

## Improving The Endgame Technique Same Colored Bishop Endgames Book 1

Surprise yourself and reach higher! This book is based on real amateur games and shows you how an average club player can proceed through the ranks and reach Candidate Master level. It's a hard struggle, nothing comes for free and your path will be strewn with setbacks and disappointments. Just like in real life. Alex Dunne guides you in the more than 50 games that you will be 'playing' and offers lots of practical, straightforward and effective advice. Slowly but surely, you will improve in all phases of the game: the opening, the middlegame and the endgame. Dunne explains when and how to activate your pieces and how to recognize and punish the errors your opponents are bound to make. At the end of the book, having absorbed these lessons, your experience, technique and confidence will have improved in such a way that your first win against a master will not come as a big surprise. This is a revised, improved and extended edition of the 1985 classic.

Most chess-players are all too painfully aware of how many half-points and even full points they squander due to poor endgame play. However, they tend to imagine that improving their endgame play involves a massive amount of study of dry technical positions, and prefer to spend their time on other aspects of the game, perhaps in the unrealistic hope of avoiding endgames entirely. In this book, Ian Snape helps them to tackle endgames with more confidence, so that they look forward to playing them, and are more willing to simplify when this is the best course of action. The first half of the book discusses the areas of endgame theory that are most relevant to practical success. The second half features 100 exercises for the reader to solve, together with full solutions. All the exercises are taken from real games.

The Woodpecker Method is the name given by Axel Smith to a training system developed by his compatriot Hans Tikkanen. After training with his method in 2010, Tikkanen achieved three GM norms within a seven-week period. This book contains everything you need to carry out your own Woodpecker training. Smith and Tikkanen explain how to get the maximum benefit from the method, before presenting over 1100 puzzles and solutions.

Combining beauty and practicality, the endgame study is one of the subtle wonders of the Royal Game. Training with studies is a vital part of improving your endgame technique: it develops your general understanding, your calculation skills and your resourcefulness. But endgame studies, with their elements of artistry, science and hidden beauty, are at the same time highly entertaining. Jan Timman is one of the few famous chess players who also have a distinguished career as a study composer. In *The Art of the Endgame* Timman has collected a magnificent selection of studies, relating how they have inspired him, and presents his own best material. This is a labor of love which is not only a must-read for specialists and a source of joy, but also a practical tool for club players who want to deepen their understanding of the endgame.

This is a reprint of the classic work *Basic Chess Endings* by Reuben Fine, published in 1941. Although there are claims it has been superseded by other books, *Basic Chess Endings* by Fine remains the only book that covers all of the most basic chess endings and yet is in small size so it can be carried around in your pocket. The other books just show some endgames, not every endgame. Grandmaster Fine was one of the strongest chess players in the world and would likely have become world champion but he gave up tournament play to become a writer of textbooks on psychology, in addition to books on chess. A major advantage to Fine's book is his writing ability. Fine was a professional writer. He did not make his living as a chess player. This book is in old style descriptive notation. Some especially younger readers will prefer the more modern Algebraic System. The practical chess player is not interested in knowing that there is a computer somewhere that will show the solution for his position. Rather, he wants to learn how to find the best moves himself so as to defeat his human opponent. The most important endgames to study and learn are King and Pawn Endgames and Rook and Pawn Endgames. Knowing rook and pawn endgames is like having money in a savings account, as they come up all the time. Be sure to take time and learn all the rook and pawn against rook endgames. How to snatch draws from lost positions and wins from equality or worse. Clear presentation of such tactics as walling in, self-pinning, perpetual attack, blockading, much more. 240 chess diagrams.

'New (4th) and improved edition of an all-time classic The good news about endgames is: • there are relatively few endings you should know by heart • once you know these endings, that's it. Your knowledge never goes out of date! The bad news is that, all the same, the endgame technique of most players is deficient. Modern time-controls make matters worse: there is simply not enough time to delve deep into the position. Jesus de la Vila debunks the myth that endgame theory is complex and he teaches you to steer the game into a position you are familiar with. This book contains only those endgames that: • show up most frequently • are easy to learn • contain ideas that are useful in more difficult positions. Your performance will improve dramatically because this book brings you: • simple rules • detailed and lively explanations • many diagrams • clear summaries of the most important themes • dozens of tests.

This book has been designed for players who want to improve their technique in endgame through practice. You have to put yourself in the shoes of the American international grandmaster Yasser Seirawan and discover the strategies he used. This will allow you to think like a grandmaster in endgame. Eventually, you will be more precise in your calculations and in the planning phase. A selection of 20 exercises

Magnus Carlsen (1990) became World Champion in 2013 by winning the World Championship Match against Viswanathan Anand with 6,5 - 3,5. In 2014 Carlsen defended his title by defeating the Indian again (6,5 - 4,5) And in 2016 Carlsen retained his crown prevailing over Sergey Karjakin. Their match ended in a 6-6 tie, but Carlsen won the rapid tiebreak. On January 2010 Carlsen became the youngest ever chess player to claim the first spot in the World Rankings. Since July 2011 he never let go. Carlsen's fabulous endgame technique is without doubt one of the key reasons for his success. The World Champion regularly tops the best players in the world in objectively equal endgames as if it were a piece of cake. British chess grandmaster Daniel Gormally, after another endgame victory by Carlsen in Tata Steel Chess 2018: 'If there was an Endgame World Championship Carlsen would be World Champion for the next fifty years.' To improve your endgame skills, several things can be done. For instance, there are a number of known theoretical positions you can study and play out until you have mastered the technique which is necessary to overcome your opponent. For sure, this can be a good method, but it is certainly not the only way to become an endgame specialist. GM Andrew Soltis, author of *What it Takes to Become a Chess Master*, has this advice: 'You don't have to know esoteric, technical positions. Just work out the tactics. In fact, one of the best ways to improve your winning

technique is to work on endgame tactics.' Looking at the games of Magnus Carlsen, Soltis seems to have a point. Tactics do play an important role in his endings! In this training book, positions are selected from Magnus' games in the period 2001 - January 2018. Positions are without queens or with the queens and, at most, one piece for each side. Try this training book and see if you are able to play the same winning moves as the World Champion did. You will face 110 Endgame Tactics, in which Carlsen turned the game into his favour. The puzzles start at a moderate level and gradually get more difficult. We have selected 100 new puzzles. Ten bonus exercises appeared earlier in New in Chess' Magnus Carlsen Tactics Training. By solving the exercises, you will not only improve your tactical abilities but also your endgame skills!

Most chess games are decided in the endgame. It is here where you reap the reward for your good play, or else use all your cunning to deny the opponent victory. Knowing just a few key endgame techniques will dramatically increase your confidence, as you will understand what positions to aim for and which to avoid. Starting with the basic mates and the simplest pawn endings, this book provides all the endgame knowledge that players need to take them through to club level and beyond. Muller carefully guides us step-by-step through a fascinating range of endgame tactics and manoeuvres, helping us understand the underlying logic. Throughout the book, many cunning endgame tricks are highlighted. You will have fun springing them on friends, family - or your opponents in serious tournaments. Chess Endgames for Kids makes learning chess endgames fun. But it is also a serious endgame course written by a leading endgame expert, and provides a firm basis for vital skills that will develop throughout your chess career. German grandmaster Karsten Muller is arguably the world's foremost writer on chess endgames. Whenever an interesting endgame occurs in a high-level game, the chess world knows that it will soon be dissected and explained by Muller. Whether writing for a low-level or high-level audience, his infectious zeal for the endgame shines through. His 'masterwork', Fundamental Chess Endings (co-authored with Frank Lamprecht, and also published by Gambit) is a modern endgame 'bible' and was studied intensively in his youth by current World Champion Magnus Carlsen. Jesus de la Villa's worldwide bestseller 100 Endgames You Must Know successfully debunked the myth that endgame theory is complex and that endgame books are tedious. Reviewers praised its clarity and completeness and thousands of players dramatically improved their endgame understanding (and their results!). In recent years, De la Villa's students sometimes complained that when they had to apply what they had studied in 100 Endgames, they didn't always have the material ready at their fingertips. De la Villa then made an important discovery: most of the errors his students made are being made by others as well, even by strong and sometimes famous chess players! De la Villa started collecting training material and selected those exercises best suited to retain and improve your knowledge and avoid common errors. In this book the Spanish grandmaster presents hundreds of exercises grouped according to the various chapters in 100 Endgames. Solving these puzzles will drive home the most important ideas, refresh your knowledge and improve your technique. This book contains a massive amount of clear, concise and easy-to-follow chess endgame instruction. The advice De la Villa gives in the solutions is practical and useful. Ideal for every post-beginner, club player and candidate master who wishes to win more games.

Sick of defending with Black? Never found a reliable way to fight for the initiative when White plays 1 d4? Allow Grandmaster Aveskulov to assist. He has put together a sound but ultra-aggressive repertoire based on gambits that have proved their worth in grandmaster play over many years. The Benko Gambit is dreaded by many 1 d4 players. Black gets very active piece-play, and even if White reaches a pawn-up endgame, he is often shocked to find he is worse due to Black's intense positional pressure! If White avoids the Benko, that's when we hit him with the Blumenfeld, sacrificing a pawn to set up a strong pawn-centre and attacking chances. Aveskulov examines all of White's options and move-orders after 1 d4 Nf6, and shows an aggressive reply to each of them. He is never willing to take existing theory on faith, and throughout the book presents an extraordinary wealth of new analysis and ideas. He also explains typical plans in depth, so you will always know how to turn the screw once you have your opponent on the run.

Nowadays, chessplayers spend almost all their free time preparing openings, and rarely spend the time necessary to perfect the vitally important technique of calculating. Regular training in solving and playing out endgames studies is a good recipe for eliminating that shortcoming. This training is directed at developing resourcefulness, fantasy (in chess, these qualities are called "combinative acuity"), and the readiness to sacrifice material, in pursuit of the goal - winning! How do we develop good habits of winning endgame play? There are lots of manuals; but this may be the first in which a famous practical player, a trainer with a world-renowned name, and a study composer who has earned the title of International Grandmaster of Composition, share their views in one and the same book.

DIV60 complete games, annotated throughout but emphasizing endings that seem like long-contemplated works of art.  
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This is the book you have been waiting for. Learn how to play chess and the best chess strategies and tactics to dominate every game and become a savvy chess player. Author explains the origins of chess in ancient india and how it evolved in persia and europe. He takes you step-by-step through the basic rules of how to play chess and demonstrates the most important chess openings. In this book you will: • Have full awareness about the amount of power that each piece wields. • General winning tips • Have in your hands the tips to accelerate your learning • How to become a skillful chess player • Basic opening strategies • How to find an opening that suits your playing style • Tips for improving your chess opening • The best chess openings for white • The best chess openings for black Many chess books for beginners overload you with information about openings, tactics, forks, history, notation, and lot of other stuff beginners don't need to know. That might work for some people. But in this highly anticipated prequel to the conquer your friends series, i'm going to show you how you can play the game of chess and win in a heinously short amount of time.

Approach every endgame with a winning strategy! Good books about endgames for beginners are few and far between.

WINNING CHESS ENDINGS is a great one a gripping introduction to what you need to know to win chess endings, taught by American Grandmaster Yasser Seirawan. His entertaining, easy-to-understand style, incisive stories and insiders advice will help you develop a solid grasp of proven principles that you can apply with confidence whenever a game goes the distance. You'll learn to prevail time and again in endgames with common and uncommon combinations and pieces. WINNING CHESS ENDINGS teaches endgame strategies in an exciting new way: by putting you in the middle of the action with firsthand stories taken directly from famous matches. Pull up a chair and watch the world's most exciting chess endings. Then become an endgame master!

Study chess without wasting your time and energy Every chess player wants to improve, but many, if not most, lack the tools or the discipline to study in an effective way. With so much material on offer, the eternal question is: 'How can I study chess without wasting my time and energy?' Davorin Kuljasevic provides the full and ultimate answer, as he presents a structured study approach that has long-term improvement value. He explains how to study and what to study, offers specific advice for the various stages of the game and points out how to integrate all elements in an actionable study plan. How do you optimize your learning process? How do you develop good study habits and get rid of useless ones? What study resources are appropriate for players of different levels? Many self-improvement guides are essentially little more than a collection of exercises. Davorin Kuljasevic reflects on learning techniques and priorities in a fundamental way. And although this is not an exercise book, it is full of instructive examples looked at from unusual angles. To provide a solid self-study framework, Kuljasevic categorizes lots of important aspects of chess study in a guide that is rich in illustrative tables, figures and bullet points. Anyone, from casual player to chess professional, will take away a multitude of original learning methods and valuable practical improvement ideas.

If you want to become a chess master, there are certain things you need to know essential tips and techniques that the masters know, and you need to learn. This incredibly useful book collects all these techniques together in one volume, so you can try them out, tick them off, and start on your path towards chess greatness. Arranged in chapters covering every aspect of chess, from openings to endgames, renowned chess author Andrew Soltis provides top 20 rundowns of these specific positions and techniques: chapters include Top 20 Sacrifices, Top 20 Crucial Middlegame Decisions, Top 20 Endgame Techniques and Top 20 Exact Endgames. Written in Andrew Soltis's eternally engaging and accessible style, this book will prove invaluable to any player who wants to become a chess master.

New and substantially expanded edition of a modern chess classic. By chance, in 2013 publisher New In Chess discovered a previously unnoticed and unpublished extra batch of endgame tactics collected by the legendary Dutch correspondence grandmaster Ger van Perlo (1932-2010). More than 250 fresh examples have been added, making this fourth edition 25% BIGGER than its predecessors. For casual players and club players. Why is it that most amateur chess players love opening and middlegame tactics but hate endgames? Why do you usually look at only a couple of pages in any endgame theory book you see? Sit back, forget about theoretical endgames, and enjoy the entertainment of real life chess in Endgame Tactics! There is no substitute for hard work in getting better at chess, as a wise grandmaster once said. But you always work harder at something you enjoy. Make the first step towards improving your endgame play (and beating more opponents) by learning to love the endgame. Endgames are fun, and the examples from everyday practice in Endgame Tactics prove it. • New (4th) and 25% expanded edition of a best-selling modern classic • More than 1,300 Sparkling Tricks and Traps • WINNER of the ECF Book of the Year Award • WINNER of the ChessCafe Book of the Year Award • Makes regular players discover the fun in endgame

Written by Barry Hymer and Peter Wells, Chess Improvement: It's all in the mindset is an engaging and instructive guide that sets out how the application of growth mindset principles can accelerate chess improvement. With Tim Kett and insights from Michael Adams, David Howell, Harriet Hunt, Gawain Jones, Luke McShane, Matthew Sadler and Nigel Short. Foreword by Henrik Carlsen, father of world champion Magnus Carlsen. Twenty-first-century knowledge about skills development and expertise requires us to keep such mystical notions as fixed 'talent' in perspective, and to emphasise instead the dynamic and malleable nature of these concepts. Nowhere is this more apparent than in chess, where many gifted players fall prey to plausible but self-defeating beliefs and practices - and thereby fail to achieve the levels their 'natural' abilities predicted. Happily, however, the reverse can be true too; through learned dispositions such as grit, risk-taking, strategic thinking and a capacity for sheer hard work, players of apparently modest abilities can achieve impressive results. Blending theory, practice and the distinct but complementary skills of two authors - one an academic (and amateur chess player) and the other a highly regarded England Chess Olympiad coach (and grandmaster) - Chess Improvement is an invaluable resource for any aspirational chess player or coach/parent of a chess player. Barry and Peter draw on interviews conducted with members of England's medal-winning elite squad of players and provide a template for chess improvement rooted in the practical wisdom of experienced chess players and coaches. They also include practical illustrative descriptions from the games and chess careers of both developing and leading players, and pull together themes and suggestions in a way which encourages readers to create their own trajectories for chess improvement.

There are, contrary to what most amateurs believe, relatively few chess endgames one must know. Jesus de la Villa, an international grandmaster and former champion of Spain, presents the endgames that show up most frequently in practice, are easy to learn and contain ideas and concepts that are useful in more difficult positions. He brings you simple rules, guiding ideas at the beginning of each chapter, detailed and lively explanations, many diagrams, clear summaries of the most important themes, recommended exercises that will help you understand the material, and tests, divided in two parts: basic and final. The main thing De la Villa asks of you is to always understand WHY you play a move.

Analyzes a variety of endgames, discusses strategy, and looks at confrontations between unlike pieces

The secrets of Magnus Carlsen's endgame technique Magnus Carlsen's brilliant endgame play has been one of the key reasons for his success. At the age of 13 the Norwegian became the youngest grandmaster in the world, at 19 the youngest number one in the FIDE world rankings, and at 22 the second youngest World Champion in history. With his fine technique, great inventiveness and iron determination Magnus has won countless endgame positions in which almost everyone else would have settled for a draw. He also has saved endgames that seemed impossible to hold. International Master Tibor Karolyi has studied Carlsen's career and has selected more than 90 of his best endgames for this book. He reviews them in chronological order to show how Magnus developed his skills. His technique and his choices are explained in a manner that is easy to understand for club players. Endgame Virtuoso Magnus Carlsen is a highly instructive, inspiring and entertaining book. It will help you to appreciate Magnus' endgame magic and shows you how to become a better endgame player yourself.

This book has been designed for players who want to improve their technique in endgame through practice. You have to put yourself in the shoes of the German international Grandmaster Artur Yusupov and discover the strategies he used. This will allow you to think like a great master in endgame, you will be more precise in your calculations and in the planning phase. A selection of 27 exercises .

Hellsten focuses exclusively on endgame play and covers every type of endgame: pawn, rook, minor piece and queen endgames. He examines many fundamental positions that everyone needs to know, as well as the key themes and characteristics of successful endgame play.

Two leading grandmasters study a variety of typical practical endgame situations. They provide strategic guidance which is aimed at club and postal players of all levels of experience, either when playing or when deciding what type of endgame to aim for. The authors tackle fundamental issues such as the occasions when a bishop is a better piece than a knight, and those when rook and pawn are a match for two minor pieces.

This is a new and improved edition of an all-time classic! The good news about endgames is that there are relatively few endings you should know by heart and that once you know these endings, that's it. Your knowledge never goes out of date! The bad news is that, all the same, the endgame technique of most players is deficient. Modern time-controls make matters worse: there is simply not enough time to delve deep into the position. Grandmaster Jesus de la Villa debunks the myth that endgame theory is complex and he teaches you to steer the game into a position you are familiar with. This book contains only those endgames that show up most frequently, are easy to learn and contain ideas that are useful in more difficult positions. Your performance will improve dramatically because this book brings you simple rules, detailed and lively explanations, many diagrams, clear summaries of the most important themes and dozens of tests.

Two instructional classics condensed into one practical volume! In 2014 the Russian Chess Federation started a wide-ranging programme aimed at the revival of chess in Russia. One of the first actions that were taken was commissioning legendary Belarusian chess coach Mikhail Shereshevsky to recapitulate and condense his famous training methods. In doing so Shereshevsky has created a totally reworked compendium of his acclaimed classics Endgame Strategy and The Soviet Chess Conveyor, with many new examples, exercises and discussions of various training methods.

Furthermore, he has added a new and highly effective approach on how to calculate variations. Club players all over the world who wish to improve their game now have access to Shereshevsky's famous training programme in one volume and can learn: How to build an opening repertoire How to study the chess classics to maximum benefit How to master the most important endgame principles How to effectively and efficiently calculate variations The Shereshevsky Method offers a unique opportunity to improve your game with one of the supreme examples of Russian chess training excellence. Studying this manual will enrich your understanding of chess enormously and help your progress on the way to chess mastery.

Masterclasses by Kasparov, Carlsen, Tal, Anand, Kramnik, Ivanchuk, Smyslov, Larsen, Karpov and many others For more than three decades, every issue of New In Chess magazine has been full of detailed and highly enlightening annotations by the world's best players of their own best games. Because studying well-annotated master games is the best way to learn the skills that really matter, acclaimed chess author Steve Giddins has revisited the New In Chess vault and assembled the clearest and most didactic examples. Giddins' selection includes masterclasses by no fewer than eight World Champions: Kasparov, Tal, Smyslov, Karpov, Kramnik, Topalov, Anand and Carlsen. But also chess legends such as Larsen, Kortchnoi, Timman, Ivanchuk, Short, Aronian and Shirov have contributed. The New In Chess Book of Chess Improvement is a treasure trove of study material and has chapters on attack and defence, sacrifices, material imbalances, pawn structures, endgames and various positional themes. It provides the high standard of instructional material that today's club player, much stronger than his equivalent 25 or more years ago, needs.

World Chess Champion Magnus Carlsen is the inspiration behind this book because of his ability to play all phases of the game equally well: opening, middle-game, and endgame. The aim of this book is to improve the positional level of play in all three phases of intermediate tournament players.

100 Endgames You Must Know Vital Lessons for Every Chess Player Improved and Expanded New In Chess

The Key Concepts of Chess Endings In 2003 when it was released, Dvoretsky's Endgame Manual became an instant classic. Now the chess instructor extraordinaire offers an introduction to the fascinating world of chess endings. This book is designed to highlight the key concepts of the most common chess endgames and will prove quite instructive to chessplayers of all levels. Topics include: - The King in the Endgame - Pawn play - Zugzwang - Saving Methods - Tactics in the Endgame - Piece Maneuvering - Piece Exchanges - "Technique" ...and much more! The author has countless practical suggestions for improving your endgame play in this era of rapid-time controls so that you don't end up "drowning" in the ocean of endgame theory. Let Mark Dvoretsky help you win more games as he examines some elementary endgame errors from master play and shows you how to avoid making the same mistakes.

Many players are serious about their chess but become stuck at a certain playing strength. It's rarely a lack of talent or practice or opening knowledge that holds them back. Usually they get left behind because they don't know how to make best use of the time they have available to study chess. This book addresses this problem and is your self-improvement plan. It shows you how to work on your own games to root out mistakes. It will sharpen your calculation of variations. You will be challenged to find the best middlegame strategy. Endgame technique is also covered in detail. All topics are discussed with numerous examples and puzzles from the games of modern players such as Magnus Carlsen, Fabiano Caruana and Viswanathan Anand. If you want your chess to leap forward it's time to Coach Yourself! \* A complete self-improvement programme. \* All aspects of the game included. \* Utilizes a structured approach, making the most of your study time.

Presents a collection of endgames that will help chess players become better practical players and develop a deeper understanding of chess. The first edition of Dvoretsky's Endgame Manual was immediately recognized by novice and master alike as one of the best books ever published on the endgame. The second edition is revised and enlarged - now over 400 pages - covering all the most important concepts required for endgame mastery. "I am sure that those who study this work carefully will not only play the endgame better, but overall, their play will improve. One of the secrets of the Russian chess school is now before you, dear reader!" - From the Foreword to the First Edition by

Grandmaster Artur Yusupov "Going through this book will certainly improve your endgame knowledge, but just as important, it will also greatly improve your ability to calculate variations... What really impresses me is the deep level of analysis in the book... All I can say is: This is a great book. I hope it will bring you as much pleasure as it has me." - From the Preface to the First Edition by International Grandmaster Jacob Aagaard Here's what they had to say about the First Edition: "Dvoretsky's Endgame Manual ... may well be the chess book of the year... [It] comes close to an ultimate one-volume manual on the endgame." - Lubomir Kavalek in his chess column of December 1, 2003 in the Washington Post. "Dvoretsky's Endgame Manual is quite simply a masterpiece of research and insight. It is a tremendous contribution to endgame literature, certainly the most important one in many years, and destined to be a classic of the literature (if it isn't already one). The famous trainer Mark Dvoretsky has put together a vast number of examples that he has not only collected, but analysed and tested with some of the world's strongest players. This is a particularly important book from the standpoint of clarifying, correcting, and extending the theory of endings. Most of all, Dvoretsky's analysis is staggering in its depth and accuracy." - John Watson, reviewing DEM at The Week In Chess 2003 Book of the Year - JeremySilman.com 2003 Book of the Year - Seagaard Chess Reviews: "This is an extraordinary good chess book. To call this the best book on endgames ever written seems to be an opinion shared by almost all reviewers and commentators. And I must say that I am not to disagree." - Erik Sobjerg

All the Everyman Chess books are organized in a structured style and are also presented in a series of levels. The styles encompass Openings (O); Games Collections ((G); and Training (T). The levels are arranged as follows: Children C]; Novice (N); Club (C); and Advanced (A).

The Fourth Edition of a Modern Classic When you are serious about improving your endgame skills, it is time for Dvoretsky's Endgame Manual. Perhaps the best known and most respected instructor of world class chessplayers, Mark Dvoretsky has produced a comprehensive work on the endgame that will reward players of all strengths. For those ready to immerse themselves in endgame theory, there may be no better manual available today. But, even if you do not play at master level, the book has been designed to help your endgame too. Basic theories and "must-know" concepts are highlighted in blue. You may skip the more complex analysis, focus on the text in blue, and still improve your endgame technique. When it appeared in 2003, the first edition of Dvoretsky's Endgame Manual was immediately recognized by novice and master alike as one of the best books ever published on the endgame. The enlarged and revised Fourth Edition is better than ever! "I am sure that those who study this work carefully will not only play the endgame better, but overall, their play will improve. One of the secrets of the Russian chess school is now before you, dear reader!" - From the Foreword to the First Edition by Grandmaster Artur Yusupov

"Going through this book will certainly improve your endgame knowledge, but just as important, it will also greatly improve your ability to calculate variations... What really impresses me is the deep level of analysis in the book... All I can say is: This is a great book. I hope it will bring you as much pleasure as it has me." - From the Preface to the First Edition by International Grandmaster Jacob Aagaard Here's what they had to say about the First Edition: "Dvoretsky's Endgame Manual ... may well be the chess book of the year... [It] comes close to an ultimate one-volume manual on the endgame." - Lubomir Kavalek in his chess column of December 1, 2003 in the Washington Post. Would You Like To Increase Your ELO Rating And Finally Be Recognized As An Expert Player? Would You Like To Compete With The GrandMasters? There are so many chess players who start their journey from scratch and become "good" players. They can upgrade to an "intermediate" level thanks to the basic skills learned. Unfortunately, many of them remain at this level and don't take a step forward, to go to the level that will enable them to assess their skills and to play against the world's top-ranked chess players. But what exactly does it take to reach such a level? What does an average player need to make a leap forward in his chess game and compete with titled players? In "Chess Strategy" you will finally find all the strategies and tactics which are only known to professionals. You will find out why it is important to focus on the Analysis of the game before making your moves, as well as the grandmasters' games' psychological aspects. Moreover, this book will help you to know and understand the behavior of professional chess players during the most important and delicate stages of their match, the Middle and the End Game, the ones that will determine the outcome of your match. Among many topics in this book you will find: - The 3 essential things that you need to improve your Problem Solving Skills; - Top 10 tips for winning your matches; - The 6 most important tactics of the Middle Game; - How an expert player approaches the game; - In-depth analysis and numerous puzzles to practice; - BONUS The 7 aspects to focus on to become an Expert Player; - And much, much more... This is your moment. What exactly distinguishes expert players from intermediate or beginner players? Skills? Experience? Talent? Perhaps. One of the most important qualities of successful players is their desire and willingness to constantly learn new skills and improve existing ones. That is what distinguishes them from intermediate players and allows them to step forward and become champions. Do you want to stay in the middle player's circle or finally increase your ELO rating and play with the GM? Get The Book That Will Finally Makes You An Expert Player By Clicking The "Add To Cart" Button At The Top Of The Page.

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