

Play Better Chess Leonard Barden

One of the outstanding chess expositors of the 20th century presents the basis of analysis in a disarmingly simple way. Sticking to a few well-chosen examples, he shows how to avoid playing a hit-or-miss game from move to move and instead develop a general plan of action based on positional analysis. Includes 20 problems from master games.

Phillips & Drew/GLC Kings 1980 was one of the great chess events. London was a desert for international tournament chess from 1948-1973. In 1975 there was the Evening Standard London Chess Fortnight. Although these were fine events and very valuable to English chess; they could not be compared with the events in Hastings and Teesside. Really the photo from the Daily Mail says it all. The game between 14 year old Nigel Short and Viktor Korchnoi attracted immense interest. I had feared there wouldn't be many spectators. How foolish! So a large number of children were hired to fill up the hall. Of course they couldn't see what was going on, so they came to the front in order to have a better view. Harry Golombek muttered, 'We can't have a mess like that again.' Leonard Barden said, 'We'll have to wait another 20 years anyway.'

Chess was invented more than 1,500 years ago, and is played in every country in the world. Stephen Moss sets out to master its mysteries, and unlock the secret of its enduring appeal. What, he asks, is the essence of chess? And what will it reveal about his own character along the way? In a witty, accessible style that will delight newcomers and irritate purists, Moss imagines the world as a board and marches across it, offering a mordant report on the world of chess in 64 chapters – 64 of course being the number of squares on the chessboard. He alternates between “black” chapters – where he plays, largely uncomprehendingly, in tournaments – and “white” chapters, where he seeks advice from the current crop of grandmasters and delves into the lives of great players of the past. It is both a history of the game and a kind of “Zen and the Art of Chess”; a practical guide and a self-help book: Moss's quest to understand chess and become a better player is really an attempt to escape a lifetime of dilettantism. He wants to become an expert at one thing. What will be the consequences when he realises he is doomed to fail? Moss travels to Russia and the US – hotbeds of chess throughout the 20th century; meets people who knew Bobby Fischer when he was growing up and tries to unravel the enigma of that tortured genius who died in 2008 at the inevitable age of 64; meets Garry Kasparov and Magnus Carlsen, world champions past and present; and keeps bumping into Armenian superstar Levon Aronian in the gents at tournaments. He becomes champion of Surrey, wins tournaments in Chester and Bury St Edmunds, and holds his own at the famous event in the Dutch seaside resort of Wijk aan Zee (until a last-round meltdown), but too often he is beaten by precocious 10-year-olds and finds it hard to resist the urge to punch them. He looks for spiritual fulfilment in the game, but mostly finds mental torture.

The Life & Games of the Seventh World Chess Champion Vasily Smyslov, the seventh world champion, had a long and illustrious chess career. He played close to 3,000 tournament games over seven decades, from the time of Lasker and Capablanca to the days of Anand and Carlsen. From 1948 to 1958, Smyslov participated in four world championships, becoming world champion in 1957. Smyslov continued playing at the highest level for many years and made a stunning comeback in the early 1980s, making it to the finals of the candidates' cycle. Only the indomitable energy of 20-year-old Garry Kasparov stopped Smyslov from qualifying for another world championship match at the ripe old age of 63! In this first volume of a multi-volume set, Russian FIDE master Andrey Terekhov traces the development of young Vasily from his formative years and becoming the youngest grandmaster in the Soviet Union to finishing second in the world championship match tournament. With access to rare Soviet-era archival material and invaluable family archives, the author complements his account of Smyslov’s growth into an elite player with dozens of fascinating photographs, many never seen before, as well as 49 deeply annotated games. German grandmaster Karsten Müller’s special look at Smyslov’s endgames rounds out this fascinating first volume. [This book] is an extremely well-researched look at his life and games, a very welcome addition to the body of work about Smyslov... – from the Foreword by Peter Svidler

The Rating of Chess Players, Past and Present

Blindfold Chess

Mastering Strategic Thinking Through the Martial Art of the Mind

Samurai Chess

Starting Out

It's all in the mindset

Clearly written guide covers all openings: the Benko Gambit, Bird's Opening, Centre Game, Dutch Defence, Four Knights Game, King's Gambit, others. Techniques are designed to help moderate players whose games are confined to club play or by correspondence, and aid good players who want to improve in tournament or club events.

Starting Out: Sicilian Grand Prix Attack is a further addition to Everyman's best-selling Starting Out series, which has been acclaimed for its original approach to tackling chess openings. International Master Gawain Jones revisits the fundamentals of this opening, elaborating on the crucial early moves and ideas for both sides in a way that is often neglected in other texts.

CHESS. "One Move And You're Dead!" is a chess problems book in which every answer is one single move. But not just any move. Every puzzle in this book has been specially selected by two experts for its level of excitement and contribution to the greatest mind game of them all. All of the games are real, and many are absolute classics that have been overlooked for one reason or another.

Dynamic Chess Down Under! The Doeberl Cup has been Australia's premier weekend chess tournament since its inception in 1963. It has attracted more international masters and grandmasters than any other Australian tournament. The Doeberl Cup – Fifty Years of Australian Chess History tells the stories behind the first 49 Doeberl Cups without neglecting the many tense and spectacular games which decided the top placings. In addition to over 200 annotated games and game fragments, the author presents player biographies of not only Australia's best players and visiting stars, but also many wonderful – and weird – characters who helped create the character of the Doeberl Cup. Dozens of photographs nicely complement the showcasing of Australia's best talent over more than a generation. The result is a splendid account of Australian chess history since the early 1960s. From the legendary Cecil Purdy through Australia's brightest star Ian Rogers, join author Bill Egan as he takes you through the thrills and spills of dynamic chess down under. “Personally I had a great time reading this book (a true labor of love from author Bill Egan), and I’ll make sure it has an honorable home on my bookshelf, ready to be grabbed and enjoyed many more times in the future.” – Jeremy Silman, jeremysilman.com “The Doeberl Cup: Fifty Years of Australian Chess History is a first-rate account of this event which has come to mean so much for Australian chess.” – John Donaldson, Chess Today

Chess Openings for the Average Player

How Good is Your Chess?

An Odyssey through Chess (and Life)

Cumulative Book Index

The Games of Robert J. Fischer

Better Chess for Average Players

Was Bobby Fischer the Greatest Player Ever? The question often asked is: Was Bobby Fischer the Greatest Player Ever? It is clear that Fischer was better than any player who preceded him, including Capablanca who, according to Professor Elo in his book “The Rating of Chess Players, Past and Present” ISBN 0923891277, was the greatest player prior to Fischer. However, Capablanca was only slightly better overall than his contemporaries, Lasker and Alekhine. Elo rated Capablanca at 2725 followed by Lasker and Botvinnik tied with 2720 and then Alekhine at 2690. The question now is: Was Fischer better than his successors, Garry Kasparov, Anatoly Karpov, Anand and Topalov? The answer usually given is that there is no comparison. Kasparov was only slightly better than Karpov. In fact, over their five matches for the World Chess Championship over a period of six years, their score was almost dead even, with Kasparov ahead by only 68-66 in the 134 games that they played. Now compare this to the score of 12 - 7 in games actually played in the Fischer-Spassky Match. Not only was Fischer much better, but Spassky was without doubt the second best player in the world, as compared to most other eras when there was and still is great doubt as to who was the second best player.

DIVInformal, intermediate introduction: reasons for moves, tactics, openings, traps, positional play, endgame. Isolates patterns. 58 figures. /div

"A British champion discusses the most common causes of disaster in chess"--Cover.

Features puzzles for all skill levels, from tournament to occasional playersFor nearly fifty years, Leonard Barden has delighted readers of his newspaper columns with his clever chess puzzles, taken from both the world of chess composition and practical play. Here he presents the best -- hundreds of brain teasers designed for all skill levels and categorized for quick reference.

Volume 1: The Early Years 1921-1948

The Doeberl Cup

Chess Words of Wisdom

The Ruy Lopez

The Principles, Methods and Essential Knowledge of Chess

Desert Island Chess Puzzle Omnibus

If you had to choose a single luxury chess item to take to a desert island, then how about this - a superb selection of 400 puzzles to solve? Each author has carefully chosen 100 original positions, graded by difficulty and theme into four sections of 25. The emphasis throughout is on entertainment, instruction and inspiration. The solutions pinpoint lessons to be learnt and explain why plausible but incorrect solutions fail. Wesley So presents 100 puzzles from his own recent games, many from elite events. They range from easily-overlooked but straightforward ideas to moves of great depth. Michael Adams offers positions from his files that have inspired him over the years, and includes a section of 'warm-ups'. John Nunn challenges you to find beautiful tactics in recent games and studies, as well as some of his own career highlights. Graham Burgess has scoured his work over the years for hidden unpublished gems, and includes themed sections on opening tactics and defensive ideas. 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. John Nunn is a three-time winner of both the World Solving Championship and the British Chess Federation Book of the Year Award. Graham Burgess is Gambit's Editorial Director and the author of 30 books.

One of the most extraordinary books ever written about chess and chessplayers, this authoritative study goes well beyond a lucid explanation of how todays chessmasters and tournament players are rated. Twenty years' research and practice produce a wealth of thought-provoking and hitherto unpublished material on the nature and development of high-level talent: Just what constitutes an "exceptional performance" at the chessboard? Can you really profit from chess lessons? What is the lifetime pattern of Grandmaster development? Where are the masters born? Does your child have master potential? The step-by-step rating system exposition should enable any reader to become an expert on it. For some it may suggest fresh approaches to performance measurement and handicapping in bowling, bridge, golf and elsewhere. 43 charts, diagrams and maps supplement the text. How and why are chessmasters statistically remarkable? How much will your rating rise if you work with the devotion of a Steinitz? At what age should study begin? What toll does age take, and when does it begin? Development of the performance data, covering hundreds of years and thousands of players, has revealed a fresh and exciting version of chess history. One of the many tables identifies 500 all-time chess greats/personal data and top lifetime performance ratings. Just what does government assistance do for chess? What is the Soviet secret? What can we learn from the Icelanders? Why did the small city of Plovdiv produce three Grandmasters in only ten years? Who are the untitled dead? Did Euwe take the championship from Alekhine on a fluke? How would Fischer fare against Morphy in a ten-wins match? It was inevitable that this fascinating story be written, " asserts FIDE President Max Euwe, who introduces the book and recognizes the major part played by ratings in today's burgeoning international activity. Although this is the definitive ratings work, with statistics alone sufficient to place it in every reference library, it was written by a gentle scientist for pleasurable reading -for the enjoyment of the truths, the questions, and the opportunities it reveals.

Suggests ways of using martial arts principle and strategies, including attack, follow-through, impenetrable defense, timing, distance, surprise and deception, and artful surrender, to improve chess skills

AlphaZero, the self-learning artificial intelligence system created by DeepMind, had been fed nothing but the rules of the Royal Game when it beat the world's strongest chess engine. The games that were published created a sensation: how was it possible to play in such a brilliant and risky style and not lose a single game against an opponent of superhuman strength? Matthew Sadler and Natasha Regan investigated more than two thousand previously unpublished games by AlphaZero. They also had unparalleled access to its developers and were offered a unique look 'under the bonnet'. Sadler and Regan reveal AlphaZero's thinking process and tell the story of its creation. Game Changer also presents a collection of lucidly explained chess games of astonishing quality. Both professionals and club players will improve their game by studying AlphaZero's stunning discoveries in every field that matters: opening preparation, piece mobility, initiative, attacking techniques, long-term sacrifices and much more. Game Changer offers intriguing insights into the opportunities and horizons of Artificial Intelligence. With a foreword by former World Chess Champion Garry Kasparov and an introduction by DeepMind CEO Demis Hassabis.

An Introduction to Chess

Play Winning Chess

The Ultimate Chess Puzzle Book

Phillips and Drew Kings Chess Tournament

Batsford Chess Puzzles

The Seven Deadly Chess Sins

This book provides a wealth of puzzle positions to test just about every facet of your tactical skills. The puzzles in this book have been selected by analysing games new and old in search of original puzzle positions. It is very unlikely that even seasoned solvers will recognise many of these positions. Emms, by allying his skills with those of powerful computers, has also made every effort to ensure that the solutions are sound, and that there are no unmentioned alternative solutions. The book begins with 100 relatively easy positions suitable for novices, and ends with 100 extremely tough puzzles, which provide a mind-bending challenge even for top-class players. There are 1001 puzzles in all.

Chess Words of Wisdom is made up of the crucial information mined from over 400 chess books (plus hundreds of magazine articles, vides, DVDs, web sites and various other sources) all condensed into this one remarkably complete and "one-of-a-kind " chess book. Chess Words of Wisdom quotes, paraphrases and summarizes the teachings of hundreds of experts, masters, IMs, GMs and eve a few scientists, scholars and generals. Essentially, all of the wisdom from these important sources is in this one book! Chess Words of Wisdom is a digest of hundreds of years of chess knowledge from the greatest chess minds in history. This is the must-know information for the well-schooled chessplayer at all levels, from beginner to master. Chess Words of Wisdom is unique in that it is all text. There are no diagrams or analysis at all in the book. There is not a single game in the entire book! Instead, the book is jam-packed with essential chess knowledge... in plain English! If you want to learn, if you want to thoroughly understand chess, Chess Words of Wisdom is for you. Chess Words of Wisdom is about "understanding" chess. There are no frills, cartoons or nonsense of any kind in it... just intense, cover-to-cover, concentrated chess instruction in the form of verbal explanation. This is an ideal textbook for chess teachers, coaches, trainers and all serious students of the game. It is for players of all strengths who are enthusiastic about understanding and mastering the game of chess. A 534-page one-of-a-kind chess book, it belongs in every serious chessplayer's library. It contains all of the useful, practical, information from over 400 chess books (plus many other sources). As a result, it contains more helpful information than certainly any other chess book in history. This is one-volume treatise covers nearly all of the essential concepts in chess. "All you need to know about everything that matters!" (New In Chess Magazine) "Kudos! Just glanced through your book which displays an enormous amount of research and chess erudition. Looking forward to some enjoyable reading..." (the late Larry Evans, U.S. grandmaster, author, journalist, and five-time U.S. Chess Champion) "...it's definitely unique in its verbal approach, which is particularly useful especially to adults learning the game." (Jennifer Shahade, author, journalist, two-time U.S. Women's Chess Champion and FIDE Woman Grandmaster)

Details the possible variations in the opening game for players who have a basic understanding of chess rules and notation

Describes how expert chess players recognize and use distinctive patterns of moves, and offers a collection of fifty combinations of moves that lead to checkmates.

Mastering the Spanish

How to Play the Chess Openings

AlphaZero's Groundbreaking Chess Strategies and the Promise of AI

Modern Chess Miniatures

World List of Books in English

Game Changer

Concepts and strategies reflecting modern opening theory are demonstrated in an overview of master openings

This is a well-established training manual which encourages the average player to understand how a grandmaster thinks, and even more important, how he works. Kotov tackles fundamental issues such as knowing how and when to analyze, the tree of analysis, a selection of candidate moves and the factors of success.

Designed for the typical amateur player who wants to improve his or her chess skills, this clear, straightforward guide provides the extra knowledge and technique that turns a losing player into a winner. 384 diagrams.

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

Play Better Chess with Leonard Barden

Bent Larsen's Best Games

An Introduction to Chess Moves and Tactics Simply Explained

Fighting Chess with the Great Dane

Winning Chess with 1 P-K4

Black to Play and Win

Bent Larsen (1935-2010) was one of the greatest fighters chess has ever seen. In his rich career the great Dane defeated all World Champions from Botvinnik to Karpov. He was a Candidate for the World Championship four times and became one of the most successful tournament players of his time. His uncompromising style and his unorthodox thinking made him popular with chess players all around the globe. In 1967/1968 Larsen won five international elite events in a row, a truly spectacular achievement. His successes were such that Bobby Fischer let him play first board in the legendary match Soviet Union vs. the World in 1970 in Belgrade. Bent Larsen also was a highly original chess writer and an extremely productive chess journalist. Not surprisingly the first chess book that Magnus Carlsen ever studied was written by the strongest Scandinavian player before him. This collection brings together more than 120 of Bent Larsen's best games, annotated by himself. His comments are lucid, to the point, instructive and humorous. Together, these games are a tribute to his genius and a continuous joy to read and play through.

The Spanish opening, one of the oldest known chess openings, is still highly popular at every level of the game. It leads to highly complex play, whichever variation arises. In this volume of the Mastering series, the authors explain, with the aid of many diagrams, the essential features of the main variations of the Spanish opening. This series organizes the subject matter according to strategic themes and, by concentrating on the essentials, the books ensure that the reader genuinely understands the underlying principles instead of merely memorizing variations.

For centuries, blindfold chess—the art of playing without sight of the board or pieces—has produced some of the greatest feats of human memory, progressing to the extent that the world record in 2009 was 45 [and is now 46] simultaneous blindfold games. This work describes the personalities and achievements of some of blindfold chess's greatest players—including Philidor, Morphy, Blackburne, Zukertort, Pillsbury, Reti, Alekhine, Koltanowski, Najdorf and Fine, as well as present-day grandmasters such as Anand and Kramnik. Including some never before published, 444 games scores are presented, peppered with diagrams and annotations. Hints for playing blindfold, and its practical value, are also included.

Ideal for those wanting to understand the basics of the Ruy Lopez. The Ruy Lopez is one of the most famous of all chess openings. It has a long and distinguished history and has been played by virtually all of the strongest Grandmasters: Fischer, Karpov, Kasparov, Kramnik, Anand the list

*goes on! From very early on White activates pieces, takes the initiative and sets about building a dominant centre. In this user-friendly book, author John Shaw goes back to basics, studying the fundamental principles of the Ruy Lopez and its many variations. Throughout the book there are an abundance of notes, tips, warnings and exercises to help the improving player, while key strategies, ideas and tactics for both sides are clearly illustrated. * User-friendly design to help readers absorb ideas * Concentrates on the key principles of the Ruy Lopez * Ideal for the improving player"*

Chess Improvement

Think Like a Grandmaster

Play Better Chess

One Move and You're Dead!

How to Play the Endgame in Chess

Move by Move

"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

Designed for the typical amateur player who wants to improve his or her chess skills, this clear, straightforward guide provides the extra knowledge and technique that turns a losing player into a winner. The author, a well-known chess teacher and author of a dozen books on openings, coaches the reader through all the fundamentals of attacking, sacrifices, defense, positional play and choosing a move, as well as how to approach the endgame. The crucial processes of assessing the position and choosing a move are examined in depth, and there are helpful sections on how to cope with difficult positions and time-trouble. Several illustrative games, from the annals of the imaginary Midlington Chess Club, add a light touch to this expert practical guide to better chess. Tim Harding is a well-known chess author and captain of the Irish Correspondence Chess Team. He represented Ireland in the 1984 FIDE chess Olympiad in Thessaloniki. Grandmaster Neil McDonald examines one of the most important openings of all, the Ruy Lopez. He shares his experience and knowledge, and continually challenges the reader to answer probing questions, thereby encouraging the learning and practising of vital opening skills.

How good is your chess? Find out with this collection of 35 master games arranged and scored for self-quizzing. You can score a maximum of 50 points in any one game and by averaging your scores over a number of games, you can rate your skill on a scale from beginner to master. The games, selected by author Leonard Barden, are models of strategy and tactics.

How Not to Play Chess

The Life & Games of Vasily Smyslov

History, Psychology, Techniques, Champions, World Records, and Important Games

London 1980

Rate Your Skill and Improve Your Strategy by Participating in 35 Master Games

Sicilian Grand Prix Attack