

THE CHESS-PLAYER.

Problem No. 136.—By H. and E. Bettmann, Cincinnati, Ohio.

Composed for the Argonaut.

WHITE—King at KR4; Queen at Q7; Bishops at K3, QKt7; Knights at Q5, QB7; Pawns at KB5, K2, K5.

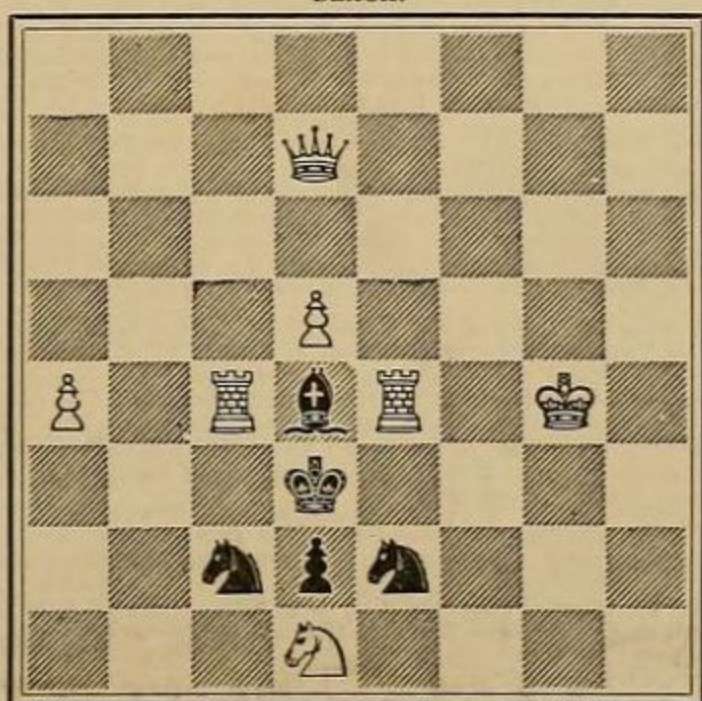
BLACK—King at K5; Pawns at KB2, KB3.

White to play and mate in two moves.

Problem No. 137.—By C. H. Wheeler, South Lynne, Ill.

Composed for the Argonaut.

BLACK.



WHITE.

White to play and mate in three moves.

Solutions of Problems.

No. 123— 1—Kt B4 1—B x Q
2—B K5 2—Any move
3—B mates.

There is a second solution, beginning 1 Q QB3.

No. 124— 1—B Q6.

No. 125— 1—B QB6 1—Q B4 (a, b)
2—B x R 2—Kt moves
3—Q mates.

(a) 1— 1—K Q6
2—Q K4 ch 2—K moves
3—Q K2 mates.

(b) 1— 1—Kt QKt6
2—Q K4 ch 2—K moves
3—B QR3 mates.

NOTE.—In game No. 68, Black's third and sixth moves should read, P K4 and P KR3. In Problem No. 133, add Black Pawn at K5 to prevent double solution. Problem No. 135 is *unsound*, and has been sent to author for correction.

Correct solutions received: Problems Nos. 132 and 124, from U. Hartnell, Salinas City. Problem No. 134, from W.

Game No. 69.

The following game, played some years since by Mr. Kendricks, *sans voir*, at the chess rooms of the Mechanics' Institute, does great credit to Mr. K.'s skill as a blindfold player. The notes are by Mr. N. J. Manson.

EVANS GAMBIT.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Mr. Kendricks.	Mr. B.	21—P Kt4	21—Kt KB3
1—P K4	1—P K4	22—B x Kt	22—P x B
2—Kt KB3	2—Kt QB3	23—K Kt2	23—KR K sq
3—B B4	3—B B4	24—KR K sq	24—R K4 (?)
4—P QKt4	4—B x P	25—P B4	25—KR K sq
5—P B3	5—B R4	26—K B3	26—P KR4 (d)
6—P Q4	6—P x P	27—P Q6	27—P x P
7—Castles	7—B QKt3	28—B x P	28—P x P ch
8—P x P	8—P Q3	29—P x P	29—KR KB sq
9—P KR3 (a)	9—P KR3	30—B K6	30—K Kt2
10—B Kt2	10—Kt K2	31—R R sq	31—QR Q sq (e)
11—Kt QB3	11—Castles	32—P Kt5	32—P Q4
12—P Q5	12—Kt K4 (b)	33—R R6	33—R KR sq (f)
13—Kt x Kt	13—P x Kt	34—R Kt6 ch	34—K B sq
14—Kt K2	14—Kt Kt3	35—R x P ch	35—K K sq
15—Kt Kt3	15—Q R5 (c)	36—R Kt6	36—P Q5
16—Q KB3	16—K R sq	37—P B6	37—P Q6
17—Kt B5	17—Q B5	38—R KR sq (!)	38—KR B sq
18—Q x Q	18—Kt x Q	39—R Kt7	39—B B4
19—B x P	19—B x Kt	40—QR K7	40—Resigns.
20—P x B	20—Kt R4		

(a) Instead of this defensive move, White might have proceeded with 9 P Q5, and if Kt K4; 10 Kt x Kt, P x Kt; 11 B R3, etc.

(b) The Knight should have gone to R4, attacking the Bishop, and later the Pawns on the Queens side thrown forward. In the advance of these Pawns consists the strength of the modern defense to this variation of the Evans.

(c) Black here plays his opponent's game.

(d) He should not open up his file unless he intends to command it. The immediate object of the move (though not consummated) is to weaken White's Pawns by doubling them.

(e) Very weak. R to KR sq would have been much better, and might have drawn the game.

(f) Too late, and therefore useless.