

End Games In Chess

A Practical Guide to Rook Endgames
Mastering Endgame Strategy
How to Win Chess Endgames
100 Endgames You Must Know
Chess Studies and End-games
The 100 Endgames You Must Know
Workbook
Winning Chess Endings
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Practical Chess Endings
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A Practical Guide to Rook Endgames

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

Mastering Endgame Strategy

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.

How to Win Chess Endgames

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 By chance, in 2013 publisher New In Chess discovered a previously unnoticed and unpublished extra batch of endgame tactics collected by the legendary Dutch correspondence grandmaster Ger van Perlo (1932-2010).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

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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

100 Endgames You Must Know

'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

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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.

Chess Studies and End-games

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,

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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.

The 100 Endgames You Must Know Workbook

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

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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!

Winning Chess Endings

Rook endgames represent approximately half of all endings reached in master games, so, it's vital that chess players thoroughly familiarize themselves with this critical part of endgame study. Improve understanding and play of these most important endings, with these clear, comprehensive explanations.

Practical Chess Endings

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

Basic Chess Endings

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To learn and to play endgames well the chess player must love endgames' - Lev Psakhis. Different kinds of endgames have specific characteristics and rules. Every serious player must know many typical positions and main principles of all types of endings. That knowledge should help us during the game, but it is not enough to become a good player, not yet. There just too many different endings, some of them with two or more pieces, some are very complex. To be comfortable and play well those complex endings require specific knowledge and specific ways of thinking. We will call it 'endgame thinking'. I chose to write a book on advanced rook endings as I simply did not wish to write another book that would be like the many already available. I have done my best to present analysis and articles I have written over the past 10-15 years. This work has been presented in my daily coaching sessions, seminars, workshops, etc. The material has helped a lot of trainees to develop into quite strong players gaining international titles and championships. Now, it is your turn to taste and enjoy it!

Improve Your Endgame Play

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

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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.

Endgame Virtuoso Magnus Carlsen

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 notation.

Your Jungle Guide to Rook Endings

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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.

Practical Chess Endings

Endgames with kings, rooks and pawns are by far the most common type - it is estimated that rook endgames are reached in nearly one in five of all chess games. It's clear that a firm understanding of them is required in order to become self-assured in this typical phase of the game. And yet it is exactly this area in which many players drop precious points or half-points through a lack of either technique or understanding. In this easy-to-read guide, Grandmaster and well-known endgames expert Chris Ward begins with the absolute fundamentals of rook endgames. He gradually arms the reader with the indispensable knowledge and confidence needed to move onto slightly trickier positions. Using examples from practical play, Ward highlights the correct plans as well as the typical mistakes made by both attacker and defender. As is commonplace with the renowned Starting Out series, there are an abundance of notes, tips and warnings throughout the book to help the improving player. Starting Out: Rook Endgames is perfect for those who have previously honed their chess skills with the earlier books Starting Out in Chess, Tips for Young Players and Improve Your Endgame Play. *Covers all

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crucial rook endings *Easy step-by-step guide to better endgame play *Ideal for the improving player *User-friendly layout to help readers absorb the key ideas

Understanding Chess Endgames

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).

A Guide to Chess 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

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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.

Dvoretsky's Endgame Manual

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One of the finest modern works on chess endings. Thorough analysis by former world champion. 331 examples, each with diagram.

Chess Endgames for Kids

There are, contrary to what most amateurs believe, relatively few chess endgames one must know. Jesus de la Villa, an international grandmaster and former champion of Spain, presents the endgames that show up most frequently in practice, are easy to learn and contain ideas and concepts that are useful in more difficult positions. He brings you simple rules, guiding ideas at the beginning of each chapter, detailed and lively explanations, many diagrams, clear summaries of the most important themes, recommended exercises that will help you understand the material, and tests, divided in two parts: basic and final. The main thing De la Villa asks of you is to always understand WHY you play a move.

Capablanca's Best Chess Endings

The essential techniques for winning at chess, focusing on a variety of end-game strategies. Includes examples drawn from games of chess masters in numerous championships.

Chess Endings

Starting Out

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).

200 Brilliant Endgames

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.

The Tactics of End-games

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

Endgame Strategy

An essential practical book, for all chess players, from one of the world's greatest

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grandmasters. Rather than attempting to cover every theoretical possible endgame position, Paul Keres deals with the basic types of position into which all other endgames will eventually be resolved. He examines these in great detail and, in so doing, reveals the fundamental principles of the endgame and the main ideas for each player. It is not by memorising moves but by understanding the basic positions that a player, of whatever rating, will most improve his endgame play. For this reason, Keres does not simply point out the best move; rather he explains the positions in such a way that the reader's understanding will lead, almost automatically, to the best move.

Silman's Complete Endgame Course

We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions,

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are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we take, we must consider not only its direct effects, but also how it influences the incentives of others.

The Greatest Ever Chess Endgames

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

How to Play Chess Endgames

Young Daniel Naroditsky (1995) has picked the most instructive examples of endgames in which you have to use ideas and plans in order to outplay your opponent. This is not an encyclopaedia nor a manual on endings, which are usually helpful but boring, but a compendium of lively lessons and exercises. The positions that International Master Naroditsky uses should not be memorized, but understood, and his acclaimed didactic skills will take your endgame technique to

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the next level. Never before have the ideas that decide endings been explained so clearly. With exercise at the end of each chapter.

A Program to Play Chess End Games

How to snatch draws from lost positions and wins from equality or worse. Clear presentation of such tactics as walling in, self-pinning, perpetual attack, blockading, much more. 240 chess diagrams.

Understanding Rook Endgames

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

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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

End Games in Chess

The secrets of Magnus Carlsen’s endgame technique Magnus Carlsen’s brilliant endgame play has been one of the key reasons for his success. At the age of 13 the Norwegian became the youngest grandmaster in the world, at 19 the youngest number one in the FIDE world rankings, and at 22 the second youngest World Champion in history. With his fine technique, great inventiveness and iron determination Magnus has won countless endgame positions in which almost everyone else would have settled for a draw. He also has saved endgames that seemed impossible to hold. International Master Tibor Karolyi has studied Carlsen’s career and has selected more than 90 of his best endgames for this book. He reviews them in chronological order to show how Magnus developed his skills. His technique and his choices are explained in a manner that is easy to understand for club players. Endgame Virtuoso Magnus Carlsen is a highly instructive, inspiring

and entertaining book. It will help you to appreciate Magnus' endgame magic and shows you how to become a better endgame player yourself.

Fundamental Chess 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.

100 Endgames You Must Know

The Queen's Gambit

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

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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

Game Theory, Alive

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

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Chess Endings by Fine remains the only book that covers all of the most basic chess endings and yet is in small size so it can be carried around in your pocket. The other books just show some endgames, not every endgame. Grandmaster Fine was one of the strongest chess players in the world and would likely have become world champion but he gave up tournament play to become a writer of textbooks on psychology, in addition to books on chess. A major advantage to Fine's book is his writing ability. Fine was a professional writer. He did not make his living as a chess player. This book is in old style descriptive notation. Some especially younger readers will prefer the more modern Algebraic System. The practical chess player is not interested in knowing that there is a computer somewhere that will show the solution for his position. Rather, he wants to learn how to find the best moves himself so as to defeat his human opponent. The most important endgames to study and learn are King and Pawn Endgames and Rook and Pawn Endgames. Knowing rook and pawn endgames is like having money in a savings account, as they come up all the time. Be sure to take time and learn all the rook and pawn against rook endgames.

Amateur to IM

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

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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.

Basic Chess Endings

In this ideal book for players wishing to improve their endgame play, Grandmaster Glenn Flear explains the fundamental principles which must be mastered. Taking examples from his own games and those of other players, he shows how drawn positions can be converted into victories and lost positions saved at the last moment. It explains the important principles of every type of ending, provides an easy step-by-step guide to better endgame play, a revolutionary layout to help

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readers absorb the key ideas and includes a variety of test positions to enable readers to gauge their progress. (6 7/8 x 9 5/8, 160 pages, b&w illustrations)

100 Chess Master Trade Secrets

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

Mastering Complex Endgames

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

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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.

Van Perlo's Endgame Tactics

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

Select Chess End-games, from Actual Play

By concentrating on the basic principles the average player is not only given a working knowledge of the endgame but also a firm foundation on which to further develop his or her interest and technique in this fascinating stage of a chess game. The author, a Russian Grandmaster and endgame expert, takes the reader from the most elementary checkmates, through the exploitation of positional and material advantage, right up to the analysis of actual endings from master play. (5 3/4 x 8 1/4, 116 pages, illustrations)

Understanding Minor Piece Endgames

The basis for the hit Netflix series! “What Walter Tevis did for pool in *The Hustler*, he does for chess in *The Queen’s Gambit*” (Playboy). When eight-year-old Beth Harmon’s parents are killed in an automobile accident, she’s placed in an orphanage in Mount Sterling, Kentucky. Plain and shy, Beth learns to play chess from the janitor in the basement and discovers she is a prodigy. Though penniless, she is desperate to learn more—and steals a chess magazine and enough money to enter a tournament. Beth also steals some of her foster mother’s tranquilizers to which she is becoming addicted. At thirteen, Beth wins the chess tournament. By the age of sixteen she is competing in the US Open Championship and, like Fast Eddie in *The Hustler*, she hates to lose. By eighteen she is the US champion—and Russia awaits . . . Fast-paced and elegantly written, *The Queen’s Gambit* is a thriller masquerading as a chess novel—one that’s sure to keep you on the edge of your seat. “*The Queen’s Gambit* is sheer entertainment. It is a book I reread every few years—for the pure pleasure and skill of it.” —Michael Ondaatje, Man Booker Prize-winning author of *The English Patient*

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