books: Dryden terms books "spectacles to read nature." Chess books should be used as we use spectacles—namely, to assist the sight; although some players make use of them as if they thought they conferred sight.

There is a strong probability that the Messrs. Brentano of New York will revive the *Chess Monthly*, formerly issued by them, the publication of which was suspended owing to the slender support given to the enterprise.

It is related of Steinitz that while living in Vienna he usually p'ayed a daily game of chess with the banker Epstein, who was one of the kings on 'Change. During one of their games his adversary, becoming impatient over Steinitz's delay in making a move, gave vent to his feelings in a long-drawn-out and unfriendly sounding grunt. Steinitz, without making a reply, continued the game. Shortly afterward it was Epstein's turn to consider longer than usual in studying out his move, at which Steinitz made use of the opportunity of revenging himself upon his opponent by giving out a similar sounding grunt. Epstein, irritated by the sound, aid: "Sir! Do you know who I am?" "Oh, yes," replied Steinitz; "on 'Change you are Epstein; here I am Epstein." "on