

Chess For Dummies James Eade

Improve your chess by studying the greatest games of all time, from Adolf Anderssen's 'Immortal Game' to Magnus Carlsen's world championship victories, and featuring a foreword by five-times World Champion Vishy Anand. This book is written by an all-star team of authors. Wesley So is the reigning Fischer Random World Champion, the 2017 US Champion and the winner of the 2016 Grand Chess Tour. Michael Adams has been the top British player for the last quarter of a century and was a finalist in the 2004 FIDE World Championship. Graham Burgess is the author of thirty books, a former champion of the Danish region of Funen, and holds the world record for marathon blitz chess playing. John Nunn is a three-time winner of both the World Solving Championship and the British Chess Federation Book of the Year Award. John Emms is an experienced chess coach and writer, who finished equal first in the 1997 British Championship and was chess columnist of the Young Telegraph. The 145 greatest chess games of all time, selected, analysed, re-evaluated and explained by a team of British and American experts and illustrated with over 1,100 chess diagrams. Join the authors in studying these games, the cream of two centuries of international chess, and develop your own chess-playing skills - whatever your current standard. Instructive points at the end of each game highlight the lessons to be learned. First published in 1998, a second edition of The Mammoth Book of the World's Greatest Chess Games in 2004 included an additional twelve games. Another new edition in 2010 included a further thirteen games as well as some significant revisions to the analysis and information regarding other games in earlier editions of the book, facilitated by the use of a variety of chess software. This 2021 edition, further updated and expanded, now includes 145 games. The authors have made full use of the new generation of chess analysis engines that apply neural-network based AI.

In Checkmate! readers are invited to learn chess with Garry Kasparov, the World number one and the most famous figure in chess history, as their teacher. In this book chess players can discover all the various pieces and how they move, how to attack and how to defend, how to capture, and, crucially, how to give check and deliver checkmate.

The use of the queen, the active king, exchanges, pawn play, the center, weak squares, more. Often considered the most important book on strategy. 298 diagrams.

This is it—the key that unlocks the riches of GURPS (Generic Universal Role Playing System) and gives you a wealth of information on how to create your character and fine-tune your play. Produced in partnership with Steve Jackson Games, the game's creator, GURPS For Dummies is the ideal companion to GURPS Basic Set, 4th Edition that explains the rules. It gives you insight into the choices you’ll make in everything from creating a fun, dynamic character using the allotted number of points, to playing in an adventure, to becoming a GM. Whether you want to be an Amazon princess or a stalwart warrior, an old-fashioned swashbuckler or a modern investigator, a tough cop or a cat burglar, a sorcerer casting spells or a cosmic ranger, fighting lawlessness in the asteroids, this guide will help you: Determine your character’s basic attributes: IQ, DX (dexterity), ST (strength) and HT (health) Figure out your character’s secondary characteristics Choose advantages (including powers and perks) and disadvantages (including quirks and disadvantages with a self-control roll modifier) Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells, magic items, magic staves, and powerstones Strategically purchase equipment for different characters, tech levels, and campaign types Create and manage a character sheet, write a character background, keep a character log, and more—all with samples Choose good combat techniques and play with your character If you want to become a GM, this guide gets you going with advice on creating the adventure, managing the character creation process, managing combat, and interpreting the rules. There’s even a handy Cheat Sheet tear-out GM screen in the front of the book. There are tips throughout, plus advice on how to: Create your very own GURPS universe for your campaign, whether it’s dungeon-crawl, high-adventure, combat-focused, puzzle-focused, or masquerade-type Provide a basic write-up of the world for your players, including technology level, supernatural and supernormal abilities and powers, races, setting, character templates, cultural and social information, and limitations Create an electronic combat grid, a battle log, a tactical map, and more—with samples Do mapping, planning, and plotting Create memorable NPC (nonplayer characters), both good guys and bad guys GURPS For Dummies helps you create more detailed, exciting, and interesting characters and take your game to the next level. That’s important whether you’re saving a princess or saving the planet...searching for hidden treasure or for secrets to eliminate disease... fighting crime or combating armies of evil robots...casting spells in medieval castles or destroying terrorist cells in modern day milieus. With GURPS, the only limitation is your imagination.

Bobby Fischer Teaches Chess

Play Winning Chess

The Complete Idiot's Guide to Chess

Modern Chess Strategy

GURPS For Dummies

For all levels of chess players, Chess For Dummies, 3rd Edition, brings readers an updated guide to the wide world of chess. Offering easily-understood explanations of the game and its components, this book is a must have for those developing an interest or looking for an extra edge in chess. Chess For Dummies, 3rd Edition: Offers easily-understood explanations of the game and its components Provides introductory chapters and then introduces readers to different perspectives on chess from strategy and etiquette, to winning defensive and offensive secrets Contains approximately 25% new material, including updated chapters on computer chess games, playing chess online, new tournament rules and much more

Imagine you could learn the rules of chess and start playing your first chess game in less than 2 hours... Sounds attractive, right? Two hours seems to be an unbelievably short time investment to learn all of the rules, basic tactics, and main strategies of such a legendary game! Perhaps you are looking for the perfect beginner's guide to chess for yourself or a friend? Maybe you have never played chess before and need a simple and fast how-to book, or you know how to play but want to build on your knowledge with additional information. You might simply want a quick chess refresher course. If any of these apply to you, then you are on the right track! Chess is a complicated game, filled with patterns which may, at first, seem like random movements. The goal of this illustrated guide is to make those patterns clearer, and it is directed towards first-time players and novices, both adults and kids. This book will help you: ✓ Get familiar with the game, its goal and rules, terminology and components. ✓ Easily memorize all the pieces, their movement options (including special movements) and how they can work in conjunction to devastate your opponent. ✓ Know what common tactics are and learn essential chess tactical motifs that will give you a competitive advantage over other beginners. ✓ Discover the difference between tactics and strategy. ✓ Learn the three stages of a chess game, discover key strategy principles, and know how to put them into action from the opening to the endgame. ✓ Memorize the best chess opening for beginners and recognize elementary checkmating patterns. ✓ Easily refresh learned lessons using sections with summarized information. And much MORE! This guide includes 70+ images which illustrate the given information, along with easy-to-follow, step-by-step explanations that demystify the game - and give you an extra edge. Much like in life, in chess you will find that you gravitate towards certain ideas and strategies. Many such strategies are found in this book, and in some ways, this book is meant to give you a grander idea of the kind of player you want to be. This guide is your first stepping stone toward growth as a player, covering tactics which can be used throughout the game and strategies in the opening, middle game, and endgame. It contains everything you need to start playing and win your first game. Amaze your family and friends with the techniques and knowledge gained from this guide and start enjoying your victories today! From America's foremost chess coach and game strategist for Netflix's The Queen's Gambit comes a comprehensive guide covering all aspects of the game, to improve your technique whether you are a newcomer or a longtime fan. One of America's best-known chess masters, Bruce Pandolfini has helped millions learn the intricacies of chess through his acclaimed books and workshops. In this exciting volume, he presents a complete overview of the entire game and its culture. Structured as a dialogue between a beginning student and an expert teacher, Pandolfini's Ultimate Guide to Chess takes the student step-by-step from fundamentals to advanced, highly strategic play. Combining easy-to-follow diagrams with trenchant and up-to-date analysis, Pandolfini puts a new twist on accepted chess theory, offering a seamless beginning-to-end approach, including: • a short introductory history of the game • the moves, rules, and contemporary notation forms • the basic principles of chess • how to develop an opening repertoire • the art of tactical play • pattern recognition and memory aids • traps and pitfalls to be avoided • middlegame play, strategy, and planning • defense and counterattack • transitions to the endgame and the endgame itself • computers and the future of chess • the best websites for playing chess online With Pandolfini's expert insight into the history and modern world of chess, as well as several appendices to enhance play and appreciation, Pandolfini's Ultimate Guide to Chess makes the perfect gift for players of all ages and will be the benchmark title for chess players for years to come.

Chess For DummiesJohn Wiley & Sons

Chess Strategy For Beginners: 2 Books In 1 The Ultimate Guide On How To Learn Chess Fundamentals With Tactics, Openings, Checkmates, Know The Rules

The Mammoth Book of the World's Greatest Chess Games .

A Complete Chess Course

The Best Chess Tips, Moves, and Tactics to Checkmate

The Amateur's Mind

The real secrets to winning the game of chess - and the game of life Chess mastery has been recognized since ancient times as an unparalleled way to learn political strategy, but until now no book has explored the life lessons chess teaches and how they can transform lives. In The Tao of Chess, the author seamlessly blends the wisdom of a time-honoured spiritual quest for truth with 200 principles that will improve anyone's chess game. By following the author's principles, readers not only come to enjoy the game more, they develop a habit of seeking underlying truth - whether in a chess game or a real-life situation. The Tao of Chess is full of conscise advice, such as: Understanding is more important than memory Fortune favors the brave When you see a good move, wait and look for a better move Mistakes tend to come in bunches Trust your intuition; it's usually right Authoritative and easy to follow, this book will turn every reader into a master strategist.

If you're looking to learn about the game of chess--and win--The Everything Chess Basics Book provides you with the perfect introduction. Endorsed by the United States Chess Federation, The Everything Chess Basics Book is an authoritative guide that appeals to chess players of all ages and skill. From understanding the chess pieces to learning the basic moves to forming a winning strategy, The Everything Chess Basics Book teaches readers all they need to know to sharpen their skills and pick up a few advanced techniques and tricks along the way. The Everything Chess Basics Book also features information on: special moves; threats; types of chess; chess ethics and sportsmanship; notation, scoring, and timing; and more! Packed with hundreds of clear diagrams, The Everything Chess Book will have you declaring "Checkmate!" in no time.

If You Could Do Just ONE Thing For Your Brain, Learn This Game! Did you know you could stimulate the growth of nerve cells in your brain in a way that's natural, healthy, and fun? Yes, you can ditch those fancy (and costly) nootropic supplements. You can forget those boring "brain training" puzzles that only make you better at solving puzzles. Play chess instead. Chess is the ultimate turn-based strategy game. For centuries, it has honed the decision-making skills of kings and the strategic thinking of generals. Modern studies show that chess promotes brain development at any age, prevents Alzheimer's, and trains both sides of the brain to work in synergy. And today, chess is easier than you think! Previous generations of chess players had to train for years before they could really feel confident. But now, there's a better solution. This book will empower you to win your first games in just a DAY! Just grab a copy of this book and let the magic begin! This book will help you: Easily memorize all the pieces and their movement options in less than 2 hours Discover the best winning strategies approved by generations of champions Get a competitive advantage over other beginners by learning handy tactics for every phase of the game Develop your chess skills FAST with tried-and-tested practice strategies Overcome your initial shyness and join an offline or online chess club that's perfect for your skill level No matter if you're just learning the rules of chess or looking for ways to boost your skills FAST, this book will take your playing to a whole new level. You don't have to spend years memorizing possible turn combinations - simply learn the underlying tactics and strategies and start enjoying confident victories from Day 1!

Chess For Dummies 2E has approximately 25 to 30% new material, including updated chapters on computer chess games and playing chess online as well as updated websites and resource information. New tournaments and top players are also reviewed in this edition. Chess For Dummies 2E provides step-by-step explanations, from using the right terminology to understanding the rules and the art of attack. Author James Eade uses diagrams of actual chessboards to effectively illustrate important concepts and strategies throughout the text. The book demystifies the game -- proving you don't have to be a genius to play. · Tackling the Chess Basics · Greeting the Pieces and Their Powers · Getting to Know the Elements of Chess · Looking Out for the King Check, Stalemate, and Checkmate · Tactics and Combinations in Hand-to-Hand Combat · Sacrifices When It s Better to Give than to Receive · Mastering Mating Patterns · Building Pattern Recognition · Recognizing Pawn Formations · Making Special Moves · Selecting Your Strategy The Principles of Play · Coming on Strong in the Opening · Making Headway during the Middlegame · Exiting with Style in the Endgame · Competition Play and Necessary Etiquette · Hitting the Net with Computer Chess · Got Notation? Reading and Writing about Chess · The Ten Most Famous Chess Games · The Ten Best Players of All Time

Chess Openings For Dummies

The Girl's Guide to Chess Mastery

Design and Implementation of DMX Enabled Products and Networks

A Beginner's Guide to the Rules of Chess, Essential Tactics & Key Strategies to Win

Chess for Dummies, 2nd Ed

Learn how to play chess from the beginning.

'A terrific work that is particularly suited for those from beginner to club player' JOHN WATSON, The Week in Chess The fully revised and updated award-winning, bestselling, classic chess book by FIDE Master and chess world-record holder, Graham Burgess. Comprehensive and clear, this fully revised and updated fourth edition of Graham Burgess's bestselling chess classic is an invaluable guide to help any player progress to good club level and better. It provides a complete guide to the main chess openings along with hundreds of test positions for players at every level. This new edition includes: Expanded and updated sections on playing online chess and using computers. A complete and detailed guide to all the main chess openings. Hundreds of new training exercises for players of all standards. Courses in tactics, attacking strategy, combinations and endgames. Analysis of some of the greatest games ever played. Information and advice on club, national, and international tournaments. A comprehensive A-Z glossary of chess terminology. Practical advice and information for further study. New sections on endgame studies and problems, with all examples from 2020 or 2021.

A children’s step-by-step visual guide to the rules, skills, and techniques of chess-by International Master and renowned chess tutor Michael Basman. From the history of chess and the aim of the game to essential tactics and taking it even farther in clubs, tournaments, and championships, Chess for Kids covers it all. Before explaining techniques, the ebook details each piece-pawns, bishops, the king, and more-to ensure kids have a comprehensive understanding before they begin to play. Chess board graphics illustrate different scenarios and support the text explanations so readers can visualize different moves and their potential outcomes as they go. Let Chess for Kids and International Master Michael Basman turn you into a champion chess player.

This book takes readers through a complete chess game against Sophia, a girl who has just learned how to move the chess pieces. In the book’s game, players are asked to choose among a master level move, a good-okay move, and a third that is just plain bad. The readers await Sophia’s next move. With this book, readers will learn to make smart moves in their own real-life chess games, too!

Chess For Dummies

How To Beat Anyone At Chess

Endgame

Chess for Kids

How to Play Chess

Proven tactical tips to strengthen your game Your quick and easy guide to the rules, strategies, and etiquette of chess Kings, queens, knights - does chess seem like a royal pain to grasp? This friendly guide helps you make the right moves. From using the correct terms to engaging in the art of attack, you'll get step-by-step explanations that demystify the game. You'll also find updated information on tournaments and top players, as well as computer chess games and playing chess online! Discover how to: Set up your chessboard Understand the pieces and their powers Recognize the game's patterns Decipher chess notation Employ tactics to gain an advantage Find tournaments and clubs

Presents exercises illustrating a variety of simple checkmate sequences and explaining the concepts leading to more complex moves

'When most people learn to play chess, they usually memorise the movements of the pieces and then spend years pummelling away at each other with little rhyme and even less reason. Though I will show you how each piece leaps around, what it likes to do

Programmed text offers experienced as well as beginning players the opportunity to develop chess skills.

Turning Chess Misconceptions Into Chess Mastery

Checkmate!

Illustrated Strategies for Staying Ahead of the Game

5334 Problems, Combinations and Games

1001 Chess Exercises for Beginners

Learn to play the exciting game of chess! Find out the strengths of all the pieces, from the Pawns to the King and Queen. Then learn some sneaky strategies, tricky traps, and awesome attacks.

Retrospektief herziene analyses van belangrijke partijen van de wereldkampioen schaken uit de jaren 1978-1984.

"I had a fantastic position, but I couldn't figure out what to do next!" Sound familiar? If so, then Fred Wilson's Simple Attacking Plans was written for you. The author distills the complexities of mounting an offensive against your opponent's king down to four principles that lie at the root of most successful chess attacks. Novice players and amateurs of intermediate strength will benefit from the explanations of ideas and tips for practical play, all presented in an easy, conversational style. More experienced competitors will appreciate this book as a game collection featuring masterpieces of enterprising play - some of them never before published.

Chess: 5334 Problems, Combinations and GamesBy L _szl Polg r

The Tactics Workbook that Explains the Basic Concepts, Too

Chess

The DMX 512-A Handbook

The Chess Player's Bible

How to Play Chess for (Absolute) Beginners

A 21st-Century Edition of a Great Checkmate Collection! Ask most chessplayers from the “baby boomer” generation how they acquired and sharpened their tactical skills, and chances are a Fred Reinfeld tactics collection will be part of their answer. And now, for the first time, 1001 Brilliant Ways to Checkmate is available in modern algebraic notation. This may be the best collection of forced checkmate positions culled mainly from actual play. And Reinfeld’s selection is simply marvelous, touching on all the important tactical themes. In short, this is an outstanding book to hone your tactical abilities. It will help you recognize mating patterns, develop visualization skills, enhance imagination, and improve tactical sharpness. And now, with a modern 21st-century edition, the collection finally available, there is no excuse for not only improving your tactical skills, but also enjoying yourself along the way.

Your quick and easy guide to chess Kings, queens, knights—does chess seem like a royal pain to grasp? Taking the intimidation out of this age-old pastime, Chess For Dummies, 4th Edition is here to help beginners wrap their minds around the rules of the game, make sense of those puzzling pieces, and start playing chess like a champ. From using the correct chess notation to understanding the various pieces and their powers, you'll get easy-to-follow, step-by-step explanations that demystify the game—and give you an extra edge. Chess isn't a game you can master—it's an activity that requires patience, strategy, and constant learning. But that's all part of the fun and challenge! Whether you're playing chess online, in a tournament, or with a family member or friend, this hands-on guide covers all the essential components, giving you the know-how to put the principles of play into action from the opening to the endgame. Grasp the principles of play and the nuances of each phase of the game Familiarize yourself with the pieces and the board Pick the perfect chess board and set Know each of the pieces and their powers If you find yourself in a stalemate before you even start, this book has your chess foot forward!

This book is a comprehensive manual for those new to chess, which explains with great clarity the basics of the game. Using innovative methods, Gude ensures that readers quickly grasp each key concept before building on it by introducing new ideas. This is an interactive course. With a total of 280 questions and exercises to tackle, the reader will quickly gain skill and confidence, moving from the mystery away from tactics and combinations by looking first at the strengths and weaknesses of each piece in isolation, and then showing how they work together with each of the other pieces. He also presents guidelines on chess strategy that will help shape the reader's understanding of chess, and a wide variety of patterns for the reader's all-important 'mental chess'—the main aims of each major opening, and the style of game to which they tend of lead, together with some key variations. Later chapters provide examples of how to launch attacks, putting together the skills from earlier chapters, and deal with issues such as chess training, psychology and competitive chess at club and tournament level.

Improve your chess game the fast and easy way You never get a second chance to make a first impression?especially in the game of chess! Chess Openings For Dummies gives you tips and techniques for analyzing openings and strategies for winning chess games from the very first move you make! This friendly, helpful guide provides you with easy-to-follow and step-by-step instructions, strategies and gives you the tools you need to develop your own line of attack from the very start. Includes illustrations to help ensure victory Equips you with the tools and strategies to plan a winning strategy Also serves as a valuable resource for curriculums that use chess as a learning tool Whether you're a veteran or novice chess player, Chess Openings For Dummies is the book you need! Includes the openings and variants that will ensure you have all the right moves to open and win any chess game.

The Test of Time

Simple Checkmates

My First Chess Book

The Everything Chess Basics Book

New edn

This book takes the student on a journey through his own mind and returns him to the chess board with a wealth of new-found knowledge and the promise of a significant gain in strength. Most amateurs possess erroneous thinking processes that remain with them throughout their chess lives. These flaws in their mental armour result in stinging defeats and painful reversals. Books can be bought and studied, lessons can be taken -- but in the end, these elusive problems always prove to be extremely difficult to eradicate. Seeking a solution to this dilemma, the author wrote down the thoughts of his students while they played actual games, analysed them, and catalogued the most common misconceptions that arose. This second edition greatly expands on the information contained in the popular first edition.

Would you like to become a master at chess and use all the best strategies available to win every game? YOUR CUSTOMER NEVER STOP TO USE THIS AWESOME GUIDE

NEW YORK TIMES BESTSELLER • Who was Bobby Fischer? In this “nuanced perspective of the chess genius” (Los Angeles Times), an acclaimed biographer chronicles his meteoric rise and confounding fall, with an afterword containing newly discovered details about Fischer's life. Possessing an IQ of 181 and remarkable powers of concentration, Bobby Fischer memorized hundreds of chess books in several languages, and he was only thirteen when he became the youngest chess master in U.S. history. But his strange behavior started early. In 1972, at the historic Cold War showdown in Reykjavik, Iceland, where he faced Soviet champion Boris Spassky, Fischer made headlines with hundreds of petty demands that nearly ended the competition. It was merely a prelude to what was to come. Arriving back in the United States to a hero’s welcome, Bobby was mobbed wherever he went—a figure as exotic and improbable as any American pop culture had yet produced. Commercial sponsorship offers poured in, ultimately topping \$10 million—but Bobby demurred. Instead, he began tithing his limited money to an apocalyptic religion and devouring anti-Semitic literature. Bobby reemerged in 1992 to play Spassky in a multi-million dollar rematch—but when the dust settled, he was a wanted man, transformed into an international fugitive because of his decision to play in Montenegro despite U.S. sanctions. Fearing for his life, traveling with bodyguards, Bobby lived the life of a celebrity fugitive—one drawn increasingly to the bizarre. Drawing from Fischer family archives, recently released FBI files, and Bobby’s own emails, Endgame is unique in that it limns Bobby Fischer’s entire life—an odyssey that took the chess champion from an impoverished childhood to the covers of Time, Life and Newsweek to recognition as “the most famous man in the world” to notorious recluse.

Offers a guide to important chess techniques and principles to help players develop the skills needed to beat opponents, from the basics of play to specific tactics and strategies, as well as a look at the world of competitive chess.

Simple Attacking Plans

Chess for Dummies

Know the Rules, Choose Your Strategy, and Start Winning

The Tao Of Chess

Pandolfini's Ultimate Guide to Chess

Learn to play an unbeatable game of chess with winning tactics and strategies from Chess for Beginners. Centuries of history and strategy can make learning how to play chess intimidating. Chess for Beginners offers new players a quick-start guide to learn the game of chess and start winning in no time with rules, strategies, and tactics for success. Starting with the basics, this comprehensive guide provides a clear, illustrated introduction to the movements of each piece along with basic rules and game dynamics. With this foundation, new players will learn effective strategies and tactics to start playing competitively and confidently. From your first move to your last, Chess for Beginners shows you how to play your best game, with: A complete overview that introduces players to the chessboard and the movement of each piece with clear, easy-to-follow illustrations and directions. 10 strategies that show players how to control the board, think several moves ahead, go for a quick checkmate, and more! 10 tactics that offer short-term solutions to support your strategy and achieve checkmate. Position your pieces, coordinate your attack, and capture their king--Chess for Beginners teaches you all of the moves to play the perfect game.

Master the ancient art of chess, the game of kings. Learn the key techniques and classic moves of the chess masters, including basic and advanced tactics, combinations, sacrifices, and pawn structures. Over 300 examples demonstrate attacking and defensive strategies for the opening, middle, and end phases of the game.

Chess is 99% tactics. If this celebrated observation is true for the master, how much more so for beginners and casual players! If you want to win more games, nothing works better than training combinations. There are two types of books on tactics, those that introduce the concepts followed by some examples, and workbooks that contain numerous exercises. Chess masters and trainers Franco Masetti and Roberto Messa have done both: they explain the basic tactical ideas AND provide an enormous amount of exercises for each different theme. Masetti and Messa have created a great first tactics book. It teaches you how to: ~ identify weak spots in the position of your opponent ~ recognize patterns of combinations ~ visualize tricks. 1001 Chess Exercises for Beginners can also be used as a course text book, because only the most didactically productive exercises have been used.

Complemented by more than four hundred illustrated chessboards and photographs, an updated introduction to chess discusses the history of the game, tactics, strategies, chess superstars, tournament play, and computer chess, with a new section on the latest research into chess and its effects on brain power and a guide to chess collectibles. Original.

Chess Player's Bible

Remember the MacCutcheon

Bobby Fischer's Remarkable Rise and Fall - from America's Brightest Prodigy to the Edge of Madness

Queen for a Day

A Complete Overview of the Board, Pieces, Rules, and Strategies to Win

"Luckily, I break down chess into absurdly simple tems anyone can learn from... Beginners don't know how to read complicated chess notation or terminology, and in my opinion, don't need to know."--

200 Principles to Transform Your Game and Your Life

1001 Brilliant Ways to Checkmate

Chess for Beginners

The Mammoth Book of Chess