

## Secrets Of Chess Endgame Strategy Chess College S

An easy-to-understand guide to chess strategy -- conceptual planning -- has always been the amateur's dream. This book makes that dream a reality. This comprehensive guide in dictionary form, the first of its kind, makes all aspects of chess strategy quick, easy, and painlessly accessible to players of all degrees of strength. Each strategic concept is listed alphabetically and followed by a clear, easy-to-absorb explanation accompanied by examples of how this strategy is used in practice. Such great World Champions as Steinitz, Capablanca, Petrosian, Fischer, and Karpov have used these strategies in virtually all of their games. Now you can arm yourself with their weapons. As you incorporate these weapons into your own play, they will enrich your appreciation of the game and lead you to one beautiful victory after another.

The first section of [this] book discusses classical themes, such as pawn majorities, the centre and structural weaknesses. Watson then moves on to discuss new concepts, including the willingness of modern players to accept backward pawns in return for dynamic play, the idea of a good 'bad' bishop, knights finding useful roles at the edge of the board, and the exchange of sacrifice ideas that became prevalent with the post-war Soviet world champions. ..."--Back cover.

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!

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.

Good books on the indeterminate stage of chess between openings and endings are rare. Ambitious players wanting a practical guide to the middle game will find that Ludek Pachman's great trilogy, which is completed with this volume, stands in a class of its own. In each of these books the need for understanding is emphasized: there are too many variations for any memory to store. The player must understand the basic principles involved and the typical positions or maneuvers that can arise. Ludek Pachman's examples will augment his experience and should facilitate finer judgments as to the types of position to aim for, how to plan for them and in the allocation of priorities. But games also need to be viewed as an entity, and for this reason the author has concentrated on teaching by means of whole games. Ludek Pachman, the West German and former Czechoslovak Grandmaster, has taken part in international chess since 1945. The present work is a substantial revision of a series of books that first appeared in Czech. It has been translated from the German by the English International Master, John Littlewood.

Here... at long last... we have it. A new type of endgame book. A book which explains how to handle those positions that frequently occur in practical play but, curiously, are hardly ever the subject of theoretical works. Most endgame books rely upon recycling established theory on basic positions, or concentrate on fantastical studies. This one is different. Well known Grandmaster and endgame expert Glenn Flear examines in depth all endgames which feature either two pieces for each side, or two pieces against one. Why is this an important subject? Because these situations arise surprisingly frequently in practical play. For example, an examination of any big database will reveal that the endgame of rook and minor piece versus rook and minor piece arises in nearly 20% of games. That means that if you open with 1 e4, you are more likely to reach one of these endgames than you are to face the French Defence. And overall, every time you sit down to play a game of chess, there is nearly a 50% chance that you will reach one of the endgames covered in this book. If you can handle such endgames well, your results will inevitably improve. This book will show you how.

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).

Learn the secrets of chess from the only person able to beat the world number 1 chess engine Stockfish.Learn chess 5 times easier through pattern recognition.Attain deep chess knowledge in an intuitive way through a wealth of diagrams(more than 500).Read about topics no other chess author has ever discussed in the past.This book is an entertaining story, combining in one all the elements of positional evaluation in chess.Learn things from the future of chess.Learning straight from the author who has contributed

a lot for the development of the strongest chess engine on Earth, Stockfish. ABOVE sentences someone might find conceited, but are mostly true. In this book you will find everything one needs to know about positional evaluation, from tactical features, like pins and discovered checks, to deeply strategic ones, like pointed chains and king shelter weaknesses. The book has incorporated almost all of the concepts available in other reference material, but that is just the start. No matter how unbelievable that might seem to you, half of the featured elements are completely NEW to chess theory, a product of endless analysis sessions with Stockfish and Komodo chess engines, as well as the use of statistical points, derived from a large number of high-quality game databases, one of which is TCEC, the strongest computer chess championship in the world, played at very long time control. So that, when you are reading this, the signature is not only mine, but partly also that of Stockfish and Komodo. The creative ideas are mine, but without the valuable help of the chess engines, I would never have been able to do that the same way. Please, don't be afraid by the numbers used for qualifying all evaluation features: this is done just for the sake of precision, but it is very easy to convert those numbers to usual human assessments. For example, if a feature is assessed with +50cps (cp, centipawn is one hundredth of a full pawn material), that will mean the feature is good. When you see +100cps and above, the feature is very good. If between 0 and 20cps, the feature is still good and useful, but less so. Similarly, for features with negative values, the higher the value, the worse the specific feature is. One gets accustomed to these values and then everything is fine. The book gives a definition for each specific evaluation pattern, a diagram specifies it, and then you get more detailed information about the characteristics of the term, real-game examples and a mention of how frequent this term occurs on the board. All this information is useful, as in this way you will get a better understanding of which terms are good and which bad, how good or bad a certain term is, be able to follow real-game examples and deduce everything about the usefulness of the term. As already observed, you will not find a more COMPREHENSIVE GUIDE on chess/chess evaluation than this one. The main asset of the book is its innovative approach and the great amount of high knowledge introduced. The book is suitable for all levels of chess, from beginner to advanced, as the approach it follows is based on pattern recognition. One just has to memorise the specific pattern featured on a diagram, and then apply it on the chess board! Nothing less, nothing more. The more terms you memorise, the better you will be at chess. MAKE NO MISTAKE: chess evaluation is the most important element in acquiring a better chess knowledge. You can play very good chess by being able to evaluate well, even if you are not able to calculate all lines very well, but the opposite is not quite true. If you don't know which positions are good and which bad, you will always be choosing the bad ones! So, don't wait any longer, and just grab this UNIQUE chess knowledge guide, memorise all patterns inside and progress at chess much faster than you have ever thought possible.

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.

In this companion volume to Fundamental Chess Endings, Müller and Pajeken focus on the practical side of playing endgames. They cover all aspects of strategic endgames, with particular emphasis on thinking methods, and ways to create difficulties for opponents over the board. Using hundreds of outstanding examples from modern practice, the authors explain not only how to conduct 'classical' endgame tasks, such as exploiting an extra pawn or more active pieces, but also how to handle the extremely unbalanced endings that often arise from the dynamic openings favoured nowadays. All varieties of endgames are covered, and there are more than 200 exercises for the reader, together with full solutions. Major topics include: \* Basic Principles and Methods \* Activity \* Schematic Thinking \* The Fight for the Initiative \* Prophylaxis and Preventing Counterplay \* The Bishop-Pair in the Endgame \* Domination \* The Art of Defence \* Typical Mistakes \* Rules of Thumb

Presents a collection of endgames that will help chess players become better practical players and develop a deeper understanding of chess.

For over 100 years, the world's leading chess players and teachers have told their students to study the endgame. Now, for the first time, a revolutionary, richly instructive endgame book has been designed for players of all levels. This is the one and only endgame book you'll need as you move up the ladder from beginner to tournament player and master. Designed to "speak" to a player in a very personal way, Silman's book teaches the student everything he or she needs to know at his or her current rating level, and builds on that knowledge for each subsequent phase of the player's development. Starting at the beginner's level, all basic mates are clearly and painstakingly explained. After that, the critical building blocks that form the endgame foundation for all tournament hopefuls and experienced tournament competitors are explored in detail. Finally, advanced endgame secrets, based on concepts rather than memorization, are presented in a way that makes them easy to master. The basic keys to a well-rounded endgame education -- Opposition, the Lucena and Philidor Positions, Cat and Mouse, Trebuchet, Fox in the Chicken Coup, Triangulation, Building a Box, Square of a Pawn, Outflanking, the Principle of Two Weaknesses -- are vital. But equally important is creating a love of the endgame, which is addressed at the end of the book with a look at chess tactics, minor piece domination, and a discussion of the five greatest endgame players of all time -- all things that every fan of chess at every level can enjoy. If you have found the endgame to be a mystery, if you have found that your confidence plummets once you reach an endgame, if you have searched for an instructive endgame book that will turn your weakest link -- your endgame -- into your personal field of power, your search is over. The book is the key to a world of essential ideas, startling beauty, and stunning creativity.

'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.

The endgame is a subtle phase of the game many ordinary players would like to improve. In taking the reader through over 150 instructive examples, taken mostly from his own games, Smyslov covers a very broad range of positions - and provides an excellent overall insight into the endgame as a whole. Unlike standard endgame manuals, which concentrate purely on the most basic and technical positions, this book has numerous examples with many pieces on the board - the type of endgame you are in fact most likely to reach. By learning from Smyslov's impeccable technique, readers will improve their own endgame abilities - and results! Grandmaster Vasily Smyslov is renowned for his artistic mastery of the endgame, and his 1957 World Championship victory over Botvinnik can be largely attributed to his unique gifts in this aspect of the game. The winner of innumerable first prizes in international tournaments, Smyslov became, at 61, the oldest player ever to qualify for the World Championship Candidates Matches. Now in his mid-seventies, he still participates constantly in international events - with remarkable success.

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.

One of the foremost chess analysts, writers, and teachers explores game strategies and tournament tactics with examples of actual games, diagrams, and conceptual analysis

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.

One of the world's foremost chess writers provides everything you need to know about chess endgames! Assuming no specialized endgame knowledge, John Nunn presents 100 key endgame concepts, and explains how they are used to win games or save difficult positions. He covers all the main types of endgames and typical thinking methods, and so equips readers with all the skills needed to excel in this vital phase of the game up to good club level and beyond. The endgame is the stage of the game where precision is most important, and where errors are punished most drastically. It is also deceptive: many endgame positions look too simple to require prior knowledge, but yet contain fiendish concealed pitfalls that can reverse the result of the game on the spot. Some key positions simply have to be memorized, as they can hardly be worked out at the board, especially when playing with today's faster time-controls. In such perilous terrain, an expert guide is necessary. John Nunn could not be better qualified: he is a battle-hardened grandmaster of top-level over-the-board chess and a solving world champion. From his wealth of endgame expertise, he has distilled a course of fundamental knowledge that is highly targeted on practical success for all levels of players.

Twenty-five chess games chosen, arranged, annotated to help amateurs avoid a variety of weak strategic and tactical moves. With commentary by 1935–36 World Chess Champion Max Euwe. 1963 edition. A comprehensive guide to all fundamental chess endings, and a godsend for those looking to improve their endgame play. Crucially, the emphasis is just as much on practical play as it is on theoretical understanding.

Far from being a rather slow strategic phase, the endgame in chess is in fact highly tactical, requiring accurate calculation and constant alertness. This guide to the tactics of the endgame is by a grandmaster, and is intended for players of all levels.

### Secrets of Chess Endgame Strategy Gambit

Chess is a game where profound strategic thinking must be allied with clever short-term tactics. Most previous works on strategy focus on specific aspects of chess strategy, but Lars Bo Hansen's aims here are different. He creates a framework in which the various elements can be systematically included and organized - a framework that will help chess-players to think about chess strategy during practical play. The theory of business strategy is extensively developed, and Hansen adopts the novel approach of investigating whether any of the vast amounts of research and modelling done for business purposes can be applied in chess. He finds that there are indeed many useful parallels, and focuses on how these ideas can be used to good effect by chess-players both in their preparation and when making over-the-board decisions.

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

Grandmaster Johan Hellsten is convinced that mastering chess strategy - just like chess tactics - requires practice, practice and yet more practice! This outstanding book is a product of his many years' work as a full-time chess teacher, and is specifically designed as part of a structured training programme to improve strategic thinking. It focuses on a wide range of key subjects and provides a basic foundation for strategic play. Furthermore, in addition to the many examples, there's an abundance of carefully selected exercises which allow readers to monitor their progress and put into practice what they have just learned. Following such a course is an ideal way for players of all standards to improve. Although designed mainly for students, this book is also an excellent resource for chess teachers and trainers. An essential course in chess strategy Contains over 400 pages of Grandmaster advice Includes more than 350 training exercises

The Tactician's Handbook In the late 1990s, American publisher Pickard & Son released five books, each dedicated to a unique tactical theme, and each with approximately 100 pages. Written by the late Russian correspondence master Victor Charushin, the books were Alekhine's Block, Combination Cross, Lasker's Combination, Mitrofanov's Deflection, and The Steeplechase. They were very well-received by chessplayers everywhere. And, in fact, Charushin had written two more books in the series, Domination, and Less Common Combinations, but these were not released. For this edition of The Tactician's Handbook, German grandmaster Karsten Müller has carefully reviewed and then selected the material he thought most enlightening. Then instructive exercises were added. All the analysis has been checked by the silicon monster, while Charushin's notes and comments were revised where necessary. All seven titles were then combined into one comprehensive volume. Add to that a foreword by one of the great tacticians of our time, Hungarian grandmaster Judit Polgar, and the result is an excellent, instructive handbook covering some of the most exciting tactics in chess. The Tactician's Handbook is sure to provide you with many hours of enjoyment and instruction!

Many club and tournament players are excellent tacticians, but get lost when it comes to the endgame. These strategies are a must for those who want knowledge about the endgame to use with confidence--and deadly effect. Intermediate

Offers techniques used by the Russian masters for recreational and competitive games.

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

Everyone knows they should work on their endgame play. So many hard-earned advantages are squandered in 'simple' endings... But it's tough finding a way to study endings that doesn't send you to sleep and that helps you actually remember and apply what you have learnt. "While endgame theory books are helpful, active participation by the reader is a great aid to learning. I hope that this book of endgame exercises will encourage readers to put their brains in high gear, both to test themselves and to learn more about the endgame. I have spent several months selecting the 444 exercises in this book from what was initially a much larger collection." - John Nunn All major types of endgame are covered, together with a wide-ranging chapter on endgame tactics. Examples are drawn from recent practice or from little-known studies. The emphasis is on understanding and applying endgame principles and rules of thumb. You will learn by experience, but always backed up by Nunn's expert guidance to ensure that the lessons you take away from the book are correct and useful. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals at chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions. In 2011, his two-volume work Nunn's Chess Endings won the English Chess Federation Book of the Year Award, and was highly praised by Levon Aronian (who read both books cover to cover!) when making the award presentation.

Written by a chess grandmaster noted for his endgame expertise, who's also a lecturer on the theory of strategic decision-making, this book provides a thought-provoking and convincing treatise on how players can maximise practical problems for their opponents while emphasising the strengths of their own position.

Understanding = Mastery! Knowing the abilities and limitations of the minor pieces is very valuable for mastering the secrets of the royal game, and this can be studied best in the endgame. It is essential to understand the management of the long-range bishop, albeit confined to one color, as well as the short-range, ubiquitous knight. This book is the second volume in the authors' acclaimed Understanding Endgames series. It follows a dual philosophy, like their previous work, Understanding Rook Endgames. It deals with seven-piece minor-piece endings in some detail. These endgames are often so deep that pre-tablebase analysis almost always contained errors. Many new discoveries are revealed here. In addition, the authors emphasize the important five- and six-piece endings every club player should know. But to really understand minor piece endings, these theoretical positions are of course not enough. Sub-chapters on the principles of each material configuration have therefore been added. Understanding Minor Piece Endgames will take you a long way to mastering these important endings. "Having had the pleasure to preview this book, I can tell you that you are in for a treat. Careful study of this book will benefit your chess immensely..." From the Foreword by GM Jacob Aagaard

A guide to chess strategy uses examples from such players as Nimzowitsch and Kramnik to illustrate developments in chess strategy.

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. Craig Pritchett selects and studies five chess legend whose play exemplifies outstandingly innovative attributes: Wilhelm Steinitz, Emanuel Lasker, Mikhail Botvinnik, Viktor Korchnoi and Vassily Ivanchuk.

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

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