

End Games In Chess

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.

DIV60 complete games, annotated throughout but emphasizing endings that seem like long-contemplated works of art. /div

The definitive work on practical endgame tactics

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.

Winning Chess Endings

From Beginner to Master

Understanding Minor Piece Endgames

Chess Endings

Mastering Endgame Strategy

Vital Lessons for Every Chess Player Improved and Expanded

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

Endgames often give rise to the most difficult and pivotal moments of a chess game. International Master Esben Lund tackles this crucial topic in a unique and innovative way, focusing on the 16 Parameters involved in this type of decision-making. The book contains more than a hundred carefully chosen exercises, and gives the player a clear way to improve his or her understanding and skill.

Players learn how to win in the endgame using any combination of pieces: king and pawn, king and rook, king and queen, and many more, plus how to march pawns into queens. Robertie 's sage advice, presented in easy-to-read charts and clear explanations, shows players how to force winning positions into checkmates in the endgame, and even how to turn drawn or lost positions into victories. In the endgame, material has been reduced to the last few pieces and pawns and a skilled endgame player has a big advantage when the game reaches this stage. Robertie shows how to win in the endgame using any combination of pieces—king and pawn, king and rook, king and queen, bishop and knight combinations and many more. With the lessons you ' ll learn here, you ' ll be the player setting the traps, and your opponents will be turning over their kings in surrender.

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.

A Basic Guide to Endgame Strategy for the Beginner and the More Advanced Chess Player

Essential Knowledge

Pawn Endings

The Complete Beginner's Guide to Delivering Checkmate

Understanding Chess Endgames

Secrets of Rook Endings

Endgames with rooks and pawns are the most frequently occurring in chess, arising in about 1 game in 10. If you learn an important technique in this endgame, chances are you will end up using it sooner or later. And there are a great many methods and concepts that can be mastered with a little effort. This book highlights the key themes in rook endings, and at each turn invites the reader to test his knowledge and skills with abundant exercises. Rook endgame theory does not stand still. New practical examples illustrate novel approaches as players seek to pose problems to their opponents - Magnus Carlsen has shown that even the driest-looking positions can feature deadly traps. The ongoing creation of new endgame tablebases - of which coauthor Yakov Konoval has been at the forefront - enables new classes of positions to be assessed with definitive certainty. Using six-man and the brand new seven-man tablebases, the authors re-examine many of the old evaluations and reach new and enlightening conclusions about classic rook endings. You will be startled and amazed, and soon discover that you are becoming a far more effective endgame player. German grandmaster Karsten Müller is arguably the world's foremost writer on chess endgames. His 'masterwork', Fundamental Chess Endings, is a modern endgame 'bible' and was studied intensively in his youth by current World Champion Magnus Carlsen. Yakov Konoval is a Russian chess-player and programmer who studied at Mikhail Botvinnik's chess school. He has written programs for solving chess problems and has pioneered new techniques for generating endgame tablebases.

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).

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 endings 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 endings.

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.

Basic Chess Endings

Dvoretsky's Endgame Manual

Secrets of Chess Endgame Strategy

200 Brilliant Endgames

100 Endgames You Must Know

The Definitive Guide to the Endgames That Really Matter

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!

To become more than an average chess player a person must master the art of the end-game. This tactical necessity is explained here in step by step sections to slowly expand your game and teaches you to spot favourable endings and how to defend and turn possible defeat to a hard won victory. Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

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

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

The Chess Endgame Exercise Book

The 100 Endgames You Must Know Workbook

100 Chess Master Trade Secrets

A Program to Play Chess End Games

Practical Endgame Exercises for Every Chess Player

Van Perlo's Endgame Tactics

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.

The Daunting Domain of Queen Endgames Explained! Knowing the abilities and limitations of the powerful queen is very valuable for mastering the secrets of the royal game, and this can be studied best in the endgame. Queen endgames are very difficult, if only for purely mathematical reasons – the queen is the most mobile peace in chess, and the amount of possible options is incomparably higher than in any other type of endgames. This book follows a dual philosophy as in the three previous works by the same authors: Understanding Rook Endgames, Understanding Minor Piece Endgames and Understanding Rook vs. Minor Piece Endgames. The 7-piece endings are dealt with in great detail. They are often so complex that pre-tablebase analysis almost always contains errors. Many new discoveries are revealed here. But to really understand the fight of a queen against a queen or minor pieces with rooks, these theoretical positions are of course not enough. So subchapters on the principles of each material configuration have been added. All in all, this fantastic book is already on my (very short) “must study” list for chessplayers of different levels, including the top ten! I want to thank the authors for the courage which is required just to start working on such a complex topic, as well as for the very high quality of their work, which will endure for decades to come and will be very useful for many future generations of chessplayers. – From the Foreword by Vladimir Kramnik,14th World Chess Champion '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. 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.

From Sacrifices to Endgames

Endgame Workshop

Endgame Strategy

How to Win Chess Endgames

Chess Endgame Training

***Be Decisive When it Counts Most The endgame is arguably the most important phase of every chess game. It is the decisive point of the opposition between two fighting minds and consequently, one must be prepared before reaching it. The goal of every chess game is the same: to deliver checkmate. Doing so requires much more than playing well in the opening and middlegame. It requires understanding of endgame fundamentals, knowledge of common checkmate patterns, and more. For centuries, chess experts have studied chess endgames and developed sound and effective theory around the topic. Prepare Yourself for Every Battle This book contains the theoretical content you will need to develop a basic understanding of chess endgame fundamentals. It will enable you to deliver checkmate more often and more efficiently by providing the following:
* Basic endgame strategies
* Rules to keep in mind and apply during chess endgames
* Tips for establishing positional advantages in the endgame
* Examples of fundamental endgame positions
* Diagrams and illustrations to help you visualize the chess board while learning about the endgame
* Common checkmate patterns illustrated and analyzed for your understanding
* A real-life example of an endgame battle between two chess grandmasters***
Become a Checkmate Machine After reading this book, you will have a better understanding of what the endgame is, when it starts, and what to do once it has. You will know exactly what moves to look for at each turn, and what moves to avoid to improve your position and give yourself a decisive advantage. Lastly, you will familiarize yourself with some of the most common checkmate patterns and thus learn to quickly deliver checkmate in various endgame scenarios. As a result, your game will improve and you will begin to win more games. So don't hesitate. If you want to learn to deliver checkmate, now is the time. Just scroll up and grab your copy now!

Anatoly Karpov's legendary endgame technique has always been something of an enigma. Karpov became World Champion in 1975, as the successor of Bobby Fischer. With his fine endgame technique Karpov managed to win positions which nearly everybody else assessed as a draw. This book takes, for the first time, a close look at his endgame technique, explaining the finer points better than Karpov himself has ever cared to do. All existing analysis has been reworked and many spectacular findings have been added. Endgame Virtuoso Anatoly Karpov provides valuable insight into the qualities that made Karpov such a great endgame player, maybe the greatest of all time. A highly instructive and entertaining book. Book jacket.

***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***

This is a major event in chess publishing. Two German endgame experts have produced a masterful one-volume encyclopedia which covers all major endgames. This, the first truly modern single-volume endgame encyclopedia, supersedes all previous works of this type by being far more accurate and readable. This is no dry reference work; throughout the work, the authors emphasize the practical elements of endgame play: principles, rules of thumb and thinking methods. They also provide a feast of detailed analysis for those looking to study the endgame in depth. Unlike previous books of this type (the most recent of which is now eight years old), Fundamental Chess Endings makes full use of endgame tablebases and the analytical engines that access these tablebases. As a result, where previous authors could only make educated guesses, in this book, the authors can often state the definitive truth, or get much closer to it. Throughout, the emphasis is on the general principles that can be extracted from detailed theory, making Fundamental Chess Endings both an ideal endgame reference work and a book that can profitably and enjoyably read from start to finish. With new time controls meaning that competitive games are played to a finish, it has become especially important that chess-players understand the main endgame principles. Fundamental Chess Endings sets the mark for which all others will aim.

Understanding Queen Endgames

Chess Endgame for Beginners

How to Win in the Chess Endings

Endgame Virtuoso Anatoly Karpov

The Greatest Ever Chess Endgames

The Exceptional Endgame Skills of the 12th World Champion

Appropriate for players at every level. Each of the 200 examples features a clear diagram with an algebraic grid and the winning variation presented in algebraic notion.

300 practical endgame situations, ranging from very simple to masterpieces by Capablanca, Reti, Tarrasch, Lasker, more.

At age 97, Yuri Averkakh is the World's Oldest still living chess grandmaster and is still active in chess. In the ending, the advantage of a single "insignificant" pawn can frequently prove decisive, as that pawn inexorably pushes forward and is finally able to reach the last rank and is able to transform itself into a queen.

This is an endgame manual with a difference. As soon as a topic has been introduced and a few basic ideas discussed, you are immediately invited to immerse yourself in the subject by solving a series of relevant positions. The solutions to these positions feature a wealth of practical advice and further discussion of endgame principles and the key theoretical points. All the main types of endgames are covered: pawn endings, minor-piece endings, rook endings and queen endings. Rosen discusses important elements in endgame strategy, such as pawn-structure, passed pawns, space advantage, breakthrough and Zugzwang. Endgames are often highly tactical, and this is reflected throughout this book in exercises that require precise calculation, and in sections devoted to typical tactical themes. There is a wealth of exercises throughout the book.

Collection of Chess Studies of A.A. Troitzky

Practical Chess Endings

Capablanca's Best Chess Endings

Silman's Complete Endgame Course

Endgame Challenge!

Practical End-Game Play

A program to play chess end games is described. The model used in the program is very close to the model assumed in chess books. Embedded in the model are two predicates, better and worse, which contain the heuristics of play, different for each end game. The definitions of better and worse were obtained by programmer translation from the chess books. The program model is shown to be a good one for chess end games by the success achieved for three end games. Also the model enables us to prove that the program can reach checkmate from any starting position. Insights about translation from book problem solving methods into computer program heuristics are discussed; they are obtained by comparing the chess book methods with the definitions of better and worse, and by considering the difficulty encountered by the programmer when doing the translation. (Author).

Basic Chess Endings

Collection of 360 chess studies plus a complete analysis of two knights vs. pawn by the greatest composer of chess endgame studies in history.

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.

Understanding Rook Endgames

Nunn's Chess Endings

Practical Endgame Play - Beyond the Basics

A Comprehensive Guide to the Sunny Side of Chess Endgames

Sharp Endgames

with modern chess notation

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 s 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.

This book deals with the final phase of a chess game, the one that comes after the opening and the middlegame. But it doesn't take the point of view that the endgame is separate from the other two phases. Rather it argues that the game is an organic whole, and that everything is related, and that what happens earlier can explain what happens later. The book also recognizes that the endgame tends to have special characteristics. Pandolfini offers the standard and basic information with a critical eye to circumstances. By playing through the book a player should come away with a full array of tactical and strategic weapons.

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.

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.

Fundamental Chess Endings

How to Play Chess Endgames

Chess Endgames for Kids

Looks at fifty examples of successful endgames and covers the principles of winning endgame play.