

Chess (Games Around The World)

Written by a U.S. Chess Champion, International Chess Grandmaster, and longtime instructor, this book includes information for both novice and expert, including over 400 illustrated chessboards and photos; over 20 pages of detailed answer key notes; a completely new chapter on new evidence about chess and its impact on brain power; a guide to the art of chess collectibles; and more. - Foreword by Larry Evans, former International Grandmaster and author of 20 highly acclaimed chess books and a popular monthly advice column in Chess Life - For the beginner or the champ, and for young and old Siegbert Tarrasch's "Three Hundred Chess Games" is one of the most helpful and instructive chess books ever published and the German edition is famous worldwide. The original work, Dreihundert Schachpartien, was initially intended to be a well-annotated record of three hundred of Grandmaster Tarrash's best games, but it quickly became a favorite textbook for chess teachers. This book is the first English Language edition of a chess classic. It is published in algebraic notation, the most popular form of notation among modern chess players. Chess players of all strengths can greatly increase their understanding of the game by playing through these three hundred games. Grandmaster Siegbert Tarrasch, one of the world’s great chess teachers, takes the combinational school of Paul Morphy and the positional school of Wilhelm Steinitz and forms a powerful and modern system of chess play. This masterpiece was referred to as “One of the monuments of our game..” by Grandmaster Reuben Fine. A group biography of seven enduring and beloved games, and the story of why—and how—we play them. Checkers, backgammon, chess, and Go. Poker, Scrabble, and bridge. These seven games, ancient and modern, fascinate millions of people worldwide. In Seven Games, Oliver Roeder charts their origins and historical importance, the delightful arcana of their rules, and the ways their design makes them pleasurable. Roeder introduces thrilling competitors, such as evangelical minister Marion Tinsley, who across forty years lost only three games of checkers; Shusai, the Master, the last Go champion of imperial Japan, defending tradition against “modern rationalism”; and an IBM engineer who created a backgammon program so capable at self-learning that NASA used it on the space shuttle. He delves into the history and lore of each game: backgammon boards in ancient Egypt, the Indian origins of chess, how certain shells from a particular beach in Japan make the finest white Go stones. Beyond the cultural and personal stories, Roeder explores why games, seemingly trivial pastimes, speak so deeply to the human soul. He introduces an early philosopher of games, the aptly named Bernard Suits, and visits an Oxford cosmologist who has perfected a computer that can effectively play bridge, a game as complicated as human language itself. Throughout, Roeder tells the compelling story of how humans, pursuing scientific glory and competitive advantage, have invented AI programs better than any human player, and what that means for the games—and for us. Funny, fascinating, and profound, Seven Games is a story of obsession, psychology, history, and how play makes us human.

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.

A World of Chess

Mikhail Botvinnik

Chess!

The Essential Guide to Win Like a Master. Board, Pieces, Rules, Strategies and Tactics to Start Playing Now!

A Fun Game to Learn and Play

Chinese Chess, or Xiangqi (elephant chess in Chinese), is an ancient board game popular in China for centuries. In recent times, its popularity has exploded with millions of international players and a tournament network with millions in cash prizes. Reinventing the Chinese chess game board, the author incorporates innovative move-recording system. Also the author uses over five hundred diagrams with detailed illustrations, and the readers will enjoy the easy-to-read presentations of the fantastic game. This is a must-read for players of all levels.

“If you want to introduce chess to your child, this colorful book is capable of solving the first and most important task: to captivate him or her with this royal game. Once done, the rest will follow.” - Vladimir Kramnik, 14th World Chess Champion. “A really nice book about chess for children. It introduces you to the game with fun stories that make it easy to understand what the game is about. I hope many kids will be introduced to the royal game in this enjoyable way.” - Viswanathan Anand, 15th World Chess Champion. “Dear Children, please enjoy this delightful book with beautiful illustrations! I do hope that through this book, you’ll fall in love with chess and it will bring you many wonderful moments in your life. Enjoy!” - Boris Gelfand, Vice World Chess Champion. “Este libro para pequeños ajedrecistas, avalado por Vladimir Kramnik, Viswanathan Anand y mi viejo amigo @leontxogarcia, es una delicia.” - Arturo Pérez-Reverte, http://perezreverte.com. In this illustrated book made for children and adults alike, you’ll learn about the greatest and most intelligent game of all time: chess! With all the rules of the game simply explained, you’ll become acquainted with the three stages of a chess game, as well as every single chess piece, one-by-one. But before this, you’ll take a fascinating tour of the history of chess, reaching back to the game’s very beginnings almost 2000 years ago. Turn the pages and discover: - Why an old wise man rejected a king’s offer of gold, and instead asked for grains of wheat - The ancient Scottish chess pieces that inspired the game of Wizard’s Chess in Harry Potter - How there are more possible games in chess than there are atoms in the Universe! And much more! You’ll also read about how all the greatest grandmasters of chess started playing when they were kids, and why that’s the perfect time to begin. Chess builds imagination, focus, and logical thinking skills in children of all ages, and teaches us how to win with respect and lose with honor. But best of all, chess is great fun!

This comprehensive, up-to-date, all-purpose guide to chess is guaranteed to improve the game of the novice and to enable players of even limited experience to advance to good club level or better. Not only does this invaluable volume illuminate the elegance and mysteries of the classic chess game, it has also been revised to bring readers up to the minute about the myriad possibilities of chess on the Internet. Among the outstanding features of this user-friendly mammoth book are a complete guide to the main chess openings, hundreds of test positions for players of all standards, courses in tactics and attacking strategy, practical advice for further study, and an exceptionally helpful glossary as well as information about international chess events. In addition to providing a history of some of the greatest games ever played, it forecasts the exciting future for chess around the world and on the Internet.

This book, itself a work of art, is brought together by the use of five criteria: the overall aesthetics; the originality; the level of opposition; the soundness, accuracy, and difficulty of the game; and finally the overall breadth and depth. Includes 335 diagrams, an index of players and an index of openings by ECO codes.

The World's Great Chess Games. Edited by R. Fine

Chess for Children

Three Hundred Chess Games

An Interactive Guide to the World's Greatest Game

Learn the Theories from Gm Games

Wilhelm Steinitz, the winner of the first official World Chess Championship in 1886, would have rubbed his eyes in disbelief if he could have seen how popular chess is today. With millions of players all around the world, live internet transmissions of major and minor competitions, and educational programs in thousands of schools, chess has truly become a global passion. And what would Steinitz, who had financial problems his whole life and died in poverty, have thought of the current world champion, Magnus Carlsen, who became a multi-millionaire in his early twenties just by playing great chess? The history of the World Chess Championship reflects these enormous changes, and Andre Schulz tells the stories of the title fights in fascinating detail: the historical and social backgrounds, the prize money and the rules, the seconds and other helpers, and the psychological wars on and off the board. Relive the magic of Capablanca, Alekhine, Botvinnik, Tal, Karpov, Kasparov, Bobby Fischer and the others! Andre Schulz has selected one defining game from each championship, and he explains the moves of the Champions in a way that is easily accessible for amateur players. This is a book that no true chess lover wants to miss.

This engaging workbook introduces kids to the wonderful world of chess--from an explanation of every piece on the board to the fundamentals of the game and strategies to capture pieces and win--all told through fun visuals, mock games, and exciting exercises. Chess for Kids includes: A comprehensive introduction to the king, queen, knights, bishops, rooks, and pawns and how each piece moves, attacks, and defends. Detailed explanations of the basic rules of chess, tactics, strategies, mating patterns, and piece strategies. Write-in, workbook activities to help kids 'learn by doing,' unlike other chess books which are text heavy and not interactive. The best offensive and defensive strategies including how to find weak spots in your opponent's defense and how to close games when most of the board's pieces are gone. Learn the pieces, study the strategies, and checkmate all your opponents in this complete guide to mastering the game of chess! The book is divided into different sections. An effort is made in the first few chapters to describe the game of chess, explain how to position the board, examine the history of each piece, demonstrate the movement of each piece, and provide some practical scenarios and questions for each reader. In the second half, a more in-depth analysis of the game is presented. It focuses on terms and meanings, information about world chess leaders, pins and forks, stalemates, how to force draws, and scenarios showing how to checkmate an opponent in one or two moves.

The games of Mikhail Botvinnik, world chess champion from 1948 to 1963, have been studied by players around the world for decades. But little has been written about Botvinnik himself. This book explores his unusual dual career--as a highly regarded scientist as well as the first truly professional chess player--as well as his complex relations with Soviet leaders, including Josef Stalin, his bitter rivalries, and his doomed effort to create the perfect chess-playing computer program. The book has more than 85 games, 127 diagrams, twelve photographs, a chronology of his life and career, a bibliography, an index of openings, an index of opponents, and a general index.

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

Chess for Beginners

The Mammoth Book of the World's Greatest Chess Games

The 100 Best Chess Games of the 20th Century, Ranked

A chess match seems as solitary an endeavor as there is in sports: two minds, on their own, in fierce opposition. In contrast, Gary Alan Fine argues that chess is a social diet: two players in silent dialogue who always take each other into account in their play. Surrounding that one-on-one contest is a community life that can be nearly as dramatic and intense as the across-the-board confrontation. Fine has spent years immersed in the communities of amateur and professional chess players, and with Players and Pawns he takes readers deep inside them, revealing a complex, brilliant, feisty world of commitment and conflict. Within their community, chess players find both support and challenges, all amid a shared interest in and love of the long-standing traditions of the game, traditions that help chess players build a communal identity. Full of idiosyncratic characters and dramatic gameplay, Players and Pawns is a celebration of the fascinating world of serious chess.

"Chess Games With Conceptual Explanations" is a book that contains 10 Grand Master's games with explanations. It doesn't just show the possible variations but it will justify the moves with reasons for every move. It would start with some basic strategies and also provides advanced strategies with next games. I did explained different strategies that could be used in chess with different games. I have also provided some psychological games which would help players to realize how important it is to think every move. I have given all the points learned in this book for revision in the end as 80 points for better chess. I strongly recommend players to read each and every line for their knowledge and then finally continue with that 80 points. I have made this book simple to read and understand by anyone who knows little basics in chess. This book would be appropriate to Intermediate players and advanced players! However a beginner can also get some value additions from this book. Chess board will not be necessary to read this book since I have given diagrams at necessary places to ensure easy understandings. I saw many books with many variations and sub variations, which would cause confusions and complications, so I hereby started this new approach of learning chess.

How to become a better player at chess and to win against the chess computers of top level. This book of chess contains all the rules of chess with the technical and tactical considerations, and full of diagrams to illustrate the rules of chess; also, guess 100 tests of checkmate with diagrams (5 moves or less) + 100 quick chess of 25 moves or less + 47 winning chess in playing the sicilian + 320 winning chess (160 with the black pieces). In order to win against the chess computers of top level, you must do many sacrifices; without that, it's almost impossible to win against them. Look at these winning chess to understand that reality ! The author, J.C. Grenon has won 809 chess against the chess computers of top level; 428 with the white pieces and 381 with the black pieces. At chess, the russian empire is on the wane !

A preeminent chess analyst and the author of World Champion Openings presents diagrams, examples, sidebars, and sample games that illustrate key concepts and strategies for chess players. Original.

Chess for Kids

New edn

Encyclopedia of Chess Wisdom, 2nd Edition

The Mammoth Book of Chess

Chess Openings For Dummies

Traces the history of chess, describes the pieces and how they move, and discusses the strategy of the game.

A leading inventor and collector of games, Sid Sackson is also an expert on game history. For this highly entertaining volume, the self-proclaimed "game addict" has selected over 60 popular games from around the world. A brief but fascinating introductory chapter to the history of card playing is followed by a valuable glossary of terms associated with this popular pastime. Additional chapters supply instructions, detailed illustrations, and an abundance of clear examples for playing such intriguing diversions as Sampen, Kowah, Kabu, Cha Kau Tsz' and Khanhoo from Asia; Skat, Blackjack, Old Maid, Fan Tan, Eights, Klondike, La Belle Loucie, Accordion, and Hearts from Europe; Whist, Blackout, Cribbage, Spoil Five, and Casino from the British Isles; Pif Paf, Samba, Bolivia, and Canasta from Latin America; and Poker, Pinochle, Contract Bridge, Rummy, and Oklahoma Gin from the United States. Most games can be played by children or adults with a common deck of 52 playing cards (a few will need additional cards from a second deck).

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

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

The Big Book of World Chess Championships

The Life and Games of a World Chess Champion

6 Tips About Chess Games You Can't Afford to Miss

Blindfold Chess

Children's First Book of Chess

People, particularly chess players themselves, say the darnedest things about chess and about chess players. Here are some of our favorite misconceptions about the royal game. Some of these sayings are unquestionably off-target, some of them are uneducated impression, and some of them are controversies that might or might not be valid. Grab a copy of this ebook today

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

Josh Waitzkin combines personal anecdotes with solid instruction in this unique introduction to the game of chess. Concentrating on teaching young or new players how to beef up their attacks, Waitzkin presents 40 different chess challenges. He introduces each problem with a brief description of the game from which it was drawn. 50 line drawings.

With more than 400 illustrations, and detailed maps, this immense and deeply researched account of the history of chess covers not only the Persian and Arab game familiar to most Westerners for the past 500 years, but also variants going back 1500 years that are still being played in some parts of the world. The evolution of strategic board games, especially in India, China and Japan, is discussed in detail. The many more recent chess variants (board sizes, new pieces, 3-D etc.) are fully covered. Instructions for play are provided, with historical context, for every form of the game. Includes information about chess history, chess variants, fairy chess, shogi, shatranj, and xiangqi. “The definitive work for those who want to learn how not only the modern game of chess has evolved, but its many variants which date back 1500 years and are still played in various parts of the world”—IM John Donaldson (JeremySilman.com)“Impressive account of the history of chess.... Certainly one of the most interesting reads on the history of chess!”—Chessbook Reviews“A thoroughly researched work that not only introduces a wide variety of chess variants, but will act as a wonderful and unique reference to the field of chess and game history”—Mind’s Eye Press

How To Play Chess

46 Title Fights - from Steinitz to Carlsen

This Crazy World of Chess

Chess Games With Conceptual Explanations for Intermediate Players

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

This new and expanded edition contains the 112 greatest chess games of all time--selected, analyzed, re-evaluated and explained by a team of experts and illustrated with more than 900 diagrams.

Will your next doctor be a human being—or a machine? Will you have a choice? If you do, what should you know before making it?This book introduces the reader to the pitfalls and promises of artificial intelligence (AI) in its modern incarnation and the growing trend of systems to "reach off the Web" into the real world. The convergence of AI, social networking, and modern computing is creating an historic inflection point in the partnership between human beings and machines with potentially profound impacts on the future not only of computing but of our world and species.AI experts and researchers James Hendler—co-originator of the Semantic Web (Web 3.0)—and Alice Mulvehill—developer of AI-based operational systems for DARPA, the Air Force, and NASA—explore the social implications of AI systems in the context of a close examination of the technologies that make them possible. The authors critically evaluate the utopian claims and dystopian counterclaims of AI prognosticators. Social Machines: The Coming Collision of Artificial Intelligence, Social Networking, and Humanity is your richly illustrated field guide to the future of your machine-mediated relationships with other human beings and with increasingly intelligent machines. What Readers Will Learn What the concept of a social machine is and how the activities of non-programmers are contributing to machine intelligence How modern artificial intelligence technologies, such as Watson, are evolving and how they process knowledge from both carefully produced information (such as Wikipedia and journal articles) and from big data collections The fundamentals of neuromorphic computing, knowledge graph search, and linked data, as well as the basic technology concepts that underlie networking applications such as Facebook and Twitter How the change in attitudes towards cooperative work on the Web, especially in the younger demographic, is critical to the future of Web applications Who This Book Is ForGeneral readers and technically engaged developers, entrepreneurs, and technologists interested in the threats and promises of the accelerating convergence of artificial intelligence with social networks and mobile web technologies.

Confused by esoteric chess terms like castling, forking, and making Luft? Can't tell whether you've got your opponent in check or checkmate? This book will tell you everything you need to know to become a budding Kasparov, from the names of pieces and their movements to tactics and strategies, from advanced maneuvers to setting up chess tournaments and clubs where you can test your skills. Also covered: a history of chess, from its beginnings in ancient India to how it became the world's most played game; all the basics of the board and the pieces; elementary rules and object of the game; famous openings and well-know tactics; sneak attacks and other tricky plays; exercises that explain strategies and chess-move annotations (often found in newspapers); and advice for using the Internet and computer programs to better your game and tips on starting a chess club or tournament.

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I Become a Better Player At the Chess Game

Seven Games: A Human History

The Complete Idiot's Guide to Chess, 3rd Edition

Players and Pawns

A Beginner's Guide to Learning the Chess Game, Pieces, Board, Rules, & Strategies

Master the Ancient and Modern Game of Chess! Read this book for FREE on Kindle Unlimited – Order Now! When you read How to Play Chess, you'll discover a fascinating world of the mind! This comprehensive and lengthy book explains how all the chess pieces move in simple, easy-to-understand language. You'll easily absorb the quirks of the game, such as the en passant rule and how important kings become in the later stages of play. From pawns to queens, you'll know exactly how to follow the rules – and make the most of your favorite strategies! How to Play Chess introduces many popular beginner tactics you can use right away to impress your friends and improve your rankings. You'll discover the various strategies appropriate for each phase of the game—Beginning, Middle, and Endgame—and how to get an edge on your opponents! Inside, you'll learn about chess masters from long ago – and meet the new masters. From William Steinitz and Magnus Carlsen to Garry Kasparov and Bobby Fisher, the chess world has created many fascinating and beautiful minds! This inspiring chess method for beginners helps you understand how to position your pieces in their "best squares" and create solid defenses. When it's time to go on the offensive, you'll enjoy thrilling attacks – and avoid your opponent's counter-attacks. It's time to win more games and have more fun!

Uncover Little-Known Grandmaster Chess Tactics and Learn How To Defeat More Experienced Players With Powerful Strategies Even if You've Never Played a Game of Chess Before! Do you want to get started learning chess, but find the game too complicated as a novice approaching it for the first time? Are you tired of losing game after game to your more experienced friends and feeling slightly dumb? Are you ready to finally say goodbye to being a chess novice and learning how to think 5 to 10 moves ahead of your opponent in any chess game? If any of the above questions sound like what you need help with, then keep reading... Chess has made a comeback in recent times, with the comeback spurred by Netflix's show, "The Queen's Gambit" and increasing interest in the game around the world. In this comprehensive introduction to chess for beginners, you're going to learn all the skills and strategies required to dominate your opponents in chess and take your chess skills to the next level in a matter of weeks. Here's what you're going to learn in Chess for Beginners: Everything you need to know about chess to help you get started on the right foot A foolproof explanation of the laws of chess and the terminologies you need to know as a beginner The 3 phases of a chess game and tips to help you dominate your opponent in each phase How to master 14 little-known checkmate patterns you can use to win chess games 9 powerful chess tactics to help you nuke your opponents and throw them off their game 7 pawn structures to help you use these underrated chess pieces to own your opponent ...and much more! Designed for complete novices like you, Chess for Beginners covers everything you need to know to control a chess game from the opening move to the checkmate with little-known grandmaster tactics. Starting with the basic terms and moves to more advanced stuff, this guide will transform you from a novice to a feared player of the game. Scroll to the top of the page and click the "Buy Now with 1-Click" button to get started TODAY!

Modern chess began in 1851 in the London Tournament of the Crystal Palace Exposition. Today, the principles of winning play have been explored and codified: a beginner can learn more about chess in one year, than a master learned a century ago during his entire career. This book is the first detailed presentation, by a Grand Master, of a complete analysis of the world's best games. For all who are interested in the fine points, the author has selected the most notable examples of brilliant play and strategy, the attack and the defense. Among the masters whose best games are to be found in the work are: Alekhine, Botvinnik, Capablanca, Euwe, Lasker, Marshall, Morphy, Rubinstein, Steinitz, Tarrasch, Tartakower, and many, many others. Reuben Fine had not taken chess seriously until late high school days. Yet he became a Grand Master at the age of twenty-one, and was dual winner of the great AVRO Tournament of 1938. Dr. Fine was officially ranked - on the basis of twenty years of tournament play - as the Number 1 player of the United States, and a Challenger for the World Championship. Dr. Fine taught psychology at the College of the City of New York and at Brooklyn College. He and his family lived in New York City, where he practiced psychoanalysis.

This legendary tournament features 210 hotly contested games, many of them masterpieces of the first rank. The first authoritative English translation from the Russian, this volume was written by one of the leading competitors. Its perceptive coverage includes games by Smyslov, Keres, Reshevsky, Petrosian, and 11 others. Algebraic notation. 352 diagrams.

Its Development and Variations through Centuries and Civilizations

The Complete Idiot's Guide to Chess

Fast and Easy to Learn Chinese Chess or "Xiangqi" with the Innovative "Xiangqi Chessboard" and the Move-Recording System

Attacking Chess

Analysis of the Game of Chess

In this richly illustrated book, Dr Jorma Kyppö explores the history of board games dating back to Ancient Egypt, Mesopotamia, India and China. He provides a description of the evolution and various interpretations of chess. Furthermore, the book offers the study of the old Celtic and Viking board games and the old Hawaiian board game Kono. About the interpretation of the famous Cretan Phaistos Disk. Descriptions of several chess variations, including some highlights of the game theory and tiling in different dimensions, are followed by a multidimensional symmetrical n-person strategy game model, based on chess. Final chapter (Concluding remarks) offers the new generalization of the Fibonacci sequence.

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

Teaches chess step-by-step, covering the board and pieces, notation, castling, draws, and basic tactics, and features a boy named George, who learns how to play chess from his tall-tale-telling pet alligator, Kirsty.

Card Games Around the World

Board Games: Throughout The History And Multidimensional Spaces

The Kids' Book of Chess

Zurich International Chess Tournament, 1953

The World's Great Chess Games