

The Batsford Book Of Chess For Children

This repertoire of easy-to-learn openings, based on Garry Kasparov's move 1 d4, offers openings with a modern twist. Each one has simple principles that allow White to play just about the same moves against the Grunfeld, King's Indian, and Nimzo-Indian Defense. There are also modern systems to repel the Dutch, Benoni, and even offbeat lines such as the Englund Gambit. Nothing is left out: the tricks and traps in the opening for both sides; the basic plan and strategy using entertaining games; and how to play the middlegame by following easy plans. Intermediate The classic chess reference book – as seen in Netflix's The Queen's Gambit. The standard reference work on chess openings for more than half a century, earning the epithet 'the chess player's bible'. Batsford's Modern Chess Openings is the most comprehensive single-volume work on the openings. Covering every standard line of play, it provides the distilled essence of contemporary opening theory. This edition is an indispensable reference work for club and tournament players. International Grandmaster Nick de Firmian is a three-times US Champion and an expert on opening theory. He helped develop computer Deeper Blue's opening repertoire in its match victory over arch-theoretician Gary Kasparov.

This guide shows how to create and execute successful attacks in chess. It explains where and when to attack, offers tips on choosing the right pieces to use, show how to select the best moment to sacrifice and provides hints on finishing off the job in style.

Ideas Behind the Modern Chess Openings

1000 Checkmate Combinations

Batsford Book of Chess for Children Activity Book

The Games of Robert J. Fischer

Chess: The Art of Logical Thinking

Winning Chess is a truly classic chess book, beloved of chess-mad teenagers since it was first published in 1970, updated and repackaged in algebraic format. Written in lively, conversational style by two prolific and popular chess authors, it is aimed at players who have gone past the beginner stage and want to take their game to a whole new level. Its imaginative themes and instructional method are timeless, and the whole book is shot through with fun and humour.

Batsford's Chess Bible is a landmark, full-colour chess instruction book, ideal for both beginners and more experienced players wanting to improve their game. The book takes the form of a course, with quick-start guides to help to retain the information you've learned and puzzle sections for you to test yourself as you go. To illustrate more advanced strategy and tactics, author Sean Marsh uses world-class chess 'heroes', such as Anatoly Karpov and Mikhail Tal, to bring the concepts to life. Essential topics include: Pieces and Moves: the very basics, covering the chessboard, notation, the names of the pieces and how they

move, plus an overview of chess etiquette *What Chess is All About*: an exploration of chess culture and history *Winning, Drawing and Losing*: Covers the various ways of winning at chess, and how games are drawn *Six Openings for Life*: Coverage of six of the best chess openings, each illustrated by a different 'chess hero' *Tactical Weapons*: An examination of forks, pins, skewers and other tactical devices, followed by illustrative games from *Tactical Hero* Mikhail Tal *Positional Play*: Looks at good and bad positions, plus the art of planning, seen through the games of *Positional Hero* Tigran Petrosian *Human Factors*: Typical mistakes and blunders to avoid *Easy to follow, yet thorough and challenging, this book is an essential companion for all budding chess champions.*

Chess is experiencing a new wave of popularity in schools, and it's educational too. Organisations like *Chess in Schools* are promoting it as the perfect way to develop analytical thinking skills, foster the competitive instinct - and provide a lot of fun along the way. This cute, character-based book, aimed at children aged 7 and up, is a complete guide to chess for those starting out in the game. In straightforward, animated language, Jess and Jamie - two rough-and-tumble kids who are obsessed with chess - explain everything you need to know, from first sitting down at the board to sneaky tricks to help you beat your opponents. The book explains who the pieces are and how they move (and that we're talking about pawns, not prawns), how to reach checkmate (or, in Jess's words, 'how to kill the king'), and the concept of the opening, middlegame and endgame. It also introduces the idea of chess etiquette - and explains why: sometimes no one wins and a game ends in stalemate.

Friendlier and more fun than the average children's chess book, *The Batsford Book of Chess for Children* should become an essential addition to any child's bookshelf.

Beginners Chess for Kids

Batsford Second Chess Course

Chess for Children

From beginner to winner with moves, techniques and strategies

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.

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

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.

The Batsford Book of Chess Records

The Benko Gambit

Magnus Carlsen: 60 Memorable Games

The Batsford Book of Chess

Modern Chess Openings

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.

An International Master's guide to the essential positions and strategies in chess. A great little book of understanding the most important chess positions in the opening of a game, the middle game and the endgame. It cuts to the chase on the most useful positions at all those stages. Perfect for players who want to reach a higher level but don't have time to sit for hours and hours each week in less productive study. Divided into three sections, it comprises section 1, The 50 Most Important Openings (covering 50 openings), section 2. The 150 Most important Middle Game Positions and section 3. The 100 Most important Endgame Positions. For example, the Endgame section has chapters on pawn endings, knight endings, etc. The Middle game chapters are arranged by positional themes. Each numbered position can be seen as a test yourself quiz (with answers given below the diagrams) to help cement positional understanding. Since it is advisable to repeat the positions from time to time this book can be your life-long companion, enabling you to dramatically increase your positional chess

understanding. An essential strategy book by a Swedish International Master.

Every chess player knows that the game is really won or lost in the planning, but finding the right plan requires knowledge and understanding of the principles of chess strategy. In this highly readable, practical guide, a former leading Soviet grandmaster shares a wealth of hard-earned, tactical wisdom. Whether you want to add to your opening repertoire, shore up your middle game or enhance your end moves, you'll find a strategic approach to suit your needs. Evaluate a variety of gambit systems; anticipate the strengths and weaknesses of the respective pawn formations; or assess the mobility, vulnerability, and comparative value of individual pieces. Exchanges and positional sacrifices are also covered. Become a focused, flexible strategist, and take your opponents by surprise every time.

300 Most Important Chess Positions

From Beginner to Winner

My 60 Memorable Games

Chess for Kids

Batsford's Modern Chess Openings

The Modern defence is one of the most controversial ways for the Black to play the opening. This book provides all the information that the practical player needs to play the Modern. The book covers each of the White's main responses, with complete illustrative games used to explain the key ideas from both sides of the chess board.

The endgame is the final phase of a game of chess, in which very little material is left on the board and the weaknesses forced earlier in the game can be exploited. Theory, while not changing as rapidly as in the openings, is no less important, and many games are won or lost because one player knew the winning plan and the other didn't.

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

International Master Michael Basman turn you into a champion chess player.

Winning with the Torre Attack

The Batsford Book of Chess for Children New Edition

Chess Strategy

From the First Move to the Last

A Guide to Attacking Chess

The Batsford Book of Chess is a landmark, full-colour chess instruction book, authoritatively written and beautifully designed. Arranged in the form of a course, it will take you all the way from tentative beginner to formidable chess player. 'Quick Start' reference pages help you retain the information you've learned, and puzzle sections let you test yourself as you go. To illustrate more advanced strategy and tactics, the author uses world-class 'chess heroes' such as Bobby Fischer and Mikhail Tal to bring the concepts to life. Essential topics include:

- Pieces and Moves: the very basics, covering the chessboard, notation, the names of the pieces and how they move, plus an overview of chess etiquette
- What Chess is All About: an exploration of chess culture and history
- Winning, Drawing and Losing: Covers the various ways of winning at chess, and how games are drawn
- Six Openings for Life: Coverage of six of the best chess openings, each illustrated by a different 'chess hero'
- Tactical Weapons: An examination of forks, pins, skewers and other tactical devices, followed by illustrative games from Tactical Hero Mikhail Tal
- Positional Play: Looks at good and bad positions, plus the art of planning, seen through the games of Positional Hero Tigran Petrosian
- Human Factors: Typical mistakes and blunders you'll need to steer clear of

Easy to follow, yet more thorough and more challenging than other chess instruction books on the market, this book is an essential companion for all budding chess champions. Following on from the long success of one of the most important chess books ever written, Bobby Fischer: My 60 Memorable Games, renowned chess writer Andrew Soltis delivers a book on today's blockbuster chess player Magnus Carlsen. At 28 Magnus Carlsen is already considered by many chess fans to be the greatest player of all time. He will defend his world championship title this autumn and if he wins, it will set a record of five championship match victories. This book take you through how he wins by analysing 60 of the games that made him who he is, describing the intricacies behind his and his opponent's strategies, the tactical justification of moves and the psychological battle in each one. You'll find beautifully simple positional play next to out-of-this-world combinations that are just breathtaking. This book is essential for chess enthusiasts, competitors and professionals of all skill sets.

A collection of the 60 best games of Bobby Fischer, analyzed by himself. The games are reset by John Nunn into modern algebraic notation, providing an insight into the methods and thought processes of one of the greatest chess champions.

Kasparov: How His Predecessors Mised Him About Chess

Think Like a Grandmaster

Batsford Chess Endings

The Complete Book of Gambits

Tactics in the Sicilian

This truly outstanding book, first published in Russian in the 1970s and regarded as a classic, contains everything you need to know about how to deliver checkmate. 1000 Checkmate Combinations contains a wealth of elegant and sophisticated chess tactics as well as systematic and effective instruction. Each chapter covers a different piece or combination of pieces that is able to deliver checkmate, and provides illustrative templates for just about every mating formation. By working through the book, readers will develop their ability to recognise

the potential for checkmate, as well as the know-how to execute one. Clearly written and beautifully organised, it will appeal to all chess players but particularly club players.

Chess is the art that expresses the science of logic. Mikhail Botvinnik Grandmaster Neil McDonald explains every single move made by White and Black in 30 striking tactical or strategic games played over the last quarter century. These games have been carefully chosen for their consistent logical thread, thereby providing the reader with prime instruction in the art of conceiving appropriate plans and attacks and carrying them out to their natural conclusion. Watching games unfold in this way will be both an education and inspiration to readers who can then try to play in the same purposeful way in their own games – with a corresponding increase in their playing strength.

The Batsford Book of Chess for Children beginner chess for kids Batsford

The Batsford Book of Chess for Children

Bobby Fischer Teaches Chess

How to perfect your attacking play

The Batsford Chess Encyclopedia

How to Play the English Opening

Chess is experiencing a new wave of popularity in schools, and it's educational too.

Organisations like Chess in Schools are promoting it as the perfect way to develop analytical thinking skills, foster the competitive instinct – and provide a lot of fun along the way. This cute, character-based book, aimed at children aged 7 and up, is a complete guide to chess for those starting out in the game. In straightforward, animated language, Jess and Jamie – two rough-and-tumble kids who are obsessed with chess – explain everything you need to know, from first sitting down at the board to sneaky tricks to help you beat your opponents. The book explains who the pieces are and how they move (and that we're talking about pawns, not prawns), how to reach checkmate (or, in Jess's words, 'how to kill the king'), and the concept of the opening, middlegame and endgame. It also introduces the idea of chess etiquette - and explains why sometimes no one wins and a game ends in stalemate. Friendlier and more fun than the average children's chess book, The Batsford Book of Chess for Children should become an essential addition to any child's bookshelf.

This is a monograph on the Benko Gambit opening which concentrates on explaining the strategic plans which Black should follow. A number of complete games in the text allow the reader to get a feel for the middle-game positions which arise.

Yugoslav grandmaster Svetozar Gligoric, once rated the strongest European chess player outside of Russia, has pursued a long and distinguished chess career. This highly acclaimed collection of over 100 of his best games, including classic wins against world champions and other top players such as Euwe, Botvinnik, Smyslov, Tal, Petrosian, Spassky, Fischer, Keres, Korchnoi, Larsen, Najdorf, and Reshevsky, now appears for the first time in English. The title of the book 'I Play Against Pieces' reflects Gligoric's thoroughly objective approach to chess, which has always been characterised by great clarity and logic, resulting in a wealth of model games. The fact that these games, replete with instructive tactics and strategies, are classified under openings will particularly benefit readers interested in the study of Queen's Pawn Openings as White and the King's Indian Defence and Ruy Lopez as Black of which Gligoric was a true connoisseur.

Find the Right Plan with Anatoly Karpov

Winning with the Modern

Batsford's Chess Bible

Kasparov Teaches Chess

beginner chess for kids

Over the past few years the great chess player Garry Kasparov has written five best-selling books praising the contributions to chess made by the previous world

champions. The series is called "My Great Predecessors". As a reaction to this wonderful series of books, leading chess writer Tibor Ká rolyi has written this imaginary sixth volume. In gently humorous – but chessically serious – style, the author imagines Kasparov is annotating over 70 of his own lost games, and blaming all these defeats on the bad influence of each of the previous world champions, providing in-depth analysis to show how he was misled by them. The book also serves as a highly instructive, practical chess book – to beat Kasparov, the greatest player of all time, took some pretty special chess, and readers will enjoy learning from this. It is astonishing how the author has managed to find so many games that exhibit uncanny similarities between Kasparov and his predecessors, which makes the content of the book extremely plausible – as if Kasparov himself were writing it. This is a brilliant and totally original chess book that could only have been written by someone with great knowledge of Kasparov and the past world champions.

- One of the world ' s greatest chess players reveals the secrets of how he plans his play
- Packed with invaluable information on how to mobilise your forces, avoid threats and win the game
- Illustrated with a wealth of annotated examples from the author ' s own games

The legendary Anatoly Karpov has won over 250 Grandmaster tournaments, many more than any other player in chess history, and his games are characterised by his gradually and patiently pushing an opponent back to the wall, before finally finishing him off with a deadly blow. In this unique book, aimed at ordinary club players, Karpov gives a wealth of tips on how to incorporate this dramatic style of play into your own repertoire, through careful planning and evaluation of positions: looking at the fire-power of your forces, being aware of threats to your own king and how to safeguard it, and careful control of open lines. As he says himself: ' Finding the right plan is the key to success ' . Warmily and accessibly written, but with Karpov ' s usual air of authority, this book makes you feel like you are spending an evening with the man himself, and will help you to absorb a little bit of the Karpov magic.

A long-overdue book on the records, from the trivial to monumental, set in the chess world. From the most unfortunate players in chess history to the longest queen moves, and from the longest tournaments to the record time for thinking about the next move, everything is included here – this amusing, entertaining, and often astounding guide is a must for all chess players. The book aims to fill a gap in chess literature by listing the record holders in numerous aspects of the game. It is divided into four sections: Games; People; Tournaments, Matches and Events; and Around the Black and White Board, giving the chess play of some amazing chess record moves.

Winning Chess

I Play Against Pieces

How to Play and Win

A follow up to Chess for Children, this is a very imaginative way of building up your children's knowledge and interest in chess through a series of fun chess games and activities. The same two cheeky children, Jess and Jamie, talk through the games in language that kids would relate to – and this time they are joined by their friends Harry and Marnie so that group chess games can be explored. The book includes puzzles and games, some easy 'variants' of chess, and a guess-the-next move section, along with 'revision' pages to help remind children of the chess basics. All are accompanied by easy-to-read chess boards and fun illustrations. Chess in schools and clubs is growing all the time and our author is a leading light in kids chess, teaching at many London schools, including

Dulwich College. The book works well as a companion to the earlier book, Chess for Children, but also as a standalone activity book. Whether your child is just beginning to learn chess or already immersed in the subject, this book will help encourage their interest and love of the subject. A great book for both parents and teachers. Suitable for children aged 7 and up.

This is the perfect introduction to chess for children from the age of seven upwards. The book contains 30 short lessons, starting with learning about the board and the pieces, then the moves of each piece in turn, then the vital concepts of check, checkmate and stalemate, and finally basic strategy and thinking skills. Quizzes and puzzles reinforce what the children learn. The book uses the characters of the 7-year-old twins Sam and Alice who are always arguing and fighting. They decide to join the army where they are told about an impending invasion of aliens from the planet Caïssa. The outcome of the invasion will be decided by a game of living chess. During their lessons they learn about the battlefield and the different types of soldier and get to play the part of each in turn.