
Paul Keres Chess End Game

Paul Keres

Basic Chess Endings

Practical Chess Endings

Grandmaster of Chess

Silman's Complete Endgame Course

The Art of the Middle Game

Grandmaster of Chess

Paul Keres

Paul Keres' Best Games

Secrets of Pawn Endings

Paul Morphy

Decisive Games in Chess History

The Best I Saw in Chess

Modern Chess Planning

Crucial Chess Skills for the Club Player

Endgame

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How to Choose a Chess Move

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Dvoretsky's Endgame Manual

Understanding Minor Piece Endgames

The early games of Paul Keres

Practical Chess Endings

The Hague-Moscow 1948

The Chess Endgame Study

Rook Endings

My 60 Memorable Games

Understanding Chess Endgames

Practical Chess Endings Paul Keres

Capablanca's Best Chess Endings

Practical Chess Endings by Keres

The Early Games of Paul Keres Grandmaster of Chess

The middle years of Paul Keres
100 Endgames You Must Know

Paul Keres Chess End Game

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HERRERA CHEN

Paul Keres Gambit Publications

'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 Your knowledge never goes out of date!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.

Basic Chess Endings Everyman Chess Classics

"Paul Morphy: The Pride and Sorrow of Chess" is the only full-length biography of Paul Morphy, the antebellum chess prodigy who launched United States participation in international chess and is still generally acknowledged as the greatest American chess player of all time. But Morphy was more than a player. He was a shy, retiring lawyer who had been taught that such games were no way to make a living. The strain of his fame and the pull of his domineering family led Morphy to set another precedent: chess madness. Morphy's mental descent after retiring from chess became a part of his lore, made all the more magnanimous by a spate of twentieth-century examples. "The Pride and Sorrow of Chess" tells the full known story of the life of Paul Morphy, from his privileged upbringing in New Orleans to his dominance of the chess world, to the later tragedy of his demise. This new edition of David Lawson's seminal work, still the principal source for all Morphy biographical presentations, also includes new biographical material about the biographer himself, telling the story of the author, his opus, and the previously unknown life that brought him to the research.

Practical Chess Endings Elsevier Science & Technology

An updated edition of Paul Keres' classic endgame instructor, designed specifically for practical players with over 500 extra diagrams to facilitate learning and memorisation of critical lines of endgame play. It is an essential practical book, for all chess players, from one of the world's greatest grandmasters. Keres remained an elite grandmaster throughout his life and is widely regarded as one of the strongest ever players not to have won the world chess champion. His book is a comprehensive guide to the precise handling of all basic endgame positions. It features logical step-by-step explanations of procedures required to obtain the best possible results from frequently occurring queen, rook, bishop, knight and pawn endings. It includes commentaries on the final stages of selected tournament games, which demonstrate the art of favourable transposition from

complex to clear-cut endgames.

Grandmaster of Chess Random House Puzzles & Games

In this widely acclaimed chess classic, Russian trainer Mikhail Shereshevsky explains how to master the most important endgame principles. Where other endgame manuals focus on the basics and theoretical endgames, this book teaches the 'big ideas' that will help you find the most promising and most practical moves in any endgame. Even in endgames, it helps to think schematically instead of trying to calculate every move. To maximize your winning chances, this invaluable manual will teach you lessons such as 'do not hurry' and 'centralize your king' or 'fight for the initiative'. Endgame Strategy is considered to be one of the most important endgame manuals. In comparison with the 1981 publication, this new edition has been thoroughly revised and the author has added dozens of new and inspiring positions. The book is highly recommended by club players, coaches, and grandmasters alike. 'I especially read the chapter "Do not hurry!" with pleasure; not just because I agree with what he says, but more importantly because it defines the playing style of Magnus Carlsen,' said Grandmaster Simen Agdestein, long-time trainer of the Norwegian World Champion.

Silman's Complete Endgame Course Rizzoli International Publications

The most authoritative reference work on the endgame, serious students of chess will find this, book unmatched in its depth and range. Updated, with the latest innovations in the endgame and, adapted to algebraic notation by Grandmaster Pal, Benko, the result is what chess aficionados have been waiting for - a thoroughly modern bible on chess endings. Packed with diagrams that make examples easy to follow, this is an indispensable point of reference for the Grandmaster in the making.

The Art of the Middle Game SCB Distributors

An updated edition of Paul Keres' classic endgame instructor, designed specifically for practical players with over 500 extra diagrams to facilitate learning and memorisation of critical lines of endgame play. It is an essential practical book, for all chess players, from one of the world's greatest grandmasters. Keres remained an elite grandmaster throughout his life and is widely regarded as one of the strongest ever players not to have won the world chess champion. His book is a comprehensive guide to the precise handling of all basic endgame positions. It features logical step-by-step explanations of procedures required to obtain the best possible results from frequently occurring queen, rook, bishop, knight and pawn endings. It includes commentaries on the final stages of selected tournament games, which demonstrate the art of favourable transposition from complex to clear-cut endgames.

Grandmaster of Chess Hachette UK

A famed writer, speaker, player and international master has created the one and only endgame book chess enthusiasts need as they move up the ladder from beginner to tournament player to possession of the coveted master title.

Paul Keres SCB Distributors

A collection of the 60 best games of Bobby Fischer, analyzed by himself. The games are reset by John Nunn into modern algebraic notation, providing an insight into the methods and thought processes of one of the greatest chess champions.

Paul Keres' Best Games New In Chess

This volume of selected games contains those the grandmaster thinks best from the last phase in his career, and is concerned with the decade 1952-62.

Secrets of Pawn Endings Gambit Publications

At the Crossroads of Chess History On March 24, 1946, the fourth world chess champion, Alexander Alekhine, passed away. He was the first – and still the only – champion to die while holding the title. To select a new champion, a powerful quintuple round-robin was held in The Hague and Moscow.

The five strongest players of the era, including one former world champion, two future world champions, and two perennial contenders, took part in a grueling two-month, 25-round tournament. "The match-tournament of 1948 in The Hague and Moscow was one of the most important events in the history of chess. It produced a new world champion, Mikhail Botvinnik, and it was also the start of a new era in which the championship would be regulated by FIDE by means of an intricate system of qualification tournaments that would function with only small changes for decades." (From the Foreword by Hans Ree) Max Euwe, the fifth world champion, wrote a splendid account of this historic event. It includes a review of all previous encounters between the participants, background information, as well as all the games of the tournament, deeply annotated by Euwe. This fascinating account is finally available in English. You are invited to follow Mikhail Botvinnik, Vassily Smyslov, Sam Reshevsky, Paul Keres and Max Euwe as they battle for the title and the chess world starts its journey through the post-World War II era and the beginning of the Soviet hegemony.

Paul Morphy Courier Corporation

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.

Decisive Games in Chess History New In Chess

In the first volume of "Crucial Chess Skills for the Club Player," attention is given to the three key elements of practical play. These three aspects aren't closely related to each other, but together form the key to improvement for any ambitious chess player. In the first 3 chapters Ris explores the

most essential positions for rook endgames, offering practical advice along the way. He also offers ways to sharpen tactical vision in chapters four to six. In particular, he seeks to cultivate an ability to sense opportunities to strike. The final part, chapters seven to nine, he examines positional play in such a way that the student's overall understanding of the game is deepened. The result is that Robert offers a course to help students master all facets of the game! Volume two is expected end of 2018.

The Best I Saw in Chess Pergamon

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

Modern Chess Planning New In 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
[Crucial Chess Skills for the Club Player](#) Batsford Books

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!

[Endgame](#) Batsford

Provides information on the middle game, covering such topics as attacking the king, pawn structure, and defense.

Chess Endings Ishi Press

Alexander Kotov's trilogy, of which this is the second volume and now available in digital format for the first time, marks a landmark in chess literature. For the first time, a leading player managed to tackle the important elements of chess mastery in a methodical way which all chess players could understand, spiced with insight and colourful observation. Furthermore, his ideas and approach are as relevant to players today as they were when the books were first published. Alexander Kotov was one of the strongest players of the immediate post-war period, twice reaching the Candidates stage of the World Championship. He was also one of the leading Soviet trainers but is primarily remembered for his trilogy of classic works on chess coaching, of which Think Like a Grandmaster, one of the best-selling chess books of all time, was the first volume, and Play Like a Grandmaster the second.

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Winning Chess Endings Gambit Publications

This instructive book for competitive players, based on Edmar Mednis' classic Practical Endgame Lessons, provides the reader with a wealth of useful instruction in endgame play, reinforced by a series of tests presented as simulations of tournament play.

[Play Like a Grandmaster](#) Batsford Books

This is an essential practical book, for all chess players, from one of the world's greatest grandmasters. Rather than attempting to cover every theoretical possible endgame position, Paul Keres deals with the basic types of position into which all other endgames will eventually be resolved. He examines these in great detail and, in so doing, reveals the fundamental principles of the endgame and the main ideas for each player. It is not by memorizing moves but by understanding the basic positions that a player, of whatever rating, will most improve his endgame play. For this reason, Keres does not simply point out the best move; rather he explains the positions in such a way that the reader's understanding will lead, almost automatically, to the best move. Paul Keres who lived in Tallin Estonia is one of the greatest chess players of all time. From 1937 to 1965 he was a serious contender for the World Championship title, coming third in the 1948 World Championship Tournament. He had also been placed second in no less than four of the Candidate's events. He was always an Estonian patriot, even though he had to keep quiet about it during the years of Soviet rule. His picture appears on both the money and the postage stamps of Estonia.

How to Choose a Chess Move Courier Corporation

In this companion volume to Fundamental Chess Endings, M♙ller 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