336 CHESS.

CHESS.

An apology is again necessary for not being able to give a problem this month, although the type are supposed to be on their way, yet they have not reached us. However, we give a few more enigmas and the report of a game played in the Berlin Chess Club:—

ENIGMAS.

No. 4. By H. B., aged 13 years.
WHITE.—K at K B sq.; R at Q 4th; B's at K

Kt 6th, and K B 2d; Pat K R 2d.

BLACK.—K at K Kt 5th; B at K B 5th; P's at K R 6th; K Kt 4th, and K B 3d.

White to play and mate in four moves.

No. 5. By Mr Annet.

WHITE.—K at his 4th; Q at K 6th; R's at K Kt sq. and Q 5th; P's at Q Kt 2d and Q R 3d. BLACK.—K at Q B 5th; Q at K R 3d; R at Q Kt 3d; B at K 6th; P's at K B 5th: Q Kt 4th and Q R 5th.

White to compel Black to mate in three moves.

No. 6. By * * *

WHITE.—K at K R sq.; Q at K 2d; B at K B 6th; Kt at Q 3d; P at Q R 3d.

BLACK.—K at Q Kt 6th; R at Q Kt 7th; B at Q R 5th; Kt at Q B 5th.

While to play and mate in three moves.

CONSULTATION GAME, PLAYED IN THE BERLIN CHESS CLUB, RY HERR MULLER AGAINST

HERR WOLF AND V. D. GOLTZ. WHITE (Herr M.) BLACK (The Allies.) 1. Q P two K B P two 2. Q B I two K Kt to B 3rd 3. Q Kt to B 3rd K P one Q P one 4. Q B to K Kt 5th K B to K 2nd 5. K P one 6. B takes Kt B takes B 7. KBP two Q Kt P one S. K B to K 2nd QR Pone 9. K B to his 3rd QR to his 2nd Q Kt to Q 2nd (a) 10. K Kt to K 2nd 11. Q to her R 5th QRP one (b) 12. Q Kt to his 5th Q R to his 3rd 13. Castles. Castles K Kt P two (d) 14. K R to Q sq (c) 15. K Kt P two B to K Kt 2nd P takes K Kt P 16. Q to her B 2nd 17. B to K 4th K R P one 18. P takes K Kt P Q takes P Kt to K B 3rd (e) 19. Kt to K B 4th 20. Q Kt takes Q B $\mathbf{P}(f)$ Q R to his 2nd 21. Q Kt to his 5th QR to Q 2nd 22. B to Q B 6th QR to Q sq 23. Q to K Kt 6th Q takes Q(g)24. Kt takes Q KR to B 2nd 25. P to K 4th (h) K to his R 2nd 26. Kt to K B 4th Kt to K sq 27. Kt to K R 6th Kt to Q B 2nd 28. Kt takes K B (i) K takes Kt

29. Kt to Q B &d 39. Q R P one (1)

31. B takes B (m)

32. K R to Q 2nd

Kt to Q R 3d (k)

B to Q Kt 2d

R to Q B sq (n)

R takes B

WHITE (Herr M.) BLACK (The Allies.) 33. Kt to Q Kt 5th (o) R to Q 2d 34. Q Kt P one Q R P one 35. P.takes P. R takes P 36. K R to K Kt 21 K R P one 37. KRP one R takes Q R P (p) 38. P takes P P to K R 5th R to Q R 4th 39. R to Q B sq K P one (q) 40. K R to Q Kt 2d 41. Q R to Q B 6th P takes P 42. K tks Pat Q 4th (r) R takes Q R P 43. Kt to K B 5th (ch) K to Kt 3d 44. K R takes Q Kt P R to Q R 5th (8) 45. Kt takes Q P Kt to Q Kt 5th 46. QR to QB Sth R to QR 3d 47. R takes R Kt takes R 48. K P one R to K 2d 49. R to K Sth R takes R 50. Kt takes R Kt to Q B 4th K to Kt 4th 51. K to R 2d 52. K to R 3d Kt to K 3d Kt to K B 5th (ch) 53. Kt to K B 6th 54. K to R 2d Kt to K Kt 3d And the game was resigned as drawn.

(a) B to Q 2nd would have been a better move.

(b) The only play to save the Rook.
(c) White's object was to occupy the centre of

the board with his two Rooks, but it would have been better to play the Q R to B sq before this move.

(d) Black is so confined, that he can only develop his game by an attack on this side.

(c) White has nothing to apprehend from this attack, as Black's Q It and Q B cannot be brought into action.

(f) With the view of exchanging Queens, and not to win the King's Pawn and Rook for the Kt. by the taking K P next move: this would cause him the immediate loss of the game.

(g) The best move.

(h) Black is now in a very confined position: he must strive to prevent the advance of his adversary's centre Pawns, and most particularly avoid exchanging both Rooks.

(i) White takes this Bishop, as, so posted, it

might become dangerous.

(k) Q B to Q R 3rd, would also have been a good move.

(l) Better than Q Kt to R 4th, in which case Black would have been able to break up his centre Pawns if White took Q Kt P.

(m) K B to R 4th would perhaps have been still better, in order to bring it afterwards into play at Q B 2nd.

(n) The only correct move.

(o) If White had played Q Kt P one, Black would have played K P one. Q Kt might also have played with advantage to Q B sq.

(p) A bad move, by which Q B occupies the

open file of the Q B 2nd.

(q) The only chance of drawing the game.
(r) Kttakes P at Q 6th would have been stronger, but Black might still have rendered the advanced P troublesome.

(s) Black, who only strives to win the White Pawn for his Knight, which is quite inactive, saves the game by it. If White took the Kt he could not, after losing his Pawns, expect to win with two Rooks and a Kt against two Rooks.